

 **WARNING:**
CHOKING HAZARD-Toy contains marbles
and small parts. Not for children under 3 years.

CHECKERS:

Object of the Game: To capture and remove the opponent's checkers from the game board.

Game Play: Checkers is a game for two (2) players. Each player selects a checker color and places their twelve (12)-playing pieces on alternate squares of the first three- (3) rows on the game board. Both players must place their checkers on the same color squares. Each player moves the checkers, in turn. To remove the opponent's checker from the board, the player must jump that piece. To jump an opponent's piece, the jumping checkers passes over the captured checker in a diagonal direction and must land in a square that is vacant. All moves must be made in a diagonal fashion and must always be moved to the same Color Square. Double and triple jumps may be made in the same sequence as long as vacant squares exist in any forward diagonal direction. When a player's checker reaches the opponent's last row on the other side of the game board – this checker becomes a "King". It becomes a "King" by having another checker (of the same color) placed on top of it. A "King" may move both forward as well as backward on the game board in a diagonal direction.

CHINESE CHECKERS:

Object of the Game: To gain control of the star point directly opposite the player. The game can be played by two (2) up to six (6) players. Game Play: Each player selects a playing piece color and then places ten (10) playing pieces into the holes in their home base. Each player's home base is the star point that is directly in front of him or her. Each piece is moved by placing a playing piece in an adjacent hole or by jumping another playing piece. Only one (1) move may be made at a time, except when jumping; at that time any number of jumps may be made. This can include straight-line jumps or zigzag jumps. At no time are any playing pieces to be removed from the playing board. Eventually, all playing pieces must be moved regardless as to whether a player want to block another player's move. Players may jump their own playing pieces as well as their opponent's.

TIC TAC TOE:

Object of the Game: To be the first player to get three (3) of their playing pieces in a row – horizontally, diagonally, or vertically.

Game Play: After the players select their color (playing pieces) the game can begin. The first player to move places their playing piece on a vacant square on the game board. The players then take alternate turns until the game is finished.

MANCALA:

Object of the Game: Each player attempts to collect as many playing pieces as possible before one of the players can clear their side of the game board of all pieces.

Board Set-Up: The game board is placed between the two players with the long sides facing them. The six- (6) cups nearest each player belongs to that player and the large scoring cup or mancala is to their right. Each player places four playing pieces in each of their six- (6) cups. Game Play: Players alternate turns. On their turn, a player picks up all the playing pieces from one cup on their side of the game board. In a clockwise direction, including their mancala, the player drops one of the playing pieces into each of the next four- (4) cups. If the last playing piece is placed in an empty cup on that player's own side, he/she may then take all the playing pieces from the opponent's cup directly opposite that cup. All the playing pieces captured, including the capturing piece, are placed in the player's own mancala.

CHESS:

Object of the Game: To force the opponent into Checkmate. Checkmate is accomplished by forcing the opponent's King into a position where it cannot move. Any move will, therefore, result in capture. A player may, at any time in the game, concede defeat if victory is deemed impossible.

Board Set Up: The game board is always placed for play with a light color square in the bottom right hand corner for each player. The vertical columns on the board that run from one player to the other are called files. The horizontal rows are called ranks. Diagonal lines across the game board are called diagonals. The White (or lighter color) playing pieces are set up on the first rank from left to right as follows: Rook, Knight, Bishop, Queen, King, Bishop, Knight, and Rook. All of the white Pawns are then set up on the second rank, directly in front of the Above listed pieces. The Black (or darker color) playing pieces are set up exactly the same as the White playing pieces. Game Play: The White pieces always play first. Only one (1)-playing piece may be moved on a single turn except when castling (see description below).

a) Playing Piece Moves: With the exception of the Knight, all playing pieces move in a straight path. The Knight moves over or around other playing pieces. The King may move one (1) square in any direction – but never to a square that is attacked by an opponent's playing piece (a square to which an opponent's playing piece may move). The Queen moves as far as desired in any UN-blocked direction. This includes moves in a straight (horizontal/vertical) or diagonal direction. The Rook may move as far as desired in a horizontal or vertical direction. The Bishop may move as far as desired in any diagonal direction. The Bishop remains on the same color square as it started the game on. The Knight may move a distance of two (2) squares to a square of the opposite color and then one (1) square at a right angle. This move looks like the letter L. The Knight may move over or around any piece in its way.

b) Castling: A special move that allows the player to move two (2) pieces at the same time. The King and the Rook are the only pieces that are allowed to castle. The King moves two (2) squares to the left or to the right and the Rook on that side moves directly to the square next to the King on the opposite side. This move is only allowed if the King has not yet moved during the game and is not threatened at that point in the game. In addition, the move may only be made if the Rook on the castling side has not already moved in the game. The three (3) squares between the King and the Rook must be vacant at the time of the move.

c) Pawn Movement: On the player's initial move of the game, they may move a single Pawn straight ahead either one (1) or two (2) squares into a vacant square. After this first move, all other moves of the Pawns are limited to one (1) square at a time. Unlike all other playing pieces, Pawns do not capture opponent's pieces in the direction that they normally move in. The Pawn may only capture when moving ahead diagonally one square. When a Pawn reaches the last rank on the opposing side of the board it may be converted to any other playing piece of its same color (except for the King). The exact powers of that playing piece can be used at once upon conversion. There is no limit to the number of Pawns that can be converted in a game. Since the strongest playing piece is the Queen, it is possible to have several Queens in play at the same time.

Draw: Any game that ends in a tie or where no one player can win – is called a draw.

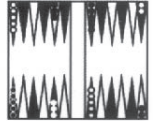
PICK UP STICKS INSTRUCTION

Hold sticks upright with hand on table. Open hand quickly so sticks will be scattered on table. First player picks up sticks one at a time, until he causes any other stick to move besides the one which he is attempting to pick up. The next player continues in same manner. Keep track of score

according to chart below. Winning total is 500 points. White stick should be kept aside for use as a tool in picking up other sticks.

SCORING

Dark Pink sticks	50 points
Light Pink sticks	40 points
Blue sticks	25 points
Purple sticks	10 points



BACKGAMMON:

Object of the Game: To be the first player to remove their playing pieces from the game board.

Board Set Up: See diagram. Each player has fifteen playing pieces (15).

Game Play: Each player casts a single die to determine who has the first move.

High roll between the two players goes first – with this initial throw of the dice being the first move of the game.

Any doubles require any throw of the dice.

a) Moving Playing Pieces: Numbers on both dice must be played if possible. The same playing piece may be moved for both numbers, but the two numbers cannot be added and played as One move. Two different may also be moved according to the numbers shown on the individual die. There is no limit to the number of men of the same player placed on one point. A point with two or more men is blocked against an opponent, although it may be jumped. When a player cannot move because of blocked points, they then lose a turn. If a player throws doubles on their dice, they then can move four (4) playing pieces one move the number shown on the dice, two (2) playing pieces two moves the number shown on the dice, or one (1) playing piece four moves the number shown on the dice.

b) Hitting an Opponent's Playing Piece: A single playing piece is not protected and is open to be hit. If the opponent's dice allows the hitting of their opponent's playing piece, this piece is sent to the center bar. This playing piece must start over and can only re-enter the board in their opponent's inner table and cannot enter on a blocked point. Two (2) or more playing pieces may be hit in one play.

c) Bearing Off: When either player succeeds in moving all of their playing pieces in to their own inner table, they may start to bear off (remove pieces from the board). The player can remove these pieces from points that correspond to the number shown on the thrown dice. Player may either move their playing pieces or take them off of the game board. When throwing a number that is higher than any point covered, a playing piece from the next highest point may be removed. A playing piece may not be removed if the point indicated is vacant and there is a playing piece on a higher counting point. If, while bearing off, a playing piece is hit, that playing piece must go back to the center bar and re-enter the game in the usual way. That playing piece must then travel all around the game board back to their own inner table before any more playing pieces can be removed from the game board.

INSANITY

Place 4 red pegs in the 4 left most holes, and 4 blue pegs in the 4 right most holes leaving the center hole vacant. Object is to switch the colors from one end to the other. Possible moves are moving one space or jumping over a peg always forward, never backward. You are a genius if you succeed in 4 attempts or less.

ROLLEM

Object of the Game: To cover as many numbers on the game board so as to have the least amount of points up at the end of the game.

Game Play: Players need two (2) dice and nine (9) markers to cover the numbers on the game board. Players try covering as many numbers by using the individual value of the two- (2) dice each time they are thrown. For example: a roll of ten (10) would let a player cover the 7 and 3, the 6 and 4, the 8 and 2, or the 9 and 1. Once the numbers are covered, The same player throws the dice again and covers more numbers. Numbers that are already covered cannot be used again as only uncovered numbers may be used. When the 7, 8, and 9 are covered, the player may use only one (1) die. When matches can no longer be found, that player's turn is over. The remaining uncovered numbers are totaled and become that player's score.

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