

Beeches Holiday Lets Games Manual

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Shut the box

Shut the Box can be played by any number of players although it is most enjoyable with two, three or four. Some people even play the game solo as a pastime akin to patience. As played traditionally in English pubs, Shut the Box is a gambling pastime with each of the players paying an agreed amount into the "pool" at the beginning and the winner collecting the pool at the end of each round. However, it isn't necessary to gamble in order to play the game.

A round of the game consists of each player taking one turn. A player's takes a turn by repeatedly throwing the dice until the player cannot continue. Each throw of the dice is taken as follows:

If 7, 8 and 9 are all covered, the player decides whether to throw one die or two. If any of these 3 numbers are still uncovered, the player must use both dice. The player throws the die or dice into the box and adds up the pips. The player must then cover up a set of unique uncovered numbers that add up to the sum thrown. So for instance, if the total pips is 8, the player may choose one of the following sets of numbers as long as all of the numbers in the set are available to be covered:

8
7 & 1
6 & 2
5 & 3
5 & 2 & 1
4 & 3 & 1

The player then does exactly the same thing with a second throw and so on.

Once a number is covered up, it stays covered so, eventually, the player will throw a total for which it is not possible to find a set of uncovered numbers. When this happens, the player scores the sum of the numbers that are still uncovered. So if the numbers 1, 5 and 9 are uncovered and the player throws a 4, with options 4 or 3 & 1, the turn finishes and the player's score is 15.

If anyone succeeds in shutting the box i.e. closing all the numbers, that player wins outright immediately and receives double the stake from all players. Otherwise, after each player has taken one turn, the winner of the round is the player with the lowest score.

Yahtzee Instructions

Overview

The goal of Yahtzee is to get as many points as possible by rolling combinations of five dice. You can roll up to three times, possibly choosing to just roll some of the dice each time. After you roll, you choose which slot to use based on the combination rolled. Different combinations of dice earn points differently. If you don't meet the requirements for the combination you choose, you will get zero points for that slot. The game ends when you have filled in all the slots in the game.

The points are divided into two sections, the upper section and the lower section (to fit better on a computer screen, the "upper" section is shown on the left, and the "lower" section is shown on the right).

Game Play

Click the "Roll" button to roll the dice (duh!). You can keep as many of the dice as you want by clicking on the dice or the check boxes underneath them. You can uncheck a die if you decide you want to roll it later. After your three rolls are up, you have to choose the combination you want credit for (you do not have to use all three rolls). To choose a slot, just click the button with the appropriate combination on it. You can then roll again.

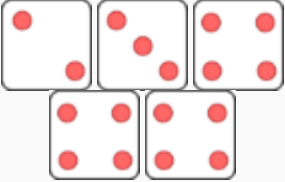
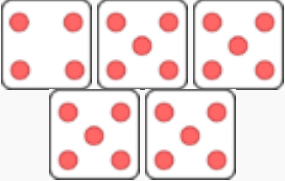
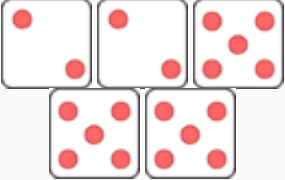
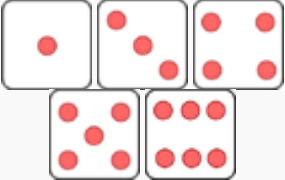
Upper Section

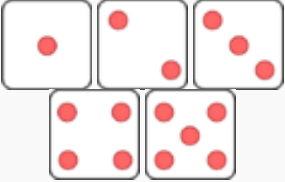
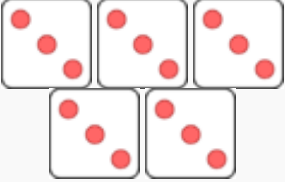
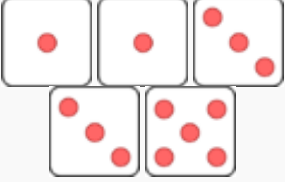
Points for the top section are determined by adding up all the dice that match the slot number. For example, if you rolled a 1, 3, 4, 4, and 3, you would get 6 points in the 3's slot ($2 * 3$), 1 point in the 1's slot ($1 * 1$), or 8 points in the 4's slot ($2 * 4$). If you get 63 points in the upper section, you will also get a 35 point bonus. To get 63 points, you need an average of 3 matching dice for each slot. The subtotal box will tell you if you are on track to get the bonus by showing how far behind or ahead you are. If the option to color code the top section or subtotal box is on, each box will turn red if you used less than 3 dice, blue if you used exactly 3 dice, or green if you used more than 3 dice. The subtotal box is colored similarly based on whether you are behind, on track, or ahead of where you should be to get the bonus.

Lower Section

The slots in the lower section are based on combinations. Each slot has a different rule for when you can get points for it and how the score is calculated. The combinations are mostly based on poker hands and are listed below. The order of the dice does not matter—the only thing that matters is the numbers.

Combinations

Category	Description	Score	Example
Three-Of-A-Kind	At least three dice showing the same face	Sum of all dice	
Four-Of-A-Kind	At least four dice showing the same face	Sum of all dice	
Full House	A three-of-a-kind and a pair	25	
Small Straight	Four sequential dice (1-2-3-4, 2-3-4-5, or 3-4-5-6)	30	

Large Straight	Five sequential dice (1-2-3-4-5 or 2-3-4-5-6)	40	
*Yahtzee	All five dice showing the same face	50 First Yahtzee only	
Chance	Any combination often acts as discard box for a turn that will not fit in another category (thus the name), although during a lucky game it can be used to record a high score	Sum of all dice	

*A *Yahtzee* occurs when all five dice have the same value during one roll. Yahtzee is the most difficult combination to throw in a game and has the high score of 50 points. If a player scores one or more additional Yahtzees during the same game, that player is awarded bonus points and is given *bonus chips* that correspond to each additional Yahtzee that a player rolls. Bonus Yahtzees are worth 100 points each.

You can also use additional yahtzees as wildcards on the bottom section if you have already filled in number you rolled on the upper section. For example, if you have used the 1's, 3's, 4's, and 6's on the top section and you roll a yahtzee in 5's, you cannot use it as a wildcard but you could use a yahtzee in 3's. Since a yahtzee meets the requirements for a 3 of a kind, 4 of a kind, full house, and chance, it will always give you points in those slots. Extra yahtzees can be used as wildcards regardless of whether you got any points for the first one.

Point preview

If the "Show potential points for each slot" option is on (it is by default), each time you roll, the slots will show the number of points you would get if you used your combination in that slot (unless you would get zero points). Just because one combination would give you more points, does not necessarily mean you should use it there. For example, it may be better to use a four of a kind in 6's on the upper section to get ahead on the bonus, even though you would get more points as a four of a kind. In other words, the point preview is not a recommendation—it's just to help you calculate the score.

Draughts or Checkers

Equipment

The game of Draughts is played on a standard Chess board 64 black and white chequered squares. Each player has 12 pieces normally in the form of fat round counters. The real shades of the pieces and the board do not necessarily need to be black and white but they are normally referred to as black and white, regardless. The board is placed between the two opponents so that the near right-hand corner square is white for both players (in the same way as for Chess).

Preparation and Objective

Black always plays first. A coin is tossed to decide which player will be black. Each player's pieces are placed on the 12 black squares nearest to that player. The white squares are not used at all in the game - the pieces only move diagonally and so stay on the black squares throughout.

The objective of the game is to take all of the opponent's pieces or to produce a position such that the opponent is unable to move.

Play

Players take turns to move a piece of their own colour. Any piece that reaches the far edge of the board is immediately crowned and is thereafter known as a "King". The act of crowning is a physical one - another piece of the same shade is placed on top of the piece in order to distinguish it from an ordinary piece.

Until a piece is "crowned", it can only move and capture in a diagonally forwards direction. Kings are allowed to move and capture diagonally forwards and backwards and are consequently more powerful and valuable than ordinary pieces. However, ordinary pieces can capture Kings.

Whenever a piece has an opponent's piece adjacent to it and the square immediately beyond the opponent's piece is vacant, the opponent's piece can be captured. If the player has the opportunity to capture one or more of the opponent's pieces, then the player must do so. A piece is taken by simply hopping over it into the vacant square beyond and removing it from the board. Unlike an ordinary move, a capturing move can consist of several such hops - if a piece takes an opponent's piece and the new position allows it to take another piece, then it must do so straight away. The move finishes only when the position of the capturing piece no longer allows it to take any more pieces or when an uncrowned piece arrives at the far edge of the board and is crowned.

If more than one piece can capture, then the player is entirely free to choose which of those pieces to move. Likewise, if a capturing piece is able to capture in more than one direction, the player is free to choose which direction to move in. i.e. it is not compulsory to move the piece or take the route that will result in the maximum number of captures.

If no capturing moves are available, then an ordinary move is made by moving a piece one square diagonally.

In the past, the "huffing" rule was used. For this, if a player noticed that the opponent had failed to capture when the option was open (even if the offending piece had already captured one or more pieces that turn), the player can huff the offending piece before the next move is made and it is removed from the board. Nowadays, this rule is rarely used. Instead a player just points out the error and the opponent is forced to make the correct move.

Finishing

The game is won by the player who first manages to take all his opponent's pieces or renders them unable to move.

A draw occurs by agreement at any point during the game. If a player refuses the offer of a draw, that player is required to force a win or show a decided advantage within 40 of that player's own moves from that point. Draws are fairly common in the game of draughts - especially at the top level of the game.

Dominoes

The Start

The dominoes are ritually shuffled face down in circles with the flat of the hand - producing a sound that has been familiar down the centuries. Each player draws 6 dominoes and places them so that the other players can't see their value. The traditional English pub method of doing this is face down in two rows of three so that all six can be picked up with both hands, looked at and returned leaving the other hand free for the equally important business of drinking a pint. Beginners can just place them on their edge in a row facing them. Remaining dominoes are termed "sleeping" tiles.

The first person to play is that person holding the double-six, or failing that the double-five and so on. The tile played must be the double tile that permitted the player to take the first turn. If none of the players hold a double, then the tiles are reshuffled and re-drawn.

The Play

Each player must in turn then play a tile onto the table positioning it so that it touches either end of the domino chain which thus gradually increases in length. A player may only play a tile which has upon it a number showing at one end of the domino chain or the other. If a player plays a domino with the result that both ends of the chain show the same number (normally a number which is useful to the player and distasteful to the opponents), that player is said to have "stitched up" the ends.

The way that the tiles are placed provides a small part of the entertainment. Each tile being placed must be positioned so that the two matching ends are adjacent. Unless, the tile is a double, the tile can be placed square in any one of the three directions as long as the two matching sides are touching fully. Doubles are always placed cross-ways across the end of the chain. A tile played to a double must also be placed accordingly - perpendicular to the double touching at its middle. The shape of the domino chain develops snake-line at random according to the whims of the players and the limitations of the playing surface.

If a player can lay a domino, then it must be played. Otherwise the player "knocks", or raps the table and play passes to the next player. The opposing players will, of course, make mental note of the numbers currently available on the table and try to ensure that they are available in future too.....

The End

Normally play stops when one player "chips out" (plays his last domino) although some versions require both partners to chip out. If it reaches a point at which no player can proceed, the winners are the partners whose combined sum of all spots on their remaining dominoes is the least.

For scoring, some pubs would play a point per game. A more interesting method, that might be scored using a cribbage board, has the winners score the sum of all spots on the losers remaining tiles. In a game which doesn't result in anyone chipping out, the winners would receive the difference between the winners total spots and the losers total spots. A game can be played to 100 points, say, or on a cribbage board, 121 points.

Playing Cards

Go Fish

Introduction:

In Go Fish the object is to collect books, which are sets of four cards of the same rank, by asking other players for cards you think they may have. Whoever collects most sets wins.

This game is often just known as Fish, but the name "Fish" (or Canadian Fish or Russian Fish) is also sometimes used for the more complex partnership game Literature. Go Fish is best for 3-6 players, but it is possible for 2 to play. A standard 52 card deck is used. The dealer deals 5 cards to each player (7 each for 2 players). The remaining cards are placed face down to form a stock.

The player to dealer's left starts. A turn consists of asking a specific player for a specific rank. For example, if it is my turn I might say: 'Mary, please give me your jacks'. The player who asks must already hold at least one card of the requested rank, so I must hold at least one jack to say this. If the player who was asked (Mary) has cards of the named rank (jacks in this case), she must give all her cards of this rank to the player who asked for them. That player then gets another turn and may again ask any player for any rank already held by the asker.

If the person asked does not have any cards of the named rank, they say 'Go fish!'. The asker must then draw the top card of the undealt stock. If the drawn card is the rank asked for, the asker shows it and gets another turn. If the drawn card is not the rank asked for, the asker keeps it, but the turn now passes to the player who said 'Go fish!'.

As soon as a player collects a book of 4 cards of the same rank, this must be shown and discarded face down. The game continues until either someone has no cards left in their hand or the stock runs out. The winner is the player who then has the most books.

Gin Rummy

The Deck

One standard deck of 52 cards is used. Cards in each suit rank, from low to high:

Card values

Ace 2 3 4 5 6 7 8 9 10 Jack Queen King.

The cards have values as follows:

Face cards (K,Q,J) 10 points

Ace 1 point

Number cards are worth their spot (index) value.

The Deal

The first dealer is chosen randomly, and the turn to deal alternates between the players. Each player is dealt ten cards, one at a time. The twenty-first card is turned face up to start the discard pile and the remainder of the deck is placed face down beside it to form the stock. The players look at and sort their cards.

Object of the Game

The object of the game is to collect a hand where most or all of the cards can be combined into sets and runs and the point value of the remaining unmatched cards is low.

a run or sequence consists of three or more cards of the same suit in consecutive order, such as 4, 5, 6 or 8, 9, 10, J.

a set or group is three or four cards of the same rank, such as 7, 7, 7.

A card can belong to only one combination at a time - you cannot use the same card as part of both a set of equal cards and a sequence of consecutive cards.

Note that in Gin Rummy the Ace is always low. A-2-3 is a valid sequence but A-K-Q is not.

Play

A normal turn consists of two parts:

The Draw. You must begin by taking one card from either the top of the stock pile or the top card on the discard pile, and adding it to your hand. The discard pile is face up, so you can see in advance what you are getting. The stock is face down, so if you choose to draw from the stock you do not see the card until after you have committed yourself to take it. If you draw from the stock, you add the card to your hand without showing it to the other players.

The Discard To complete your turn, one card must be discarded from your hand and placed on top of the discard pile face up. If you took the top card from the discard pile, you must discard a different card - taking the top discard and putting the same card back is not permitted.

For the first turn of the hand, the draw is done in a special way. First, the person who did not deal chooses whether to take the turned up-card. If the non-dealer declines it, the dealer may take the card. If both players refuse the turned-up card, the non-dealer draws the top card from the stock pile. Whichever player took a card completes their turn by discarding and then it is the other player's turn to play.

Knocking

You can end the play at your turn if, after drawing a card, you can form sufficient of your cards into valid combinations: sets and runs. This is done by discarding one card face down on the discard pile and exposing your whole hand, arranging it as far as possible into sets (groups of equal cards) and runs (sequences). Any remaining cards from your hand which are not part of a valid combination are called unmatched cards or deadwood. and the total value of your deadwood must be 10 points or less. Ending the play in this way is known as knocking, presumably because it used to be signalled by the player knocking on the table, though nowadays it is usual just to discard face down. Knocking with no unmatched cards at all is called going gin, and earns a special bonus.

A player who can meet the requirement of not more than 10 deadwood can knock on any turn, including the first. A player is never forced to knock if able to, but may choose instead to carry on playing, to try to get a better score.

The opponent of the player who knocked must spread their cards face-up, arranging them into sets and runs where possible. Provided that the knocker did not go gin, the opponent is also allowed to lay off any unmatched cards by using them to extend the sets and runs laid down by the knocker - by adding a fourth card of the same rank to a group of three, or further consecutive cards of the same suit to either end of a sequence.

If a player goes gin, the opponent is not allowed to lay off any cards.

Note that the knocker is never allowed to lay off cards on the opponent's sets or runs.

The play also ends if the stock pile is reduced to two cards, and the player who took the third last card discards without knocking. In this case the hand is cancelled, there is no score, and the same dealer deals again. Some play that after the player who took the third last stock card discards, the other player can take this discard for the purpose of going gin or knocking after discarding a different card, but if the other player does neither of these the hand is cancelled.

Scoring

Each player counts the total value of their unmatched cards. If the knocker's count is lower, the knocker scores the difference between the two counts.

If the knocker did not go gin, and the counts are equal, or the knocker's count is greater than that of the opponent, the knocker has been undercut. In this case the knocker's opponent scores the difference between the counts plus a 10 point bonus.

A player who goes gin scores a bonus 20 points, plus the opponent's count in unmatched cards, if any. A player who goes gin can never be undercut. Even if the other player has no unmatched cards at all, the person going gin gets the 20 point bonus the other player scores nothing.

The game continues with further deals until one player's cumulative score reaches 100 points or more. This player then receives an additional bonus of 100 points. If the loser failed to score anything at all during the game, then the winner's bonus is 200 points rather than 100.

In addition, each player adds a further 20 points for each hand they won. This is called the line bonus or box bonus. These additional points cannot be counted as part of the 100 needed to win the game.

After the bonuses have been added, the player with the lower score pays the player with the higher score an amount proportional to the difference between their scores.

Blackjack

The object of Blackjack is very simple: to achieve a total that is greater than that of the dealer, and which does not exceed 21. Even if other players are present at the table, the dealer is your only opponent in the game.

There are relatively few decisions to make when playing Blackjack. You must consider your cards and your dealer's card and remember, if you go over 21, you "bust", and if you "bust" you lose.

Play:

A card is dealt, face up, to each player in turn and then one to the dealer. The dealer's card is face down and called the "hole" card.

A second card is then dealt, again face up, to each player.

Starting from the player to the left of the dealer, each player decides whether to draw further cards.

After all players have completed their hands, the Dealer proceeds to draw cards to complete the Dealer's hand.

Winning:

Your total is higher than the Dealer's total

The Dealer goes over 21 or "busts" (provided you have not previously busted yourself).

If your total is the same as the Dealer's total it is a "stand-off" and you neither win nor lose.

If you go over 21, or the Dealer's total is greater, you lose.

Card values:

Picture Cards (Jack, Queen and King) each count as 10 points.

An Ace counts as 1 point or 11 points, whichever is better for owner of the hand.

All other cards have their numerical face value. E.g. 6 of diamonds is worth 6

Jokers are not used.