

# REGAL 12 GAME SET

## INSTRUCTIONS

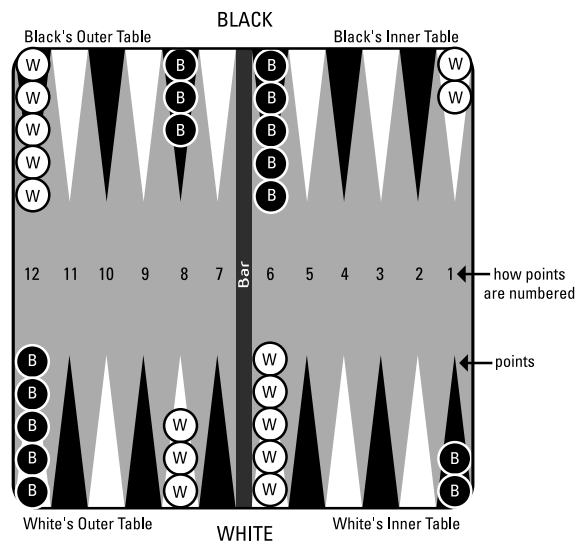
### BACKGAMMON

**Players:** 2

**Equipment:** 15 dark and 15 light color glass pieces (stones) game board, dice, & doubling die

**Object:** Be the first player to move all your stones around the points on the game board to your home table (your inner table) and “bear them off” (remove them from the game board). Usually, several games are played, with the winner of each game earning points—the first to reach a score of 10 points wins the match.

**Set Up:** 15 black tokens, 15 white tokens. Players choose to be the black or white and then set up the game board as shown below. The game tokens in backgammon are referred to as “stones.” Each player rolls a die to determine who has the first move, ties are rerolled. The player with the highest number will begin the game by using the two high numbers of the dice that were just cast by himself and his opponent.



**Moving Stones:** Count begins on point next to one on which a stone rests. In general, a player moves the stones one at a time along the points in a loop that extends from his opponent's 1-point to his own 1-point. The opponent's stones travel in the opposite direction. Dice advance a stone forward the rolled number of points and the stone comes to rest at the base of the point. A player can move two stones, one for each die, or a single token twice, once for each die. A player can choose to use only one die, but it must be the highest count die. If a player rolls doubles, they are doubled again. (example: a 5-5 becomes a 5-5-5-5 which equals four separate moves). There is no limit to the number of stones

belonging to the same player that may rest on one point. A point housing two or more stones of the same player is **BLOCKED** against an opponent, and his stones may not land on that point, although it may be jumped. When a player cannot move because of blocked points he loses the move.

**Blots:** A single stone resting on a point is a **BLOT**; an opponent may land on the point and **HIT** the blot, which sends it to the bar at the center of the board. A stone on the Bar must start over on his opponent's 1-point. This stone on the Bar must reenter his opponent's inner table before making another move. He cannot enter on a blocked point. Two or more blots may be hit in one play.

**Bearing Off:** When either player succeeds in moving all of his stones around the board to his inner table, he starts to “bear off” (remove) stones from points corresponding to the dice thrown. The player can either move a stone within his inner table or bear it off. For example, a 1-2 that is rolled, may be used to bear off a stone from the 1-point and the 2-point, or the player may choose to move a stone from the 3-point to the 6-point. When casting a number higher than any point covered, a stone from the highest point may bear off, but he cannot bear off a stone if the point indicated is vacant and there is a stone on a higher counting point. If, while bearing off, a token is **HIT**, the player's stone goes to the Bar and must reenter in the usual way. This stone must travel all around the board to his inner table again before more stones can be moved or taken off.

**Doubling:** The doubling cube (the die w/numbers) changes winners' scores dramatically; therefore, games are played to 20 or 50 or more points. At the beginning of the game the doubling die is neutral and is placed face up on the 64. At any time during the game a player can turn it so that the 2 is face up and offer it as a “bet” to his opponent, raising the stakes of the game. If the bet is accepted by the opponent, the game is now worth 2 points to the winner (instead of the standard 1 point). If the opponent rejects the bet, he forfeits the game and his opponent earns 1 point. If the opponent accepted the bet, he now has the right to double the bet to a 4 later in the game and in turn, the opponent must choose to accept or forfeit. This scenario may continue indefinitely but there are usually not more than four or five in any game. The points increase as follows: 2,4,8,16,32, etc.

**Gammon/Backgammon:** The winner of the game is the first player to remove all his stones from the board. If the loser has not borne off any of his stones, it is called a **GAMMON** and the stakes of the game are doubled. If the loser still has stones on the winner's home table, it is called

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a BACKGAMMON and the game stakes triple. This includes stakes raised by doubling.

### CHECKERS

**Players:** 2

**Equipment:** 12 white & 12 black wooden pieces, game board

**Object:** Capture all you opponent's tokens.

**Setup:** Place the game board so that there is a dark square to the left of each player. Using the black and white tokens, each player places four tokens on the first three rows or dark squares i.e.. 12 tokens per player. Black always starts, and play is only on the white squares.

**Game play:** A token moves diagonally one square at a time, forward—not backward. If a token reaches the far side of the board it becomes a king (stack two playing pieces to indicate a king) and can now move diagonally in any direction. A token may also “leap-frog” over another token if there is a vacant square beyond and if the other token belongs to the opponent. The jumped token is removed from the board (captured). If a player fails to capture an opponent's token the opponent's token may on his next turn remove the offending token. This does not count as his move.

**Winner:** Play continues until one player wins by capturing all of his opponent's tokens, or a draw is declared.

### CHESS

**Players:** 2

**Equipment:** 16 white & 16 black chess pieces, game board

**Setup:** Lots are drawn to establish who has the white chessmen and, thus, who can move first. This player is then allotted the 16 white chess pieces and the other player the 16 black chess pieces. The board is positioned so that each player has a dark corner square on his left. The rooks are positioned on the two corner squares to the left and right. Next to these come the two knights, one on the left and one on the right. Next to these come the two bishops and in the center, the queen and king. The white queen is always positioned on a light square and the black queen on a dark square. The eight pawns are then placed adjacently in the

second row in front of these chess pieces.

**Game Play:** The pawns can only move forward. For the first advance from its initial square on the second rank, the pawn has the option of moving one or two squares, but thereafter may move only one square at a time. The rook moves only on the ranks and files any distance and the bishop moves only on the diagonals. The queen can move in any direction. The knights are the only pieces which are able to change direction during the course of a move and “jump over” one's own or one's opponent's pieces; a knight takes one step of one single square along the file or rank and then, still moving away from the square that it has left, takes one step along the diagonal. The king may move in any direction, one step at a time.

All pieces start from the pawns in the normal direction of movement described above. However, the pawns which normally only move in a straight line, may only capture diagonally to the front, left or right and only while moving forward. It is not obligatory to capture your opponent. If the king is threatened, check must be given (the player must declare check). The opponent is then obliged to protect his king by moving the king to another square or moving one or his own pieces between it and the threatening token or capturing the opposing attacker. If he is unable to make any of the above moves, the king is said to be checkmated and the game ends in favor of the opponent.

**Castling:** Castling is a compound move of the king and one rook (formally called ‘castle’) that may be made, if at all, only once in a game. It is legal if neither the king nor the rook has yet moved. If all the squares between them on the rank are vacant, and no adverse piece commands two squares nearest the king on the side on which castling is to be carried out, and if the king is not in check. The move is executed by moving the king two squares towards the rook and then placing the rook on the square passed over by the king.

### CHINESE CHECKERS

**Players:** 2-6

**Equipment:** 60 colored pegs (10 in each color), game board

**Object:** Be the first player to move all of your pegs to the triangle opposite your starting triangle on the game board.

**Setup:** Each player chooses 10 pegs of the same color and places them in the triangle of the star nearest him. The

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colors of the pegs do not have to match the color of the point they are placed in, but it is helpful.

**Game play:** The youngest player begins, and play moves to the left in a clockwise rotation, with each player making one move at a time. A peg may move in any direction as long as it follows the lines of holes on the game board. A player may jump over a peg, providing there is an empty space opposite the jumped peg. A player may jump more than one peg only if there is an empty space opposite each peg jumped. Players may play as partners or against each other. No player can refuse to move out of his starting triangle to prevent another player from winning.

**Winner:** The first player to successfully move all of his pegs into the opposite triangle wins the game.

### ELIMINATION

**Players:** 1

**Equipment:** 10 wood or glass game pieces, pair of dice

**Game Play:** Place a game piece on each circle. Roll the dice and remove the pieces corresponding to the total of the dice or any combination that adds up to the total. For example, if you roll a two and a three on the dice, you may remove the pieces on the #2 circle and the #3 circle or the #5 circle (the sum of the two dice). At least one piece must be removed after each role to continue. Remove all the pieces to win!

### HORSE RACE

**Players:** 2

**Equipment:** 2 wood or glass different colored game pieces, pair of dice

**Game Play:** Roll dice to determine which player starts. High roll goes first. Each player chooses a game piece and places it on the "start." A player must roll a two on one die or in the sum of the two dice to advance to the circle marked "2". For circle "3", the player must roll a three on one of the dice or in the sum of the two dice. Player 1 continues in this way until he is unable to consecutively roll the correct number. Player 2 then tries to advance his game piece around the track by rolling the dice in the same manner as player 1. If a player lands on an opponent's game piece, the opponent goes back to start.

**Winner:** The first player's piece to reach circle "12" is the winner.

### HYSTERIA

**Players:** 1

**Equipment:** 4 each of two different color wood or glass different game pieces (total of eight), pair of dice

**Game Play:** Place one color of pieces on circles #1 through #4. Place the other four pieces on the circles #7 through #10. Circles #5 & #6 will be left empty. By jumping pieces, one at a time (forward only), or by moving pieces forward, player tries to get pieces to the opposite ends of the game board. If the player is successful, the finished game board will have pieces in opposite positions of the starting game board.

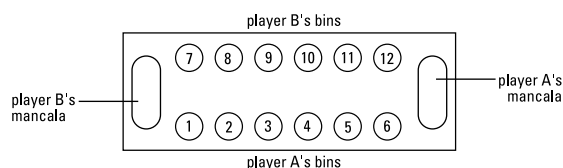
### MANCALA

**Players:** 2

**Equipment:** 48 glass game pieces ("stones"), game board

**Object:** Collect the most stones in your Mancala before one player's bins are empty.

**Set-up:** Place four stones in each of the bins numbered 1 through 12 as shown in the diagram below.



**Game Play:** Player A's bins are those numbered 1-6. Player B's bins are those numbered 7-12. Decide which player will play first by the flip of a coin. The first player then picks up all of the stones in one of the bins on his side of the game board. For example, Player A would pick-up the stones in any of the bins numbered 1-6. The player then proceeds by placing one stone at a time in each of the adjacent bins counter-clockwise around the board.

If the last stone is placed in a player's own Mancala, then he gets a second turn. A player never places a stone in an opponents Mancala, it is always skipped. Remaining stones are placed in the following adjacent bins. For example,

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player A picks up eight stones from bin #6, then he places a stone in his Mancala and then bins #7, 8, 9, 10, 11, 12. He then skips his opponent's Mancala, and places the remaining stone in bin #1. If the last stone of a player's turn lands in an empty bin on his side of the game board, then the player gets to collect all the stones in his opponent's bin which is directly opposite, as well as the single stone placed in his own bin. These collected stones are placed in his Mancala. Players may not touch the stones to count them and once a player has touched the stones, he must play them.

**Winner:** Play ends when one player's six bins are empty. The other player then places all remaining stones from his bins into his own Mancala. (the player who ends the game does not always win!) Players then count all the stones in their Mancalas. The player with the most stones wins the game.

### MILL

**Players:** 2

**Equipment:** 9 light colored game pieces, 9 dark colored game pieces, game board

**Object:** Be the first player to reduce your opponent to two game pieces on the game board.

**Set-up:** Each player chooses the color of game pieces he will play with (light or dark). Players then take turns placing their pieces one at a time, on the game board with the intention of setting up a "mill" (a mill is three of one player's game pieces in a row).

**Game Play:** After all playing pieces are placed on the board, players move their pieces one space at a time to try to get additional "mills." When a player gets a "mill," he removes one of his opponent's game pieces from the game board and sets it aside. Players are not allowed to take a playing piece from a already created "mill."

**Winning:** The winner is the first player to reduce his opponent to two playing pieces on the game board.

### TIMBER TUMBLE

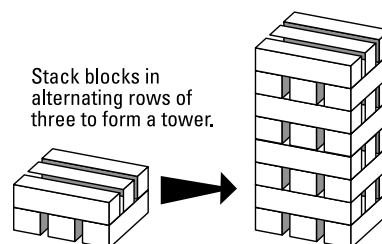
**Players:** 2 or more

**Equipment:** 48 rectangular blocks

**Object:** Remove the blocks one at a time, but don't make the tower tumble!

**Set-up:** Place three blocks next to each other, with a space between them. Then place three more blocks on top of the first three, but in the opposite direction. (See diagram) Keep building the pile until all of the blocks have been used.

**Game play:** The youngest player goes first, and play continues to the left, with each player taking his turn by removing a block and placing it onto the top of the tower. The placed block should be laid in the same crisscross pattern that the tower was built. Players may use only one hand to remove and place blocks. Players may touch a block to see if it is loose. If the block is moved and it is not placed onto the top, it must be returned to its original position. Players should be careful to not make the tower tumble!



**Winner:** The winner is the last player to successfully place a block on top of the tower without making it tumble. When the tower tumbles on a player's turn, the preceding player wins the game.

### TIC TAC TOE

**Players:** 2

**Equipment:** 5 light (O's) and 5 dark (X's) color stones, game board

**Object:** Be the first player to get three game pieces in a row.

**Set-up:** The X player begins game by placing X-token on any of the nine squares. Then the O player does the same.

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## I N S T R U C T I O N S

The game alternates between X and O players placing tokens on the game board.

**Winner:** The first player to line three of their tokens in a row either vertically, horizontally or diagonally, wins. Should neither player complete this, game ends in a tie.

### TRICKY TRIANGLE

**Players:** 1

**Equipment:** 14 game pieces, game board

**Object:** Remove as many game pieces as possible.

**Set-up:** Arrange pieces on circles so that all but one circle is covered by a game piece.

**Game Play:** Jump game pieces one at a time. Game pieces must be adjacent to one another to jump or be jumped. When a game piece is jumped by another game piece, it must land in an empty circle on the other side of the jumped game piece. The game piece that is jumped is then removed from the board. Continue to do this, until no other game pieces are able to be jumped. Count the number of game pieces left on the game board. See the chart do determine score. Try to have only one game piece left! Players may play one another by taking turns playing and calculating the score for each round.

1 piece left.....1000 pts.

2 pieces left..... 500 pts.

3 pieces left..... 250 pts.

4 pieces left..... 100 pts.



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