

Game Rules Mega 50

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8. Taking-it-easy
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12. Back-gammon
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40. High to low
41. Add up and divide
42. Scores
43. Odd or even
44. Deductions

3 Dices

45. Pay day
46. The king and you
47. Multiply and add
48. The loser is the Winner
49. 10 x for 5
50. Thousands

Singles' board

1. For Singles;

1 player, 16 white and 16 black draughts-men. A game for one player. All circles are taken by 2 x 16 draughtsmen, except for the middle circle. The player can now take all men in a straight direction according to the rules of draughts, until one draughtsman remains.

2. Cat and Mouse;

2 players, 2 white, 20 black draughtsmen and 4 black chess pawns. The player whose birthday comes up first is the Cats and places the two white men next to each other on one of the board's eight corners. The other player is the Mice and puts the 20 black men and the 4 black pawns on the board's circles. Seven circles around the two white draughtsmen should remain free, so that the Cats have a nine-circle playing field. The Mice will now try to conquer the Cats' nine circles by moving straight ahead and sideways. The Cats try to hinder the Mice by taking the men, straight ahead or diagonally. While men are being taken the other player cannot move. The Mice have won when all nine of the Cats' circles are conquered. The Cats have won when 18 black men are taken.

3. Criss-Cross;

4 players, 6 white, 6 black draughtsmen, 6 white and 6 black chess pawns. The players put their pawns or men on the six outer circles. The player whose birthday comes up last begins and can move a pawn or a draughtsman forward or side-ways, followed by the remaining players. Eventually, the players try to take each others' men. The player who has captured most men or pawns is the winner.

4. The Heron and the Fish;

2 players, 1 white draughtsman and 17 black draughtsmen. The Heron (the player whose birthday comes up first) places his white draughtsman on the board's middle

circle. The other player, the Fish, takes the 17 black men and places them as followed; 9 black men are placed on three borders. The other 8 black men are placed in groups of 4 next to the men already positioned, in such a way that one circle next to the Heron and three circles in front or behind the Heron remain free. The Fish will now try to encircle the Heron by moving straight ahead, sideways and diagonally. The fish cannot jump over the Heron.

The Heron does not submit itself to this encirclement and tries to take as many Fish as he can, according to the rules of Draughts. The Heron has won when less than 8 Fish remain.

5. Mini Three-in-a-Row;

2 players, 3 white and 3 black chess pawns. The nine middle circles in mid-field is the playing field. Each player places three pawns on the small playing field, although no two similarly coloured pawns should be placed next to each other. The player whose birthday comes up last starts placing the pawns. The other player starts to move one pawn with each turn along the lines. In the end there should be three equal pawns in a row; this player is the winner, despite the opponent's efforts to hinder.

6. Maxi Three-in-a-Row;

2 players, 9 white and 9 black chess pawns. Here the entire board can be played on. Each player positions his nine pawns in the field, again in such a way that no two similar pawns are placed next to each other. Again each player tries to line three pawns, each successful attempt allows the player to take one of it's opponent's pawns off the board. Losing 7 pawns, means losing the game.

7. The Great Migration;

2 players, 3 dice, 9 white and 9 black draughtsmen. Each player places his nine pawns in one of the playing fields, directly opposite each other.