

Super Size Gaming

December 28, 2012

Giant Monopoly

Supplies

- Game Board
- Giant Dice (2)
- Giant Money Set
- Giant Houses and Hotels
- Chance/Community Chest Cards (from game)
- Property Cards (from game)

Set up

- Set up the board Teen Central with blue painter's tape.
- Teens will play in pairs or teams (their choice). One person will be the game piece (they can trade off) and each pair/team gets a spot on the sideline for their money, properties, etc.
- Choose one teen volunteer to be the banker, in charge of properties and money.
- Go over the special rules.

Pre-game

- If there are arguments over tokens, play Rock, Paper, Scissors.

How to play

- Game proceeds as usual with short rules in place. Play for about an hour.
- About halfway through the game, take a 5-10 minute break. Allow teams to get snacks, drinks, go to the bathroom, and to bargain with other teams.
- Keep an eye on the time and judge how long a round of turns takes. Try to announce the last turn beforehand.
- Tally up money and properties to determine the winner.

Short game rules

1. During PREPARATION for play, the Banker shuffles the pack of Title Deed cards, then the player to the left cuts them, then the Banker deals out two, one at a time, to each player. The players must immediately pay the Bank the printed price of each. Play then begins as in the regular game.
2. In this short game, it is necessary to have only three houses (instead of four) on each lot of a complete color-group before the player may buy a hotel. Rent for a hotel remains the same as in the regular game. The turn-in value of a hotel is still one-half the purchase price, which in this game is one house fewer than in the regular game.
3. END OF GAME. The first player to go bankrupt retires from play, as in the regular game. However, when the second bankruptcy occurs, the game ends. Play immediately ceases, with the bankrupt player's turning over to the creditor all that they have of value, including buildings and any other properties.

This happens whether the creditor is a rival player or the Bank.

Each remaining player then values his/her property.

- a. Cash on hand
- b. Lots, Utilities and Railroads owned, at the price printed on the board.
- c. Any mortgaged property owned, at one-half the price printed on the board.
- d. Houses, valued at purchase price.
- e. Hotels, valued at purchase price including the value of the three houses turned in.

THE RICHEST PLAYER WINS!

Giant Blackjack/21

How to play

- The aim of the player is to achieve a hand whose points total nearer to 21 than the dealer's hand, but without exceeding 21.
- The aim of the game is to accumulate a higher point total than the dealer, but without going over 21. You compute your score by adding the values of your individual cards.
- This is essentially a 2 player game, regardless of how many players are sitting down. Each player plays against the dealer. Players should rotate the dealer every turn.
- In blackjack, the cards are valued as follows:
 - An Ace can count as either 1 or 11, as explained below.
 - The cards from 2 through 9 are valued at their face value.
 - The 10, Jack, Queen, and King are all valued at 10.

Other Giant Card Game Possibilities

- War
 - Deal all the cards face down.
 - All players simultaneously turn over a card and the highest wins all the cards turned up. If two or more players tie for highest there is a war - everyone plays their next card face-down and then turns up a third card. This continues until one of the face-up cards is higher than all the others, and then that player wins all the cards in a war.
 - A player who runs out of cards drops out. The game goes on until only one player has cards, and that player wins.
- Crazy Eights
 - Deal 5 cards to all players (7 cards if there are only 2 players)
 - Set the extra cards down face down, flipping over the top card to start the discard pile.
 - The goal of the game is to get rid of all your cards. You can lay down a card that matches the top card of the discard pile in suit or rank. Eights are wild. If you can't play a card, you must draw from the pile until you can.
 - The first player to discard all of their cards wins.
- Go Fish
 - Each player is dealt 5 cards (7 if there are only 2 players)
 - Set the rest of the cards in the middle face down.
 - The first player to go asks, "Anna, please give me all of your 9s." (Note: to request a rank, you must have at least one in your hand already.) If Anna has 9s, she must hand them over and you get another turn. If she does not, she will say, "Go Fish!" and the player will draw a card from the pile. If you happen to draw the card you asked for (in this case a 9) show the other players and you get another turn. If you draw a different card, move on to the next player.
 - The next player is the one who said "Go Fish."
 - When you collect four cards of the same rank, show the other players and then put them face down in front of you.
 - Play continues until a player runs out of cards or the draw pile is gone. The player with the most sets of four wins.

Pac Man

Supplies

- Masking Tape
- Pac-Dots/Power Pellets
- 2 sheets
- Scoresheet and marker.

Set up

- Use masking tape to tape out Pac Man maze on the floor. Lay out Pac-Dots and Power Pellets throughout the maze.



How to Play

- The object of the game is for Pac Man to eat all the Pac Dots and the 4 Power Pellets in the maze.
 - Pac-Dots = 10 points
 - Power Pellets = 50 points
- Blinky or Pinky (ghost) will pursue you while you try to eat the dots.
- You have 3 lives – you lose a life when you are touched by a ghost. Once you have been touched 3 times, you are dead.
- Tally up your points and we'll keep track of high score for the day.

Battleship

Supplies

- Tarp
- Cardboard Battleships
- Hit and Miss Markers

Set-up

- Hang tarp from ceiling.
- Set Grid.

How to Play

- Players take turns firing a shot to attack enemy ships.
- On your turn, call out a letter and a number of a row and column on the grid. Your opponent checks that space on their lower grid, and says "miss" if there are no ships there, or "hit" if you guessed a space that contained a ship.
- Mark your shots on your upper grid, with white pegs for misses and red pegs for hits, to keep track of your guesses.
- When one of your ships is hit, put a red peg into that ship on your lower grid at the location of the hit. Whenever one of your ships has every slot filled with red pegs, you must announce to your opponent that he has sunk your ship.
- Victory: The first player to sink all opposing ships wins.

Short Game Variation

- To speed up the game, some players play a Salvo variant where you get multiple shots per turn. On your turn, you get to take one shot for each ship you have remaining in your fleet. Once you have announced all of your shots (five, at the beginning of the game), your opponent tells you which ones were hits.

Jenga

Supplies

- Cardboard Jenga Blocks

Set-up

- Stack Jenga Blocks into a tower.

How to Play

- Play begins with the player who built the tower.
- Take one block from the lower level of the tower. Once you have touched a block, you must take it.
- Replace the block on the top of the tower.
- You lose if you knock the tower over.