

# OTHELLO

A strategic game for 2 players as from the age of 8 years.

**Playing time:** depending on the progress of the game.

**Content:**

- 64 wooden pegs (all wooden pegs have a different colour on both sides)

**Object:**

The winner of the game is the player who has the most occupied squares on the board.

**Play:**

At the start of the game the board is empty except for 4 pieces - 2 of each color - placed in the four middle places (opposite or diagonally). On his turn a player places a peg of his own color in an empty hole in such a way as to capture one or more pegs of his opponent (in a straight or diagonal line). The pegs that are enclosed between 2 pieces of his own color are reversed and get the color of the player. In each alternate turn, a peg must be placed in such a way it connects with a peg of the opponent and encloses a row of one or more pieces. One can enclose in 8 directions (up, down, left, right, or one of the four diagonals). To enclose in a certain direction there must be 1 or more contiguous pegs of the opponent's color. The inclusion row starts with a peg of his own color ,then one or more pegs of the opponent and closes again with a peg of his own color. All pieces in the middle are then turned and get the color of the 2 end pegs.

If there are several options to enclose, the player may choose which one he wants to play. If a player can not enclose pieces of the opponent, he loses his turn but stays in the game. A player must not skip if he has the ability to capture one or more of his opponents pegs.

The game ends when the board is filled or when neither player can capture. The winner is the player with most pegs of his color on the board at game end.

***Succes!***

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# SOLITAIRE

A single player challenge.

## **Contents:**

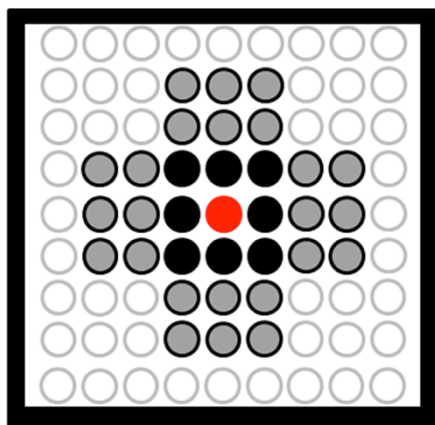
- 1 wooden board
- 33 wooden balls- colors do not matter

## **Object:**

To remove all of the balls from the board except for a single one on the red dot in the center of the board.

## **Setup:**

Place all of the pieces on the board according to the diagram below.



## **Play:**

The game begins with all of the balls arranged on the board, leaving the red dot in the middle of the board an empty space.

Jump one ball over another ball to an adjacent empty space.

Balls may be jumped over either vertically or horizontally, not diagonally.

The ball that was jumped over is removed.

Continue in this fashion until you have reached the goal of a single ball in the center of the board, or until there is no way left for balls to jump over each other.

Note that the four corner squares of the board, as well as all of the spaces on the sides of the board, do not have pieces arranged on them at the beginning of the game, and therefore pieces may not reach them at any point during the game.

***Good Luck!***

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# THAI CHECKERS

A strategy game for 2 players, ages 8 and up.

**Playing time:** approx. 30 minutes.

**Contents:**

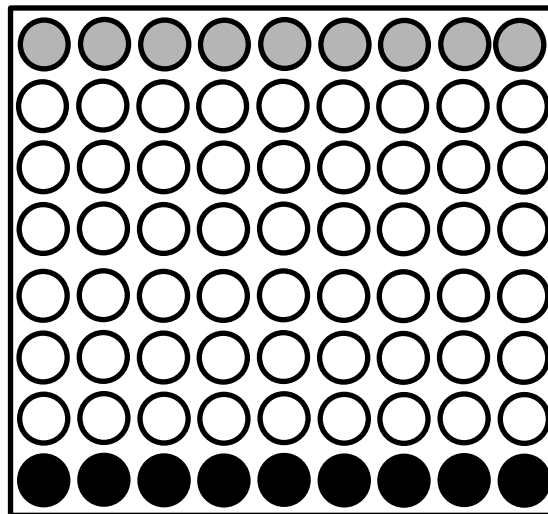
- 1 wooden board (this game makes no use of the red dots painted on the board)
- 9 light colored balls
- 9 dark colored balls

**Object:**

To remove the opponent's pieces.

**Setup:**

Players sit at opposite sides of the board. Each player picks a color (light or dark) and arranges all of their 9 pieces on the row closest to them.

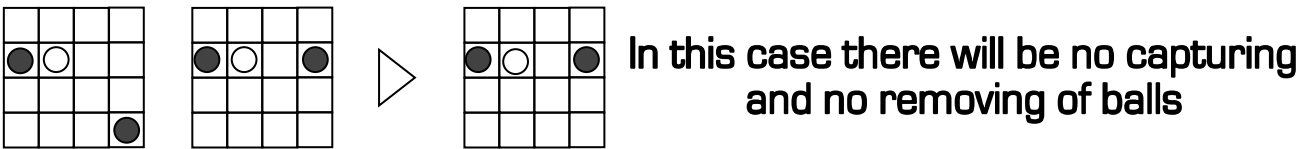
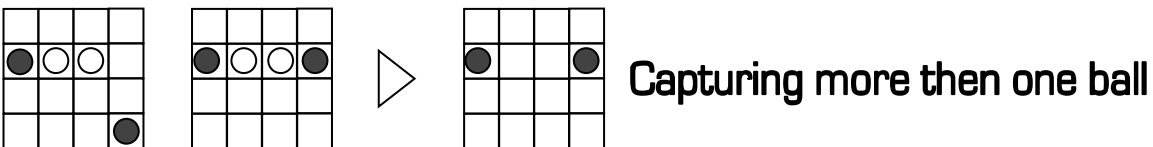
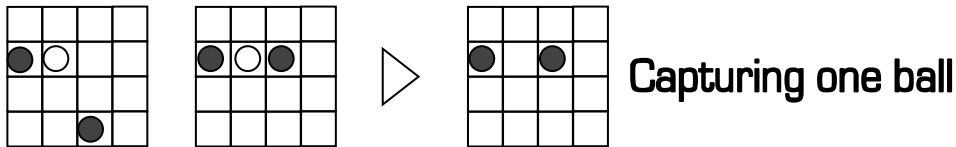


**Play:**

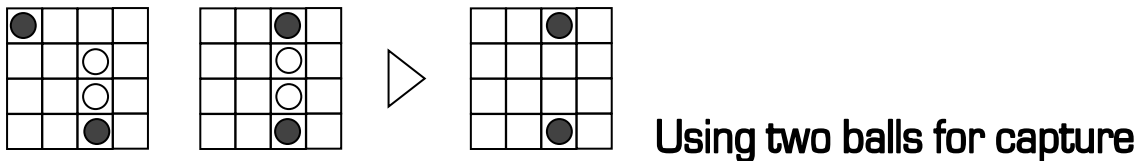
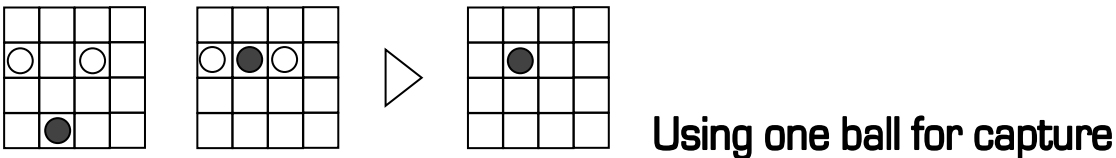
Players may move one of their pieces in each turn- forward, backward, left or right- not diagonally. Players may move as many spaces as desired, as long as it is in a straight, uninterrupted line. Players may not "skip" over any pieces, either their own or their opponent's.

Pieces may be removed in one of two ways:

- When one or more of the player's pieces are "trapped" between the opponent's pieces on both sides, all of the trapped pieces are removed.



- When a player's piece enters a single space between two of the opponent's pieces, the opponent's pieces are removed. If there is more than one of the opponent's pieces on each side of the space, the maximum equal number of pieces are removed. So, for example, if there were 4 pieces on the left of the space and 3 on the right, 3 pieces are removed from each side.



Pieces are always removed by the player who trapped them.

**Winning:**

The winner is the first player to remove all of their opponent's pieces, or to leave them with a single piece on the board, so that the opponent may not continue to trap pieces.

**Good Luck!**

# CHINESE CHECKERS

A strategy game for 2 players, ages 8 and up.

**Playing time:** approx. 30 minutes.

**Contents:**

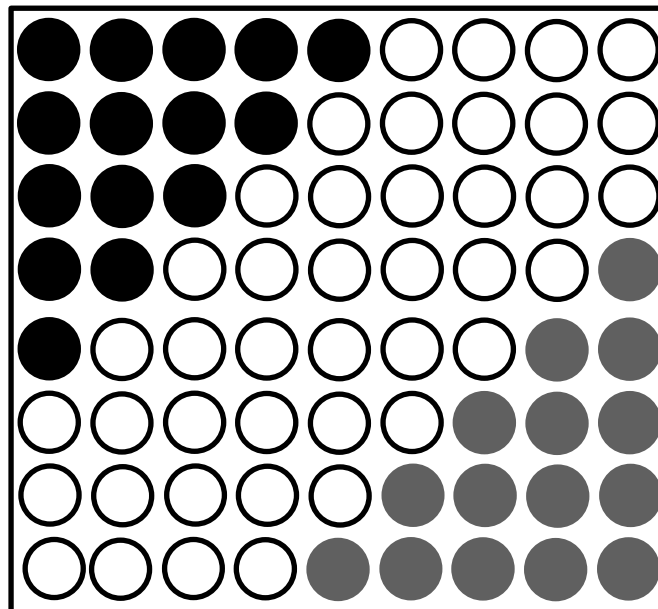
- 1 wooden board (this game makes no use of the red dots painted on the board)
- 15 light colored balls
- 15 dark colored balls

**Object:**

To be the first player to move all of their colored pieces to the opposite side of the board.

**Setup:**

Players sit at opposite sides of the board. Each player picks a color (light or dark) and arranges all of their 15 pieces in a triangle in the corner of the board to their right, so that both players' pieces are at opposite corners of the board:



**Play:**

Each player move one piece per turn.

A piece may be moved to any empty space adjacent to it, in any direction. A piece may also "hop" over another, adjacent single piece (of either color) to an empty space.

A piece can "hop" over more than one piece (like in regular checkers)

A player may move with a single piece each turn, "hopping" on pieces as much as possible.

To advance quickly, it is possible to build "bridges".

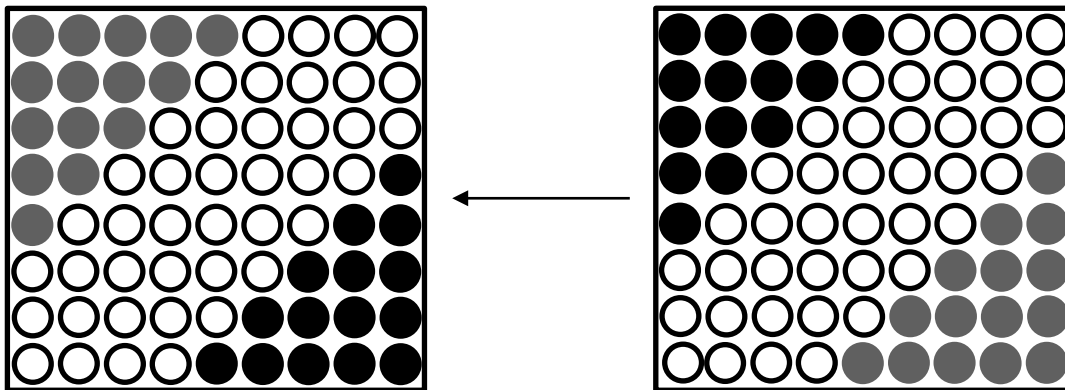
Bridges are formed by placing single pieces next to each other, with one space between each piece.

A player's piece may now hop over one of the pieces, landing in an empty space, and then immediately hops over the next piece to the next empty space, and so on (like in checkers).

Hopping over pieces this way in a single turn advances pieces faster.

Bridges do not have to be in a straight line, and may change directions.

Bridges can be formed of a player's pieces, the opponent's pieces, or a combination of both.



***Good Luck!***

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