

TG2105TB_ChessAndCheckers_IM_Kmart_AU_20240102_ref240087.ai

Size: 210 x 140 mm

6+ YEARS

2

CHESS & CHECKERS

INSTRUCTIONS

Chess

Contents: 32 Light and Dark Wood Game Pieces, 1 Wooden game board and instructions.

How to play:

The game of Chess is the oldest, most fascinating and one of the most popular of all games. There is no element of chance, and players find new and interesting moves with each game.

Chess is played with thirty two pieces. Each player has sixteen Chess pieces of either light or dark as shown in the diagram. Each player has one King, one Queen, two Bishops, two Knights, two Rooks and eight Pawns.

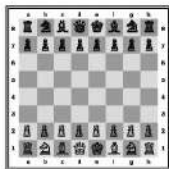


Diagram C

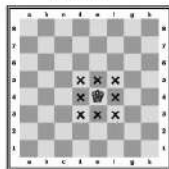


Diagram D

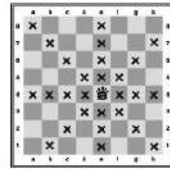


Diagram E

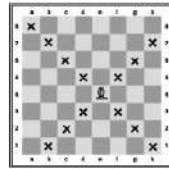


Diagram F

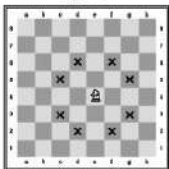


Diagram G

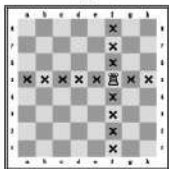


Diagram H

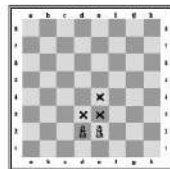


Diagram I

The game is played on a checkered board, divided into sixty-four squares in two colours. Place the Chess board between the two players, so that each player has a light square at the right hand corner of the board.

At the start of each game, the Chess pieces are placed at the position shown in diagram C. The player with light Chess pieces starts first.

The King

The King can be moved to any square adjoining the square that player occupies. If the King moves to a square with an opposing piece, the King captures that piece. In diagram D, the spaces marked with X indicate the squares to which the King may move.

The Queen

The Queen moves and captures horizontally, vertically and diagonally in any direction, and for any distance over unoccupied squares. However, when the Queen captures an opposing piece, she stops on that square. In diagram E, the spaces marked with X indicate the squares to which the Queen may move.

The Bishop

The Bishop moves and captures diagonally in any direction over unoccupied squares. In diagram F, the spaces marked with X indicate the squares to which the Bishop may move.

The Knight

The Knight moves and captures in any direction, by a movement combination of either vertically one square plus horizontally two squares, or horizontally one square plus vertically two squares. This move looks like the letter "L." Thus it will be seen that the Knight moves to the farthest corner of a rectangle composed of six squares. In diagram G, the spaces marked with X indicate the squares to which the Knight may move.

The Rook

The Rook moves and captures horizontally and vertically only, over unoccupied squares. In diagram H, the spaces marked with X indicate the squares to which the Rook may move.

The Pawn

The Pawn only moves forward one square at a time. Except for the first move, when the Pawn has the privilege of moving two squares. The Pawn is the only Chess piece that does not capture as it moves. It captures on either of the two diagonal squares adjoining it in front. Each Pawn that moves to a square on the last rank of the opposite side of the board, it may be exchanged for a Queen, Rook, Bishop or Knight of the same colour without regard to the number of such pieces already on the board.

Castling

Each player has the privilege of castling once in the game. Castling involves moving the King two squares to their right or left toward the Rook and placing the Rook on the square on the other side of the King.

A player may "castle" subject to the following restrictions:

1. The King must not be in check.
2. They must not pass over or land on a square commanded by a hostile Chess piece.
3. Neither the King nor the Rook must have been previously moved.
4. No piece must intervene between the King and the Rook.

Object of the game:

A. Check

The King is in check when it is threatened to be captured by an opponent's piece. The player must say "check" when the player's piece moves to a position where it is threatening the opponent's King. The player is not allowed to give up the King that is in check and let it be captured. One of three things must be done by the player in check:

1. The King must move out of check.
2. The hostile piece that checks must be captured.
3. A piece must be placed between the King and the attacking piece.

Since the object of the game is the capture of the opponent's King, the game is lost if none of the above three things can be done. The "check" then turns into a checkmate.

B. Checkmate

When the King is checked and cannot move out of check, interposing one of their own pieces or pawns, or capture the hostile piece, then they are in checkmate and the game is over.

Checkers

Contents: 24 Light & Dark Wood Game Pieces, 1 Wooden game board and Instructions.

Object of the game: To capture all of your opponent's checkers by jumping over them onto a vacant space, or to block your opponent's checkers so that a move cannot be made.

How to play:

Each player gets 12 checkers of one colour and places them on the first three rows of dark squares. Make sure that the square in the left hand corner closest to you is dark. Moves are confined to the dark squares. Moves can only be forward diagonally to a vacant square (not backwards), see diagram A. To capture your opponent's checker, the square opposite that checker must be empty. Jump over your opponent's checker into the vacant space, then take their checker off the board. You cannot jump your own checker. When one of your checkers reaches your opponent's side of the board, it becomes a "King" and is "crowned" by having another checker of the same colour placed on top of it. Once a King, you can move diagonally forwards OR backwards. Kings may be jumped and captured by regular checkers.

How to win:

To win, you must capture all of your opponent's checkers, or block them so that they cannot move.

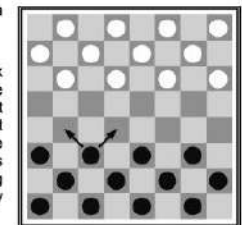


Diagram A

WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

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WARNING: FOR SAFETY REASONS, REMOVE ALL TAGS, LABELS AND PLASTIC FASTENERS BEFORE GIVING THIS TOY TO YOUR CHILD.