

10-in-1 Games Table

Game Rules

Checkers

Object of the game: To capture and remove the opponent's checkers from the game board.

Game Play: Checkers is a game for two (2) players. Each player selects a checker colour, then places their twelve (12) playing pieces on alternate squares of the first three (3) rows on the game board. Both players must place their checkers on the same coloured squares. Each player moves the checkers in turn. To remove the opponent's checker from the board, the player must jump that piece. To jump an opponents piece, the jumping checkers pass over the captured checker in a diagonal direction and must then land in a vacant square. All moves must be made in a diagonal fashion, and must always be moved to the same coloured square. Double and triple jumps may be made in the same sequence, as long as vacant squares exist in any forward diagonal direction. When a player's checker reaches the opponent's last row on the other side of the game board, this checker becomes a "King". It becomes a "King" by having another checker (of the same colour) placed on top of it. A "King" may move forward as well as backward on the game board in a diagonal direction.

Chinese Checkers

Object of the game: To gain control of the star point directly opposite the player. The game can be played by two (2) up to six (6) players.

Game Play: Each player selects a playing piece colour, then places ten (10) playing pieces into holes in the home base. Each player's home base is the star point that is directly in front of him or her. Each piece is moved by placing a playing piece in an adjacent hole or by jumping another playing piece. Only one (1) move may be made at a time, except when jumping, at that time any number of jumps can be made. This can include straight-line jumps or zigzag jumps. At no time are any playing pieces to be removed from the playing board. Eventually all playing pieces must be moved regardless as to whether a player wants to block another player's move. Players may jump their own playing pieces as well as their opponents.

Tic Tac Toe

Object of the game: To be the first player to get three (3) of their playing pieces in a row, either horizontally, vertically or diagonally.

Game Play: After the players select their colour (playing pieces) the game can begin. The first player to move places their playing piece on a vacant square on the game board. The players then take alternate turns until the game is finished.

Mancala

Object of the game: Each player attempts to collect as many playing pieces as possible before one of the players can clear their side of the game board of all pieces.

Board Set-Up: The game board is placed between the two players with the long sides facing them. The six-(6) cups nearest each player belongs to that player and the large scoring cup (or mancala) is to their right. Each player places four playing pieces in each of their 6(6) cups.

Game Play: Players alternate turns. On their turn, a player picks up all of the playing pieces from one cup on their side of the board. In a clockwise direction, including their mancala, the player drops one of the playing pieces into each of the next four-(4) cups. If the last piece is placed on an empty cup on that player's own side, he/she may take all of the playing pieces from the opponent's cup directly opposite that cup. All of the playing pieces captured, including the captured piece, are placed in the player's own mancala.

Solitaire

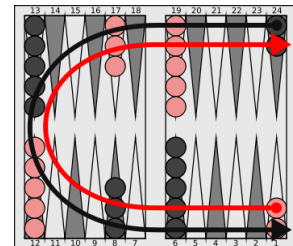
Object of the game: To remove all of the playing pieces from the game board except for a single playing piece. The single playing piece is to be left on the game board center.

Game Play: Game is to be played by one player. To begin the game, place all of the playing pieces on the game board – leaving the center space open. Playing pieces are to be moved by jumping over adjoining pieces into a vacant space. The playing piece that is jumped is removed from the game board. The playing pieces may only be moved vertically or horizontally, but never in a diagonal direction.

Backgammon

Object of the game: To be the first player to remove their playing pieces from the game board.

Board Set Up: Each player has fifteen (15) playing pieces, set up as shown in the image to right.



Game Play: Each player casts a single die to determine who has the first move. The highest roll between the two players goes first – with this initial throw of the dice being the first move of the game. Any doubles require another throw of the dice.

1. Moving playing pieces: numbers on both dice must be played if possible. The same playing piece may be moved for both numbers, however the two numbers cannot be added together and played as one move. Two different pieces may be moved instead according to the numbers shown on each individual die. There is no limit to the number of pieces that one player can have placed on a single point. A point with two or more pieces is blocked against an opponent, although it may be jumped. When a player cannot move because of blocked points, then they lose a turn.
If a player throws doubles on their dice, they can move four (4) playing pieces one move of the number shown on the dice, or two (2) playing pieces moving the two numbers shown on the dice, or one (1) playing piece four moves the number shown on the dice.
2. Hitting an opponents playing piece: A single playing piece is not protected and is open to be hit. If the player's dice allows the hitting of their opponent's piece, this piece is then sent to the center bar. This piece must start over and can only re-enter the board in the opponent's inner table and cannot enter on a blocked point. Two (2) or more playing pieces may be hit in one play.
3. Bearing off: When either player succeeds in moving all of their playing pieces in to their own inner table, they may start to bear off (remove pieces from the board). The player can remove these pieces from points that correspond to the number shown on the thrown dice. Players may either move their playing pieces or take them off the game board. When throwing a number that is higher than any point covered, a playing piece from the next highest point may be removed. A playing piece may not be removed if the point indicated is vacant and there is a playing piece on a higher counting point. If, while bearing off, a playing piece is hit, that piece must go back to the center bar and re-enter the game in the usual way. That playing piece must then travel all around the game board back to their own inner table before any more playing pieces can be removed from the game board.

Pass Out

Object of the Game: To be the player with the most markers on the board at the end of the game.

Game Play: Two (2) players need a pair of dice and fifteen (15) markers each. The player with the dark markers throws the dice first. The numbers as shown on the dice (either individual numbers or the combination of the two dice) are then covered on the board. When all twenty-one (21) spaces on the board are covered, the game is over.

Pachisi

Object of the Game: To be the first player to move all four (4) playing pieces from their entry point to their HOME.

Game Play: Each player selects four (4) playing pieces of the same colour and places them in the starting area (red enter, blue enter, etc...) The game board should be positioned so that each player's "enter" space sits at their right hand. Each player then rolls the dice and the highest number goes first. Play then continues on, passing to the left.

1. To enter a playing piece: A player may enter a playing piece only if they throw a total of five (5) with the two dice, or if one of the two dice shows a five (5). For every five (5) thrown, the player must enter a playing piece. If a double five is rolled, the player must enter two (2) playing pieces.
2. After a playing piece has entered: if one die shows a five (5) and the other die shows a different number, another playing piece is entered (using the 5), and a playing piece already on the board moves the number of spaces indicated by the other die. Once a playing piece has been entered, it can be moved the number of spaces that match the number shown on the dice. Should a player not be able to use the total shown on the dice, they may use the number shown on one of them. During the game, a playing may not have more than two (2) of his/her pieces playing the same spaces.
3. When all pieces are in play: If a player throws the dice and gets doubles, they may move any combination of his/her pieces the number of spaces indicated on the dice. One (1)-playing piece may use all the spaces, or the number may be divided by 4, 3 or 2. Any time a player rolls doubles, they are also allowed another turn.
4. Capturing an opponents playing piece: If in his/her turn, a player's piece lands (by exact count) on a space occupied by another player's playing piece, that opponent's piece is "captured" and sent back to their starting corner. It must then re-enter the board as noted above. The player that makes the capture may either throw the dice again, or move any one (1) of their playing pieces ten (10) spaces. When a playing piece is on its home path, it cannot be captured. No opponent may enter any home path except its' own. If two (2) playing pieces of the same colour rest on the same space anywhere on the board, then they cannot be passed by any player, regardless of colour. The player whose pieces are blocking the path may keep them there as long as they can move another playing piece. Once the "block" is broken, the two (2)-playing pieces may not travel together; they must be on different spaces at the end of the move. Should a "block" occupy an entry space, it will prevent any playing pieces from entering the path.
5. Going home: The home space may only be entered by an exact throw of the dice. For every playing piece moved into HOME, that player is given a bonus of ten (10) spaces, which must be used by only one (1) playing piece. If the ten (10) cannot be used, it is then forfeited. The first player to get all four (4) playing pieces HOME wins!

Snakes and Ladders

Number of players: 2 or more

Equipment: 1 marker per player. 1 die.

Players move around the board trying not to be "swallowed" by a snake, and also to be able to climb up a ladder. The first player to land on the 100 square via an exact roll wins.

Each player moves his marker according to the number indicated on the die. If the marker lands on a square at the foot of a ladder, the player may move the marker to the top of the ladder. If the marker lands on the head of a snake, then the marker slides down the snake all the way to the square at the snake's tail.

Chess

Object of the game: To force an opponent into Checkmate. Checkmate is accomplished by forcing the opponent's King into a position where it cannot move. Any move will, therefore, result in capture. A player may, at any time in the game, concede defeat if victory is deemed impossible.

Board Set Up: The game board is always placed for player with a light coloured square in the bottom right hand corner for each player. The vertical columns on the board that run from one player to the other are called files. The horizontal rows are called ranks. Diagonal lines across the gameboard are called diagonals. The White (or lighter colour) playing pieces are setup on the first rank from left to right as follows: Rook, Knight, Bishop, Queen, King, Bishop, Knight, and Rook. All of the white Pawns are then set up on the second rank, directly in front of the above listed pieces. The Black (or darker colour) playing pieces are set up opposite to exactly mirror the white playing pieces.



Game Play: The White pieces always play first. Only one (1) piece may be moved in a single turn, with the exception of castling (see description below).

1. **Playing Piece Moves:** With the exception of the Knight, all playing pieces move in a straight path. The Knight moves over or around other pieces. The King may move one square in any direction, however not into a square that is under threat from an opponents piece (meaning that an opponent piece can move into the square themselves). The Queen can move as far as desired in any UN-blocked direction. This includes moves in straight (vertical/horizontal) or diagonal directions. The Rook may move as far as desired in a horizontal or diagonal direction. The Bishop may move as far as desired in any diagonal direction. The Bishop remains on the same colour square that it started the game on. The Knight may move a distance of two (2) squares in one direction, then a further one (1) square at a right-angle in either direction. The Knight moves always resemble the letter L. The Knight may move around or over any piece in it's way.
2. **Castling:** This is a special move that allows the player to move two (2) pieces at the same time. The King and the Rook are the only pieces that are allowed to castle. The King moves two (2) squares to the left or to the right, and the Rook on that side moves directly to the the square next to the King on the opposite side. This move is only allowed if the King has not yet moved in the game, and has not been threatened in that game at any point. In addition, the move can only be made if the Rook on the castling side has not already moved in the game either. The three (3) squares between the King and the Rook must be vacant at the time of the move.
3. **Pawn Movement:** On the palyer's initial move of the game, they may move a single Pawn straight ahead either one (1) or two (2) squares into a vacant square. After this first move, all other moves of the Pawns are limited to one (1) square at a time. Unlike all other playing pieces, Pawns do not capture opponent's pieces in the direction that they normally move in. The Pawn may only capture when moving ahead diagonally one square. When a Pawn reaches the last rank on the opposing side of the board, it may be converted to any other playing piece of it's own colour (except for the King). The exact powers of that playing piece can be used immediately upon conversion. There is no limit to the number of Pawns that can be converted in a game. Since the strongest playing piece is the Queen, it is possible to have several Queens in play at the same time.

Draw: Any game that ends in a tie where no one player can win is called a Draw, or Stalemate.