

**OCTAGON 5 IN 1 GAME SET  
CHESS, CHECKERS, BACKGAMMON,  
DOMINOES AND POKER DICE**



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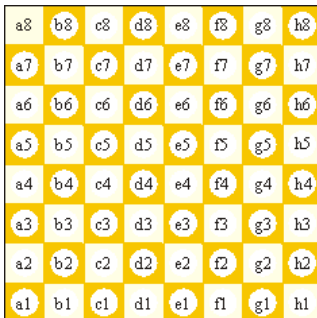
## HOW TO PLAY CHESS

Chess Includes:

- 16 Dark Chess Pieces
- 16 Light Chess Pieces
- Board
- Start Up

Chess is a game played by two players. One player plays with the light pieces, and the other player plays with the dark pieces. Each player has sixteen pieces at the beginning of the game: one king, one queen, two rooks, two bishops, two knights, and eight pawns.

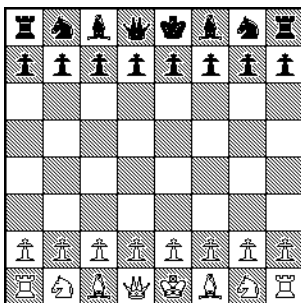
The game is played on a chessboard, consisting of 64 squares: eight rows and eight columns. The squares are alternately light and dark colored. The board must be laid down such that there is a dark square in the lower-left corner. To facilitate notation of moves, all squares are given a name. From the view of the light player, the rows are numbered 1, 2, 3, 4, 5, 6, 7, 8; the lowest row has number 1, and the upper row has number 8. The columns are named, from left to right, a, b, c, d, e, f, g, h. A square gets a name, consisting of the combination of its column-letter and row-number, e.g., the square in the lower left corner (for light) is a1.



Alternately, the players make a move, starting with the player that plays with the light pieces. A move consists of moving one of the pieces of the player to a different square, following the rules of movement for that piece - there is one special exception, named **castling**, where players move two pieces simultaneously.

A player can **capture** a piece of the opponent by moving one of his own pieces to the square that contains a piece of the opponent. The opponent's piece then is removed from the board, and out of play for the rest of the game. Taking is not compulsory.

At the start of the game, the position of the pieces is as follows.



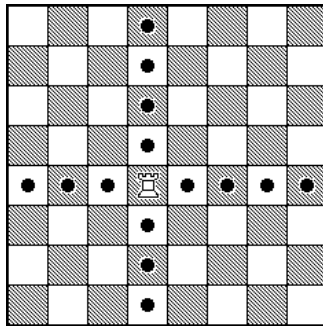
Thus, at the second row, there are eight light pawns, at the seventh row, there are eight dark pawns. At the first row, from left to right, we have a: rook, knight, bishop, queen, king, bishop, knight, and rook. Note that the queens start on squares of their own color, with a dark square in each player's left hand corner.

## Movement of the Pieces

For all pieces, when the square where the piece ends his move contains a piece of the opponent, then this piece is taken. The square where the rook ends his move may not contain a piece of the player owning this rook.

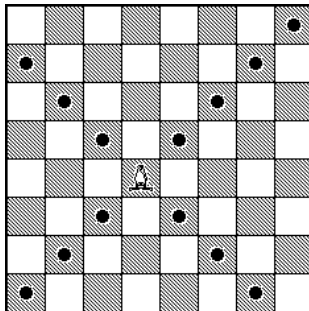
### Rook

The rook moves in a straight line, horizontally or vertically. The rook may not jump over other pieces; that is, all squares between the square where the rook starts its move and where the rook ends its move must be empty.



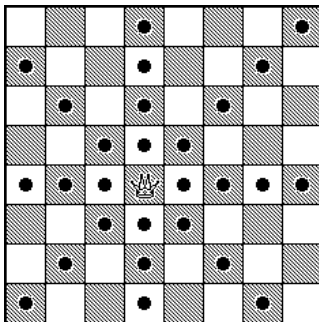
### Bishop

The bishop moves in a straight diagonal line. The bishop may also not jump over other pieces.



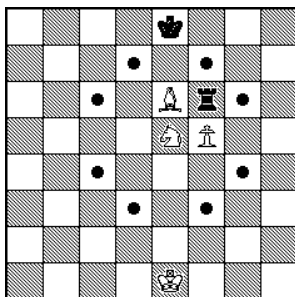
## Queen

The queen has the combined moves of the rook and the bishop. The queen may move in any straight line, horizontal vertical or diagonal.



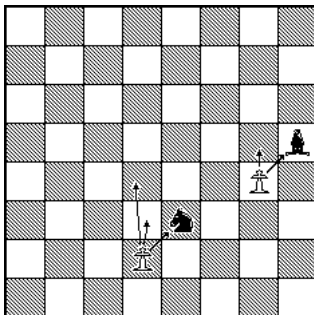
## Knight

The knight moves to any of the closest squares that are not on the same rank, file, or diagonal, thus the move forms an "L" shape: two squares vertically and one square horizontally, or two squares horizontally and one square vertically. The knight is the only piece that can jump pieces in its' path, and the pieces are not affected and do not affect the knight's movement. For instance, light can start the game by moving their knight from b1 to c3. The piece that is jumped over is unaffected by the knight: as usual, a knight captures a piece of the opponent by moving to the square that contains that piece.



## **Pawn**

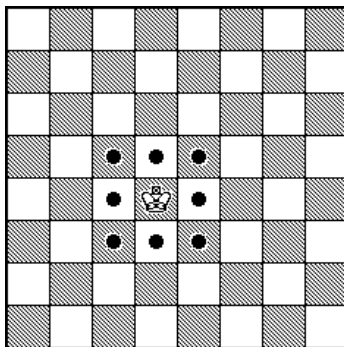
The pawn may move forward to the unoccupied square immediately in front of it on the same column; or on its first move it may advance two squares along the same column provided both squares are unoccupied; or the pawn may capture an opponent's piece on a square diagonally in front of it on an adjacent column, by moving to that square. Pawns that reach the last row of the board promote. When a player moves a pawn to the last row of the board, he replaces the pawn by a queen, rook, knight, or bishop (of the same color). Usually, players will promote the pawn to a queen, but the other types of pieces are also allowed. It is not required that the pawn is promoted to a piece taken. For instance, it is possible that a player has two queens.



## **King**

The king moves one square in any direction, horizontally, vertically, or diagonally. There is one special type of move, made by a king and rook simultaneously, called castling: see below.

The king is the most important piece of the game, and moves must be made in such a way that the king is never in check: see below.



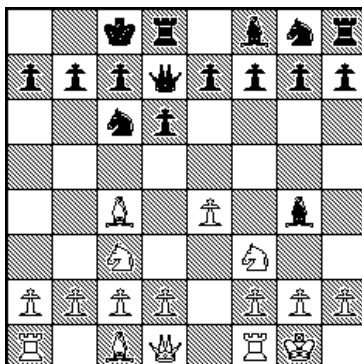
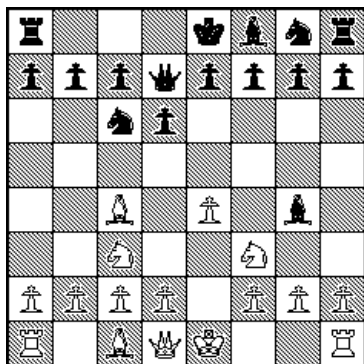
## Castling

Under certain, special rules, a king and rook can move simultaneously in a castling move.

The following conditions must be met:

- The king that makes the castling move has not yet moved in the game.
- The rook that makes the castling move has not yet moved in the game.
- The king is not in check.
- The king does not move over a square that is attacked by an enemy piece during the castling move, i.e., when castling, there may not be an enemy piece that can move (in case of pawns: by diagonal movement) to a square that is moved over by the king.
- The king does not move to a square that is attacked by an enemy piece during the castling move, i.e., you may not castle and end the move with the king in check.
- All squares between the rook and king before the castling move are empty.
- The King and rook must occupy the same row.

When castling, the king moves two squares towards the rook, and the rook moves over the king to the next square, i.e., dark's king on e8 and rook on a8 move to: king c8, rook d8 (long castling), light's king on e1 and rook on h1 move to: king g1, rook f1 (short castling).



## Check, Mate and Stalemate

### Check

When the king of a player can be taken by a piece of the opponent, one says that the king is in check. For instance, the light player moves his rook to a position such that it attacks the dark king - if dark doesn't do anything about it, the rook could take the dark king in the next move - we say that the light rook gives check. It is considered good manners to say "check" when one checks their opponent.

Once a king is checked, the player controlling the king must move their king to a space that is not being attacked by any opposing pieces. No other move is permitted. If a player tries to make such a move, they must take the move back and make another (following the rule that one must move with the piece they have first touched).

### Mate

When a player is in check, and they cannot make a move such that after the move, the king is not in check, then they are mated. The player that is mated has lost the game, and the player that mated him has won.

Note that there are three different ways to remove a check:

1. Move the king away to a square where he is not in check.
2. Take the piece that gives the check.
3. In case of a check, given by a rook, bishop or queen: move a piece between the checking piece and the king.

## **Stalemate**

When a player cannot make any legal move, but they are not in check, that player is said to be stalemated. In a case of stalemate, the game is a draw.

## **Optional or Advanced Rules**

### **Resign and Draw Proposals**

A player can resign the game, which means that they have lost and their opponent has won.

After making a move, a player can propose a draw. The opponent can accept the proposal (in which case the game ends and is a draw) or refuse the proposal (in which case the game continues).

### **Three Fold Repetition of a Position**

When neither side is able to avoid repeating moves without incurring a disadvantage. In this situation, either player may claim a draw; this requires the players to keep a valid written record of the game so that the claim may be verified if challenged. The three occurrences of the position need not occur on consecutive moves for a claim to be valid.

### **Touching Pieces**

When a player touches one of his own pieces, they must, if possible, make a legal move with this piece. When a player touches a piece of the opponent, they must, if possible, take this piece.

### **Chess Clocks and Time**

Often, players play the game with chess clocks. These clocks count the time that each player separately takes for making their own moves. Additional rules are then used, indicating how many (possibly all) moves must be made before a player has used a certain time.

## **HOW TO PLAY CHECKERS**

Checkers Includes:

- 12 Dark Pieces
- 12 Light Pieces
- Board

## **Instructions**

1. Flip a coin to decide who will play each side. Whoever wins the toss chooses. The light player will go first.
2. On the light player's side, place one light checker on each dark square in the first three rows of squares.
3. On the dark player's side, place one dark checker on each dark square in the first three rows of squares.
4. Make sure there are 12 staggered checkers on each side of the board with two empty rows in the middle.
5. The light player begins by moving one light checker forward diagonally onto an adjacent free dark square.
6. Take turns moving one checker, one square forward diagonally at a time.
7. Jump your opponent's checker if it is in a square directly diagonal and adjacent to your own checker and there is a free square on the other side. To do this, move your checker over your opponent's checker and place it on the free square. Take possession of your opponent's jumped checker by removing it from the board.

- If you jump a checker and it lands in a position to jump another of the other player's checkers, jump that checker as well during the same turn.
- When a player's piece reaches the row furthest from their starting position, that piece becomes a King. Signify a king by stacking one of your jumped checkers on top of the piece that reached the back row. Kings can move forward or backward but may still only move diagonally to adjacent dark squares, one square at a time. Only a king can move forward or backward.
- The first player to remove all of the opponent's checkers from the board by jumping them, or who blocks his opponent so that he cannot move, wins the game.

## Tips

If one of your checkers is in a position to jump, you must jump. The alternative is to forfeit the game.

If more than one of your checkers is in a jumping position, you may choose which one will jump.

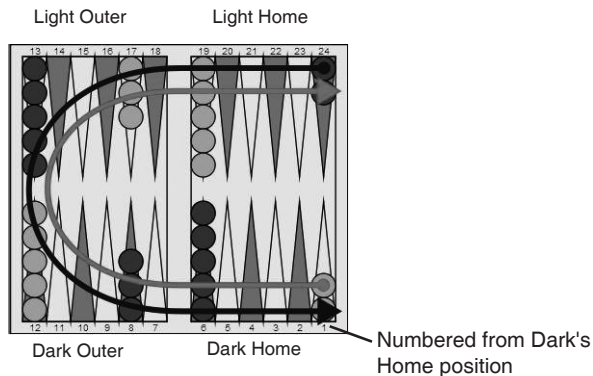
## HOW TO PLAY BACKGAMMON

Backgammon Includes:

- 15 Dark Pieces
- 15 Light Pieces
- 4 Dice
- 1 Doubling Cube
- Board

## How to Set Up the Board

- Lay the backgammon board flat on the table in front of you.
- Remove the checkers. Count to make sure there are 15 of each color.
- Make sure the backgammon set contains four dice and a doubling cube marked with 2, 4, 8 and so on.
- Notice the pattern of triangles, called points, on either side of the board, and see that the board is divided in to four sections called quadrants. Notice the bar that cuts the board in half.



- Choose which player will play the dark pieces and who will play the light.
- Number the points starting with 1, from your home board and going to 24 on your opponent's home board. Number 1 is the point in the lower right-hand corner near you. The illustration shows the board from the dark side.
- Place two pieces on the 24 point, five on the 13 point, three on the 8 point, and five on the 6 point. Your opponent will place his or her pieces in the same configuration opposite yours.



## Start the Game

1. Sit opposite your opponent with the board between you.
2. Set up the backgammon board.
3. Roll a single die to determine who will get to move first. The higher number goes first. Roll again if both players get the same number. These two dice are then used for the first move.
4. Move according to the initial roll of the dice if you rolled the higher number. You must use both dice to determine your first move.

## Moving the Pieces

The movement of the pieces in backgammon is determined by rolling the dice. Two dice are used and each number indicates how many places one or more of your pieces may move.

For example; if your roll is a 5 and 3, you may either move one of your pieces five points and another three or a single piece 8 points.

You may move your pieces to any point on which there are zero or exactly one of your opponent's pieces. You may not move your pieces to a point on which there are two or more of your opponent's pieces.

## Doublets

When both dice land on the same number it's called a "doublet" and you get twice as many moves as the dice show. For example, if you roll a 3 and 3, you can move up to four pieces three points each or a single piece 12 points.

## Points

When you have two or more pieces on one point, you are said to control that point. Your opponent's pieces cannot land on a point you control. If you control six consecutive points, you have completed a "prime".

A prime prevents your opponents from advancing beyond the prime because you can only move up to six spots at a time (because the maximum roll on a single die is 6).

## Hits

If you move a piece to a point that contains exactly one of your opponent's pieces, it is called a "hit". Whenever a piece is hit, it is placed on the bar (the middle area that divides the inner and outer boards).

## Re-entering from the Bar

Pieces placed on the bar must re-enter the game through the opponent's home board before any other move can be made. A roll of 1 allows the piece to enter on the 24-point (opponent's 1), a roll of 2 on the 23-point (opponent's 2), and so forth, up to a roll of 6 allowing entry on the 19-point (opponent's 6)

Your piece may re-enter the game if you roll the dice and the roll corresponds to a point that isn't occupied by two or more of the opponent's pieces. For example, if you roll a 2 but your opponent has two pieces on the 23 point, you will not be able to re-enter from the bar and it becomes your opponent's turn.

A player may not move any of his or her other pieces on the board until all of their pieces have been re-entered from the bar.

## Closed Board

If a player occupies all six points in his or her home territory, they have a "closed board". This prevents your opponent from re-entering any of their checkers to the game - all six entry points are occupied.

Because you cannot move any of your other pieces on the board until you have gotten all of your pieces off the bar, but the board is closed, you don't get to roll until your opponent moves one or more of his or her pieces off the re-entry points.

## ***Bearing Off***

When all of a player's pieces are in that player's home board, that player may start removing them; this is called "bearing off". A roll of 1 may be used to bear off a piece from the 1-point, a 2 from the 2-point, and so on. A die may not be used to bear off pieces from a lower-numbered point unless there are no pieces on any higher points. For example, if a player rolls a 6 and a 5, but has no pieces on the 6-point and two on the 5-point, then the 6 and the 5 must be used to bear off the two pieces from the 5-point. When bearing off, a player may also move a lower die roll before the higher even if that means the full value of the higher die is not fully utilized. For example, if a player has exactly one piece remaining on the 6-point, and rolls a 6 and a 1, the player may move the 6-point checker one place to the 5-point with the lower die roll of 1, and then bear that piece off the 5-point using the die roll of 6.

The first person to bear off all their pieces wins the game.

## ***Gammons and Backgammons***

If one player bears off all 15 of their pieces before the opponent bears off any pieces, the loser has suffered a "gammon" and the loss counts as a double loss.

If one of the players bear off all 15 of their pieces before their opponent bears off any pieces and the losing player still has pieces in the bar or on his or her opponent's home board, the loser has suffered a "backgammon" and the loss counts as a triple loss.

## ***Doubling Cube***

The doubling cube is a six-sided dice with the numbers 2, 4, 8, 16, 32, and 64 on it. If a player feels like he or she is in position to win the game, they may propose to double the stakes. If their opponent accepts the double, that person now gains control of the cube and the game is played for double the stakes.

At any point after that, the player who is in control of the cube may now propose to double the stakes again. If a player declines to double the stakes, that player must immediately forfeit the game.

The purpose of the doubling cube is to indicate the status of the current stakes.

## HOW TO PLAY DOMINOES

Dominoes Includes:

- 28 Domino Pieces

### Object

The most common Dominoes game is the Draw game. The object of the game is to end with the lowest number of dots on your remaining dominoes. Can be played with two or more players.

### Instructions

1. Count that there are 28 dominoes, from the double blank to double six.
2. Place them face down on the table and shuffle them until they are random. This pile will form the stock.
3. When playing with two players, each player takes seven dominoes from the stock at random. When playing with three or more players, each player takes five dominoes. Keep yours hidden from your opponent.
4. The player with the highest double will go first. If no double is held by any player, the player holding the domino of the highest value will go first.
5. Lay a domino with a like value next to the first domino. Four sites are available, The two ends and either side of the middle. Make sure like values are always touching. If you lay a double, the layout forms a T shape and play can continue from any of the exposed ends.
6. Players draw from the stock. Pick from the pile if they don't have a domino with a value that corresponds to the ones open on the layout.
7. Pass if no more dominoes are left in the stock.
8. The first player to run out of dominoes wins the session.
9. If everybody passes, the winner of the session is the person with the lowest score. Your score is determined by counting the number of dots on the tiles remaining in your hand.
10. A game is typically made up of more than one session. To play another session start at step 2 and continue.
11. When playing with two players, the game ends when a player reaches 50 points (adding the totals from all the sessions played). When playing with three or more players, the game ends when someone reaches 100 points. The person with the lowest score is the winner of the entire game.

## HOW TO PLAY POKER DICE

Poker Dice is the dice version of the poker card game.

Poker Dice uses a set of five dice which has the Ace, King, Queen, Jack, 10, and 9 on them, and a cup. This game can be played with standard dice, the 6 is substituted for the Ace, the 5 for the King, the 4 for the Queen, the 3 for the Jack, the 2 for the 10 and the 1 for the 9.

### Objective

The objective is to have the highest poker hand.

### Number of Players

The game can be played with 2 or more players.

1. Go around the table and roll a die to see who goes first. The high roll goes first. Proceed clockwise around the table. In case of a tie, everyone who ties rolls again.
2. Put all five dice in a cup. The first player rolls the dice.
3. After the first throw, set aside any dice you wish to keep. Put the rest of the dice back into the cup and roll again. You may have up to three throws per turn or you can stop after the first or second throw.
4. The highest roll after everyone has taken a turn wins the round. Hands are ranked as follows (listed highest roll to the lowest): five of a kind; four of a kind; full house (three of a kind and a pair); a straight (five consecutive values-highest rolls in a straight beats a lower straight); three of a kind; two pairs; and one pair.

### Another Way to Play

You can also play this game Yahtzee®-style. For each turn, the player selects a score on the score card. Each roll is worth a certain amount of points. The game is over when everyone's score card is full and you take the total of the card to find out who wins the game.



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