

# DELUXE 5 GAME SET

NATURAL WOOD VENEER

## INSTRUCTIONS



### 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

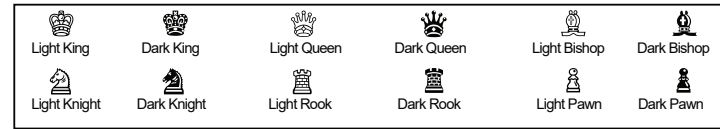


Diagram B

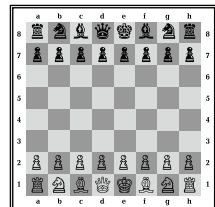


Diagram C

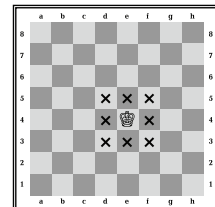


Diagram D

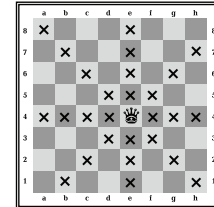


Diagram E

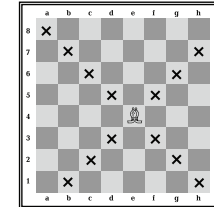


Diagram F

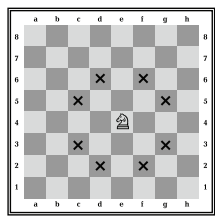


Diagram G

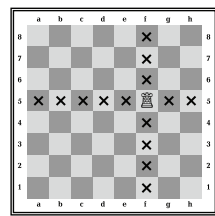


Diagram H

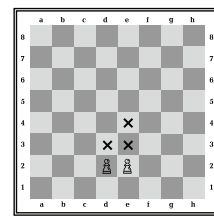


Diagram I

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 white 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 diagonally.

#### 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.

**Play of the cards:** Starting with the non-dealer, the players take turns to play single cards face up in front of them. In this stage of the game the total pip value of the cards played by both players must not exceed 31. The pip values of the cards are: Ace = 1; 2 to 10 = face value; jack = 10; queen = 10; king = 10. As each card is played, the running total is displayed. If a card is played which brings the total exactly to 31, the player pegs 2 claiming "Thirty one for two." A player who cannot play without exceeding 31 does not play a card but says "Go," leaving their opponent to continue if possible, pegging for any further combinations made (see below). Bringing the total to exactly 31 pegs 2, but if neither player can lay a card without going over 31, then the last player to lay a card pegs "One for last". The cards that have been played are turned over and a fresh round of play starts with the unplayed cards in exactly the same way - the player who did not make Thirty one for two or One for last having to play first. Play continues until both players' cards are exhausted. (It is often worth keeping low cards in hand for this phase of the game, especially when there is a strong possibility of being able to peg out before one's opponent). In the last round of play, when both players run out of cards, the player of the last card will peg "one for last" if the total is less than 31 or "31 for 2" if it is exactly 31. Please note: it is never possible to score "one for last" and "31 for 2" at the same time. They are alternatives. If you make exactly 31 for two points you do not get an additional "one for last".

**Scoring during the play:** A player who makes any of the following scores during the play pegs them immediately.  
**15:** If you play a card which brings the total to 15 you peg 2 claiming "Fifteen two".

**31:** As mentioned above, if you play a card which brings the total to exactly 31 you peg 2.  
**Pair:** If you play a card of the same rank as the previous card (e.g. a king after a king) you peg 2 for a pair. Note that, for example, a 10 and a queen do NOT make a pair even though they are both worth ten points.

**Pair Royal:** If immediately after a pair a third card of the same rank is played, the player of the third card scores 6 for pair royal.  
**Double Pair Royal:** Four cards of the same rank, played in immediate succession. The player of the fourth card scores 12.

**Run:** A run or sequence is a set of 3 or more cards of consecutive ranks (irrespective of suit) - such as 9-10-jack or 2-3-5-4. Note that ace is low so, for example, ace-king-queen is not a run. The player of a card which completes a run scores for the run; the score is equal to the number of cards in the run. The cards do not have to be played in order, but no other cards must intervene. Example: cards are played in the following order: 4-2-3-5-6. The player of the 3 scores 3 for a run, then the player of the 5 scores 4, and the player of the 6 scores 5.

Another example: 4-2-3-4-3. The player of the first 3 scores 3 for the run 4-2-3. Then the player of the second 4 scores 3 for the run 2-3-4. The player of the second 3 scores nothing because the 3 does not complete a run.

**Last Card:** If neither player manages to make the total exactly 31, whoever played the last card pegs 1.

Note that to score for pair, pair royal, double pair royal or run, the cards must have been played consecutively during a single round of play. If one player had to say "go" while the combination was being formed, the combination is still valid, but if both players are unable to play, causing a new round of play to be started from zero, all combinations are started afresh. Example 1: Player A has 10, 10, 9, 6; player B has 7, 6, 5, 4. A plays 9, B plays 6 (scoring fifteen two), A plays 6 (scoring two for a pair), B plays 5. The total is now 26; A has to say "go", so B plays 4, scoring three for a run, plus one for last. The A begins again with 10, B plays 7, and A plays the other 10, scoring one for last. Example 2: Player A has 10, 8, 7, 5; player B has 7, 6, 5, 4. A plays 8, B plays 7 (scoring fifteen two), A plays 7 (scoring two for a pair), B plays 6. The total is now 28; neither can play, so B scores one for last. If A now begins again with a 5, A does not score for a run, because the 7 and 6 were played in the previous round of play (before the total was reset to zero).

**The Show:** Players now score for combinations of cards held in hand. First the non-dealer's hand is exposed, and scored. The start card also counts as part of the hand when scoring combinations. All valid scores from the following list are counted.

**15:** Any combination of cards adding up to 15 pips scores 2 points. For example king, jack, five, five would count 8 points (four fifteens as the king and the jack can each be paired with either five.) You would say Fifteen two, fifteen four, fifteen six, fifteen eight. In this case you would also peg Two for the pair (of fives), making 10.

**Pair:** A pair of cards of the same rank score 2 points. Three cards of the same rank contain 3 different pairs and thus score a total of 6 points for pair royal. Four of a kind contain 6 pairs and so score 12 points.

**Run:** Three cards of consecutive rank (irrespective of suit), such as ace-2-3, score 3 points for a run. A hand such as 6-7-7-8 contains two runs of 3 (as well as two fifteens and a pair) and so would score 12 altogether. A run of four cards, such as 9-10-J-Q scores 4 points, and a run of five cards scores 5.

**Flush:** If all four cards of the hand are the same suit, 4 points are scored for flush. If the start card is the same suit as well, the flush is worth 5 points. There is no score for having 3 hand cards and the start all the same suit. Note also that there is no score for flush during the play - it only counts in the show.

**One For His Nob:** If the hand contains the jack of the same suit as the start card, you peg One for his nob.

**Nineteen:** It is impossible to score nineteen in hand or in box. Nineteen is proverbially used as a term to indicate a worthless hand.

Note that when scoring a hand, the same card may be counted and scored as part of several different combinations. For example if your hand is 7 8 K and the start card is a 9 you score Fifteen 2, fifteen 4, and a pair is 6, and a run is 9 and a run is 12. 12 holes to peg, with each of your 8s forming part of a fifteen, a pair and a run.

After non-dealer's hand has been shown and the score pegged, dealer's hand is shown, scored and pegged in the same way. Finally the dealer exposes the four cards of the crib and scores them with the start card. The scoring is the same as for the players' hands except that a flush in the crib only scores if all four crib cards and the start card are of the same suit. If that happens the flush scores 5.

#### How to win:

As soon as someone reaches or passes 61 or 121 depending on the number of holes on the track that player wins the game. This can happen at any stage - during the play or the show, or even by dealer scoring two for his heels. It is not necessary to reach 61/121 exactly - you can peg out by scoring 2 more when you were on 60/120 and still win.



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WARNING! Not suitable for children under 3 years.  
Choking hazard. Small parts.

Colour, designs and decorations may vary from those shown in photographs.

**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**

**Number of Players:** 2  
**Required:** 12 light, 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 black squares. Make sure that the square in the left hand corner closest to you is black. Moves are confined to the black 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, 4 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.

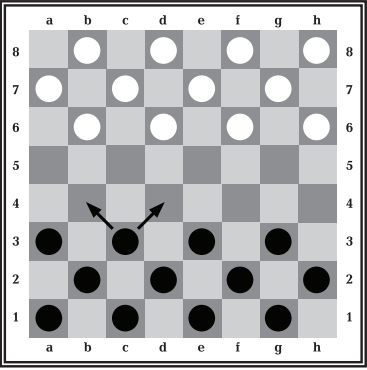


Diagram A

**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 die: 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.

**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.

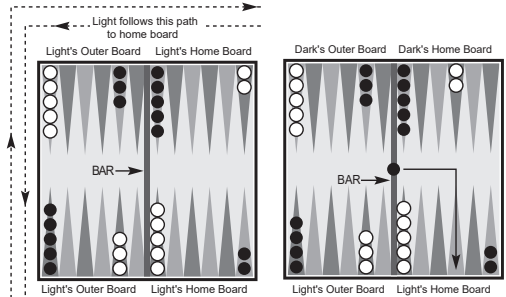


Diagram B  
If you roll a 3 and 6, move your Drak checker from the bar to Light's third point because the sixth point is not open. Then, move another one of your checkers 6 spaces.

**Dominoes**

**Number of Players:** 2 - 4  
**Includes:** 28 Dominoes and Instructions.

**Set**  
Place the 28 dominoes on the table and mix them up well. Each player now draws their dominoes. If there are 2 players, each player gets 7 dominoes. If there are 3 or 4 players, each player gets 5 dominoes. Place the remaining dominoes in a pile, which players will draw from. The player who draws the domino with the highest number starts the game. Play continues in a clockwise direction.

**How to play:**  
The first player lays one domino on the table. The next player must add another domino to either end of the domino played, by matching its number. If the player does not have a domino that matches, they draw a domino from the draw pile. However, this domino cannot be used on this turn. It is the next player's turn. Play continues, with players laying down matching dominoes or drawing them. When the draw pile is depleted, players continue to take turns, trying to get rid of all their dominoes.

**Playing a Double:**  
If a player has a double domino they can play, they should lay it out by centering it as shown in diagram A below. The next player to lay down a domino on this end, must also center it.

**How to win:**  
The first player to get rid of all their dominoes is the winner!

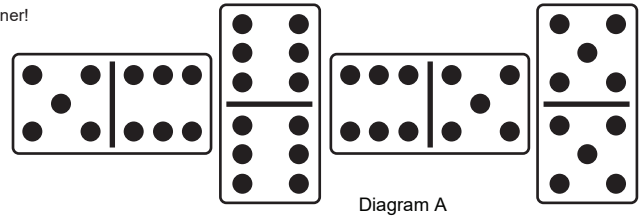


Diagram A

**Cribbage**

**Number of Players:** 2 - 3  
**Includes:** 1 Folding Wood Game Board, 1 Deck of Playing Cards, 9 Coloured Plastic Pegs and Instructions.

**Object of the the game:** The objective of the game is to be the first player to score a target number of points, typically 61 or 121. The target score can be determined based on the number of holes for each player on the cribbage board.

**Dealing:**  
Cribbage uses a standard 52-card deck of cards with jokers removed. Players draw cards for the first deal, with the player selecting the lowest card dealing first. If there are 3-players: 5 cards to each player who discards one to crib, and deal one more to the crib to make 4. If there are 4-players: Everybody plays partners/teams. 5 cards to each player who discards one to crib. If there are 6 players: Players are split into three teams of two, with your partner sitting on the opposite side of you. As for dealing, you deal out only 4 cards to each player and 4 directly to the crib. The rest of the game is played normally.

**The Crib:**  
Once the cards have been dealt each player chooses their cards to retain (with the amount to retain decided by # of players as explained above), and discards one card (if playing with 3-5 players) face-down to form the "crib", which will be used later by the dealer.

**The Starter:**  
Non-dealer cuts the stack of undealt cards, lifting the upper part without showing its bottom card. The dealer takes out the top card of the lower part, turns it face up and, after non-dealer replaces the upper part, places it face up on top of the pack. This turned up card is called the start card - it will count for combinations as part of both players' hands as well as of the dealer's box. If the start card is a jack, the dealer immediately pegs 2 holes. This is called Two for his heels.

**How to play:**  
The score is kept by means of a board and pegs. Starting at one end of the board - usually to the left of the first dealer - players peg their scores as they occur using their two pegs alternately: the forward peg shows the player's latest score, and the rear peg shows the previous score. When a player scores, the rear peg is moved in front of the forward peg by the same number of holes as the score to show the new total. This enables scores to be easily checked and acts as a visible statement of the progress of the game. Players peg up on the outside of the board and back on the inside. The winner is the first to peg out by exceeding 60 or 120 depending on the number of holes on the track.