

Snakes & Ladders

Number of players: 2-4
Required: 1 dice, pawns (1 for each player), playing board.

How to play: Each player takes a different color pawn and throws the dice. The player whose score is the highest shall start first. Other players follow in clockwise order. The first player throws the dice and moves their pawn according to the number shown on the dice. Each time a player throws a 6, they are entitled to roll the dice again. If a player's pawn ends its move at the foot of a ladder, it must move immediately to the square at the top of that ladder. If a player's pawn ends its move at the mouth of a snake, the pawn must move immediately to the tail of that snake. No effect if the pawn lands on any other squares. If the pawn lands on a square occupied by the opponent's pawn, that pawn is removed from the board and the player to whom it belongs must begin the game again. An exact throw is required to reach square 100.

How to win: To be the first player to reach square "100".

Ludo (Pachisi)

Number of players: 4
Required: 16 coloured game pieces, 1 dice, playing board.

Set up: The playing board is a square with a cross in its center. Each of the 4 arms on the cross is divided into three columns, with the columns divided into 4-6 squares. In the center of the cross is the finish square, which is divided into four coloured triangles. Each coloured triangle is combined with a coloured middle column that appears as an arrow pointing to the finish. The shaft of each arrow is a player's "home column".

On the left of each home column, one square from the edge of the board is a starting square, also coloured. During game play, a pawn moves from its starting square, clockwise around the perimeter of the board, and up the player's home column to the finishing square. In the space to the left of each arm is a circle or square to hold a player's pawns before they are allowed into play. There are no resting squares, but the coloured home column may only be entered by its own player's pawns.

The special areas on the board are coloured with red, blue, green and yellow. Each player uses pawns of matching colours.

How to play: At the start of the game, the player's four pawns are placed in the start area of their colour. Players take turns to throw a single dice. A player must throw a six to be able to move a pawn from the starting area onto the starting square. In turn the player moves a pawn forward 1 to 6 squares indicated by the dice. When a player throws a 6, the player may bring a new pawn onto the starting square, or may chose to move a pawn already in play. Any throw of a 6 results in another turn. If a player cannot make a valid move, he must pass the dice to the next player. If a player's pawn lands on a square containing an opponent's pawn, the opponent's pawn is captured and returns to the starting area. A pawn may not land on a square that already contains a pawn of the same colour. Once a pawn has completed a circuit of the board, it moves up to the home column of its own colour. The player must throw the exact number to advance to the finish square.

How to win: The winner is the first player to get all four of his pawns onto the finish square.

Solitaire

Number of players: 2
Required: 32 game pieces, playing board.

Object of the game: The goal is to finish with one pawn remaining in the center spot.

How to play:
Place a pawn in each space except the center spot. A move is made by jumping to an empty space, either side to side, or up and down (not diagonally). Remove the pawn which has been jumped from the board.

How to win:
A variation is to start with any space empty and attempt to finish with one pawn in the same space which was empty at the start.

Passout

Number of players: 2
Required: 2 dice, 30 markers (15 light and 15 dark), playing board.

Object of the game: To have the most markers on the board at the end of the game.

How to play: Each player gets 15 markers and shares 2 dice. The player with the darker markers rolls first. Dice are thrown in alternate turns and each player covers the combination that matches their throw. For example; if player 1 rolls a 2 + 2, player 1 places one of their markers on the spot that shows two 2's. If player 2 then rolls the same combination (2+2), player 2 is not allowed to place their marker on that spot, and lose their turn. Player 1 then rolls again.

How to Win: When all 21 spaces are covered, the player that has the most markers on the board wins.



ambassador

MANUFACTURED BY :
Merchant Ambassador (Holdings) Ltd.,
Hong Kong
www.merchantambassador.com
MADE IN CHINA



Keep this information for future reference.
Colours and contents may vary from items shown.
Warning! Choking hazard. Small balls. Small parts.
Not suitable for children under 36 months.

16086



DELUXE
GAME HOUSE
INSTRUCTIONS

GF033

Chess

Number of players: 2
Required: 16 light pieces, 16 dark pieces, playing board.

How to play: The game of Chess is the oldest, most fascinating and one of the most popular of all games. There is no element of chance, and players find new and interesting moves with each game.

Chess is played with thirty two pieces.

Each player has sixteen Chess pieces of either dark or light as shown in the diagram. Each player has one King, one Queen, two Bishops, two Knights, two Rooks and eight Pawns.



Diagram A

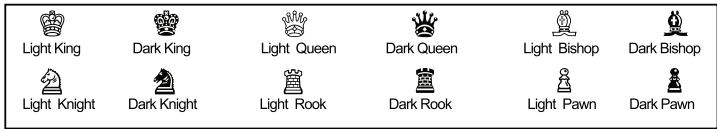


Diagram B

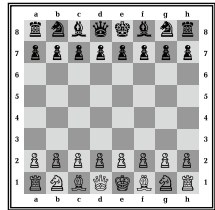


Diagram C

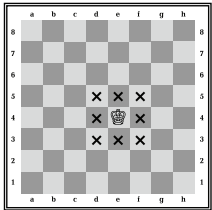


Diagram D

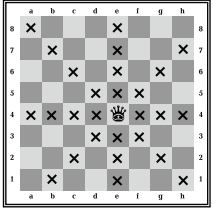


Diagram E

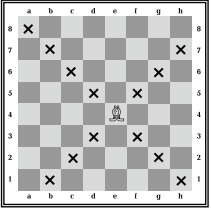


Diagram F

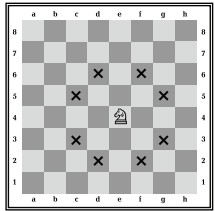


Diagram G

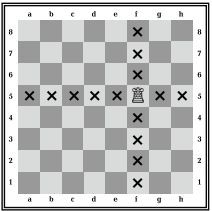


Diagram H

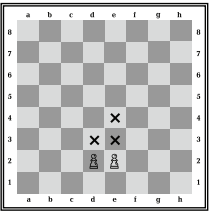


Diagram I

The game is played on a checkered board, divided into sixty-four squares in two colors. Place the Chess board between the two players, so that each player has a light square at the right hand corner of the board.

At the start of each game, the Chess pieces are placed at the position shown in diagram C. The player with white Chess pieces starts first.

The King

The King can be moved to any square adjoining the square he/she occupies. If the King moves to a square with an opposing piece, the King captures that piece. In diagram D, the spaces marked with X indicate the squares to which the King may move.

The Queen

The Queen moves and captures horizontally, vertically and diagonally in any direction, and for any distance over unoccupied squares. However, when the Queen captures an opposing piece, she stops on that square. In diagram E, the spaces marked with X indicate the squares to which the Queen may move.

The Bishop

The Bishop moves and captures diago

The Knight

The Knight moves and captures in any direction, by a movement combination of either vertically one square plus horizontally two squares, or horizontally one square plus vertically two squares. This move looks like the letter "L." Thus it will be seen that the Knight moves to the farthest corner of a rectangle composed of six squares. In diagram G, the spaces marked with X indicate the squares to which the Knight may move.

The Rook

The Rook moves and captures horizontally and vertically only, over unoccupied squares. In diagram H, the spaces marked with X indicate the squares to which the Rook may move.

The Pawn

The Pawn only moves forward one square at a time. Except for the first move, when the Pawn has the privilege of moving two squares. The Pawn is the only Chess piece that does not capture as it moves. It captures on either of the two diagonal squares adjoining it in front. Each Pawn that moves to a square on the last rank of the opposite side of the board, it may be exchanged for a Queen, Rook, Bishop or Knight of the same color without regard to the number of such pieces already on the board.

Castling

Each player has the privilege of castling once in the game. Castling involves moving the King two squares to his right or left toward the Rook and placing the Rook on the square on the other side of the King. A player may “castle” subject to the following restrictions:

- 1. The King must not be in check.
- 2. He must not pass over or land on a square commanded by a hostile Chess piece.
- 3. Neither the King nor the Rook must have been previously moved.
- 4. No piece must intervene between the King and the Rook.

Object of the game:

- A. Check
- The King is in check when it is threatened to be captured by an opponent's piece. The player must say “check” when the player's piece moves to a position where it is threatening the opponent's King. The player is not allowed to give up the King that is in check and let it be captured. One of three things must be done by the player in check:
- 1. The King must move out of check.
 - 2. The hostile piece that checks must be captured.
 - 3. A piece must be placed between the King and the attacking piece.
- Since the object of the game is the capture of the opponent's King, the game is lost if none of the above three things can be done. The “check” then turns into a checkmate.

B. Checkmate

When the King is checked and cannot move out of check, interposing one of his own pieces or pawns, or capture the hostile piece, then he is in checkmate and the game is over.

Checkers (Draughts)

Number of Players: 2
Required: 12 light pieces, 12 dark pieces, playing board.

Object of the game: To capture all your opponent's checkers by jumping over them onto a vacant space, or to block your opponent's checkers so that a move cannot be made.

How to play: Each player gets 12 checkers of one color and places them on the first three rows of dark squares. Make sure that the square in the left hand corner closest to you is dark. Moves are confined to the dark squares. Moves can only be forward diagonally to a vacant square (not backward), see Diagram A. To capture your opponent's checker, the square opposite that checker must be empty. Jump over your opponent's checker into the vacant space, then take his checker off the board. You cannot jump your own checker. When one of your checkers reaches your opponent's side of the board, it becomes a “King” and is “crowned” by having another checker of the same color placed on top of it. Once a King, you can move diagonally forward OR backward. Kings may be jumped and captured by regular checkers.

To Win: You must capture all of your opponent's checkers, or block them so that they cannot move.

Backgammon

Number of Players: 2
Required: 15 light pieces, 15 dark pieces, 2 dice, 1 Doubling cube, playing board.

Object of the game: The object of the game is move all your checkers into your own home board and then bear them off. The dark and light pieces move in opposite directions.

How to Play:

Diagram A shows the proper position of the checkers for the start of play. The game board is divided into four parts, with each player having both an “inner table” and “outer table”. Each table is divided into six “points” with alternate colors, three each. The home and outer boards are separated from each other by a ridge down the center of the board called the bar.

The Play: The laws of Backgammon say that each player throws one die in order to determine who goes first. If both players roll the same number, they must throw again until one player has rolled the highest number. The players start the game by rolling the dice in turn. A player can move his checkers according to the numbers shown on the dice. The numbers shown on the dice are considered individual moves. Thus, if a player rolls a 3 and a 4, he may move one checker four spaces to an open point, and another checker three spaces to an open point, or he may move one checker to a total of seven points, but only if the intermediate point is open. A player must use both numbers of each roll whenever possible. If either number can be played but not both, the player must play the larger one. If a player cannot move at all, the player loses his turn.

Doubles: Doubles means rolling the same number on both dice. When this occurs, the player may move the number shown on dice four times. The player can move the same checker all four moves, or any other combination of checkers he wishes.

Blocked Point: When a player has two or more checkers on any point, the opposing player's checker may not land. Once a player has landed two checkers on any one point he is said to have “made the Point”. There is no limit to the number of checkers one player may have on a point.

Blot: Is a point which a player has only one checker. When an opponent checker lands on a blot, it “hits” the blot checker. The checker that was “hit” is placed on the bar (center part of the board).

Bar: Once the player's checker has been placed on the bar, he must roll the dice and try to “enter” their checker. The player must “enter” into his opponent's inner table BEFORE he can move any of his other checkers. Entering is accomplished by moving the checkers into the opponent's inner table with the numbers on the dice. If the player rolls a 1, his checker will “enter” the point on the furthest side of the opponent's inner table (i.e. point 1 on their opponent's inner table). A 6 will “enter” on point 6 of his opponent's inner table. If the player cannot “enter” because both points are blocked, the player loses his turn. A SHUTOUT or CLOSED BOARD occurs when your opponent's inner table is completely closed (each point is covered by at least two men), at which point, the player continues to lose turns until a point becomes open.

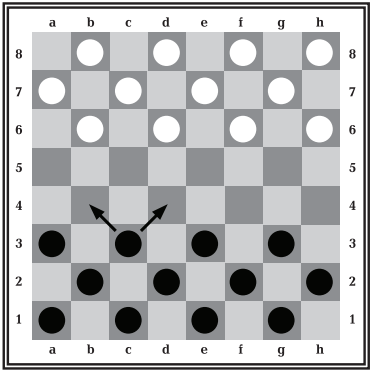


Diagram A

Doubling: Backgammon is played for an agreed stake per point. Each game starts at one point. During the course of the game, a player who feels he has a sufficient advantage may propose doubling the stakes. He may do this only at the start of his own turn and before he has rolled the dice. The player who is offered the double may refuse, in which case he concedes the game and pays one point. Otherwise, he must accept the double and play on for the new higher stakes. A player who accepts a double becomes the owner of the cube and only he may make the next double. Subsequent doubles in the same game are called redoubles. If a player refuses a redouble, he must pay the number of points that were at stake prior to the redouble. Otherwise, he becomes the new owner of the cube and the game continues at twice the previous stakes. There is no limit to the number of redoubles in a game. The amount of doubling is kept track using the doubling dice: the first time a double is accepted, it is turned so that the number “2” faces up and is placed on the bar. The 2nd time a double is accepted, the doubling dice is turned so “4” is facing upwards, and so on.

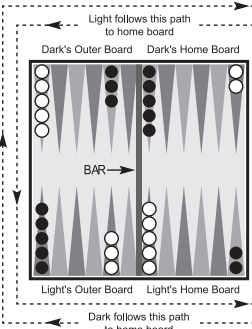


Diagram A

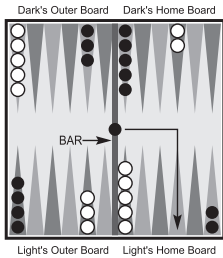


Diagram B

If you roll a 3 and 6, move your dark checker from the bar to Light's third point because the sixth point is not open. Then, move another one of your checkers 6 spaces.

Bearing Off: Once a player has moved all fifteen checkers into his inner table, he can bear off (remove) a checker by rolling a number that corresponds to the point on which the checker resides (1 is closest to the edge and 6 is the furthest). If the player rolls a 2, the player can remove a checker from point two. If there is no checker at the point indicated by the roll, the player must make a legal move using 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 his checkers resides. First player to bear off all his checkers wins the game.

Mancala

Number of players: 2
Required: 48 beads, playing board.

Set up: Players sit opposite each other with the long sides of the game board facing them. The 6 small cups on your side of the game board belong to you; your large scoring cup (Mancala) is to your right. Each player takes a total of 24 beads. Each player then places 4 beads in each of his 6 small cups.

How to play:

Choose a player to go first. On your turn, pick up all of the stones on your cups. In a counter-clockwise direction, place one piece into each cup, including your Mancala, but not your opponent's Mancala. After you do this and capture any beads, your turn is over. The game continues with players alternating turns.

Capturing your opponent's beads:

If you place the last bead of your turn into an empty cup on your side of the board, you capture all of the pieces in the cup directly across from it on your opponent's side of the board. Take the captured beads and the capturing bead, and place them in your Mancala.

How to win:

As soon as all the small cups on one side of the game board have been emptied, the game is over. The player with the most pieces in his/her Mancala wins!

Tic-Tac-Toe (Noughts & Crosses)

Number of players: 2
Required: 5 light pieces, 5 dark pieces, playing board.

Object of the game: Be the first player to get three in a row on the 3x3 grid.

How to play: Each player gets 5 checkers of one color. Choose to see which player goes first. Players alternate placing their light and dark pieces on the board until either (a) one player has three in a row, horizontally, vertically or diagonally; or (b) all nine squares are filled. If all nine squares are filled and neither player has three in a row, the game is a draw.

How to win: If a player is able to place their pieces in a row, that player wins.

Chinese Checkers

Number of players: 2-6
Required: 60 ball markers (10 of each 6 colours), playing board.

Set up: For a six player game, all ball markers and triangles are used. If there are four players, play starts in two pairs of opposing triangles. In a three player game, the marker will start in three triangles equally distant from each other. Each player chooses a colour, and 10 markers of that colour are placed in the appropriately coloured triangle.

Object of the game: To be the first to player to move all ten ball markers across the board and into the opposite triangle.

How to Play: Decide who will start. Players take turns to move a single marker of their own colour. In one turn, a marker may either move into an adjacent circle, OR it may make one or more hops over other markers. When a hopping move is made, each hop must be over an adjacent marker and into a vacant circle directly beyond it. Each hop may be over any coloured marker, including the player's own and can proceed in any one of the six directions. After each hop, the player may either finish, or if possible and desired, continue by hopping over another marker. Occasionally, a player will be able to move a marker all the way from the starting triangle across the board and into the opposite triangle in one turn! Markers are never removed from the board. It is permitted to move a marker into any hole on the board including holes in triangles belonging to other players, even triangles not presently in use. However, once a marker has reached the opposite triangle, it may not be moved out of the triangle - only within the triangle.

How to Win: The first player to occupy all 10 circles in the destination triangle is the winner.

If a player is prevented from moving a marker into a circle in his destination triangle because of the presence of an opposing marker in that circle, the player is entitled to swap the opposing marker with this own marker.