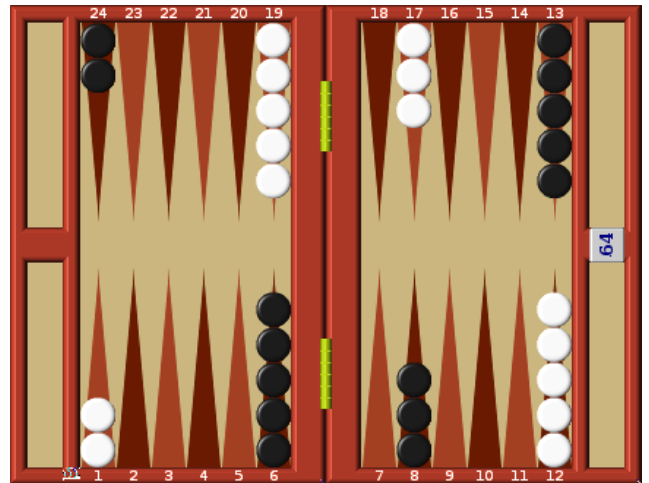


4-In-1-Chess/Checkers/Backgammon/Heptagon Prime Images, Video Links & Play Information



4-In-1-Chess/Checkers/Backgammon/Heptagon Prime Images, Video Links & Play Information

Game Information and YouTube Video Links:

Backgammon:

Number of Players: 2

Ages: 8 and Up

Play Time: 30 Minutes

<https://youtu.be/0A0tEg-bYY4?si=GDFR3FLUjxYLq3cq>

https://youtu.be/v9yKQ8QeIOY?si=kzlqUxZYn2w29_RD

Checkers:

Number of Players: 2

Ages: 3 and Up

Play Time: 30 Minutes

<https://youtu.be/-O2MiBpoFNc?si=bvZxivmOYtsFntzv>

Chess:

Number of Players: 2

Ages: 6 and Up

Play Time: Varies

https://youtu.be/iPXcfSOUDII?si=P_MsFa0m17kWvpul

<https://youtu.be/SM2fcenx7KU?si=vmVOMXA3okCDyKR7>

Heptagon Prime:

Number of Players: 2

Ages: 9 and Up

Play Time: 120 minutes

<https://tinyurl.com/3eycnfsa>

After clicking on the link, scroll towards the bottom of the Amazon page to see videos about the rules, beginner level, and advanced level of Heptagon Prime.

4-In-1: Chess/Checkers/Backgammon/Heptagon Prime:

- 4 Strategy games
- Pieces stay on the chessboard. Light magnetism makes for stable play while the felt covered bottoms make it easy to move all the chess pieces. Quick release Easy Snap latch design for fast storage and game setup.
- Strategy games are fun ways to develop your child's intelligence start out with checkers and progress to chess. For kids ages 3 and up, grade school children, teens, and adults. Great for one-on-one family time. BONUS CARD Game - Heptagon prime is a 5 suit Strategy Card game for 3 to 8 players with a beginner and advance version.

Source: <https://tinyurl.com/3eycnfsa>

Backgammon: Backgammon is a classic abstract strategy game dating back thousands of years. Each player has a set of 15 "men" that must be moved from their starting positions, around, and then off the board. Dice are thrown each turn, and each player must decide which of his men to move based on the outcome of the roll. Players can capture each other's men, forcing the captured men to restart their journey around the board. The winner is the first player to get all 15 men off the board. A more recent addition to the game is the "doubling cube", which allows players to up the stakes of the game, as it is often played for money. Although the game relies on dice to determine movement, there is a large degree of strategy in deciding how to make the most effective moves given each dice roll as well as measuring the risk in terms of possible rolls the opponent may get.

Chess: Chess is a two-player, abstract strategy board game that represents medieval warfare on an 8x8 board with alternating light and dark squares. Opposing pieces, traditionally designated White and Black, are initially lined up on either side. Each type of piece has a unique form of movement and capturing occurs when a piece, via its movement, occupies the square of an opposing piece. Players take turns moving one of their pieces in an attempt to capture, attack, defend, or develop their positions. Chess games can end in checkmate, resignation, or one of several types of draws.

Checkers: Abstract strategy game where players move disc-shaped pieces across an 8 by 8 cross-hatched ("checker") board. Pieces only move diagonally, and only one space at a time. If a player can move one of his pieces so that it jumps over an adjacent piece of their opponent and

4-In-1-Chess/Checkers/Backgammon/Heptagon Prime Images, Video Links & Play Information

into an empty space, that player captures the opponent's disc. Jumping moves must be taken when possible, thereby creating a strategy game where players offer up jumps in exchange for setting up the board so that they jump even more pieces on their turn. A player wins by removing all of his opponent's pieces from the board or by blocking the opponent so that he has no more moves

Heptagon Prime: Heptagon Prime can be played with 3 to 8 players. Easy enough for children, challenging for adults. Great for extended families. It is best to start with the Beginner level and later the Advanced.

OBJECT OF THE GAME - The object of the game is to be the first to finish playing all your cards. If you cannot be first to play all your cards, then try to have as few cards as possible.

BEGINNER LEVEL INSTRUCTIONS - The person with the lead decides the Prime Play Count of (Play 1) or (Play 2) or (Play 3) or (Play 5) or (Play 7) or (Play 11) or (Play 13). The Cards played from your hand must equal the Prime Play Count. For example, the player in the lead announces (Play 2) and plays a pair of 3"s. The play follows to the left as each player continues to play higher (Play 2) hands until everyone passes because they can not beat the highest (Play 2) hand. Then the winner of the round decides the next Prime Play count (say PLAY 5) and plays 5 cards in the middle and the player to left can Pass or play a higher PLAY 5 card poker hand.

ADVANCE LEVEL INSTRUCTIONS - The advanced version is very similar to the beginner version except that 5 common cards are dealt for everyone to use. Similar to Texas Holdem. You must use at least 1 card from your hand unless you "Pass" and the Cards from your Hand plus your selected Common Cards must equal the Prime Play Count. The common cards allow for more card combinations more complexity and a deeper strategy.

SCORING - At the completion of the deal, everyone counts their cards remaining and tells the scorekeeper. You get one point for each card you have. Remember points are bad. Any score over 19 points gets a Free-Ride (Back to 19 Points) if the winner is not the lowest score. The lowest score is the winner ONLY when they go out of cards on the final deal.