

# 3-in-1 Family Game Set

3 Family Games on 1 Fabric Board



**Snakes &  
Ladders**



**Tic-Tac-Toe**



**Checkers**

Includes: 1 Double-Sided Fabric Gameboard, 24 Checkers,  
4 Character Pawns, & 1 Spinner



**⚠ WARNING:**  
CHOKING HAZARD - Small parts.  
Not for children under 3 yrs.



AGES  
**4+**

## Side 1: Snakes & Ladders

2-4

15  
MIN

### Object of the Game

Try your hand at this ancient game of luck! Will you be the first to the top or will you slither your way into lassssst place?

### What you'll need

**Gameboard** flipped so you can see the snakes and the ladders, one animal **pawn** per player, and you'll need the **spinner**.

### How to Play

1. Each player should select an **animal pawn** and place it in the first space marked with a "1."
2. The game is played in turns, beginning with the youngest player, then continuing in a **clockwise** direction.
3. On each turn, the player spins the **spinner** and moves their **pawn** the number of spaces indicated on the **spinner**.
4. Each player must move their **pawn** through the spaces in numerical order, from 1-100.

### Going Up?

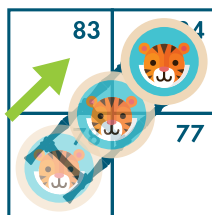
Upon completion of a move, if a player's **pawn** lands on the **bottom** of a **ladder**, the player may move their **pawn up** to the higher-numbered space at the **top** of the **ladder**.

### Going Down?

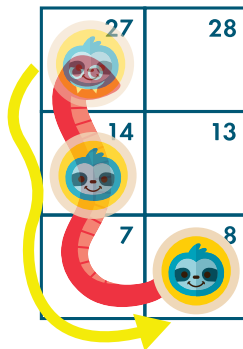
If the player lands at the **top**, or **head**, of a **snake**, the player must be move their **pawn down** to the the lower-numbered space at the **bottom**, or **tail**, of the **snake**.

### Winner, Winner!

The first player to successfully climb all the way up to the "100" square wins! Nice climbing!



Let's  
Go!



Oh no!

### Object of the Game

Capture all of your opponent's checkers or force them to be unable to move.

### What you'll need

**Gameboard** flipped so you can see the checker board, and 24 **checkers**.

### How to Play

Each player chooses a color and arranges their **checkers** to fill the first three rows on their side of the game board. **Checkers** are only placed on the dark squares of the board. Players alternate turns, moving only one of their **checkers** per turn. The blue player goes first.

### Rules

#### 1. MOVING

- Only the **dark** squares of the board are used in the game.
- **Checkers** can **ONLY** move one step in a forward, diagonal direction to any adjacent space.

#### 2. JUMPING CHECKERS

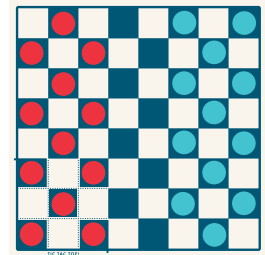
- If an adjacent spot contains one of the other player's **checkers**, the player may "jump" over the opponent's **checker**, landing on the next spot and capture their **checker**. This can only be done if there is an empty spot on the other side of the opponent's piece.
- Whenever you jump an opponent's piece, their **checker** is removed from the game.
- Players can jump and capture multiple **checkers** in a single turn **IF** their landing place leaves them in position to jump an additional opponent **checker**. This can be done in either a straight, diagonal line or in a zig-zag pattern.

#### 3. KING ME!

Whenever a normal **checker** reaches the farthest row on the opposite side of the board, it becomes a KING. The player says "King me!" and places one of their captured **checkers** on top of the original piece. King **checkers** are just like normal **checkers** but they can move and jump opponents either forwards OR backwards.

#### 4. WINNING

The winning player is the one who captures all of their opponent's **checkers** or forces them to be unable to move.



## Side 2: Tic-Tac-Toe



1-2  
MIN

### Object of the Game

Get three in a row to defeat your opponent in this quick, yet classic, strategy game.

### How to Play

1. Find the 3x3 grid designated as **Tic-Tac-Toe** on the bottom corner of the **Checkers** gamboard.
2. To begin, each player chooses a color and grabs five **checkers** of that color.
3. The game is played in alternating turns, beginning with the younger player. IF playing several games in a row, alternate which player gets to go first.
4. On each turn, each player places one of their **checkers** on ANY open spot on the 3x3 grid.
5. The goal of the game is to get three in a row of your color. This can be done in upward, downward, or diagonal fashion.
6. The first player to get three-in-a-row wins! If nobody gets 3 in a row, it's a draw. Play again!

### What you'll need

**Gameboard** flipped so you can see the checker board, and 5 **checkers** of each color.



Questions or Comments?  
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