

# 6 IN 1 TRAVEL GAMES



**WARNING:** This product contains (a) small magnet(s). Swallowed magnets can stick together across intestines causing serious infections and death. Seek immediate medical attention if magnet(s) are swallowed or inhaled.

## PAHRCHEESI 2 to 4 players

**OBJECT:** To be the first player to get all your movers “HOME.”

**SET-UP:** Each player takes 4 movers of the same color and puts one in the same color START circle. Put the remaining 3 movers in a line in back of the circle.

**HOW TO PLAY:** Players roll both dice and the player with the highest roll goes first. Play continues to the left.

**Enter:** To the right of each player’s START circle is a space marked with an arrow that is the same color as your movers. This is your ENTER space. To enter the board, you must roll a 5 or a combination of 5 on one or both dice. You must enter your mover onto the board whenever possible. If you roll a 5 and all your movers are already on the board, or if you have two movers on your ENTER space (see MOVING), you may then use the 5 to move your movers that are already on the board.

**Moving:** Once a mover is entered, you can begin to move it around the board. Roll the dice and move that many spaces on the board, starting from your ENTER space, move up that row and then to the left and into the next row of spaces. You can either move one mover the total amount of spaces shown on both dice, or, if you have more than one mover entered on the board, you can split the moves between them. For example: if you roll a 2 and a 4, you can move one mover 6 spaces, or move one mover 2 spaces and the other mover 4 spaces.

You must move whenever possible. If you can’t move by the count of both dice, you may move one mover the number of spaces shown on only one die.

No more than two of your movers can be on the same space at any time.

**Rolling Doubles:** When both dice come up the same number, this is called doubles. If you roll doubles before all your movers are on the board, take your turn and then go again.

If you roll double after all your movers are on the board, move the number of spaces on the top and bottom of both dice. This number will always equal 14 and can be used by just one mover or split between two or more movers. For example: if you roll double 2’s, the 2 is on top of the dice and the 5 is on the bottom of the dice for a total of 14. You can move one mover 14 spaces (2+2+5+5) or move two movers 7 spaces each (2+5) and (2+5) or move three movers (2+2) and (5) and (5) or move all four movers (2) and (2) and (5) and (5). Once you have moved in any of these combinations, roll again and take another turn.

If you can’t move in any of the combinations listed above, do not move ANY of your movers. Roll again and take another turn.

**Penalty:** If you roll doubles three times in a row, do not take a third turn. Take your mover that is closest to HOME and put it back in your START circle. This mover must be re-entered on the board on another turn. Play now passes to the left.

**Capturing:** If you land on the same space that an opponent’s mover is on, your opponent takes his mover and puts it back on his START circle. He must re-enter his mover on another turn. You cannot send an opponent’s mover back while it is in his HOME PATH (See GETTING HOME).

**Bonus:** After you have sent an opponent’s mover back, move any one of your movers ahead 20 extra spaces. If you capture an opponent when you roll DOUBLES, move ahead 20 spaces, then roll again. If you cannot move any one of your movers ahead 20 spaces, you must forfeit the bonus.

**Blocking:** Two movers of the same color on any space forms a BLOCK. Other players cannot land on, capture or pass over a blocked space. If another player blocks your ENTER space, you can’t enter the board until that player breaks up the block by moving at least one of his movers.

**Getting Home:** To get HOME, you must move your mover up your HOME PATH which is the row of spaces that matches the color of your movers. You cannot move HOME using another player’s HOME PATH. You must reach HOME by exact count and

the HOME space counts as one space. Since there is only room for one mover on your HOME space, once a mover is HOME, take it out of the HOME space and put it on one of the four white circles in the large circle that matches the color of your movers.

**Home Bonus:** After getting a mover into the HOME space, move any one of your other movers an additional 10 spaces. If you cannot move one mover 10 spaces, you forfeit the bonus.

**WINNING THE GAME:** The first player to move all of his or her movers Home wins the game.

## BACKGAMMON For 2 players

**OBJECT:** To be the first player to remove all your pieces from your inner table. This is called “Bearing Off.”

**SET UP:** Each player takes 15 pieces of the same color – use the chess pieces and disregard the symbols. Line up pieces as shown in the diagram. Red’s pieces are moved counter-clockwise around the board bear off out of his inner table. Black’s pieces are moved clockwise around the board to bear off out of his inner table.

**HOW TO PLAY:** Pieces are moved the number of points thrown in a pair dice. From one point on the board to the next is one dot on the dice. Each number can be used by a separate piece or both can be used by one piece. If “doubles” are thrown, both numbers on the dice being the same, double the number of points can be moved.

When a player has two or more pieces on a point, the opponent’s pieces cannot rest on that point. They may, however, pass over it. This is called a “block.”

If a player can bring a piece to rest on a point occupied by an opposing piece, he “blots” the opposing piece and it is removed to the “bar.” This piece must then be put into play before any other move is made by the player whose piece it is. It is put into play by entering its opponent’s inner table on an open point whose number corresponds to the number on one or both dice.

Pieces can be borne off only when all of a player’s pieces (not yet borne off) are within his own inner table. Then a piece can be borne off whenever it is on a point whose number is thrown. If a number is thrown higher than the point on which any piece is left, the highest piece can be borne off. A piece must be moved forward if it is possible to move.

**WINNING THE GAME:** The first player to bear off all her pieces wins!

## CHINESE CHECKERS For 2 to 3 Players

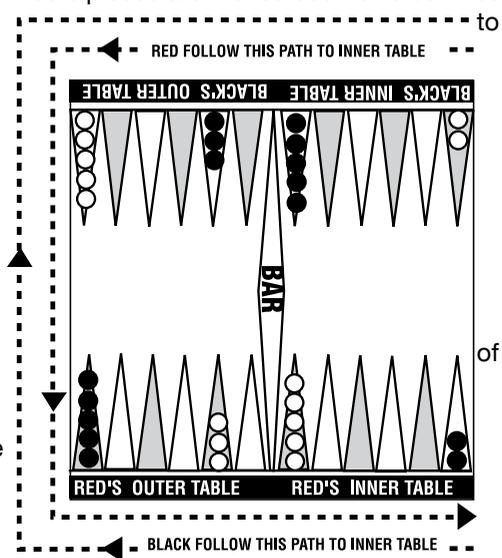
**OBJECT:** To move your pegs (6 each) across the board to the star point directly opposite.

**SET UP:** Each player uses a different colored set of pegs and places them into a point of the star.

**HOW TO PLAY:** Choose a player to start; then play continues to the left. Players can move or jump in any direction as long as they follow the direction of the lines. As in checkers, move only one hole or jump only one peg; although successive jumps are allowed wherever they can be made in any direction.

Partners may be chosen and in the event of one partner finishing first, he or she is permitted to help the unfinished partner move his pegs. As the game draws to a conclusion a player cannot remain in his or her original starting point in order to prevent an opponent from finishing the game.

**WINNING THE GAME:** The player getting all pegs across first wins.



## CHESS

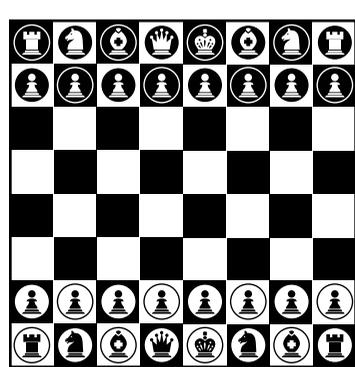
### For 2 players

**OBJECT:** Capture your opponent's King.

**SET UP:** Carefully peel the labels from the sheet. Place labels with the black background on the black playing pieces and the labels with the red background on the red playing pieces. The red pieces will be referred to as "white" and the other pieces will be referred to as "black".

**HOW TO PLAY:** Each side has 16 pieces set out as shown in opening position. These are made up of six different kinds each having their own moves.

- King – one square in any direction.
- Queen – any number of squares in any direction.
- Rook (or Castle) – any number of squares along horizontal or vertical line.
- Bishop – any number of squares along diagonals.
- Knight – advances two squares in any direction then one square to left or right.
- Pawn – one square forward (except in its opening move when it may move two)



Pieces are taken by moving any of these on to a square occupied by an opponent's piece, which is removed from the board. The pawn, which normally, moves one square forward, takes only pieces on the square diagonally in front of it. If an

opposing pawn jumps over this square in its opening move (when it is allowed to move 2 squares) it is taken 'en passant' just as if it had moved only one square. The taking piece occupies the square one place diagonally forward. When a pawn reaches the end of the board it may be exchanged for a queen, rook, bishop or knight.

**Castling:** This is an exceptional move, used once by each player at any time during the game to bring a rook into play and strengthen the king's defenses. The king moves two places either left or right and the rook is placed on the opposite side of the king. It is allowed only when:

Both king and rook are on their original squares.

There are no pieces between the king and the rook.

The king is not under attack and does not pass a square under attack.

In any exchange of pieces the players consider their relative value, which depends on how freely each piece can move. This is given in order of importance in the list describing the moves, except that the king is not actually taken during the game.

**Check:** When the king is threatened he is said to be 'in check'. The defending player must immediately move the king or get out of check by taking the attacking piece or interposing another.

**Checkmate:** When the king is unable to escape from check in any of these ways, this is checkmate - the final object of the game - and the attacking player wins.

**Draw:** A game is drawn when both players are left with insufficient pieces for a checkmate, or one is left with no legal move. No pieces have been taken or pawns moved for 50 consecutive moves or when both players agree to draw.

**NOTE:** these instructions are limited to the rules of the game. There are many books available to help develop playing skills.

## CHECKERS

### For 2 players

You play checkers using chess pieces and disregarding symbols.

**OBJECT:** Take all the opponent's pieces or reach a position where the opponent is unable to move.

**SET UP:** This is a game for two players. Each has twelve pieces which start on the first three rows at opposite sides, using only the darker squares.

**HOW TO PLAY:** All moves are made diagonally on the darker squares. The players take turns moving a piece diagonally forward on to an adjacent vacant square.

**TAKING PIECES:** The opponent's piece may be taken if it is positioned on a diagonally adjacent square and there is a vacant square directly beyond it.

The player jumps over the opponent's piece on to the vacant square, removing his opponent's piece from the board. He can then continue on to take other pieces in the same move, if the taking opportunities are there.

**FAILURE TO TAKE:** if a player fails to take a piece, as his next move the opponent claims the piece which should have been moved. This is called 'huffing'. (Modern tournament rules state that the opponent forces him to take back the wrong move, and make the taking move instead.)

**CROWNING:** when a piece reaches the last row another piece is placed on top of it making it a King. This is used in the same way as other pieces, but it can move either forward or backward. Note: A King may be captured in a jump just like a single checker.

**WINNING THE GAME:** The first player to capture all of his opponent's checkers or to prevent his opponent from moving any remaining checkers is the winner.

## SNAKES & LADDERS

### For 2 to 4 players

**OBJECT:** To be the first player to reach the square marked with the number "100".

**SET UP:** 4 playing pieces, 2 dice, 1 gameboard. Each player chooses a different colored playing piece.

**HOW TO PLAY:** Toss one die to see which player will play first. The player with the highest number tossed will begin. Other players follow in turn from left to right.

All players begin at the square marked with the number "1".

Players toss the dice (in turn) and move their playing pieces, according to the numbers shown on the dice.

Each player has only one turn at a time.

Players are not permitted to move to a square which is occupied by another player. Any player who lands on an occupied square must return to the square that they began their move on and lose their turn.

**LADDER SQUARES:** Should a player land on a square bearing the bottom of a ladder, the player moves up the ladder and places their playing piece in the square at the top of the ladder. Players may not move down ladders.

**SNAKE SQUARES:** Should a player land on a square bearing the tail-end of a snake, the player moves down the snake and places their playing piece on the square where the snake's head is situated. Players may not move up snakes.

Squares which have parts of a ladder or parts of a snake, (other than squares that show the bottom of a ladder or the tail-end of a snake) are counted as regular spaces.

Note that all snakes and ladders begin and end in squares which have pictures. These pictures are related to each other.

**WINNING THE GAME:** The first player to reach the square marked with the number "100" by an exact toss of the dice, wins the game. If a player tosses the dice and the dice turn-up a number that is too high, the player loses his turn.

**Variations:** Play with one die (instead of 2 dice). This will make the game last longer.

When playing with two dice a player is permitted to roll one die when that player is on squares #95 or greater.

We appreciate your comments on 6 in 1 Travel Magnetic Games. Please send your correspondence to: Pressman Toy Corporation, Dept: 6 in 1, 121 New England Ave. Piscataway, NJ 08854-4126. Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.

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