

6+
years



CHES CHECKERS BACKGAMMON

Instructions

1. CHES

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.

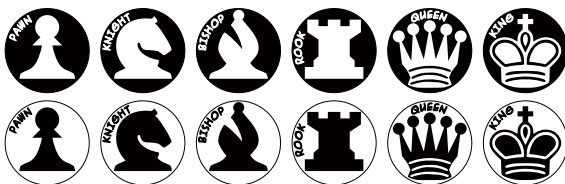
Second Row - 8 Pawns.

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.

2. CHECKERS

Object of the Game:

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

Let's Play:

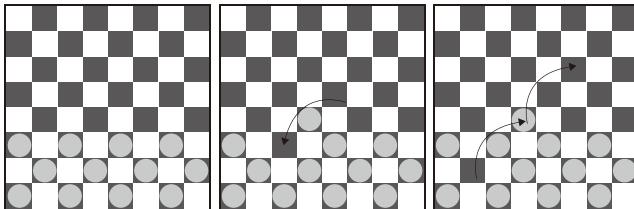
Each player gets 12 checkers of one colour and places them on alternate squares of the first three rows on their side of the board, both players must place their checkers on the same colour squares.

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.



3. BACKGAMMON

Required:

30 game pieces (15 light and 15 dark), 4 dice, and 1 doubling cube.

Let's play:

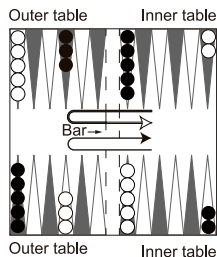
Setup: Position the checkers as shown in the starting Diagram. The board consists of an "inner table" and "outer table," each divided into six points.

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.

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