

Ages 8+
For two players

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

CHESS



TO START

Separate the Bronze coloured pieces from the Silver coloured ones, and decide who plays silver. Silver makes the opening move. While your game features chess pieces depicting various Lord of the Rings characters, the corresponding chess piece each figure represents is embossed on the base. After sorting the pieces, each player will have the following:

SILVER ARMY

8 Hobbit™ Pawns
2 Boromir Rooks
2 Aragorn™ Knights
2 Frodo™ Bishops
1 Gandalf™ King
1 Galadriel™ Queen

BRONZE ARMY

8 Goblin Pawns
2 Orc™ Rooks
2 Uruk-hai™ Knights
2 Cave Troll™ Bishops
1 Saruman™ King
1 Ringwraith™ Queen

SET UP THE BOARD

Place the board between the two players so that each player's right hand corner square is a light one. Set up the board making sure that the Silver Queen is on a light square and that the Bronze Queen is on a dark square. In keeping with the Lord of the Rings theme, the good army (Silver) should be placed in Western Middle Earth™ and the evil army (Bronze) should be placed in Eastern Middle Earth™.

Set up for each army is as follows:

Bottom (first) row: Rook, Knight, Bishop, Queen, King, Bishop, Knight and Rook

Top (second) row: Pawns across the entire row.

BASIC CHESS RULES

PAWN: The pawn being the weakest piece on the board can move in ONE DIRECTION ONLY – STRAIGHT AHEAD. On its first move, a pawn can advance either 1 or 2 squares – at the player's choice, but on all following moves, only one square at a time. If a piece happens to be immediately in front of it, the pawn is blocked and can not advance until that piece gets out of the way. The pawn can capture any opposing piece which appears in the next square diagonally ahead, either on its right or its left. As in the case of all captures, the captured piece is taken off the board and the captor moves to the square formerly held by the captured. Should a pawn safely reach the opponent's first row, it is exchanged for a Queen or any other piece the player chooses, except the King. Thus, it's perfectly possible to have two White or Black Queens on the board at the same time.

BISHOP: The Bishop moves only ALONG THE DIAGONAL, but being stronger than the Pawn, he can go backwards as well as forwards. Likewise, in one move, he can go as few or as many squares along the diagonal as are VACANT. He may capture any enemy piece appearing on the same diagonal, providing no other piece lies between captor and captured. No chess piece, regardless of his opportunities, can make more than one capture per move. If he has a choice of taking more than one piece, it is customary to get rid of the most powerful.

ROOK: The Rook moves in a straight line, either ACROSS THE BOARD OR UP AND DOWN THE BOARD. Like the Bishop its range is unlimited, being able to move back and forth over any number of vacant squares on any horizontal or vertical. It, too, can capture any opposing piece appearing on the same row, providing no piece of its own colour comes between it and the enemy.

KNIGHT: In a single move the Knight can go two squares in any direction (not diagonally), then one square at right angles to the direction of the first part of the move. The Knight is the only chess piece that can hop over other pieces when moving.

QUEEN: She is the most powerful piece on the board, for she has the combined powers of the Bishop and the Rook. She can move back and forth on the diagonal, like the Bishop, and back and forth on the horizontal or vertical, like the Rook, capturing any exposed piece she meets on her way.

KING: Like the Pawn, he can move only one square at a time – but he can go in any direction he likes and can capture any piece appearing in a square adjacent to the one he is occupying. The King can not move into "Check."

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 or the Rook has moved from its starting position;
- There is a clear path between the King and 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 adjoining space on the other side of the King.

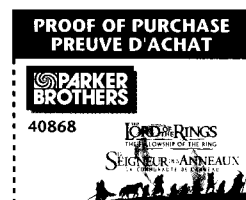
CHECK AND CHECKMATE

The King is the only piece that can not be taken off the board when captured. Whenever a player can capture his opponent's King, he does not remove the piece but says "Check" – the King is then said to be "In Check." The player controlling that King now tries to free him for Check, in one of three possible ways.

1. By capturing the Checking piece.
2. By moving the King into an adjacent square, free from Check.
3. By moving one of his pieces between the King and the Checking piece – thus intercepting the Check.

Unless a player can free his King in one of these three ways, his King is CHECKMATED and the opponent wins the game.

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