

# Chess Instructions

For 2 Players / AGES 9 to Adult

## CONTENTS

Glass and Wood Chess Board, 32 Die Cast Metal Playing Pieces

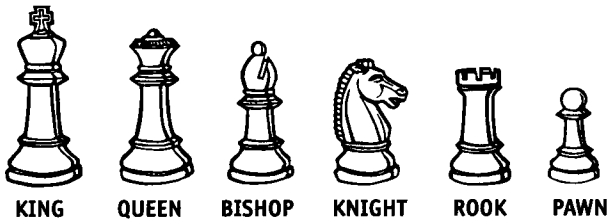
## OBJECT

Force your opponent into Checkmate, by forcing his or her King into a position where it cannot move without being captured.

## GAME SETUP

**Chessboard terms:** The vertical columns running from one player to the other are called *files*. The horizontal rows are called *ranks*. Diagonal lines are called *diagonals*.

**Playing pieces:** The playing pieces are as shown below:



Sit at the chessboard so that the frosted glass square is at the bottom left corner for each player. Set up the silver-toned playing pieces on the first rank from left to right as follows: Rook, Knight, Bishop, Queen, King, Bishop, Knight, and Rook. Then set up all of the silver-toned pawns on the second rank, directly in front of the first-rank pieces. Then set up the gold-toned playing pieces the same way on the opposite side of the board.

## HOW TO PLAY

The silver-toned pieces always play first. On your turn, move one of your playing pieces according to the movement rules. Your turn is then over. Play continues as players alternate turns.

### How Each Piece Moves

Only one playing piece may be moved on a turn, except when castling (see CASTLING). Except for the Knight, all playing pieces must move in a straight path. Playing pieces can move as follows:

*The King* may move one square in any direction, but never to a square that is attacked by an opponent's playing piece (a square to which an opponent's playing piece can move).

*The Queen* can move as far as you wish, in any unblocked direction (horizontally, vertically or diagonally).

*The Bishop* may move as far as you wish in any unblocked diagonal direction. The Bishop must remain on the same color square as it started the game on.

*The Knight* is the only piece that can move in two different directions, and can jump over another piece. The Knight can move one square forward or backward, then 2 squares left or right; or it can move 2 squares forward or backward, then one square to the left or right. The Knight's move looks like an "L", and always lands the Knight on a square of the opposite color from which it started.

*The Rook* may move as far as you wish any unblocked horizontal or vertical direction.

A *Pawn* must move straight ahead, one square at a time. There are

two exceptions to this rule: 1) the first time a pawn moves, it may move forward one or two squares; and 2) to capture a piece, a pawn must move one square *diagonally* ahead. Pawns can also capture in a special way, called en passant. See CAPTURING A PIECE, below.

Once a pawn reaches the last rank on the opposite side of the board, it may be converted into any other playing piece except a King. Once converted, it takes on the movement capabilities of that piece. There is no limit to the number of pawns that can be converted during a game.

### Capturing a Piece

Any time a playing piece ends its move on an opponent's playing piece, it captures that piece.

*Capturing en passant:* In this special rule, a pawn can be captured after taking a double-square move. If the pawn lands on a square with an opposing pawn adjacent to it, the opposing pawn may, on its next turn, move onto the square passed over by the first pawn, to capture it. If the opposing pawn does not take advantage of the en passant rule on its next turn, the first is safe from any future en passant capture.

### Castling

This is a special move that allows both the King and the Rook to move on your same turn. It helps the Rook protect the King when it might otherwise be stuck behind a wall of pawns.

Castling can only be done when:

- Neither the King nor the Rook has moved from its starting position;
- There is a clear path between the King and the Rook;
- The King cannot possibly be captured on its original square, the square it moves through, or the square on which it ends its move.

To castle, move the King 2 squares toward the Rook you are castling with. Then move that Rook to the square through which the King passed. After castling, the King and Rook occupy adjoining squares.

## HOW TO WIN

To win the game, you must trap your opponent's King so that it cannot escape. In Chess, the King is never captured; instead, the player whose King is trapped simply concedes the game by saying, "Checkmate."

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free). Canadian consumers, please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada J4G 1G2.

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