
CHESS

OBJECT

The object of the game of chess is to trap your opponent's King. This is called checkmate.

SETUP

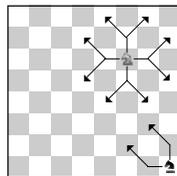
The game of Chess is played by two players on the 64 square board comprised of 32 dark squares and 32 light squares. The board is placed so that each player has a light colored square in the lower right hand corner. Set up the pieces as shown in **Diagram 1**. The light side moves first.



MOVEMENT OF THE PIECES

A **PAWN** must move one square straight ahead unless they are capturing a piece. It may never move backward. On its very first move, a Pawn may move forward two squares as long as there are no obstructing pieces. Unlike the other pieces, a pawn cannot capture a piece directly in front of it, but only at a forward angle. In the case of a capture, the pawn replaces the captured piece and the captured piece is removed from play. If a pawn is able to advance to the back line at the opponent's

side, it is exchanged to become any piece of choice, except a King or Pawn. I.e. A player may end up having more than one Queen on the board. The new piece is placed where the pawn ended its movement. A **KNIGHT** moves one square along the rank or file, and then, still moving away from the square it left, takes one step along the diagonal. It is the only piece on the board that may jump over another piece. If the square to its rank or file is occupied, it may jump over it to get to the unoccupied diagonal square. (**Diagram 2**) A knight always lands on a square of a different color from the one it left.



A **BISHOP** may move to any square on either of the diagonals on which it is placed until it is blocked by another piece.

A **ROOK**, shaped like a castle, may move any number of squares in a straight line on the rank or line on which it is placed. It CANNOT move diagonally.

The **QUEEN** moves to any square on the rank, file, or either diagonal on which she is placed. She captures the same way that she moves. As she cannot jump other pieces, her move ends on the square of the piece she has captured.

The **KING** may only move one square in any direction except when Castling. A King may not move onto a square where he may be captured by an opponent's

piece. Two Kings may never stand next to each other or capture each other.

CAPTURING

Except for the Pawn, all other pieces capture in the same way that they move. If an opponent's piece stands on a square that the opposer can move to, it is captured and removed from the game.

CASTLING

Castling is a special defensive move which may be made only once per player during the game. The move always involves the King and one Rook. The King moves two squares toward the Rook he intends to castle with. The Rook then moves to the square through which the King passed.

Castling is legal only if:

- 1) both pieces stand on their original squares and neither has moved previously;
- 2) the King is not in check; and
- 3) the two or three squares between the King and the Rook are vacant.

EN PASSANT

En Passant occurs when players exercise their option to move their pawn two squares on their initial movement. When this happens, the opposing player can capture the moved pawn "en passant" as if it had only moved one

square. This capture may only be made immediately following the opponent's advance.

CHECK AND CHECKMATE

The game ends when:

- 1) a player makes a move which threatens the capture of the opponent's King. The threatened King is said to be "in check";
- 2) every square where the King has a possibility of movement is covered. The King is considered captured and checkmate has ocured;
- 3) a player resigns at any time during the game after losing a major piece or when the chance for victory seems doubtful;
- 4) a player's only move is to place their own King in check without its current square being threatened. This is called Stalemate. If the player can move another piece, or if the King can move to an open square, stalemate cannot be called;
- 5) either player claims a Draw after fifty moves by either player have been made and no pawn has been moved and no capture has been made.



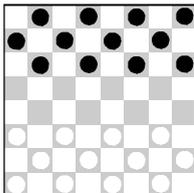
CHECKERS

OBJECT

To capture as many pieces of your opponents and/or to immobilize your opponent's pieces.

SET UP

The board is placed so that each player has a light colored square in the corner at the right. Each player places 12 pieces of their chosen color onto the 12 dark squares. (Diagram A). Throughout the game, all pieces stand and move solely on the dark squares.



GAME PLAY

Alternating turns, 'Black' starts first by moving any one of the black pieces forward one square, diagonally. 'White' now plays by moving any one of the white pieces forward one square, diagonally. Captures are made by jumping over an opponent's piece, or pieces. If an opponent's piece is in the next diagonal square forward with a vacant dark square immediately on the

other side, you MUST jump that piece and land in the vacant square. The jumped piece is removed from the game. A series of jumps can be made in any forward diagonal move. The jumped pieces are removed from the game.

CROWNING

The back row of squares at the opposite side of the board of each player is named "King Row". When a player's piece reaches their "King Row", the opponent must immediately exchange the single playing piece for a double 'King' piece and place it on the same square. The 'King' must wait the next turn to play. The 'King' moves both diagonally forward and diagonally backward, one square at a time. It captures in the same manner as a single piece.

WINNING

A player wins by capturing all of the opponent's pieces, or by blocking them so that they cannot move.



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