

BIG GAMES PLAYERS GUIDE

CANNON BALL DROP

Similar to the Giant Kerplunk game, Canonball Drop Stands 1.2m tall, the game is based on the design of a castle turret. "Cannon" balls are suspended in the air supported by coloured straws. Remove the straws one by one and watch the balls fall down inside the castle tower. The winner is the player with the least balls at the end of the game!

Includes: 30 Cannonballs and 24 coloured straws

CONNECT 4

Each player has 21 counters, one set is red, and one set is yellow. You'll need to connect four counters vertically, horizontally or diagonally. If the board is filled and no one has aligned four counters then the game is drawn.

There are two types of strategies of how to play connect 4. The first consists in looking ahead a few moves to avoid the opponent to winning and at the same time trying to connect four of your counters. The second is looking for a win in the long run.

You should try to force your opponent to make a particular move by ensuring there is only one column available for him to place his piece. An expert player knows this is how to play connect 4 to win.

DOMINOES

Place them facedown on the floor and shuffle them until they're random.

Let your opponent to take seven dominoes, and take seven for yourself.

Allow the player with the highest double to go first. Lay a domino with like value next to the first domino (it doesn't matter which end).

Make sure like values are always touching. Pick from the pile if you don't have a domino that corresponds to the ones on the layout.

Keep those dominoes concealed from your opponent(s).

Pass if no more dominoes are left in the pile.

Win the session if you're the first person to run out of dominoes.

End the session if everybody passes, in which case the winner is the person with the lowest score.

Count your score by the number of dots on the tiles remaining in your hand.

End the game if someone reaches 50 points in a game with two players or 100 points with three or more players. The lowest score wins.

GET KNOTTED

There is great fun to be had with this giant party game for up to 30 players. Throw the two giant inflatable dice to find out which part of your body you have to place on which coloured flower.

Get Knotted up with other players to make the game more difficult for them.

But beware: fall over and you are out of the game.

Nominate a referee, they will throw the dice and judge on player disqualification.

Choose whether you take turns to move, one player at a time or if all players move on every roll of the dice.

Position the players on the board. Players can start anywhere on the board. All players start with one foot on one colour and the other foot on another colour. If you do not have many players then you may agree to a reduced playing area.

The referee throws both giant dice and calls out the results to the players. "Sting" means the referee chooses the colour and the limb. "Any" means the player chooses and the "Smiling Flower" means the player moves any limb to a smiling flower.

Players then move the nominated body part to the correct colour.

Any player that falls over or who lets any of their body except their hands or feet touch the mat is disqualified and therefore eliminated from the game. The final decision on whether or not they breached the rules is with the referee.

The rule on whether two players can occupy the same colour spot is optional. The referee must decide if this is allowed or not.

The winner is the last player left after all others have been disqualified.

JENGA

Set up the tower by placing three blocks facing down. Make three blocks face the left. Keep on doing this until there are no more blocks.

Try to take a block out by tapping the short side of it, or by pulling it out.

Once you pull it out, place the block on the top of the tower - either facing left of the blocks, or facing down, or vice versa. Repeat step #2 until someone makes the Jenga Tower fall.

Remove the blocks in the middle so there is a lower chance of the tower falling.

An easy way to cheat is to make the person who is pulling a block laugh so that they will laugh and cause the tower to collapse. Shouting "JENGA!!!" will usually cause someone to laugh and make the tower fall.

Most of the time, the blocks in either the middle or the outsides are loose, take those first! If you try to take a block that is not loose, the chances are you will make it fall.

LUDO

You must be the first player to get to the finish square by rolls of the die.

A square board is used, divided into four player areas by a large cross that runs through the middle. The player areas are colored the same as the game pieces, and it's here that your game pieces are placed before beginning, on the corresponding color. The typical colours are red, yellow, blue and green.

Each arm of the cross is divided into three columns of six squares, the middle column is coloured-one for each of the players, and is to the right of your starting square. In the middle of the cross is the finishing square, and this is divided into four triangles, which are the same colour as the player column that they're at the top of. This gives the appearance of an arrow pointing to the centre of the board.

One die is used.

Players roll the die and the highest roll goes first. Turns are taken clockwise from the person who rolled highest.

Play begins when a player rolls a six, and a new piece is moved onto the start square. A six also means that the player may take another turn, and on this roll you can move the piece from the starting square, forward by the number on the die, moving clockwise around the outside of the track-up first arm, down the second, but not on the coloured squares. Players take turns rolling the die and moving.

When a piece has completed the circuit of the board, it begins to move up its home column towards the finishing square. An exact roll must be had to move the piece to the finish.

Two pieces the same colour cannot sit on a square at the same time. This is an invalid move, and just like when you have no pieces out in play, you must pass the die onto the next person.

If you land your piece on a square with another colour piece on it, that piece must return to its home and can only return to play again if a six is rolled.

The two basic strategies are to either focus all moves on getting one piece home at a time-which seems to be the better strategy, or getting as many pieces out as possible at one time.

With just one piece out, it will complete the circuit faster and be in the safe area where it cannot be captured, and on each of your opponent's moves there is less risk of one of your pieces being

captured (as there is only one piece for them to capture instead of four).

However if there are many opponent's pieces near your start square and the opportunity arises, it may be prudent to bring out new pieces to capture your opponent's and send them home.

SNAKES & LADDERS

The aim of the game is to be the first player to reach the end by moving across the board from square 1 to square 100. You will travel the board from base to top, right, and then left and so on.

The first player to roll 1 can enter the board (sometimes it is 6). Each subsequent player must also throw a 1 or 6 to enter the board.

The dice must be rolled again to show the number of squares that the player entering the board may move initially. Place the marker on the appropriate square.

Continue playing. You each take a go. The person with the highest amount starts first.

The person with the second highest amount goes 2nd and so on.

BUT DO NOT MOVE THE COUNTER.

Snake: if a player lands at the tip of the snake's head, his or her marker slides down to the square at the snake's tail.

Ladder: if a player lands on a square that is at the base of a ladder, his or her marker moves to the square at the top of the ladder and continues from there.

Complete the game. The first player to square 100 is the winner but you must have the correct number on the dice to land on the 100 mark.