



ambassador

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



# CLASSIC GAMES

# 6 GAME SET

ST039

## INSTRUCTIONS

### Chess

**Includes:** 32 Light and Dark Wood Game Pieces, 1 Game 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 black or white as shown in the diagram.

Each player has one King, one Queen, two Bishops, two Knights, two Rooks and eight Pawns.



Diagram A

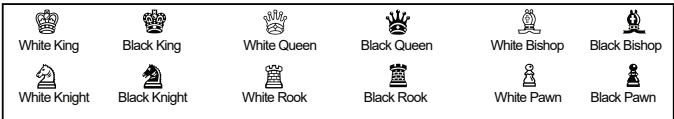


Diagram B

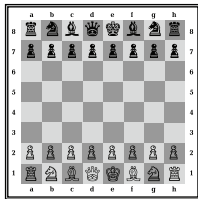


Diagram C

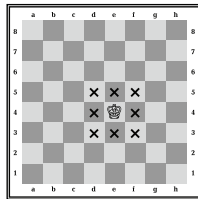


Diagram D

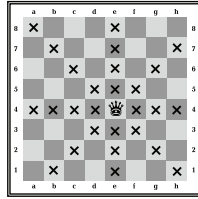


Diagram E

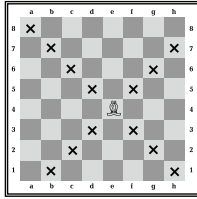


Diagram F

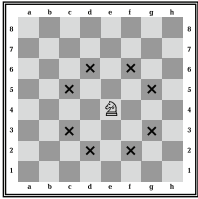


Diagram G

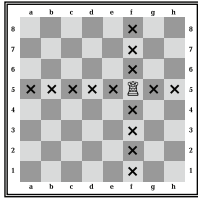


Diagram H

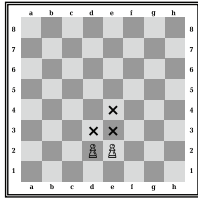


Diagram I

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 in any direction over unoccupied squares. In diagram F, the spaces marked with X indicate the squares to which the Bishop may move.

#### 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.

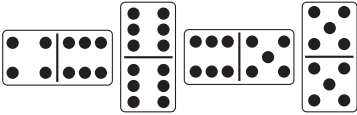
B. Checkmate  
When the King is checked and cannot move out of check, interposing one of his own pieces or pawns, or capture the hostile piece, then he is in checkmate and the game is over.

**Dominoes**  
**Includes:** 28 Domino Tiles.

**Set up:**  
Place the 28 dominoes on the table, upside down, and mix them up well. Each player now draws his/her 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, he/she draws 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 you have a double domino you can play, you should lay it out by centering it as shown 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 his/her dominoes wins!

**Dice Games**  
**Includes:** 5 Dice.

Countless dice games from around the world exist, choose your favorite and have fun! Here's one to get you started! - **Beat That!**

**How to play:** Roll the dice and put them in order to make the highest number possible. If you roll a 4 and a 6, for example, your best answer would be 64. Using 3 dice, a roll of 3, 5 and 2 should give you 532, and so on. Mark down your answer, pass the dice, and challenge the next player to Beat That! For a change, try making the smallest number possible!

**Card Games**  
**Includes:** 1 Deck of Playing Cards.

Countless card games from around the world exist, choose your favorite and have fun! Here's one to get you started! - **SLAPJACK!**

**How to play:** Deal one deck of cards out completely to each player, face down - don't worry if the numbers are uneven. The player to the left of the dealer starts by turning the card on their pack face-up in the centre of the table. Play continues with each player adding a card to the face-up pile, until someone turns up a Jack, at which point all players try to be the first to "slap" their hand over the stack. Whoever gets their hand there first takes the pack and adds it to the bottom of their pile. The player to their left starts a new face-up pile and play continues. If you lose all your cards, you have one more chance to stay in the game, by slapping the next Jack that appears. If you miss that one, you're out for good! The last person in is the winner.

**Checkers**  
**Includes:** 24 Light & Dark Wood Game Pieces, 1 Game Board.

**Object of the game:**  
To capture all of 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 colour 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 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 colour placed on top of it. Once a King, you can move diagonally forward OR backward. Kings may be jumped and captured by regular checkers.

**How to win:**  
To win, you must capture all of your opponent's checkers, or block them so that they cannot move.

**Backgammon**  
**Includes:** 30 Light and Dark Wood Game Pieces, 5 Dice, 1 Game 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.  
**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 die 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.

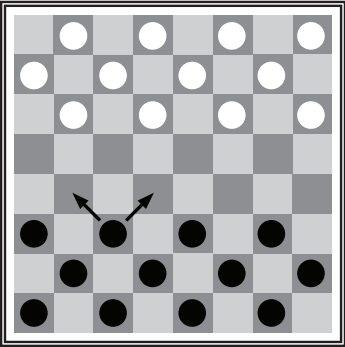


Diagram A

