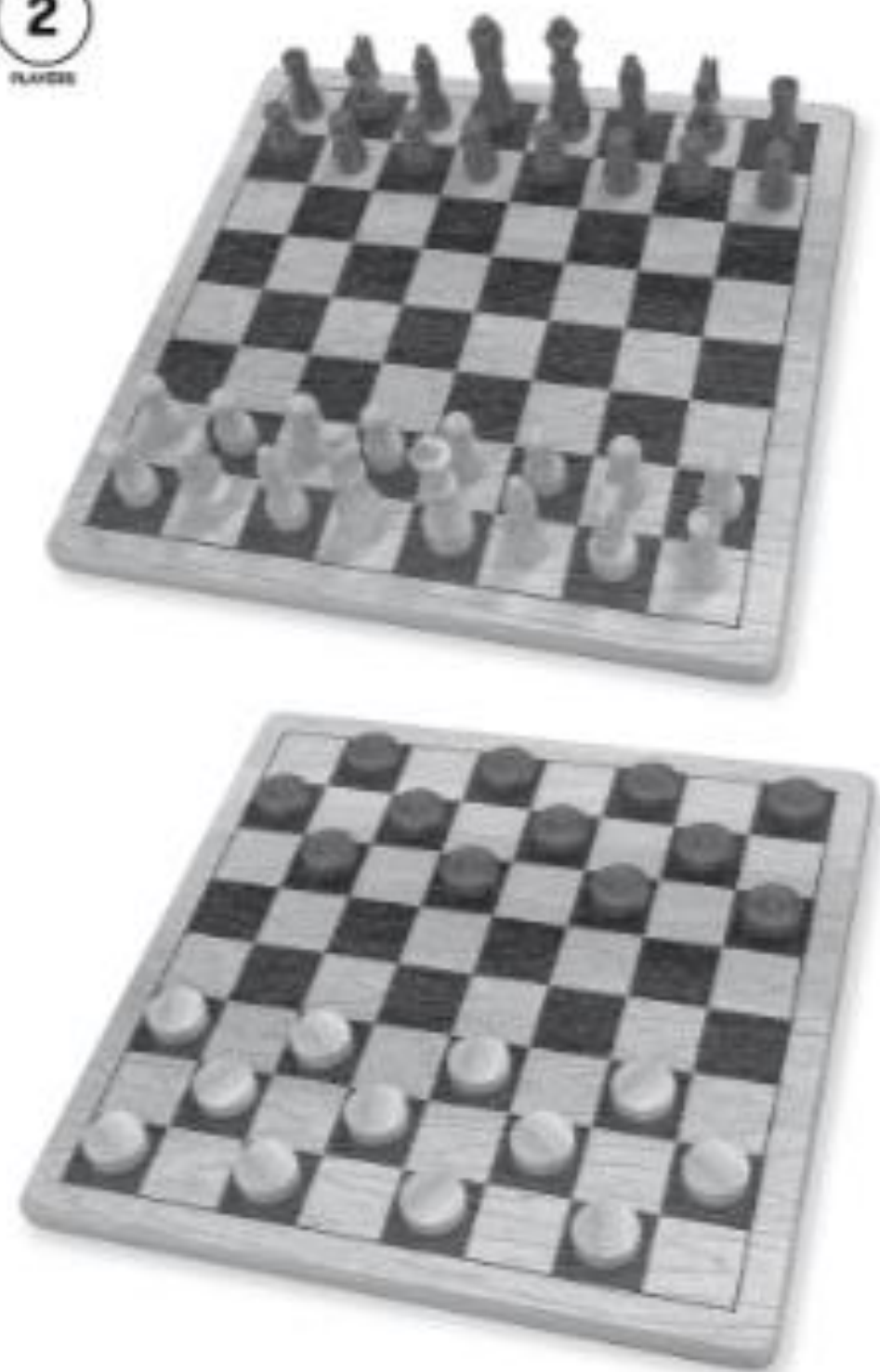


anko

## Wooden Chess and Draughts

6+

2



# CHESS

## INCLUDES:

- 1 gameboard
- 32 chess pieces

## INSTRUCTIONS:

**OBJECT:** Checkmate or "capture" your opponent's King.

## GET STARTED:

- Make sure the board is positioned so you each have a light coloured square on your bottom right.
- The Queen is always placed on a square of her own colour.
- The Player with the lightest coloured pieces goes first.



Arrange the board as follows:

First Row (closest to player) from left:

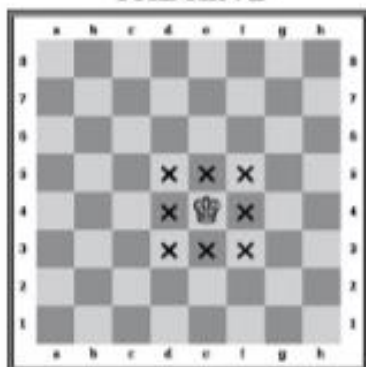
Rook, Knight, Bishop, Queen, King, Bishop, Knight, Rook

Second Row (above the first row): 8 Pawns



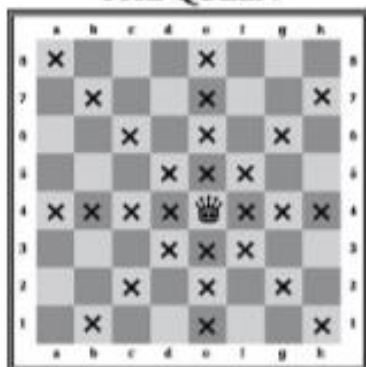
## THE PIECES AND THEIR MOVES:

### THE KING



**The King:** Moves only one square at a time in any direction – forward, backward, sideways or diagonally. The King may capture any undefended enemy piece, but Kings cannot be captured! He may never move into check (where he is 'attacked' by another piece). The King must always stay at least one square from the opposing King. Both Kings always remain on the board.

### THE QUEEN



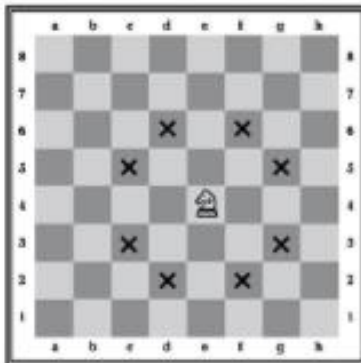
**The Queen:** May move forward, backward, sideways or diagonally in a straight line any number of spaces, providing there are no other pieces in her path. If the Queen captures an opponent's piece, she may remove that piece from the board and occupy that now empty space.

**The Rook:** May move forward, backward or sideways (not diagonally) any number of squares in a straight line provided there's no other piece in the way. The Rook may capture an enemy by removing that piece from the board and occupying that vacated square.

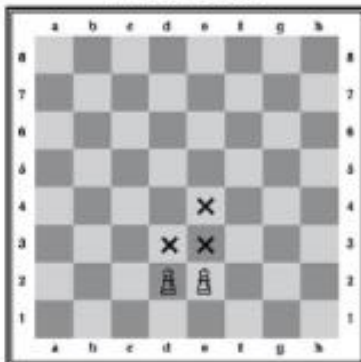
**The Bishop:** Moves as far as it wants only diagonally, forward or backward in a straight line, provided there's no other piece in its path. The Bishop captures on the diagonal. Each Bishop starts on either a light or dark coloured space and must remain on that colour throughout the game.

# CHESS

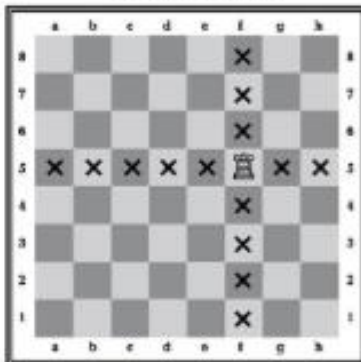
## THE KNIGHT



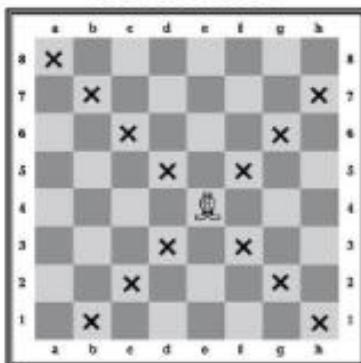
## THE PAWN



## THE ROOK



## THE BISHOP



**The Knight:** On each turn, the Knight may travel 3 squares – two squares in one direction, then one additional square at a 90-degree angle, like the shape of an “L.” Knights are the only pieces that may jump over other pieces to an unoccupied square, or onto a square occupied by the opponent, capturing in the same way as the other pieces. When a Knight leaves his square, he must always land on a square of the opposite colour.

**The Pawn:** They move forward one square at a time – except on their first move when they can move forward one or two squares – but can only capture one square diagonally in front of them. They can never move or capture backwards. If another piece is directly in front of a Pawn, he can't move past or capture that piece. When a Pawn moves to the light square in the upper left corner of the gameboard opposite (on opponent's first row), the player may substitute any other piece for it except the King.

**First Move:** On your first turn, you may only move a Pawn one or two spaces forward, or jump a Knight over your row of Pawns.

### Castling

On your turn you may move your King two squares left or right toward the Rook, then place the Rook on the square over which the King crossed.

To castle, the following conditions must be met:

- Must be that King's first move.
- Must be that Rook's first move.
- There can't be any pieces between the King and Rook.
- The King may not be in check or pass through check.

### Check

The King is in check when he's under threat of capture on an opponent's next turn (players cannot make any move that puts their own King in check). There are only three ways a King can get out of check:

1. Move the King to a free square.
2. Block the check with another piece.
3. Capture the piece that checks.

### Checkmate

If none of the above three moves can be made, “check” becomes “checkmate.” The player whose King is checkmated loses the game.

**TO WIN:** Checkmate or “capture” your opponent's King.

## DRAUGHTS

### INCLUDES:

- 1 gameboard
- 24 checker pieces

### INSTRUCTIONS:

#### SETUP:

- Position the board so each opponent has a dark coloured square on their bottom left.
- Arrange 12 checkers per side, one on each dark spot in the first 3 rows of the gameboard, beginning with the row closest to each player, as shown.
- Basic movement is one space forward, diagonally.

#### LET'S PLAY:

The Player with the darkest coloured pieces goes first.  
Determine who gets those pieces with the toss of a coin.

1. If your opponent's checker is on a forward diagonal next to one of your own checkers, and the space beyond that checker is empty, then your checker must jump your opponent's checker and land on the dark space beyond.
2. Remove (capture) your opponent's checker from the board. If more than one capture is possible, it must be made, choosing whichever path is preferred. Your checker must continue to jump until there are no more jumps available.
3. When your checker reaches a dark spot on the first row on your opponent's side of the board, it is crowned (place another checker on top of the one on the board to distinguish) and becomes a King. Your turn ends there.
4. A King can move one space backward or forward, diagonally. The King, too, must take all available jumps. In each jump, the King can only jump over one opposing piece at a time, and it must land on the dark space just beyond the captured piece.
5. The King cannot move multiple spaces before or after jumping a piece.
6. Kings may be jumped and captured by 'regular' checkers.

#### TO WIN:

Capture all of your opponent's checkers or position pieces so your opponent has no available moves.



Item No. 42-643-487