

STAR WARS[®]

SAGA EDITION

AGES 9 and Up

CHESS SET

For Two Players

CONTENTS: 32 Chess Pieces • Gameboard

TO START: Separate the Black colored pieces from the Silver colored ones, and decide who plays silver. Silver makes the opening move. Your game features chess pieces depicting various *Star Wars* characters. After sorting the pieces, each player will have the following:

Silver Playing Pieces

- 8 Clone Trooper™ Pawns
- 1 Padmé Amidala™ Rook
- 1 C-3PO™ & R2-D2™ Rook
- 1 Han Solo™ Knight
- 1 Chewbacca™ Knight
- 1 Princess Leia™ Bishop
- 1 Luke Skywalker™ Bishop
- 1 Obi-Wan Kenobi™ Queen
- 1 Yoda™ King

Black Playing Pieces

- 8 Imperial Stormtrooper™ Pawns
- 1 Count Dooku™ Rook
- 1 Darth Maul™ Rook
- 1 Boba Fett™ Knight
- 1 Jango Fett™ Knight
- 1 Grievous Bodyguard™ Bishop
- 1 General Grievous™ Bishop
- 1 Darth Vader™ Queen
- 1 Emperor™ King

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 Black Queen is on a dark square.

Note: Each *Star Wars*® chess piece is embossed with the corresponding standard chess piece on its base.

THE RULES OF CHESS: THE PIECES AND HOW TO MOVE THEM

As soon as you learn the simple moves of the various chess pieces, you're ready to start.

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 that appears in the next square diagonally ahead, either on its right or 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 his opponent's first row, it is exchanged for a Queen or any other piece the player chooses except the King. Thus, it's possible to have two Silver or Black Queens on the board at the same time.

BISHOP: The Bishop moves only **ALONG THE DIAGONAL**, but being stronger than the Pawn, it can go backwards as well as forwards. Likewise, in one move, it can go as few or as many squares along the diagonal as are **VACANT**. It 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 it 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 comes between it and its target.

KNIGHT: The Knight moves in small L-shaped jumps. It cannot move diagonally, only horizontally or vertically, taking either two steps horizontally and one vertically or two vertically and one horizontally. When a Knight leaves a square, it always lands on a square of the opposite color. The Knight is the only piece that can jump over the other pieces, which means it can get out from behind the Pawns at the beginning of the game, while the Bishops, Rooks and the King and Queen must wait for the Pawns to move. The Knight does not capture the pieces it jumps over; it takes prisoners the same as any other piece would, by removing the opponent from the square it lands on.

QUEEN: It is the most powerful piece on the board, for it has the combined powers of the Bishop and the Rook. It 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 it meets on her way.

KING: Like the Pawn, it can move only one square at a time – but it can go in any direction it likes and can capture any piece appearing in a square adjacent to the one it 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 Pawn is safe from any future en passant capture.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.

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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 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;
- The King is not in check.

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, it 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 from 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.

STALEMATE: In some instances, Checkmate is not possible: not enough pieces remain to either play to confine a King in Checkmate, or a position has been achieved in which a King is driven in Check back and forth onto the same squares in “perpetual Check.” In these cases, the players have reached a draw, or “Stalemate.”

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