



EU Declaration of Conformity

ENGLISH
XD Connects B.V. hereby declares that this product is in compliance with the essential requirements and other relevant provisions of Directive 2014/30/EU.
The complete Declaration of Conformity can be found at www.xdconnects.com > search on item number.

DEUTSCH
XD Connects B.V. erklärt hiermit, dass dieses Produkt die wesentlichen Anforderungen und andere relevante Bestimmungen der Richtlinie 2014/30/EU erfüllt. Die vollständige Konformitätserklärung finden Sie unter www.xdconnects.com > suchen Sie nach der Artikelnummer.

ESPAÑOL
Por la presente, XD Connects B.V. declara que el presente producto satisface los requisitos esenciales y demás disposiciones relevantes de la Directiva 2014/30/UE.
La Declaración de conformidad completa puede consultarse en www.xdconnects.com > busque por la referencia.

FRANÇAIS
XD Connects B.V. déclare par la présente que ce produit est conforme aux exigences fondamentales et autres clauses pertinentes de la directive 2014/30/UE. La Déclaration de conformité peut être consultée dans son intégralité sur www.xdconnects.com > rechercher le numéro de l'article.

ITALIANO
XD Connects B.V. dichiara che il prodotto è conforme ai requisiti essenziali e ad altre disposizioni pertinenti della direttiva 2014/30/UE.
La dichiarazione di conformità completa è disponibile all'indirizzo www.xdconnects.com > ricerca per numero di articolo.

NEDERLANDS
XD Connects B.V. verklaart hierbij dat dit product voldoet aan de essentiële vereisten en andere relevante voorschriften uit richtlijn 2014/30/EU.
De complete Verklaring van conformiteit is te vinden op www.xdconnects.com > waar u kunt zoeken op het itemnummer.

SVERIGE
XD Connects B.V. förklarar härmed att denna produkt är i överensstämmelse med de grundläggande kraven och andra relevanta bestämmelser i direktiv 2014/30/EU.
Den fullständiga försäkran om överensstämmelse finns på www.xdconnects.com > sök efter artikelnummer.

POLSKI
Firma XD Connects B.V. niniejszym deklaruje, że ten produkt jest zgodny z podstawowymi wymogami i innymi postanowieniami dyrektywy 2014/30/UE.
Pełną treść deklaracji zgodności można znaleźć w witrynie www.xdconnects.com, wyszukując numer artykułu.



DE: Achtung Nicht für Kinder unter 3 Jahren geeignet. Erstickungsgefahr wegen verschluckbarer Kleinteile! Bitte verwahren Sie diesen Hinweis für eine eventuelle Korrespondenz Benutzung unter Aufsicht von Erwachsenen.

GB: Warning! Not suitable for children under 3 years. Choking and Suffocation hazard Please keep this information for further reference

For use under adult supervision

NL: Waarschuwing! Niet geschikt voor kinderen jonger dan drie jaar. Verstikkingsgevaar door kleine stukken die kunnen worden ingeslikt! Bewaar deze instructie zodat u deze later nog kunt lezen. Gebruiken onder toezicht van volwassenen

IT: Avverterszal Non adatto a bambini di eta Inferiore a tre anni. Rischio di soffocamento per via di parti piccole ingeribili Si prega di conservare questa avvertenza per futuri riferimenti. Da usare sotto la sorveglianza di un adulto

ES: Advertencial No conviene para niños menores de tres años. Riesgo de asfoia por tragar piezas pequenas! Guarde esta indicación para futura referencia Utilicese bajo la vigilancia de un adulto

FR: Attention! Ne convient pas aux enfants de moins de trois ans. Risque d'asphyie

en avalant de petites pieces! Veuillez conserver cette consigne pour e'y terre ultérieurement. A utiliser sous la surveillance d'un adulte.

SW: Varning Ej för barn under 3 år Ionehaller smadelar som kan fastra i halsen och leda til kvävning. Behal denna informationen for framtida bruk. For anvandring endast under Overinseende av vuxna

xd connects

Lange Kleiweg 6,
2288 GK Rijswijk
The Netherlands
T: +31 (0) 70 319 99 00



BACKGAMMON

2 Players

Believed to have originated in Mesopotamia (today Iraq) about 5000 years ago, it is one of the oldest games in existence. Based on similar games which used the same board (like Senet and Mancala), the word Backgammon first appeared in print in England in 1645.

Rules for play

A backgammon board is made up of twenty-four triangles called 'points'. The board is divided into quarters: the Blue Player's home board and outer board and Black Player's home board and outer board. The home and outer boards are divided by a middle section called the 'bar'. Each player starts with 15 checkers which should be placed on the board as shown on the diagram. The youngest player plays first. They must roll two dice and move their counters depending on the values thrown.

Players take it in turns to roll the dice, moving their checkers from the other player's home board, in a horseshoe shape, to their own home board and eventually off the game board completely.

If a player rolls a 2 and a 6 with the dice, they can choose to move one checker across 8 points or move two checkers – one 2 points across and the other 6 points across. Players are allowed to keep any number of their checkers on a single point. If a player rolls doubles, that player can choose to move checkers across a number of points that total double the dice's combined value. (i.e. if a player rolls a double 5, then they can move their checkers across 20 points in total).

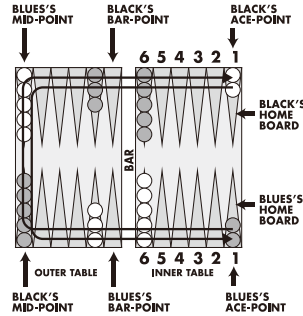
When moving the checkers, a player must move them to an open point. An open point is any point on the board that is either 1) not occupied by any checkers, 2) occupied by one or more of the player's own checkers or 3) occupied by only one of the opposite player's checkers. If a player is not able to move a checker to an open point, then they lose their turn.

If a point has only one checker on it, for example from the Blue Player, and the Black Player moves onto that point, the Black Player can move the Blue Player's checker to the bar in the middle of the board. This is known as making a 'hit'. On their next turn, Player A must move that checker back to the start (the other's player's ace-point). They cannot make any other moves until their checkers in the bar have been brought back into play by landing the checker on an open point.

Once a player has moved all their checkers into their home board, they can start to remove their checkers from the game board. This is known as 'bearing off'. Players must use the values of the dice to determine which point to remove checkers from. For example, if a player rolls a 5 and a 1, they can bear off two checkers that are on those points. If there are no checkers on the corresponding point, they must move a checker from the highest point that does have a checker on.

Winning the game

The first player to bear off all of their 15 checkers is the winner.



XD COLLECTION



FSC® Deluxe 3-in-1 boardgame in box



Copyright© XD P940.133

force a win, or by agreement (one side offering a draw, the other accepting).
A player wins by capturing all of the opponent's pieces, or by leaving the opponent with no legal move. The game ends in a draw if neither side can

Winning the game

piece jumps into the king's row, the current move terminates.
gaining the ability to move both forward and backward. To crown a piece and make it a king, place a previously captured piece on top. If a player's
If a player's piece moves into the king's row on the opposing player's side of the board, that piece is said to be crowned becoming a king and
forfeited (called huffing).
jumping is always mandatory: if a player has the option to jump, they must take it, even if it is to their disadvantage, otherwise that player's piece is
however, a player must make all available jumps in the sequence chosen.
sequence to make. The jumping sequence chosen is not required to be the one which maximises the number of jumps in that player's turn:

Multiple jumps are possible. If after one jump, another piece is immediately eligible to be jumped, even if it is in a different diagonal direction, it
must be jumped. If more than one multiple-jump move is available, the player may choose with which piece to jump, and which jumping option or
Any piece, whether crowned or not, may jump the opponent's king.

A jumped piece is considered 'captured' and removed from the game.
containing the opponent's piece.)
* A jump is a move from a square diagonally adjacent to an opponent's piece to
an empty square immediately beyond it. (Thus, jumping over the square

* A simple move consists of sliding a piece one square diagonally to an adjacent
crowned pieces (called kings) may move in any diagonal direction.
squares horizontally, vertically or
diagonally. It cannot jump over other
pieces.

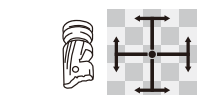
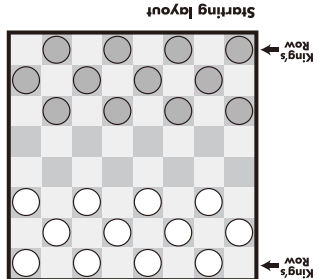
There are two different ways to make a move in draughts/checkers:
crownhead or king's row. The player with the darker-coloured pieces moves first.
Each player starts with twelve pieces on the dark squares of each of the three
rows closest to that player's side. The row closest to each player is called the
row closest to king's row. The player with the darker-coloured pieces moves first.

Rules for play
Each player starts with twelve pieces on the dark squares of each of the three
rows closest to that player's side. The row closest to each player is called the
row closest to king's row. The player with the darker-coloured pieces moves first.

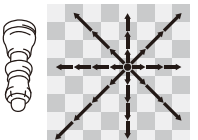
A board resembling a draughts/checkers board was found in Ur dating from 3000 BC. "Modern" draughts/checkers may have been invented in
the 12th century, probably in the south of France, when someone combined the rules and pieces of Alquerque - a strategy board game played
on a 5x5 grid, with the 8x8 grid of a common chessboard.

CHECKERS

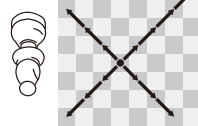
2 Players



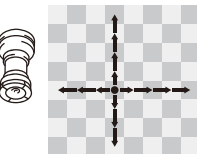
KNIGHTS – Move in an 'L' shape
two squares horizontally or vertically,
and then one square left or right.
They are the only pieces with the
ability to jump over others.



QUEEN – Can move any number of
squares horizontally, vertically or
diagonally. It cannot jump over other
pieces.



BISHOPS – Can move any number of
squares diagonally. They cannot jump
over other pieces.



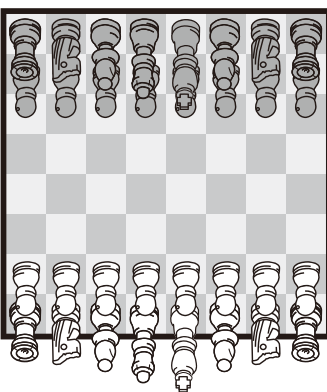
ROOKS – Can move any number
of squares horizontally or vertically.
They cannot jump over other pieces.



PAWNS – Can only move one
square forward per turn, except their
first when they can move two. They
are the only pieces which capture
differently from how they move. They
can capture other pieces diagonally to
their front left and right.

The white player (the player who uses the brighter set of pieces) makes the first move, also known as "opening".
Each piece in chess has its own individual moves.
The object of chess is to place your opponent's king piece in 'check'. This is when the piece is in direct threat of being taken by the
opponent. Check can be interrupted by blocking the attack with another piece, or by moving the king piece to safety. If a player
advances a pawn, all the way across the board, the game is over. Alternately, a draw may be
declared when both players feel a final checkmate is unlikely.
'checkmate' and the game is over. Alternately, a draw may be
declared when both players feel a final checkmate is unlikely.

Chessboard starting layout
The white player (the player who uses the brighter set of pieces) makes the first move, also known as "opening".
Each piece in chess has its own individual moves.



CHESS

2 Players