

Family 7-Game Set

Chess Instructions

For 2 Players / AGES 8 to Adult

CONTENTS

Wood Double-sided Gameboard (the same board is used for Checkers), 32 Chess Pieces

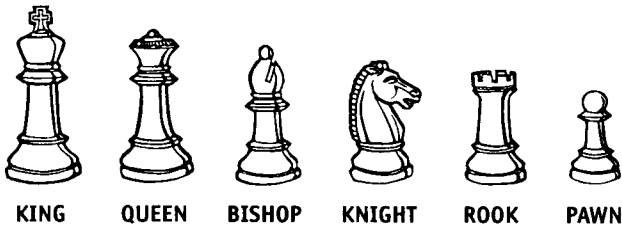
OBJECT

Force your opponent into Checkmate, by forcing his or her King into a position where it cannot move without being captured.

GAME SETUP

Chessboard terms: The vertical columns running from one player to the other are called *files*. The horizontal rows are called *ranks*. Diagonal lines are called *diagonals*.

Playing pieces: The playing pieces are as shown below:



Sit at the chessboard so that the light-colored square is at the bottom right corner for each player. Set up the light-colored playing pieces on the first rank from left to right as follows: Rook, Knight, Bishop, Queen, King, Bishop, Knight, and Rook. Then set up all of the light-colored pawns on the second rank, directly in front of the first-rank pieces. Then set up the dark-colored playing pieces the same way.

HOW TO PLAY

The light-colored pieces always play first. On your turn, move one of your playing pieces according to the movement rules. Your turn is then over. Play continues as players alternate turns.

How Each Piece Moves

Only one playing piece may be moved on a turn, except when castling (see CASTLING). Except for the Knight, all playing pieces must move in a straight path. Playing pieces can move as follows:

The King may move one square in any direction, but never to a square that is attacked by an opponent's playing piece (a square to which an opponent's playing piece can move).

The Queen can move as far as you wish, in any unblocked direction (horizontally, vertically or diagonally).

The Bishop may move as far as you wish in any unblocked diagonal direction. The Bishop must remain on the same color square as it started the game on.

The Knight is the only piece that can move in two different directions, and can jump over another piece. The Knight can move one square forward or backward, then 2 squares left or right; or it can move 2 squares forward or backward, then one

square to the left or right. The Knight's move looks like an "L", and always lands the Knight on a square of the opposite color from which it started.

The Rook may move as far as you wish any unblocked horizontal or vertical direction.

A *Pawn* must move straight ahead, one square at a time. There are two exceptions to this rule: 1) the first time a pawn moves, it may move forward one or two squares; and 2) to capture a piece, a pawn must move one square *diagonally* ahead. Pawns can also capture in a special way, called en passant. See CAPTURING A PIECE, below.

Once a pawn reaches the last rank on the opposite side of the board, it may be converted into any other playing piece except a King. Once converted, it takes on the movement capabilities of that piece. There is no limit to the number of pawns that can be converted during a game.

Capturing a Piece

Any time a playing piece ends its move on an opponent's playing piece, it captures that piece.

Capturing en passant: In this special rule, a pawn can be captured after taking a double-square move. If the pawn lands on a square with an opposing pawn adjacent to it, the opposing pawn may, on its next turn, move onto the square passed over by the first pawn, to capture it. If the opposing pawn does not take advantage of the en passant rule on its next turn, the first is safe from any future en passant capture.

Castling

This is a special move that allows both the King and the Rook to move on your same turn. It helps the Rook protect the King when it might otherwise be stuck behind a wall of pawns.

Castling can only be done when:

- Neither the King nor the Rook has moved from its starting position;
- There is a clear path between the King and the Rook;
- The King cannot possibly be captured on its original square, the square it moves through, or the square on which it ends its move.

To castle, move the King 2 squares toward the Rook you are castling with. Then move that Rook to the square through which the King passed. After castling, the King and Rook occupy adjoining squares.

HOW TO WIN

To win the game, you must trap your opponent's King so that it cannot escape. In Chess, the King is never captured; instead, the player whose King is trapped simply concedes the game by saying, "Checkmate."

Checkers Instructions

For 2 Players / AGES 6 to Adult

CONTENTS

Wood Double-sided Gameboard (the same board is used for Chess),
24 Playing Pieces (the same pieces are used for Backgammon and
Pass Out)

OBJECT

Remove all of your opponent's checkers from the gameboard by
capturing them.

GAME SETUP

Take 12 checkers of the same color and place them on all of the
dark squares of the first three rows in front of you. Your
opponent does the same.

HOW TO PLAY

Choose a player to go first. On your turn, move any one of your
checkers by the movement rules described below. After you move
one checker, your turn is over. The game continues with players
alternating turns.

Movement Rules

- Always move your checker diagonally *forward*, toward your
opponent's side of the gameboard). *Note:* After a checker
becomes a "King," it can move diagonally forward *or* backward.

- Move your checker one space diagonally, to an open adjacent
square; or *jump* one or more checkers diagonally to an open
square adjacent to the checker you jumped. When you jump over
an opponent's checker, you *capture* it (see *Capturing an
Opponent's Checker*).
- If all squares adjacent to your checker are occupied, your
checker is *blocked* and cannot move.

Capturing an Opponent's Checker

If you jump an opponent's checker, you capture it. Remove it
from the gameboard and place it in front of you.

Becoming a "King"

As soon as one of your checkers reaches the first row on your
opponent's side of the gameboard, it becomes a King. Place
another checker of the same color on top of it. Now this double-
decker checker can move forward *or* backward on the gameboard.

HOW TO WIN

The first player to capture all opposing checkers from the
gameboard wins the game!

Chinese Checkers Instructions

For 2 to 6 Players / AGES 6 to Adult

CONTENTS

Wooden Double-sided Gameboard, 60 Pegs (10 pegs each of
six colors)

OBJECT

Be the first to move all your pegs across the board to occupy
the star point directly opposite your starting point.

GAME SETUP

Choose a set of 10 pegs of the same color and place them on
one of the star points. When 2 play, players take opposite
points; when 3 play, every other point, and so on.

HOW TO PLAY

Choose a player to go first. On your turn, move any one of
your pegs by the movement rules described below. After you
move one peg, your turn is over. The game continues with
players alternating turns.

Movement Rules

- You may move one hole in any direction, OR

- You may jump over your own or an opponent's peg, in any
direction, to a hole on the opposite side of the peg you
jumped. You may even jump a series of pegs on one turn, one
after the other, zig-zagging in any direction. A peg that has
been jumped is not removed from the board. All pegs remain
in play.
- Two pegs in a row form a block.
- As the game nears the end, players may not intentionally
remain in their starting star point to prevent an opponent
from finishing.

Partners

If there is an even number of players you may choose partners.
If one partner finishes first, he or she may use their turn to help
the unfinished partner move their pegs.

HOW TO WIN

The first player to move all of their pegs into the star point
directly across from their starting point wins!

Backgammon Instructions

For 2 Players / AGES 6 to Adult

CONTENTS

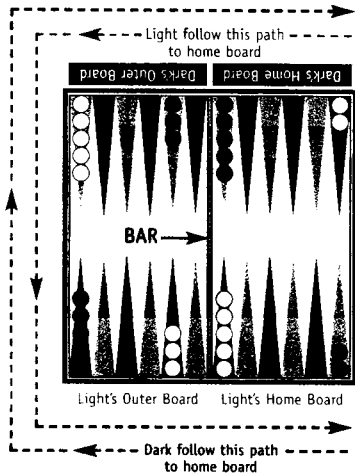
Wood Double-sided Gameboard, 30 Playing Pieces (the same pieces are used for Checkers and Pass Out), 2 Dice (the same dice are used for Pass Out)

OBJECT

Be the first player to move all of your playing pieces to your home board, and bear them off.

GAME SETUP

Each player takes 15 playing pieces of the same color. Place your playing pieces on the gameboard according to the diagram below.



The gameboard is made up of 24 triangles, called points. Your playing pieces begin the game on your home board. To win the game, you must move all of your playing pieces to the outer board, then "bear them off," or move them off the board. As you play, try to "hit" as many of your opponent's unprotected playing pieces as possible.

HOW TO PLAY

Each player rolls one die; highest roller goes first. First player moves his or her playing pieces according to the initial die roll. Play continues with each player alternating turns.

Moving Your Pieces

- Always move your playing pieces forward, toward the outer board.
- Your playing piece may land only on an open point — that is, a point not occupied by two or more of your opponent's pieces.
- You may move one playing piece the count of one die and another playing piece the count of the other die; or you may move one playing piece the full count of both dice, as long as the count of the first die moves your piece to an open point.
- Any number of matching-colored playing pieces can occupy the same point.
- *Doubles:* If you roll doubles, you must move twice the number on the dice: for example, if you roll two 3's, move a total of four 3's, using any combination of pieces.
- You must move the full count of the dice, if possible. When only one piece can be moved, you must move that piece. If your piece(s) can move by either but not both of the dice, your must move a piece by the larger count. If you cannot move at all, you lose your turn.

Hitting an Opponent's Piece

If one of your playing pieces lands on a point occupied by a single piece of your opponent's, place your opponent's piece on the bar. Your opponent must now re-enter that piece as soon as possible, onto the first open point of *your* home board. One or more playing pieces can be hit on a turn, either on the home board or the outer board.

Bearing Off

After you have moved all 15 of your playing pieces onto the home board, you may begin bearing them off (moving them off of the board). To do this, you must roll a number that matches the number of the point your piece occupies. If the die roll is higher than the point number, you may move a piece from the highest-numbered point.

If a playing piece is hit on the outer board, it must re-enter and travel to the outer board before any more playing pieces can bear off.

HOW TO WIN

The first player to move his or her playing pieces off of the board wins the game!

Cribbage Instructions

For 2 to 4 Players / AGES 6 to Adult

CONTENTS

Wooden Cribbage Board (part of the back of the Chinese Checkers board); Deck of Playing Cards; 2 Red, 2 Green and 2 Yellow Pegs

OBJECT

Be first to reach 121 points by counting combinations of cards during play, in hands and in the "Crib."

GAME SETUP

Two-player game: Each player picks a color and places 2 pegs in the starting positions on their tracks. The dealer deals 6 cards to each player. Each player looks at their hand and must then choose 2 cards to discard to the Crib.

Three-player game: Each player picks a color and places 2 pegs in the starting positions of 3 separate tracks. The dealer deals 5 cards to each player and one card to the Crib. Each player must then choose one card to discard to the Crib.

Four-player game: Opposite players are partners, and peg the same track. Each player picks a color and places 2 pegs in the starting positions on their tracks. The dealer deals 5 cards to each player. Each player must then choose one card to discard to the Crib.

The Crib

All cards discarded to the Crib are placed facedown together near the dealer. The Crib belongs to the dealer and is not used until the hand has been played. The remaining card deck is placed facedown next to the board.

The Starter

The player to the left of the dealer cuts the the remaining cards (removes part of the deck). The dealer turns up the top card of the lower portion and places it faceup on top of the whole deck. This faceup card is the Starter, and is not used while the hand is played. If the Starter is a Jack (called His Nobs), the dealer immediately scores 2 points (moves his or her peg ahead 2 holes on the track). This must be done before the dealer plays a card, or the 2 points cannot be scored.

Point Values of Cards

All face cards are worth 10 points; all other cards are worth their face values. Aces are worth 1 point.

HOW TO PLAY

The player to the left of the dealer plays a card by placing it in front of him or her and announcing its point value. Play continues clockwise, the next player playing a card and announcing the value of his or her card *plus the value of the previous player's card*. As each player plays a card, he or she announces the running total. The running total must never go over 31 points. If a player cannot play a card without going over 31, he or she says, "Go," instead of playing a card. The next player plays a card, if possible, or says, "Go," and so on, until a total of 31 are reached, then the count starts at zero again until all possible cards are played.

Scoring During Play

Keep score by jumping the pegs over one another the number of holes (points) you scored.

Scoring fifteens, pairs, triplets, fours and runs: A player scores points and pegs holes for reaching 15, and playing the last card in a pair, 3 of a kind, 4 of a kind. A player also scores for playing the last card in a run (3 or more cards in numerical sequence).

NOTE: A run does not necessarily have to be in order: for example, a run can be 7, 8, 9 or 8, 7, 9. Ace is always low.

- If the cards reach the count of 15, that player scores two points.
- Any player who completes a pair scores 2 points.
- Any player who completes 3 of a kind scores 6 points.
- Any player who completes 4 of a kind scores 12 points.
- Any player who completes a run scores one point for each card in the run.

Any player who reaches exactly 31 points scores 2 points. If no player reaches 31, the player closest to 31 scores 1 point. The last card played scores one point, unless it reaches exactly 31; then it scores 2 points. All cards *must* be played. Any player with leftover cards after the hand is completed must play them and score for them, if possible.

Scoring of Hands

Now each player in turn, starting with the player to the left of the dealer, scores points for his or her hand, *including the Starter card*. The dealer does this last, first scoring his hand including the Starter, then scoring the Crib in the same manner, again including the Starter.

Each player, in turn, makes as many scoring combinations as possible:

- Combinations of cards that add up to 15 score two points for each combination (i.e., any face card plus 5).
- Pairs are scored as they are during play.
- Runs are pegged as they are during play, with extra points for double, triple and quadruple runs.

Double, triple and quadruple runs: If a run includes a pair, it counts a double run, plus a pair. For example, a double run of four (5,6,7,8) scores 10: 8 for the double run (4 points for 5,6,7,8 and another 4 points for 5,6,7, second 8) plus 2 for the pair of 8's. By the same rule, a triple run, such as 4,4,4,5,6, scores 3 runs of three and 3 pairs, for a total score of 15; a quadruple run, such as 6,6,7,7,8, scores 4 runs of three plus 2 pairs, for a total score of 16.

- A flush (4 cards of the same suit) scores 4 points.
- Five cards of the same suit scores 5 points.
- A Jack of the same suit as the Starter scores one point.

HOW TO WIN

The first player or team to travel along their path plus one extra point (121 points) wins the game!

Mancala Instructions

For 2 Players / AGES 6 to Adult

CONTENTS

Wood Gameboard (part of the back of the Chinese Checkers board), 48 Plastic "Stones."

OBJECT

Have the most stones in your mancala after all of the stones on one side of the gameboard are captured.

GAME SETUP

Players sit opposite each other with the long sides of the gameboard facing them. The 6 small cups on your side of the gameboard belong to you; your large scoring cup (mancala) is to your right.

Each player takes 4 stones of every color, for a total of 24 pieces. Each player then places 4 stones in each of his or her 6 small cups.

HOW TO PLAY

Choose a player to go first. On your turn, pick up all of the stones from one of your cups. In a counter-clockwise direction,

place one piece into each cup, including your mancala, but not your opponent's mancala. After you do this and capture any stones (see below), your turn is over. The game continues with players alternating turns.

Capturing Your Opponent's Stones

If you place the last stone of your turn into an empty cup on your side of the board, you capture all of the pieces in the cup directly across from it on your opponent's side of the board. Take the captured stones and the capturing stone, and place them in your mancala.

HOW TO WIN

As soon as all the small cups on one side of the gameboard have been emptied, the game is over. The player with the most pieces in his or her mancala wins the game!

Pass Out Instructions

For 2 Players / AGES 6 to Adult

CONTENTS

Wood Gameboard (part of the back of the Chinese Checkers board)
2 Dice (the same dice are used for Backgammon), 30 Markers
(uses the same playing pieces as Checkers and Backgammon)

OBJECT

Be the player with the most markers on the board at the end of the game.

GAME SETUP

Both players take 15 markers each.

HOW TO PLAY

The player with the dark colored markers throw the dice first. The numbers as shown on the dice (either the individual number or the combination of the dice) are then covered on the board. When all 21 spaces on the board are covered, the game is over.

HOW TO WIN

The player with the most markers on the board at the end of the game wins!

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free). Canadian consumers, please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada J4G 1G2.

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