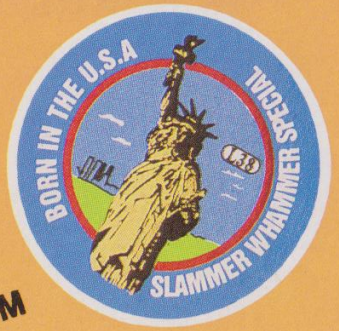
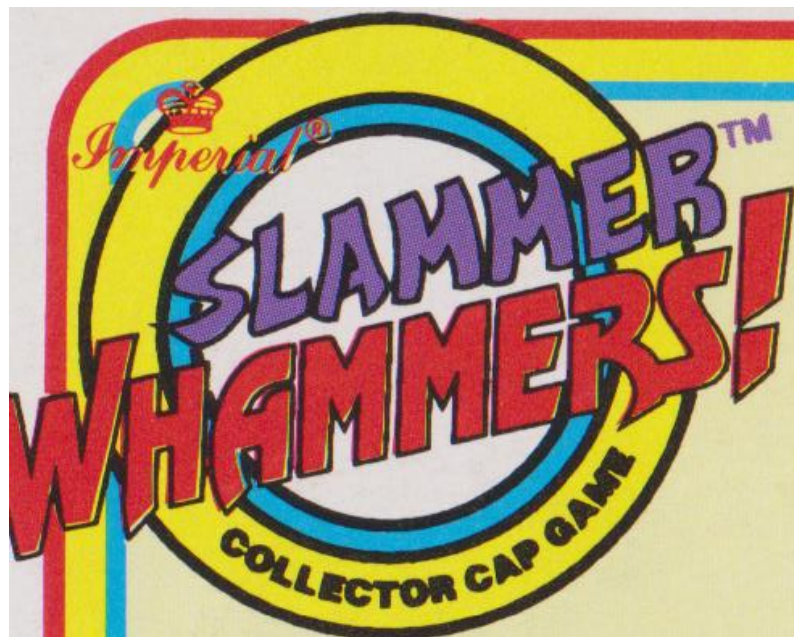


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25 Ways to play
SLAMMER WHAMMERS!™
COLLECTOR CAP GAME

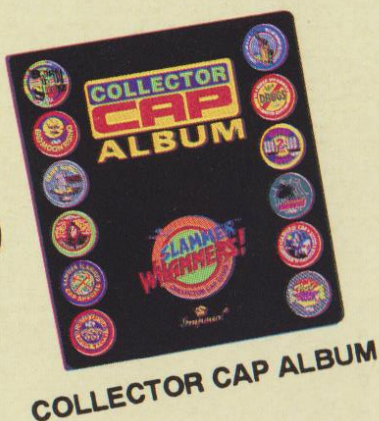
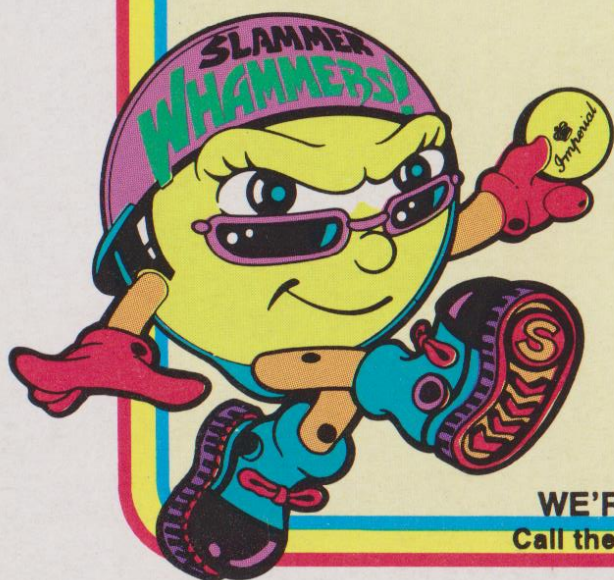


This game book includes
complete game rules
for 25 different

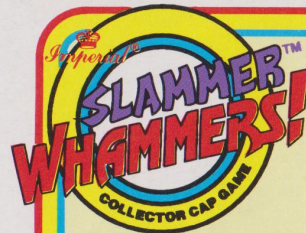
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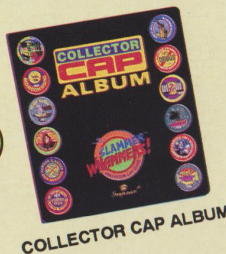
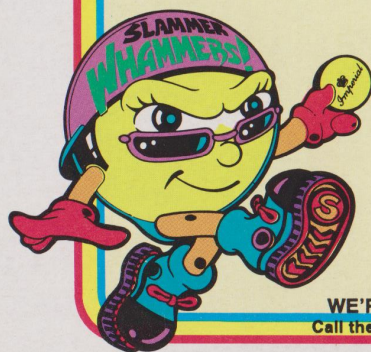


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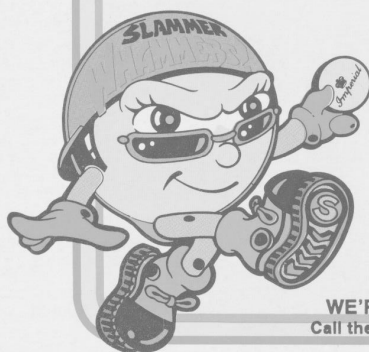
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25 Ways to play
SLAMMER WHAMMERS!TM
COLLECTOR CAP GAME

**SLAMMIN'
SAM'S™**

**25 WAYS
TO PLAY**

**SLAMMER™
WHAMMERS!**

by John Carson

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LOS ANGELES, CALIF. 90021

**SLAMMIN' SAM'S™
25 WAYS TO PLAY SLAMMER WHAMMERS!™
COLLECTOR CAP GAME**

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First printing, 1994, in the U.S.A.

DEDICATION

**To Alice, Pam, and Kim.
Remember, the family that plays together,
stays together.**

PRINTED IN HONG KONG

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THE ORIGINAL GAME

ABOUT THE GAME

Passion-fruit, Orange, Guava; these are the ingredients of a fruit drink sold in Hawaii. The bottle caps, made from paper, are now used in a game called milkcaps, **SLAMMER WHAMMERS!**™ or CAPs, in this book. Kids across the country now love to play with them.

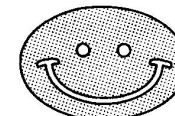
HOW TO PLAY THE GAME

The way most kids play this game is as follows: Each Player takes an equal number of his or her CAPs and places them in one stack in the center of the table or floor, in the FACE-DOWN position. Then, Players take turns using a special heavy cap, or SLAMMER, trying to flip the CAPs into the FACE-UP position. Players take the CAPs that flip FACE-UP and must restack the CAPs that remain FACE-DOWN. The game ends when all the CAPs are taken, with the winner having the most CAPs.

ABOUT THE GAME IN THIS BOOK

These games are NOT for keeps; players must return CAPs to their owner at the end of each game. The words "Slam" and "Shot" mean the same thing, which is, to hit the stack of CAPs with the SLAMMER. CAPs in the pictures in this book look like this:

This is a FACE-UP CAP



This is a FACE-DOWN CAP



AROUND THE WORLD

OBJECT OF THE GAME

This is a long trip for a CAP lover! The winner is the first person that completes the trip around the world, collecting all the CAPs.

HOW TO SET UP THE GAME

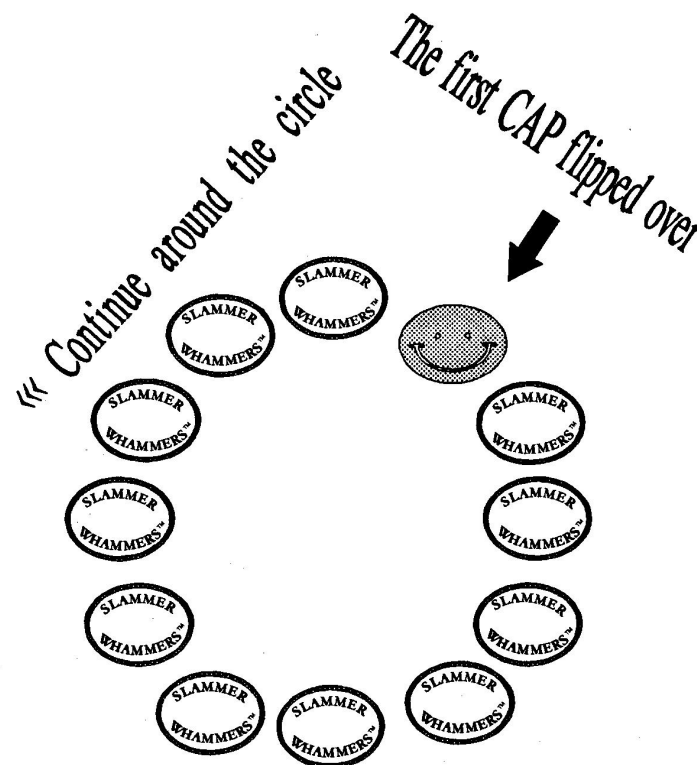
Each player takes exactly 12 CAPs and arranges them in a circle in the face-down position directly in front of themselves. Both circles should be of equal size, with some space between each CAP in the circle. The player who gets lost the easiest should go first.



HOW TO PLAY THE GAME

The first player slams any CAP on his own circle, creating a starting point for his trip around the world. If it flips over into the face-up position, he keeps that CAP and takes another turn. His next shot must be at the CAP that is next to his starting point, and he will continue with the next CAP until he completes the circle. If he misses a shot, the player may end his turn or he may take a second "chance" shot at the same CAP. If he misses this "chance" shot, then he must return to the circle (in the face-down position) all CAPs that he had collected during the entire game. If he makes the "chance" shot then his turn may continue. If he decides to end his turn, he may keep all the CAPs that he collected so far, and start his next turn at the point in the circle where he quit.

The second player takes a turn and slams at any CAP of his choice on his own circle, trying to complete the trip before the other player. When one player does complete the trip, then the other player gets one more turn to try to catch up. After this last chance is played the game is over.



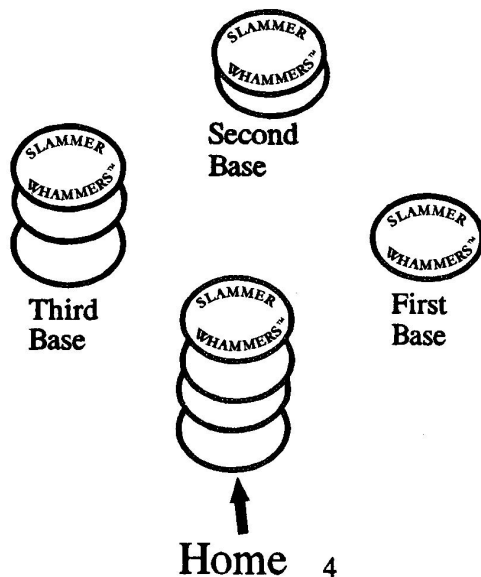
BASEBALL

OBJECT OF THE GAME

O.K. sports fans, let's play ball! The winner is the person that slams home the most CAPs in order to score a "run". Play 9 innings, just like real baseball.

HOW TO SET UP THE GAME

Place CAPs in the face-down position in order to make a square as follows: at first base place 1 CAP, at second base place 2 CAPs in a stack, at third base place 3 CAPs in a stack, at "home" base place 4 CAPs in a stack. Players should ask the umpire to see who the visiting team is and who will go first.



HOW TO PLAY THE GAME

The first player is at bat and slams the stack (1 CAP) at first base, trying to flip it into the face-up position. If it remains face-down, then that player is "out". A player's turn ends for that inning when he gets 3 outs. The player must keep trying to flip the stack at first base before he can try to slam the stack at second base. If a player flips up all the CAPs at first and second base, he may then try for third base, and then on to "home", which would score a "run". Restack all the bases after a run is scored.

At each base, a player is not "out" as long as some CAPs flip over into the face-up position on each slam. A player must slam into the face-up position ALL the CAPs at that base, before he can go to the next base. If all the CAPs do not flip over on his first shot at that base, then must take more slams in order to flip over all the CAPs at that base. But, remember, that on ANY of these slams, if NO CAP flips over into the face-up position, this is an "out".

When the first player (visiting team) gets 3 "outs" or scores 4 "runs", his turn ends. The second player (home team) is now at bat and starts with restacked bases, just like the set-up at the start of the game. After the second player's turn is over, that completes one inning. At the end of 9 innings, the player with the most "runs" is the winner. If the score is tied at the end of 9 innings, then extra innings must be played!

BOWLING

OBJECT OF THE GAME

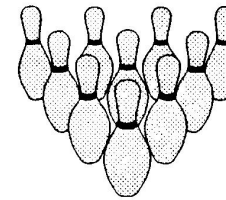
You say you don't own bowling shoes. No problem, you won't need them for this game! The winner is the person that scores the most points by knocking down the CAP bowling "pins".

HOW TO SET UP THE GAME

Stack exactly 10 CAPs in one pile in the face-down position. The player with the smallest feet should go first.

HOW TO PLAY THE GAME

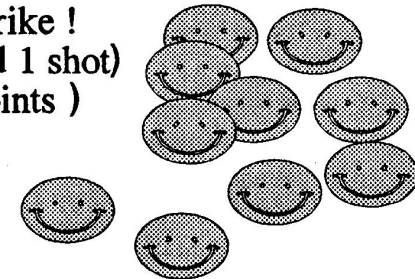
Each player bowls 10 frames. In each frame the player will take 1 slam, or 2 slams if he needs it, in order to turn all 10 CAPs face-up. If he turns all 10 CAPs face-up with 1 slam (a strike), then he earns 30 points, and his turn ends for that frame. If some CAPs remain face-down after his first slam, then he must restack only the face-down CAPs into one pile and take his second slam. If all CAPs are now turned face-up after his second slam (a spare), he earns 20 points. If all CAPs are NOT turned face-up after two shots, the player's score equals the total number of CAPs turned face-up after both shots, and his turn ends for that frame. Be sure to write down the score for each player every frame. After 10 frames, players add up all their scores to see who the winner is. A perfect score is 300 and almost impossible!



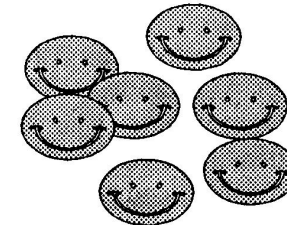
Set Up Like This



This is a strike !
(If you used 1 shot)
(30 Points)



Shoot at these to make a spare !
(20 Points)



CROSSWORD

OBJECT OF THE GAME

Be creative or this game will really puzzle you! The winner is the person that uses more letters to make correctly spelled words that are part of the crossword pattern.

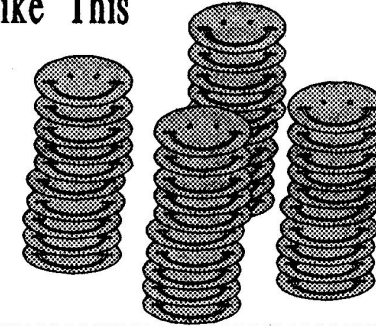
HOW TO SET UP THE GAME

Using exactly 26 CAPs, write the letters A through Z on the plain side of each CAP. Then, using another 14 CAPs, write the letters A, A, E, E, I, I, O, O, U, U, N, R, S, T on the plain side of each of these CAPs. Then mix up all 40 CAPs and place them in 4 equal stacks in the face-up position hiding all the letters. The player with the highest vocabulary grades should go first.

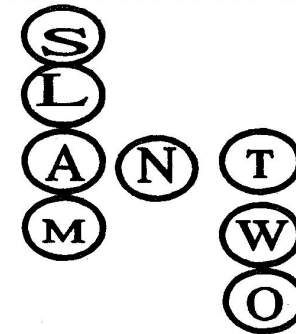
HOW TO PLAY THE GAME

The first player slams any stack that he chooses, trying to make it land in the face-down position. Then he looks at all the letters that are flipped up and tries to make a word from these letters (he may handle the CAPs and move them around in front of himself). If he can make a word (it must appear in a dictionary), he places these CAPs in a straight line to start the crossword puzzle. Then he returns ALL unused CAPs (either face-up or face-down) to the stack in the middle, in the face-up position. If he cannot make a word, then he earns no points, and also must restack the CAPs. Players earn 1 point for every letter in their word, and must write down their score after each turn. Players get 1 slam per turn.

Set Up Like This



Link each
word



The next player MAY reshuffle the stacks and set them in 4 equal piles, before he takes his turn. Try to do this quickly. If he can make a word, he places these CAPs in a straight line connecting into the crossword puzzle. He must use at least one letter from the crossword puzzle in his new word. this player scores 1 point for every letter in ALL the new words that he just made.

The game continues until both players fail to make a word after 3 turns in succession. The winner is the player that scores the most points.

CUT-THROAT

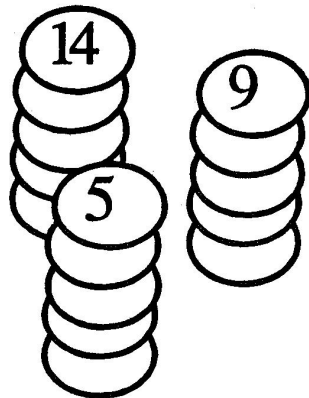
OBJECT OF THE GAME

For a real battle, play this game with three players! The winner is the person that shoots all of his opponents CAPs, while his own CAPs are still in play.

HOW TO SET UP THE GAME

Using exactly 15 CAPs, write the numbers 1 through 15 on the plain side of each CAP. Then mix up all 15 CAPs and place them in 3 stacks in the face-down position, showing the numbers. Players decide who will defend the high CAPs (11 through 15), the middle CAPs (6 through 10), or the low CAPs (1 through 5). The player who is the friendliest should go first.

Set up like this



HOW TO PLAY THE GAME

The first player slams the stacks of CAPs, trying to make the CAPs of his opponents land in the face-up position. He must pick up all CAPs that land face-up. If he flips over a CAP that belongs to an opponent, he gets another turn. If the player does not flip over any CAPs, or if he flips over only his own CAPs, his turn ends.

The second player then gets a turn to shoot at his opponents CAPs. When his turn ends, the third player gets his turn. The winner is the player who has the last CAP in play.



DARE DOUBLE-DARE

OBJECT OF THE GAME

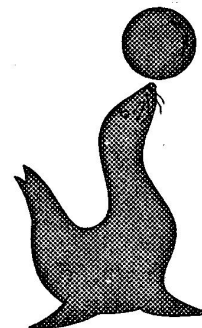
How good is your skill and how much will you risk? The winner is the person that collects the most CAPs by doing difficult shots that are set up by the other player.

HOW TO SET UP THE GAME

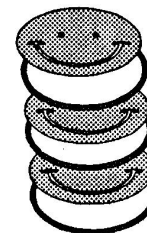
Each player counts out 10 of his CAPs and keeps them ready to set up trick shots. The player with the least confidence should go first.

HOW TO PLAY THE GAME

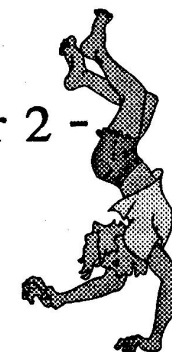
The first player takes 1 or more of his CAPs from his pile of 10, and places them face-down in a stack or in any pattern that he chooses. He then dares the other player to slam these CAPs into the face-up position in 1 or more shots. If the second player accepts the dare, he must then perform the trick successfully or else "pay" the same number of CAPs to the first player. If he performs the trick successfully, he keeps the CAPs. If the second player does not accept the dare, he double-dares the first player to do the same trick. The first player must now perform the trick successfully or else "pay" the same number of CAPs to the second player. Players take turns setting up tricks and daring the other player. The game ends when one player loses his 10 CAPs.



Example:
Trick number 1 -
Flip these up
in 2 shots !



Example:
Trick number 2 -
Flip these up
in 3 shots !



DOUBLE-TROUBLE

OBJECT OF THE GAME

You better be lucky or good to win this game!
The winner is the person that collects the most CAPs by knocking out "pairs" of CAPs that are touching each other.

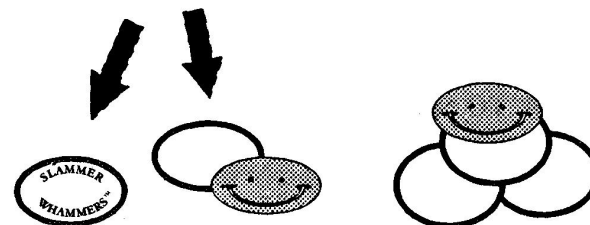
HOW TO SET UP THE GAME

Stack at least 10 CAPs in one pile. It does not matter if the CAPs are face-up or face-down. The oldest player should go first.

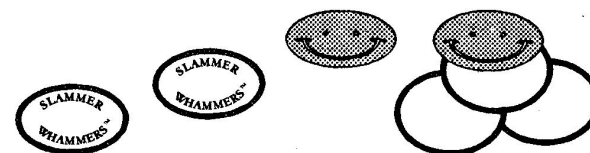
HOW TO PLAY THE GAME

Players take turns slamming the stack. Players win CAPs ONLY if two CAPs are knocked loose from the stack and are touching each other, and not touching any other CAPs. If this happens, then the player may pick up the pair of touching CAPs, plus a bonus of any single CAPs that are not touching any other CAP (see picture). After his turn, the player must restack the remaining CAPs before the next player takes his turn. Players take turns until all the CAPs have been picked up. The other person gets to start the next game.

Example:
The player wins
these 3 CAPS



Example:
The player wins
nothing and must
restack all the CAPS



EIGHT-BALL

OBJECT OF THE GAME

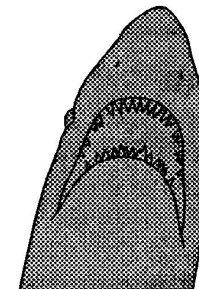
With this game you may fall behind, but you can still win! The winner is the person that shoots all of his CAPs (either the HIGH or the LOW ones) and then "pockets" the 8-ball.

HOW TO SET UP THE GAME

Using exactly 15 CAPs, write the numbers 1 through 15 on the plain side of each CAP. Then mix up all 15 CAPs and place them in one stack in the face-down position, showing the numbers. The player with the largest nose should go first.

HOW TO PLAY THE GAME

The first player slams the stack of CAPs, trying to make the CAPs land in the face-up position. If the "8-ball" CAP lands in the face-up position, just turn it back to the face-down position as if it was never flipped over. Then, if only a HIGH CAP (9 through 15) flips over, the player must shoot only the high CAPs for the rest of the game. If only a LOW CAP (1 through 7) flips over, then he must shoot only the low CAPs for the rest of the game. If both HIGH and LOW CAPs flip over, then he must decide which CAPs he wants to shoot for. The other player automatically must try to flip over either the HIGH CAPs or the LOW CAPs not selected by the first player.



Pool Shark !

If the first player does not flip any CAPs with the first shot, then his turn ends, and the second player takes a turn. The second player may not flip over the 8-ball, and will lose the game if he does so. If the second player flips over some CAPs, he may then make the decision to go for either all the HIGH or LOW CAPs.

Players get another shot every time they flip over a CAP of THE type (high or low) that THEY are shooting for. Players keep those CAPs as they are flipped over. CAPs that are flipped over that belong to the other player, are given to the other player. AFTER a player has flipped over all of HIS high or low CAPs, he may shoot at the 8-ball to win the game. When the player says, "This shot is for the 8-ball", he must flip it over on this shot to win the game. If the 8-ball does not flip over he loses the game. If the 8-ball flips over at any other time during the game, that player loses the game.

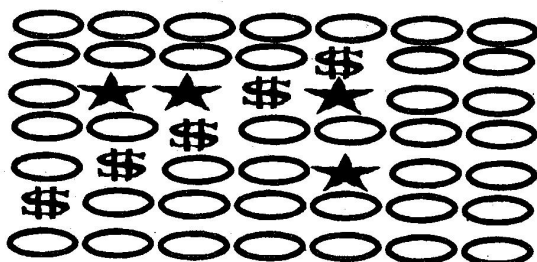
FIVE IN A ROW

OBJECT OF THE GAME

A clever game; combine your brain power with your shooting skill! The winner is the first person to connect 5 CAPs in a straight line.

HOW TO SET UP THE GAME

Using exactly 64 or 49 CAPs, place them in the face-down position, in the shape of a square. Be sure that the CAPs are about 2 inches apart. Players should decide who will use pennies and who will use nickels as markers. The player with the most coins to lend to the other player should go first.



Player 1's coin >>> ★
Player 2's coin >>> \$

HOW TO PLAY THE GAME

Players take 1 slam per turn. The first player slams any CAP that he chooses, trying to make it land in the face-up position. Each player is trying to connect 5 of HIS coins in a row, either horizontally, vertically, or diagonally, by flipping 5 CAPs into the face-up position.

If a player is successful in flipping over a CAP, he then picks it up and places his coin (a penny) at the original location of that CAP.

If the player does not turn over a CAP, he must place any CAPs moved back into their original location, in the face-down position.

If a player flips over more than 1 CAP, he may choose which one to mark with his coin, and which one to return to its original location.

The second player now takes his turn. He may choose to shoot at a CAP that may block the first player from getting 5 coins in a row, or he may wish to start his own line of CAPs. If the second player is successful in flipping over a CAP, he then picks it up and places his coin (a nickel) at the original location of that CAP. The second player must also follow all the rules that the first player had to follow.

The first player to place 5 of his coins in a row, either horizontally, vertically, or diagonally, is the winner.

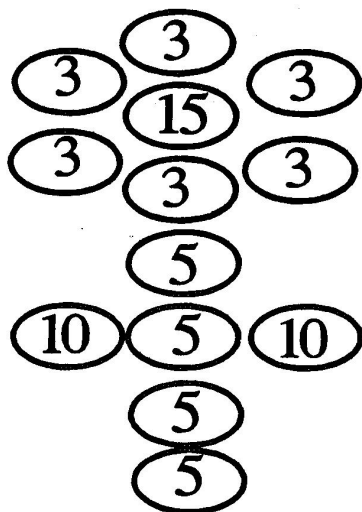
FLOWER POWER

OBJECT OF THE GAME

You will really dig this game! Choose your targets carefully. The winner is the person that earns the most points.

HOW TO SET UP THE GAME

Using 19 CAPs, place them face-down, very close together, in the shape of a flower (see picture). Please note that each petal has 2 CAPs on it. Using a pencil, write these numbers on each CAP: the CAP at the center of the flower (pollen) is worth 15 points, CAPs that are flower petals are worth 3 points, CAPs on the stem are worth 5 points, and CAPs that are leaves are worth 10 points. The player with the longest hair should go first.



HOW TO PLAY THE GAME

The players take turns slamming parts of the flower, trying to earn the most points. Players must say which part of the flower that they are aiming at before each shot. They may choose the pollen, the petals, the stem, or the leaves. Players win CAPs that they flip over into the face-up position, ONLY if they are the type that the player selected before his shot.

If other types of CAPs flip over on any shot, then ALL the CAPs flipped over, of any type, are given to the other player. Players take only 1 shot each turn. Keep playing until all the CAPs are gone. Players then total all their points to see who the winner is.



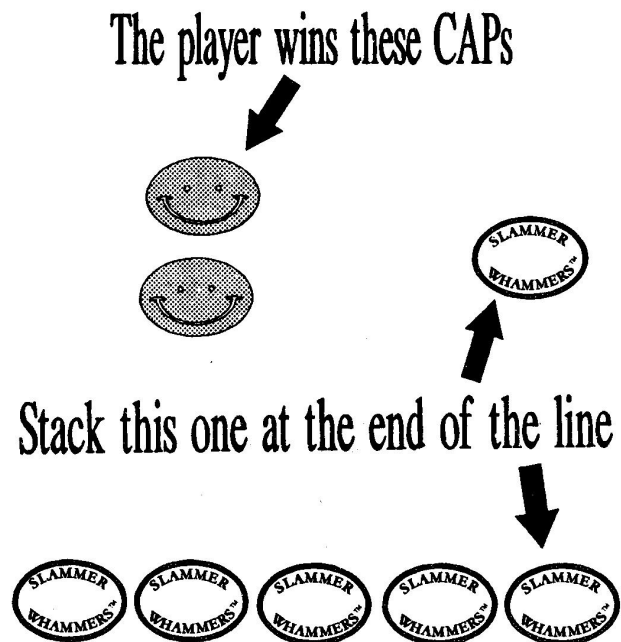
FROGGY

OBJECT OF THE GAME

This game will really keep you hopping! Starting from the first CAP, in a line of CAPs, and working from one end of the line until you reach the last CAP, the winner is the person that slams the most CAPs into the face-up position.

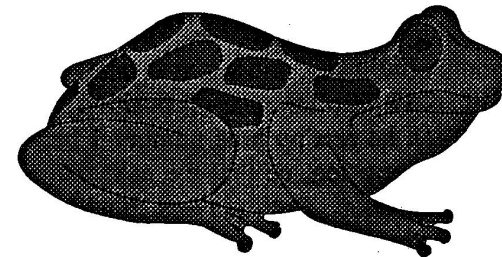
HOW TO SET UP THE GAME

Line up at least 10 CAPs in a straight line in the face-down position, with no CAPs touching each other. Players flip a CAP to see who will go first.



HOW TO PLAY THE GAME

The first player slams the first CAP at the end of the line. If it turns face-up he may keep it, and the next player tries a slam at the next CAP in line. If the first player cannot slam the first CAP into the face-up position, then he must pick up that CAP and place it face-down on the second CAP in line. The next player then slams this new stack of CAPs, and keeps any CAPs that he slams into the face-up position. After his turn, the player must pick up any face-down CAPs remaining from stack number two and place them face-down on the third CAP in line. Face-down CAPs continue to "hop" to the next CAP in line, as players take turns. Keep playing until all the CAPs have been picked up.



GOLF

OBJECT OF THE GAME

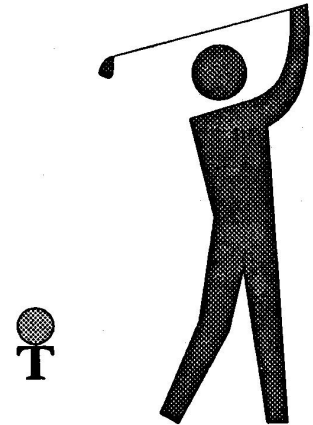
This is the easiest way to learn the difficult game of golf! The winner is the person that completes the golf course in the fewest strokes.

HOW TO SET UP THE GAME

Using exactly 18 CAPs, players set up an 18 hole golf course to shoot at. Place a CAP in the face-down position for each hole, anywhere in the room, and on top of or under any object that you can dream up! Make some holes hard, and some holes easy. Players should agree on how far away that you must be from the target CAP when you take your first shot. The player who can yell "FORE" the loudest should go first.

HOW TO PLAY THE GAME

Both players start at the first hole. The first player counts how many slams that it takes him to flip over the CAP into the face-up position at hole number 1. Then he sets up hole number 1 back into its original position, so that the next player can try the same shots. Both players should write down their scores, and then move to hole number 2. This time, the player with the lowest score from the previous hole should go first. Keep following these rules until you finish the 18 hole course. At the completion of 18 holes, players should total their scores. The winner is the player using the fewest shots over the entire course.



Make a copy of this scorecard!

SCORECARD

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Total
Player 1																			
Player 2																			

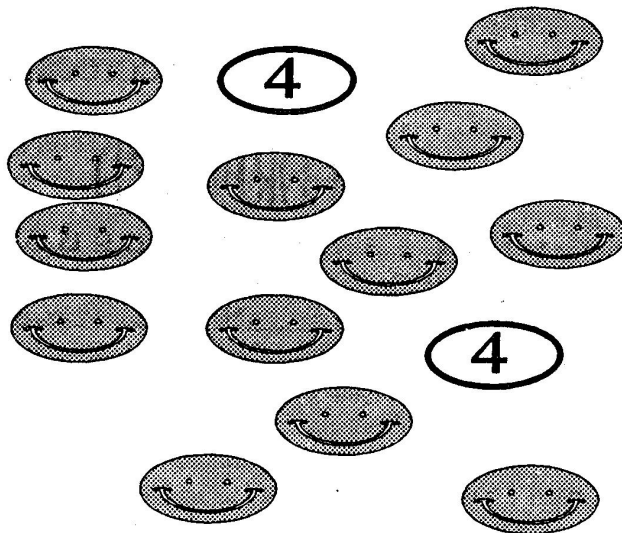
MATCH GAME

OBJECT OF THE GAME

If you are forgetful of things, this game will help you a lot! The winner is the person that matches the most hidden CAPs.

HOW TO SET UP THE GAME

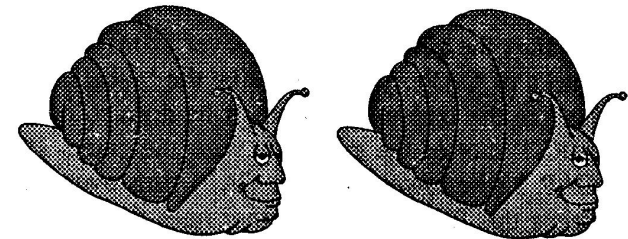
Using exactly 10 CAPs, write the numbers 1 through 10 on the plain side of each CAP. Then, using another 10 CAPs, write the numbers 1 through 10 on the plain side of each of these CAPs. Then mix up all 20 CAPs and spread them out in the face-up position hiding all the numbers. The player with the biggest brain should go first.



This is a match!
The player keeps the CAPs
and takes another turn.

HOW TO PLAY THE GAME

The first player slams any CAP that he chooses, trying to make it land in the face-down position. Then he takes another shot and slams another CAP of his choice, also trying to turn it face-down. If the numbers match on any of these CAPs, then he may keep them, and may take another turn (2 slams). He must turn any unmatched CAPs back over into their face-up position, hiding their numbers once again. All players should try to remember which numbers are hidden under the CAPs. When the first player fails to match any CAPs on his turn, then the second player gets a chance to slam up a matching pair of CAPs. It is perfectly fine if more than 1 CAP turns over on any shot. Also, if no CAPs turn over, the player is NOT given another chance. Play until all CAPs are matched.



NINE-BALL

OBJECT OF THE GAME

Sharpen up your cue sticks for this popular tournament game! The winner is the person that shoots the CAPs in numerical order and then "pockets" the 9-ball.

HOW TO SET UP THE GAME

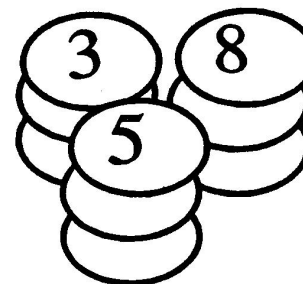
Using exactly 9 CAPs, write the numbers 1 through 9 on the plain side of each CAP. Draw a circle around the number 9 to mark the "9-ball" CAP. Then mix up all 9 CAPs and place them in 3 stacks in the face-down position, showing the numbers. The 9-ball CAP must not be on the top of any of these stacks. The player with the smelliest socks should go first.

HOW TO PLAY THE GAME

Players are trying to slam CAPs 1 through 8 in numerical order. Then ANY player flipping over the "9-ball" CAP will win the game.

To start the game, the first player slams the stacks of CAPs, trying to make the "9-ball" CAP land in the face-up position. If he does so on the FIRST shot of the game, he wins the game. If CAP 1 (the lowest number CAP) flips over, he keeps this CAP, and any other ones that also flipped over, and takes another shot. He continues to take another turn if he flips over the lowest number CAP in play on each shot.

Set up like this



If the lowest number CAP does not flip over, then the player's turn ends, and he must place face-down all the CAPs on that shot that accidentally turned face-up.

If a player flips over the 9-ball on any shot AND also flips over the lowest CAP in play at the same time, he wins the game. This is a legal combination shot. If the 9-ball flips over at any other time, then it must be placed face-down, and that player's turn ends. He does NOT automatically lose the game. The game ends when the winner pockets the 9-ball legally.

POKER

OBJECT OF THE GAME

If you are good at cards, then this game is for you! The winner is the person that earns the most points by playing their poker "hands".

HOW TO SET UP THE GAME

Using exactly 10 CAPs, write the numbers 1 through 10 on the plain side of each CAP. Then, using another 10 CAPs, write the numbers 1 through 10 on the plain side of each of these CAPs. Again, using another 10 CAPs, write the numbers 1 through 10 on the plain side of each of these CAPs. Then mix up all 30 CAPs and place them in 10 equal stacks in the face-up position hiding all the numbers. The player with the smallest fingers should go first.

HOW TO PLAY THE GAME

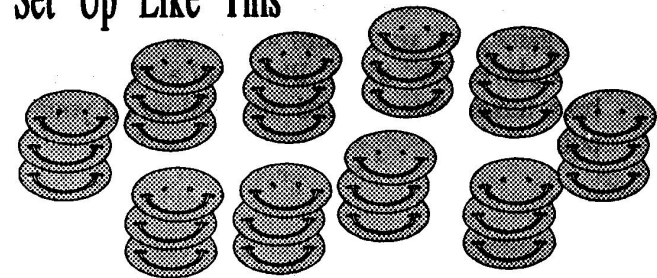
Players slam a stack and try to flip over the CAPs into the face-down position so that they can see the numbers on the other side to be used in his poker "hand". Each player is trying to put together the best poker "hand" of 3 CAPs. The highest hand would be 3-of-a-kind (for example 10, 10, 10). Any 3-of-a-kind would be a better poker hand than any pair (for example 3, 3, 3 would beat 9, 9, 4). Any pair would beat any hand without a pair (for example 5, 5, 6 would beat 10, 9, 8). There are no straights or flushes as found in real poker, so the lowest hand is 1, 2, 3.

The first player slams any stack that he chooses, trying to make it land in the face-down position. He may keep any of the FACE-DOWN CAPs for his poker hand, which can never be more than 3 CAPs. If he keeps less than 3 CAPs, he then takes another shot and slams another stack of his choice, also trying to turn it face-down. Again, he may keep any of the FACE-DOWN CAPs to add to his poker hand. If he still has less than 3 CAPs, he then takes his third and final shot and slams another stack of his choice. His turn is now over and he has either 0, 1, 2, or 3 CAPs in his possession in order to make his best poker hand.

The second player now slams a stack of his choice, and follows all of the rules that the first player had to follow. This second player is trying to get a higher poker hand than the first player. The player with the better poker hand scores all the points from both hands for that game.

Mix up and restack the CAPs after each game. The first player to reach 100 points is the winner.

Set Up Like This



PROGRESSION

OBJECT OF THE GAME

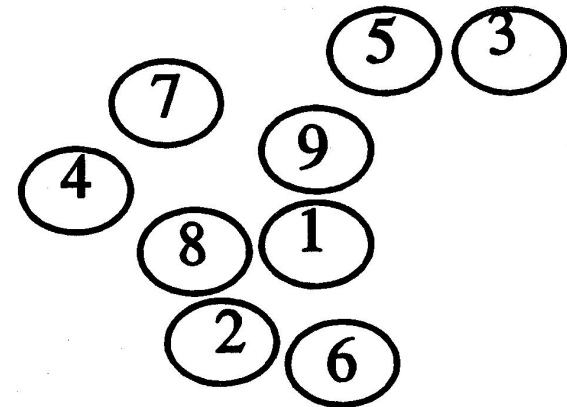
A simple game, but can you get to CAP number 10? The winner is the person that earns the most points by slamming the CAPs in the correct order, from the lowest to the highest number.

HOW TO SET UP THE GAME

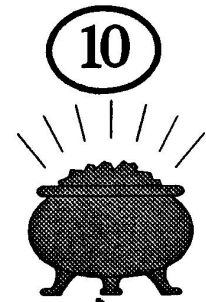
Using exactly 10 CAPs, write the numbers 1 through 10 on the plain side of each CAP. Then mix up these CAPs and place them in one stack in the face-down position. The player who is best in math should go first.

HOW TO PLAY THE GAME

The first player slams the stack. If CAP number 1 is turned face-up, he keeps all the CAPs that he turned face-up and counts all the numbers in his point score. He then would get another turn, and this time he must try to slam CAP number 2 into the face-up position. If CAP number 2 does not turn face-up, his turn ends. If CAP number 1 is not turned face-up, then all face-up CAPs are turned over and placed face-down exactly where they are, and his turn would end. The next player must slam the lowest number CAP that is still in the game, and try to turn it face-up, just as the first player tried to do. Play until all CAPs have been turned face-up, and then add up all your points.



Be sure to shoot at the lowest number CAP on each turn.



PUPPY POUND

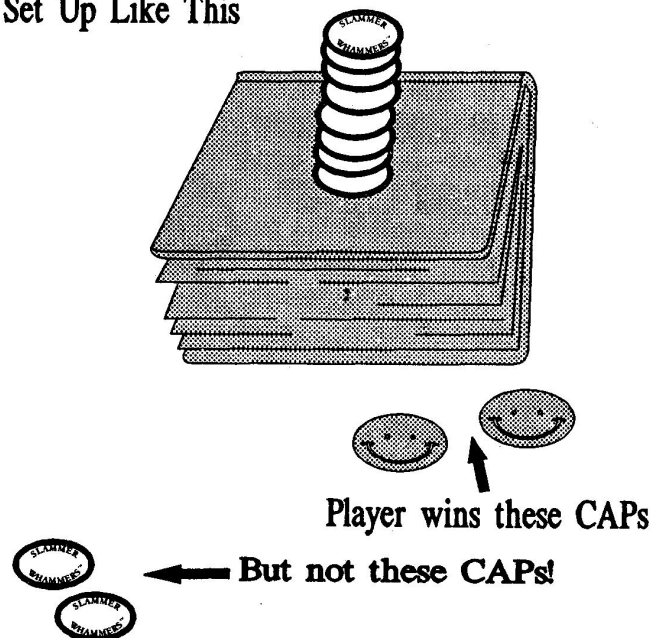
OBJECT OF THE GAME

Do a good deed today and help them escape! The winner is the person that "frees" the most CAP puppies from the puppy pound.

HOW TO SET UP THE GAME

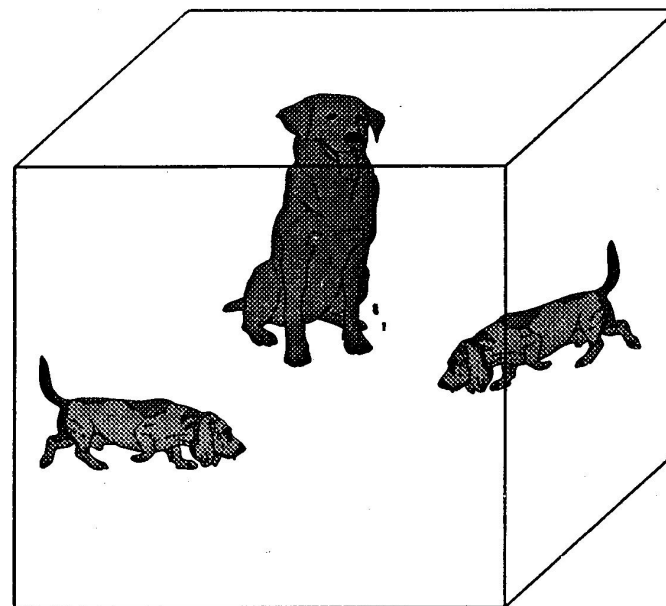
Find a telephone book to be used as a pound to hold the puppy CAPs. Stack at least 10 CAPs in one pile in the face-down position on top of the book near the center. The shortest player should go first.

Set Up Like This



HOW TO PLAY THE GAME

Players take turns slamming the CAPs that are on top of the book. Players win the CAPs that are knocked off the book AND land in the face-up position (freed puppies). After his turn, the player must restack ONLY the CAPs that he knocked off the book that landed in the face-down position (these puppies are returned to the pound). He may place these CAPs anywhere on top of the book, but he must not move any other CAPs that are already on top of the book before the next player takes his turn. Keep playing until all the puppy CAPs have been set free.



RACE

OBJECT OF THE GAME

Ready, set, go! The winner is the person that reaches the last CAP in his line of CAPs before the other player does the same thing.

HOW TO SET UP THE GAME

Each player takes exactly 10 CAPs and writes the numbers 1 through 10 on the plain side of each CAP. Then each player lines up their own CAPs directly in front of themselves in numerical order, in the face-down position showing all the numbers. The player that runs the slowest should ask for a head start, if he needs it.

Player 1's CAPs

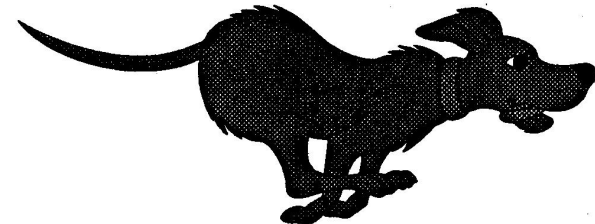


Player 2's CAPs



HOW TO PLAY THE GAME

When someone yells GO, the race begins and each player must try to slam all 10 of his CAPs into the face-up position. Each player must start slamming the lowest number CAP and may not turn over any other CAP, other than the lowest number CAP in front of him. If he does so accidentally, then he must stop slamming and turn that CAP face-down again. The quickest player to flip over all 10 CAPs in numerical order is the winner.



SANDWICH

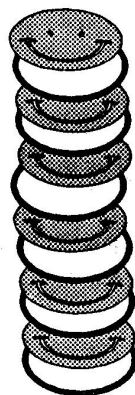
OBJECT OF THE GAME

This fun game will make you hungry! The winner is the person that slams the most CAPs into the face-up position, starting from a CAP sandwich stack.

HOW TO SET UP THE GAME

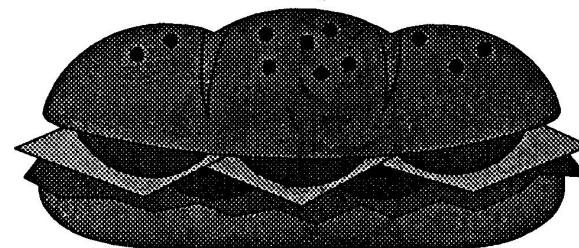
Stack at least 10 CAPs in one pile. Be sure to alternate face-up and face-down CAPs (see picture). Players flip a CAP to see who will go first.

Set up like this



HOW TO PLAY THE GAME

Players take turns slamming the stack. Players win CAPs that are face-up AND are not touching any other CAPs. After his turn, the player must restack the remaining CAPs before the next player takes his turn. Be sure to alternate face-up and face-down CAPs again. Players take turns until all the CAPs have been picked up. Start a new game, this time the other person gets to go first.



SLOP

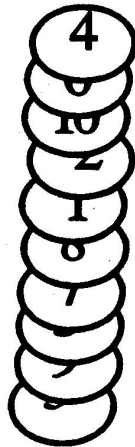
OBJECT OF THE GAME

You can be as sloppy as you want! This game is much easier than Progression. The winner is the person that earns the most points.

HOW TO SET UP THE GAME

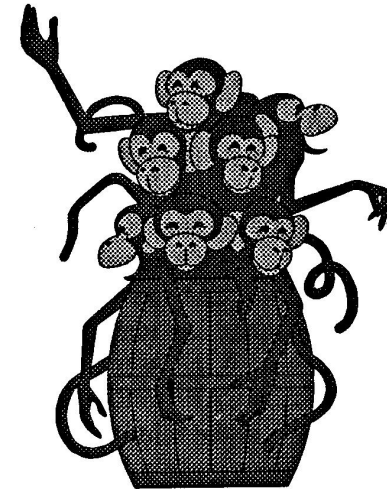
Using exactly 10 CAPs, write the numbers 1 through 10 on the plain side of each CAP. Then mix up these CAPs and place them in one stack in the face-down position. The player who has the neatest bed should go first.

Set up like this



HOW TO PLAY THE GAME

The first player slams the stack and keeps all the CAPs that are turned face-up and counts all the numbers in his point score. The second player takes a turn and slams at any CAPs of his choice, also trying to score the most points. After all the CAPs are gone, players total all their points to see who the winner is.



SPELL-BOUND

OBJECT OF THE GAME

This is an easy way to work on your spelling homework! The winner is the person that uses more letters to make correctly spelled words.

HOW TO SET UP THE GAME

Using exactly 26 CAPs, write the letters A through Z on the plain side of each CAP. Then, using another 14 CAPs, write the letters A, A, E, E, I, I, O, O, U, U, N, R, S, T on the plain side of each of these CAPs. Then mix up all 40 CAPs and place them in 4 equal stacks in the face-up position hiding all the letters. The player with the best spelling grades should go first.

HOW TO PLAY THE GAME

The first player slams any stack that he chooses, trying to make it land in the face-down position. Then he looks at all the letters that are flipped up and tries to make a word from these letters (he may handle the CAPs and move them around in front of himself). If he can make a word (it must appear in a dictionary), he keeps these CAPs and returns ALL unused CAPs (either face-up or face-down) to the stack in the middle, in the face-up position. If he cannot make a word, then he earns no points, and also must restack the CAPs. Players get 1 slam per turn.

The next player MAY reshuffle the stacks and set them in 4 equal piles, before he takes his turn. Try to do this quickly. The game continues until both players fail to make a word after 3 turns in succession. The winner is the player that uses the most letters to spell his words.

Player 1's words (the winner)

R O A D
T O N
E A G L E



Player 2's words

S O W
L E G
R E D
A N

STING

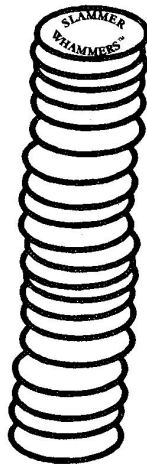
OBJECT OF THE GAME

Watch out for the mean sting CAP! The winner is the person that collects 12 CAPs without getting stung.

HOW TO SET UP THE GAME

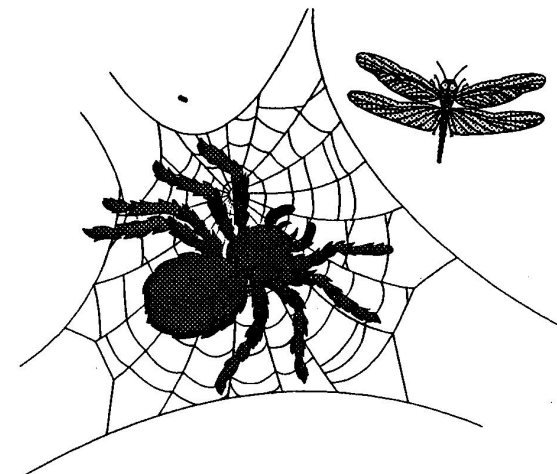
Using exactly 16 CAPs, select one CAP to be the "sting" CAP that ends a players turn. This CAP may not look like any of the other CAPs. Then mix up all these CAPs and place them in one stack in the face-down position. The player who is least afraid of insects should go first.

Set Up Like This



HOW TO PLAY THE GAME

The first player slams the stack and keeps all CAPs that land in the face-up position, **UNLESS** the "sting" CAP is also face-up. If that happens then he must give up all the CAPs that he has won, including any that he may have won on turns that he took before. He gives up these CAPs by mixing them up with the sting CAP and placing them in one stack in the face-down position (just like the start of the game). The other player may keep all of his own CAPs however, and does not have to put them in the stack. A player's turn ends when he flips up a sting CAP. A player may continue his turn if he flips up at least one CAP. A player may end his turn after at least one slam. The game ends when a player collects 12 CAPs, without being stung first.



TIDDLY

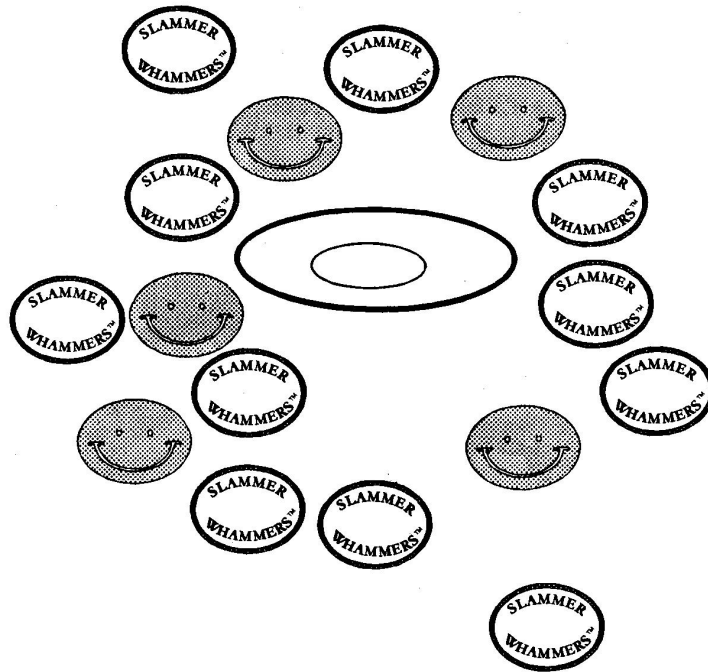
OBJECT OF THE GAME

New life for a favorite old family game! The winner is the person that "jumps" the most CAPs into a shallow 5 inch dinner plate.

HOW TO SET UP THE GAME

Play this game on the carpet or rug. Place at least 10 CAPs around a 5 inch dinner plate or other small container. The youngest player should go first.

Set up like this



HOW TO PLAY THE GAME

The first player presses down and quickly slides his slammer on the edge of a CAP, trying to make it jump into the dish. The player is given three tries to land a CAP in the dish before his turn is over. He may keep any CAPs that are in the dish or that are leaning against it at the end of his turn. The next player then takes his turn, which also consists of three tries. Keep playing until all the CAPs are gone.



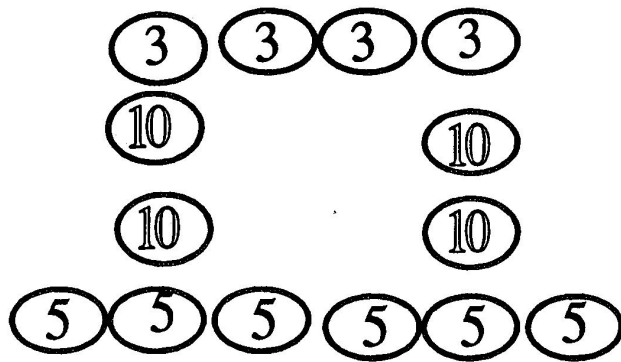
TOP HAT

OBJECT OF THE GAME

This game provides excellent target practice to make you a better player! The winner is the person that earns the most points.

HOW TO SET UP THE GAME

Using 12 CAPs, place them face-down in the shape of a top hat (see picture). Using a pencil, write these numbers on each CAP: CAPs on the top row of the hat are worth 3 points, CAPs on the side are worth 10 points, CAPs on the bottom rim of the hat are worth 5 points. The player with the largest head should go first.



HOW TO PLAY THE GAME

Players take turns slamming parts of the hat and trying to earn the most points. Players win CAPs that are face-up AND are not touching any other CAPs. Keep playing until all the CAPs are gone. Players then total all their points to see who the winner is.



TWENTY-ONE

OBJECT OF THE GAME

Save yourself a trip to Las Vegas and try this exciting game at home! During each game, players collect CAPs with total points as close to 21, without going over 21.

HOW TO SET UP THE GAME

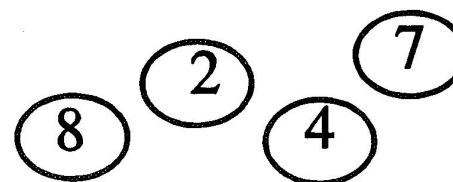
Using exactly 10 CAPs, write the numbers 1 through 10 on the plain side of each CAP. Then, using another 10 CAPs, write the numbers 1 through 10 on the plain side of each of these CAPs. Then mix up all 20 CAPs and place them in 5 equal stacks in the face-up position hiding all the numbers. The luckiest player should go first.

HOW TO PLAY THE GAME

Each player gets to try one slam per turn. The first player slams any stack and adds together the points shown on all CAPs that land in the face-down position. If the point total is equal to 21, then that player has a perfect score and should not try to collect any more points. If the point total is greater than 21, then the first game is over and that player must give all of these CAPs to the other player. If the point total is less than 21, then this player MAY decide to try for more points on his next turn (after the next player gets his chance). Each player must say out loud what his point total is at the end of each turn.

The second player may then slam any CAP or stack of CAPs that he chooses, and adds up all of his points, and follows all the rules that the first player had to follow. Each player is trying for a higher score than the other player, but without going over 21, which results in a player giving up all of his CAPs from THIS game to the other player. A player may "pass" on his turn, and not try a slam. Each game is over when both players "pass", or when a player goes over 21. If a player scores higher than the other player, then all the CAPs that the player with the lower score collected THIS game are returned to the middle stack in the face-up position.

A perfect score!
This player keeps these CAPs.



Games continue until all the CAPs have been cleared from the center and collected by both players. The player with the most CAPs out of 20, is the winner.

