

## HOW TO PLAY CHESS

CHESS is played by two persons on a checkered board divided into 64 squares in two colors. The objective of the game is to capture your opponent's king.

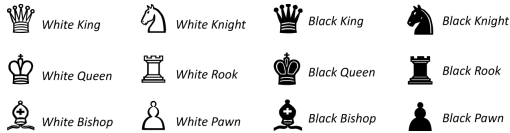
### TO SET UP THE BOARD

**EQUIPMENT:** Each player has sixteen men of opposite colors arranged on each end of the board as follows:

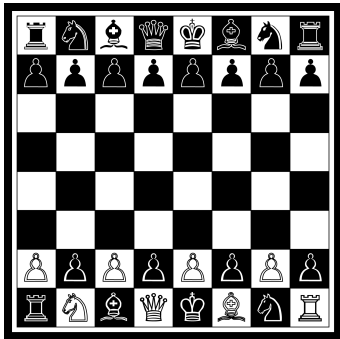
First Row: Rook, Knight, Bishop, King, Queen, Bishop, Knight, Rook.

Second Row: 8 Pawns.

The following symbols are used to represent the pieces and assist players in following diagrams and reading chess problems in magazine and newspaper columns:



At the start of a game men are arranged as shown in diagram, with the King always starting on the square of his own color. The game is started by the player of the white pieces moving first.



### HOW THE PIECES MOVE

**PAWN:** The Pawn moves forward – never backward – one square at a time. It does not move out of its file except in capturing an opposing piece, which it does by moving one square forward in a diagonal direction and occupying the square of the captured piece. A Pawn cannot capture by moving straight forward. Pawn privileges: 1) A Pawn may move forward 2 squares on its first move, but only on the first move. 2) If a Pawn reaches the last row, it is immediately promoted. A Pawn may be promoted to a Knight, Bishop, Rook, or Queen, but never a King. 3) En passant: This special Pawn capture, which occurs only with another Pawn, may occur when a Pawn moving forward 2 squares on its first move passes through a square attacked by an enemy Pawn. The enemy Pawn, if it decides to capture en passant (which must occur in the very next turn), moves diagonally forward into the square that the other Pawn would have occupied if it had moved only 1 space. This is the only move in chess in which the taking piece does not occupy the square left open by the captured piece.

**KNIGHT:** The Knight moves two squares at once, one forward and one to the left or right, like the letter "L". It changes the color of its square at every move. The Knight is the only piece with vaulting motion. It is not precluded from going to a square between which its own or other pieces intervene. For example, as the first move of a game, a player may choose to jump his Knight over his own pawns. The Knight captures by landing on an enemy-occupied square – it does not capture pieces which it passes over.

**BISHOP:** The Bishop moves only in a diagonal direction, never

changing the color of his square. It may move in any direction, but can only go as far as the squares are open. It captures by landing on an enemy-occupied square.

**ROOK:** The Rook, also called the Castle, may move backwards, forwards, or side to side, but only horizontally, never diagonally. It is the most powerful piece next to the Queen.

**QUEEN:** The Queen combines the power of the Rook and the Bishop. The Queen can move either horizontally or diagonally, but not both in the same move. In other words, the Queen must take the whole of one type of move in one direction and cannot combine in one move the power of the two pieces.

**KING:** The King can move in any direction: forward, backward, sideways, or diagonally, but only one square at a time, and only as long as he does not move into check – into a position which menaces the capture of the King. The King may capture opponents in the same manner as other pieces. Castling: In castling, the King and one of the Rooks are moved in the same turn. The King moves two spaces either right or left (Kingside or Queenside), and the Rook moves to the King's other side. Castling may occur only if neither the King nor the Rook has moved from its home square. Nor can a King castle if he lands on or must pass over a square controlled by an enemy piece.

### WINNING THE GAME

**CHECK AND CHEKMATE:** A direct attack by a piece of one color on the King of the other color is called check. If a piece is moved so that it controls the square in which the enemy King is standing, the player must say "check", meaning that he is attacking the King. The King in check must escape the check. A player cannot move another piece, unless it is defending the King, until the King escapes the check. If a player's King is in check and he accidentally makes a move without defending the check, the player must take back his move and defend the check. His opponent may not capture the King in this case. Checkmate happens when the King is in check and cannot escape from check. No matter what pieces remain on the board, checkmate wins the game!

**STALEMATE:** A game in which a checkmate cannot be achieved – for example, when only the kings are left on the board – is a stalemate. The game ends in a draw.

## HOW TO PLAY BACKGAMMON

**BACKGAMMON** is played by two people.

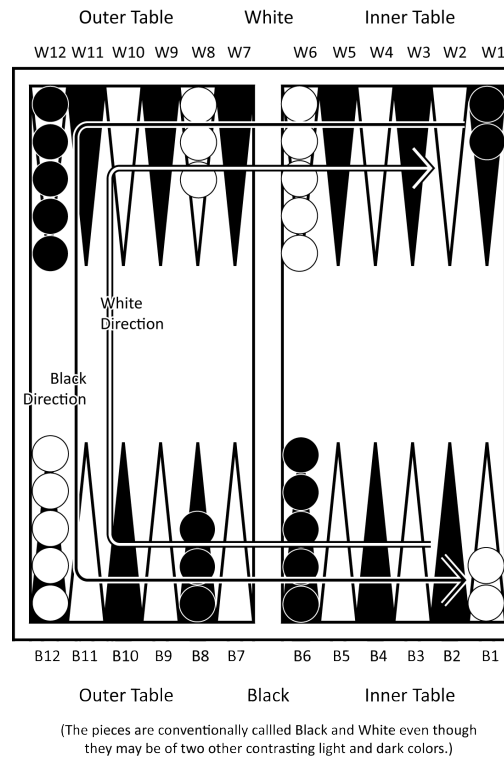
**EQUIPMENT:** Board with 24 points (triangles), 30 stones (playing pieces – 15 each of two contrasting colors), two pairs of dice (one for each player), and one doubling cube.

**OBJECTIVE:** To move all fifteen stones into the inner table and then being to bear off (remove stones from the inner table and off the board). The first player to bear off all fifteen stones wins.

**TO BEGIN PLAY:** Set up board as shown in diagram. Each player rolls one of his dice. Higher number players first. The player uses the numbers showing or may choose to roll fresh and use the new total. If equal numbers are cast, both must roll again until different numbers turn up.

**TO MOVE:** Each player moves by rolling the dice and then moving the total number shown. This is done either by moving two stones (one for each number shown) or by moving one stone the total of the two numbers shown. A stone may be moved to any open point, and point already occupied by his own stones, or to a point occupied by only one of the opponent's stones (see HITTING). A player may jump points occupied by opposing pieces. However, in the case that a player desires to move a single stone the total number shown, the player may do so only if the stone would not land on an opponent-occupied point (see CLOSED POINT) when moved under either single number shown.

The direction of movement for white stones is from B1 to B12, then W12 to W1. The movement of black stones is the opposite direction – W1 to W12, then B12 to B1.



(The pieces are conventionally called Black and White even though they may be of two other contrasting light and dark colors.)

A player must use both numbers of the roll if possible. If he can use either, but not both, the higher number must be used. If this is not possible, or neither number can be used, the turn passes to the opponent.

**CLOSED POINT:** A point occupied by two or more opposing stones is a closed point. Your stone cannot be moved to a closed point.

**DOUBLES:** Doubles, or "doublets", are treated as if four numbers are shown. For example, on a roll of 5-5 the player may move four stones five points each, or two stones ten points each. A play must use as many numbers of double roll as possible. If none can be used, the turn passes to the opponent.

**HITTING:** A single stone on a point is called a **blot**. When a player is able to move a stone onto a point occupied by a blot, or jump it when moving one stone a total of two dice, this is a **hit**, which forces the blot off the board and onto the bar (the bar between the inner and outer board).

The player with a stone on the bar cannot move any other stones until the "hit" stone is "re-entered" onto the board. A stone enters in the opposing inner table on an open point that is the same number as the number that appears on the one of the dice during an attempted re-entry roll. It is possible for a stone to be entered and moved out of the opponent's inner table on the same roll. If a stone enters on a point where the opponents has a blot, the opponent's blot is hit.

**BEARING OFF:** As soon as a player makes all fifteen stones into his own inner table he may begin to bear off. A player may not bear off if any stone is on the outer table, the opponent's inner table, or the bar. A stone may be borne off a point of the same number as appears on a dice. For example, on a roll of 5-3 a player may remove one stone from his 5-point and one from his 3-point. If a number rolled is higher than any occupied point, a stone may be borne off from the next highest occupied point. If a player so chooses, he may use any or all of a roll to move stones within the inner table instead of bearing

off. For example, a player has three stones on his 6-point and two on his 4-point; player rolls 3-3; player may bear off two stones from the 6-point (because doublets are treated as four numbers), or bear off one and move two from the 6-point to the 3-point, or move three from his 6-point to his 3-point and one from his 4-point to his 1-point.

**DOUBLING CUBE:** A player may double at any time during the game, but only in his turn before rolling, and only if the previous double (if any) was made by his opponent. A player doubles by putting the doubling cube in front of his opponent, usually when the player has the advantage over the opponent. The opponent then has two options: Accept the double and continue play on the increased stake, or forfeit the game at the previous stake.

**GAMMON AND BACKGAMMON:** If the loser of a game has borne off at least one stone at a point of losing, he loses the single value of the game (the base stake as increased by doubling, if any). But if the loser has not borne off one or more stones, he is **gammoned** and loses double (the base stake as increased by doubling if any). If, in addition to having borne off no stone, the loser has a stone on the bar or in the opponent's inner table, he is **backgammoned** and loses triple (the base stake as increased by doubling if any).

## How to Play Checkers

**THE OBJECTIVE OF THE GAME:** To win the game by capturing all of your opponent's pieces (checkers), or to confine your opponent's pieces so that a move cannot be made.

**TO BEGIN:** Each player has 12 pieces (checkers) of the same color. The board is positioned so that a dark square is at the bottom left of each player. The checkers are placed on the dark squares in the three rows nearest each player. The player with the dark checkers moves first.

**MOVING:** The checkers are confined to the dark squares and must always move in a diagonal direction. At the beginning of the game, checkers only move one square at a time either to the right or left, but always forward. When a checker reaches the final row (the king row) it is crowned with another piece of the same color (by the opponent), and becomes a king. A king can move both forward and backward in a diagonal direction.

**JUMPING AND CAPTURING:** A player may jump and capture an opponent's checker if it is occupying a square to which a player might be moved – only if there is a vacant square beyond it. The player must jump over the opponent's checker onto the unoccupied square and remove the opponent's checker that was jumped.

Single, double, triple, quadruple, and even quintuple jumps are possible, in which case the jumping process is continued until captures are no longer possible. However, a single checker must stop when reaching the king row.

**TOUCH IT—MOVE IT:** Once the checkers have been arranged, if the player whose turn it is to play touches a checker, that checker must be moved or the game is forfeited.

**CROWNING:** When a single checker first reaches the squares at the opposite end of the board (the king row) it becomes a king, and is crowned by the opponent by placing a captured piece of the same color on top of it. It can then be moved backward or forward, one move at a time. The king must be crowned by the opponent.

**TIME LIMIT FOR MOVING:** If a player does not move within five minutes, "time" is called and the player must make a move within one minute. If not, the player forfeits the game.

**TIED GAME:** A game is tied when neither player can force a win.

### The Losing Game or Giveaway Checkers

This variation is played under the same rules except that each player **attempts** to force the opponent to capture all of the player's pieces. The first player to lose every piece wins the game.

# Rules of Chinese Checkers

## Objective

The objective is to be first to race all of one's pieces across the hexagram-shaped board into "home"—the corner of the star opposite one's starting corner—using single-step moves or moves that jump over other pieces. The remaining players continue the game to establish second-, third-, fourth-, fifth-, and last-place finishers. Great for all ages.

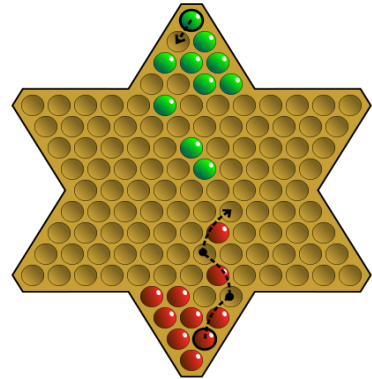
## Rules

A single move can consist of multiple hops; each piece hopped must be directly adjacent, and hops can be in any direction.

The aim is to race all one's pieces into the star corner on the opposite side of the board before opponents do the same. The destination corner is called home. Each player has 10 pieces, except in games between two players when 15 are used.

In "hop across", the most popular variation, each player starts with their colored pieces on one of the six points or corners of the star and attempts to race them all home into the opposite corner. A toss of a coin decides who starts. Players take turns moving a single piece, either by moving one step in any direction to an adjacent empty space, or by jumping in one or any number of available consecutive hops over other single pieces. A player may not combine hopping with a single-step move – a move consists of one or the other. There is no capturing in Chinese Checkers, so hopped pieces remain active and in play. Turns proceed clockwise around the board.

In the diagram, Green might move the topmost piece one space diagonally forward as shown. A hop consists of jumping over a single adjacent piece, either one's own or an opponent's, to the empty space directly beyond it in the same line of direction. Red might advance the indicated piece by a chain of three hops in a single move. It is not mandatory to make the most number of hops possible. (In some instances a player may choose to stop the jumping sequence part way in order to impede the opponent's progress, or to align pieces for planned future moves.) The first player to move all ten pegs across the board and into the triangle opposite holes is the winner.



## Strategy

A basic strategy is to create or find the longest hopping path that leads closest to home, or immediately into it. (Multiple-jump moves are obviously faster to advance pieces than step-by-step moves.) Since either player can make use of any hopping 'ladder' or 'chain' created, a more advanced strategy involves hindering an opposing player in addition to helping oneself make jumps across the board. Of equal importance are the players' strategies for emptying and filling their starting and home corners. Games between top players are rarely decided by more than a couple of moves.

Differing numbers of players result in different starting layouts, in turn imposing different best-game strategies. For example, if a player's home destination corner starts empty (i.e. is not an opponent's starting corner), the player can freely build a 'ladder' or 'bridge' with their pieces between the two opposite ends. But if a player's opponent occupies the home corner, the player may need to wait for opponent pieces to clear before filling the home vacancies.



**WARNING:**  
**CHOKING HAZARD - Small balls. Not for children under 3 yrs**

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## Rules of Tic-Tac-Toe

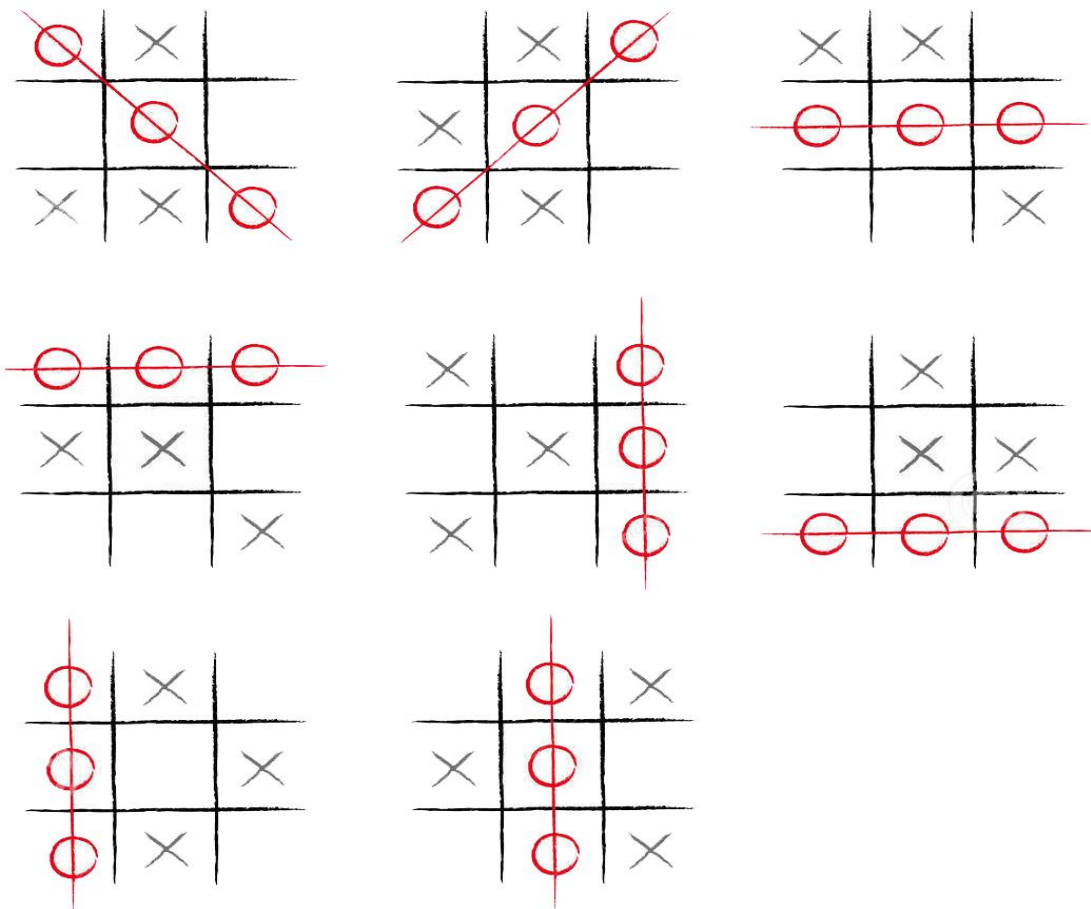
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### Objective

The objective of Tic Tac Toe is to get three in a row.

### Rules

You play on a three by three game board. The first player is known as X(White pieces) and the second is O(Black pieces). Players alternate placing Xs and Os on the game board until either opponent has three in a row or all nine squares are filled. X always goes first, and if no one has three in a row, the stalemate is called a cat game.



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## How to play ludo

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Players take it in turn to throw a die. A player must throw a 6 to bring a piece onto the starting square. Once taken off, the piece can move steps as indicated by the number on the die. Each time a player gets a 6 on the die, another turn is given as a bonus.

If a player's piece lands on a square containing an opponent's piece. The opponent's piece is captured and returns to the starting area.

If a player's piece lands on a square in its own color, it triggers a "jump" to the next square in the game color. Some special points will allow you to "fly" even further.

The player must throw the exact number to advance to the home square. If more than that number is thrown, the piece moves back the overflowed steps.