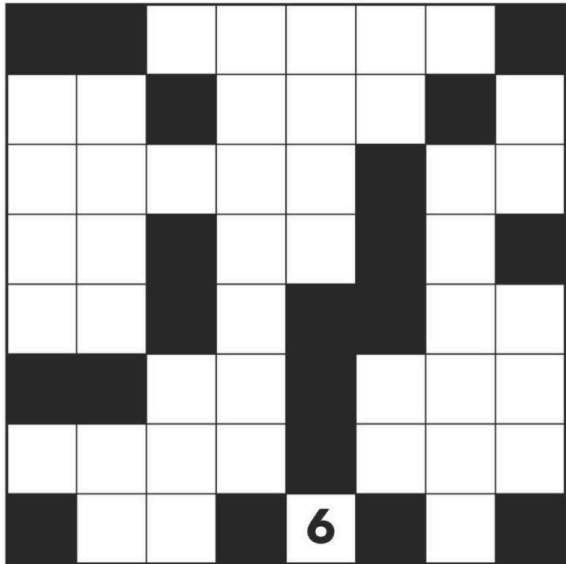


Games and Puzzles from Around the Globe

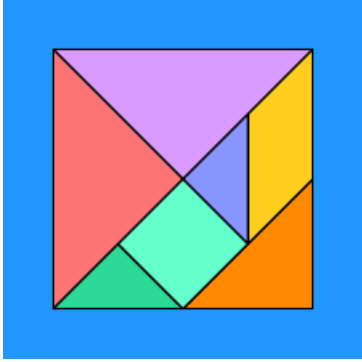
(37 points)

HERE'S SOMETHING THAT'S SURE TO KEEP YOU BUSY FOR A WHILE: A DEEP DIVE INTO THE WORLD OF PUZZLES. BUT THIS ISN'T YOUR GRANDMA'S OLD JIGSAW COLLECTION, HELL NO. THIS BONUS ASKS YOU TO BE FAMILIAR WITH ALL DIFFERENT SHAPES, SIZES, AND COLORS OF PUZZLES AND GAMES AND THEN IDENTIFY THEM.

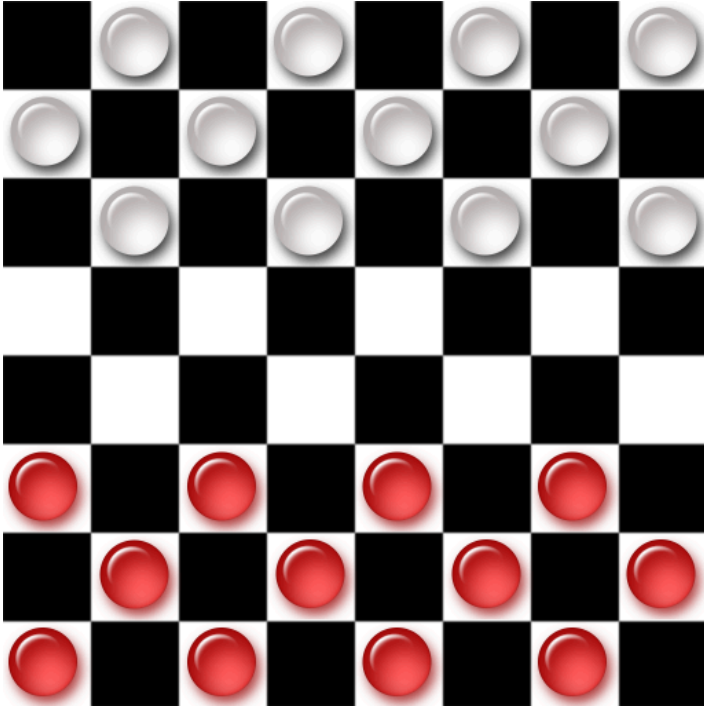
PART I: THE BASICS. IDENTIFY THE FOLLOWING PUZZLES AND GAMES:

1		
	<p>ACROSS 76, 21465, 74, 721, 25, 22276, 661, 43, 2774, 14, 11, 57, 526, 31</p>	<p>DOWN 57, 4147, 273, 2651, 7215, 2661254, 337222, 661, 21, 74, 71</p>

2



3



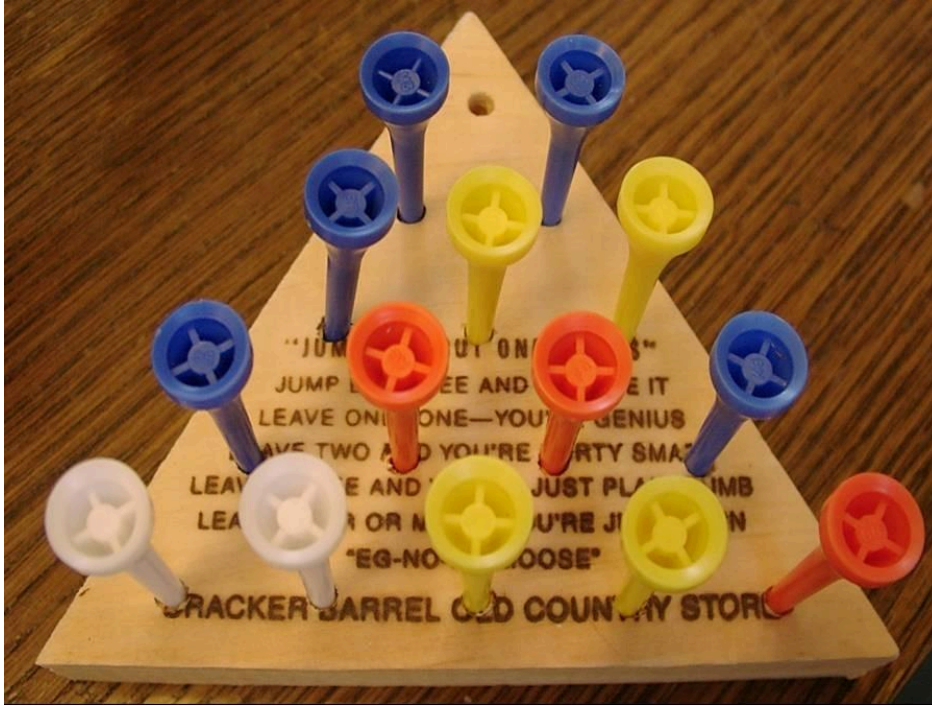
4

5	3			7				
6			1	9	5			
	9	8					6	
8				6				3
4			8		3			1
7				2				6
	6					2	8	
			4	1	9			5
				8			7	9

5



6



7



8



9

Ice Cream Flavors

C	A	S	A	H	O	K	E	Y	P	O	K	E	Y
O	T	E	T	N	U	T	A	E	E	I	C	S	T
T	B	C	C	R	T	C	O	O	C	A	N	K	A
T	U	O	H	A	A	U	E	T	A	R	S	C	Y
O	N	O	O	E	T	W	A	A	N	U	L	A	C
N	E	K	C	T	U	O	B	T	C	I	N	R	V
C	O	I	O	N	E	O	T	E	A	T	L	T	A
A	P	E	L	E	A	R	O	T	R	Y	R	E	N
N	O	D	A	E	C	E	R	A	C	R	O	S	I
D	L	O	T	R	E	E	S	E	S	T	Y	O	L
Y	I	U	E	G	G	F	U	D	G	E	W	O	L
U	T	G	S	I	A	N	A	N	A	B	E	M	A
E	A	H	T	U	N	O	C	O	C	I	A	O	N
L	N	N	T	D	A	O	R	Y	K	C	O	R	

COCONUT
 STRAWBERRY
 VANILLA
 FUDGE
 ROCKY ROAD
 COOKIE DOUGH
 NEOPOLITAN
 COTTON CANDY
 HOKEY POKEY
 CHOCOLATE
 ROOSE TRACKS
 GREEN TEA
 TIGER TAIL
 PECAN
 REESE'S
 BANANA

Play this puzzle online at : <https://thewordsearch.com/puzzle/416/>

10



11



12



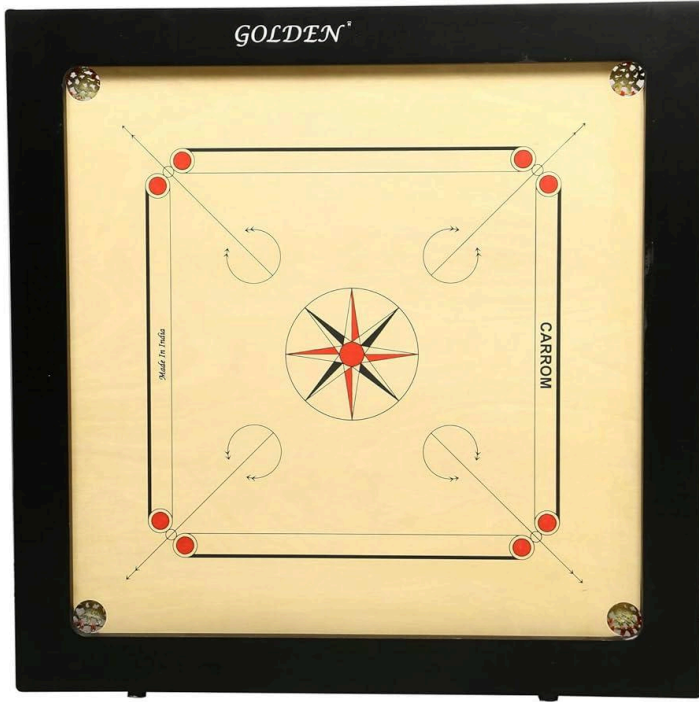
13



14



15



OK LET'S TAKE THINGS UP A NOTCH, THE NEXT ONES WILL BE MORE OBSCURE:

16



17



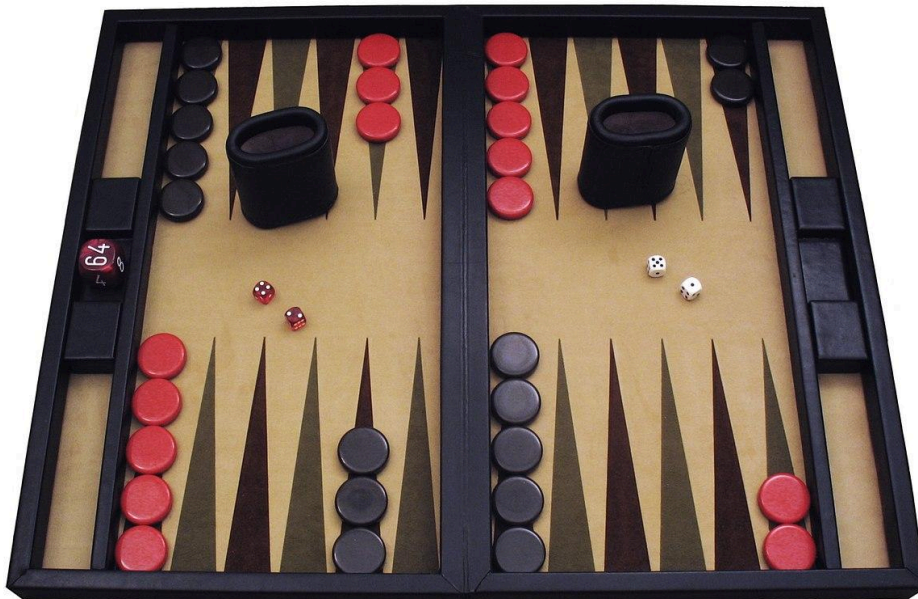
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19



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21



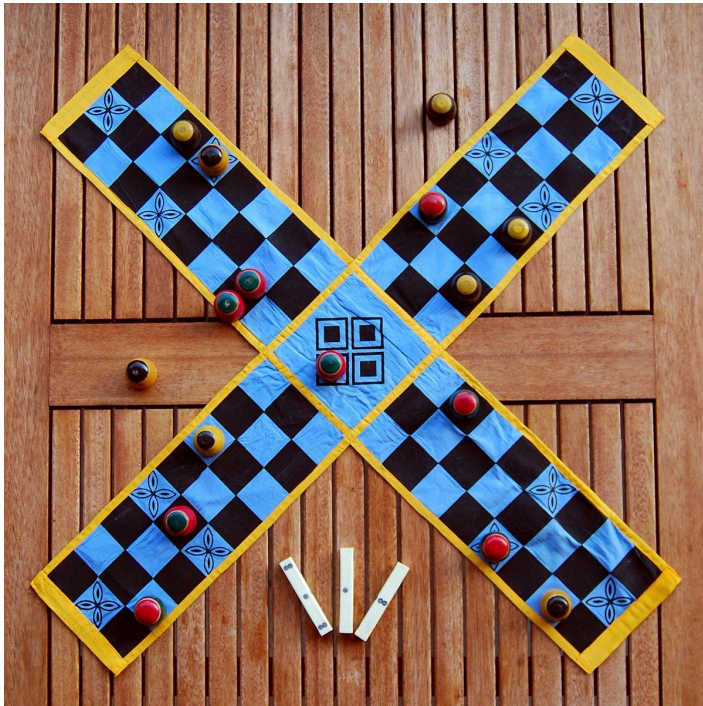
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23



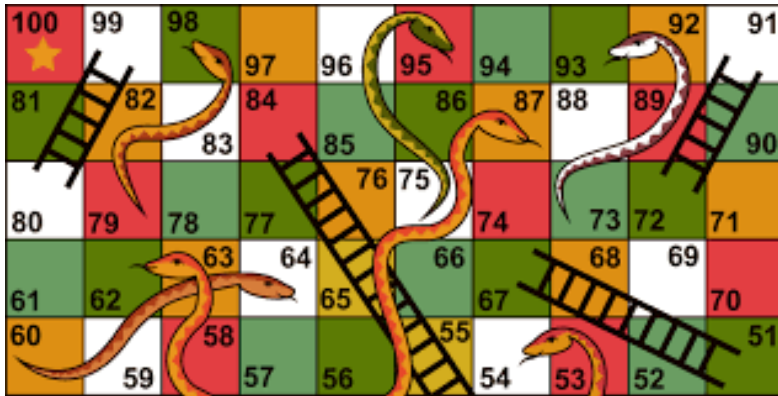
24

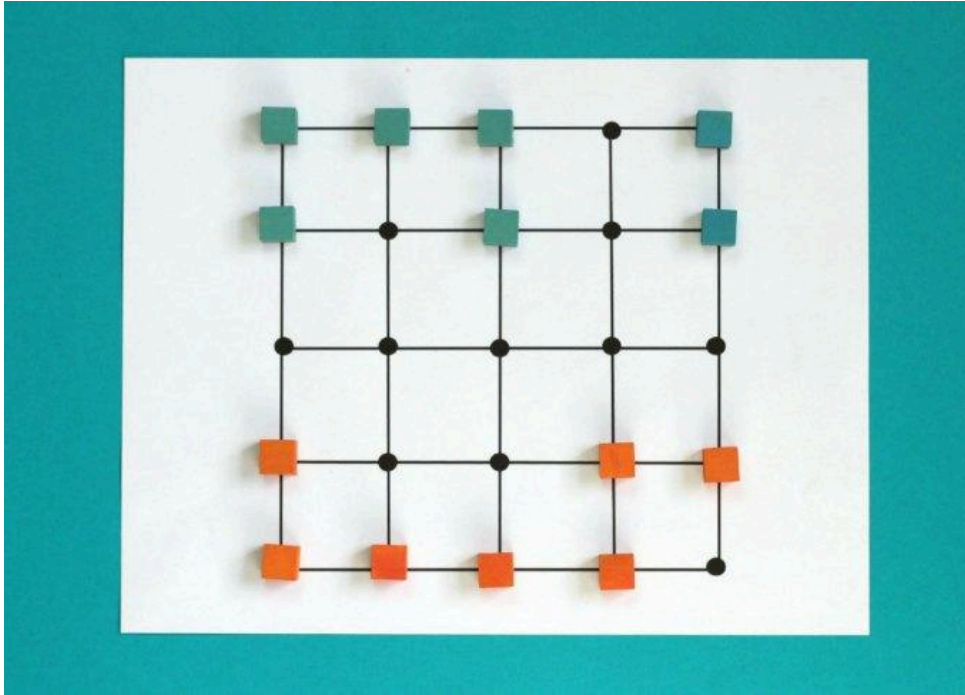


25



26





PART III :


LAST SECTION: WE GIVE YOU SNIPPETS FROM THE RULES OF POPULAR GAMES. BASED ON THE LIMITED INFORMATION, FIGURE OUT WHAT GAME THE RULES ARE FROM.

CONTENTS







- 2 game units
- 10 plastic ships
- 4 runners of white pegs
- 2 runners of red pegs
- label sheet

29

Power Plant Cards



- 1 The number in the upper left corner is the number of the power plant. This number is also the minimum acceptable bid when the plant is auctioned (figure: number and minimum bid of 14).
- 2 The picture in the middle shows the power plant and has no game related meaning.
- 3 The symbols in the lower left corner and the color of the bar show, how many resources of a type are required to produce electricity with this plant (brown: coal, black: oil, yellow: garbage, red: uranium). A player can never consume more or fewer resource tokens when using the power plant to produce electricity. Every power plant can store twice as many resources as it needs to produce. In this example, the power plant needs 2 garbage tokens and can store up to 4 garbage tokens.
- 4 The number in the house symbol indicates how many cities this power plant can supply with electricity. In this example, the power plant uses exactly 2 garbage tokens and supplies up to 2 cities. A player cannot choose to use just one garbage token with this power plant to supply one city. Although a power plant can store twice as many resources as needed, it cannot produce power for twice as many cities in a round.

 = coal
  = oil
  = garbage
  = uranium
  = hybrid coal/oil
  = ecological and fusion

30

The Game Board. The game board is a map of 6 continents divided into 42 territories. Each continent is a different color and contains from 4 to 12 territories. The numbers along the bottom (southern) edge of the board indicate the number of armies you will receive for a set of cards you trade in, as explained on page 7.

31

On a lonely battlefield you meet your opponent for a skirmish that will decide the fate of your army. You must plan the battle, advance your men, attack and capture the enemy Flag.



Your Marshal is your strongest man but vulnerable if not protected from the Spy. Your Scouts are weak but mobile and effective in discovering your enemy's manpower. You need the skills of Miners to disarm enemy Bombs, so don't lose them all early in the battle. Plant your Bombs skillfully. They will protect the most precious piece on the gameboard, your Flag.

32	<p>SPECIALIST Cards: All players (including you) look at their SPECIALIST cards. The player with the SPECIALIST card for that “operation” now gets to try the same “operation” for a higher fee! For example, if the Doctor failed to remove Sam’s ribs for \$200, the Specialist for the rib “operation” (shown below) now tries it for \$400!</p>	
33	<p>Object Welcome to Tudor Mansion. Your host, Mr. John Boddy, has met an untimely end—he’s the victim of foul play. To win this game, you must determine the answer to these three questions: Who done it? Where? And with what Weapon?</p>	
34	<p>Spice is the key to interstellar travel. Only by ingesting the addictive drug can the Spacing Guild Steersman continue to experience visions of the future, enabling them to plot a safe path through hyperspace. Spice is also a geriatric medicine that prolongs life. Only by assuring a stable supply of spice throughout the galaxy can any Emperor avoid civil revolt. With spice, in short, one can buy whatever one wants.</p>	

<p>35</p>	<p>The Players' Turns</p> <p>After the cards have been dealt, the game goes on with each player taking action - in clockwise order starting to dealer's left. First, the player must declare if he wants to take advantage of the side rules (explained below). You can only use the side rules once, when it's your turn to act after the deal.</p> <p>Then the player can keep his hand as it is (stand) or take more cards from the deck (hit), one at a time, until either the player judges that the hand is strong enough to go up against the dealer's hand and stands, or until it goes over 21, in which case the player immediately loses (busts).</p> <p>In most places, players can take as many cards as they like, as long as they don't bust, but some casinos have restrictions regarding this.</p>	
<p>36</p>	<p>The Play</p> <p>The player to the left of the dealer goes first and play continues clockwise. The first player asks a specific person if he or she has any cards of a specific number. For example, player one might ask player three if she has any 2s. Player one must have at least one 2 in his hand in order to ask for it. If player three has any 2s, she must give them all to player one. Player one may then go again and can continue playing until he does not get the card he asks for.</p> <p>If player three does not have any 2s, she says "Go fish!" and player one must take 1 card from the draw pile. If the picked card is the card he wanted, a 2, he must show it to all players and can then go again. If it is not the card he asked for, then it is the next person's turn. Once a player has collected 4 of a kind, he places the cards in front him. The game ends when either someone has no cards in his hand or the draw pile runs out.</p>	
<p>37</p>	<p>Basic Rules</p> <p>To start the game, each player draws ten White Cards.</p> <p>The person who most recently pooped begins as the Card Czar and plays a Black Card. The Card Czar reads the question or fill-in-the-blank phrase on the Black Card out loud.</p> <p>Everyone else answers the question or fills in the blank by passing one White Card, face down, to the Card Czar.</p>	