

TWO
PLAYER
GAMES



nim

Two Player Strategy Game



GAME RULES

1. Place a token (of any color) on each of the circles.
2. Choose who goes first.
3. On their turn, each player must take one or more tokens off the board.
 - a. A player can only take tokens from one row on each turn.
 - b. Player may take as many tokens as he/she wants, only from that one row.
4. Players go back and forth, removing tokens from the board. The Player who takes the last token off the board is **THE WINNER!**

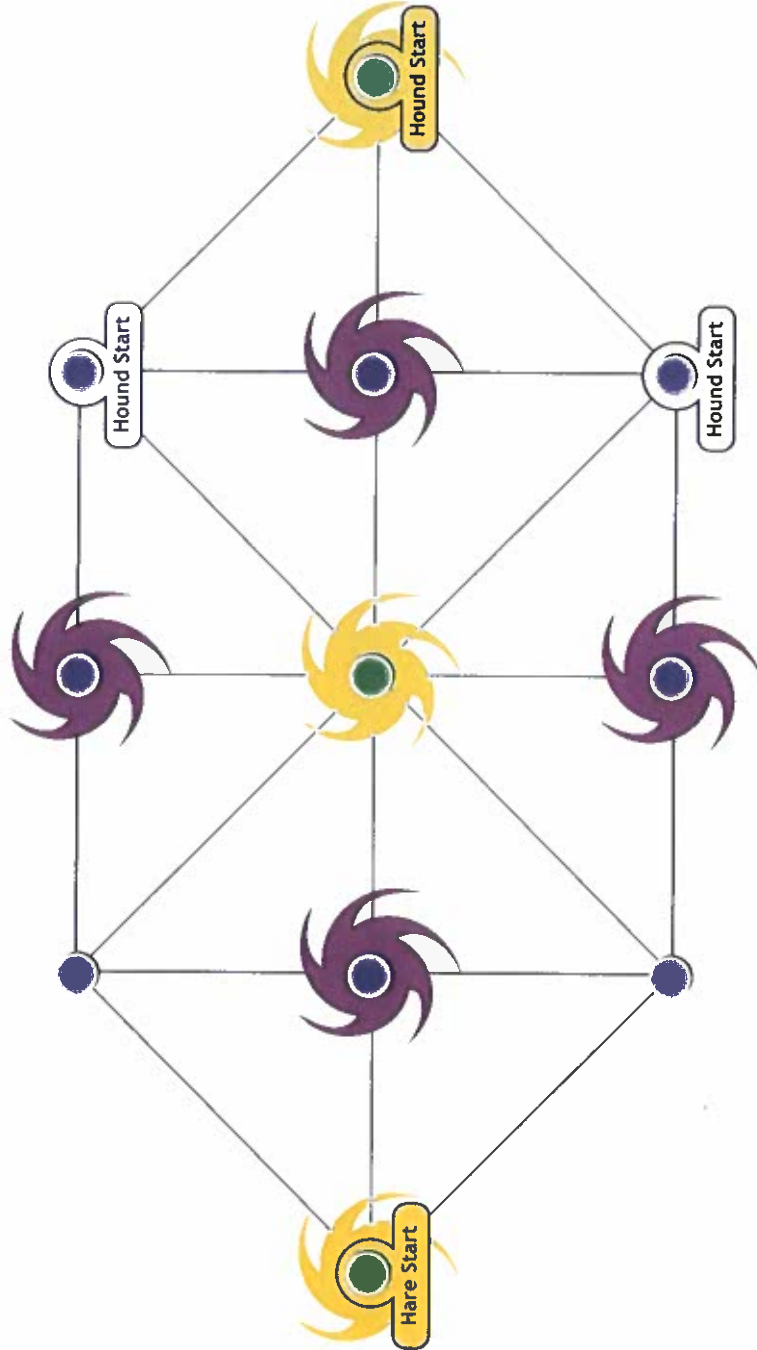
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Hounds & Hare

Two Player Strategy Game

GAME RULES

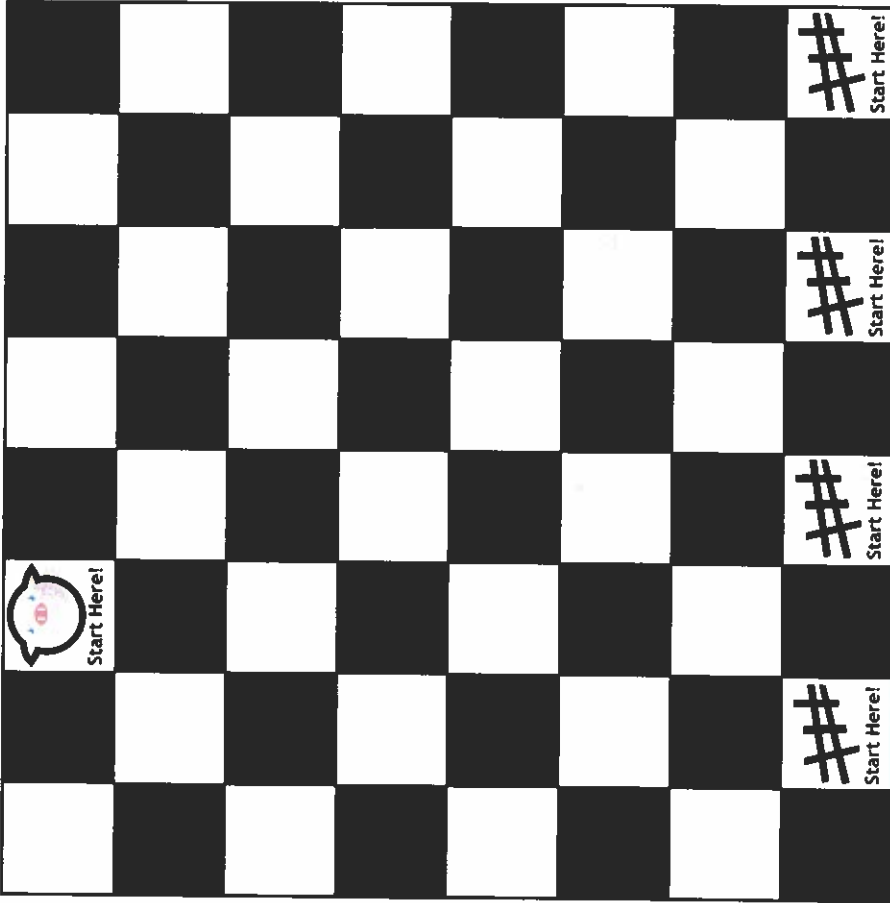
1. Choose who plays the Hounds and who plays the Hare. Decide who plays first.
2. Place the tokens in the indicated Start positions (Three "Hounds" tokens and one "Hare" token).
3. Players take turns moving their tokens.
 - a. Hounds may only move forward, sideways and diagonally forward along the lines on the playing board from one space to the next. Only one Hound may be moved each turn.
 - b. The Hare may move in any direction along the lines on the board, including backwards.
4. Hounds win if they can trap Hare. Hare wins if he/she can get past Hounds.
5. Hounds may not stall. If the Hound team does not advance a player forward or diagonally forward for six consecutive turns, they are "stalling" and the Hare is declared **THE WINNER!**





PIG and FENCE

Two Player Strategy Game



GAME RULES

1. Choose who will be the Pig, and who will be the Fence. Choose who goes first.
2. Place game tokens on the board as indicated; one Pig token, four Fence tokens.
3. Players take turns moving one token at a time.
 - a. Fence tokens may only move diagonally forward, one space at a time, always staying on White squares.
 - b. Pig token may move one space diagonally forward or backwards each turn, always staying on White squares.
4. If Pig gets past Fence, he/she is THE WINNER. If Fence traps Pig, he/she is THE WINNER.

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SUM to 15

Two Player Strategy Game



Player 1

token pen

$$\text{●} + \text{●} + \text{●} = 15$$

Player 2

token pen

$$\text{●} + \text{●} + \text{●} = 15$$

GAME RULES

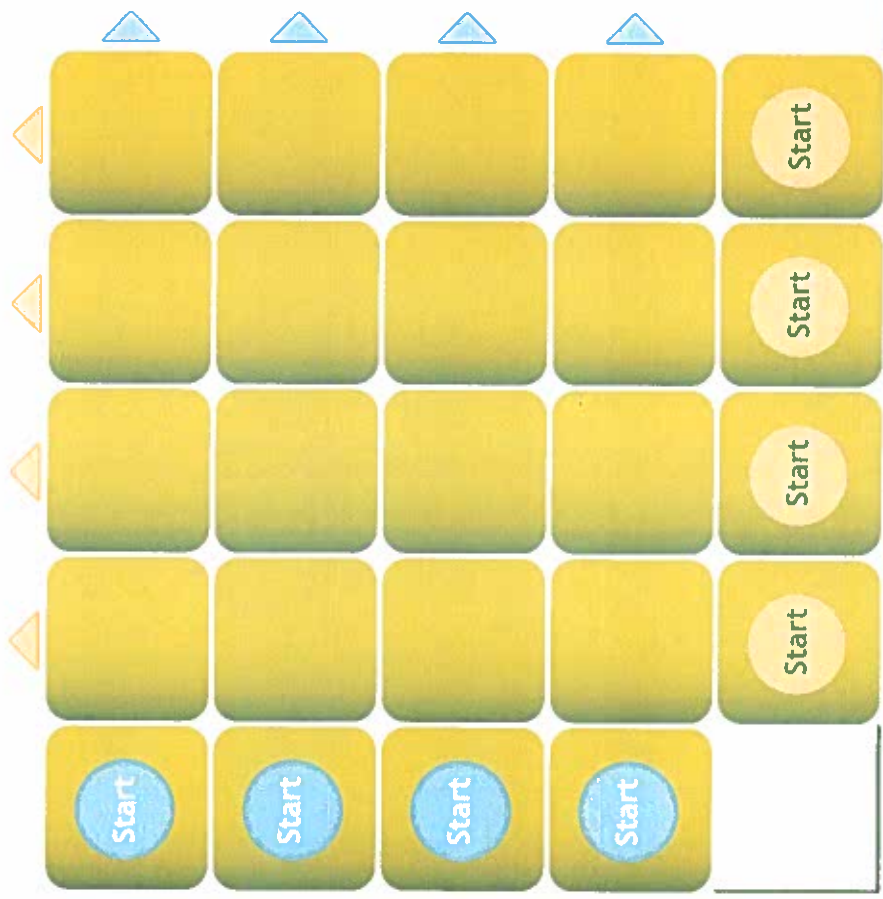
1. Choose who goes first.
2. Place the nine numbered tokens in their indicated starting positions at the top of the board.
3. On their turn, each player chooses one number to take from the Starting Position. Players alternate choosing numbers until someone wins or until all numbers have been selected.
4. The object is to select exactly three numbers that sum together to "15". When choosing numbers, players place them in their Token Pen.
5. When a player has three tokens that sum together to 15, that player places them on top of the green circles in their playing area. That player is **THE WINNER!**

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DOAG'E'EM

Two Player Strategy Game



GAME RULES

1. Choose who plays Blue and who plays Yellow. Blue goes first.
2. Place the tokens in the indicated Start positions.
3. Players take turns moving one token at a time.
 - a. First move for each token must be forward onto the playing board.
 - b. Once on the board, tokens may only move forward or sideways, one space per turn. They **MAY NOT** move backwards, or diagonally in any direction.
 - c. Tokens may not be moved onto opposing player's "Start" area.
4. Players may block opposing player from moving tokens. If a player can't move his/her token, their turn is forfeited and the other player gets another move.
5. Tokens exit the board by moving forward to the triangles of their own color. Once a token exits the board, it is removed from play.
6. If the Second Player gets all his/her tokens off the board first, that player is **THE WINNER!**
7. If the First Player gets all his/her tokens off the board first, the Second Player gets one final turn. If this player's final token leaves the board on this move, the game is a draw. Otherwise, the First Player is **THE WINNER!**

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