

DELUXE 5 IN 1 GAME SET

**Chess, Checkers, Backgammon, Chinese
Checkers and Poker Dice**



Item 55-0207

HOW TO PLAY CHESS

Chess Includes:

- 16 Dark Chess Pieces
- 16 Light Chess Pieces
- Board

Start Up

Chess is a game played by two players. One player plays with the light pieces, and the other player plays with the dark pieces. Each player has sixteen pieces in the beginning of the game: one king, one queen, two rooks, two bishops, two knights, and eight pawns.

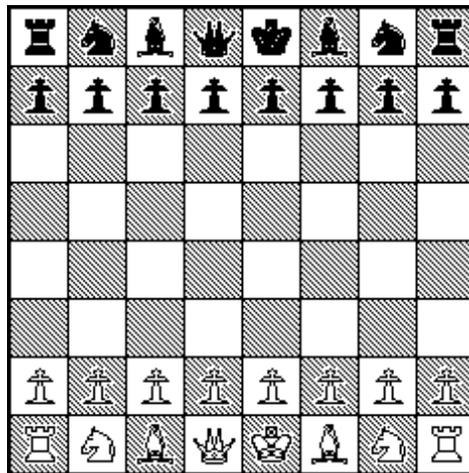
The game is played on a chessboard, consisting of 64 squares: eight rows and eight columns. The squares are alternately light and dark colored. The board must be laid down such that there is a dark square in the lower-left corner. To facilitate notation of moves, all squares are given a name. From the view of the light player, the rows are numbered 1, 2, 3, 4, 5, 6, 7, 8; the lowest row has number 1, and the upper row has number 8. The columns are named, from left to right, a, b, c, d, e, f, g, h. A square gets a name, consisting of the combination of its column-letter and row-number, e.g., the square in the lower left corner (for light) is a1.

a8	b8	c8	d8	e8	f8	g8	h8
a7	b7	c7	d7	e7	f7	g7	h7
a6	b6	c6	d6	e6	f6	g6	h6
a5	b5	c5	d5	e5	f5	g5	h5
a4	b4	c4	d4	e4	f4	g4	h4
a3	b3	c3	d3	e3	f3	g3	h3
a2	b2	c2	d2	e2	f2	g2	h2
a1	b1	c1	d1	e1	f1	g1	h1

Alternately, the players make a move, starting with the the player that plays with the light pieces. A move consists of moving one of the pieces of the player to a different square, following the rules of movement for that piece - there is one special exception, named **castling**, where players move two pieces simultaneously.

A player can **take** a piece of the opponent by moving one of his own pieces to the square that contains a piece of the opponent. The opponents piece then is removed from the board, and out of play for the rest of the game. Taking is not compulsory.

At the start of the game, the position of the pieces is as follows.



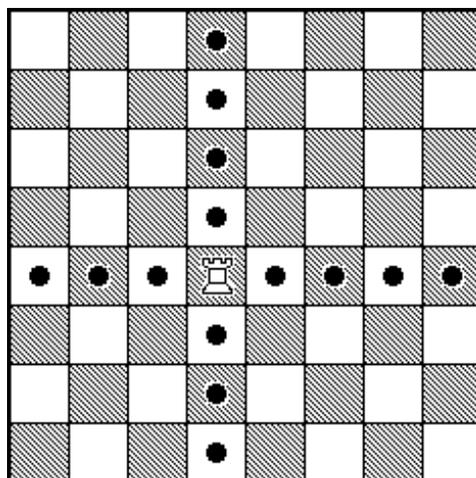
Thus, at the second row, there are eight light pawns, at the seventh row, there are eight dark pawns. At the first row, from left to right, we have a: rook, knight, bishop, queen, king, bishop, knight, and rook. Note that the queens start on squares of their own color, with a dark square in each players left hand corner.

Movement of the Pieces

For all pieces, when the square where the piece ends his move contains a piece of the opponent, then this piece is taken. The square where the rook ends his move may not contain a piece of the player owning this rook.

Rook

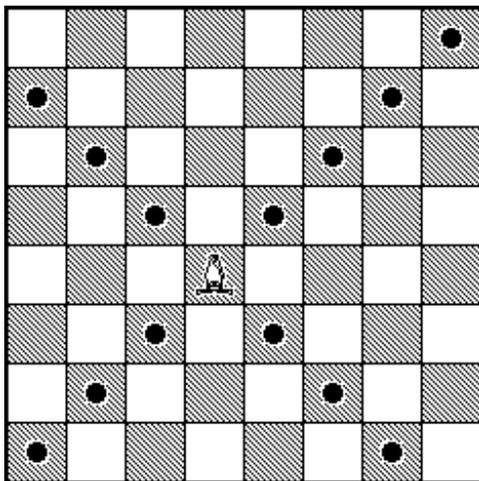
The rook moves in a straight line, horizontally or vertically. The rook may not jump over other pieces, that is: all squares between the square where the rook starts its move and where the rook ends its move must be empty.



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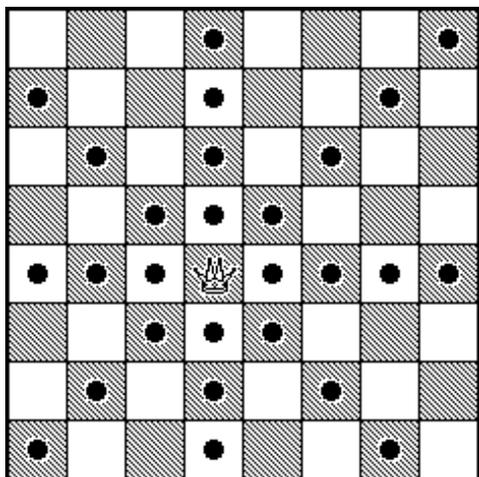
Bishop

The bishop moves in a straight diagonal line. The bishop may also not jump over other pieces.



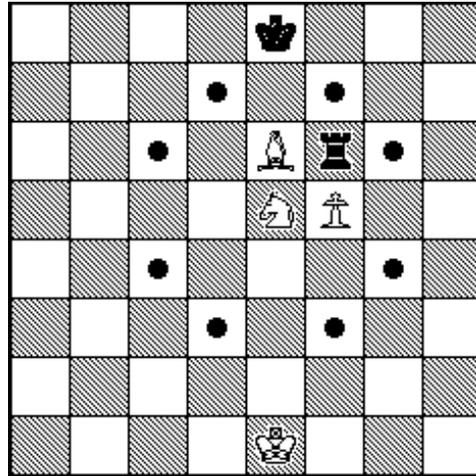
Queen

The queen has the combined moves of the rook and the bishop, i.e., the queen may move in any straight line, horizontal vertical or diagonal.



Knight

The knight makes a move that consists of first one step in a horizontal or vertical direction, and then one step diagonally in an outward direction. The knight jumps: it is allowed that the first square that the knight passes over is occupied by an arbitrary piece. For instance, light can start the game by moving his knight from b1 to c3. The piece that is jumped over is further not affected by the knight: as usual, a knight takes a piece of the opponent by moving to the square that contains that piece.



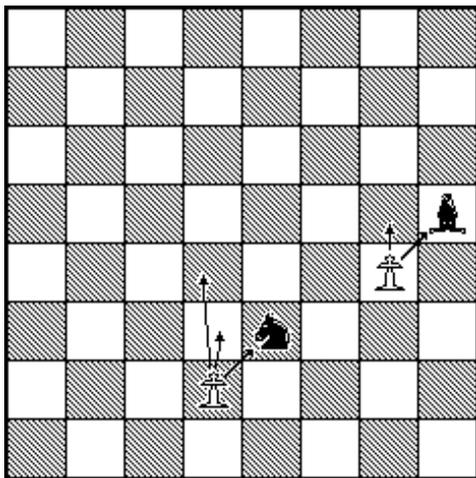
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Pawn

The pawn moves differently regarding whether it moves to an empty square or whether it takes a piece of the opponent. When a pawn does not take, it moves one square straight forward. When this pawn has not moved at all, i.e., the pawn is still at the second row (from the owning players view), the pawn may make a double step straight forward. For instance, a light pawn on d2 can be moved to d4.

When taking, the pawn goes one square diagonally forward.

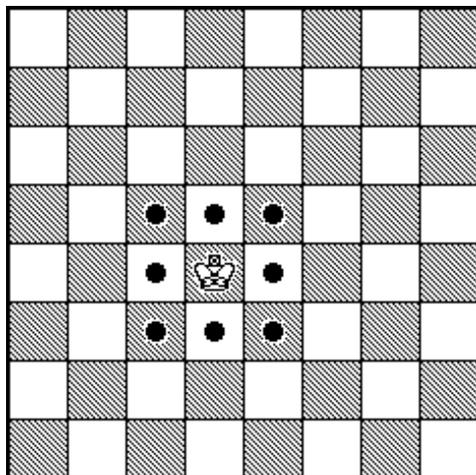
Pawns that reach the last row of the board promote. When a player moves a pawn to the last row of the board, he replaces the pawn by a queen, rook, knight, or bishop (of the same color). Usually, players will promote the pawn to a queen, but the other types of pieces are also allowed. It is not required that the pawn is promoted to a piece taken. Thus, it is for instance possible that a player has at a certain moment two queens.



King

The king moves one square in any direction, horizontally, vertically, or diagonally. There is one special type of move, made by a king and rook simultaneously, called **castling**: see below.

The king is the most important piece of the game, and moves must be made in such a way that the king is never in check: see below.



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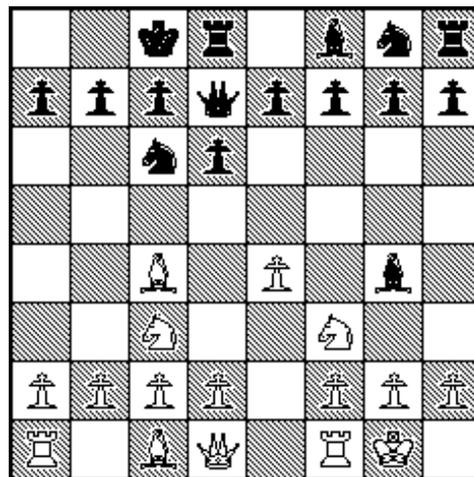
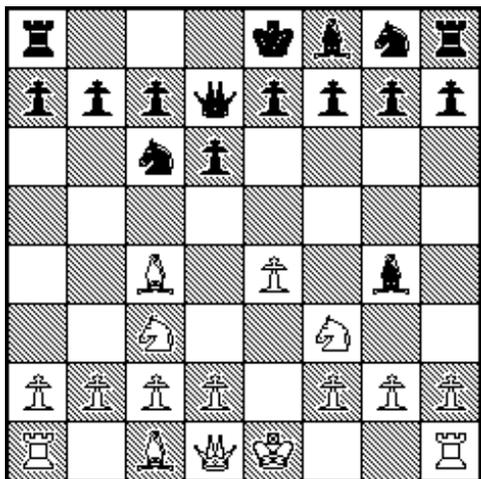
Castling

Under certain, special rules, a king and rook can move simultaneously in a **castling** move.

The following conditions must be met:

- The king that makes the castling move has not yet moved in the game.
- The rook that makes the castling move has not yet moved in the game.
- The king is not in check.
- The king does not move over a square that is attacked by an enemy piece during the castling move, i.e., when castling, there may not be an enemy piece that can move (in case of pawns: by diagonal movement) to a square that is moved over by the king.
- The king does not move to a square that is attacked by an enemy piece during the castling move, i.e., you may not castle and end the move with the king in check.
- All squares between the rook and king before the castling move are empty.
- The King and rook must occupy the same row.

When castling, the king moves two squares towards the rook, and the rook moves over the king to the next square, i.e., dark's king on e8 and rook on a8 move to: king c8, rook d8 (*long castling*), light's king on e1 and rook on h1 move to: king g1, rook f1 (*short castling*).



Check, Mate and Stalemate***Check***

When the king of a player can be taken by a piece of the opponent, one says that the king is *in check*. For instance, the light player moves his rook to a position such that it attacks the dark king, i.e., if dark doesn't do anything about it, the rook could take the dark king in the next move: we say that the light rook *gives check*. It is considered good manners to say *check* when one checks ones opponent.

It is not allowed to make a move, such that ones king is in check after the move. If a player accidentally tries to make such a move, he must take the move back and make another move (following the rules that one must move with the piece one has touched).

Mate

When a player is in check, and he cannot make a move such that after the move, the king is not in check, then he is *mated*. The player that is mated lost the game, and the player that mated him won the game.

Note that there are three different possible ways to remove a check:

1. Move the king away to a square where he is not in check.
2. Take the piece that gives the check.
3. In case of a check, given by a rook, bishop or queen: move a piece between the checking piece and the king.

Stalemate

When a player cannot make any legal move, but he or she is not in check, then the player is said to be *stalemated*. In a case of stalemate, the game is a draw.

Other Rules***Resign and Draw Proposals***

A player can resign the game, which means that he has lost and his opponent has won.

After making a move, a player can propose a draw: his opponent can accept the proposal (in which case the game ends and is a draw) or refuse the proposal (in which case the game continues).

Repetition of Moves

If the same position with the same player to move is repeated three times in the game, the player to move can claim a draw. When the right to make a certain castling move is lost by one of the players between positions, then the positions are considered to be different.

One case where the repetition of move occurs is when a player continues to give check forever.

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Touching Pieces

When a player touches one of his own pieces, he must, if possible, make a legal move with this piece. When a player touches a piece of the opponent, he must, if possible, take this piece.

Chess Clocks and Time

Often, players play the game with chess clocks. These clocks count the time that each player separately takes for making his own moves. Additional rules are then used, saying how many (possibly all) moves must be made before a player has used a certain time for his moves.

HOW TO PLAY CHECKERS

Checkers Includes:

- 12 Dark Pieces
- 12 Light Pieces
- Board

Instructions

1. Flip a coin to decide who will play light and who will play dark. Whoever wins the toss chooses. The light player will go first.
2. On the light player's side, place one light checker on each dark square in the first three rows of squares.
On the dark player's side, place one dark checker on each dark square in the first three rows of squares.
3. Make sure there are 12 staggered checkers on each side of the board with two empty rows in the middle.
4. The light player begins by moving one light checker forward diagonally onto an adjacent free dark square.
5. Take turns moving one checker, one square forward diagonally at a time.
6. Jump your opponent's checker if it is in a square directly diagonal and adjacent to your own checker and there is a free square on the other side. To do this, move your checker over your opponent's checker and place it on the free square. Take possession of your opponent's jumped checker by removing it from the board.
If you jump a checker and land in a position to jump another of the other player's checkers, jump that checker as well during the same turn.
7. King one of your checkers when it reaches the farthest row from your starting side (your opponent's back row). Signify a kinged checker by stacking one of your jumped checkers on top of the kinged checker. Kinged checkers can move forward and backward but still can only move diagonally to adjacent dark squares, one square at a time. Only a kinged checker can move forward and backward.
8. The first player to remove all of the opponent's checkers from the board by jumping them, or who blocks his opponent so that he cannot move, wins the game.

Tips

- If one of your checkers is in a position to jump, you must jump. The alternative is to forfeit the game.
- If more than one of your checkers is in a jumping position, you may choose which one will jump.

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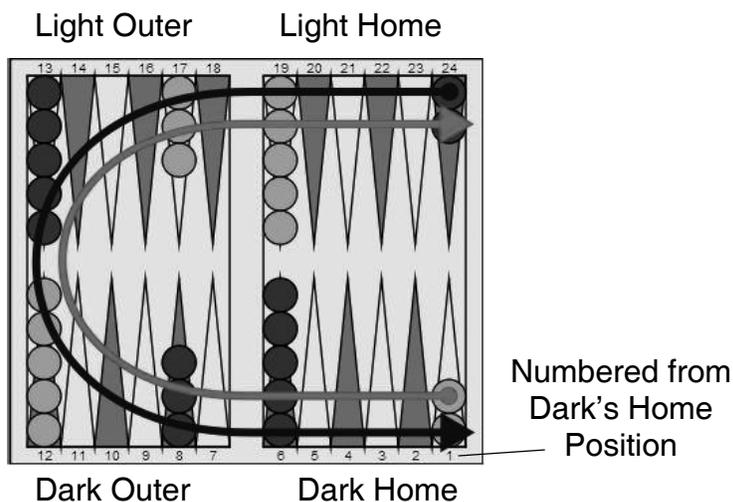
HOW TO PLAY BACKGAMMON

Backgammon Includes:

- 15 Dark Pieces
- 15 Light Pieces
- 4 Dice
- 1 Doubling Cube
- Board

How to Set Up the Board

1. Lay the backgammon board flat on the table in front of you.
2. Remove the checkers. Count to make sure there are 15 of each color.
3. Make sure the backgammon set contains four dice and a doubling cube marked with 2, 4, 8 and so on.
4. Notice the pattern of triangles, called points, on either side of the board, and see that the board is divided into four sections called quadrants. Notice the bar that cuts the board in half.



5. Choose which player will play the dark pieces and who will play the light.
6. Number the points starting with 1, from your home board and going to 24 on your opponent's home board. Number 1 is the point in the lower right-hand corner near you. The illustration shows the board from the dark side.
7. Place two pieces on the 24 point, five on the 13 point, three on the 8 point, and five on the 6 point. Your opponent will place his or her pieces in the same configuration opposite yours.

Start the Game

1. Sit opposite your opponent with the board between you.
2. Set up the backgammon board.
3. Roll a single dice to determine who will get to move first. The higher number goes first. Roll again if both players get the same number. These two dice are then used for the first move.
4. Move according to the roll of the dice if you rolled the higher number, but keep in mind that you must use both dice to determine your first move.

Moving the Pieces

The movement of the pieces in backgammon is determined by rolling the dice. Two dice are used and each number on the dice shows how many places one or more of your pieces may move.

For example, if you roll the dice and get a 5-3, you will have to move one of your pieces five points and another one three points or move a single piece eight points. Keep in mind that when you move a single piece eight points in this example, you are actually making two separate moves with that piece. One move for three points and one move for five points.

You may move your pieces to any point on which there are zero or only one of your opponent's pieces. You may not move your pieces to a point on which there are two or more of your opponent's pieces.

Doublets

When both dice land on the same number it's called a "doublet" and you get twice as many moves as the dice show. For example, if you roll a 3-3, you can move up to four pieces a total of three points each or a single piece a total of 12 points.

Points

When you have two or more pieces on one point, you are said to control that point. Your opponent's pieces cannot land or come to rest on a point you control. If you control six consecutive points, you have completed a "prime".

A prime prevents your opponents from advancing beyond the prime because you can only move up to six spots at a time (because the maximum roll on a single dice is 6).

Hits

If you move a piece to a point that contains exactly one of your opponent's pieces, it is called a "hit". At any time a piece is hit, it is returned to the bar (the middle area that divides the inner and outer boards).

Pieces may reenter the game on their owner's board by rolling the dice. A roll of 2 will start your piece at the 23 point, a roll of three will start your piece at the 22 point and so on.

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Reentering from the Bar

Your piece may reenter the game if you roll the dice and the roll corresponds to a point that isn't occupied by two or more of the opponent's pieces. For example, if you roll a 2 but your opponent has two men on the 23 point, you will not be able to reenter from the bar and it becomes your opponent's turn.

A player may not move any of his or her other pieces on the board until all of their pieces have been reentered from the bar.

Closed Board

If an opponent occupies all six points in his or her home territory, this is called a "closed board". It is called that because it prevents you from reentering any of your checkers to the game - all six entry points are occupied.

Because you cannot move any of your other pieces on the board until you have gotten all of your pieces off the bar, but the board is closed, you don't get to roll until your opponent moves one or more of his or her pieces off the re-entry points.

Bearing Off

Bearing off all your pieces is the point of the game. You may only start bearing off your pieces when all 15 of them have made it to your home board. The order in which your men are beared off is determined by the roll of the dice.

For example, if you roll a 4-5, you may bear off one piece from the 4 point and one piece from the 5 point. If you don't have any pieces on those numbers, you may move other pieces forward.

You may not use a roll of the dice to bear off pieces from a lower point unless there are no other pieces on the board. For example, if you roll a 6 but only have pieces on the 5 point, you may bear off one of those pieces.

You may not bear off if you have pieces waiting in the bar or if you have any outside of your home board.

The first person to bear off all their pieces wins the game.

Gammons and Backgammons

If one player bears off all 15 of their pieces before the opponent bears off any pieces, the loser has suffered a "gammon" and the loss counts as a double loss.

If one of the players bears off all 15 of their pieces before their opponent bears off any pieces and the losing player still has pieces in the bar or on his or her's opponent's home board, the loser has suffered a "backgammon" and the loss counts as a triple loss.

Doubling Cube

The doubling cube is a six-sided dice with the numbers 2, 4, 8, 16, 32, and 64 on it. If a player feels like he or she is in position to win the game, they may propose to double the stakes. If their opponent accepts the double, that person now gains control of the cube and the game is played for double the stakes.

At any point after that, the player who is in control of the cube may now propose to double the stakes again. If a player declines to double the stakes, that player must immediately forfeit the game.

HOW TO PLAY CHINESE CHECKERS

Chinese Checkers Includes:

- 10 Marbles of each Color (6 different colors)
- Board

Objective

The objective is to be the first player to move one's pieces across the hexagram-shaped game board into the "home" (the opposite corner of the star) using single-step moves or moves which jump over other pieces. Others keep playing to establish 2nd, 3rd, 4th, 5th and last place finishers.

Number of Players

The game can be played with 6, 4, 3 or 2 players. You cannot play with five players. Differing numbers of players result in different game layouts. Each layout imposes a different best-game strategy. For example if a player's "home" or destination corner is empty (not an opponents starting corner), the player can freely arrange his or her pieces to serve as a "ladder" or "bridge" between the two opposite ends. But if a player's opponent occupies the home destination corner, the player might be better advised to play a "waiting game" until all pieces have moved out.

Six Players

Can be played as six individual competitors, or three teams of two. When playing teams, teammates usually sit at opposite corners of the star, with each team member controlling his or her own set of pieces. The first team to relocate both sets to "home" wins.

Four Players

The four player game is the same as the six player game, except that two opposite corners will be unused.

Three Players

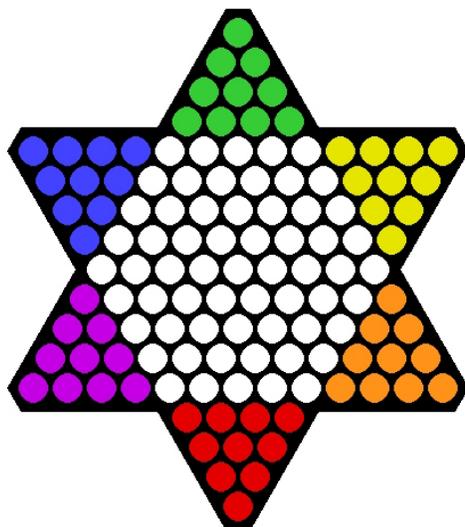
In a three player game, all players control either one or two sets of pieces each. If one set is used, pieces move across the field into empty opposite corners. If two sets are used, each player controls two differently colored sets of pieces at opposite corners of the star.

Two Players

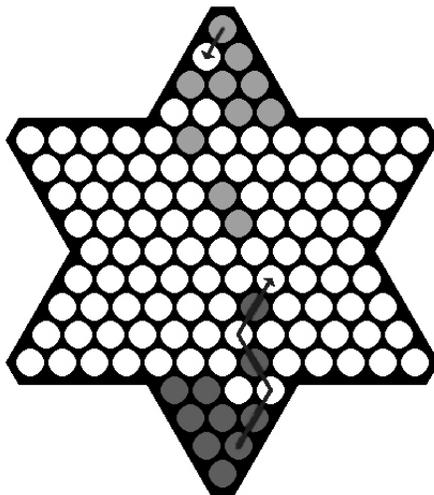
In a two-player game, each player plays one, two or three sets of pieces. If one set is used, the pieces usually go into the opponents starting corner. The number of pieces per side is often increased to 15 instead of the usual 10. If two sets are played, the pieces can either go into the opponent's starting corners or one of the player's two sets can go into an opposite empty corner. If three sets are played, pieces usually go into the opponents starting corners.

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Game Play



1. Select a set of colored marbles.
2. Place the marbles you have chosen in the holes of the triangular area nearest you and identify the opposite area of the board in which you will be attempting to move all your pieces.
3. Flip a coin to see who will move first and then take turns going clockwise.
4. Move your first piece. You may move one space at a time in any direction to an adjacent space. You may jump other player's pieces if there is a space open after that piece and it is within the same line. You can also jump your own pieces. You may also jump multiple times if there are sufficient spaces available between the piece (as in a double jump in checkers).



5. Be the first to move all 10 of your pieces into your "home" area to win.

HOW TO PLAY POKER DICE

Poker Dice is the dice version of the poker card game.

Poker Dice uses a set of five dice which has the Ace, King, Queen, Jack, 10, and 9 on them, and a cup. If you are using regular dice, the 6 is substituted for the Ace, the 5 for the King, the 4 for the Queen, the 3 for the Jack, the 2 for the 10 and the 1 for the 9.

Objective

The objective is to have the highest poker hand.

Number of Players

The game can be played with 2 or more players.

1. Go around the table and roll a dice to see who goes first. The high roll goes first. Proceed clockwise around the table. In case of a tie, everyone who ties rolls again.
2. Put all five dice in a cup. The first player rolls the dice.
3. After the first throw, set aside any dice you wish to keep. Put the rest of the dice back into the cup and roll again. You may have up to three throws per turn or you can stop after the first or second throw.
4. The highest roll after everyone has taken a turn wins the round. Hands are ranked as follows (listed highest roll to the lowest): five of a kind; four of a kind; full house (three of a kind and a pair); a straight (five consecutive values-highest rolls in a straight beats a lower straight); three of a kind; two pairs; and one pair.

Another Way to Play

You can also play this game Yahtzee-style. For each turn, the player selects a score on the score card. Each roll is worth a certain amount of points. The game is over when everyone's score card is full and you take the total of the card to find out who wins the game.



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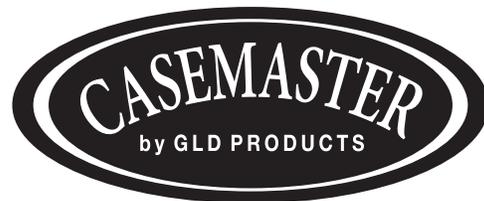
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