

# Chess & Checkers

## INSTRUCTIONS

**CHESS**

**AGES:** 8+  
**PLAYERS:** 2

**EQUIPMENT:** 16 white & 16 black chess pieces, game board

**SET-UP:** Lots are drawn to establish who has the white chessmen and, thus, who can move first. This player is then allotted the 16 white chess pieces and the other player the 16 black chess pieces. The board is positioned so that each player has a dark corner square on his left. The rooks are positioned on the two corner squares to the left and right. Next to these come the two knights, one on the left and one on the right. Next to these come the two bishops and in the center, the queen and king. The white queen is always positioned on a light square and the black queen on a dark square. The eight pawns are then placed adjacently in the second row in front of these chess pieces.

**GAME PLAY:** The pawns can only move forward. For the first advance from its initial square on the second rank, the pawn has the option of moving one or two squares, but thereafter may move only one square at a time. The rook moves only on the ranks and files any distance and the bishop moves only on the diagonals. The queen can move in any direction. The knights are the only pieces which are able to change direction during the course of a move and “jump over” one’s own or one’s opponent’s pieces; a knight takes one step of one single square along the file or rank and then, still moving away from the square that it has left, takes one step along the diagonal. The king may move in any direction, one step at a time.

All pieces start from the pawns in the normal direction of movement described above. However, the pawns which normally only move in a straight line, may only capture diagonally to the front, left or right and only while moving forward. It is not obligatory to capture your opponent. If the king is threatened, check must be given (the player must declare check). The opponent is then obliged to protect his king by moving the king to another square or moving one or his own pieces between it and the threatening token or capturing the opposing attacker. If he is unable to make any of the above moves, the king is said to be checkmated and the game ends in favor of the opponent.

**CASTLING:** Castling is a compound move of the king and one rook (formally called ‘castle’) that may be made, if at all, only once in a game. It is legal if neither the king nor the rook has yet moved. If all the squares between them on the rank are vacant, and no adverse piece commands two squares nearest the king on the side on which castling is to be carried out, and if the king is not in check. The move is executed by moving the king two squares towards the rook and then placing the rook on the square passed over by the king.

**CHECKERS**

**PLAYERS:** 2

**EQUIPMENT:** 12 red & 12 black pieces, game board

**OBJECT:** Capture all your opponent’s tokens.

**SET-UP:** Place the game board so that there is a black square to the left of each player. Using the black and red tokens, each player places four tokens on the first three rows nearest him or black squares i.e.. 12 tokens per player. Black always starts, and play is only on the black squares.

**GAME PLAY:** A token moves diagonally one square at a time, forward-not backward. If a token reaches the far side of the board it becomes a king (stack two playing pieces to indicate a king) and can now move diagonally in any direction. A token may also “leap-frog” over another token if there is a vacant square beyond and if the other token belongs to the opponent. The jumped token is removed from the board (captured). If a player fails to capture an opponent’s token the opponent’s token may on his next turn remove the offending token. This does not counts as his move.

**WINNER:** Play continues until one player wins by capturing all of his opponent’s tokens, or a draw is declared.

