



Backgammon:
YouTube Video Links:

<https://youtu.be/0A0tEg-bYY4>
<https://youtu.be/v9yKQ8QeIOY>

Number of Players: 2
Ages: 8 and Up
Play Time: 30 minutes

Checkers:
YouTube Video Links:

<https://youtu.be/-O2MiBpoFnc>

Number of Players: 2
Ages: 6 and Up
Play Time: 30 minutes

Chess:
YouTube Video Links:

<https://youtu.be/fKxG8KjH1Qg>
<https://youtu.be/gSxNk0NICjw>

Number of Players: 2
Ages: 6 and Up
Play Time: 60 minutes

Game Descriptions:

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 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.