

Strategy

Use the two rear pieces as a blockade to stall the players behind you while your other two pieces advance in front. You have to know when to switch strategies, however. As long as you maintain the blockade, you are playing with only half your pieces. A good time to break a blockade is when you get a roll that moves a piece to a Safety Point. When rolling the dice, the magic numbers are 5, 7 and 12, the number of spaces between Safety Points.

Variations

In *Two-Person Pachisi*, each player controls two sets of playing pieces, located in Start Squares opposite each other. Play continues until one player gets on set of pieces HOME. A good strategy in Two-Person Pachisi is to play one set of pieces offensively and the other defensively, a kind of kamikaze Pachisi that sacrifices one set in long, bitter blockades so that the other can race HOME.

Partnership Pachisi is played with four people, but is like the two-person version in that the two players opposite each other work together to capture opponents and build blockades. This works especially well if you keep score instead of giving bonus moves. The winner is the team with the most points after one set of playing pieces gets HOME.



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5-in-1 Wooden Game Set

Instructions for:

- ★ Chess
- ★ Checkers
- ★ Backgammon
- ★ Chinese Checkers
- ★ Pachisi



How to Play Backgammon

Objective

The object of the game is for a player to move all of his checkers into his own home board and then bear them off. The first player to bear off all of his checkers wins the game.

Setup

Backgammon is a game for two players, played on a board consisting of twenty-four narrow triangles called points. The triangles alternate in color and are grouped into four quadrants of six triangles each. The quadrants are referred to as a player's home board and outer board, and the opponent's home board and outer board. The home and outer boards are separated from each other by a ridge down the center of the board called the bar.

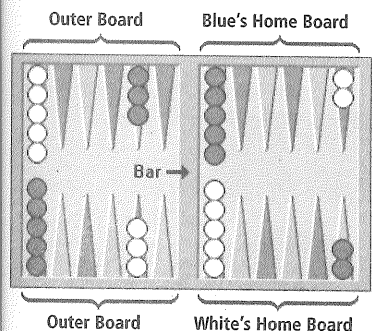


Figure 1.
A board with the checkers in their initial position.

An alternate arrangement is the reverse of the one shown here, with the home board on the left and the outer board on the right.

The points are numbered for either player starting in that player's home board. The outermost point is the twenty-four point, which is also the opponent's one point. Each player has fifteen checkers of his own color. The initial arrangement of checkers is: two on each player's twenty-four point, five on each player's thirteen point, three on each player's eight point, and five on each player's six point.

Players share the set of dice. A doubling cube, with the numerals 2, 4, 8, 16, 32, and 64 on its faces, is used to keep track of the current stake of the game.

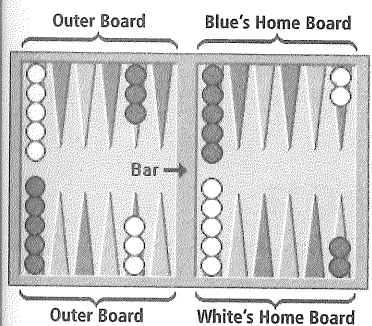


Figure 2.
Direction of movement of White's checkers. Blue's checkers move in the opposite direction.

Playing the Game

To start the game, each player throws a single die. This determines both the player to go first and the numbers to be played. If equal numbers come up, then both players roll again until they roll different numbers. The player throwing the higher number now moves his checkers according to the numbers showing on both dice. After the first roll, the players throw two dice and alternate turns. The roll of the dice indicates how many points, or pips, the player is to move his checkers. The checkers are always moved forward, to a lower-numbered point. The following rules apply:

A checker may be moved only to an open point, one that is not occupied by two or more opposing checkers.

The numbers on the two dice constitute separate moves. For example, if a player rolls 5 and 3, he may move one checker five spaces to an open point and another checker three spaces to an open point, or he may move the one checker a total of eight spaces to an open point, but only if the intermediate point (either three or five spaces from the starting point) is also open.

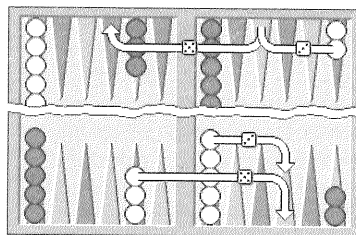


Figure 3.
Two ways that White can play a roll of

A player who rolls doubles plays the numbers shown on the dice twice. A roll of 6 and 6 means that the player has four sixes to use, and he may move any combination of checkers he feels appropriate to complete this requirement.

A player must use both numbers of a roll if this is legally possible (or all four numbers of a double). When only one number can be played, the player must play that number. Or if either number can be played but not both, the player must play the larger one. When neither number can be used, the player loses his turn. In the case of doubles, when all four numbers cannot be played, the player must play as many numbers as he can.

Hitting and Entering

A point occupied by a single checker of either color is called a blot. If an opposing checker lands on a blot, the blot is hit and placed on the bar.

Any time a player has one or more checkers on the bar, his first obligation is to enter those checker(s) into the opposing home board. A checker is entered by moving it to an open point corresponding to one of the numbers on the rolled dice.

For example, if a player rolls 4 and 6, he may enter a checker onto either the opponent's four point or six point, so long as the prospective point is not occupied by two or more of the opponent's checkers.

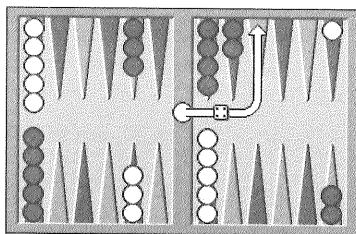


Figure 4.
If White rolls with a checker on the bar, he must enter the checker onto Blue's four point since Blue's six point is not open.

If neither of the points is open, the player loses his turn. If a player is able to enter some but not all of his checkers, he must enter as many as he can and then forfeit the remainder of his turn. After the last of a player's checkers has been entered, any unused numbers on the dice must be played, by moving either the checker that was entered or a different checker.

Bearing Off

Once a player has moved all of his fifteen checkers into his home board, he may commence bearing off. A player bears off a checker by rolling a number that corresponds to the point on which the checker resides, and then removing that checker from the board. Thus, rolling a 6 permits the player to remove a checker from the six point. If there is no checker on the point indicated by the roll, the player must make a legal move using a checker on a higher-numbered point. If there are no checkers on higher-numbered points, the player is permitted (and required) to remove a checker from the highest point on which one of his checkers resides. A player is under no obligation to bear off if he can make an otherwise legal move.

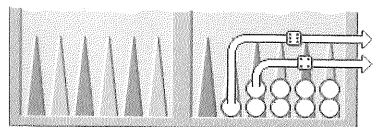


Figure 5. White rolls 6 and 2 and bears off two checkers.

A player must have all of his active checkers in his home board in order to bear off. If a checker is hit during the bear-off process, the player must bring that checker back to his home board before continuing to bear off. The first player to bear off all fifteen checkers wins the game.

Doubling

Backgammon is played for an agreed stake per point. Each game starts at one point. During the course of the game, a player who feels he has a sufficient advantage may propose doubling the stakes. He may do this only at the start of his own turn and before he has rolled the dice.

A player who is offered a double may refuse, in which case he concedes the game and pays one point. Otherwise, he must accept the double and play on for the new higher stakes. A player who accepts a double becomes the owner of the cube and only he may make the next double.

Subsequent doubles in the same game are called redoubles. If a player refuses a redouble, he must pay the number of points that were at stake prior to the redouble. Otherwise, he becomes the new owner of the cube and the game continues at twice the previous stakes. There is no limit to the number of redoubles in a game.

Gammons and Backgammons

At the end of the game, if the losing player has borne off at least one checker, he loses only the value showing on the doubling cube (one point, if there have been no doubles). However, if the loser has not borne off any of his checkers, he is gammoned and loses twice the value of the doubling cube. Or, worse, if the loser has not borne off any of his checkers and still has a checker on the bar or in the winner's home board, he is backgammoned and loses three times the value of the doubling cube.

Optional Rules

The following optional rules are in widespread use.

Automatic doubles.

If identical numbers are thrown on the first roll, the stakes are doubled. The doubling cube is turned to 2 and remains in the middle. Players usually agree to limit the number of automatic doubles to one per game.

Beavers.

When a player is doubled, he may immediately redouble (beaver) while retaining possession of the cube. The original doubler has the option of accepting or refusing as with a normal double.

The Jacoby Rule.

Gammons and backgammons count only as a single game if neither player has offered a double during the course of the game. This rule speeds up play by eliminating situations where a player avoids doubling so he can play on for a gammon.

Irregularities

The dice must be rolled together and land flat on the surface of the right-hand section of the board. The player must reroll both dice if a die lands outside the right-hand board, or lands on a checker, or does not land flat.

A turn is completed when the player picks up his dice. If the play is incomplete or otherwise illegal, the opponent has the option of accepting the play as made or of requiring the player to make a legal play. A play is deemed to have been accepted as made when the opponent rolls his dice or offers a double to start his own turn.

If a player rolls before his opponent has completed his turn by picking up the dice, the player's roll is voided. This rule is generally waived any time a play is forced or when there is no further contact between the opposing forces.

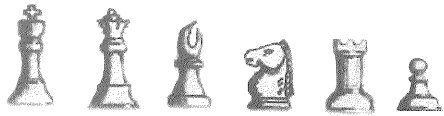
HOW TO PLAY CHESS

Objective

The object of Chess is to capture the opponent's King.

The game of chess is the oldest of games and is the most fascinating and popular of all games. There is no element of chance and players find new and interesting moves with each game.

Chess is played with thirty-two men, each player having sixteen men of opposite colors, designed as below:



Each player has one King, one Queen, two Bishops, two Knights, two Rooks and eight Pawns. Game is played on a checkered board, divided into 64 squares in two colors.

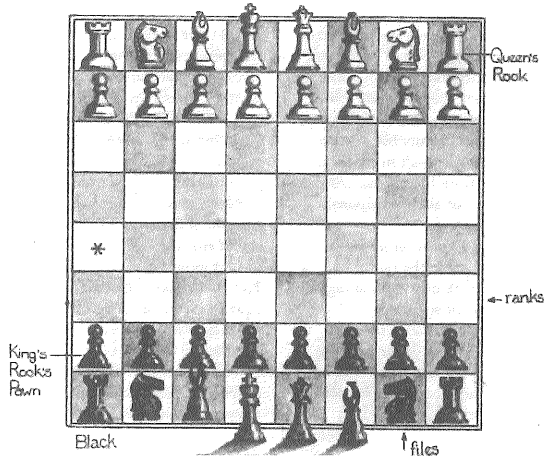
The following symbols are used to represent different pieces and assist players in following diagrams and to read chess problems in magazines and newspaper chess columns.

	White King		Black King
	Queen		Queen
	Bishop		Bishop
	Knight		Knight
	Rook		Rook
	Pawn		Pawn

Set Up

Place chess board between players, so that each player has a white square at the right hand corner of the board. At the start of a game, men are arranged as shown in diagram No. 1. The player of the white pieces moves first to start the game.

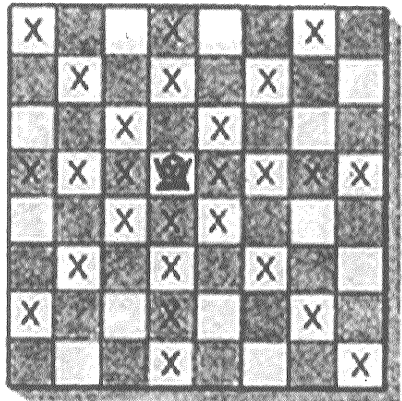
Diagram 1



The Pieces

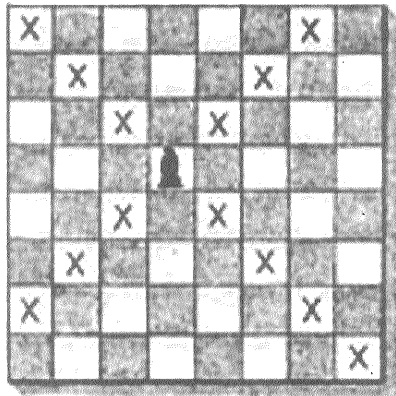
The King can be moved to any square adjoining the square he occupies, and captures in the same manner any unprotected opposing man.

Diagram 2



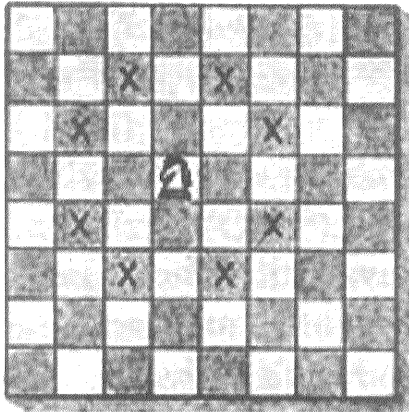
The Queen is the most powerful piece on the board and moves and captures on the rank, the file and the diagonal in any direction and over any distance over unoccupied squares. In the above diagram (No. 2) the spaces marked with a star indicates the squares to which the Queen may move.

Diagram 3



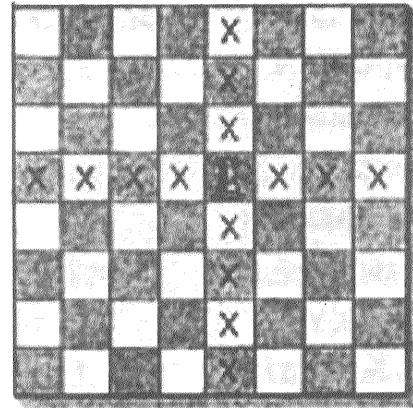
The *Bishop* moves and captures diagonally in any direction over unoccupied squares. In the above diagram (No. 3) the spaces marked with a star indicate the squares to which the Bishop may move.

Diagram 4



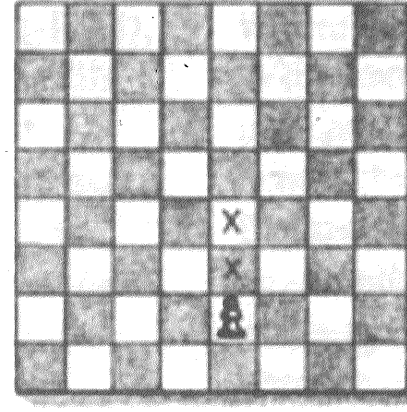
The *Knight* moves in small L-shaped jumps. It moves and captures in any direction by a movement combining the moves of the Rook and the Bishop, that is, it moves one square, which final square must not adjoin the square from which the Knight is moved, such movement constituting one move. Thus it will be seen that the Knight moves to the farthest corner of a rectangle composed of six squares, and always moves to a square of the opposite color to the one on which it started. Thus a Knight can attack any other piece except a Knight without being threatened by that piece. In the above diagram (No. 4) the spaces marked with a star indicate the squares to which the Knight may move.

Diagram 5



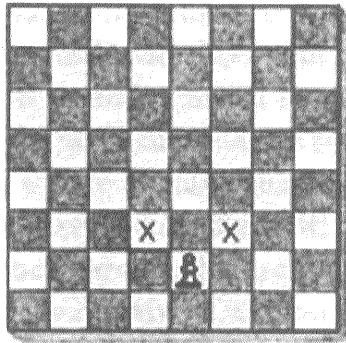
The *Rook* (or *Castle*) is the next most powerful piece and moves and captures on the rank and file only, over unoccupied squares. In the above diagram (No. 5) the spaces marked with a star indicate the squares to which the Rook may move.

Diagram 6



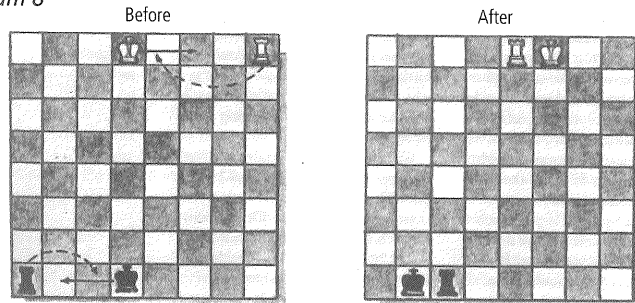
The *Pawn* moves forward only, and excepting for its first move, only one square at a time. Each Pawn, for its first move, has the privilege of moving two squares (No. 6), at the option of the player. The Pawn is the only man that does not capture as it moves. It captures on either of the two diagonal squares adjoining it in front (No. 7). Each Pawn that is moved to a square on the eighth rank must be exchanged for a Queen, Rook, Bishop or Knight of the same color without regard to the number of such pieces already on the board

Diagram 7



Pawn Capture

Diagram 8



Castling With the King's Rook (lower left on each board) and the Queen's Rook (upper right)

Castling Each player has the privilege of castling once in the game (No. 8). Castling is the moving of the King two squares to his right or left toward the Rook and 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 alight on a square commanded by a hostile man.
3. Neither King nor Rook must have been previously moved.
4. No piece must intervene between the King and the Rook.

ENDING THE GAME

A. Check

The King is in check when he is attacked by the opponent's piece or pawn. His capture is not permissible. Player making check must say "check" when he is attacking opponent's King. Opponent must do one of three things.

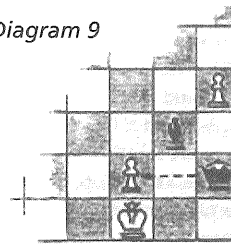
1. The King must move out of check.
2. The hostile piece that checks must be captured.
3. A piece or pawn must be placed between the King and attacking piece.

As the object of the game is the capture of the opponent's King, the game is lost if none of the three things can be done. The "check" then turns into a "checkmate".

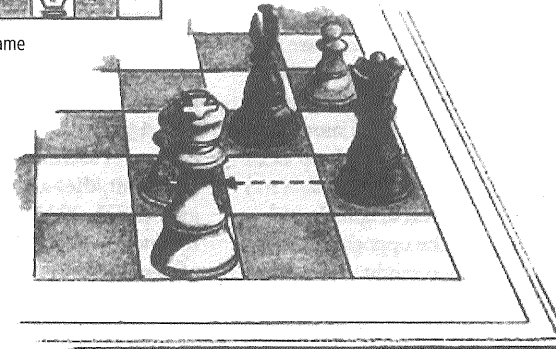
B. Checkmate

This means the King is dead. When the King is checked and cannot move out of check, interposing one of his own pieces or pawns or capturing the hostile piece, then he is in checkmate and the game is over (No. 9).

Diagram 9



End Game



Checkmate

How to Play Checkers

Objective

To be the first player to "take" (capture and remove) his or her opponent's pieces, or to confine them so that the opponent is unable to make any more moves.

BOARD: The game is played on a board made of wood, plastic or cardboard in square. It is divided into 64 squares, eight along each side. The squares are alternately a light and dark color. Play is confined to squares of only one color – usually the darker color.

PIECES: Each player has a set of 12 pieces.

(OBJECTIVE: A player aims to take all his opponent's pieces or to position his own pieces so that his opponent is unable to make any move.)

Setup

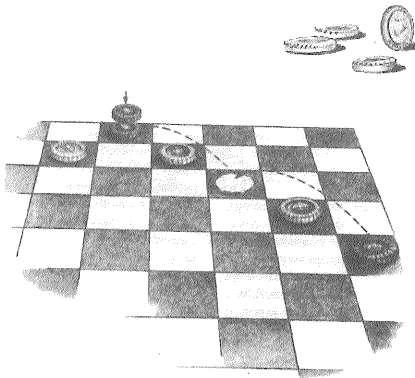
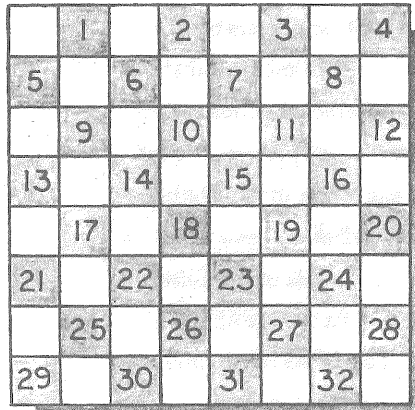
The players sit facing each other. To start playing, each player positions his pieces on the playing squares in the three rows of the board nearest him. The player with the darker pieces always makes the first move in a game. Place the board so that each player has the single corner (4 or 29) on the left and the double corner (5, 1 or 28, 32). The two rows between opponents (squares 13 through 20) are vacant.

Playing the Game

A player may make only one move at a turn. As play is confined to squares of only one color, all moves are diagonal. Individual pieces or "Men" may only be moved forward (A). If the opposing player's piece is next to yours, with an empty square on the other side, you can "take" that playing piece by jumping over it, and removing it from the board. If a player reaches the opposite edge of the board with one of his men, then the other player must "crown" or "double" that playing piece. This is done by turning the piece over, or by stacking a second playing piece (one that has been "taken") on the first. Double pieces or "Kings" may be moved either forward or backward (B). A piece may only be moved into a square that is vacant. Jumping more than one of your opponent's men is allowed during your turn.

TOUCH AND MOVE: Except when he has given notice of his intention to arrange pieces properly in their square, a player whose turn it is must, when possible, make his move with the first piece that he touches. If he first touches an unplayable piece, he is cautioned for a first offense and forfeits the game for a second offense.

TIME LIMIT FOR MOVES: If a player fails to make a move within five minutes, an appointed timekeeper shall call "time". The player must then move within one minute, or forfeit the game through improper delay.



Multiple Leaps to King's Row

How to Play Chinese Checkers

Objective

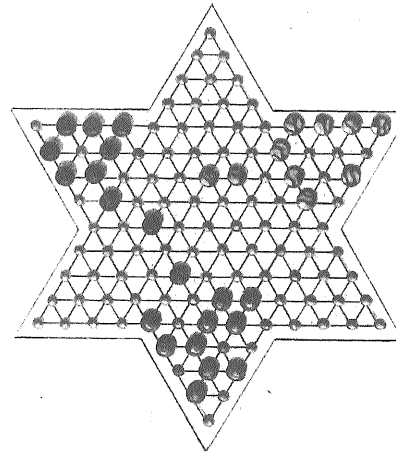
To move all 10 pieces into the point of the star directly opposite. (With three people, each player moves their pieces to the point on the right, as illustrated below.)

The game is played on a six-pointed star; each point colored to hold 10 matching playing pieces. Pieces are played on the intersections of the lines.

Setup

Chinese Checkers can be played by two, three, four or six players (never five).

Players set the playing pieces in the matching point of the star. Even numbers of players choose colors that are across the board from each other. When three play, the occupied points of the star alternate with the vacant points.



Playing the Game

Players decide who goes first, then take turns. The turns pass clockwise around the board, each player moving one piece in a turn. A piece can be moved in any direction, forward or backward, along any line, to the next adjacent vacant point.

If the adjacent point is occupied (by one of the player's own pieces or by an opponent's) and the point beyond it is vacant, a piece may jump, as in Checkers. (There are no captures in this game.) If the marbles are positioned appropriately a piece can make multiple leaps in one turn. A piece cannot, however, move one point and then jump.

The first player to get all 10 marbles to the point directly across the board wins. The others keep playing until all the players occupy their new territory.

Strategy: Establish ladders from your side of the board to the target territory, so that the marbles can make extended multiple jumps, moving as far as possible in a single turn (See above). Similarly, block any ladders your opponent tries to build.

Variations

Allowing long leaps opens up new tactical possibilities. A piece can jump any other piece that is in line with it, provided the jumper can land an equal distance on the other side, with nothing but the jumped piece in between. Multiple long jumps are not allowed.

For an interesting tournament, line up Chess, Checkers and Chinese Checkers side by side (the Chinese Checkers set up for two players). Players make a move on each board in turn, playing three games simultaneously. The similarities and differences between the three will flex your mind to the limit.

How to Play Pachisi

Objective

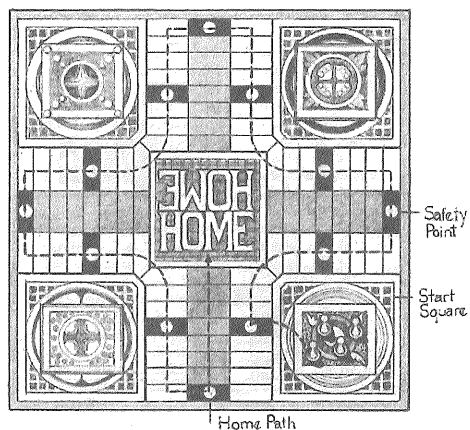
To move all four pieces around the board's outside track and up the Home Path to HOME; the first player to get all four pieces HOME wins.

- Number of players: two, three and four players; more can play as teams
- Complexity: children who can count can play; in its sophisticated form, it involves enough tactics to keep even Chess lovers engaged
- Duration: a game lasts an hour or so; if you keep score, it can go all night)

Setup

Pachisi starts with each player's pieces within their like-colored Start Square.

The Board: A cross-shaped arrangement of spaces, each arm being three squares wide and eight squares long. The arms converge at a large central square called HOME. The middle row of squares leading to the center is the Home Path. The two outer rows of squares around which the playing pieces move in a counterclockwise direction, as indicated in the illustration. Twelve squares in this outer track—three on each arm of the cross—are specially marked Safety Points, representing castles where pieces are safe from attack and capture. The Safety Point to the left of the Start Square is the gate through which each playing piece begins its journey around the board.



Playing the Game

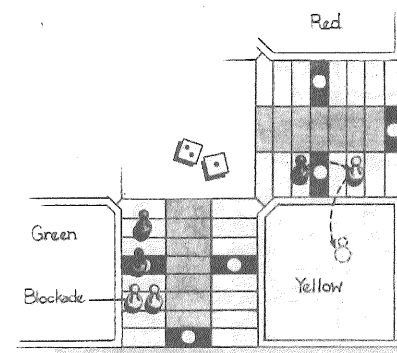
To decide who goes first, players take turns throwing one die. The person with the lowest number begins, then play continues clockwise around the board. The first player rolls the dice. If the player throws a 5, they move a piece out of the Start Square and onto the Safety Point to the left. Each player must roll a 5 (2-3, 4-1, 5-5) before they can move a playing piece onto the track. If the player rolls a double 5, they can move two playing pieces onto the track or they can move one piece out, then advance it, counter clockwise, five spaces. If the first player does not roll a 5, they pass the dice to the left. Players take turns rolling the dice, using the count to move pieces out of their Start Squares and/or to move counterclockwise around the outside track.

At every turn, players decide which of their four playing pieces to move and how to count the dice. The dice can be added together to move one piece forward or counted individually to advance two pieces. For instance, a player who throws a 4 and a 3 can move one piece seven spaces or he can split the roll, advancing one piece three spaces and another piece four spaces. A player can also use the count from one die and simply ignore the other. Every time a player throws a 5, they can move another piece out of the Start Square.

When a player throws doubles, they take an extra turn. Also, if a player's pieces are all out of the Start Square and on the track, they count both the top and bottom spots on double dice. For example, double 5's are counted as 5-5-2-2 (don't bother with a calculator; the top and bottom spots on a die always add up to 7, so 2 die double rolls always totals 14). The player can move one piece 14 spaces, play the four numbers separately or use them in combination. For instance, a player who throws double 5's (5-5-2-2) can move one piece five spaces, another seven spaces and another two spaces. The entire count must be used, however. If not, the player forfeits the roll.

There is a penalty in Pachisi for too much luck. If a player throws three sets of doubles in a row, they may not move any piece forward on the third throw, and the piece closest to HOME has to go back to the player's Start Square. Remember: if you throw doubles once you have a playing piece back in the Start Square, you count only the top spots on the dice.

If a playing piece lands on a space occupied by an opponent, the opponent is captured. For instance, in the game illustrated, Red rolls 3 and moves to the same square as Yellow; Red captures the yellow piece, sending it back to its Start Square. (Captures are not compulsory.) The capture earns the red player a 20-space bonus that he can use to move any red piece forward. A bonus cannot be split between two playing pieces. The bonus must be used by one piece or it is forfeited. (In the example illustrated, the lead Red is only 11 spaces from HOME, and the other two Reds are trapped behind a Yellow blockade, so the bonus is forfeited.)



Multiple captures are particularly rewarding.

For instance, the red player may roll 3-6, thereby capturing a blue piece three spaces ahead and a yellow piece six spaces ahead, sending them both back to their Start Squares, clearing the path and earning two 20-space bonuses in the process. The whole roll is nullified, however, if all the red playing pieces are less than 20 spaces from HOME. Remember: Use each 20-space bonus in its entirety or forfeit it.

On a Safety Point, a playing piece cannot be captured. If a Safety Point is already occupied, a piece of the same color can join it, but an opponent cannot land there. There is one exception. A piece moving out of the Start Square has the right of way. If the Safety Point to the left of the Start Square is occupied by an opponent, the emerging piece sends the occupying piece back to its own Start Square and earns the usual 20 spaces for a capture.

Two playing pieces of the same color occupying a single space constitute a blockade. The two pieces are safe from capture, and no other piece, even of the same color as the blockade, can pass. If all their pieces are trapped behind a blockade, a player cannot move in that turn. A blockade mounted on a Safety Point to the left of the Start Square traps an opponent's pieces inside. A blockade is a temporary device; the two pieces cannot be moved together even when doubles are thrown. A piece can be moved out of a blockade, however, and another moved into it on the same roll, re-creating a blockade in exactly the same place.

When a piece has made an almost complete circuit of the board, it moves up its HOME Path. If the other pieces need help, a player can choose not to take the piece HOME, but to move it around the board again, capturing and blockading along the way. A playing piece on the HOME Path cannot be captured. Some players also impose a no-passing house rule: a playing piece cannot pass another on the HOME Path unless it gets HOME on that move. Pieces can enter HOME only on an exact count (either die or the sum of the two). Every time a player gets a piece HOME, they earn a 10-space bonus. They can use the bonus to advance another piece, but it cannot be split. If no piece can be moved 10 spaces, the player forfeits the bonus.

Scoring

In traditional Pachisi, there is no score; the first player to get all four pieces HOME wins. Instead of earning bonus spaces for captures and arriving HOME, however, you can earn bonus points: a capture scores 20 points; HOME scores 10 points. The game ends when one player gets all his playing pieces HOME, but the player with the most points wins. This transforms the game from a race to a chase, where captures are more important than heading HOME and several circuits around the board are not unusual.

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