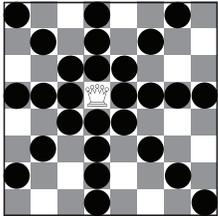
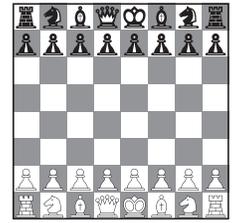


For 2 players - Ages: 7 to Adult

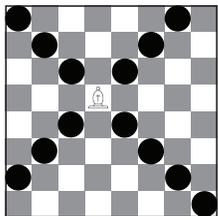
Set Up: Set up pieces as set up in the diagram.

Object: To force the opponent into Checkmate. Checkmate is achieved when the opponent's King is in a position where it cannot move without being captured. A Player may also concede the game in defeat at any time if victory is deemed impossible.

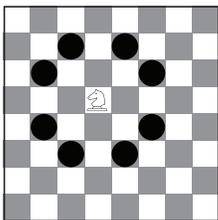
Game Play: Light always moves first, and then the players alternate taking turns. Only one piece may be moved each turn (except for *castling, which will be explained later). All other pieces move only along unblocked spaces. You may not move a piece to a square that is already occupied by your own pieces. But you can capture your opponent's piece that stands on a square where one of your pieces has the ability to move to. Simply remove the enemy piece from the board and put your own piece in its place.



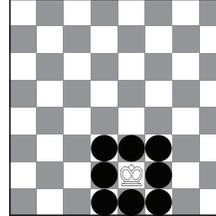
The Queen: The Queen is the most powerful piece. She can move any direction (diagonally, horizontally, or vertically), any number of spaces, if her path is not blocked by a piece. Refer to the diagram to see how she moves.



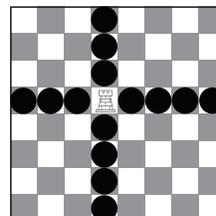
The Bishop: The Bishop can move any number of squares diagonally if it's path isn't blocked. Note: If the bishop is on a light square, they can only travel on light squares. At set up, you can see that is one bishop on a dark square and one on a light square.



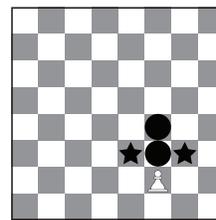
The Knight: The Knight hops directly from the square it is currently on to a new one. The knight CAN jump over other pieces between its old and new position. Think of the knight's movement as an "L." It moves two squares vertically or horizontally and then makes a right angle turn for one more square. The knight always lands on a square opposite in the color from the old one.



The King: The King can move one square in any direction. For example, to any of the squares indicated in the diagram (*castling is an exception, explained later). The king may never move into check, which means onto a space that can allow the opponent to attack him.



The Rook: The Rook is the second most powerful piece. The rook can move any number of squares horizontally or vertically if the path is not blocked by another piece.



The Pawn: The Pawn moves straight ahead, never in reverse, but it captures pieces on a diagonal space. It moves one square at a time, but on its first move, it can move one or two spaces.

In the diagram, the squares with the circles indicate possible spots for the pawn. The pawn hasn't moved, therefore it can move two spaces. The squares which the pawns may capture the opponent's pieces are marked by the stars.

If a pawn gets all the way to the other side of the board without being captured, it is immediately "promoted" to another piece, usually a queen. It may not remain a pawn or become a king. Therefore, it is possible for players to have more than one queen, more than two rooks, bishops, or knights on the board at the same time.

*Castling: Each player may "castle" once during a game if certain conditions are met. Castling is a special move that allows a player to move two pieces at once - their king and one rook. In castling, the player moves his king two squares to its left or right toward one of his rooks. At the same time, the rook chosen goes to the square beside the king and toward the center of the board (see diagram).

In order to castle, NEITHER the king or rook has been moved before. Also, the king may not castle out of check, into check, or through check. Furthermore, there may not be pieces of either player between the king and rook to castle. Castling is often a very important move because it allows you to place your king in a safe space and also allows the rook to become more active in the game.

When the move is allowed, each player has a choice of castling kingside(right side) or queenside (left side) or not at all, no matter what the other player chooses.

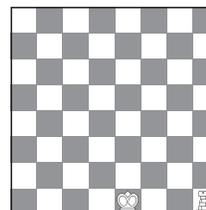
Check and Checkmate: The goal of the game is to checkmate your opponent's king. The king is not actually captured and removed from the board like all the other pieces. But if the king is attacked ("checked"), and threatened with capture, it must get out of check on that turn. If there is no way to get out of check, this is called "checkmate." The side that is checkmated loses.

You may not move into check. For example-move into a direct line of attack with your opponent's rook, if there are no other pieces between the rook and your king. Otherwise, the rook would "capture" the king, which is not allowed.

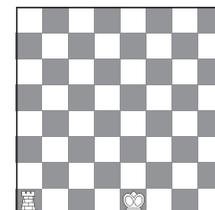
If you are in check, there are three ways to get out of it:

1. Capture the attacking piece
2. Placing one of your own pieces between the attacker and your king
3. Moving the king away from the attacker

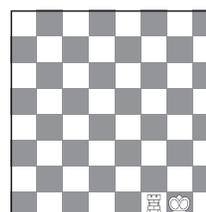
If a checked player can do none of these, they are checkmated and lose the game. If a king is not in check, but that player can make no legal move, the position is called stalemate and the game is scored as a tie or draw.



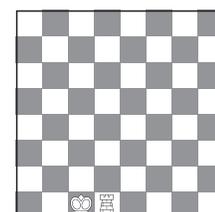
Before
Kingside
Castling



Before
Queenside
Castling



After
Kingside
Castling



After
Queenside
Castling



CLASSIC CHECKERS INSTRUCTIONS



For 2 players - Ages: 7 to Adult

Set Up: Each player places 12 checkers on the black squares of the first three rows on the opposite ends of the board.

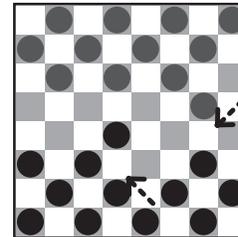
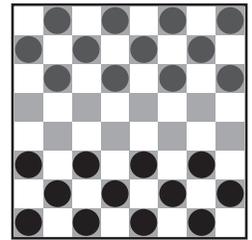
Object: To capture and remove the opponent's checkers from the game board (or block them so they cannot move)

Game Play: The checkers are moved diagonally forward and each player alternately moves one of their checkers. In order to "capture" an opponent's checker, they must be able to jump (with their own checker) over the opponent's checker when there is an open square behind it. Single checkers may only move diagonally forward.

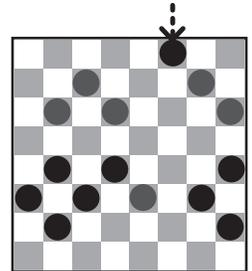
When a player moves their checker to the last row on the opposite side of the board, that checker becomes a "king." The "king" is then "crowned" by placing another checker on top of it. A "king" may move diagonally forward or backward.

You are allowed to jump as many of the opponent's checkers on the same move if there are open squares diagonally behind each checker. When there is a "jump" available, the opponent must jump.

Traditional Set Up



Moving Pieces



King

CLASSIC BACKGAMMON INSTRUCTIONS

For 2 players - Ages: 7 to Adult

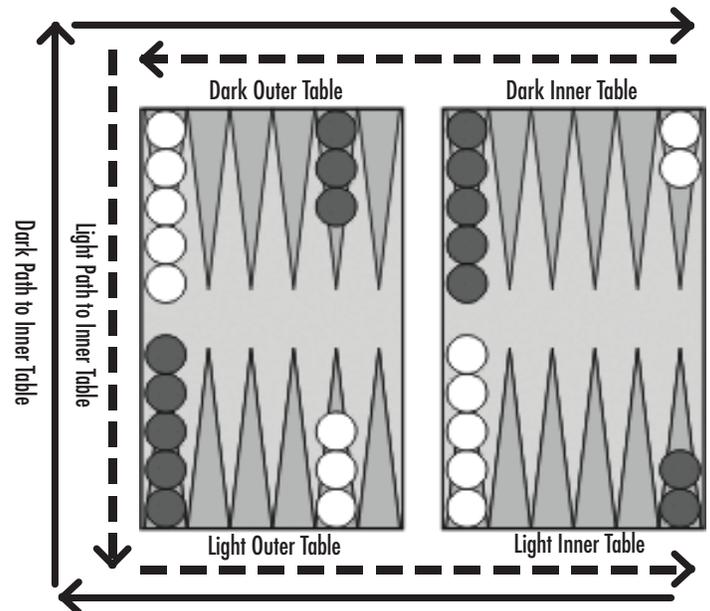
Set Up: Line up pieces as shown in the diagram. Light pieces are moved counter-clockwise; dark pieces are moved clockwise around the board.

Object: Be the first player to move all of your pieces off the board.

Game Play: To start the game each player rolls one die. The Player with the higher roll moves the numbers shown on BOTH dice. All subsequent rolls will occur with only the player who's turn it is, rolling both dice and moving the numbers shown.

Pieces are moved by the number thrown on a pair of dice. If you roll a 1, you move one space (point) on the board. Each number on the dice can be used by 2 separate game pieces, or both numbers can be used by only one piece. If "doubles" are thrown, double the number of spaces moved.

Example, if two 4's are thrown, that player may move 16 total spaces (two 4's doubled).



When a player has two or more pieces on a space, the opponent's pieces cannot stop at this space, however they can pass over it. This is called a "block". When a player has only one piece on a space, he is susceptible to being "bumped". A bump occurs when one piece occupies a space that the opponent can now safely land on by exact roll. Upon landing on that space, the singular occupying piece is moved to the center of the game board (often called "the bar"). The player who's piece has been bumped, may not move another piece until his bumped piece is rolled back into play re-entering the board at the opponent's inner table on an open space. Pieces can be taken off the board only when all of a player's pieces have reached their inner table. Pieces do not have to be rolled off by exact roll.