

BACKGAMMON GAME

Objective

To be the first player to move all of your pieces to your inner table where they can be removed (borne off) from the board. The first player to remove or "bear off" all his or her pieces from the board wins.

The Board

The board consists of 24 points, or triangles, or alternating colors. A "bar" divides the board down the middle. Players sit on opposite sides of the board. The first six points are called their "inner table". Points seven through twelve are the player's "outer table". Each player has 15 pieces of a different color from their opponent's pieces.

To Begin Play

Pieces are placed on the board as illustrated below. Each player rolls a single die. The player rolling the highest number goes first, choosing which side of the board and color of pieces to play. This player moves first, combining the two single throws of the players as the first move. Throughout the rest of the game, each player throws the dice and moves accordingly in alternating turns.

The two numbers of the two dice thrown on each turn may be used separately to move two pieces or combined to move one piece. A player's piece may be moved to any point except one already occupied by two or more of the opponents pieces. When a player has two or more pieces on a point, this is called "making a point". The opponent is barred from the landing on that point. If a player throws a pair, the player is allowed to move double the number thrown. The player may use the four numbers in any combination. A player must always use both numbers thrown whenever possible, but if only one of the numbers can be used, and there is a choice, the highest number must always be used.

The two players move their pieces in opposite directions. For example, white would move from black's home board towards white's home board. When all pieces are in a player's home board then the player may begin to "bear off".

To Play

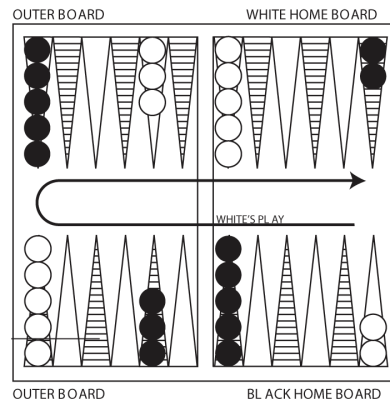
A single piece occupying a point is a bolt. If an opponent lands on a bolt, the piece is removed from the board and placed on the "bar", where it remains until it can be entered into the opponent's inner board. Pieces from the bar must be re-entered before any other moves are made. A piece may enter the board on points of the same number as shown on the dice. For example, if a "five" and "three" are thrown, a piece may be entered on a five point or a three point in the opponent's inner board. If a point is "made" by two or more opponent's pieces, a player may not enter on that point. If all six of an opponent's inner-board points are made, the player forfeits that turn until the opponent's play opens up the inner board and makes entry possible. A player may land on two or more bolts in the same throw. The player has a choice of landing on a bolt or not unless no other move is possible.

To Bear Off

A player bears off by rolling a number that corresponds to the point on which the piece resides, and then removing that piece from the board. Thus rolling a 6 permits the player to remove a checker from the six point. If there is no piece on the point indicated by the roll, the player must remove one piece from the highest-numbered point on which one of his pieces resides. A player is under no obligation to bear off if he can make a legal move (i.e. moving a piece closer to the end within the home board). If a piece is hit during the bear off process, the player must bring that piece back to his home board before continuing to bear off.

To Win

A game is won when either player bears off all of their men first.



MULTI-FUNCTION TABLE GAME

64-1006

GLD[®]
P R O D U C T S

Please read before assembly.

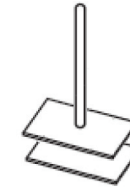
PARTS IDENTIFIER



Tennis Set
Qty. 1



Table Tennis Net
Qty. 1



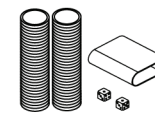
Net Post
Qty. 2



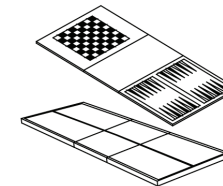
Chess Set
Qty. 1



Checker Set
Qty. 1



Backgammon Set
Qty. 1



Tennis Board
Qty. 1



Bag
Qty. 1

ASSEMBLY INSTRUCTIONS

Remove all the contents from inside the carton and verify that you have all parts as shown in the Parts Identifier Chart.

1. Unfold table tennis table and place on table or other raised surface.
2. Install the net and posts.
3. Remove parts from carry bag.
4. Play!

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TABLE TENNIS

The Order Of Play

In singles, the server first makes a good service and then the receiver makes a good return. Thereafter, server and receiver alternately each make a good return. In doubles, the server first makes a good service and the receiver returns the ball. Then the partner of the server makes a good return, followed by the partner of the receiver returning the ball. Thereafter, each player alternately in that sequence makes a good return.

A Good Service

Service begins with the ball resting on the palm of the free hand, which must be open, stationary and flat. The server then projects the ball upwards and strikes it as it is falling, before the ball touches anything. At the moment of impact of the racket on the ball, the ball must be behind the end line of the server's court or any imaginary extension thereof and above the level of the playing surface. The ball must touch the server's court, then pass over the net. The ball then touches directly in the receiver's court.

Ball Is In Play Until..

The ball is in play from the last moment at which it is stationary on the palm of the server's free hand before being projected in service until:

- a point is scored
- it touches the same court twice consecutively
- it has been volleyed
- it touches a player, or anything he/she wears or carries, other than his/her racket hand below his wrist
- it touches any object other than the net or its support (referred to above)
- it is struck by a player more than once consecutively
- it touches, in a doubles service, the left half-court of the server or receiver
- it is struck, in doubles, by a player out of sequence, except where there has been a genuine error in playing order

A ball which strikes the top edge of the table is still in play. A ball that strikes the side of the table below the edge, is out of play, so the play and the point are counted against the last striker.

A Let

The rally shall be a let:

- if in service the ball, in passing over or around the net assembly, touches it, provided the service is otherwise good.
- if the service is delivered when the receiving player or pair is not ready
- if failure to make a good service or a good return due to a disturbance outside the control of the player

A Point

Unless the rally is a let, a player shall score a point:

- if his opponent fails to make a good service
- if his opponent fails to make a good return
- if, after he has made a good service or a good return, the ball touches anything other than the net assembly before being struck by his opponent
- if the ball passes beyond his end line without touching his court, after being struck by his opponent
- if his opponent obstructs the ball
- if his opponent strikes the ball twice successively
- if his opponent strikes the ball with a side of the racket blade
- if his opponent, or anything his opponent wears or carries, moves the playing surface
- if his opponent, or anything his opponent wears or carries, touches the net assembly
- if his opponent's free hand touches the playing surface
- if a doubles opponent strikes the ball out of the sequence established by the first server and first receiver

A Game

A game is won by the player or pair first scoring 21 points unless both players have scored 20 points. In this case, the winner is the player or pair to first score 2 points more than the opposing player or pair.

A Match

A match consists of the best of three games or the best of five games. Play is continuous throughout except that any player is entitled to claim an interval of not more than two minutes between successive games of a match.

CHESS GAME

Elements

In a game of chess there are two opponents taking turns making moves; one using white pieces, one using black pieces. White always moves first to begin the game. Each player has six different kinds of chessmen: one queen, one king, two rooks, two bishops, two knights and eight pawns. The chessboard consists of sixty-four squares - eight horizontal rows (ranks) and eight vertical rows (files). Facing the board a white square is always at the lower, right corner. Set the white pieces on the board, from left to right on the first row as follows: rook, knight, bishop, queen, king, bishop, knight and rook. Set the eight pawns across the second row. Set the black pieces, from left to right, facing the player, on the first row as follows: rook, knight, bishop, king, queen, bishop, knight and rook. The two kings and two queens should be facing each other on the vertical rows. Set the eight pawns across the second row.

Move

Each of the chessmen has a different way of moving.

King: can move one square in any direction - vertically, horizontally and diagonally. The king can capture any opposing chessman on an adjacent square and remove it.

Queen: can move, like the king, in any direction but with an important difference. The queen can keep on moving until she is blocked by some obstacle to her progress, such as a friendly or an opposing chessman. The queen captures by landing on the opponent's square and removing the captured pieces.

Rook: can move vertically or horizontally, one direction at a time until blocked by the presence of a friendly or an opposing chessman. The rook captures by landing on the opponent's square and removing the opposing chessman from the board.

Bishop: can move only diagonally, one direction at a time. The bishop captures by removing the opposing piece from the board.

Knight: can move - 1) one square forward or backward; then two squares to the right or left; or 2) one square to the right or left; then two squares forward or backward. The knight can leap over the chessman on its way to its third square and captures and removes only on the end-square of its move. The knight cannot capture any chessman that it leaps over.

Pawn: can move only in one direction to the square straight ahead unless the square is occupied by a friendly or hostile man. Each pawn only on its first move, has the choice of advancing one square or two squares. A pawn may capture any hostile piece only if it is in front of it to the left or right diagonally.

The game is won by capturing the opponent's king.

CHECKERS GAME

Objective

Each player tries to either move the pieces so that the opponent is unable to make a move, or capture all of the opponent's pieces and remove them from the playing board.

To Begin Play

Each player arranges the twelve pieces on the twelve dark squares in the first three rows on their side of the board. The game is played only on the dark squares. The player with the dark, or black pieces, always takes the first turn. Each player may move only one piece per turn. The pieces are moved one square at a time, diagonally only. Once a player has touched a piece, it must be moved in that turn. Pieces may not be moved backward.

To Play

An opponent's pieces are captured when a piece jumps over it to the next square, which must be vacant. More than one piece may be captured each turn, as long as there is a vacant square to land on after each successive jump, but a piece may not be jumped more than once. A player has the choice whether to capture a small or large number of pieces. If the player decides to capture a large number of pieces, all the possible jumps and captures must be completed. Once a piece reaches the last row on the opponent's side of the board, it becomes a "king". The player's turn ends when the piece becomes a king. A king is "crowned" by placing another piece of the same color on top of it. Once a piece becomes a king, it may be moved either forward or backward along the diagonal squares to a vacant square. A king may be captured by either a regular piece or by another king piece. The game is won by capturing all of the opponent's pieces. If neither player can remove all the opponent's pieces or prevent the opponent from moving, then the game ends in a draw.