# CHESS & DRAUGHTS

## INSTRUCTIONS

## CHESS

For 2 players  Ages 4+

### CONTENTS

1 Wooden Playing Board
16 Wooden White Chessmen
16 Wooden Black Chessmen

### OBJECT OF THE GAME

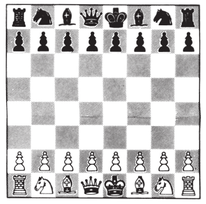
The aim of the players is to checkmate the opponent's King. The King is never captured. When it could be taken at the next move, the King is in check. If it cannot be moved out of check, checkmate is declared.

### PLAYING THE GAME

The player draw lots of decide who is going to start. The player who begins plays with the white chessmen. Players take it in turn to make one move each. The board is set up as follows, with the white square on the bottom right-hand side. The pieces are set out as illustrated with the white Queen on a white square and the black Queen on a black square.

The pieces are illustrated as follows:

**1 King**
**1 Queen**
**2 Castles or Rooks**
**2 Bishops**
**2 Knights**
**8 Pawns**





### THE PIECES CAN MOVE IN THE FOLLOWING WAYS:

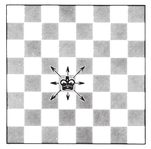


*Fig.1*

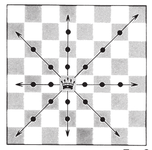


*Fig.2*

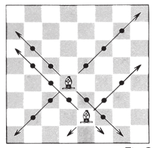


*Fig.3*

***The King*** moves only one square at a time, in any direction. The King is the most important piece of the game. ***(Fig.1)***

***The Queen*** is the most powerful piece of the game. She moves any number of squares in any direction. ***(Fig.2)***

***The Bishops*** moves diagonally any number of squares, forward or backwards. Each bishop controls only one square colour, black or white. ***(Fig.3)***

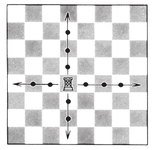


*Fig.4*

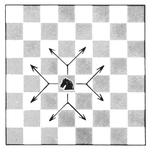


*Fig.5*



*Fig.6A*

***The Castle or Rook*** moves any number of squares, forwards, backwards or sideways. ***(Fig.4)***

***The Knights*** is the only piece able to jump over another piece. It moves one square horizontally or vertically and a second square diagonally. Starting from a black square, it lands on a white square and vice versa. ***(Fig.5)***

***The Pawn*** can be moved either one or two squares forwards on its first move. ***(Fig.6A)***

Thereafter, it moves only one square forwards. ***(Fig.6B)*** Unlike the other pieces, it cannot capture in the direction it moves, but diagonally forwards on either direction. ***(Fig.6C)***

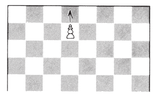


*Fig.6B*

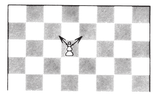


*Fig.6C*



### PAWN EN PASSANT (IN PASSING)

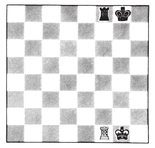
If an opposing pawn moves forward two squares on its first move, the square it crosses over can be attacked as if the opposing pawn had only been moved one square forwards. The capturing pawn can move diagonally forwards into this square and the opposing pawn is then removed from the board. This capture can only happen immediately after the opposing pawn has moved the two squares forward. When it reaches the opposite end of the chessboard, the pawn is promoted to either a Queen, castle, bishop or knight – usually a Queen. This allows a player to have two Queens or more on the board if he wants to.

### CASTLING:

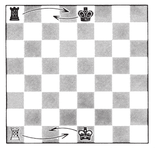
Castling is a special move which involves the King and a castle, to improve the King's position or to move the castle to the centre of the board. The two pieces are switched over and repositioned as illustrated depending on which castle is to be moved. This move counts as a single move.



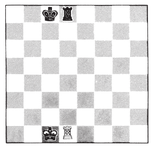
*(Before)*



*(After)*



*(Before)*



*(After)*



**Casting is allowed if:**

**A)** Neither the King nor the castle has moved before.
**B)** The King is not in check either before or after the move.
**C)** There is no piece between the King and the castle.
**D)** The landing square and the two squares the King must cross are not threatened by the opponents. Likewise, the castle's final position must not be threatened by an opponent.

This move is allowed only once by each player during a game.

### THE CAPTURE

A piece captures an opponent's piece by taking its place on the square where it lands. Captured pieces are removed from the chessboard. All pieces except the pawn capture in the same way as they move.

### CHECK AND CHECKMATE

A King "in check" is one that could be captured at the next move. The player who makes the attack usually warns "check". To prevent the check, the player can either capture the opposing piece, move the King out of check, or place a piece between the King and the attacking piece. If none of these counter attacks is possible, the King is "checkmate" and the opponent wins the game.

### THE GAME CAN END IN A DRAW IF:

**A)** The pieces left on the board are too weak to bring about checkmate.
**B)** A player can check his opponent's King without cessation. This is called "perpetual check".
**C)** A position of "stalemate" is reached – this is when a play whose turn it is to move can make no legal move, yet his King is NOT in check.
**D)** The same position of all pieces recurs three times in a game with the same player to move each time. On the third time, this player can claim a draw.
**E)** Either player has not moved a pawn or made a capture during fifty moves.
**F)** Players agree a draw.

Furthermore, a player can resign the game if he considers his position hopeless. In this case, the opponent wins the game.



## DRAUGHTS

For 2 players  Ages 4+

### CONTENTS

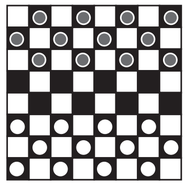
1 Wooden Playing Board
12 Wooden White Draughtsmen
12 Wooden Black Draughtsmen

### OBJECT OF THE GAME

Each player tries to get as many as of his/her draughtsmen as possible through to the far side of the board, taking as many of the opponent's pieces as possible in the process and removing them from the board.

### PLAYING THE GAME

Draw lots or throw a dice to decide which player gets the white draughtsmen and which player gets the black draughtsmen.



*Draughtsmen positioned ready to play*

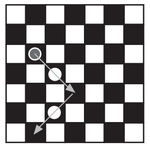
The two players set out their men on the black squares of the first three rows of squares on the board, facing each other. black always begins. The players take turns to move one draughtsman at a time.

The player whose turn it is moves one of his/her draughtsmen forward 1 square in a diagonal direction. The men only move on the black squares and never go onto a white square. A draughtsman may not be moved to a square already occupied by one of the player's own men or by one of the opponent's men.

### TAKING THE OPPONENT'S DRAUGHTSMEN

If an opposing draughtsman is located on a square directly adjacent in a diagonal line and there is an empty square behind it, the draughtsman can be taken by jumping over it. The man is removed from the board. If there is another opposing draughtsman behind it and the square behind it is also empty, it too can be taken.

A zig-zag movement is also allowed, but only in a forwards direction. It is thus possible to take several draughtsmen in succession, but jumping over one's own men is not allowed.



*The black draughtsman can take two white draughtsmen.*

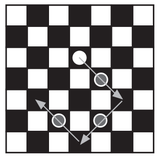


### DRAUGHTSMEN MUST BE TAKEN WHEN POSSIBLE

If a player moves a draughtsman forward and doesn't realise that he/she could have taken one or more opposing men, the opponent can remove the other player's draughtsman/draughtsmen from the board because men must be taken when the opportunity arises. If there are several different draughtsmen which can be taken, a player is free to choose which one(s) to take. This is called "huffing". Alternatively, the opponent can cancel the player's move and return the draughtsmen to its original position or do nothing at all and continue with their turn.

### KINGS

On reaching the far side of the board, a player can make his/her draughtsman into a King by placing one of the men he/she has previously lost on top of the draughtsman which has reached the far side of the board. The King can only move on the player's next turn. A King is thus two draughtsmen on top of each other.



*The white King can take three black draughtmen.*

If only the opponent's men have been taken so far, one of the opposing draughtsmen is placed underneath the man which has reached the far side of the board. The colour of the top draughtsman indicated which player the King belongs to.

A King can move or capture diagonally both forwards and backwards. There may be several Kings on the board at one time.

A King can be taken in the same way as a normal draughtsman.

### WINNING THE GAME

The first player to take all the opponent's draughtsmen, or to trap the opponents so that he/she cannot move, is the winner.

### POLISH DRAUGHTS:

Unlike in a normal game of draughts, although the draughtsmen can only be moved forwards, they can go backwards and forwards when taking other men. Opposing draughtsmen must be taken when the opportunity arises. This includes taking several men in succession, always following the diagonal line, and also moving in zig-zag fashion.

**WARNING! Not suitable for children under 36 months. Choking Hazard.**

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