

Chess: The Classic Game of Strategy

Ages: 10+ | 2 Players

Contents

1x Game Board
1x Rule Book
32x Assorted Game Pieces



Objective

The objective of the game is to move your pieces into a position that you will capture your opponent's King on your next turn, regardless of any action they could take. This position is called checkmate and results in a victory.

Setup

The game is played on a checkerboard with eight horizontal rows called ranks numbered 1-8 and eight vertical columns called files labeled A-H. The game pieces are set up as shown in Figure 1 with the White Rook on square 1A. The white player goes first.

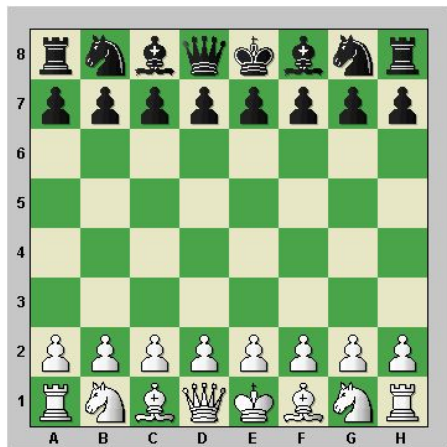


Figure 1. Setup

Player Turn

On each player's turn they can move only one piece (except when castling, see below) following the movement restriction of the piece chosen. If your movement ends on an opponent's piece, that piece is **captured** and removed from the game board. You cannot move a piece onto a space containing one of your game pieces. A player's move is considered final when they move the piece and remove their hand; a player can return the piece to the original position as long as they continue to hold the piece. Once a player's move is finished, play proceeds to the next player.

Pieces

Pawn: Moves forward one space at a time with two exceptions:

1. When moving from its starting position, a Pawn can move two spaces.
2. A pawn cannot capture an enemy piece using its regular movement but can capture an opponent's piece that is one space diagonally forward.

Pawn Promotion: If you advance a pawn to the eighth rank it is **Promoted** to any other game piece except a King.

Knight: Moves over units two spaces either forward or backward and then one space to the side, or two spaces to the side and then one space forward or backward. This creates a movement in the shape of the letter L. Only an opponent's piece on the final space can be captured and pieces (opponent's or controller's) on the other spaces are ignored.

Bishop: Moves=as many open spaces as you would like diagonally and can capture the first opponent's piece in its path.

Rook: Moves as many open spaces as you would like either vertically or horizontally and can capture the first opponent's piece in its path.

Queen: Moves as many open spaces as you would like either vertically, horizontally, or diagonally and can capture the first opponent's piece in its path.

King: Moves one space in any direction as long as it doesn't put itself into danger. Can capture an opponent's piece.

Special Rules

Check: If you end your turn threatening to capture your opponent's King, you announce "**Check**" and they must make a move to ensure their King is not captured on the following turn.

Checkmate: If you end your turn threatening to capture your opponent's King and they cannot make any moves to stop you, you announce "**Checkmate**" and win the game.

Capturing *En Passant*: If your opponent's pawn moves past the space threatened by your pawn with a double move from its starting position, you have the option to capture it *En Passant* on your next turn only by moving your pawn to the position behind theirs and removing their pawn.

Castling: If the following conditions are met, you can move your Rook next to your King then move the King to the other side of the rook.

1. This must be the first move for both the King and Rook.
2. No other game pieces can be between the King and Rook.
3. The King cannot be in Check either before or after the move.
4. The King cannot be in Check on any of the spaces it passes over during the move.

End of Game

Winning: If you end your turn threatening to capture your opponent's king and they cannot make any moves to stop you, you announce "**Checkmate**" and win the game.

Stalemate: If a player's King is not in check on their turn but any possible move places the King in check, the game ends in a **Stalemate**.