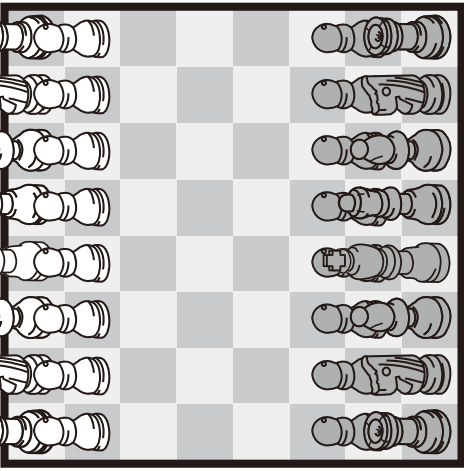


CHES

2 Players

Rules for play



Chessboard starting layout

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 pawn is then promoted to a queen, rook, knight or bishop. The choice is not restricted to previously captured pieces. It is therefore possible to have multiple queens and/or numerous rooks, knights or bishops in play.

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.

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 shown.

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 others 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 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.



DE: Achtung Nicht für Kinder unter 3 Jahren geeignet. Erstickungsgefahr wegen verschluckbarer Kleinteile! Bitte verwahren Sie diesen Hinweis für eine eventuelle Korrespondenz Benutzungsunter 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 bam under 3 ar lonehaller smadelar som kan fastra i halsen och leda til kvävning. Behal denna informationen for framtida bruk. For anvandring endast under Overinseende av vuxna

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1F, iCentrum, Holt Street,
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DOMINOES

2+ Players

Although Egyptian or Arabian origins are theorized by some, the book "Former Events in Mulin" written in the 13th century states that the game, called Pupai, was first sold by peddlers in China during the 12th century. In the early 18th century it made its way to Europe, making its first appearance in Italy.

Rules for play

Place all the dominoes face down on the table and mix them. Each player takes 5 dominoes.

Stand the pieces up with the dots facing you. Do not let the other players see your dominoes. The remaining dominoes become the draw pile.

Each domino is divided into two parts or ends, each containing a set of dots. A double domino contains matching ends (6-6, 5-5, etc.). The player who draws the highest double domino places it in the centre of the table to begin the game. Play then proceeds to the left. (If no double was drawn, all dominoes are returned to the draw pile, remixed and redrawn.)

The second player then tries to match one of his dominoes to either end or side of the double. For example, if the first domino played is a double five, the second player may add any one of his dominoes containing five dots on one end. The next player may play to the remaining double five or he may try to match the end of the second domino played. Blanks match other blanks. Only one domino may be played at each turn. Dominoes are placed lengthwise rather than at right angles, except in the case of a double as shown.

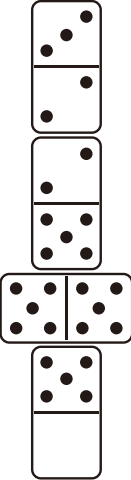
Players match ends of the dominoes but may play to either end or to either side of a double, thereby giving two new directions in which to place dominoes.

If a player cannot match the dots at any open end of a row, he must pick from the draw pile until he is able to play a domino. If he draws the last domino and still cannot play, he passes and then tries again on his next turn. A player must play a domino if he is able to do so.

Play continues until one player has used all of his dominoes or until no one can play.

Winning the game

If no further play can be made and all dominoes have been drawn, the player with no dominoes or with the least number of points (dots on his remaining dominoes) wins the round.



XD COLLECTION



FSC® 5 in 1 game set



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