

297mm (11.69")

210mm (8.27")

# INSTRUCTIONS

## 3 In 1 Backgammon, Checkers & Chess

### CHECKERS

**Game Components:**  
1 x Chess/Checkers mat, 12 x black checkers pieces, 12 x white checkers pieces.

**Game Setup:**  
The person who will go first will take the black checkers and the other will take the white.  
**Set up the board**  
Place the chess pieces in the way shown in the picture on the right.(fig 1)

**Checkers Rules and Gameplay**  
1.You can only move one checker one diagonal space in a forward diagonal direction (one space towards your opponent) during a regular turn. Checkers must stay on the coloured squares. Once the player with black checkers makes their first move, the player with white checkers moves, and then you'll take turns.  
**2.Jump your opponent's checkers to remove them from the board.** If your checker is in the diagonal space next to one of your opponent's checkers, then you can jump and capture that checker provided the space directly diagonally behind is empty, once you jump remove the opponents piece from the board. If in the same move once you have jumped the first checker of your opponents, you can then jump another of your opponent's checkers again and can capture another checker, your move ends when you can't capture any more of your opponent's checkers, then its your opponents turn.  
Note: If you have the opportunity to jump your opponent's checker, then you must jump it, if you have multiple checkers you can jump in the same move then you can choose which checker to jump .  
**3.King your pieces when your checkers reach the end of your opponent's side.** To crown a checker and make it a king checker, simply place one of your own captured pieces on top of it once you have reached the opponents side of the board. The king can move forward and backward diagonally on the dark squares, so it's easier for king checkers to capture your opponent's checkers.  
Kings can still only move one diagonal space at a time during a non-capture move. However, when a king is capturing checkers, it can move forward and backward on the same turn. This would apply only if a king were doing a capture move that required it to change directions, such as if two checkers were lined up next to each other on dark squares in a horizontal line. To capture these checkers, the king would have to jump forwards and then backwards.  
There is no limit to how many crowned pieces you can have.  
**4. Keep jumping and capturing to win the game.**  
The one who captures all the opponents pieces first wins the game.  
A less common way to win is when all of your opponent's pieces are blocked so that your opponent can't make any more moves.

### CHESS

**Game Components:**  
1 x Chess/Checkers mat, 12 x black chess pieces, 12 x white chess pieces.

**Setup the Board:**  
The person who will go first will take the white pieces and the other will take the black pieces.  
·The pieces are set up as follows:(refer to fig 2)  
·**Back row (closest to each player):**  
· Rooks on the corners  
· Knights next to rooks  
· Bishops next to knights  
· Queen on her colour (White Queen on white, Black Queen on black)  
· King goes on the remaining square  
·**Front row:** Pawns in a straight line across the board.

**2. Objective:**  
·The goal is to checkmate your opponent's King, meaning the King is under attack and has no legal move to escape.  
**3. Piece Movement:**  
·**Pawns:** The first move of a pawn can be 2 spaces forward in a vertical line, every other turn thereafter is one space forward vertically at a time. The only way a pawn can capture another piece is to take the space one square diagonally forward. Pawns cannot normally move in any other direction than vertically forward except when capturing a piece diagonally.  
·**Rooks:** Move in straight lines, horizontally or vertically. without being limited by the number of squares in a move, but only in one direction per move, they must stop in the space they capture.  
·**Knights:** Move in an "L" shape: two squares in one direction, then one square perpendicular and is the only piece that can jump pieces, so long as there landing square is not already covered by its own piece.  
·**Bishops:** Move diagonally across the board, without being limited by the number of squares in a move, but only in one direction per move, they must stop in the space they capture their opponent's piece.  
·**Queens:** Combine the movement of both the rook and the bishop (horizontal, vertical, and diagonal). without being limited by the number of squares in a move, but only in one direction per move and they must stop in the space they capture their opponents piece, because of this a queen is regarded as the most powerful piece on the board.  
·**Kings:** Move one square in any direction, but must not put themselves in a check position where they would lose in the opponents next move. You must protect the king. Once a King is captured or in checkmate the game is over and who captures it wins.  
**To capture an opponents pieces your piece using the rules above must land on your opponents piece to remove them from the board.**  
**4. Special Moves:**  
·**Castling:** This is when the King and the Rook can both move in one turn. This move is only allowed if neither the King or the rook has previously moved, there are no pieces between the king and rook and the king is not currently in check.  
·**En passant:** A pawn that advances two squares on its first move can be captured by an opponent's pawn if it ends up next to the opponent's pawn.  
·**Pawn promotion:** If a pawn reaches the opponent's back row, it can be promoted to any piece (usually a Queen as it has the most flexibility).  
**5. Winning the Game:**  
·**Check:** When your King is under attack, you must move to get out of check.  
·**Checkmate:** If the King is in check and there's no legal move to escape, it is called checkmate, the game is over, and the opponent wins.  
·**Stalemate:** A situation where one player has no legal move and their King is not in check, resulting in a draw.  
**6. Basic Strategy:**  
·Control the centre of the board with pawns and pieces.  
·Develop your pieces early (move them out from their starting positions).  
·Protect your King, usually by castling early.  
With practice, you'll get better at recognizing patterns and strategies!

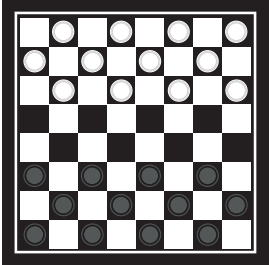


Fig 1

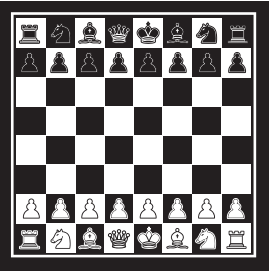


Fig 2

## BACKGAMMON

**Game Components:**1 backgammon play mat, 15x black checkers pieces, 15 x white checkers pieces, 2 x dice.

**Part 1:Preparing to Play**  
1.Understand the backgammon board. Backgammon is played on a board that consists of 24 narrow triangles that are called points. The triangles alternate in colour and are grouped into four quadrants of six triangles each. There are four types of quadrants: the player's home board and outer board, and the opponent's home board and outer board. The intersection of these four quadrants, the middle of the board, is separated by a ridge called the bar. The players sit facing each other at opposite sides of the board when they play. Each player's home board is positioned on the right quadrant closest to the player. The home boards are opposite each other, and so are the outer boards, which are located in the left quadrant. Each player moves their checkers from the direction of the other player's home board in a horse-shoe like fashion, in opposite directions (one player will move their pieces clockwise, and the other counter-clockwise), aiming to bring all of their pieces to their home board and bear them off (more on this later). The triangles are numbered from 1-24 in most of the Backgammon boards, with the 24th point being the furthest point from the player, and with 1 being the right most triangle on the player's home court. The players must move their pieces from opposite sides of the board, so one player's 1st point is the other player's 24th point, one player's 2nd point is the other player's 23rd point, and so on.  
2.Set up the board. Remember that each player has their own numbering system, so the checkers will not overlap. ( see above example of a Backgammon board set up)  
3.Roll a die to determine who goes first. The player who rolls the highest number will go first. If both players roll the same number, roll again. The numbers rolled will count as the first moves for the player with the highest number. For example, if one player rolled a 5 and the other rolled a 2, then the player who rolled the 5 would go first and use the 5 and 2 in lieu of a new dice roll.  
4.Remember that you can double the stakes at any time. In backgammon, the winner doesn't gain points, but the loser loses points. So if you win, the opponent will either lose based on the face value, double value, or triple value of the stakes on the doubling cube. The doubling cube isn't a die but a marker. It starts at 1, but you can raise the stakes at any time at the beginning of your turn before you have rolled the dice. If you want to double the stakes and your partner accepts, then the cube is turned to the new number and placed in your opponent's court. He will have ownership of the cube and will be able to propose a doubling during any of his future turns. If your opponent does not accept your offer, he must forfeit the game and lose by the original stakes. You can keep doubling the stakes back and forth, or redoubling, but it's not traditionally done more than three or four times in a game.  
**Part 2 :Moving Your Checkers**  
1.Roll the dice. Roll two six-sided dice once during each of your turns. The numbers rolled represent two separate moves. For example, if you roll a 3 and a 5, you can move one checker three spaces and another checker 5 spaces. Or, you can move one checker 3 spaces and then 5 more spaces.  
2.Move your checkers to an open point. An open point is any point on the board that is not occupied by two or more opposing checkers. You can move your checkers to a point with no checkers on it, a point with one or more of your checkers on it, or a point with one of your opponent's checkers on it. Remember that you must always move your checkers in the direction that goes towards your own home court.  
3.Play the numbers on the dice twice if you roll doubles. If you roll the same number on both dice, then you've earned yourself two extra moves. If you roll double 3s, for example, then you can make four moves of 3 points each.  
4.Lose your turn if you can't play either number. For example, if you roll a 5-6, but you can't find an open point when moving any checker either 5 or 6 times, then you lose your turn. If you can only play one of the numbers, then you can play that number and lose your turn on the other number. If you can only play one number or the other, then you have to play the higher number.  
5.Keep your checkers safe. Try to avoid having just one of your checkers on a point because the point, which is called a blot, is vulnerable to being "hit" by your player's checkers. If one of your checker's gets hit, then it will go to the bar and you will have to use your next turn to roll and try to reenter the board in your opponent's home board. Do your best to keep at least two of your checkers on a point, at least early in the game.  
6.Try to dominate the board. Before you start moving your pieces into your home court, you should try to have many points occupied by 2 or 3 checkers instead of just a few points occupied by 5 or 6 checkers. This will not only give you more options to move to open points, but will also make it harder for your opponent to move to an open point.  
**Part 3:Hitting and Entering**  
1.Hit a blot to move your opponent's checkers to the bar. If you hit a blot, a point occupied by just one of your opponent's checkers, then the opponent's checkers will be placed on the bar. You should try to hit the blots whenever possible, as long as it helps you move your pieces as close to your home court as possible. This is a great way to slow down your opponent. Any time a player's checker is on the bar, they can't move their other checkers until they get the bar checker back on the home board.  
2.Enter your pieces when they are taken out. If a player hits a blot with one of your pieces on it, then you have to place your own checker on your bar. Your task is now to move that checker back onto the opposing home board. You can do this by rolling the dice and then moving the checker onto an open point on your opponent's home board, if you roll an open number. If you do not roll an open number, then you lose your turn and you will have to try again on your next turn.  
3.Move your other checkers after you have gotten all of your checker(s) off the bar. Once you get your checker(s) off the bar and back onto the board, you can move your other checkers again. If you only had one checker to enter, then you can use the other number that you rolled to move one of your other checkers. If you have two checkers on the bar, you have to enter them both before you can move any other checkers. If you can only enter one checker during a dice roll, then you will have to try again on your next turn. If you have more than two checkers on the bar, you can only move your other checkers once all the checkers on the bar are entered.  
**Part 4:Bearing Off Your Checkers**  
1.Understand how to win the game. To win the game, you need to be the first one to bear off, or remove, all of your checkers from the board and into your tray. To bear off your checkers, you need to roll both dice and use the numbers to move pieces into the tray. The numbers you roll must be exact or higher than the number of spaces needed to remove each piece from the board. For example, if you roll a 6-2, you can bear off two pieces that are on these points. But if you do not have a checker on the 6 point, you can bear it off from the next highest point on your board, such as the 5th or 4th point.  
2.Move all of your checkers into your home court. You can only start bearing off your checkers once they are all in your home court. To begin bearing off, get all of your checkers into the 1-6 points on your board. They can be placed on any of these points. Don't forget that your checkers are still vulnerable when they're in your own home court. If the opposing player has a checker on the bar, then they can still enter it into a blot on your court if you have any, forcing you to take out one of your pieces and move it to the bar. After that, you can't continue bearing off until it's back in the home court.  
3.Start bearing off your checkers. When bearing off, you can only bear off checkers that occupy the corresponding point. For example, if you rolled a 4-1, and you have a checker in the 4th and 1st point, you can bear them off. If your roll double sixes and have four checkers on the 6th point, you can bear off all six. If you still have a die to play and no checker to bear off, you must move a checker according to the number on the die. For example, if you only have two checkers remaining in the 6th and 5th points and you roll a 2-1, then you can move the checker on the 6th point over to the 4th point, and the checker on the 5th point over to the 4th point.  
4.Bear off all fifteen of your checkers. If you bear off all fifteen of your checkers before your opponent does, then you have won the game of backgammon. But not all wins are created equal. Your opponent can lose in one of three ways:  
(1).A regular loss. This happens if you bore off all of your checkers first while your opponent was trying to bear off their checkers. Your opponent will lose only the value on the doubling cube.  
(2).The gammon. If you bear off all of your checkers before your opponent bears off any of theirs, they are gammoned and loses twice the value on the doubling cube.  
(3).The backgammon. If you bore off all of your checkers while your opponent still has checkers on the bar or your home court, then your opponent is backgammon and loses three times the value on the doubling cube.

