

10-IN-1 WOODEN BOARD GAME SET

RULES OF PLAY

BACKGAMMON



OBJECTIVE

To be the first player to remove all of your checkers from the board.

2 PLAYERS

SET-UP

Each player has 15 checkers, which should mirror their opponent's

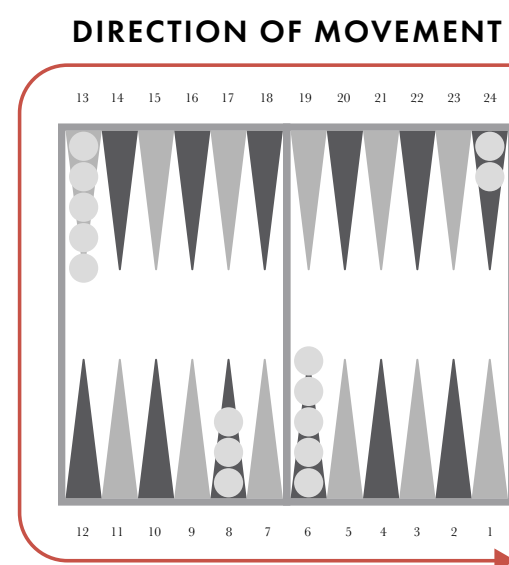
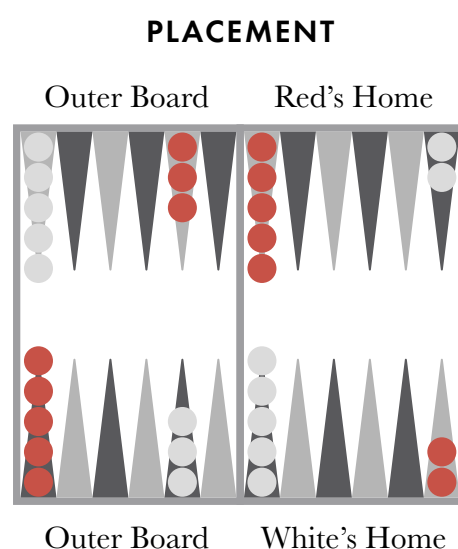
CHECKER PLACEMENT

5 checkers on the 6 point

3 checkers on the 8 point

5 checkers on the 13 point

2 checkers on the 24 point



HOW TO PLAY

- Play begins with each player rolling one die. The player who rolls the higher number gets to make the first move by rolling two dice.
- Each die is moved separately, with each player moving their checkers according to the numbers showing on both dice. Players then alternate turns.
- Checkers can be moved to any point that is open, not blocked:
 - Blocked: Opponent has two or more checkers on a point
 - Open: Point has your checkers, no checkers or only one opponent checker
- For example, if a player rolls a 5 and 3, they may move one checker five spaces to an open point and another checker three spaces to an open point. Alternatively, they may move one checker a total of eight spaces to an open point, but only if the middle point (either three or five spaces from the starting point) is also open.
- If a player rolls doubles, they have the option of either moving four checkers according to the number shown on the dice, two checkers moving 2 of the number shown on the dice, or a single checker moving 4 of the number shown on the dice.
- Checkers are always moved forward, to a lower-numbered point.
- Numbers on both dice must be played wherever possible. If a player cannot move because their path is blocked, they lose a turn.
- Hitting your opponent's playing piece: Single playing pieces are not protected and can be hit. This piece is sent to the centre bar to start over, re-entering the board in the opponent's inner table. Two more pieces may be hit in one play.
- Bearing off: Checkers can only be removed when they are all on your home board.
- A player removes or 'bears off' a checker by rolling a number that corresponds to the point on which the checker is placed, and then removes that checker from the board.
- If there is no checker on the point indicated by the roll, the player must use a checker on a higher-numbered point. If there are no checkers on higher-numbered points, the player must remove a checker from the highest point on which one of their checkers is placed. If a checker is hit during the bear-off process, the player must bring that checker back to their home board before continuing to bear off. The first player to bear off all fifteen checkers wins.

CHESS



OBJECTIVE

To checkmate the other King, by creating a situation with your pieces in which your opponent's King is unable to move and thus, avoid capture.

2 PLAYERS

SET-UP

Position the board so that each player has a dark square in the lower left corner, and a white square in the lower right corner

The first row is set up as follows from left to right: Rook, Knight, Bishop, King, Queen, Bishop, Knight, Rook

The second row is set up with all of the pawns, with your opponent's pieces mirroring yours

The player with the white pieces always moves first

MOVES

King - one space in any direction (vertically, horizontally or diagonally)

Queen - any number of vacant squares in any direction (vertically, horizontally or diagonally)

Knight - two squares in one direction (vertically or horizontally) and one more square perpendicular to that in an L shape. Knights are the only pieces that can jump over other pieces of either colour.

Bishop - any number of vacant squares diagonally

Rook - any number of vacant squares vertically or horizontally

Pawn - one space forward (never backward) or two spaces forward on their first move. Can capture an opponent's piece diagonally.

SPECIAL MOVES

En passant: the capture of one pawn by another pawn, which can only take place immediately after your opponent moves a pawn two spaces, and its destination is next to your pawn.

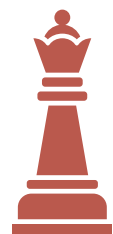
Pawn promotion: if a pawn reaches the opposite side of the board (eighth rank for white, first rank for black), it must be promoted to a higher piece (except King).

Castling: the only move that allows two pieces to move during the same turn in order to protect your King. To castle, move your King two squares toward either your Rook, then on the same move, move that Rook to the square immediately on the other side of the King. You can only castle when:

- There are no obstructing pieces between the King and Rook
- The King must not move through check in order to complete the move
- Neither the King nor that Rook has made any previous moves in the game



KING



QUEEN



BISHOP



KNIGHT



ROOK



PAWN



CHECKERS

OBJECTIVE

To capture and remove all of your opponent's checkers from the board.

2 PLAYERS

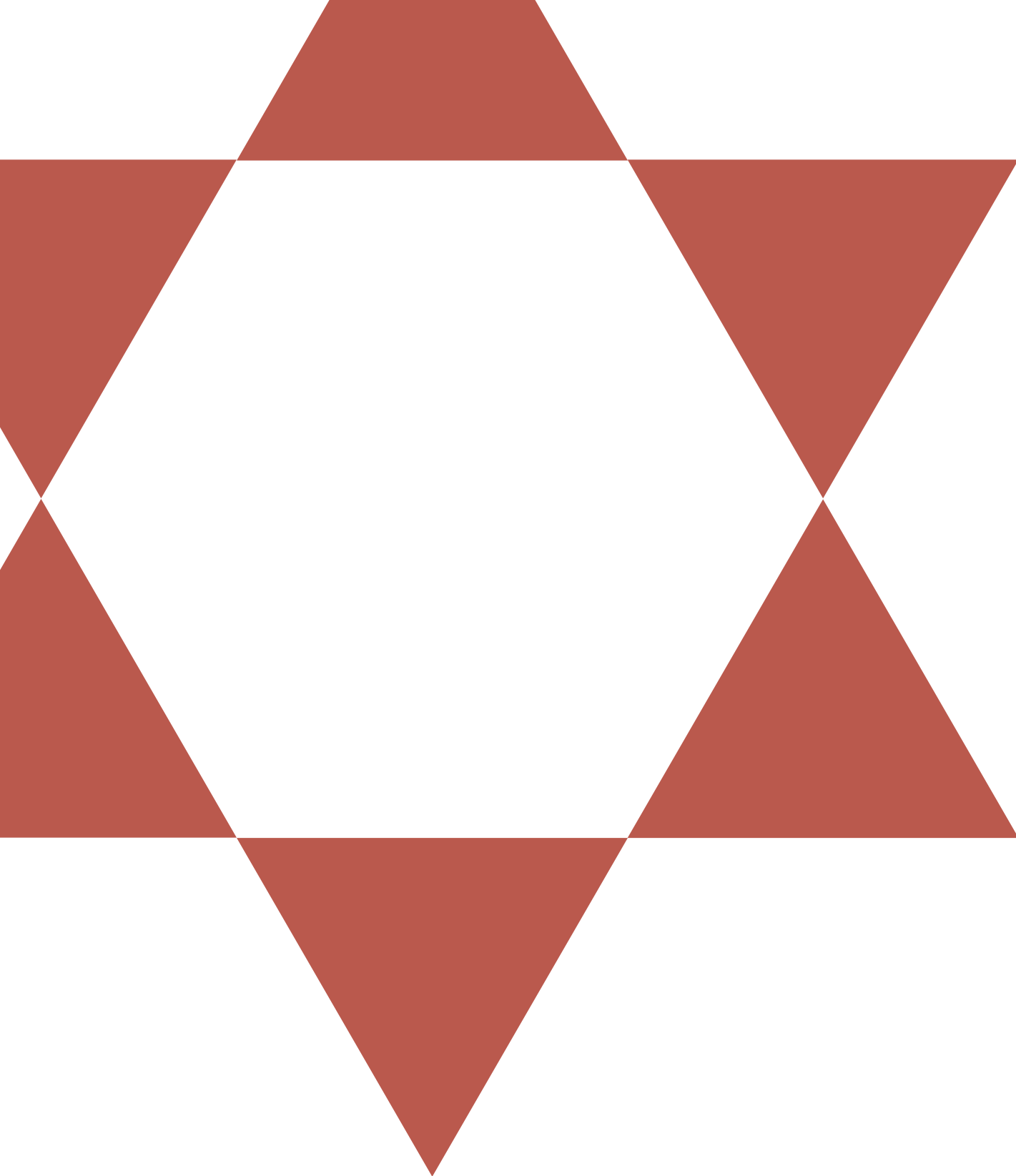
SET-UP

Each player has 12 checkers

They are placed on every other dark square and staggered across three rows, as shown below:

HOW TO PLAY

- Determine who takes the first turn with a coin toss. The player who wins the coin toss will take the darker coloured pieces, while their opponent takes the lighter coloured pieces.
- Pieces can be moved diagonally towards your opponent to the next dark square.
- If your checker lands in the square immediately diagonal to your opponent's checker, you can jump over and capture their checker, effectively moving two diagonal spaces.
- The last row is called the king row - if you get a piece across the board to your opponent's king row, that piece becomes a king. King pieces still move diagonally during non-capture moves, but can also move forward and backward during the same turn if capturing an opponent's checker(s).
- Once you have captured all of your opponent's checkers or they no longer have any pieces that can move, you win the game. If neither player can move, it is considered a draw.



CHINESE CHECKERS

OBJECTIVE

To be the first player to get all of your pegs (or marbles) across to the opposite point of the star.

2-6 PLAYERS

SET-UP

Uses a special board that resembles a six-pointed star

Each player has 10 coloured pegs

Place each peg in the triangular point corresponding to the correct colour

HOW TO PLAY

- Determine who takes the first turn with a coin toss or by drawing straws
- Take turns by moving clockwise around the board
- Players can move one marble to an adjacent open space or may jump over one marble immediately next to it
- Players can also 'jump' in straight lines or zig-zag across single marbles lined up with an open space between each, at which time multiple jumps can be made
- You can hop over your own or your opponent's marbles



SNAKES & LADDERS

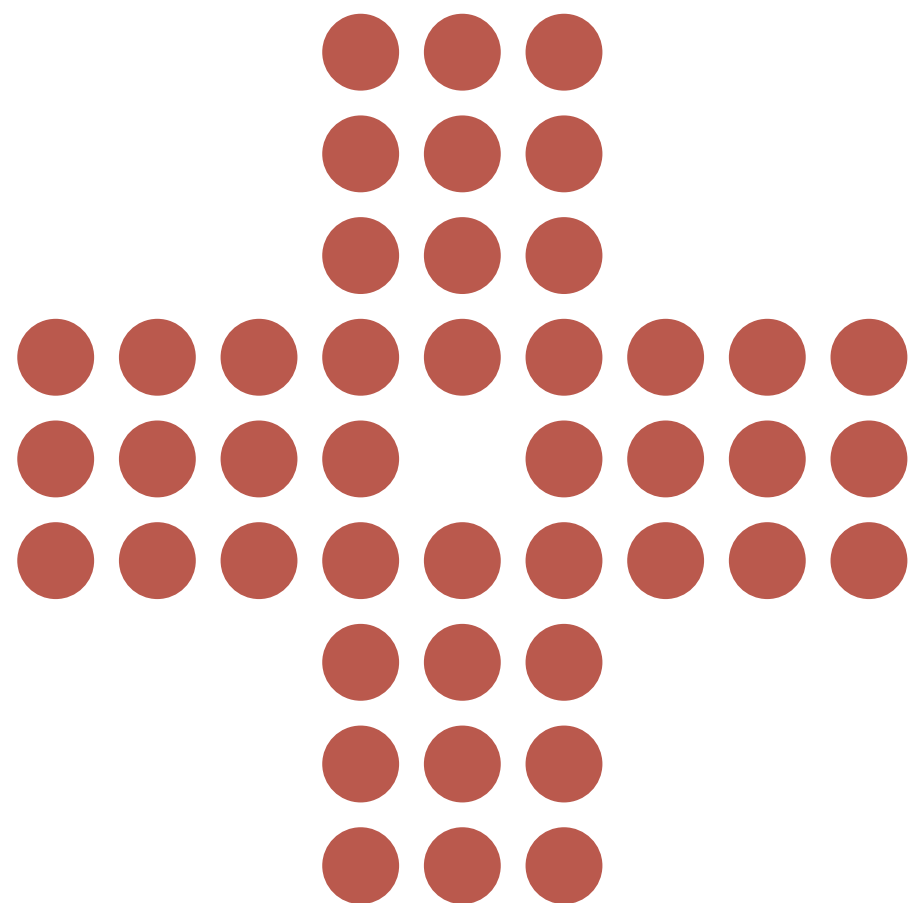
OBJECTIVE

To be the first player to reach the last square on the game board.

2-4 PLAYERS

HOW TO PLAY:

- Players roll a die and move their token the designated number of spaces
- If they land on a square at the bottom of the ladder, they can climb the ladder to a higher square on the board.
- If they land on a square at the top of a snake, they must slide to the bottom of it, bringing them closer to the beginning of the board.



SOLITAIRE

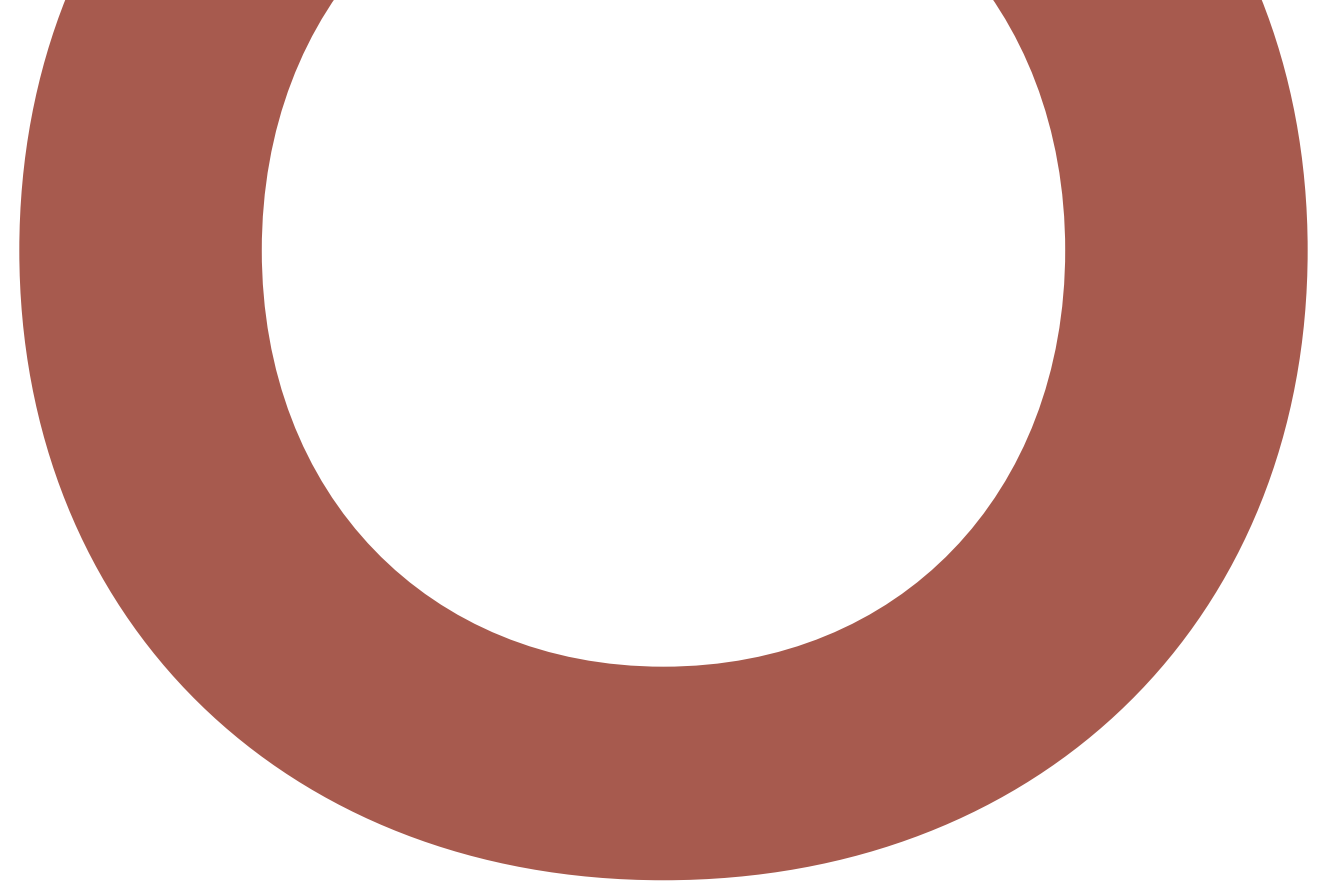
OBJECTIVE

To remove all playing pieces from the game board, aside from a single playing piece, which ends up in the centre.

1 PLAYER

HOW TO PLAY:

- Place all pieces on game board, leaving the centre space vacant
- Move pieces by jumping over adjacent pieces into a vacant space
- The piece that is jumped over is removed from the board
- Pieces can be removed vertically or horizontally, not diagonally



T I C - T A C - T O E



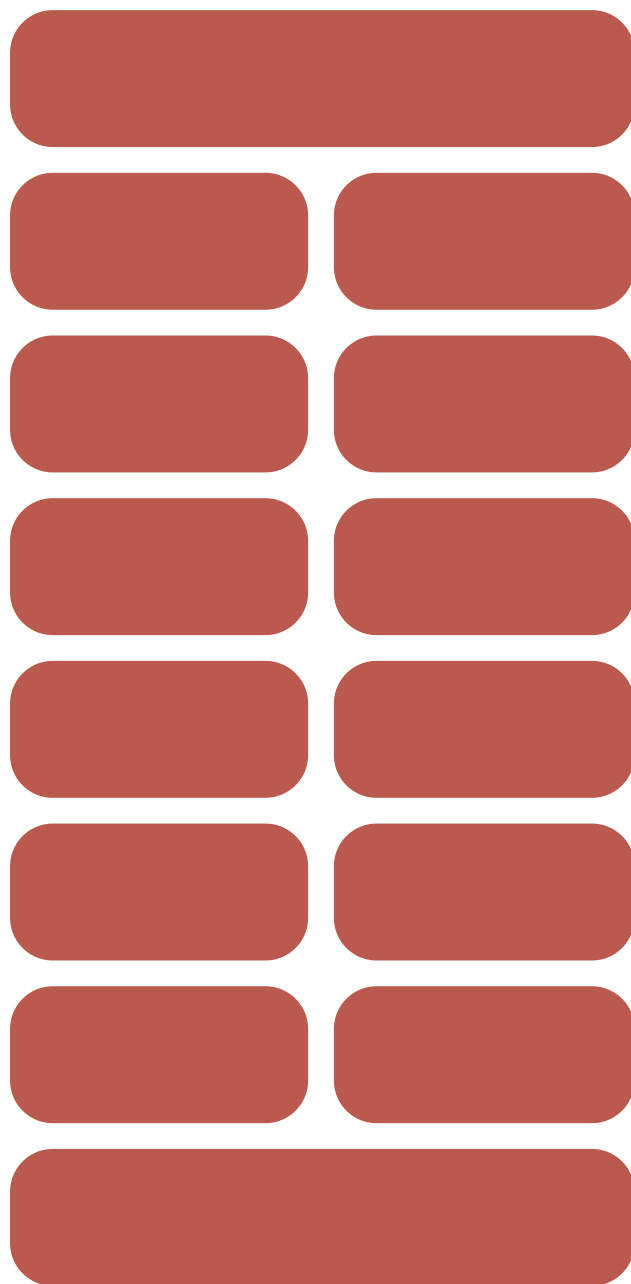
OBJECTIVE

To be the first player to line up 3 Xs or Os in a row (horizontally, vertically or diagonally).

1 PLAYER

HOW TO PLAY

- Use a 3 x 3 square grid
- First player is X, second player is O
- Players alternate placing Xs and Os on the grid until they have lined up 3 Xs or Os in a row, or until all nine squares are filled



M A N C A L A

OBJECTIVE

To collect more playing pieces than your opponent.

2 PLAYERS

SET-UP

Board is made up of two rows, each containing 6 holes or pits

Place four playing pieces into each hole

Each player has a store (known as a Mancala) to their right of the board

HOW TO PLAY

- Play begins with one player picking up all the pieces in any one of the holes on their side
- Moving in a counter-clockwise direction, they then deposit one piece in each subsequent hole
- If you run into your own store, deposit one piece in it; if you run into your opponent's store, skip it
- If the last piece you drop is:
 - In your own store, you get a free turn
 - In an empty hole on your side, you collect that piece and all of the pieces in the hole directly opposite
- Game concludes when all six holes on one side are cleared
- Player with pieces on their side when the game ends captures those pieces
- Player with the most pieces in their store wins

PASS OUT

OBJECTIVE

To be the player with the most markers on the board by the end of the game.

2 PLAYERS

SET-UP

Game board contains 21 squares, each containing a picture of 2 dice rolls

HOW TO PLAY

- Each player needs a pair of dice and 15 markers
- The player with the darker markers rolls the dice first
- Numbers shown on the dice (individual numbers or a combination of both dice) are covered on the board
- Game concludes when all 21 squares are covered

PACHISI

OBJECTIVE

To be the first player to move all four pieces from their starting position around the board in a counter-clockwise direction to their 'home' section before their opponents do.

2 PLAYERS (or 4 players in two partnerships)

SET-UP

Each player selects 4 pieces of the same colour

Players should be positioned in such a way that their entry point sits to their right

Players on the same team must sit directly opposite one another

HOW TO PLAY

- Each player rolls the die, with the highest number rolled determining who takes the first turn. Movement is controlled by the numbers that show on the dice.
- First player places their piece on the Charkoni (centre of the board), moving down the middle column of their coloured arm on the board, then to the edge of the board in an anti-clockwise position back up to the Charkoni.
- The exact number of spaces must be rolled in order for a piece to land and finish in the Charkoni. Those that reach this point can be removed from the board.
- If a piece lands on a square with an opponent's piece in it, the opponent's piece is considered captured. Any captured piece must start again from the Charkoni.

