

Each player, in turn, makes as many scoring combinations as possible:

- Combinations of cards that add up to 15 score two points for each combination (i.e., any face card plus 5).
- Pairs are scored as they are during play.
- Runs are pegged as they are during play, with extra points for double, triple and quadruple runs.
- *Double, triple and quadruple runs:* If a run includes a pair, it counts a double run, plus a pair. For example, a double run of four (5,6,7,8,8) scores 10: 8 for the double run (4 points for 5,6,7,8 and another 4 points for 5,6,7, second 8) plus 2 for the pair of 8's. By the same rule, a triple run, such as 4,4,4,5,6, scores 3 runs of three and 3 pairs, for a total score of 15; a quadruple run, such as 6,6,7,7,8, scores 4 runs of three plus 2 pairs, for a total score of 16.
- A flush (4 cards of the same suit) scores 4 points.
- Five cards of the same suit scores 5 points.
- A Jack of the same suit as the Starter scores one point.

HOW TO WIN

The first player or team to travel along their path plus one extra point (61 points) wins the game!



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CHESS

SEVEN ^{IN} ONE

HEIRLOOM EDITION

CHESS | CHECKERS | BACKGAMMON | DOMINOES
POKER DICE | CRIBBAGE | PLAYING CARDS

CHESS

For 2 Players / AGES 9+

CONTENTS

Gameboard (the same board is used for Checkers), 32 Chess Pieces

OBJECT

Force your opponent into Checkmate, by forcing his or her King into a position where it cannot move without being captured.

GAME SETUP

CHESSBOARD TERMS:

The vertical columns running from one player to the other are called *files*. The horizontal rows are called *ranks*. Diagonal lines are called *diagonals*.

PLAYING PIECES:

The playing pieces are as shown below:



Sit at the chessboard so that a light-colored square is at the bottom right corner for each player. Set up the lighter-toned playing pieces on the first rank from left to right as follows: Rook, Knight, Bishop, Queen, King, Bishop, Knight, and Rook. Then set up all of the lighter-toned Pawns on the second rank, directly in front of the first-rank pieces. Then the opponent sets up the darker-toned playing pieces the same way on his or her side, except *the King and Queen are reversed* so that the darker-toned Queen starts on a dark square. Queens always start the game on their own color.

HOW TO PLAY

The lighter-toned pieces always play first. On your turn, move one of your playing pieces according to the movement rules. Your turn is then over. Play continues as players alternate turns.

HOW EACH PIECE MOVES

Only one playing piece may be moved on a turn, except when castling

HOW TO PLAY

The player to the left of the dealer plays a card by placing it in front of him or her and announcing its point value. Play continues clockwise, the next player playing a card and announcing the value of his or her card *plus the value of the previous player's card*. As each player plays a card, he or she announces the running total. The running total must never go over 31 points. If a player cannot play a card without going over 31, he or she says, "Go," instead of playing a card. The next player plays a card, if possible, or says, "Go," and so on, until a total of 31 is reached, then the count starts at zero again until all possible cards are played.

SCORING DURING PLAY

Keep score by jumping the pegs over one another the number of holes (points) you scored.

Scoring fifteens, pairs, triplets, fours and runs: A player scores points and pegs holes for reaching 15, and playing the last card in a pair, 3 of a kind, 4 of a kind. A player also scores for playing the last card in a run (3 or more cards in numerical sequence). NOTE: A run does not necessarily have to be in order: for example, a run can be 7, 8, 9 or 8, 7, 9. Ace is always low.

- If the cards reach the count of 15, that player scores two points.
- Any player who completes a pair scores 2 points.
- Any player who completes 3 of a kind scores 6 points.
- Any player who completes 4 of a kind scores 12 points.
- Any player who completes a run scores one point for each card in the run.

Any player who reaches exactly 31 points scores 2 points. If no player reaches 31, the player closest to 31 scores 1 point. The last card played scores one point, unless it reaches exactly 31; then it scores 2 points. All cards *must* be played. Any player with leftover cards after the hand is completed must play them and score for them, if possible.

SCORING OF HANDS

Now each player in turn, starting with the player to the left of the dealer, scores points for his or her hand, *including the Starter card*. The dealer does this last, first scoring his or her hand including the Starter, then scoring the Crib in the same manner, again including the Starter.

CRIBBAGE

For 2 or 4 Players / AGES 8+

CONTENTS

Wooden Cribbage Board; Deck of Playing Cards (also used for card games); 6 pegs

OBJECT

Be first to reach 61 points by counting combinations of cards during play, in hands and in the "Crib."

GAME SETUP

Two-player game: Each player picks a color and places 2 pegs in the starting positions on their tracks. The dealer deals 6 cards to each player. Each player looks at their hand and must then choose 2 cards to discard to the Crib.

Four-player game: Opposite players are partners, and peg the same track. Each player picks a color and places 2 pegs in the starting positions on their tracks. The dealer deals 5 cards to each player. Each player must then choose one card to discard to the Crib.

THE CRIB

All cards discarded to the Crib are placed facedown together near the dealer. The Crib belongs to the dealer and is not used until the hand has been played. The remaining card deck is placed facedown next to the board.

THE STARTER

The player to the left of the dealer cuts the remaining cards (removes part of the deck). The dealer turns up the top card of the lower portion and places it faceup on top of the whole deck. This faceup card is the Starter, and is not used while the hand is played. If the Starter is a Jack (called His Nobs), the dealer immediately scores 2 points (moves his or her peg ahead 2 holes on the track). This must be done before the dealer plays a card, or the 2 points cannot be scored.

POINT VALUES OF CARDS

All face cards are worth 10 points; all other cards are worth their face values. Aces are worth 1 point.

(see CASTLING). Except for the Knight, all playing pieces must move in a straight path. Playing pieces can move as follows:

The King may move one square in any direction, but never to a square that is attacked by an opponent's playing piece (a square to which an opponent's playing piece can move).

The Queen can move as far as you wish, in any unblocked direction (horizontally, vertically or diagonally).

The Bishop may move as far as you wish in any unblocked diagonal direction. The Bishop must remain on the same color square as it started the game on.

The Knight is the only piece that can move in two different directions, and can jump over another piece. The Knight can move one square forward or backward, then 2 squares left or right; or it can move 2 squares forward or backward, then one square to the left or right. The Knight's move looks like an "L", and always lands the Knight on a square of the opposite color from which it started.

The Rook may move as far as you wish in any unblocked horizontal or vertical direction.

A *Pawn* must move straight ahead, one square at a time. There are two exceptions to this rule: 1) the first time a pawn moves, it may move forward one or two squares; and 2) to capture a piece, a pawn must move one square *diagonally* ahead. Pawns can also capture in a special way, called *en passant*. See CAPTURING A PIECE, below.

Once a pawn reaches the last rank on the opposite side of the board, it may be converted into any other playing piece except a King. Once converted, it takes on the movement capabilities of that piece. There is no limit to the number of pawns that can be converted during a game.

CAPTURING A PIECE

Any time a playing piece ends its move on an opponent's playing piece, it captures that piece.

Capturing en passant: In this special rule, a pawn can be captured after taking a double-square move. If the pawn lands on a square with an opposing pawn adjacent to it, the opposing pawn may, on its next turn, move onto the square passed over by the first pawn, to capture it. If the opposing pawn does not take advantage of the *en passant* rule on its next turn, the first is safe from any future *en passant* capture.

CASTLING

This is a special move that allows both the King and the Rook to move on your same turn. It helps the Rook protect the King when it might otherwise be stuck behind a wall of pawns.

Castling can only be done when:

- Neither the King nor the Rook has moved from its starting position;
- There is a clear path between the King and the Rook;
- The King cannot possibly be captured on its original square, the square it moves through, or the square on which it ends its move.

To castle, move the King 2 squares toward the Rook you are castling with. Then move that Rook to the square through which the King passed. After castling, the King and Rook occupy adjoining squares.

HOW TO WIN

To win the game, you must trap your opponent's King so that it cannot escape. 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:

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

If a checked player can do none of these, he or she simply concedes the game by saying, "Checkmate." 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.

drawn and no more can be played. Rounds continue until a player scores 100 points and wins the game.

Scoring is as follows: The winner subtracts the number of points in his or her remaining dominoes from the total of his or her opponents' points.

The difference is the winner's score for the round. For example: Player A, the winner, has 3 remaining dots. Player B has 9 remaining dots and Player C has 21 remaining dots. $B (9) + C (21) - A (3) = 27$ points.

POKER DICE For 2 or More Players / AGES 8+

CONTENTS

5 Poker Dice

OBJECT

The object is to throw the highest poker hand in either one or two throws as desired.

HOW TO PLAY

The game is played with five poker dice whose sides bear the playing card denominations: Ace, King, Queen, Jack, Ten and Nine; Ace being high. The Ace is also sometimes played wild.

Any number can play and each player throws one die to determine the order of play, highest man going first, next highest second, and so on.

The first player throws all 5 dice. After the first throw, the player may stand pat or may draw (as in draw poker) by throwing one, two or three of the dice again. The object is to secure high poker hands which rank as follows: five of a kind, four of a kind, full house (three of a kind plus a pair), straight (any five cards or numbers in numerical sequence), three of a kind, two pair, one pair.

The extra die or dice not included in one of the above hands do not have any value. If a player throws 4 Jacks, for instance, the fifth die does not help to decide the winner in case of ties. Tying players throw off.

HOW TO WIN

The player with the highest ranking hand wins. In the two-handed game the best three hands out of five wins.

DOMINOES

For 2–4 Players / AGES 8+

CONTENTS

28 Dominoes

SETUP

Turn all of the dominoes facedown and mix them up. Each player draws five dominoes and stands them so that the dots are hidden from the other players. The remaining dominoes become the draw pile (“boneyard”).

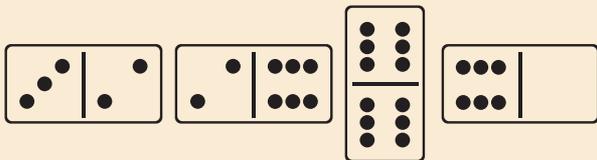
OBJECT

To win a round, be the first player to play all your dominoes. To win the game, be the first to score 100 points.

The first player to score 100 or more points wins the game. For a short game, play to a total of 50 points.

HOW TO PLAY

The player who draws the highest double domino (*same number of dots on both ends*) begins by placing that domino in the center. If no double domino is drawn, all dominoes are returned to the boneyard, mixed and redrawn. The person sitting to the left of the first player takes the next turn. The second player tries to match one of his or her dominoes to one end of the beginning piece. If the second player has no match, he or she must draw from the pile until a match can be made. Only one domino can be played at each turn. Dominoes are placed horizontally, except for doubles, which are placed vertically, as shown.



Every subsequent round is played the same way, beginning with the player who has the highest double domino.

HOW TO WIN

The winner of the round is the first player with no dominoes or the fewest number of dots on any remaining dominoes, once all dominoes have been

CHECKERS

For 2 Players / AGES 6+

CONTENTS

Gameboard (the same board is used for Chess), 24 Playing Pieces

OBJECT

Remove all of your opponent’s checkers from the gameboard by capturing them.

GAME SETUP

Take 12 checkers of the same color and place them on all of the dark squares of the first three rows in front of you. Your opponent does the same.

HOW TO PLAY

Choose a player to go first. On your turn, move any one of your checkers by the movement rules described below. After you move one checker, your turn is over. The game continues with players alternating turns.

MOVEMENT RULES

Always move your checker diagonally *forward*, toward your opponent’s side of the gameboard. *Note:* After a checker becomes a “King,” it can move diagonally forward or backward.

Move your checker one space diagonally, to an open adjacent square; or *jump* an opponent’s checker diagonally to the next open square adjacent to the checker you jumped. When you jump over an opponent’s checker, you *capture* it (see *Capturing an Opponent’s Checker*). During the same move, you may continue to capture with this checker by jumping more of your opponent’s checkers if possible.

If all squares adjacent to your checker are occupied (unless occupied by an opponent’s checker that can be captured), your checker is *blocked* and cannot move.

CAPTURING AN OPPONENT’S CHECKER

If you jump an opponent’s checker, you capture it. Remove it from the gameboard and place it in front of you.

BECOMING A “KING”

As soon as one of your checkers reaches the first row on your opponent’s

side of the gameboard, it becomes a King. Place another checker of the same color on top of it. Now this double-decker checker can move forward or backward on the gameboard.

HOW TO WIN

The first player to capture all opposing checkers from the gameboard wins the game!

BACKGAMMON

For 2 Players / AGES 8+

CONTENTS

Gameboard (the opposite side of Chess board), 1 Set of brown Checkers/Backgammon pieces, 1 set of ivory Checkers/Backgammon pieces, Backgammon dice, 2 solid wood dice cups.

OBJECT

Be the first player to move all of your playing pieces to your home board, and bear them off.

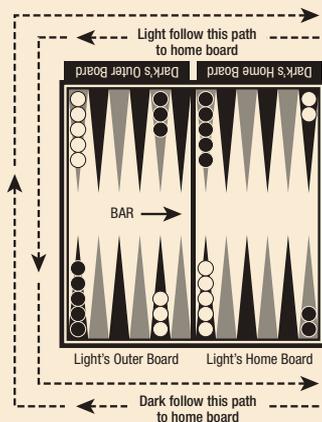
SETUP

Each player takes 15 playing pieces of the same color. Place your playing pieces on the gameboard according to the diagram on the right.

The gameboard is made up of 24 triangles, called points. Your playing pieces begin the game on your home board. To win the game, you must move all of your playing pieces to the outer board, then "bear them off," or move them off the board. As you play, try to "hit" as many of your opponent's unprotected playing pieces as possible.

HOW TO PLAY

Each player rolls one die; highest roller goes first. First player moves his or her playing pieces according to the initial die roll. Play continues with each player rolling both dice and alternating turns.



MOVING YOUR PIECES

- Always move your playing pieces forward, toward the outer board.
- Your playing piece may land only on an open point—that is, a point not occupied by two or more of your opponent's pieces.
- You may move one playing piece the count of one die and another playing piece the count of the other die; or you may move one playing piece the full count of both dice, as long as the count of the first die moves your piece to an open point.
- Any number of matching-colored playing pieces can occupy the same point.
- Doubles: If you roll doubles, you must move twice the number on the dice: for example, if you roll two 3's, move a total of four 3's, using any combination of pieces.
- You must move the full count of the dice, if possible. When only one piece can be moved, you must move that piece. If your piece(s) can move by either but not both of the dice, you must move a piece by the larger count. If you cannot move at all, you lose your turn.

HITTING AN OPPONENT'S PIECE

If one of your playing pieces lands on a point occupied by a single piece of your opponent's, place your opponent's piece on the bar. Your opponent must now re-enter that piece as soon as possible, onto the first open point of your home board. One or more playing pieces can be hit on a turn, either on the home board or the outer board.

BEARING OFF

After you have moved all 15 of your playing pieces onto the home board, you may begin bearing them off (moving them off of the board). To do this, you must roll a number that matches the number of the point your piece occupies. If the die roll is higher than the point number, you may move a piece from the highest-numbered point. If a playing piece is hit on the outer board, it must re-enter and travel to the outer board before any more playing pieces can bear off.

HOW TO WIN

The first player to move his or her playing pieces off of the board wins the game!