



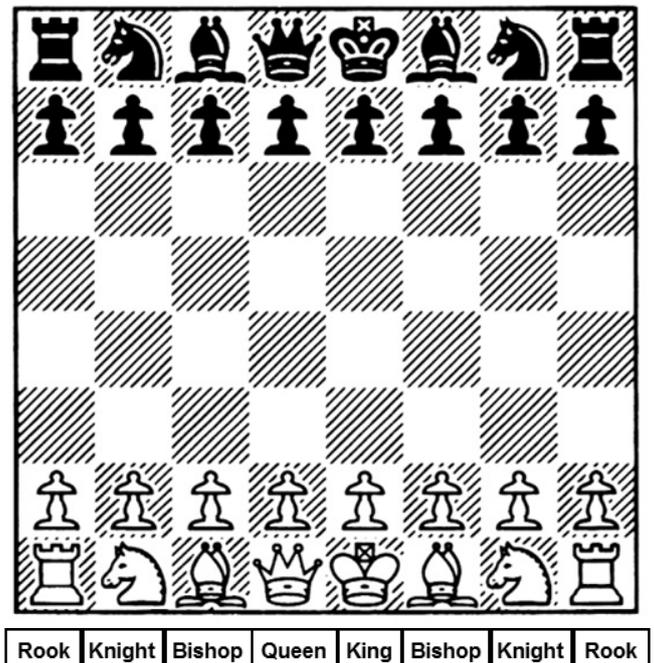
A QUICK GUIDE ON HOW TO PLAY CHESS



This Chess Set in a Tin uses wooden playing pieces and a clever interlocking board that all packs away in a handy storage tin so that you can take it with you wherever you go. Chess is an ancient game of strategy and a list of rules and tips for playing could fill an entire book - these instructions give just a brief overview so that you can get started.



First familiarise yourself with the board and the playing pieces. The board has 64 squares, 32 coloured black and 32 coloured white. Each player has a total of 16 playing pieces as shown above. 1 king, 1 queen, 2 bishops, 2 knights, 2 rooks and 8 pawns. One player uses the black playing pieces whilst the other uses the white playing pieces.



This is a layout of the positions for the playing pieces at the start of a game of Chess.

The Aim of a Game of Chess

Chess is played between two people from opposite sides of a board. The aim is to checkmate your opponent's king. This happens when the king is in a position to be captured (in check) and also cannot escape from capture. Any other pieces can be captured during play and removed from the board so that each player will have less pieces as the game progresses. Losing pieces will make your king more vulnerable so play to lose as few pieces as possible.

How to Start a Game

Toss a coin to decide which player will use white pieces and which will use black pieces. Lay out the chessboard so that each player has a light-coloured square in the right-hand corner closest to them. The chess pieces are arranged the same way for each player (see picture overhead). In the back row, the rooks go into the corners, then next to them the knights, then the bishops, and finally the queen, who should go on her matching colour (i.e. white queen on white/pale square, black queen on black/dark square). The king goes on the remaining square. The pawns fill the second row.

Now you are ready to play! The player with the white pieces goes first, then it's the turn of the player with black pieces, then white again and so on...

How to Move the Chess Pieces

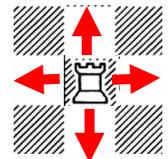
There are six different kinds of chess pieces and each one moves differently. Pieces cannot move through other pieces except for the knight which can jump over pieces to get to a place. Only one piece can occupy a square at one time however, a piece can land on the square of an opponent's piece which is then captured & removed from the board. During play pieces are normally moved into positions where they can capture other pieces, or where they can defend their own pieces from capture. Here is a list of the moves you can make with each of the six different pieces:

- 1. Pawns** - Pawns can only move forward one square at a time, except for their very first move where they can move forward two squares. However Pawns are unusual as they can only capture one square diagonally in front of them. They can never move or capture backwards. If there is another piece directly in front of a pawn he cannot move past or capture that piece.
- 2. Rooks** - A Rook moves forwards, backwards or sideways in a straight line as far as it wants. Rooks can be powerful pieces when they are working together.
- 3. Knights** - Knights (visually appearing as a horse) are the only pieces which can jump over other pieces. Their move is in the shape of a letter 'L' going two squares in any direction, and then one more square at a 90 degree angle.
- 4. Bishops** - The bishop moves diagonally as little or as far as it wants. Each bishop starts on either a light or dark square and must always stay on that colour. Using bishops together is good because they cover up each other's weaknesses.
- 5. The Queen** - This is the most powerful piece. A queen can move in any one straight direction - forward, backward, sideways, or diagonally - as far as she wants to but she cannot jump other pieces.
- 6. The King** - This is the most precious piece on the board but is also the weakest. The king can only move one square in any direction - up, down, to the sides, and diagonally. The king can never move himself into check otherwise he would be captured. He must also be moved out of check if attacked or the check must be blocked by another piece.

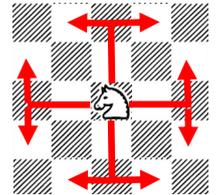
Pawns



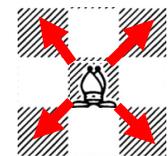
Rooks



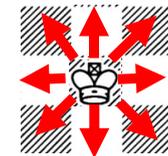
Knights



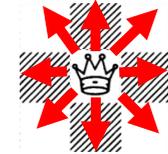
Bishops



Queen



King



Playing & 'Check'

Carry on taking turns to play, capturing each others pieces. If a player's King is in a position where it can be captured this is called 'check' and the defending player must on their next turn immediately move their King out of check. There are only three ways to get a king out of check. 1. Move out of the way to a safe square 2. Block the check with another piece 3. Capture the piece threatening the king.

'Checkmate' - Game Over

The game is over when one player's Kings is forced into a 'checkmate' position. This is where the King cannot be moved into a safe position and cannot be blocked using one of the other pieces. If a king cannot escape checkmate then the game is over.

Special Rules

Once you have commanded how to play Chess there are extra rules that can be applied to the game.

Look these up on the internet, notably the Castling Rule, Promotion Rule and En Passant Rule.

THIS IS A QUICK GUIDE - THERE ARE ALSO MANY GOOD GUIDES AND VIDEOS TO PLAYING CHESS AVAILABLE ON THE WEB

Produced by Apples to Pears Ltd., Stroud, U.K.

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WARNING CHOKING HAZARD Small parts, not suitable for children under 3 years.