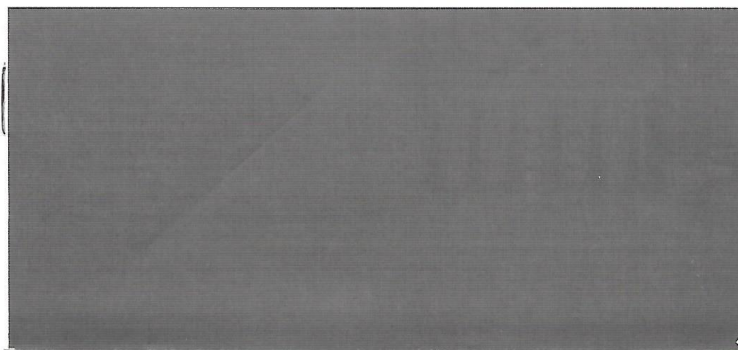


Instruction of Following Games:

BACKGAMMON CHESS
CRIBBAGE DOMINOES
CHECKERS



HISTORY OF BACKGAMMON

Though the history of backgammon is incomplete, we do know that it is definitely one of the oldest games known to man. The oldest known source of backgammon dates back some five thousand years, however it is believed that the present form of the game evolved in the tenth century. In 1743 the famous Edmund Hoyle codified the rules and strategy and since then the only change recorded has been the addition of the doubling cube which has added to the challenge and stakes of the game.

Backgammon has remained alive throughout these many years probably because of its continual intrigue and challenge. Even when defeat seems certain the tide can change and the underdog may win. It is said that you can learn the fundamentals of the game in thirty minutes, but it is a life's work to learn the secrets of the strategy of backgammon. We wish you good luck!

How to play Backgammon

SETTING UP THE GAME BOARD

Diagram A shows the proper position of the checkers for the start of play. The game board is divided into four parts with each player having both an "inner table" and "outer table". Each table is divided into six "points" with alternate colors, three each. The home and outer boards are separated from each other by a ridge down the center of the board called the bar.

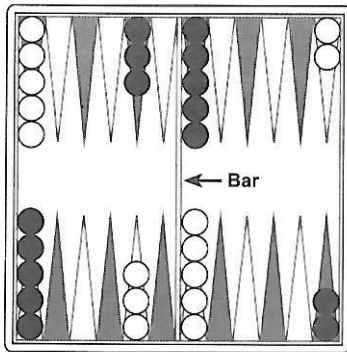


Diagram A

OBJECT OF THE GAME

The object of the game is move all your checkers into your own home board and then bear them off. The dark and light pieces move in opposite directions, as shown on diagram B.

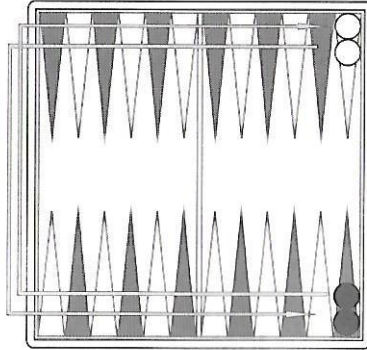


Diagram B

THE PLAY

The laws of backgammon say that each player throws one die in order to determine who goes first. If both players roll the same number they must throw again until one player has rolled the highest numbers.

The players start the game by rolling the dice in turns, a player can move his checkers according to the numbers shown on the dice.

The numbers shown on the dice are considered individual moves. Thus, if a player rolls a 3 and a 4, he may move one checker four spaces to an open point and another checker three spaces to an open point, or he may move one checker to a total of seven points, but only if the intermediate point is open. A player must use both numbers of each roll whenever possible. If either number can be played but not both, the player must play the larger one. If a player cannot move at all, the player loses his turn.

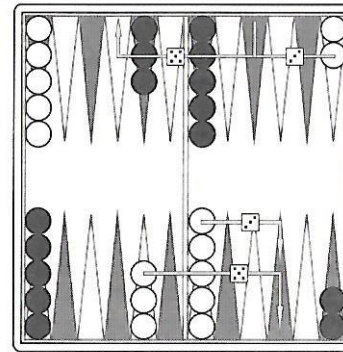


Diagram C

BAR

Once the player's checker has been placed on the bar he must roll the dice and try to "enter" his checker. The player must "enter" into his opponent's inner table BEFORE he can move any of his other checkers. Entering is accomplished by moving the checkers into the opponent's inner table with the numbers on the dice. If the player rolls a 1, his checker will "enter" the point on the furthest side of the opponent's inner table (i.e. Point 1 on his opponent's inner table), rolls a 6 will "enter" on point 6 of his opponent's inner table. If the player cannot "enter" because both points are blocked, the player loses his turn. See diagram D. A SHUTOUT or CLOSED BOARD occurs when your opponent's inner table is completely closed (each point is covered by at least two men), at which point player continues to lose turns until a point becomes open.

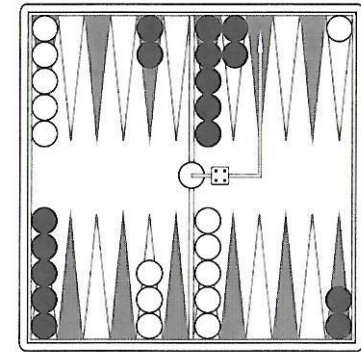


Diagram D

DOUBLES

Doubles means rolling the same number on both dice. When this occurs, the player may move the number shown on dice four times. The player can move the same checker all four moves, or any other combination of checker he wishes.

BLOCKED POINT

When a player has two or more checkers on any point then the opposing player's checker may not land. Once a player has landed two checkers on any one point he is said to have "made the Point". There is no limit to the number of men one player may have on a point.

BLOT

It is a point which a player has only one checker. When an opponent checker lands on a blot he "hits" the blot checker. The checker that was "hit" is placed on the bar (center part of the board).

Doubling

Backgammon is played for an agreed stake per point. Each game starts at one point. During the course of the game, a player who feels he has a sufficient advantage may propose doubling the stakes. He may do this only at the start of his own turn and before he has rolled the dice.

A player who is offered a double may refuse, in which case he concedes the game and pays one point. Otherwise, he must accept the double and play on for the new higher stakes. A player who accepts a double becomes the owner of the cube and only he may make the next double.

Subsequent doubles in the same game are called redoubles. If a player refuses a redouble, he must pay the number of points that were at stake prior to the redouble. Otherwise, he becomes the new owner of the cube and the game continues at twice the previous stakes. There is no limit to the number of redoubles in a game.

The amount of doubling is kept track using the doubling dice: the first time a double is accepted it is turned for the number '2' to face up and placed on the bar. The 2nd time a double is accepted the doubling dice is turned so '4' is facing upwards, and so on.

BEARING OFF

Once a player has moved all fifteen checkers into his inner table, he can bear off (remove) a checker by rolling a number that corresponds to the point on which the checker resides (1 is closest to the edge and 6 is the furthest). If the player rolls a 2, the player can remove a checker from point two. If there is no checker at the point indicated by the roll, the player must make a legal move using a checker on a higher-numbered point. If there are no checkers on higher-numbered points, the player must remove a checker from the highest point on which one of his checkers resides. First player to bears off all his checkers wins the game.

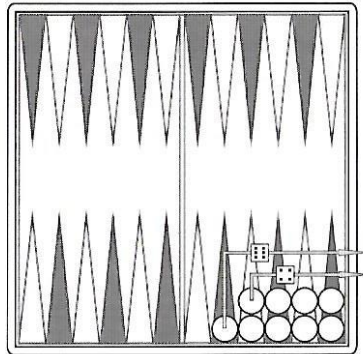


Diagram E

How to play Dominoes

DOUBLE-SIX DOMINOES FOR 2 TO 4 PLAYERS

Before each game, all dominoes are turned face down and shuffled. Each player draws five dominoes and the remaining dominoes become the draw pile.

Each domino has two ends, each containing a set of spots. A double domino contains matching ends (6-6, 5-5, ect.), and the player who has the highest double domino plays it and starts the game. If no double was drawn, all dominoes are returned to the draw pile, reshuffled, and redrawn.

For each turn, players have to match one of his dominoes to the end of the dominos that are played. If a player cannot match the spots at any open end of a row, he must draw from the draw pile until he picks up a domino he can play. Should the player draw the last domino and still not be able to play, he misses his turn. A player must play a domino if he is able to do so.

The first player to use all of his dominoes wins. If no further plays can be made, and all dominoes have been drawn, the player with the least number of points (spots) on his remaining dominoes wins the game.

HOW TO PLAY CHESS

The game of chess is the oldest, most fascinating, and most popular of all games. There is no element of chance and players find new and interesting moves with each game.

Chess is played with thirty-two pieces. Each player has sixteen chess pieces of either black or white, shown as below.

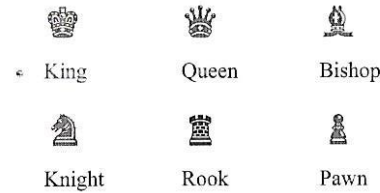


Diagram A

Each player has one King, one Queen, two Bishops, two Knights, two Rooks and eight Pawns.

The game is played on a checkered board, divided into 64 squares in two colors. Place chess board between the two players, so that each player has a white square at right hand corner of the board.

The following symbols are used through out the rest of this guide to represent the corresponding pieces and assist players in following diagrams and understand better.

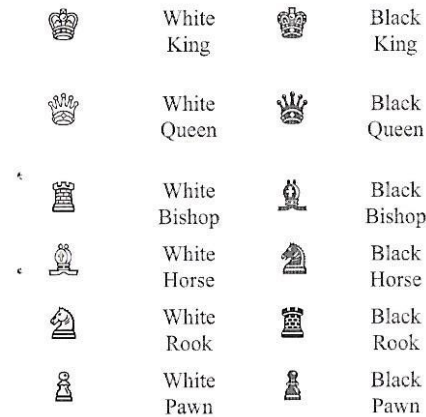


Diagram B

At start of each game, the chess pieces are placed at the position shown in diagram C. The player with white chess pieces starts first.

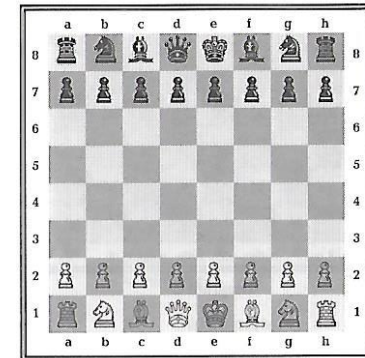


Diagram C

THE KING

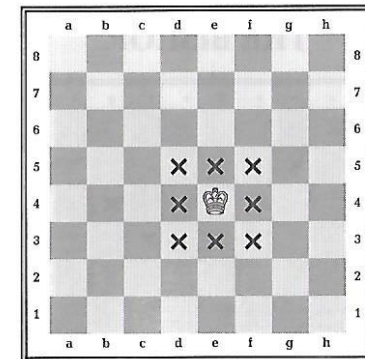


Diagram D

The King can be moved to any square adjoining the square he occupies. If the King moves to a square with an opposing piece, the King captures that piece. In the above diagram D the spaces marked with a star indicate the squares to which the King may move.

THE QUEEN

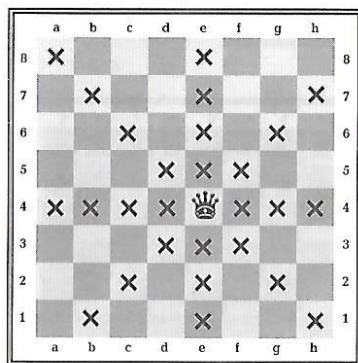


Diagram E

The Queen moves and captures horizontally, vertically and diagonally in any direction and over any distance over unoccupied squares. However, when the Queen captures an opposing piece, it stops on that square. In the above diagram E the spaces marked with a star indicates the squares to which the queen may move.

THE KNIGHT

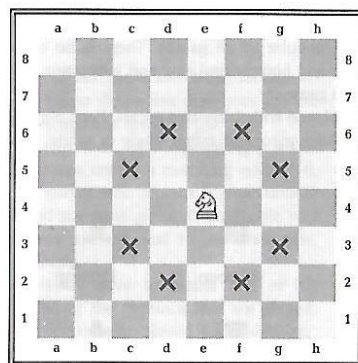


Diagram G

The Knight moves and captures in any direction by a movement combination of either vertically one square plus horizontally two squares, or horizontally one square plus vertically two squares. Thus it will be seen that the Knight moves to the farthest corner of rectangle composed of six squares. In the above diagram G the spaces marked with a star indicate the squares to which the Knight may move.

THE PAWN

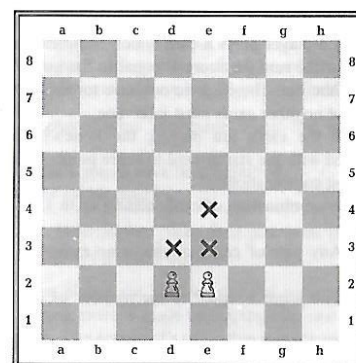


Diagram I

The Pawn only moves forward one square at a time. For the first move of each pawn, it has the privilege of moving two squares at the option of the player. The Pawn is the only chess piece that does not capture as it moves. It captures on either of the two diagonal squares adjoining it in front. Each Pawn that is moved to a square on the last rank of the opposite side must be exchanged for a Queen, Rook, Bishop or Knight of the same color without regard to the number of such pieces already on the board.

OBJECT OF GAME

A. Check

The King is in check when it is threatened to be captured by an opponent's piece. Player must say "check" when the player's piece moves to a position where it is threatening the opponent's King. Player is not allowed to give up the King that is in check and let it be captured. One of three things must be done by player in check:

1. The King must move out of check.
2. The hostile piece that checks must be captured.
3. A piece must be placed between King and attacking piece.

Since the object of the game is the capture of the opponent's King, the game is lost if none of the three things can be done. The "check" then turns into a checkmate.

B. Checkmate

When the King is checked and cannot move out of check, interposing one of his own pieces or pawns or capture the hostile piece, then he is in checkmate and the game is over.

THE BISHOP

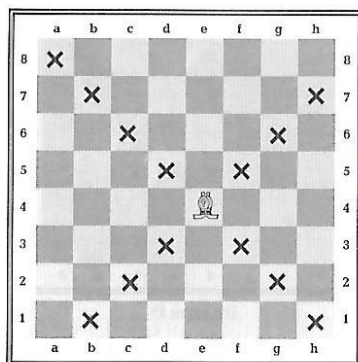


Diagram F

The Bishop moves and captures diagonally in any direction over unoccupied squares. In the above diagram F the spaces marked with a star indicate the squares to which the Bishop may move.

THE ROOK

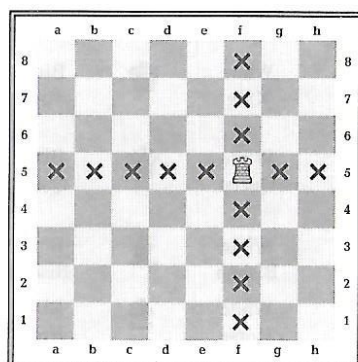


Diagram H

The Rook moves and captures horizontally and vertically only, over unoccupied squares. In the above diagram H the spaces marked with a star indicate the squares to which the Rook may move.

CASTLING

Each player has the privilege of castling once in the game. Castling involves moving the King two squares to his right or left toward the Rook and placing the Rook on the square on the other side of the King. A player may castle subject to the following restrictions:

1. The King must not be in check
2. He must not pass over or alight on a square commanded by a hostile chess piece.
3. Neither the King nor the Rook must have been previously moved
4. No piece must intervene between the King and the Rook.

How to play Cribbage

CRIBBAGE may be played by 2, 3 or 4 persons. The first player to score 121 points or over wins the game.

A full deck of 52 Playing Cards is needed. Each card has a counting value. King, Queen, Jack and 10, each count 10. All other cards count their face value. King is high, and Ace, with a value of 1, is the lowest.

In a two-man game, both players cut for deal, player with the lowest card deals. Thereafter, at the start of each new game, the loser of the previous game deals. Six cards are dealt to each player to start the game. After the deal, each player discards 2 cards from his hand and places them face down on the table. These 4 cards form the "Crib," and nothing is done with these cards until after the hands are played.

After the Crib is formed, the opponent (Pone) cuts the deck and the dealer takes the top card and places it face up on the deck. This card is the "Starter." It has no significance until after the hands are played. If the "Starter" is a Jack, the dealer immediately scores 2 points - this is called "Two for his heels".

After the "Starter" has been turned up, Pone plays any card he wishes, face up on the table on his side of the Cribbage board and announces its value. Dealer then plays any card, places same on his side of the board, and announces the combined sum of Pone's card and his own. This continues alternately until 31 points is reached or the nearest possible score to 31. Neither player may play a card if it makes the sum greater than 31.

Whenever a player is unable to lay down a card without going over 31, the player has to say "Go," and his opponent must then play. If neither player can lay a card without going over 31, then the last player to lay a card scores one point for "last card". If the "last card" has been scored, the players turn down the cards they have already played and the one whose next turn it is, begins play with his remaining cards, exactly as at the beginning of the hand. The game continues until all cards are played.

Scoring: during the play a player will score immediately when the following occurs:

- 31: If a player plays a card which makes the sum exactly 31, he scores 2 points
- 15: If a player plays a card which makes the sum exactly 15, he scores 2 points.
- Last Card: If neither player can play a card without going over 31, the player that played the last card scores 1 point.
- Pair: If a player plays a card which is the same rank as the previous card, he scores 2 points.
- Pair Royal: If a player plays a card which makes 3 of a

kind (5, 5, 5) in succession, he scores 6 points.

- Double Pair Royal: If a player plays a card which makes 4 of a kind in succession, he scores 12 points.

- Run: If a player plays a card which completes a run scores for the run; the score is equal to the number of cards in the run. The cards do not have to be played in order, but no other cards must intervene.

After all the cards are played, the Pone's hand is combined with the starter card to score points with the following combinations:

- 15: Any combination of cards adding up to 15 scores 2 points.

- Pair: Any pair of cards of the same rank scores 2 points.

- Run: The score is equal to the number of cards in the run.

- Flush: Only if all four cards from the player's hand are the same suit, he scores 4 points. If the start card is the same suit as well, he scores 5 points.

- One For His Nob: If the player's hand contains a Jack that has the same suit as the start card, he scores 1 point.

After the Pone's hand has been scored with the combinations, dealer's hand is scored in the same fashion. Finally, the crib and the starter card will be scored with the combinations and the points scored from the crib go to the dealer. The only exception is that the dealer can only score a flush in the crib ONLY if all four crib cards and the starter card are of the same suit, the dealer scores 5 points when it happens.

HOW TO PLAY CHECKERS

CHECKERS is played by two players and each player begins with 12 pieces.

BOARD: Checkers can be played on a chess board. It is positioned so that each player has a light square on the right side corner closest to him or her. Play is confined to squares of only one color - usually the darker color.

OBJECTIVE: A player wins the game when the opponent cannot make a move under one of these circumstances:

- 1) All of the opponent's pieces have been captured.
- 2) Opponent's pieces are blocked in.

START OF PLAY: Both players place their pieces on the 12 dark squares closest to them. Black moves first. Players then alternate moves. See diagram A.

MOVING: Checker pieces are allowed only to move forward on the dark squares, so pieces always move diagonally. A capturing move is made by leaping over one of the opponent's pieces, landing in a straight diagonal line on the other side. The opponent's piece that is leapt over must be diagonally adjoining to the capturing piece's square, and the capturing piece lands on the following square in the same diagonal line, which must be open. Although only one piece may be captured in a single jump, multiple capturing jumps can be made on a single turn. Jumps may shift direction diagonally during a multiple capture turn, but they must jump forward. When a piece is captured, it is removed from the board. A non-capturing move can move only one square diagonally. A jump must be made if it is the player's only move.

KING: When a piece reaches the furthest row from the player, that piece becomes a king. Kings are limited to moving diagonally, but may move both forward and backward. Kings can make multiple capturing jumps in different directions, both forward and backward on the same turn, as long as the moves are available.

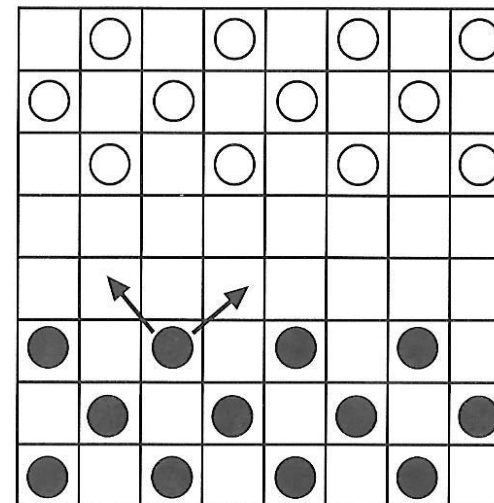


Diagram A

Texas Hold'em Poker Instructions

Game Objective: The object of Texas Hold'em Poker is to make the highest scoring five card Poker hand from the two cards dealt to you and the five community cards. Poker hands are scored according to a hierarchy of the following card combinations:

Poker Hands from Highest to Lowest:

Straight Flush (five consecutive cards of the same suit)

Four of a Kind

Full House (three of a kind and a pair)

Flush (five cards of the same suit)

Straight (five consecutive cards of any suit

—Aces can be high or low)

Three of a Kind

Two Pairs

One Pair

High Card (Ace, King, Queen, Jack, Ten, Nine, etc.)

How to Play: The player to deal the first hand can be decided by any method. The 'Dealer Button' is moved clockwise to the next player who becomes the dealer.

The dealer will give two cards face down to each player.

These are the 'Pocket Cards.' Players must not let any other player see their cards.

A round of betting will take place (see **Betting Explained**).

The dealer will turn over three community cards, face up, on the center of the table. These are called 'The Flop.' A total of five community cards will be laid by the end of the game.

These remain on the center of the table and are available for all players to use in their final five card Poker hand. After

"The Flop" is laid, each player has two "Pocket Cards" plus the three community cards.

A second round of betting will take place.

The dealer will turn over a fourth community card on the table. This card can be known as 'The Turn' or 'Fourth Street.'

A third round of betting will take place.

The dealer will turn over a fifth community card on the table.

This card is known as 'The River' as in 'River of Dreams.'

A fourth and final round of betting will take place.

The Showdown: Each player may use the best five cards from the community cards and their own 'Pocket Cards.' The players who have not folded and are still in

the game show their hands and the highest scoring hand wins the pot. If the community cards are the highest scoring five cards, the players split the pot between them.

Betting Explained: To insure that there is always money in the pot, each game starts with 'blinds.' Prior to seeing their cards the player to the left of the dealer bets half the mini-mum bet and the next player then bets the minimum bet.

Once players look at their cards betting will commence with the third player. This is only done once, prior to the first round of betting.

Betting always takes place in a clockwise direction, starting with the player seated to the left of the dealer. This person has three choices: he can bet, fold (turn in his cards and drop out of the hand) or check (pass the opportunity to bet to the next player). All bets are put into the middle of the table and make up what is called the 'pot.'

After the initial bet, if there is one, the rest of the players in turn have three choices. They can fold, call (match the bet of the previous player) or raise the bet (call and make an incre-mental bet. A round of betting is finished when all remaining players have acted at least once and have contributed the same amount to the pot. The cumulative number of raises for each round of betting shall not exceed three.

Unless otherwise stated before the game, you are permitted to check or call a bet the first time through and raise the next time the action comes to you.

The amount of the bets and raises is predetermined prior to the start of the game. During the first two rounds each bet and raise must be in the amount of the minimum bet and in the final two rounds the bet and raise must be in the amount of the maximum bet. The minimum bet should be half the amount of the maximum bet; for example, the minimum bet might be 2 chips and the maximum bet would be 4 chips.

As an option you may play a 'No Limits' game. There are designated 'blinds' and/or 'antes' as well as a designated opening bet. After that any player may bet any amount of money he has on the table. In fact, a player may bet using all the chips he has in front of him. A player is never obliged to drop out of contention because he does not have a sufficient number of chips to match a bet. The excess amount of the bet is either returned to the player or used in a side opt with other players who matched the entire amount of the bet.