

Chinese Checkers

2 to 6 Players

Object

The first player to gain control of the star point directly opposite their starting point wins.

Game Setup

When an even number of players participate, opposite star points should be put into play. When three people play, use every other star point.

Each player selects pieces of one color and arranges them in their star point starting with the outermost hole.

Game Play

Moving in turn, each player advances one of their pieces in any direction, following the lines.

A move is completed when the piece is placed in an adjacent hole, or jumps over another pin into a hole beyond.

Only one move may be made at a time except when jumping; then any number of jumps may be made, including zig-zag jumps.

At no time are pins removed from the board during play. Eventually all pins must be moved: a player can not leave a pin in their start point simply to prevent an opponent from gaining control, or they lose the game.

Players may jump their opponent's pins or their own.

Checkers

2 Players

Object

To block your opponent's pieces from moving, or to capture and remove them from the board.

Game Setup

Orient the game board so a light colored square is on the right for each player. Place game pieces on the twelve dark squares of the first three rows nearest each player.

Game Play

The player using black pieces goes first. Pieces are moved by each player in turn.

In order to capture an opponent's piece, a player must jump that piece placing their piece in a vacant square diagonally behind the one captured.

Single pieces can move diagonally forward only.

Upon reaching the last row of the opponent's side, another piece is placed on top of this piece which is now a "king". The piece placed on top is one of those captured by the opponent. The king can move and capture in both directions.

Mancala

2 Players

Object

Each player attempts to collect as many gemstones as possible before one of the players clears their side of gemstones.

Game Setup

The board is placed between two players with the long side facing them. The six cups nearest each player belong to them, and their larger scoring cup or Mancala is to their right. Four gemstones are placed in each of the twelve cups.

Game Play

Players alternate turns.

On their turn, a player picks up all the gemstones from one cup on their side of the board and places them one by one into the cups around the board in a clockwise direction. Including their mancala but not the opponent's mancala.

Example: If there are four gemstones in their cup, they drop one into each of the next four cups. If that last gemstone is placed into the player's own Mancala, that player goes again.

If the last gemstone is placed in an empty cup on the player's own side, they may take all the gemstones from the opponent's cup directly opposite that cup. All the gemstones captured including the capturing stone are placed in the player's own mancala.

Chess

2 Players

Object

To capture the opponent's king. A move which menaces capture of the king is called a "check", and if the opponent cannot defend the king against the check it is termed "checkmate". If a piece is moved so

that it controls the square in which the enemy King is standing, the player must say “check” meaning they are attacking the king. If a position is reached in a game where the player whose turn it is to move has no legal move left but whose king is not in check, they are said to be in stalemate, and the game is a draw.

Game Setup

First row - A Rook (castle), a Knight, a Bishop, a Queen, a King, a Bishop, a Knight, a Rook.

Second row - Eight pawns.

Game Play

The king can move in any direction: forward, backward, sideways, or diagonally, provided he does not move into a check. The king can never be taken, but he cannot expose himself to check. He can move only one square at a time except when he “Castles” which he may do only once during each game. He may then move two squares. He cannot Castle when in check, nor once he has moved, nor with a rook that has been moved, nor if any of the squares over which he has to move be commanded by adverse pieces.

The queen can move either horizontally or diagonally. She combines the powers of the bishop and the rook. She can, in one move, pass along the whole length of the board, or, if moving diagonally from corner to corner. Although she can move and take in the same manner as the bishop or the rook, she must make the whole of one move in one direction and cannot combine in one move the powers of these two pieces. In other words, she cannot move around a corner in one step.

The rook, sometimes called the castle, may pass the entire length of the board in one move. Rooks may move backwards or towards, or sideways, but only horizontally, never diagonally.

The bishop can move only in a diagonal direction but can go any number of squares as far as the space be open. The bishop can never change the color of the square. Thus the white king's bishop being on a white square at the beginning, remains so throughout the game.

The knight has a power of moving which is quite peculiar. He moves two squares at once, in a direction partially diagonal and partly straight. He changes the color of his square at every move. The knight is the only piece which possesses what is styled the vaulting motion. He is not precluded from going to a square between which his own other pieces intervene, thus, instead of moving your knight's pawn two as your first move, you might move out either of your knights right over the row of pawns in front. This power is possessed by the knight alone, all the other pieces being obliged to wait until there is an opening in front of them before they can emerge. The knight can move over all 64 squares of the board in as many moves.

The pawn moves in a straight line toward the adverse party. It cannot move out of its file except in capturing one of the opposing or pieces, when it steps one square in a diagonal direction, and occupies the square of the captured place. It can only be moved one square at a time, except in the first move, when the player has the option of advancing two squares. The pawn is the only piece which cannot retreat and which does not take in the direction in which it moves.

Dominoes

2 Players or more

Object

To get rid of all of your Dominoes first.

Game Setup

Divide the Dominoes between the number of players.

Game Play

The first player begins by laying out one of their Dominoes face-up in the center. The second player tries to match the number showing on either end of the first Domino with one of their own Dominoes and lining up their Domino to the first accordingly. Play continues in this matter, with players matching up their numbers to whatever is exposed, or passing if they cannot match the numbers.

The player to get rid of all their Dominos first is the winner of that hand. Number of points is determined by whatever is left in the losers' hands. If for example you are the winner, and the other two people playing have a total of 23 points left over between them, you get 23 points. The winner of the first hand plays first in the next hand. The game is usually played to 100 or 200 points.

Pass Out

2 Players

Object

Have more markers on the board than your opponent.

Game Setup

One pair of dice, and 15 markers per player.

Game Play

Dice are thrown in alternative turns and each player covers the combination that matches their throw. The player with the darker marker throws first. When all 21 spaces are covered, the player having the most markers on the board wins.