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.

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.
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 replaces 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.

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.

Alexbrands.com
A Member of the Alex Brands® Family
4260 S. Haggerty Road, Canton, MI 48188, USA

#0X5737L
© 2000 kravitz all rights reserved made in China. logos, graphics and packaging are © (TM) IDEAL
**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 to the points on the game board to your home table (your inner table) and "bear them in" on the opposite side of 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 usually colored to help in determining who has the first move, ties are rolled. The player with the higher roll begins 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, the player wants to move his stone to the point number by using the upper numbers of the dice. When moving across the board, the player should be careful not to land on the same number as his opponent. The player should try to move to a point where the opponent's stones will be blocked or hit. The player should also try to use the upper number of the dice to move as many stones as possible. The player should also try to keep his stones safe from being hit by his opponent.

**DUBLING:** The doubling cube (the die w/numbers) changes winners' scores dramatically, therefore, games are played to 5 or 50 or more points. At the beginning of the game the doubling die is neutral and is placed "face up" on the 30. At any time during the game a player can turn it so that 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 piece stays on his home table. 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 accept to choose or forfeit. This scenario may continue indefinitely but there are usually not more than four or five in any game.

**CHECKERS**

**PLAYERS:** 2

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

**OBJECT:** Capture all your 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 his tokens in the squares on the board. Each player places 2 tokens per color on the white 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 cannot capture with an opponent's token to a vacant spot on the board, the player may move his tokens on the board, but the player may not take a turn if there is no empty space opposite the captured token. This does not count as a 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:** Lefts 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 then positioned so that each player has his home square on his left. The rooks are positioned on the two corner squares of each player's side and the pawn on the two interior squares of each player's side. The king is placed on the center square on each side.

**GAME PLAY:** The pawns can only move forward. For the first move the player makes the kings move one square to the right or left. If the opponent occupies both squares, the player's king will move in front of the opponent's piece and the opponent's king will move back. The player's king can then move in any direction along the rank or file to an empty square or take any pieces in front of him on the same rank or file.

**WINNER:** The player who makes all of his opponent's pieces capture their opponent on the opposite side of the game board.

**ELIMINATION**

**PLAYERS:** 1-2

**EQUIPMENT:** 10 marbles, pair of dice

**GAME PLAY:** Place a marble on each of the ten squares. 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 and the #3 circle or the #4 circle (the sum of the two dice). At least one marble must be removed after each roll to continue. Remove all the pieces to win.

**HYSTERIA**

**PLAYERS:** 4-8

**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 circles #7 through #10. Circles #6 & 9 will be left empty. Players will roll the dice at a time (forward only), and by moving marbles forward, players try to get their marbles to the opposite end of the game board. If the player is successful, a Finished game board will have marbles in opposite positions of the starting game board.