

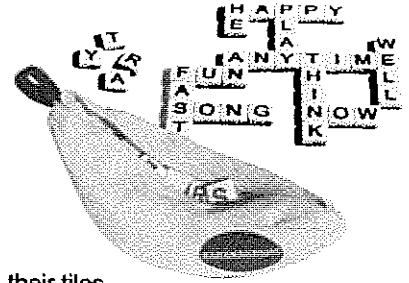
Bananagrams Game Instructions (game available at www.morseimunk.com)

How To Play:

Place all 144 tiles face down in the center of the table. These tiles are called the BUNCH.

Everyone then takes tiles from the bunch and puts them in front of them, face down. The number of tiles you take depends on the number of people playing:

- 2 – 4 people: each player takes 21 letters
- 5 – 6 people: each player takes 15 letters
- 7 people: each player takes 11 letters



Once everyone's ready, any player can start the game by saying "SPLIT!" Everybody then turns their tiles face up and starts forming their own crossword collections of intersecting and connecting words.

IMPORTANT: Words can be horizontal or vertical, going from left to right or top to bottom. Players can rearrange their own words as often as they want. There are no turns in Bananagrams; everyone works on their own crossword independently of each other. It's a race to the finish!

When a player successfully uses all their letters in a crossword, he or she says "PEEL!" and takes a tile from the bunch. When this happens, everybody has to take a tile and add it to their collection of letters.

At any time (and as often as they like), a player can return a troublesome letter back to the bunch (face down, of course). The catch is that they must take three letters in return. The player declares this by saying "DUMP!" This doesn't affect any of the other players.

Play continues until there are fewer tiles in the bunch than there are players. At that point, the first player with no remaining letters should "BANANAS!" and is the winner!

But it's not home free for the winner yet! The other players now inspect his or her hand for misspelled or incorrect words. (You can't use proper nouns, like names, and we recommend using a print or online dictionary to keep things fair).

If the words are acceptable, then that player is the **WINNER**.

If any word is unacceptable, that player becomes the "ROTTEN BANANA" and is out of that hand. He or she returns all their letters face down to the bunch and the game resumes for the remaining players.

ADDITIONAL WAYS TO PLAY

BEST OF:

A hand can take as little as 5 minutes, so players, if desired, could play for the "best of 5" or "best of 10".

BANANA SMOOTHIE:

This is a less hectic version of Bananagrams. All tiles are placed face down on the table. The letters are divided equally among players, remaining face down. Players then play a game of Bananagrams, but without "peeling" or "dumping". The first player to use all of his/her letters should "BANANAS!" and is the winner of that hand. If the game ends in a stalemate, the player with the fewest remaining letters is the winner.

BANANA CAFÉ:

This version of Bananagrams is designed to be played in restaurants while waiting for service. Place the pouch on the table. Each player takes 21 tiles from the pouch, and proceeds to play the regular game with "dumping" but with no "peeling". The first player to use all his/her letters says "BANANAS!" and is the winner.

BANANA SOLITAIRE:

This is a one player version of Bananagrams. Place all letters down on the center of the table. Take 21 letters and proceed to play the game. Only peel when needed. Try to beat your own best time in using all 144 letters, or try making as few words to use all 144 letters. This can be a relaxing way of honing your Bananagrams skills. Advanced players could create their own versions by limiting the acceptable words to a special category, such as animals, food and drink, etc.

CONNECT 4

HOW TO PLAY

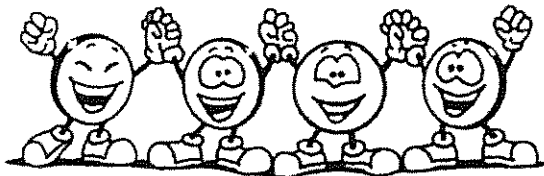
1. Decide who plays first. Players will alternate turns after playing a checker.
NOTE: The player starting the first game will play second in the next game.
2. On your turn, drop one of your checkers down ANY of the slots in the top of the grid.
3. Play alternates until one player gets **FOUR** checkers of his or her color in a row. The four in a row can be horizontal, vertical or diagonal. See Figures 2, 3 and 4.

HOW TO WIN

If you're the first player to get four of your checkers in a row, you win the game!

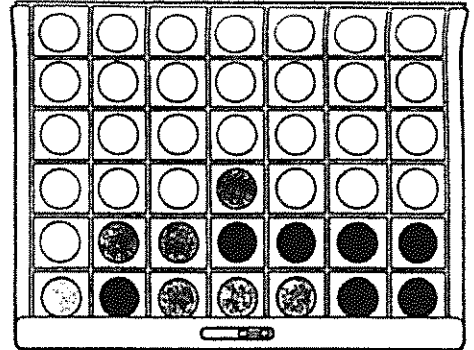
TO START ANOTHER GAME

First, clear the board of checkers by simply sliding the lever at the base of the grid to one side. The checkers will drop out, and you are ready to start the next game. Be sure to slide the lever back to its original position.



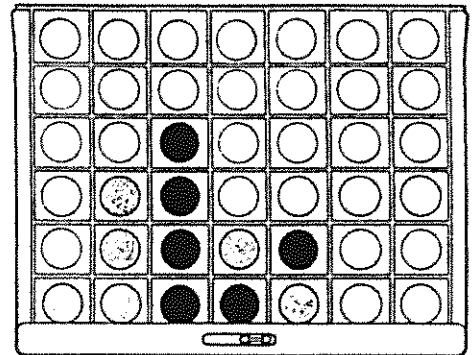
PLAY EXAMPLES (black wins)

Figure 2.



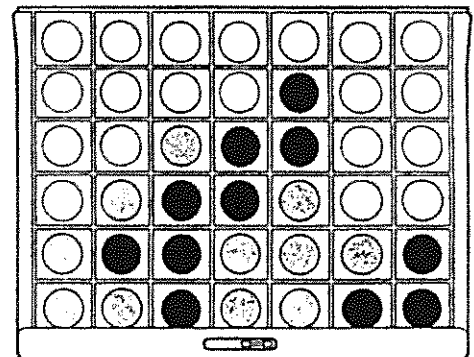
FOUR IN A ROW HORIZONTALLY

Figure 3.



FOUR IN A ROW VERTICALLY

Figure 4.



FOUR IN A ROW DIAGONALLY

THE RULES FOR PLAYING "MEMORY"

- 1. Mix up the cards.**
- 2. Lay them in rows, face down.**
- 3. Turn over any two cards.**
- 4. If the two cards match, keep them.**
- 5. If they don't match, turn them back over.**
- 6. Remember what was on each card and where it was.**
- 7. Watch and remember during the other player's turn.**
- 8. The game is over when all the cards have been matched.**
- 9. The player with the most matches wins.**

Pickup Sticks

INSTRUCTIONS

- 1) To Begin: The first player vertically holds all Pick Up Sticks touch in one hand making sure that one end of the sticks remains in with the playing area, the player quickly releases his/her hand and lets the sticks scatter.
- 2) The player proceeds to pick up the sticks, one by one. The only stick that is allowed to move is the one the player is trying to pick up. If any other stick moves, that player's turn is over, and play passes to the next player on the left.
- 3) The next player may continue to pick up the remaining sticks or choose to begin again, by gathering up all sticks, and once again letting them scatter in the playing area.
- 4) If a player is successful in picking up the Black stick (called the Master Stick), that player is permitted to use the Master Stick for removing other sticks. (For example, to separate two sticks that are lying close together, or to flick off one stick that is resting on another stick). No other stick may be used in this way.
- 5) If a player successfully picks up all sticks, that player begins again, and continues to play until he/she loses his/her turn.
- 6) Players are to agree in advance on how many points are required to win the game. (I.E.: 500 or 1000 points).
- 7) As each player finishes a turn, and up the points earned on the sticks successfully picked up. The first player to score the required points to win is declared the winner.
- 8) If a player picks up, in order, a red, blue and green stick, that player's score for those specific sticks doubles in point-value.

Number of Sticks	Color	PointValue
1	Black	25
7	Red	10
7	Blue	5
8	Green	2
7	Yellow	1

Rules of Chinese Checkers

Equipment

The Chinese Checkers or Chinese Chequers board is in the shape of a six pointed star. Each point of the star is a triangle consisting of ten holes (four holes to each side). The interior of the board is a hexagon with each side five holes long. Each triangle is a different colour and there are six sets of ten pegs with corresponding colours.

Preparation

Chinese Checkers can be played by two, three, four or six players. Obviously, for the six player game, all pegs and triangles are used. If there are four players, play starts in two pairs of opposing triangles and a two player game should also be played from opposing triangles. In a three player game the pegs will start in three triangles equidistant from each other.

Each player chooses a colour and the 10 pegs of that colour are placed in the appropriately coloured triangle.

Many rules state that any unused triangles must be left populated with their unused pegs so that they cannot be used during the game. We suggest that the game is slightly more interesting if unused triangles are left empty so that pegs can hop through and come to rest in them, if desired.

Objective

The aim of the game is to be the first to player to move all ten pegs across the board and into the triangle opposite. The first player to occupy all 10 destination holes is the winner.

Play

A toss of a coin decides who starts. Players take turns to move a single peg of their own colour. In one turn a peg may either be simply moved into an adjacent hole OR it may make one or more hops over other pegs.

Where a hopping move is made, each hop must be over an adjacent peg and into a the vacant hole directly beyond it. Each hop may be over any coloured peg including the player's own and can proceed in any one of the six directions. After each hop, the player may either finish or, if possible and desired, continue by hopping over another peg. Occasionally, a player will be able to move a peg all the way from the starting triangle across the board and into the opposite triangle in one turn!

Pegs are never removed from the board. However, once a peg has reached the opposite triangle, it may not be moved out of the triangle - only within the triangle.

The question soon arises as to whether it is possible to move a peg into a triangle that is the starting or target triangle for another player. House rules apply but Masters Games suggests the following: A peg can be hopped through such a triangle but is not allowed to come to rest in that triangle.

SORRY!

Object of Sorry:

To become the winner at Sorry, you must be the first player to advance all four of your pawns from your color Start to your color Home by exact count from the cards.

Contents of Sorry:

Your Sorry board game should contain the game board, a deck of cards with no 6's or 9's, four groups of four pawns each having a different color (16 total), and the official Sorry game rules and instructions.

Game Preparation:

Each player choose a color and places their color corresponding pawns on their color Start space. Make sure the deck of cards is shuffled and placed on the Sorry game board where it says "Place Pack Here." A player is then picked to begin and game play moves clockwise around the board.

Game Play:

Each player begins his or her turn by drawing a card and moving according to the card they draw. To begin a pawn moving forward, you must draw a 1 or 2. It is against the Sorry rules to begin moving with any other card. You may jump over any pawn counting that space as a normal space. If your pawn lands on an occupied space, you bump that pawn back to Start only if that pawn is not your own. When a player has no possible moves available, they simply forfeit their turn. If you can move, you must.

If you draw a card that makes you move more than two spaces beyond your own Start space, on your next turn you may move into your own Safety Zone without moving all the way around the board. When the all the Sorry card in the deck are used, shuffle and reuse them.

There are several Slides throughout the Sorry game board. The instructions and rules stated that if at any time you land by exact count on a triangle at the beginning of a Slide that is not your own color, slide ahead to the end and Bump (sending them back to Start) any pawns that are in your way including your own. If you land on a Slide that is the same color as your pawn, don't slide; just stay put on the triangle.

The Sorry Safety Zones are only used by pawns of the corresponding colors. No pawn may enter its Safety Zone by a backward move; however, a pawn can move backward out of its Safety Zone and on following turns move back into their Zone as the card permits.

What do the Sorry cards mean? The follow is a list of the actions associated with each Sorry card during game play:

- 1 - Starts a pawn out or moves pawn forward 1 space.
- 2 - Starts a pawn out or moves one pawn forward 2 spaces. Whether you move or cannot

move, draw again and move accordingly.

- 3 - Moves one pawn forward 3 spaces.
- 4 - Moves one pawn backwards 4 spaces.
- 5 - Moves one pawn forward 5 spaces.
- 7 - Moves one pawn forward 7 spaces or can split the forward move between any two pawns. Using this card to start a pawn is against the Sorry rules. The instructions do state that you can part of the 7 to get a pawn Home but that you must be able to use the balance of the move for another pawn.
- 8 - Moves one pawn forward 8 spaces.
- 10 - Moves one pawn forward 10 spaces or moves one pawn backwards 1 space.
- 11 - Moves one pawn forward 11 spaces or switches any one of your pawns with one of any opponent's. You have the option with this card to forfeit your move if you do not want to switch places with someone else or you cannot move forward 11 spaces. Using this card towards any pawn that is not on the open track (Start, Safety Zone or Home) is against the Sorry rules. If while switching with another player landed you on a triangle at the beginning of another player's slide, you may slide to the end!
- 12 - Moves one pawn forward 12 spaces.
- SORRY! - This card allows you to take one pawn from your Start and place it on any space that is occupied by any opponent. This bumps that opponent's pawn back to its Start. If there is no pawn on your Start or no opponent's pawn on any space you can move to, you forfeit your move.

GIANT GAMES WORKSHOP

TO: PROVIDE INEXPENSIVE PORTABLE GAMES FOR TROOP PLAY

Game	Equipment	To Do
The Tac Toe	drop cloth duct tape	tape drop cloth make bean bags
	bean bags/frisbees/plastic plates-9	add game directions
Chinese Checkers	drop cloth plastic drink cups (6 colors), 10 each	create game board add game directions
Connect Four	drop cloth plastic plates (2 colors), 21 of each adhesive-backed velcro, 21 pcs or roll	put velcro 'dots' on game board, label game attach velcro to board & plates add game directions
Sorry	drop cloth card stock, 9 ea., & 4 'start's & 4 'homes' plastic drink cups (4 colors), 4 each	cardstock create game board using cardstock as 'spaces', 'home' and 'start' add game directions
Memory	patterened card stock card stock, 18 pcs.	9 patterened pieces of cardstock, and 9 matching pieces add game directions
Pick-Up Sticks	15 dowels cut in half (30 total) permanent markers	mark tips of sticks with appropriate colors create direction sheet for making game add game directions
Barane-grams	card stock, 144 pcs. permanent markers	create alphabet letters on cards according to directions add game directions

How much, AKA 'shopping'

approx. 200 pc. cardstock

9 frisbee/bean bags/plates

4 drop cloths

21 pcs. velcro/roll

6 colors of drink cups, 14 ea.

4 colors card stock, 9 ea.

total 18 pcs. cardstock, 9 different patterns

21 plastic plates, 2 colors ea., total 42

dowels/sticks (30)

spray glue

16 cards (used matching patterned paper instead of coloring books. Saved time (gluing the pages and \$\$)

	TIC TAC TOE/CHINESE CHECKERS	CONNECT 4/MEMORY	SORRY	PICK-UP STICKS	BANANA-GRAMS
11:15 - 11:30	1	2	3	4	5
11:30 - 11:45	2	3	4	5	1
11:45 - 12:00	3	4	5	1	2
12:00-12:15	4	5	1	2	3
12:15 - 12:30	5	1	2	3	4