

11-IN-1 GAMES

01. CHESS

Object of the Game:

To checkmate or trap the opponent's King.

Getting Prepared:

Each player has 16 pieces arranged on each end of the board as follows:

First Row - Rook, Knight, Bishop, Queen, King, Bishop, Knight, Rook.

Second Row - 8 Pawns.

The board has 64 squares, just like a checkerboard. Make sure it is placed so that a white square is always at the right hand of each player.

Note: Queen is always placed on a square of her own colour.



Let's Play:

1. White is always the first to move.
2. Players alternate turns, one move at a time.
3. If a player lands on an occupied square they capture the piece on the square, the captured piece is removed from the board.
4. Only the Knight can jump over other pieces.



King:

The King is the all-important piece. He moves exactly one square at a time in any direction - forward, backward, sideways or diagonally. The King can capture any enemy piece that is undefended, whereas he himself is not subject to capture. He must not at any time move into a "check" that is controlled by the opponent. The king must always stay at least one square away from the opposing King. Both Kings must always remain on the board.

Queen:

Like the King, the Queen can move forward, backward, sideways or diagonally in a straight line. She can move any number of squares, provided there is no obstructing piece in her path. She may capture an enemy piece by removing the captured piece and occupying the vacant square.

Rook:

The Rook is next in power to the Queen. It can move forward, backward, or sideways (but not diagonally) any number of squares in a straight line, provided there is no obstruction. The Rook captures by taking the space of the piece it is capturing. The Rook is also used in "castling".

Bishop:

The Bishop moves only diagonally, either forward or backward and any number of squares in a straight line, provided there is no obstruction. The Bishop captures on the diagonal.

Knight:

The Knight moves in a very special way: either forward two squares and then one square horizontally or one square forward and two squares horizontally (this move forms an "L"). The Knight is the only piece that can leap over obstructing pieces. The Knight captures in the same way as the other pieces. When a Knight leaves their square they always lands on a square of the opposite colour.

Pawn:

The Pawn moves forward only (never backward). On its first move it may go either one or two squares. After that it may move only one square at a time, capturing like the Bishop on a diagonal. When any Pawn arrives at the last square of the opposite side, the player may substitute for it any other piece except the King.

Castling:

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

Check:

The King is in check when he is attacked by one of the opponent's pieces. His capture is not permissible. Player making check must say "check" when attacking opponent's King. Now the 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 must be placed between King and attacking piece.

Checkmate:

This means the King has been captured. Because the object of the game is the capture of the opponent's King, the game is lost if none of the above three moves can be made. The "check" then turns into a "checkmate".

How to Win:

To achieve checkmate.

02. CHECKERS

Players: 2

Requirements:

12 x black checkers pieces and 12 x white checkers pieces.

Object of the Game:

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

Let's Play:

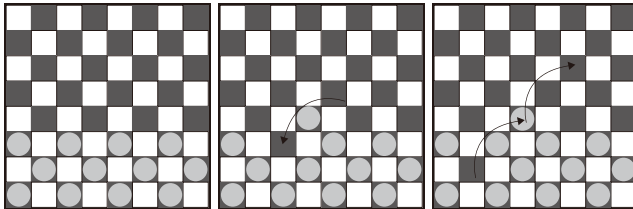
Each player gets 12 checkers of one colour and places them on alternate squares of the first three rows on their side of the board, both players must place their checkers on the same colour squares.

Each player moves a checker in turn. To remove the opponent's checker from the board, the player must jump that piece. To jump an opponent's piece, the jumping checker passes over the checker to be captured in a diagonal direction and must land on a square that is vacant. All moves must be made in a diagonal fashion and must always be moved to the same colour square. Double and triple jumps may be made in the same sequence as long as vacant squares exist in any forward diagonal direction.

You cannot jump your own checkers. When one of your checkers reaches the first row on your opponent's side of the board, it becomes a "King" and gets "Crowned" by having another piece of the same colour placed on top of it. Once crowned, the piece can move in any direction.

How to Win:

You must capture all of your opponent's checkers, or prevent them from moving.



03. CHINESE CHECKERS

Players: 2-6

Requirements:

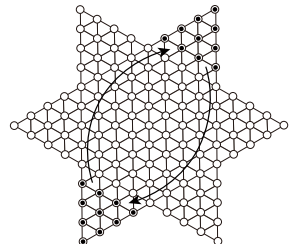
60 playing pieces (10 of each colour: White, Yellow, Red, Green, Blue, Black).

Object of the game:

Chinese Checkers can be played with two, three, four, or six players. In a six-player game, all pawns and triangles are used. For four players, the game starts in two pairs of opposing triangles, while a two-player game should also begin in opposing triangles.

In a three-player game, each player's pawns start in three triangles spaced equally apart. Each player chooses a colour and places their 10 pawns in the corresponding triangle. The goal is to be the first player to move all ten pawns across the board and into the opposite triangle.

Let's play:



Players decide who goes first and take turns moving a single pawn of their colour. In one turn, a pawn may either move to an adjacent circle or make one or more hops over other pawns. Each hop must be over an adjacent pawn into an empty circle directly beyond it. Players can hop over any coloured pawn, including their own, and can move in any of the six directions. After each hop, the player can choose to finish or continue hopping if possible. Occasionally, a player may move a pawn from their starting triangle straight into the opposite triangle in one turn. Pawns are never removed from the board and can be moved into any hole, including those in other players' triangles or unoccupied triangles. Once a pawn reaches the opposite triangle, it may only be moved within that triangle.

How to Win:

The first player to occupy all 10 circles in their destination triangle wins. If a player cannot move a pawn into a circle in their destination triangle because it's occupied by an opponent's pawn, they can swap their pawn with the opposing one.

04. BACKGAMMON

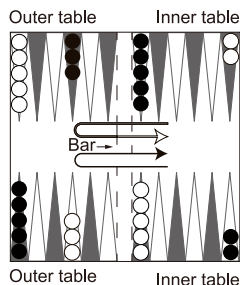
Players: 2

Required:

30 game pieces (15 light and 15 dark), 2 dice, and 1 doubling cube.

Let's play:

- **Setup:** Position the checkers as shown in the starting Diagram. The board consists of an "inner table" and "outer table," each divided into six points.
- **Object of the game:** Move all your checkers into your home board and then bear them off.
- **Starting the Game:** Players roll one dice to see who goes first. If tied, they roll again.
- **Movement:** On their turn, players roll the dice and move their checkers according to the numbers rolled. Each number is a separate move. For example, rolling a 3 and a 4 allows a player to move one checker 4 spaces and another 3 spaces or one checker a total of 7 spaces if the intermediate point is open. Both numbers must be used if possible.
- **If Unable to Move:** If a player cannot make a legal move, they lose their turn.



Doubles:

When a player rolls the same number on both dice, they have rolled "doubles." In this case, they can move the number shown on the dice four times. They can either move the same checker all four times or a combination of checkers.

Blocked Point:

A point is blocked when a player has two or more checkers on it. Opposing players cannot land on a blocked point. Once a player occupies a point with two or more checkers, they have "made the Point." There is no limit to how many checkers one player can have on a single point.

Blot:

A point occupied by only one checker is called a "blot." If an opponent lands on a blot, they "hit" the blot checker, which is then placed on the bar in the centre of the board.

Bar:

If a player's checker is on the bar, they must roll the dice to try to "enter" that checker back onto the board. They must enter their checker into the opponent's inner table before moving any other checkers. If a player rolls a 3, their checker will enter on the furthest point (point 3) of the opponent's inner table. If both entry points are blocked, the player loses their turn.

Shutout:

A "Shutout" or "Closed Board" occurs when all points in the opponent's inner table are occupied by at least two checkers. The player on the outside continues to lose turns until an entry point becomes available.

Doubling:

Backgammon can be played for an agreed stake per point. A player can propose doubling the stakes at the start of their turn before rolling the dice. The opponent may refuse, conceding the game and paying one point, or accept the double and continue at the higher stakes. The player accepting the double becomes the owner of the doubling cube and can make the next double proposal. Redoubles can occur, and if refused, the player must pay the previous stake. The doubling cube keeps track of the stakes.

Bearing Off:

Once a player has moved all 15 checkers into their inner table, they can start bearing off. This means removing a checker by rolling a number corresponding to the point it occupies (1 is the closest to the edge, and 6 is the furthest). If a player rolls a number but cannot bear off from that point, they must make a legal move using a checker on a higher-numbered point. If no higher points are available, they must bear off from the highest point occupied. The first player to bear off all their checkers wins the game.

05. PICK-UP STICKS

Players: 2 or more players

Requirements:

30 sticks

Object of the Game:

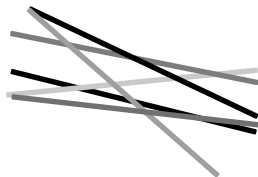
The goal of the game is to pick up as many sticks as possible without disturbing the others. The player with the most sticks at the end wins.

Let's play:

- **Setup:** One player holds all the sticks upright in one hand and then swiftly releases them, allowing the sticks to fall and scatter across the table.
- **Gameplay:** Players take turns trying to pick up one stick at a time. You can only pick up a stick if you don't move any other sticks. If you successfully pick up a stick, you continue your turn. If you disturb another stick, your turn ends, and the next player goes.
- **The black stick** can be used to move other sticks or pick up sticks, but it must be played carefully.
- **Turn Flow:** Players continue taking turns until all sticks are picked up.

How to win:

The game ends when all the sticks have been picked up. The player with the most sticks at the end of the game wins.



06. TIC TAC TOE

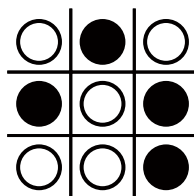
Players: 2

Requirements:

10 playing pieces (5 light and 5 dark).

Object of the game:

The goal is to be the first player to align three pieces in a row on the 3x3 grid. Players decide who goes first and take turns placing their pieces on the board. A player wins if they achieve three in a row, either horizontally, vertically, or diagonally. If all nine squares are filled and no player has three in a row, the game ends in a draw.



07. MILL

Players: 2

Requirements:

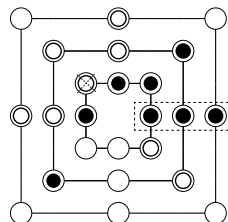
A game board with MILL. 18 game pieces (9 light and 9 dark).

Object of the Game:

The goal of the game is to remove your opponent's pieces until they are left with only 2 pieces, or they can no longer make a valid move.

Let's play:

- **Setup:** Place the game board on a flat surface. Each player chooses a colour for their pieces.
- **Starting:** Players take turns placing their pieces on empty points on the board, until all pieces are placed.



- **Movement:** Players take turns moving their pieces. On each turn, a player may move one piece to an adjacent empty point.
- **Forming a "Mill":** When you align 3 of your pieces in a straight line, you form a "Mill." Once a Mill is formed, you can remove one of your opponent's pieces from the board.

How to win

You win by reducing your opponent to 2 pieces, or if they are unable to make any valid moves.

08. MANCALA



Players: 2

Requirements:

A game board with MANCALA. 48 Mancala pieces (4 in each of the 12 small pits at the start).

Object of the Game:

The goal of the game is to collect the most stones in your store (on your right-hand side) by the end of the game.

Let's play:

Setup: Place the MANCALA board between the two players. Each player's side has 6 small pits and 1 large store.

Starting: The game begins with each small pit containing 4 stones.

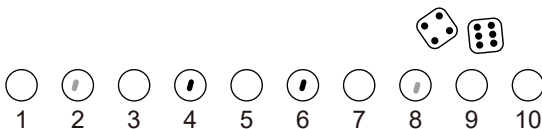
Gameplay: Players take turns. On your turn, pick up all the stones from one of your small pits. Then, distribute those stones one by one, moving counterclockwise into the next pits, including your store but not your opponent's store.

Special Rule: If the last stone you place lands in your own store, you get another turn. If it lands in an empty pit on your side and the opposite pit has stones, you capture both your stones and the opponent's stones in the opposite pit, placing them in your store.

How to win:

The game ends when all 6 small pits on one side of the board are empty. The player with the most stones in their store at the end of the game wins.

09. ROLL-EM



Players: 2 or more players.

Requirements:

A game board with ROLL-EM, 2 dice.

Object of the Game:

The goal is to cover as many numbers on the board as possible using the dice rolls, and at the end of the game, have the lowest score (remaining uncovered numbers).

Let's play:

- **Setup:** Place the game board on a flat surface, with the numbers 1-10 visible and unoccupied. Each player takes turns playing.
- **Starting:** The first player rolls the two dice. They can split the total of the two dice in any way to cover available numbers. **For example:** If the player rolls a 4 and a 6, they could choose to cover the numbers 4 and 6, or they could cover 1 and 9/ 2 and 8/ 3 and 7. Players can choose any combination of available numbers that add up to the total of the dice.
- **Gameplay:** The player continues to roll and use their dice to cover available numbers until they can no longer cover a number. For example, if the numbers 7,8,9 and 10 are already covered, the player can only use one die in their next turn. A player's turn ends when they cannot use the dice to cover any remaining numbers on the board. The remaining uncovered numbers on the board are added up. This is that player's score for the round. Once a player's turn ends, the board is cleared, and the next player takes their turn.

How to win:

The game ends after all players have taken a predetermined number of turns (or when a certain number of rounds have been played). The player with the lowest total score (the sum of their remaining uncovered numbers from each round) wins the game.

10. INSANITY

Players: 1



Requirements:

A game board with INSANITY. Two sets of coloured game pieces (4 pieces of one colour and 4 pieces of another colour).

Object of the Game:

The goal is to switch the two sets of coloured game pieces from one side of the game board to the other, completing a full exchange.

Let's play:

- **Setup:** Place 4 game pieces of one colour in the 4 left-most holes and 4 game pieces of the other colour in the 4 right-most holes. Leave the 2 centre holes empty.
- **Gameplay:** On each turn, move one of your game pieces forward (never backward), one space at a time. Alternatively, you may jump over one game piece at a time, landing in the empty hole on the other side.
- **Continue moving or jumping** your game pieces, aiming to swap the two sets between the left and right sides of the board.

How to win:

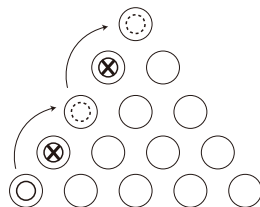
The game is won when you have successfully switched the two sets of coloured game pieces from one side of the board to the other.

11. MIND MAGIC

Players: 1

Requirements:

A game board with MIND MAGIC. Game pieces (one for each space except one empty space).



Object of the Game:

The goal is to have only one game piece remaining on the board by jumping over other pieces.

Let's play:

- Place the game pieces on all but one space on the board. The empty space can be anywhere on the board, but it is often placed in the centre at the start.
- Jump over a game piece into the empty space right beyond it. You can jump forward, backward, sideways, or diagonally.
- After jumping over a piece, remove the piece you jumped over.
- Continue making jumps, reducing the number of game pieces on the board.

How to win:

The game is won when only one game piece remains on the board.

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WARNING:

CHOKING HAZARD - SMALL PARTS AND SMALL BALLS.
NOT FOR CHILDREN UNDER 3 YEARS.

WARNING: FOR SAFETY REASONS, REMOVE ALL TAGS,
LABELS AND PLASTIC FASTENERS BEFORE GIVING THIS
TOY TO YOUR CHILD.