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Spruce Up Your Inbox! Get DIY project ideas and easy-to-follow crafts to help you spruce up your space. Adult Board Games Adult Board Games Bead Maze Toys Bead Maze Toys Bingo Sets Bingo Sets Board Games Board Games Card Games for Adults Card Games for Adults Card Games for Kids Card Games for Kids Combination Game Tables Connect 4 Games Connect 4 Games courtesy of brands Board games offer the perfect opportunity to set your phone aside and really enjoy someone else's company. Not only that, playing a board game can keep you from going stir crazy, and could even be great for your brain health. If you're looking for two-player board games to help you pass the time with your significant other, BFF, sibling, or parent, we've rounded up the very best ones. Some of these are new, some are classics, and some are newer renditions of the classics we love — but they all can be played with just two people. Now it's time to clear the table and get ready to play. Advertisement - Continue Reading Below Advertisement - Continue Reading Below Media Platforms Design Team While winter weather has us trapped indoors, gather friends and family fireside for a very T&C game night. Don't forget the huddy toddies! Crokinole can be traced back to 1876. It is a board game that remains very popular today because it's a simple and highly entertaining game of skill. In Crokinole, there are two or four players in partnerships. The goal is to be the first team to reach 100 points. The Swampfox board designed by Carl and Stan Hilinski is a great example of a Crokinole board. The hole in the middle is the "20 Hole." Players earn 20 points for getting a disc into this hole. Several inches outside the 20 Hole are the posts or pegs. These are bumpers that make it more difficult to get a disc inside that area. The very outside area of the board, which generally is lower than the main board, is the "ditch." Discs which are removed from play are put in the ditch. The line with the largest circumference, about an inch in from the ditch, is the "Starting Line." All shots are made with at least part of the disc touching the Starting Line. The board is divided into quadrants. When a player takes a shot, his disc must be 50 percent or more within his quadrant. There are three scoring areas. The area outside the 20 Hole but inside the posts is the 15 Zone. The next circle out marks the 10 Zone, and the area just inside the Starting Line is the 5 Zone. Points are not calculated until a round ends. Note: The box seen on the board in the Swampfox picture is designed to store the discs; it would not be on the board during gameplay. Amazon Set the Crokinole board on the table so that every player has equal access to it. With 2 players, each receives 12 wooden discs of a distinct color. With 4 players, each partnership receives 12 wooden discs of a distinct color; each player within a partnership receives 6 discs. Partners sit opposite each other. Choose the start player randomly. Play always proceeds clockwise. Once a game starts, the board may not be moved. Players may not move their chairs, nor may they lift themselves out of their chair. (This is often referred to as the "one-cheek rule," as in "One butt cheek must always touch the chair.") No player may touch the board unless it's his turn to shoot. The shooter places one of his discs on the starting line, with at least 50 percent of the disc within his quadrant. He shoots the disc by flicking it (pushing it is not legal). The first shooter, and any subsequent shooter who takes his turn with no opponent's discs on the board tries to shoot into the 20 Hole. If a disc lands completely within the hole, it's removed and set aside for scoring at the end of the round. If the disc doesn't fall into the 20 Hole but remains on the board, and is either in the 15 Zone or at least touching the 15 Zone line, it remains on the board. If there are no opponent's discs on the board and a shooter's disc winds up in the 10 Zone or the 5 Zone, it's removed from the board. This rule is designed to prevent players from being excessively defensive by "hiding" their discs behind pegs. Some players don't use this rule, but it is used at the World Crokinole Championship. If one or more opponent's discs are on the board, the shooter must try to hit one of them. NOTE: This can be done directly, by ricochet off a post or another disc, or even by knocking another of the shooter's discs into one of the opponent's discs. If the shooter fails to hit an opponent's disc, the disc that he shot is placed in the ditch. In addition, if the shooter fails to hit an opponent's disc but hits any of his own discs (or his partner's), those are also placed in the ditch. After a shot, all discs touching the Starting Line are placed in the ditch. If a disc is leaning into the 20 Hole, or balanced so that part of it is above the 20 Hole, it remains where it is. It is not removed from the board unless it's knocked into the 20 Hole. A disc that goes off the board hits anything off the main board and bounces back on is placed in the ditch. Any discs it touched remain where they wound up. At the end of each round, scoring takes place. Each player or partnership counts their discs within each Scoring Zone. If a disc is touching a scoring line, it counts as the lesser value. Discs in the 15 Zone are worth 15 points each; in the 10 Zone, 10 points each; in the 5 Zone, 5 points each. Each player or partnership also adds any 20 points for each 20 Holeshot set aside. Subtract the smaller score from the larger. The player or partnership with the larger score wins the difference in points. EXAMPLE: The tan player has 60 points. The red player has 35 points. The tan player is awarded the difference, 25 points. If neither player or partnership has reached a total of 100 points, the next round is started by the person sitting to the left of the lead shooter. Spruce Up Your Inbox! Get DIY project ideas and easy-to-follow crafts to help you spruce up your space. If you are going to trade well, there are a few things you absolutely must do. The most important -- and most obvious -- is to trade with the trend. If you take a long, hard critical look at your trades (and I absolutely suggest that you do this on an ongoing basis), you will quickly come to realize that the vast majority of your winners will be net bullish plays in rising markets and net bearish plays in falling markets. This is not to suggest that there are not valid strategies to take advantage of special situations. These strategies exist but they are far less likely to be profitable. Understand the trend of the market and enter trades accordingly. The second thing successful traders do is, they do not allow profitable trades to become losers. This sounds simple but very many novice traders become fixated with "being right", even when that hurts their bottom line. They will ride winners up and then down, betting the reversal in price is temporary. Do not be afraid to sell profitable positions. Protect winners by not allowing them to become losers. All of this is a prelude to my interpretation of where we are in this market and what I feel is the most appropriate course of action. At SPX 1040, I suggested reeling in net bearish positions, because the risk of an upside reversal was high. Bulls had been pushed to their line in the sand. They had to make a stand as SPX 1040 because failure would mean a decline to below 1000. Bulls responded. Right now, bears are in the very same position. SPX 1130 is their line in the sand. They must respond or risk a dramatic rally to 1181 or higher. Bears are going to respond. They have no other choice. The bottom line is that the "easy money" on the long side has been made. If you have net bullish winners consider reeling in some of your profits here and protecting the rest with stops. Today I am closing net bullish positions for Fuel Systems (FSYS), CME Group (CME) and Google (GOOG). I am long FSYS October 30 calls from \$2.90. That option is currently in the \$5.10 range. I am long CME October 280 call from \$1.80. That option is currently in the \$4.70 range. Finally, I am short GOOG October 470 put from \$18.60. That put is in the \$11.20 range. Trades: Sell to close FSYS October 30 calls at \$5.00 or greater, sell to close CME October 280 calls at \$4.60 or greater and buy to close GOOG October 470 puts for \$11.30 or less. At the time of publication, Terry Bedford was long FSYS stock and long FSYS calls, long CME calls, short GOOG puts. Terry is the Founder and President of Bedford & Associates Research Group. Terry writes for AOL Finance and MSN Money and is regularly quoted by the financial media. OptionsProfitsFor actionable options trade ideas from a team of experts, visit TheStreet's OptionsProfits now. Readers Also Like: >> Options Trading in Risk Arbitrage Situations Readers Also Like: >> Down, but Not Out Readers Also Like: >> Microsoft Might Finally Use Its Cash





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