

DELUXE GAME HOUSE

01. CHESS

Players: 2

Requirements:

32 chess pieces (16 light and 16 dark).

Object of the Game:

To checkmate or trap the opponent's King.

Getting Prepared:

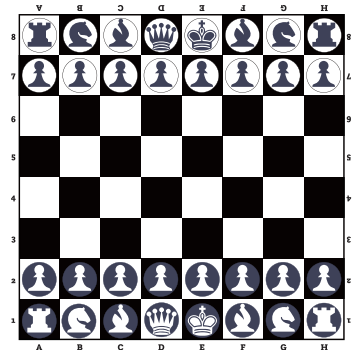
Each player has 16 pieces arranged on each end of the board as follows:

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

Second Row-8 Pawns.

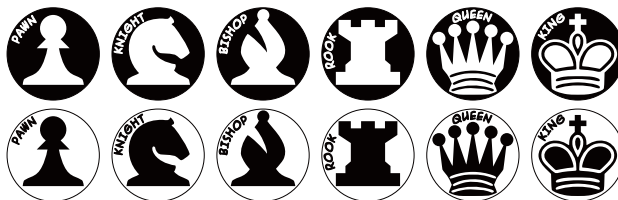
The board has 64 squares, just like a checkerboard. Make sure it is placed so that a white square is always at the right hand of each player.

Note: Queen is always placed on a square of her own colour.



Let's Play:

1. White is always the first to move.
2. Players alternate turns, one move at a time.
3. If a player lands on an occupied square they capture the piece on the square, the captured piece is removed from the board.
4. Only the Knight can jump over other pieces.



King:

The King is the all-important piece. He moves exactly one square at a time in any direction-forward, backward, sideways or diagonally. The King can capture any enemy piece that is undefended. Whereas he himself is not subject to capture. He must not at any time move into a "check" that is controlled by the opponent. The King must always stay at least one square away from the opposing King. Both Kings must always remain on the board.

Queen:

Like the King, the Queen can move forward, backward, sideways or diagonally in a straight line. She can move any number of squares, provided there is no obstructing piece in her path. She may capture an enemy piece by removing the captured piece and occupying the vacant square.

Rook:

The Rook is next in power to the Queen. It can move forward, backward, or sideways (but not diagonally) any number of squares in a straight line, provided there is no obstruction. The Rook captures by taking the space of the piece it is capturing. The Rook is also used in "castling".

Bishop:

The Bishop moves only diagonally, either forward or backward and any number of squares in a straight line, provided there is no obstruction. The Bishop captures on the diagonal.

Knight:

The Knight moves in a very special way: either forward one square and then one square diagonally to the right or left, or immediately to a diagonally right or left square, and then forward one square (this move forms an "L"). The Knight is the only piece that can leap over obstructing pieces. The Knight captures in the same way as the other pieces. When a Knight leaves their square they always lands on a square of the opposite colour.

Pawn:

The Pawn moves forward only (never backward). On its first move it may go either one or two squares. After that it may move only one square at a time, capturing like the Bishop on a diagonal. When any Pawn arrives at the last square of the opposite side, the player may substitute for it any other piece except the King.

Castling:

Each player has the privilege of "castling" once in the game. Castling is the moving of the King two squares to his right or left toward the Rook and then 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 King nor Rook must have been previously moved.
4. No piece may intervene between the King and the Rook.

Check:

The King is in check when he is attacked by one of the opponent's pieces. His capture is not permissible. Player making check must say "check" when attacking opponent's King. Now the opponent must do one of three things:

1. The King must move out of check.
2. The hostile piece that checks must be captured.
3. A piece must be placed between King and attacking piece.

Checkmate:

This means the King has been captured. Because the object of the game is the capture of the opponent's King, the game is lost if none of the above three moves can be made. The "check" then turns into a "checkmate".

How to Win:

To achieve checkmate.

02. CHECKERS

Players: 2

Requirements:

24 game pieces (12 light and 12 dark).

Object of the Game:

To capture and remove the opponent's checkers from the game board.

Let's Play:

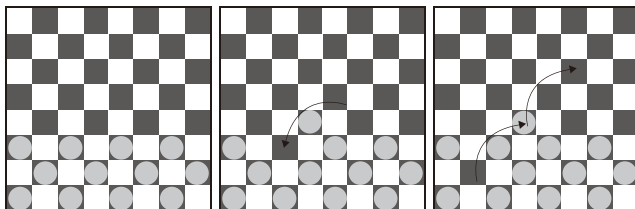
Each player gets 12 checkers of one colour and places them on alternate squares of the first three rows on their side of the board, both players must place their checkers on the same colour squares.

Each player moves a checker 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 checker passes over the checker to be captured in a diagonal direction and must land on a square that is vacant. All moves must be made in a diagonal fashion and must always be moved to the same colour square. Double and triple jumps may be made in the same sequence as long as vacant squares exist in any forward diagonal direction.

You cannot jump your own checkers. When one of your checkers reaches the first row on your opponent's side of the board, it becomes a "King" and gets "Crowned" by having another piece of the same colour placed on top of it. Once crowned, the piece can move in any direction.

How to Win:

You must capture all of your opponent's checkers, or prevent them from moving.



03. CHINESE CHECKERS

Players: 2-6

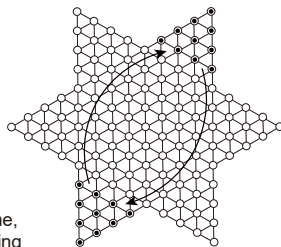
Requirements:

60 playing pieces (10 of each colour: White, Yellow, Red, Green, Blue, Black).

Object of the game:

Chinese Checkers can be played with two, three, four, or six players. In a six-player game, all pawns and triangles are used. For four players, the game starts in two pairs of opposing triangles, while a two-player game should also begin in opposing triangles.

In a three-player game, each player's pawns start in three triangles spaced equally apart. Each player chooses a colour and places their 10 pawns in the corresponding triangle. The goal is to be the first player to move all ten pawns across the board and into the opposite triangle.



Let's play:

Players decide who goes first and take turns moving a single pawn of their colour. In one turn, a pawn may either move to an adjacent circle or make one or more hops over other pawns. Each hop must be over an adjacent pawn into an empty circle directly beyond it. Players can hop over any coloured pawn, including their own, and can move in any of the six directions. After each hop, the player can choose to finish or continue hopping if possible. Occasionally, a player may move a pawn from their starting triangle straight into the opposite triangle in one turn. Pawns are never removed from the board and can be moved into any hole, including those in other players' triangles or unoccupied triangles. Once a pawn reaches the opposite triangle, it may only be moved within that triangle.

How to Win:

The first player to occupy all 10 circles in their destination triangle wins. If a player cannot move a pawn into a circle in their destination triangle because it's occupied by an opponent's pawn, they can swap their pawn with the opposing one.

04. BACKGAMMON

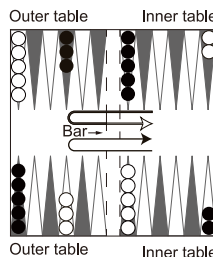
Players: 2

Requirements:

30 game pieces (15 light and 15 dark), 2 dice, and 1 doubling cube.

Let's play:

- **Setup:** Position the checkers as shown in the starting Diagram. The board consists of an "inner table" and "outer table", each divided into six points.
- **Object of the game:** Move all your checkers into your home board and then bear them off.
- **Starting the Game:** Players roll one dice to see who goes first. If tied, they roll again.
- **Movement:** On their turn, players roll the dice and move their checkers according to the numbers rolled. Each number is a separate move. For example, rolling a 3 and a 4 allows a player to move one checker 4 spaces and another 3 spaces or one checker a total of 7 spaces if the intermediate point is open. Both numbers must be used if possible.
- **If Unable to Move:** If a player cannot make a legal move, they lose their turn.



Doubles:

When a player rolls the same number on both dice, they have rolled "doubles". In this case, they can move the number shown on the dice four times. They can either move the same checker all four times or a combination of checkers.

Blocked Point:

A point is blocked when a player has two or more checkers on it. Opposing players cannot land on a blocked point. Once a player occupies a point with two or more checkers, they have "made the Point". There is no limit to how many checkers one player can have on a single point.

Blot:

A point occupied by only one checker is called a "blot". If an opponent lands on a blot, they "hit" the blot checker, which is then placed on the bar in the centre of the board.

Bar:

If a player's checker is on the bar, they must roll the dice to try to "enter" that checker back onto the board. They must enter their checker into the opponent's inner table before moving any other checkers. If a player rolls a 3, their checker will enter on the furthest point (point 3) of the opponent's inner table. If both entry points are blocked, the player loses their turn.

Shutout:

A "Shutout" or "Closed Board" occurs when all points in the opponent's inner table are occupied by at least two checkers. The player on the outside continues to lose turns until an entry point becomes available.

Doubling:

Backgammon can be played for an agreed stake per point. A player can propose doubling the stakes at the start of their turn before rolling the dice. The opponent may refuse, conceding the game and paying one point, or accept the double and continue at the higher stakes. The player accepting the double becomes the owner of the doubling cube and can make the next double proposal. Redoubles can occur, and if refused, the player must pay the previous stake. The doubling cube keeps track of the stakes.

Bearing Off:

Once a player has moved all 15 checkers into their inner table, they can start bearing off. This means removing a checker by rolling a number corresponding to the point it occupies (1 is the closest to the edge, and 6 is the furthest). If a player rolls a number but cannot bear off from that point, they must make a legal move using a checker on a higher-numbered point. If no higher points are available, they must bear off from the highest point occupied. The first player to bear off all their checkers wins the game.

05. TIC TAC TOE

Players: 2

Requirements:

10 playing pieces (5 light and 5 dark).

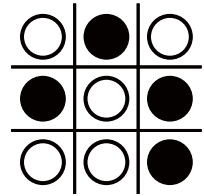
Object of the game:

The goal is to be the first player to align three pieces in a row on the 3 x 3 grid.

Players decide who goes first and take turns placing their pieces on the board.

A player wins if they achieve three in a row, either horizontally, vertically, or diagonally.

If all nine squares are filled and no player has three in a row, the game ends in a draw.



06. MANCALA

Players: 2

Requirements:

A game board with MANCALA. 48 MANCALA pieces (4 in each of the 12 small pits at the start).

Object of the Game:

The goal of the game is to collect the most stones in your store (on your right-hand side) by the end of the game.

Let's play:

Setup: Place the MANCALA board between the two players. Each player's side has 6 small pits and 1 large store.

Starting: The game begins with each small pit containing 4 stones.

Gameplay: Players take turns. On your turn, pick up all the stones from one of your small pits. Then, distribute those stones one by one, moving counterclockwise into the next pits, including your store but not your opponent's store.

Special Rule: If the last stone you place lands in your own store, you get another turn. If it lands in an empty pit on your side and the opposite pit has stones, you capture both your stones and the opponent's stones in the opposite pit, placing them in your store.

How to win:

The game ends when all 6 small pits on one side of the board are empty. The player with the most stones in their store at the end of the game wins.



07. LUDO

Players: 2-4

Requirements:

16 playing pieces (4 of each colour: Yellow, Red, Green, Blue) and 1 dice.

Object of the Game:

The aim is to be the first player to move all four of your pawns to the finish square.

Setup:

The game board is a square with a cross-shaped path in the centre. Each arm of the cross has a "home column" for each player's pieces.

Each player chooses a colour and places their four pawns in the corresponding starting area on the board.

Let's Play:

Players take turns rolling the dice. In order to move a pawn onto the board, a player must roll a six.

Once a pawn is on the board, players move it clockwise along the path.

To move a pawn up to the finish area, it must travel along its home column.

If a player's pawn lands on a square occupied by an opponent's pawn, the opponent's pawn is sent back to their starting area, and they must begin again.

The first player to get all four of their pawns to the finish square wins the game.

Note:

Rolling a six not only allows a player to enter a pawn onto the board, but also gives them an extra turn.

08. SNAKES & LADDERS

Players: 2-4

Requirements:

2-4 playing pieces (one of each colour: Yellow, Red, Green, Blue), and 1 dice.

Object of the Game:

The goal is to be the first player to reach square 100.

Setup:

Each player selects a playing piece of a different colour. Players then roll the dice to determine who goes first, with the highest roll starting the game. Players take turns rolling the dice in clockwise order.

Let's Play:

1. On a player's turn, they roll the dice and move their piece according to the number rolled.
2. If a player rolls a six, they get an additional roll.
3. If a player lands on the bottom of a ladder, they must move their piece to the top of the ladder.
4. If a player lands on a snake's mouth, they must slide their piece down to its tail.
5. Landing on any other square has no effect.
6. If a player lands on a square already occupied by an opponent's piece, the opponent's piece is sent back to the start, and they must begin again from square 1.
7. To land on square 100, a player must roll the exact number needed to reach it.

09. SOLITAIRE

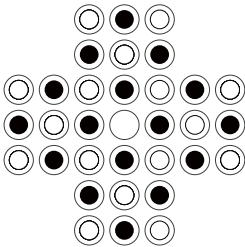
Players: 1-2

Requirements:

32 game pieces.

Object of the Game:

The goal is to finish with one pawn remaining in the centre spot.



Let's play:

Place a pawn in each space except the centre 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.

10. DICE RACE

Players: 2

Requirements:

2 dice, 30 markers(15 light and 15 dark).

Object of the Game:

Be the player with the most markers on the board when the game ends.

Let's play:

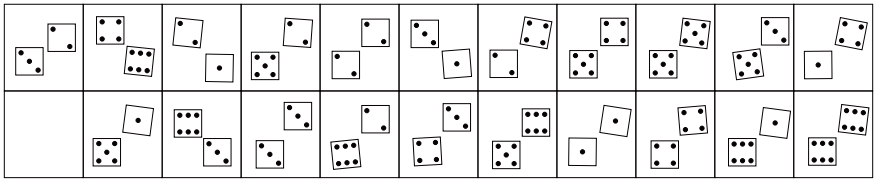
Each player takes 15 markers of one colour. Both players share two dice. The player using the dark markers goes first. On your turn, roll both dice and place one of your markers on the space that matches the combination you rolled.

Example: If you roll a 3 and a 3, place your marker on the "3 + 3" space. If the space for your roll is already taken, you skip your turn. Players take turns rolling until all 21 spaces are filled.

How to win:

When all spaces are covered, count your markers on the board.

The player with the most markers wins!



WARNING:

CHOKING HAZARD - SMALL PARTS AND SMALL BALLS.
NOT FOR CHILDREN UNDER 3 YEARS.

43-577-361

MADE IN CHINA

CUSTOMER SERVICE:

KMART AU: 1800 124 125

KMART NZ: 0800 945 995

TARGET AU: 1300 753 567

WARNING: FOR SAFETY REASONS, REMOVE ALL TAGS,
LABELS AND PLASTIC FASTENERS BEFORE GIVING THIS
TOY TO YOUR CHILD.