



## INSTRUCTIONS

### CHESS

**Players:** 2

**Set-up:** Place the chess stickers on tops of the red and black tokens. Lots are drawn to establish who has the red chessmen and, thus, who can move first. This player is then allotted the 16 red chess pieces and the other player the 16 black chess pieces. The board is positioned so that each player has a dark corner square on his left. The rooks are positioned on the two corner squares to the left and right. Next to these come the two knights, one on the left and one on the right. Next to these come the two bishops and in the center, the queen and king. The red queen is always positioned on a light square and the black queen on a dark square. The eight pawns are then placed adjacently in the second row in front of these chess pieces.

**Game Play:** The pawns can only move forward. For the first advance from its initial square on the second rank, the pawn has the option of moving one or two squares, but thereafter may move only one square at a time. The rook moves only on the ranks and files any distance and the bishop moves only on the diagonals. The queen can move in any direction. The knights are the only pieces which are able to change direction during the course of a move and “jump over” one’s own or one’s opponent’s pieces; a knight takes one step of one single square along the file or rank and then, still moving away from the square that it has left, takes one step along the diagonal. The king may move in any direction, one step at a time.

All pieces start from the pawns in the normal direction of movement described above. However, the pawns which normally only move in a straight line, may only capture diagonally to the front, left or right and only while moving forward. It is not obligatory to capture your opponent. If the king is threatened, check must be given (the player must declare check). The opponent is then obliged to protect his king by moving the king to another square or moving one or his own pieces between it and the threatening token or capturing the opposing attacker. If he is unable to make any of the above moves, the king is said to be checkmated and the game ends in favor of the opponent.

**Castling:** Castling is a compound move of the king and one rook (formally called ‘castle’) that may be made, if at all, only once in a game. It is legal if neither the king nor the rook has yet moved. If all the squares between them on the rank are vacant, and no adverse piece commands two squares nearest the king on the side on which castling is to

be carried out, and if the king is not in check. The move is executed by moving the king two squares towards the rook and then placing the rook on the square passed over by the king.

### CHECKERS

**Players:** 2

Place the game board so that there is a red square to the left of each player. Using the black and red tokens, each player places four tokens on the first three rows or red squares i.e.. 12 tokens per player. Black always starts, and play is only on the red squares.

A token moves diagonally one square at a time, forward—not backward. If a token reaches the far side of the board it becomes a King (switch red token with yellow, or switch black token with blue to indicate King) and can now move diagonally in any direction. A token may also “leap-frog” over another token if there is a vacant square beyond and if the other token belongs to the opponent. The jumped token is removed from the board (captured). If a player fails to capture an opponent’s token the opponent’s token may on his next turn remove the offending token. This does not count as his move.

Play continues until one player wins by capturing all of his opponent’s tokens, or a draw is declared.

### HORSE RACE

**Players:** 2

Roll dice to determine which player starts. High roll goes first. Each player chooses a token and places it on the “start.” A player must roll a two on one of the dice or a combination of the two dice to advance to the circle marked “2”. For circle “3”, the player must roll a three on one of the dice or a combination of the two dice. Player continues in this way until he is unable to consecutively roll the correct number. Player 2 then tries to advance his token around the track by rolling the dice in the same manner as player 1. If a player lands on an opponent’s token, the opponent goes back to start. The first player’s token to reach circle “12” is the winner.



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### SNAKES & LADDERS

**Players:** 2-4

Roll dice to determine which player starts. High roll goes first. Each player chooses a different color token and places it on square one.

Beginning with player 1, each player takes a turn rolling the dice and then advances his token that many squares on the game board. Any player who finishes his turn on a square with the bottom of a ladder on it moves his token up the ladder to the new square where the ladder ends. Similarly, any player finishing his move on a square with a snake's head must slide his token down the snake to the square where the snake's tail ends.

Players must land on the #100 square by an exact roll - i.e. roll a three if their token is on #97. If the numbers rolled on the dice are higher than the number of squares remaining, the player's token must be moved forward to #100, and then backwards to make up the correct number required. This sometimes means more trouble with the snakes waiting on squares #98 and #96. The first person to finish on the square marked #100 is the winner!

### CHINESE CHECKERS

**Players:** 2-5

Each player chooses 3 tokens of the same color and places them on the triangle of the star nearest him. The colors of the tokens need not match the color of the point they are placed in.

The object of the game is for each player to move all his tokens from the starting triangle to the triangle directly opposite on the game board. The first player to successfully move all his tokens to the point opposite is the winner.

Any player may begin, and play moves to the left in a clockwise rotation, with each player making one move at a time. A token may move in any direction as long as it follows the lines on the game board. A player may jump over a token, providing there is an empty space opposite the jumped token. A player may jump more than one token only if there is an empty space opposite each token jumped. Players may play as partners or against each other. No player can refuse to move out of his starting triangle to prevent another player from winning.

### PACHESSI

**Players:** 2-4

Each player chooses four tokens of one color, which must be set out on the corresponding color circle at each corner. No player moves a token until he has rolled a six (any combination of the dice that adds up to six). If a player does not roll a six, his turn is over and play is passed to the player to the left. The first player to throw a six takes one token from the corner circle and places it on the "start" circle. In the next turn the player uses his roll to advance his token that number of squares clockwise around the path of the game board.

In each turn, players decide which of their four tokens to advance, according to how they choose to count the dice. The dice can be added together to advance one token, or counted individually to advance two tokens. A player can also use the count from one die and choose to ignore the other. Whenever a six is rolled the player can choose between getting another token out of its corner or advancing a token already in play. Whenever a player rolls doubles, he gains an extra turn. If a player rolls doubles three times in a roll, he is penalized and his token closest to "home" must return to the "start" circle.

When a player arrives on a square already occupied by an opponent, the opponent's token is "captured" and must be returned to its colored circle. In addition, the player that was the "capturer" is given a 10-space bonus. He may move any token forward 10 spaces. The bonus may not be split between two tokens.

A player's own tokens may share the same square and no other player may pass while his opponent has two or more tokens sharing the same square. A player whose roll causes them to land on a square occupied by two or more of an opponent's tokens must lose their roll until they can pass that square. The player must wait until there is only one of the opponent's tokens on that square.

Once a token has made a complete circuit of the game board, it moves up into its corresponding color "home" path. The home path is a safe zone and no opponents' tokens may enter the home path. Once in the home path, a player tries to get his token into the home area. Tokens may only enter "home" on an exact count roll. Every time a player gets a token into "home," he earns a 5-space bonus. The bonus may be used to advance another token forward, but may not be split between two tokens. Once a token has reached



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“home” it may be removed from the game board (to allow space). The first player who get all of his tokens to reach “home” is the winner.

### TRICKY TRIANGLE

**Players:** 1

Place a token on 14 of the 15 circles. Jump tokens over one another, removing the jumped tokens until you can no longer make a move. Count the number of tokens remaining to determine your score.

### ELIMINATION

**Players:** 1

Place a token on each circle. Roll the dice and remove the tokens corresponding to the total of the two dice or any combination that adds up to the total. For example, if you roll a two and a three on the dice, you may remove the tokens on the #2 circle and the #3 circle or the #5 circle. At least one token must be removed after each role to continue. Remove all the tokens to win!

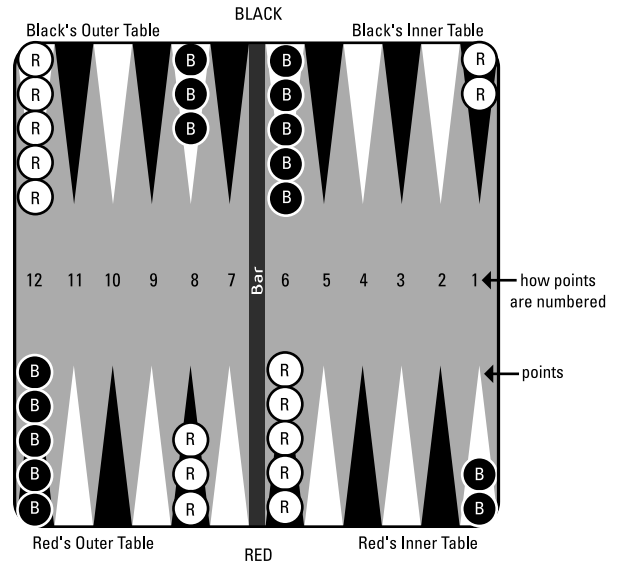
### BACKGAMMON

**Players:** 2

**Set-up:** 15 black tokens, 15 red tokens. Players choose to be the black or red and then set up the game board as shown below. The game tokens in backgammon are referred to as “stones.”

Each player rolls a die to determine who has the first move (use only the highest number rolled by the roll-o-matic dice—ignore the lower number), ties are rerolled. The player with the highest number will begin the game by using the two high numbers of the dice that were just cast by himself and his opponent.

**Object:** Be the first player to move all your stones around the points on the game board to your home table (your inner table) and “bear them off” (remove them from the game board). Usually, several games are played, with the winner of each game earning points—the first to reach a score of 10 points wins the match.



**Moving Stones:** Count begins on point next to one on which a stone rests. In general, a player moves the stones one at a time along the points in a loop that extends from his opponent's 1-point to his own 1-point. The opponent's stones travel in the opposite direction. Dice advance a stone forward the rolled number of points and the stone comes to rest at the base of the point. A player can move two stones, one for each die, or a single token twice, once for each die. A player can choose to use only one die, but it must be the highest count die. If a player rolls doubles, they are doubled again. (example: a 5-5 becomes a 5-5-5-5 which equals four separate moves). There is no limit to the number of stones of same player that may rest on one point. A point housing two or more stones of the same player is **BLOCKED** against an opponent, and his stones may not land on that point, although it may be jumped. When a player cannot move because of blocked points he loses the move.

**Blots:** A single stone resting on a point is a **BLOT**; an opponent may land on the point and **HIT** the blot, which sends it to the bar at the center of the board. A stone on the Bar must start over on his opponent's 1-point. This stone on the Bar must reenter his opponent's inner table before making another move. He cannot enter on a blocked point. Two or more blots may be hit in one play.

**Bearing Off:** When either player succeeds in moving all of his stones around the board to his inner table, he starts to “bear off” (remove) stones from points corresponding to the dice thrown. The player can either move a stone within his inner table or bear it off. For example, a 1-2 that is rolled, may be used to bear off a stone from the 1-point and the 2-point, or the player may choose to move a stone from the



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3-point to the 6-point. When casting a number higher than any point covered, a stone from the highest point may bear off, but he cannot bear off a stone if the point indicated is vacant and there is a stone on a higher counting point. If, while bearing off, a token is HIT, the player's stone goes to the Bar and must reenter in the usual way. This stone must travel all around the board to his inner table again before more stones can be moved or taken off.

**Doubling:** The doubling cube (the die w/numbers) changes winners' scores dramatically; therefore, games are played to 20 or 50 or more points. At the beginning of the game the doubling die is neutral and is placed face up on the 64. At any time during the game a player can turn it so that the 2 is face up and offer it as a "bet" to his opponent, raising the stakes of the game. If the bet is accepted by the opponent, the game is now worth 2 points to the winner (instead of the standard 1 point). If the opponent rejects the bet, he forfeits the game and his opponent earns 1 point. If the opponent accepted the bet, he now has the right to double the bet to a 4 later in the game and in turn, the opponent must choose to accept or forfeit. This scenario may continue indefinitely but there are usually not more than four or five in any game. The points increase as follows: 2,4,8,16,32, etc.

**Gammon/Backgammon:** The winner of the game is the first player to remove all their stones from the board. If the loser has not borne off any of their stones, it is called a GAMMON and the stakes of the game are doubled. If the loser still has stones on the winner's home table, it is called a BACKGAMMON and the game stakes triple. This includes stakes raised by doubling.

## TIC-TAC-TOE

### Players: 2

One player selects 5 tokens of the same color (X's). The other player selects 5 tokens of another color (O's). The X player begins game by placing X-token on any of the nine squares. Then the O player does the same. The game alternates between X and O players placing tokens on the game board. The first player to line three of their tokens in a row either vertically, horizontally or diagonally, wins. Should neither player complete this, game ends in a tie.

