



Compendium of Games

SNAKES & LADDERS

OBJECT OF THE GAME: To be the first person to complete their throw at the finish

HOW TO PLAY:

Put together the snakes & ladders board in the layout as shown on back of box

To decide the order of play – take turns to throw the dice – whoever throws the highest score goes first with the remaining players following according to their score.

1. On your turn to play, throw the dice and move forward on the board from the start the number of square you have thrown.
2. If you end up at the foot of a ladder move up the ladder to the square at the top. If you end up on the head of a snake then slide back to the end of its tail.
3. If you land on 'bitten by the dog' you must stand on one leg until your next throw of the dice. Should any other part of your body touch the ground before your turn, on your next throw of the dice you must move back that number of squares.
4. If you land on 'fallen down a hole' you miss a turn.
5. Should you land on 'double dice' – on your next throw you double that score and even if you reach the finish, you must move backwards to use all the value of the dice thrown.
6. More than one person can occupy the same square at any one time

TO WIN THE GAME: A PLAYER MUST THROW EXACTLY THE RIGHT NUMBER TO GET TO THE FINISH.

IF YOU THROW A HIGHER NUMBER YOU MUST MOVE FORWARDS ON TO THE WINNING POST AND THEN BACKWARDS USING THE FULL VALUE OF THE DICE THROWN.

THE FIRST PLAYER TO FINISH THEIR TURN ON THE WINNING POST IS THE WINNER.

Nought & Crosses

Noughts & Crosses or Tic Tac Toe as it is called in different parts of the world is probably one of the easiest games to play. One player uses the X symbol and the other O, taking turns the players alternatively put an X or O in an empty space on the board. The object of the game is simple fill any row, vertically, horizontally or diagonally with 3 X's or 3 O's and you are the winner

SNAKES & LADDERS PUZZLE

Mix all the pieces of the board up then put together the board in the layout as shown on back of box

DRAUGHTS / CHECKERS

OBJECT OF THE GAME: Each player tries to get as many of his/her draughtsmen as possible through to the far side of the board, taking as many of the opponent's pieces as possible in the process and removing them from the board.

START OF PLAY: Decide which player gets the white draughtsmen and which player gets the black draughtsmen.

The two players set out their men on the black squares of the first three rows of squares on the board, facing each other - (see diagram on reverse of outer box). Black always begins. Players take turns to move one draughtsman at a time.

PLAYING THE GAME: The player whose turn it is moves one of his/her draughtsmen forward one square in a diagonal direction. The draughts only move on the black squares and never go onto the white squares. Draughtsmen may not be moved to a square already occupied by one of the player's own men or by one of the opponent's men.

TAKING THE OPPONENT'S DRAUGHTSMEN: If an opposing draughtsman is located on a square directly adjacent in a diagonal line and there is an empty space behind, the draughts can be taken by jumping over it. The draught is removed from the board. If there is another opposing draughtsman behind it and the square behind it is also empty, it too can be taken. A zig-zag movement is also allowed, but only in a forwards direction. It is thus possible to take several draughtsmen in succession, but jumping over one's own men is not allowed.

DRAUGHTSMEN MUST BE TAKEN WHEN POSSIBLE: If a player moves a draughtsman forwards and doesn't realise that he/she could have taken one or more opposing men, the opponent can remove the other player's draughtsman/draughtsmen from the board – because men must be taken when the opportunity arises. If there are several different draughtsmen which can be taken, a player is free to choose which one(s) to take. This is called 'huffing'. Alternatively, the opponent can cancel the player's move and return the draughtsman to its original position or do nothing at all and continue with their turn.

KINGS: On reaching the far side of the board, a player can make his/her draughtsman into a king by placing one of the men he/she has previously lost on top of the draughtsman which has reached the far side of the board. The king can only move on the player's next turn. A king is thus two draughtsmen on top of each other.

If only the opponent's men have been taken so far, one of the opposing draughtsmen is placed underneath the man which has reached the far side of the board. The colour of the top draughtsman indicates which player the king belongs to. A king can move or capture diagonally both forwards and backwards. There may be several kings on the board at one time. A king can be taken in the same way as a normal draughtsman.

END OF THE GAME: The first player to take all the opponent's draughtsmen, or to trap the opponent so that he/she cannot move, is the winner.

RING QUILTS

THE GAME: Pitch length to be decided taking into consideration skill/age of players. It is from behind this line that throwing takes place. The Quoits base should stand on flat ground at the end of the pitch.

PLAY: Play can be on an individual basis or as a team. The actual order of play has been left up to you to decide. All of the quoits rings are thrown during each turn and then count how many score keeping a note, the first round is completed after each individual player has thrown, or all the members of each team have thrown alternatively, i.e. first member of one team, then the first team member of the next team, followed by the second team member and so on until all players have thrown once, then go on to the second round. The score runs on from player to player and round after round until a winning total is achieved.