

# RULE BOOK

## “1,2,3”

“1,2,3” games for 2 players, consists of a basis game (Game 1) plus eight variations making a total of nine games. Children should begin by playing Game 1 and learn the variations (i.e. Games 2 through 9) in consecutive order as these games have been arranged according to their degree of difficulty. Even if the games are not played in consecutive order the rules should be read in that order since many instructions which apply to later games are stated in earlier games and are not repeated.

Children should have a thorough grasp of a game before tackling the succeeding one. Only move on to the next game when the child demonstrates that s/he well understands the present game. Even after s/he has learned more difficult games allow him or her to go back and play the easier ones if s/he so desires. This type of repetition is fun for the child, and helps him or her build self-confidence while learning.

### TELL THE CHILDREN

“Come on, let’s play “1, 2, 3”. You have your own cars to play with – and if you win you get a pretzel!!! (Note: pretzels are not included with the game. I recommend buying a bag of straight pretzels. An alternative incentive, in a class situation, is to eliminate the pretzel and let the child who wins continue to play other children until s/he loses or until s/he has won a specified number of games.)

## GAME 1

First let's see what's in the box. See this picture

Let's put the big board out on the floor and hook the card tray into the holes on the board, just like it is in the picture. Now we need the cards with the yellow band around them. We leave the other cards in the box for another game we can play later.

Let's look at the cards. See the black line on the bottom edge? That's the edge we hold down.

Now, we mix or shuffle all 20 cards. We take turns shuffling the cards. Then we put them all in the green side of the tray with the pictures face down.

Next fit the box of cars into the large space on the board, so that the blue line borders the blue cars & the red line borders, the red cars. Take the cover off the racing cars.

Now we are ready except for the trophy and a pretzel. Place them where shown.

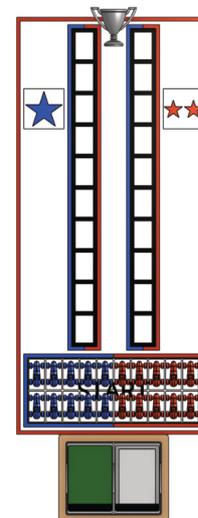
Let's see who goes first. We will use two squares to tell us, one with one blue star on it and the other with two red stars on it. One of us mixes them up (with the star sides down) and the other person chooses one. The one who gets the blue star goes first, uses the blue cars and the blue track. That person sits below his blue cars & places his blue star on the blue star on the board. The person with the two red stars sits below his/her red cars and red track and places his or her square with two red stars on the board that matches his/her two red stars.

Now, we play! And we take turns. We pick the top card, turn it over and see how many cars are on it. Then, we put it down in the other side of the tray so we can all see it. Next, we count the cars on the card. That's how many cars you can put in your track. We put our first car in the first space on our track, & the next car in the next space. If your card has one (two or three) cars you take one (two or three) of your cars and put them on your race track.\*\* Then it is red car's turn to take a card, turn it over and count the cars. That's the number of cars that can be put on red car's track. Red and blue take turns.

When we pick a card with a "zero", we cannot put any cars on our track. The first one to fill up all his or her ten spaces with ten cars, wins. We always put the same number of cars on our track as the number of cars on the cards we pick. So, if we have all but one car on our track, to win we must pick a card with only one car on it.

**\*\*When a child draws either a "2 or 3 car" card it is best to have him or her take all the cars which he is allowed to take, out of the car container, before s/he begins placing any on his or her track.**

***The rationale, concepts, and skills involved in Game 1, Game 2, Game 3 & Game 4 are described on page 4 of the "1,2,3" Guide for Instructors and parents.***

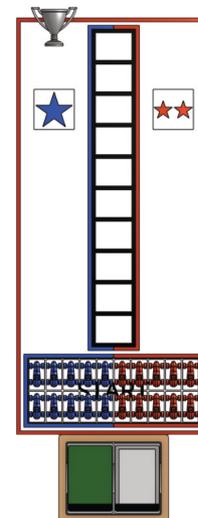


## GAME 2

To get everything ready to play Game 2 we do all the same things we did to play Game 1 only this time we place the card into the slots with the playing board that only has one race track, just like you see in this picture

We play Game 2 as we played Game 1 but now, we share the same race track. Be sure, to keep your cars on your side of the track.

If we use all 20 cards before either of us has all his cars on the track we mix the cards, Put them face down in the green side of the card tray and use them again. Also, in all games, the 2 square starting pieces are used to tell the players where to sit, who goes first & which cars to use.

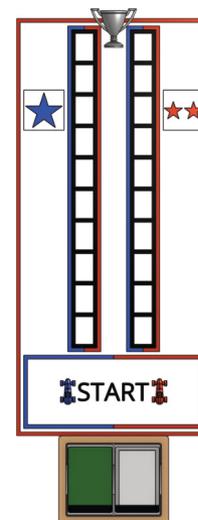


## GAME 3

Let's look at this picture

It shows us how Game 3 looks when it is ready to play. In this game we each play with only one car. We begin by picking a card and counting the number of cars on it. Then we take our car and move it one, (two or three) spaces along our track (depending upon how many cars there were on the card we picked). For our second turn we again count the cars on the card we picked. Then we place a finger on our track next to the space which has our car in it. With our other hand we pick up our car and as we do this,\* we slide a finger into the space where our car was on the track. Now we move our car one (two or three) spaces beyond the space which still has our finger in it.\* We continue to take turns until one of us lands his car in his "Flagman" space (last space).

**\*(Note: This method of marking a space with a finger and advancing the car with the other hand is recommended for all succeeding games until the child can easily advance his car without losing his place.)**



## GAME 4

See this picture?

Game 4 looks like this when it is ready to play. We play Game 4 as we played Game 3 but now we share the same track. Wonder who will win?

## GAME 5

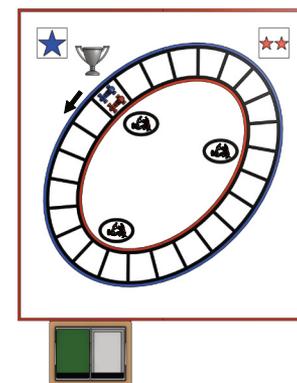
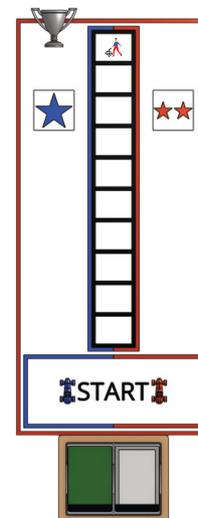
This is how Game 5 looks when it is ready to play.

See the blue car and the red car in the picture? They are in the “Flagman” space. Place one red and one blue car in the “Flagman” space. Are your cars going in the same direction (facing counterclockwise) as the arrow in the picture?

The first one of us to move his or her car all the way around the race track (in a counterclockwise direction) and land his or her car, by exact count, in the “Flagman” space is the winner.

Take out the 20 cards we’ve been using and also the 6 cards with the white band around them. Let’s look at the new cards. See the cards which look like two “3 car” cards put together? When we pick one of these we move our car forward 6 spaces, which we count either 1,2,3,1,2,3 or 1,2,3,4,5,6. Now let’s look at the flat tire cards and also at the 3 places on the playing board where men are fixing flat tires. These places are “Pits”. When we pick a “flat tire” card we must move our car **BACK** to the nearest “Pit”. Our car comes out of the “Pit” on the next turn in which we pick a “1”, “2”, “3” or “double 3” car card. When we take our car out of the “Pit” we count the space nearest the “Pit” as space one. If one’s car is in a “Pit” and the person draws a “zero” or another “Flat tire” card which sends you back to the same “Pit” we cannot move our car on that turn. Should my car be in a “Pit” and you pick a Flat tire card which sends you back to the same “Pit” where my car is, you must put my car in the space next to the “Pit” and put your car in the “Pit”. Now shuffle all 26 cards together and put them in the left side of the card tray.

***The rationale, concepts, and skills for Game 5 are described on page 5 of the “1,2,3” Guide for Instructors and Parents.***



## GAME 6

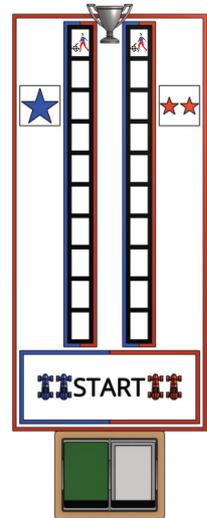
Let's play Game 6. This picture shows us what to do.

We use 1 whole deck of cards except the 3 "Flat tire" cards so leave those in the game box. Mix up the other 23 cards and place them in the card tray.

In this game we each play with 2 cars. The first one of us to land both his cars by exact count, in his "Flagman" space, wins.

Only one car can occupy a space at a time & no car can jump over another car. Each time you draw a card you can choose which of your cars you want to move. When you land your first car in your "Flagman" space, by exact count, you then place it in your square in the top corner of the playing board. This leaves your "Flagman" space empty for your second car.

***The rational, concepts, and skills involved in Games 6 through 9 are described on page 5 of the "1,2,3" Guide for Instructors and Parents.***

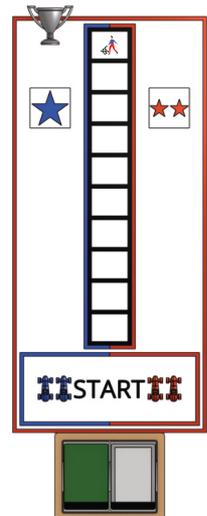


## GAME 7

See this picture?

Game 7 looks like this when it is ready to be played.

We play Game 7 as we played Game 6 but now we share the same track and any two cars can share the same space. When we play, no more than two cars can occupy a space at the same time and no space occupied by two cars can be jumped.



## GAME 8

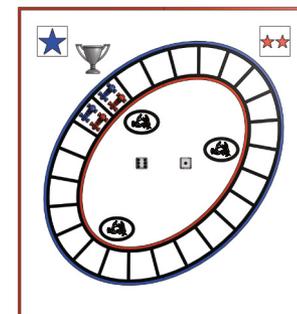
Set up Game 8 so it looks like this picture

When we play this game, we use dice, instead of cards, to tell us how many spaces we may move our cars. Let's look at the dice. Are both dice the same. NO, they are different. See the die that has one side with nothing on it? We'll call this the "zero" side.

Each of us has two cars. The first one to move both his cars all the way around the race track, (in a counter-clockwise direction) & land his second car, by exact count, in the "Flagman" space, wins.

Here's how we play. We take both dice in one hand and gently throw them into the center of the playing board. If for example one die shows one dot and the other die shows two dots, we have the choice of moving one of our cars three spaces or one car one space and the other car two spaces. If you throw the dice too hard and either one or both land off the playing board, you lose your turn. Any 2 cars can share the same space, but only 1 can occupy a "Pit". No more than 2 cars can share a space at the same time & no space occupied by two cars can be jumped.

We place our first car on top of our square after it lands in the "Flagman" space, by exact count. Once we have only one car on the track, we choose which die we want to throw each time it's our turn. Should we forget & throw both dice we lose that turn and may not move our car until our next turn to throw one die.



## GAME 9

Get everything ready the same as you did to play game 8. Then place 4 flags in the trophy along with a pretzel (if you have been using them)

This time the first one of us to move both his cars all the way around the race track **TWO TIMES** and land his 2<sup>nd</sup> car, by exact count, in the "Flagman" space wins.

Each time one of our cars lands on or **passes the "Flagman" space**, after going around the track the first time, we take one flag and place it on top of our square. This means that the player who has 2 flags and one car on his or her square and then lands his or her 2<sup>nd</sup> car in the "Flagman" space, by exact count, is the winner.

**Once children have enjoyed playing these nine games, they can begin to invent different rules, utilize the "1,2,3" playing pieces and surfaces and invent their own new games.**

