



8+

Premium Wood Cabinet 10 Game Set™

INSTRUCTIONS FOR:

- Backgammon
- Checkers
- Chess
- Chinese Checkers
- Elimination
- Hysteria
- Mancala
- Mill
- Tic Tac Toe
- Tricky Triangle

WARNING:
 CHOKING HAZARD- Small Parts.
 Toy contains marbles.
 Not for children under 3 years.

MANCALA

PLAYERS: 2
EQUIPMENT: 48 game pieces ("stones"), game board

OBJECT: Collect the most stones in your Mancala before one player's bins are empty.

SETUP: Place four stones in each of the bins numbered 1 through 12 as shown in the diagram below.

GAME PLAY: Player A's bins are those numbered 1-6. Player B's bins are those numbered 7-12. Decide which player will play first by the flip of a coin. The first player then picks up all of the stones in one of the bins on his side of the game board. For example, Player A would pick-up the stones in any of the bins numbered 1-6. The player then proceeds by placing one stone at a time in each of the adjacent bins counter-clockwise around the board.

If the last stone is placed in a player's own Mancala, then he gets a second turn. A player never places a stone in an opponents Mancala, it is always skipped. Remaining stones are placed in the following adjacent bins. For example, player A picks up eight stones from bin #6, then he places a stone in his Mancala and then bins #7, 8, 9, 10, 11, 12. He then skips his opponent's Mancala, and places the remaining stone in bin #1. If the last stone of a player's turn lands in an empty bin on his side of the game board, then the player gets to collect all the stones in his opponent's bin which is directly opposite, as well as the single stone placed in his own bin. These collected stones are placed in his Mancala. Players may not touch the stones to count them and once a player has touched the stones, he must play them.

WINNER: Play ends when one player's six bins are empty. The other player then places all remaining stones from his bins into his own Mancala (the player who ends the game does not always win!). Players then count all the stones in their Mancalas. The player with the most stones wins the game.



MILL

PLAYERS: 2
EQUIPMENT: 9 each of two different color marbles (total 18), game board

OBJECT: Be the first player to reduce your opponent to two marbles on the game board.

SETUP: Each player chooses the color of marble he will play with. Players then take turns placing their marbles one at a time on the game board with the intention of setting up a "mill" (a mill is three of one player's game pieces in a row).

GAME PLAY: After all marbles are placed on the board, players move their marbles one space at a time to try to get additional "mills." When a player gets a "mill," he removes one of his opponent's game pieces from the game board and sets it aside. Players are not allowed to take a marble from an already created "mill."

WINNER: The winner is the first player to reduce his opponent to two playing pieces on the game board.

TIC TAC TOE

PLAYERS: 2
EQUIPMENT: 5 each of two different colored marbles (10 total), game board

OBJECT: Be the first player to get three marbles in a row.

SETUP: One player begins the game by placing one of their colored marbles on any of the nine squares. Then the other player does the same with their own colored marbles. The game alternates between players placing marbles on the game board.

WINNER: The first player to line three of their marbles in a row either vertically, horizontally or diagonally, wins. Should neither player complete this, game ends in a tie.

TRICKY TRIANGLE

PLAYERS: 1
EQUIPMENT: 14 marbles, game board

OBJECT: Remove as many marbles as possible.

SETUP: Arrange marbles on the circles so that all but one circle is covered by a marble.

GAME PLAY: Jump marbles one at a time. Marbles must be adjacent to one another to jump or be jumped. When a marble is jumped by another marble, it must land in an empty circle on the other side of the jumped marble. The marble that is jumped is then removed from the board. Continue to do this, until no other marbles are able to be jumped. Count the number of marbles left on the game board. See the chart to determine score. Try to have only one marble left! Players may play one another by taking turns playing and calculating the score for each round.

- 1 marble left.....1000 pts.
- 2 marbles left..... 500 pts.
- 3 marbles left..... 250 pts.
- 4 marbles left..... 100 pts.



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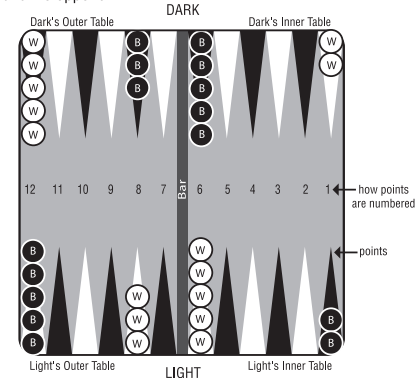
BACKGAMMON

PLAYERS: 2

EQUIPMENT: 15 dark and 15 light wood pieces (stones) game board, dice & doubling die

OBJECT: Be the first player to move all your stones around the points on the game board to your home table (your inner table) and "bear them off" (remove them from the game board). Usually, several games are played, with the winner of each game earning points. The first to reach a score of 10 points wins the match.

SETUP: Players choose to be the dark or light pieces and then set up the game board as shown below. The game pieces in backgammon are referred to as "stones." Each player rolls a die to determine who has the first move, ties are rerolled. The player with the highest number will begin the game by using the two high numbers of the dice that were just cast by himself and his opponent.



MOVING STONES: Count begins on point next to one on which a stone rests. In general, a player moves the stones one at a time along the points in a loop that extends from his opponent's 1-point to his own 1-point. The opponent's stones travel in the opposite direction. Dice advance a stone forward the rolled number of points and the stone comes to rest at the base of the point. A player can move two stones, one for each die, or a single token twice, once for each die. A player can choose to use only one die, but it must be the highest count die. If a player rolls doubles, they are doubled again. (example: a 5-5 becomes a 5-5-5-5 which equals four separate moves). There is no limit to the number of stones belonging to the same player that may rest on one point. A point housing two or more stones of the same player is **BLOCKED** against an opponent, and his stones may not land on that point, although it may be jumped. When a player cannot move because of blocked points he loses the move.

BLOTS: A single stone resting on a point is a **BLOT**; an

opponent may land on the point and HIT the blot, which sends it to the bar at the center of the board. A stone on the Bar must start over on his opponent's 1-point. This stone on the Bar must reenter his opponent's inner table before making another move. He cannot enter on a blocked point. Two or more blots may be hit in one play.

BEARING OFF: When either player succeeds in moving all of his stones around the board to his inner table, he starts to "bear off" (remove) stones from points corresponding to the dice thrown. The player can either move a stone within his inner table or bear it off. For example, a 1-2 that is rolled, may be used to bear off a stone from the 1-point and the 2-point, or the player may choose to move a stone from the 3-point to the 6-point. When casting a number higher than any point covered, a stone from the highest point may bear off, but he cannot bear off a stone if the point indicated is vacant and there is a stone on a higher counting point. If, while bearing off, a token is HIT, the player's stone goes to the Bar and must reenter in the usual way. This stone must travel all around the board to his inner table again before more stones can be moved or taken off.

DOUBLING: The doubling cube (the die w/numbers) changes winners' scores dramatically; therefore, games are played to 20 or 50 or more points. At the beginning of the game the doubling die is neutral and is placed face up on the 64. At any time during the game a player can turn it so that the 2 is face up and offer it as a "bet" to his opponent, raising the stakes of the game. If the bet is accepted by the opponent, the game is now worth 2 points to the winner (instead of the standard 1 point). If the opponent rejects the bet, he forfeits the game and his opponent earns 1 point. If the opponent accepted the bet, he now has the right to double the bet to a 4 later in the game and in turn, the opponent must choose to accept or forfeit. This scenario may continue indefinitely but there are usually not more than four or five in any game. The points increase as follows: 2,4,8,16,32, etc.

GAMMON/BACKGAMMON: The winner of the game is the first player to remove all his stones from the board. If the loser has not borne off any of his stones, it is called a **GAMMON** and the stakes of the game are doubled. If the loser still has stones on the winner's home table, it is called a **BACKGAMMON** and the game stakes triple. This includes stakes raised by doubling.

CHECKERS

PLAYERS: 2

EQUIPMENT: 12 light & 12 dark wooden pieces, game board

OBJECT: Capture all you opponent's tokens.

SETUP: Place the game board so that there is a dark square to the left of each player. Using the light and dark tokens, each player places four tokens on the first three rows or dark squares i.e. 12 tokens per player. Dark always starts, and play is only on the white squares.

GAME PLAY: A token moves diagonally one square at a time, forward - not backward. If a token reaches the far side of the board it becomes a king (stack two playing pieces to indicate a king) and can now move diagonally in any direction. A token

may also "leap-frog" over another token if there is a vacant square beyond and if the other token belongs to the opponent. The jumped token is removed from the board (captured). If a player fails to capture an opponent's token the opponent's token may, on his next turn, remove the offending token. This does not count as his move.

WINNER: Play continues until one player wins by capturing all of his opponent's tokens, or a draw is declared.

CHESS

PLAYERS: 2

EQUIPMENT: 16 light & 16 dark chess pieces, game board

SETUP: Lots are drawn to establish who has the light chessmen and, thus, who can move first. This player is then allotted the 16 light chess pieces and the other player the 16 dark chess pieces. The board is positioned so that each player has a dark corner square on his left. The rooks are positioned on the two corner squares to the left and right. Next to these come the two knights, one on the left and one on the right. Next to these come the two bishops and in the center, the queen and king. The white queen is always positioned on a light square and the black queen on a dark square. The eight pawns are then placed adjacently in the second row in front of these chess pieces.

GAME PLAY: The pawns can only move forward. For the first advance from its initial square on the second rank, the pawn has the option of moving one or two squares, but thereafter may move only one square at a time. The rook moves only on the ranks and files any distance and the bishop moves only on the diagonals. The queen can move in any direction. The knights are the only pieces which are able to change direction during the course of a move and "jump over" one's own or one's opponent's pieces; a knight takes one step of one single square along the file or rank and then, still moving away from the square that it has left, takes one step along the diagonal. The king may move in any direction, one step at a time.

All pieces start from the pawns in the normal direction of movement described above. However, the pawns which normally only move in a straight line, may only capture diagonally to the front, left or right and only while moving forward. It is not obligatory to capture your opponent. If the king is threatened, check must be given (the player must declare check). The opponent is then obliged to protect his king by moving the king to another square or moving one or his own pieces between it and the threatening token or capturing the opposing attacker. If he is unable to make any of the above moves, the king is said to be checkmated and the game ends in favor of the opponent.

CASTLING: Castling is a compound move of the king and one rook (formally called 'castle') that may be made, if at all, only once in a game. It is legal if neither the king nor the rook has yet moved. If all the squares between them on the rank are vacant, and no adverse piece commands two squares nearest the king on the side of which castling is to be carried out, and if the king is not in check. The move is executed by moving the king two squares towards the rook and then placing the rook on the square passed over by the king.

CHINESE CHECKERS

PLAYERS: 2-6

EQUIPMENT: 60 colored marbles (10 in each color), game board

OBJECT: Be the first player to move all of your marbles to the triangle opposite your starting triangle on the game board.

SETUP: Each player chooses 10 marbles of the same color and places them in the triangle of the star nearest him. The colors of the marbles do not have to match the color of the point they are placed in, but it is helpful.

GAME PLAY: The youngest player begins, and play moves to the left in a clockwise rotation, with each player making one move at a time. A player may jump over a marble, providing there is an empty space opposite the jumped marble. A player may jump more than one marble only if there is an empty space opposite each marble jumped. Players may play as partners or against each other. No player can refuse to move out of his starting triangle to prevent another player from winning.

WINNER: The first player to successfully move all of his marbles into the opposite triangle wins the game.

ELIMINATION

PLAYERS: 1

EQUIPMENT: 10 marbles, pair of dice

GAME PLAY: Place a marble on each of the ten circles. Roll the dice and remove the marble corresponding to the total of the dice or any combination that adds up to the total. For example, if you roll a two and a three on the dice, you may remove the pieces on the #2 circle and the #3 circle or the #5 circle (the sum of the two dice). At least one marble must be removed after each role to continue. Remove all the pieces to win!

HYSTERIA

PLAYERS: 1

EQUIPMENT: 4 each of two different colored marbles (total of eight), pair of dice

GAME PLAY: Place one color of marbles on circles #1 through #4. Place the other four marbles on the circles #7 through #10. Circles #5 & #6 will be left empty. By jumping marbles, one at a time (forward only), or by moving marbles forward, players try to get their marbles to the opposite ends of the game board first. If the player is successful, the finished game board will have marbles in opposite positions of the starting game board.