

CLASSIC games

CHECKERS

For 2 players, ages 8 to adult

The object of the game is to capture all the opponent's checkers, or block them so they cannot move. Each player places his 12 checkers on the black squares of the first three rows on opposite ends of the board.

The checkers are moved diagonally forward and each player alternately moves one of his checkers. In order to "capture" an opponent's checker, he must be able to jump (with his own checker) over his opponent's checker when there is a vacant square behind. Single checkers may move diagonally forward.

When a player moves his checker to the last row on the opposite side of the board, that checker becomes a "King." The "King" is "crowned" by placing another checker on top of it. A "King" may move diagonally forward or backward.

You are allowed to jump as many of the opponent's checkers on the same move if there are vacant squares diagonally behind each. When there is a "jump" available, the opponent must jump.

These other exciting games may be played with the checker set!

Hounding the Fox is played on the dark squares of the checkerboard. One dark checker represents the fox and four light checkers represents the hunters. The fox must start at the opposite end of the board from the hunters.

The object is to have either the fox break through the line of hunters or have the hunters corner the fox so that he cannot move. The fox moves first and he may move in any direction.

The hunters move one at a time, in turn. Hunters can only move diagonally forward to either the left or the right. Change positions at the end of each game.

Ragoon is played by placing 12 light checkers in the lower right hand corner of the board - 3 horizontally and 4 vertically on both the light and dark spaces. Do the same with the dark checkers on the opposite corner of the board.

The object is for one player to move all his checkers to his opponent's starting position. Each player, in turn, moves his checkers one at a time at right angles (not diagonally) to any square. A player may jump his opponent's checkers consecutively as long as there is an empty space in between every checker that he jumps.

The first player to land all his checkers in his opponent's starting space is the winner.

Puzzle Hop is a solitaire game where you put 24 checkers of any color on the dark squares of the first two rows around the board. Moves can only be made by jumping over another checker and landing on an empty square behind it. Keep jumping until you can't make any more moves. Try to have the least number of checkers left on the board. If you finish the game with just one checker left—you're a Puzzle Hop master!

Triangular Checkers is played the same way as regular checkers except that the player moves his checkers sideways as well as forward and a king can be crowned only in the opponent's corner dark square.

Put 9 checkers of each color in a triangular position on the dark squares in the corner of the board so that the points of the triangle are in the two furthest corners of the board. The object of the game is to remove all of you opponent's checkers from the board.

Shifting Triangles is played by using 10 checkers to form a triangle within 4 rows of the dark squares of either side of the board. Both players use different color checkers.

The object of the game is to form a triangle on the opponent's side of the board. A player may jump either his opponent's or his own checkers, but he does not remove the checkers while doing so. A series of jumps is allowed.

CHESS

Chess is a game for two players, one with the "Light" pieces and one with the "Dark". At the beginning of the game, the pieces are set up as pictured at right. (see diagrams at right to identify pieces.) The object is to capture your opponent's King.

These hints will help you to remember this setup:

1. Opposing Kings and Queens go directly opposite each other.
2. Position the gameboard so that the square in the lower right corner is a light one ("light on right").
3. The Light Queen goes on a light square, the Dark Queen on a dark square ("Queen on color").

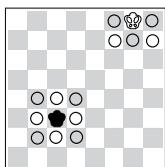
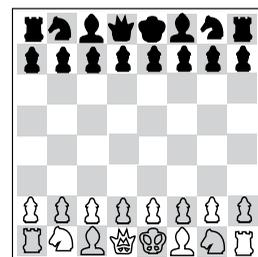
The Pieces and How They Move

Light always moves first, and then the players take turns moving. Only one piece may be moved at each turn (except for castling, a special move that is explained later). All other pieces move only along unblocked lines. You may not move a piece to a square already occupied by one of your own pieces. But you can capture an enemy piece that stands on a square where one of your pieces can move. Simply remove the enemy piece from the board and put your own piece in its place.

LIGHT PIECES

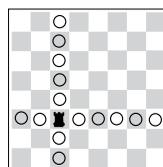
-  KING
-  QUEEN
-  BISHOP
-  KNIGHT
-  ROOK
-  PAWN

DARK PIECES



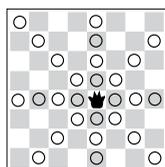
The King

The King is the most important piece. When he is trapped, his whole army loses. The King can move one square in any direction- for example, to any of the squares with dots in this diagram. (An exception is castling, which is explained later.) The King may never move into check- that is, onto a space attacked by an opponent's piece.



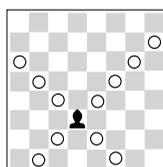
The Rook

The Rook is the next most powerful piece. The Rook can move any number of squares vertically or horizontally if its path is not blocked.



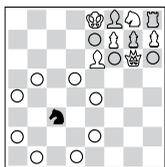
The Queen

The Queen is the most powerful piece. She can move any number of squares in any direction- horizontally, vertically, or diagonally - if her path is not blocked. She can reach any of the squares with dots in this diagram.



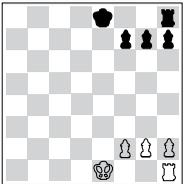
The Bishop

The Bishop can move any number of squares diagonally if its path is not blocked. Note that this Bishop starts on a light square and can reach only other light squares. At the beginning of the game, you have one "dark-square" Bishop and one "light-square" Bishop.

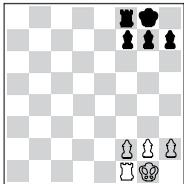


The Knight

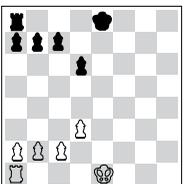
The Knight's move is special. It hops directly from its old square to its new square. The Knight can jump over other pieces between its old and new squares. Think of the Knight's move as an "L". It moves two squares horizontally or vertically and then makes a right angle turn for one more square. The Knight always lands on a square opposite in color from its old square.



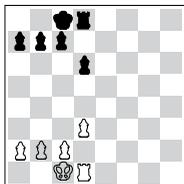
Before Kingside Castling



After Kingside Castling



Before Queenside Castling



After Queenside Castling

Special Moves Castling

Each player may "castle" once during a game if certain conditions are met. Castling is a special move that lets a player move two pieces at once - his King and one Rook. In castling, the player moves his King two squares to its left or right toward one of his Rooks. At the same time, the Rook involved goes to the square beside the King and toward the center of the board (see illustrations at right).

In order to castle, neither the King nor the Rook involved

may have moved before. Also, the King may not castle out of check, into check, or through check. Further, there may not be pieces of either color between the King and the Rook involved in castling. Castling is often a very important move because it allows you to place your King in a safe location and also allows the Rook to become more active.

When the move is legal, each player has the choice of castling Kingside or Queenside or not at all, no matter what the other player chooses.

About Check and Checkmate:

The main goal of chess is to checkmate your opponent's King. The King is not actually captured and removed from the board like other pieces. But if the King is attacked ("checked") and threatened with capture, it must get out of check immediately. If there is no way to get out of check, the position is a checkmate, and the side that is checkmated loses.

You may not move into check - for example, move into a direct line with your opponent's Rook if there are no other pieces between the Rook and your King. Otherwise, the Rook could "capture" the King, which is not allowed.

If you are in check, there are three ways of getting out:

1. Capturing the attacking piece;
2. Placing one of your own pieces between the attacker of your King (unless the attacker is a Knight);
3. Moving the King away from the attack.

If a checked player can do none of these, he is checkmated and loses the game.

If a King is not in check, but that player can make no legal move, the position is called stalemate and the game is scored as a draw, or tie.

BACKGAMMON

The object of Backgammon is to be the first player to remove all your men from your inner table.

This is called "Bearing Off."

To start, line up pieces as shown in the diagram. Light colored pieces are moved counter-clockwise around the board to bear off out of the Light inner table. Dark pieces are moved clockwise around the board to bear off out of the Dark inner table.

Pieces are moved the number of points thrown in a pair of dice. From one point on the board to the next is one dot on the dice. Each number can be used by a separate piece or both can be used by one piece. If "doubles" are thrown, both numbers on the dice being the same, double the number of points can be moved.

When a player has two or more men on a point, the opponent's pieces cannot rest on that point. They may, however, pass over it. This is called a "block."

If a player can bring a piece to rest on a point occupied by an opposing piece, he "blots" the opposing piece and it is removed to the "bar." This piece must then be put into play before any other move is made by the player whose piece it is. It is put into play by entering its opponent's inner table on an open point whose number corresponds to the number on one or both dice.

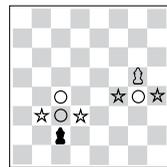
Pieces can be borne off only when all of a player's pieces (not yet borne off) are within his own inner table. Then a piece can be borne off whenever it is on a point whose number is thrown. If a number is thrown higher than the point on which any piece is left, the highest piece can be borne off. A piece must be moved forward if it is possible to move.

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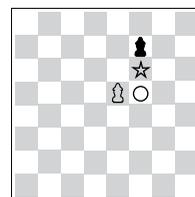


The Pawn

The pawn moves straight ahead (never backward), but it captures diagonally. It moves one square at a time, but on its first move it has the option of moving forward one or two squares.

In the diagram, the squares with the dots indicate possible destinations for the pawns. The light pawn is on its original square, so it may move ahead either one or two squares. The dark pawn has already moved, so it may move ahead only one square now. The squares on which these pawns may capture are indicated by an *.

If a pawn advances all the way to the opposite end of the board, it is immediately "promoted" to another piece, usually a Queen. It may not remain a pawn or become a King. Therefore, it is possible for each player to have more than one Queen or more than two Rooks, Bishops, or Knights on the board at the same time.



En Passant

This French phrase is used for special pawn capture. It means "in passing," and it occurs when one player moves a pawn two squares forward to try to avoid capture by the opponent's pawn. The capture is made exactly as if the player has moved the pawn only one square forward.

In the diagram, the dark pawn moves up two squares with the dot. On its turn the light pawn may capture the dark one on the square marked with the *. If the light player does not exercise this option immediately - before playing some other move - the dark pawn is safe from "en passant" capture for the rest of the game. But new opportunities arise with each other pawn in similar circumstances.

