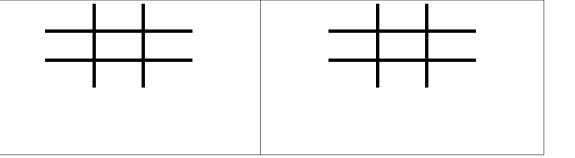
StarGame

	_					
	1	2	3	4	5	6
1's only 1's						
2's only 2's						
3's only 3's						
4's only 4's						
5's only 5's						
6's only 6's						
Subtotal (top)						
Bonus 35 if 63 or more						
Total (top)						

3 of a Kind	all			
4 of a Kind	all			
Full House	25			
Small Straight	30			
Large Straight	40			
Star	50			
Chance	all			
Total (bottom)				

Total (top)			
Total (bottom)			
Total			



|--|

	A	В	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
•										

Enemy Fleet

				. •	<u> </u>	10				
	A	В	<i>C</i>	D	E	F	G	H	I	\boldsymbol{J}
1										
2										
3										
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5										
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8										
9										

Own Fleet

	A	В	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
0										

Enemy Fleet

				. •	· · J					
	A	В	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
0										

Own Fleet

Enemy Fleet

	A	В	<i>C</i>	D	E	F	G	Н	I	J	StarGame	
1											1	2
2											1's only 1's	
3											2's only 2's	
4											3's only 3's	
5											4's only 4's	
6											5's only 5's	
											6's only 6's	
7											Subtotal (top)	
8											Bonus 35 if 63 or more	
9	1					1 x	<u> </u>	%%	0%		2 x %%%	
											3 of a Kind all	
											4 of a Kind all	
											Full House 25	
											Small Straight 30	
											Large Straight 40	

3

5

6

4

StarGame

3 of a Kind

4 of a Kind

Full House

Small Straight

Large Straight

Total (bottom)

Star

Chance

all

all

25

30

40

50

all

	1	2	3	4	5	6
only 1's						
only 2's						
only 3's						
only 4's						
'S only 5's						
'S only 6's						
ubtotal (top)						
Bonus 35 if 63 or more						
Total (top)						

Star

Chance

Total (bottom)

3 of a Kind

4 of a Kind

Full House

Small Straight

Large Straight

Total (bottom)

Star

Chance

all

all

25

30

40

50

all

StarGame

50

all

Tic Tac Toe

For two players.

Each player takes turns in placing their mark (an 'X' or an 'O') in a free space. The first to get three marks in a row (vertically, horizontally or diagonally) has won.

3D Tic Tac Toe

For two players. Three playing fields are required, which is the same as one game sheet.

Each player takes turns in placing their mark in one of the nine boxes on any one of the three fields. The first to get three marks in a row has won. The three marks can be positioned horizontally, vertically or diagonally on one sheet or be in the same position on all three fields, or form a diagonal when the three fields are placed one on the other.

Battleship

For two players. Each player requires their own game sheet.

Each player marks on their "Own Fleet" sheet a battleship (four boxes long), two destroyers (each of three boxes), three cruisers (two boxes long) and four submarines (each occupying one box). The ships are not allowed to touch each other on any side.

After this, each player tries to locate and destroy the enemy fleet. By giving the coordinates A1, for example, the player fires a shot to that location. The "enemy" then reports if a ship was hit or sunk or whether the shot missed. This information is then recorded on the "Enemy Fleet" sheet. After a successful hit, the same player can fire again. A miss means it's the other player's turn. Whoever sinks the enemy's fleet first has won.

Variations should be agreed upon before starting the game:

If the corners of ships can touch each other.

If the sides of ships can touch each other.

If ships can be any shape, i.e., L-shaped: as long as the boxes making up the ship touch each other on at least one side.

StarGame

For two or more players. Five dice are required.

Each player can throw up to three times to achieve the best value possible by re-rolling some dice and laying others aside. At the end, the player notes down the score. If the player cannot place points in a free field, 0 points must be written in one of the blank spaces.

In the top section, count the dice which show the corresponding number. The numbers are added and written in the relevant space. If a player gets a score of 63 or more in the top section, a bonus of 35 points can be added to the subtotal.

In the bottom section, points can be gained for the following:

Three of a kind: scores the sum of all dice only if three (or more) dice show the same number.

Four of a kind: scores the sum of all dice only if four (or more) dice show the same number.

Full House (25 points): here you must have three of a kind and a pair (example: 2 - 2 - 5 - 5).

Small Straight (30 points): scores for a sequence of four numbers in a row (example: 1 - 2 - 3 - 4).

Large Straight (40 points): scores for five numbers in a row (example: 1 - 2 - 3 - 4 - 5 or 2 - 3 - 4 - 5 - 6).

Star (50 points): scores only if all dice show the same number (example: 3 - 3 - 3 - 3).

Chance: scores the sum of all dice.

The winner is the one with the most points at the end.