Backgammon

Object ~ The object of the game is to be the first to remove all your pieces from the board.

Moves ~ .Each move begins with a roll of the dice.   After you roll the dice, one piece may be moved for both numbers or two different pieces may be moved.   Doubles may be moved by four pieces, two pieces or one piece four times.   The blue pieces move counter-clockwise to the bottom right quadrant of the board, the red pieces clockwise to the top right quadrant.
        If two or more of an opponents pieces are on a point, that point is blocked and your piece may not move onto the point.   If a player is blocked from moving onto all points available from both numbers on the dice, the player loses the turn.   If one of an opponents piece's is on a point available from your roll of the dice, you may move onto the point and send the opponents piece to the center bar.
        A piece on the center bar must reenter the board on an open point in the opponent's home quadrant.   When all your pieces are in your home quadrant, you may begin removing pieces from the board according to the dice thrown.   You can either move a piece or remove a piece from the board.
        When the numbers on the dice thrown are higher than any of the points you have pieces remaining on, a piece from the highest point may be removed.   If one of your pieces is sent to the center bar, the piece must reenter in the usual way, move back around the board to your home quadrant, before you can continue removing pieces.

Yatze

Object ~ The object is to out score your opponent.

Move ~ Roll the dice selecting your best score.   You can roll three times if you want, picking up the dice you don't want to reroll with.   When you are satisfied with your roll, simply click on the Score Pad in the appropriate place to record your score.

Scoring ~ The upper part of the board has, "Ones", "Twos", "Threes", "Fours", "Fives", "Sixes", and "Bonus".   By filling these in with three of a kind's you will receive 35 bonus points.   Fill the rest of the Score Pad with the appropriate scores to see who wins.

🗄️*Rummy*

Object ~ The object is to get all your cards in a three of a kind, four of a kind and/or a run of the same suit.   Examples of Rummy are,

        4H, 4S, 4C, KD, QD, JD, 8C, 9C, 10C, JC, QC
        AS, 2S, 3S, 10C, 10H, 10S, 10D, 4S, 5S, 6S

Move ~ View your hand by clicking on it.   Make your selection from the middle hand pile, and click on your empty pile to complete your turn. Build your hand by keeping cards that match and by discarding cards that do not match.

Queen's Audience

Layout ~ Sixteen cards will be dealt in a square and these cards are the waiting area (reserve) and the area they enclose is the audience.

Play ~ Move the jacks into the waiting area as soon as possible.   If a jack and the ace of the same suit are both available; you can move them over to the audience, face up with the jack on top of the ace.   The kings and queens also are played this way, only they are placed in one pile, with the queens on top.   Turn cards up one at a time, filling each space in the waiting area and placing unplayable cards in the waste pile.   All cards in the waiting area and the top card in the waste pile may be played on the foundations. To win, build down the jacks, in suit to deuces.

Fortune's Favor

Layout ~ The four aces will be dealt as the foundations to be built up in suit to kings.   Below them, two rows of six cards will be dealt to form the tableau.   Cards in the tableau can be moved one at a time and built down in suit.

Play ~ One at a time, cards are turned over from the pack and played on the tableau, foundations, or placed on the waste pile.   Top cards on the tableau are available for play.   Spaces are filled from the waste pile or hand only.   You can redeal once.

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