

space **essentials**

Assembly Instructions

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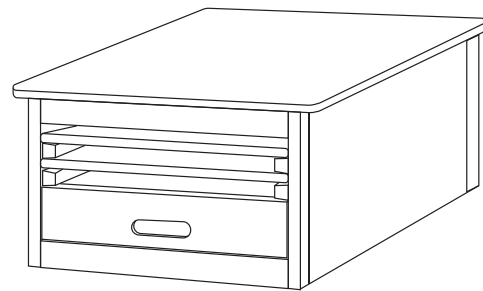
Please follow the instructions below for correct assembly.

Wooden 15 in 1 Game

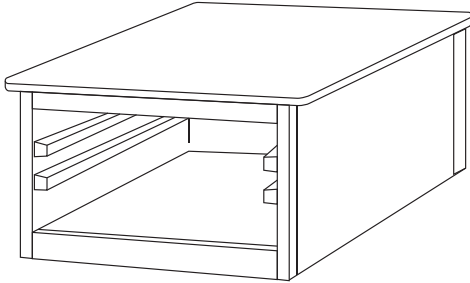
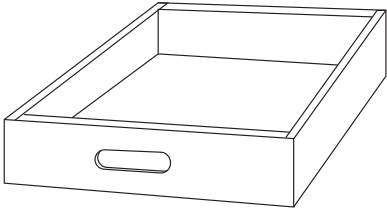
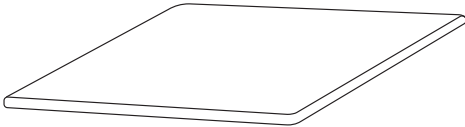
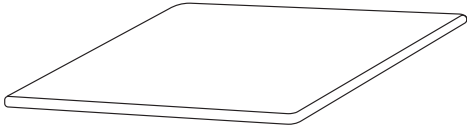

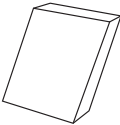
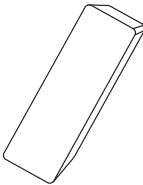



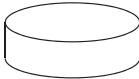

Product code: CGS8251

Additional details:

Chess, Checkers,
Backgammon, Parcheesi/
Ludo, Soitaire, Chinese
Checkers, Snake and
ladders, Tic-Tac-Toe,
Passout, Mancala,
Dominoes, Dice,
Playing cards, go fishing,
old maid



Parts list

A:Chess Cabinet 		B:Chinese Checker platform/Drawer  x1	
C:LUDO Flat  x1		D:Three in one chess Flat (Tic Tac Toe/Backgammon/Pass Out)  x1	
E:Chess  x32	F:Card  x3	G:Domino  x28	H:Flight chess  x16
I:African Checkers  x48	J:Checkers  x60	L:Tic Tac Toe/ Backgammon/ Pass Out  x32	M:Dice  Bigx5 Littlex2

BACKGAMMON

Players: 2

Equipment: Backgammon Game Board, 15 Brown tokens, 15 Black tokens and Pair of Dice, Doubling Cube

Object: Be the first player to move all your tokens (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 brown tokens, 15 black tokens. Players choose to be the black or brown and then set up the game board. The game tokens in backgammon are referred to as, "stones." Each player rolls a die to determine who has the first move, ties are re-rolled. 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 formation, starting at the opponents 1-point, and ending at the players 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. For 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 they lose the move.

Hitting & Entering: 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 an open point corresponding to the numbers on the dice. This stone on the Bar must reenter the opponent' s inner table before making another move. You 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 their stones around the board to there inner table, the player starts to "bear off" (remove) stones from points corresponding to the dice thrown. The player can either move a stone within their 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 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 the player' s inner table before additional stones can be moved or taken off.

Doubling: The doubling cube (the dice with numbers) changes winner' s 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 the doubling die to 2 offer it up as a " bet" to his opponent. 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, they forfeit the game and the opponent earns 1 point. If the opponent accepted the bet, the player now has the right to double the bet to 4 later in the game. 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.

Winning: 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," **GAMMON**," and the stakes of the game, as shown on the doubling cube, are doubled. If the loser still has stones on the winner' s home table, it is called," **BACKGAMMON**," and the game stakes triple. This includes stakes raised by doubling.

CHECKERS

Players: 2

Equipment: Checkers Game Board, 12 Brown tokens, 12 Black tokens

Object: Capture all you opponent's tokens.

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

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 has the ability to remove the offending token. This does not count as his move.

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

CHESS

Players: 2

Equipment: Chess Game Board, 16 Brown Chess Pieces, 16 Black Chess Pieces

Set-up: Lots are drawn to establish who has the brown chessmen and, thus, who can move first. This player is then allotted the 16 brown 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 their 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 brown 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.

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 there after 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 their king by moving the king to another square or moving one of their 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 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: Chinese Checkers Game Board, 60 Marbles (10 of each color)

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

Set-up: Each player chooses 10 marbles of the same color and places them in the triangle of the star closest. The colors of the marbles do not have to match the color of the point they are placed in, but it is helpful.

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

Winner: The first player to successfully move all of their marbles into the opposite triangle wins the game.

PASS OUT

Players: 2

Equipment: Pass Out Game Board, 2 Dice, 15 Brown tokens, 15 Black tokens

Object: Be the player with the most pieces on the board when all 21 spaces have been covered.

Play: Two players need a pair of dice and fifteen tokens each. Player with the black tokens throws the dice first. The numbers as shown on the dice (either individual numbers or combination of the two dice) are then covered on the board. When all twenty-one (21) spaces on the board are covered, the game is over.

MANCALA

Players: 2

Equipment: Mancala Board, 48 small colored beads

Object: Be the player with the most beads in your Mancala.

Set-up: Place four beads in each of the bins numbered one 1-12 as shown in the diagram below.

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 beads in one of the bins on their side of the board. [For example, Player "A" would pick up the beads in any of the bins numbered 1-6.] The player then proceeds by placing one bead at a time in each of the bins counter-clockwise around the board. If the last bead is placed in your Mancala then you play another turn. You never place a bead in your opponent's Mancala; you skip it, placing the remaining beads in the following bins. For example, Player A picks up eight beads from bin 6, then places a bead in their Mancala and then bins 7, 8, 9, 10, 11, 12, but skips the opponent's Mancala and places the remaining bead in bin 1. If the last bead is placed in an empty bin on your side of the board, then you take all of the beads in your opponent's bin directly opposite, as well as, the single bead placed in the empty bin, and place them in your Mancala. Players may not touch the beads to count them and once touching the beads, the player must play them.

Winning: Play ends when one player's six bins are empty. The other player then places all remaining beads from their side of the board into their Mancala. Players then count the number of beads in their Mancalas. The player with the most beads is the winner.

PARCHISI

Players: 2-4

Equipment: Parchisi Game Board, 16 Tokens (4 of each: red, blue, green, yellow) and pair of dice

Object: Be the first player to move all your tokens around the game board and into your home.

Set-up: Each player chooses four tokens of one color, which must be set out on the corresponding color circle at each corner.

Play: No player moves a token until they have rolled a five or any combination of the dice that adds up to five. If a player does not roll a five, their turn is over and play is passed to the player to the left. The first player to throw a five takes one token from the corner circle and places it on the corresponding color start area on the game board. In the next turn the player uses the roll to advance their token in a clockwise path around the board. With each turn, players decide which of their four tokens to advance, according to how they choose to count the dice. The dice can be added together to advance one token, or counted individually to advance two tokens. A player can also use the count from one die and choose to ignore the other. Whenever a five is rolled the player can choose between getting another token out of its corner or advancing a token already in play. Whenever a player rolls doubles they receive an extra turn. If a player rolls doubles three times in a roll, they are penalized and the token closest to home must return to the start circle. When a player arrives on a square already occupied by an opponent, the opponent's tokens are, "captured", and must be returned to its colored circle. In addition, the player that was the, "capturer," is given a 10-space bonus. They may move any token forward 10 spaces. The bonus may not be split between two tokens.

A player's own tokens may share the same square and no other player may pass while an opponent has two or more tokens sharing the same square. A player whose roll causes them to land on a square occupied by two or more of an opponent's tokens must lose their roll until they can pass that square. The player must wait until there is only one of the opponent's tokens on that square. Once a token has made a complete circuit of the game board, it moves up into the corresponding color, "home path." The, "home path," is a safe zone and no opponent's tokens may enter the home path. Once in the home path, a player tries to get their token into the home area. Tokens may only enter home on an exact count roll. Every time a player gets a token into home he earns a 5-space bonus. The bonus may be used to advance another token forward, but may not be split between two tokens. Once a token has reached home it may be removed from the game board (to allow space).

WINNING: The first player who get's all of their tokens to reach home is the winner.

SOLITAIRE

Players: 1

Equipment: Solitaire Game Board, 32 Disks

Object: Remove all but one disk.

Play: Place the disks on every spot except the center space. Remove the disks by jumping over another disk into a vacant spot. Continue jumping one disk at a time until all are removed or no jumps are possible.

SNAKES & LADDERS

Players: 2-4

Equipment: Snakes & Ladders Game Board, 4 Different Colored Playing Pieces-1 per player, 1 Dice

Object: Be the first player to get to square 100

Set-up: Each player selects a colored playing piece. Youngest player starts first.

Play: The first player rolls the dice and moves their playing piece the number of spaces indicated on the die. The player to the left of the first player then rolls the die and moves their playing piece as indicated.

Any player who finishes their turn on a square at the bottom of a ladder moves their playing piece up the ladder to the new square at the top of the ladder. Any player finishing their move on a square with a snake's head must slide down the snake to the square with the snake's tail.

Winning: The first player to reach the square numbered 100 is the winner. Players must land on the 100 by an exact throw, (i.e. throw a three if their playing piece is on 97). If the number thrown is greater than 100, the playing piece must be moved forward to 100, and then back again to makeup the correct number required. This sometimes means more trouble with the snake waiting on square number 98.

TIC-TAC-TOE

Players: 2

Equipment: Tic Tac Toe Game Board, 5 Black token, 5 Brown token

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

Play: One player selects Black. The other player uses Brown. The Black player begins game by placing a token in any of the nine squares formed by the intersecting lines. The game alternates between Black and Brown players, placing their disks on the board.

Winning: The first player to line three of their disks in a row either vertically, horizontally, or diagonally wins the game. Should neither player do this after all nine squares are covered, the game is a tie and a new game can be played.

DOMINOES

Domino Introduction

A domino is a small tile that represents the roll of two dice. The tile, commonly called a, "bone," is rectangular with a line down the center. Each end of the tile contains a number. In the most popular domino set, the double-six, the numbers vary from 0 (or blank) to 6. This produces 28 unique tiles. There are a variety of types of domino sets in use all over the world and a great number of games that can be played with them. The following are the rules for the three most commonly played games in the West - All Fives and Variations, the Standard or Block game and the Draw game. The instructions describe the games played with the standard or double six domino set comprising 28 tiles.

Shuffling the Dominoes

Before a game or hand begins; the dominoes must be shuffled, so that no one knows the location of any given tile. Typically, the tiles are shuffled by turning them all face-down on the table, then moving them around in a random motion, being careful not to flip over any of the pieces. This is also called the, "boneyard."

All Fives Domino Game

Also known as, "Muggins", "Five-Up," and "The Five Game", All Fives is played with a double six set of dominoes by two players.

The dominoes are shuffled face down and each player takes seven dominoes (a non-default option, 9-bone initial hand can be also selected upon table creation). The remaining dominoes are placed in the boneyard to be drawn from by a player when they cannot play a tile from his hand. The player with the highest double plays first and turns proceed in a clockwise direction. In a hand other than the first one in the game, the choice of play may be any tile in the lead player's hand.

Object

To be the first person to attain the agreed-upon number of points 100 - 500. Points may be awarded during the play of the hand by making the exposed ends of the chain total to a multiple of five. The winner at the end of each hand also scores points for all the pips remaining in the other player's hand rounded to the nearest multiple of five.

Game Play

The first player lays down any tile and play continues with each player laying down a tile so that the tile it connects with matches in number. Players additionally attempt to lay down tiles, so that the sum of the numbers at either end of the chain, add up to 5 or a multiple of 5. Doubles are laid down across the direction of the chain for the purpose of adding both end counts. For example, if there is a 3 at one end of the chain and a 6 at the other, a player could play the double 6, which would be useful because the ends would add up to $3 + 6 + 6 = 15$, a multiple of five. If there is a double five at one end and a blank at the other, a player could play the double blank so that the ends add up to 10.

Play may proceed off both ends of the chain, or from the exposed ends of the first double that is played once that double has had dominoes played from both its sides. That double is referred to as the, "spinner," because the chain sprouts from all four sides of the domino. At most there will be four ends of the chain exposed.

If a player does not have any tiles which have a number of pips that matches one of the exposed ends of the chain, that player must draw from the boneyard. This is done one tile at a time until the player draws one which may be played. If there is no boneyard or tiles left in the boneyard, that player must pass.

End of Play

The game ends as soon as a player has no more tiles left or alternatively when none of the players can play a tile. The winner is the player who has no tiles left, or if no player managed to go out. The players add up the spots on their remaining dominoes and the winner is the player with the smallest total. The loser subtracts the winner's spot total (which is zero if the winner went out) from their total, and rounds the result to the nearest multiple of five and adds this quantity to the score of the winner. If all scores are less than agreed-upon number of points for the game 100-500, the game continues by playing another hand.

The Draw Domino Game

As opposed to All Fives Domino game, points are not awarded during play for making multiples of five. Points are awarded only at the end of each hand.

Each player tries to match the pips on one end of a tile from their hand with the pips on an open end of any tile in the chain. If a player cannot match a tile with one in the chain, they must draw from the boneyard until a tile that can be played is drawn. If there are no tiles left in the boneyard, the player passes their turn. The first player to get rid of all dominoes wins the hand. If none of the players can make a play, the game ends in a block. If a hand ends in a block, the players turn the tiles in their hands face up for counting. The player with the lowest total wins the hand and earns the points of all the tiles left remaining in his opponent's hand. The player who first reaches the agreed-upon number of points 100-500 or more is the overall winner.

The Block Domino Game

This variation is similar to Draw the game above, except no player can draw from a boneyard. If a player can lay a domino, then it must be played. Otherwise the player, "knocks," or raps the table and play passes to the next player. If none of the players can make a play, the hand ends in a block. The players turn the tiles in their hands face up for counting. The player with the lowest total wins the hand and earns the points of all the tiles left remaining in his opponent's hand. The player who first reaches the agreed-upon number of points 100-500 or more is the overall winner.

Go Fish!

The object of the game is to be the first player to discard all cards from their hand.

1.Shuffle cards.

For 2 players:Deal 5 cards face down to each player.For 3 to 4 players:Deal 7 cards

2.Place remaining cards face down in a stack.

3.Each player removes all of the matching pairs of sea life creatures from their hand,placing them face up on the table.

4.The youngest player begins the game.He selects any player and asks them for a card,naming the sea life creature on the card he's trying to find a match for.If the other player has that creature in their hand,they must give it to the player that's asking for it.Once the matching cards from your hand and place with your other matched sets.Player's turn continues as long as he keeps making matches.

5.If a player asks for a sea life creature that the other player doesn't have,the other player should say: "GOFISH!"Now he has to select a card from the deck.If it matches a card in his hand,he places the pair with the other matched sets.If he cannot make a match, he places the card in his hand.Player's turn is over.

6. Now it's the next player's turn. Play passes clockwise or to the left.
7. When the deck has been completely used, the players continue the game by asking for a card from each other. If a player does not have the card, asking player loses his turn and it's the next player's turn to ask.
8. The game ends when one player runs out of cards. Then all players count their matched sets. The player with the most sets wins the game!

Old Maid

The OLD MAID deck contains 17 matching pairs of cards and 1 OLD MAID card. With this game kids can make-believe they are firemen, doctors, baseball players and much more!

HOW TO PLAY:

(For 3 or more players)

1. Shuffle cards. Deal 1 card at a time to each player until all cards are dealt.
2. Each player removes all the matching sets from his hand, placing them face up on the table.
3. The youngest player begins the game by picking a card from the player on his left. If it matches a card in his hand, remove the matched set and place it with the other sets. If it doesn't match, player puts the card in his own hand. Player's turn is over.
4. Play passes clockwise or to the left.
5. The next player does the same, selecting a card from the player on his left.
6. The game continues until all sets have been matched. The player who is left with the OLD MAID card loses the game and becomes THE OLD MAID!



WARNING:

CHOKING HAZARD-Small parts. Not for children under 3 years.

CHOKING HAZARD - Toy contains a small ball.
Not for children under 3 years.

Awesome!

You did it!

We'd love to see how it looks in your space—share your setup and tag us on

Instagram @spacegeneralnz

Visit us at www.spacegeneral.co.nz.