

Four Cooperative Games

PLAY does not always need a winner and a loser. These four simple games give you something to accomplish together. The goal is not to outperform your partner, but to experiment, cooperate, laugh, and enjoy what happens along the way.

Twenty-One Together

You need: Two dice, paper, pencil

Goal: Reach exactly 21 without exceeding it.

On each turn, roll both dice. Together, decide to:

- Add either die to the shared total.
- Add both dice.
- Discard the roll.

You may discard only three rolls during the game. You jointly win by reaching exactly 21. For a longer game, try to reach 50 with five discards.

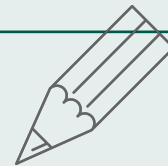


The Shared Word

You need: Paper and two pencils

Goal: Create valid words together under a shared restriction.

Select a category, such as animals, food, or places. The first player writes one letter. Players alternate adding one letter to either end of the growing sequence. Every addition must leave open the possibility of forming a valid word. Players may discuss possibilities, but neither may say a complete proposed word aloud. Complete a word of at least eight letters to win. For less ambiguity, keep a dictionary nearby for verification.



Dice Rescue

You need: Two dice, six coins or buttons

Goal: Rescue all six tokens before danger reaches 12.

Place the six tokens in a row. Start a danger total at zero. Each round, both players roll one die.

- If the dice match, rescue two tokens.
- If their difference is 1, rescue one token.
- Otherwise, add the smaller die to the danger total.

The players may reroll one die three times during the entire game. Rescue all the tokens before danger reaches 12.

Island Hopping

You need: Paper, pencil, one die, and two coins

Goal: Get both coins across a chain of islands.

Draw ten circles in a line and place both coins before the first circle. Roll the die on each turn and divide the result between the two coins. For example, a roll of 5 could move one coin two spaces and the other three.

There are two restrictions:

- A coin may never be more than three spaces ahead of the other.
- Landing on the same island three times causes that island to collapse.

Both coins must pass the tenth island within eight rolls.