

RULES FOR PLAYING

CHESS

& CHECKERS

DELUXE EDITION

CONTENTS

Solid wood cabinet with inlaid game board and integrated storage, 16 natural wood weighted chess pieces, 16 stained wood weighted chess pieces, 12 natural wood nesting checkers, 12 stained wood nesting checkers.

CHESS

FOR 2 PLAYERS / AGES 9+

OBJECT

Force your opponent into Checkmate, by forcing their King into a position where it cannot move without being captured.

GAME SETUP

Chessboard terms:

The vertical columns running from one player to the other are called *files*. The horizontal rows are called *ranks*. Diagonal lines are called *diagonals*.

Playing pieces:

The playing pieces are as shown below:



KING



QUEEN



BISHOP



KNIGHT



ROOK



PAWN

Sit at the chessboard so that a light-colored square is at the bottom right corner for each player. Set up the natural wood playing pieces on the first rank from left to right as follows: Rook, Knight, Bishop, Queen, King, Bishop, Knight, and Rook. Then set up all of the natural wood Pawns on the second rank, directly in front of the first-rank pieces. Then the opponent sets up the stained wood playing pieces the same way on their side, except *the King and Queen are reversed* so that the stained wood Queen starts on a dark square. Queens always start the game on their own color.

The natural wood pieces always play first. On your turn, move one of your playing pieces according to the movement rules. Your turn is then over. Play continues as players alternate turns.

HOW EACH PIECE MOVES

Only one playing piece may be moved on a turn, except when castling (see CASTLING). Except for the Knight, all playing pieces must move in a straight path. Playing pieces can move as follows:

The King may move one square in any direction, but never to a square that is attacked by an opponent's playing piece (a square to which an opponent's playing piece can move).

The Queen can move as far as you wish in any unblocked direction (horizontally, vertically or diagonally).

The Bishop may move as far as you wish in any unblocked diagonal direction. The Bishop must remain on the same color square as it started the game on.

The Knight is the only piece that can move in two different directions, and can jump over another piece. The Knight can move one square forward or backward, then two squares left or right; or it can move two squares forward or backward, then one square to the left or right. The Knight's move looks like an "L," and always lands the Knight on a square of the opposite color from which it started.

The Rook may move as far as you wish in any unblocked horizontal or vertical direction.

A Pawn must move straight ahead, one square at a time. There are two exceptions to this rule: 1) the first time a Pawn moves, it may move forward one or *two* squares; and 2) to capture a piece, a Pawn must move one square *diagonally* ahead. Pawns can also capture in a special way, called *en passant*. See CAPTURING A PIECE, below.

THE RULE OF PROMOTION

Once a Pawn reaches the last rank on the opposite side of the board, it may be converted into any other playing piece except a King. Once converted, it takes on the movement capabilities of that piece. Experienced players convert their Pawn to a Queen in most cases. In this case, the player will have two Queens on the board. There is no limit to the number of Pawns that can be converted during a game.

CAPTURING A PIECE

Any time a playing piece ends its move on an opponent's playing piece, it captures that piece.

Capturing en passant: In this special rule, a Pawn can be captured after taking a double-square move. If the Pawn lands on a square with an opposing Pawn adjacent to it, the opposing Pawn may, on its next turn, move onto the square passed over by the first Pawn, to capture it. If the opposing Pawn does not take advantage of the *en passant* rule on its next turn, the first is safe from any future *en passant* capture.

CASTLING

This is a special move that allows both the King and the Rook to move on your same turn. It helps the Rook protect the King when it might otherwise be stuck behind a wall of Pawns.

Castling can only be done when:

- Neither the King nor the Rook has moved from its starting position;
- There is a clear path between the King and the Rook;
- The King cannot possibly be captured on its original square, the square it moves through, or the square on which it ends its move.

To castle, move the King two squares toward the Rook you are castling with. Then move that Rook to the square through which the King passed. After castling, the King and Rook occupy adjoining squares.

HOW TO WIN

To win the game, you must trap your opponent's King so that it cannot escape. But if the King is attacked ("checked") and threatened with capture, it must get out of check immediately. If there is no way to get out of check, the position is a checkmate, and the side that is checkmated loses.

You may not move into check—for example, move into a direct line with your opponent's Rook if there are no other pieces between the Rook and your King. Otherwise, the Rook could "capture" the King, which is not allowed.

If you are in check, there are three ways of getting out:

- Capturing the attacking piece.
- Placing one of your own pieces between the attacker and your King (unless the attacker is a Knight).
- Moving the King away from the attack.

If a checked player can do none of these, they simply concede the game by saying, "Checkmate." If a King is not in check, but that player can make no legal move, the position is called stalemate and the game is scored as a draw, or tie.

CHECKERS

FOR 2 PLAYERS / AGES 6+

OBJECT

Remove all of your opponent's checkers from the game board by capturing them.

GAME SETUP

Take 12 checkers of the same color and place them on all of the dark squares of the first three rows in front of you. Your opponent does the same.

HOW TO PLAY

Choose a player to go first. On your turn, move any one of your checkers by the movement rules described below. After you move one checker, your turn is over. The game continues with players alternating turns.

Movement Rules

Always move your checker diagonally *forward*, toward your opponent's side of the game board. *Note:* After a checker becomes a "King," it can move diagonally forward *or* backward.

Move your checker one space diagonally, to an open adjacent square; *or jump* an opponent's checker diagonally to the next open square adjacent to the checker you jumped. When you jump over an opponent's checker, you *capture* it (see *Capturing an Opponent's Checker*). During the same move, you may continue to capture with this checker by jumping more of your opponent's checkers if possible.

If all squares adjacent to your checker are occupied (unless occupied by an opponent's checker that can be captured), your checker is *blocked* and cannot move.

Capturing an Opponent's Checker

If you jump an opponent's checker, you capture it. Remove it from the game board and place it in front of you.

Becoming a "King"

As soon as one of your checkers reaches the first row on your opponent's side of the game board, it becomes a King. Place another checker of the same color on top of it. Now this double-decker checker can move forward *or* backward on the game board.

HOW TO WIN

The first player to capture all opposing checkers from the game board wins the game!



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