

GIANT CHESS

Key Code: 43077236

Warning

- **CHOKING HAZARD**, small parts. Not suitable for children under 3 years.
- An adult supervisor is required when playing.

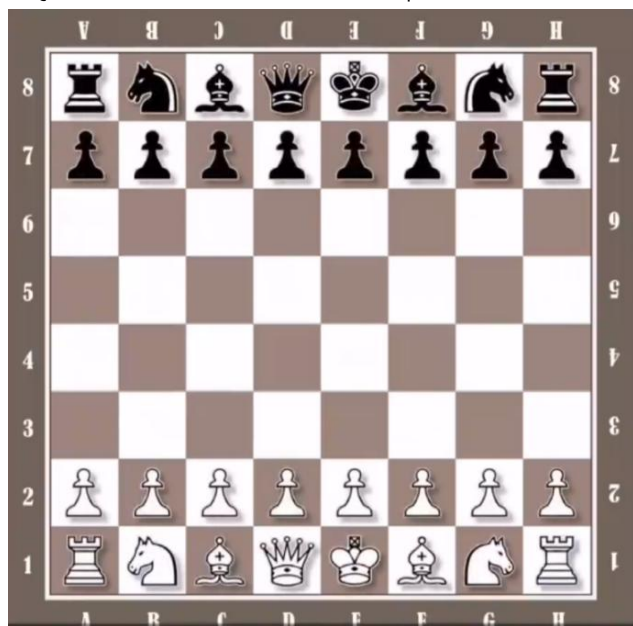
Parts List

- ◆ Chessboard x1pc
- ◆ King x1pc/each color
- ◆ Queen x1pc/each color
- ◆ Rook x2pc/each color
- ◆ Bishop x2pc/each color
- ◆ Knight x2pc/each color
- ◆ Pawn x8pc/each color

Set up

The game is suitable to play by two players, each player has 16pcs black or white chess pieces. The chessboard consists of 64 squares, alternating between 32 black and 32 white squares. It is positioned so that each player has a white square on the right side corner closest to him/her.

To start the game, each player places his/her chess pieces on the squares closest to him/her. The diagram shows how the pieces are placed at the beginning of a game. Please be noted that the white QUEEN should be sit in white square and the black QUEEN should be sit in black square.



Game rule

1. Always move white piece first then players take turns.
2. To capture, move your piece to a square occupied by one of the opponent's pieces. The opponent's piece is then removed from the chessboard.
3. The KING can move or capture one square in any direction.
4. The QUEEN can move or capture any number of squares horizontally, vertically, or diagonally if the path is unobstructed.
5. The ROOK can move or capture any number of squares vertically or horizontally if the path is unobstructed.
6. The BISHOP can move or capture diagonally any number of squares in either direction if the path is unobstructed.

7. The KNIGHT moves in the “L” pattern indicated. The KNIGHT is the only piece that may jump over other pieces. Note that the KNIGHT always moves from a dark square to a light square or vice-versa.
8. The PAWN :
 - moves only straight ahead (never backward), but it captures diagonally (never straight ahead).
 - When a PAWN is in its starting position, it may move one or two squares per turn for the first time. After the first movement, it may advance only one square per move.
 - If a PAWN advances all the ways to the opposite first line of the chessboard, it must be promoted to another piece (except a KING) of the same color, usually a QUEEN. This means that it is possible to have more than one QUEEN or more than two ROOKS,KNIGHTS,BISHOPS per player on the chessboard.
 - To capture “en passant”. when your opponent moves a PAWN two squares and sits it beside your PAWN side in horizontal, you must move your PAWN ahead diagonally and remove the opponent’s PAWN from chessboard.
9. To castle, move your KING two squares either right or left, and then place your ROOK beside the KING on the side which it passed. Castling is only possible when in below condition:
 - No piece stands between the KING and ROOK.
 - The KING is not in check.
 - Neither the KING nor ROOK has moved during the game playing.
 - The KING does not pass through a square under attack.
10. Any move that attacks a KING is called a “check”. the aim of the game is to attack the opponent’s KING in such a way that no matter how he move the piece, his KING will still be under attack. This is call “checkmate” and win the game.
11. When neither of the player can force a victory, and the trend of each turn becomes repetitious, a drawn game is declared.

FOR AU/NZ: IMPORTED FOR KMART STORES IN AUSTRALIA AND NEW ZEALAND.

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