



Chess & Checkers

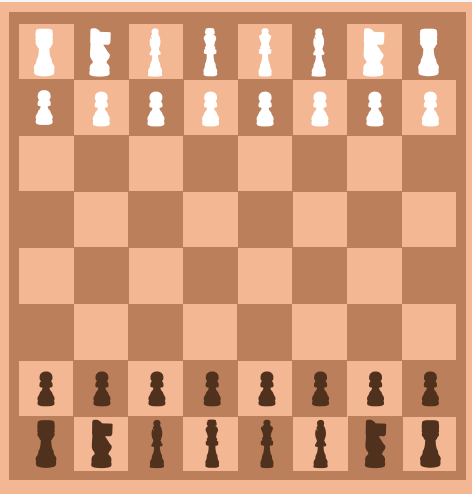
01 / CHESS

● Each play controls sixteen pieces

Piece	King	Queen	Rook	Bishop	Knight	Pawn
Number	1	2	2	2	2	8
Symbols						

● Setup

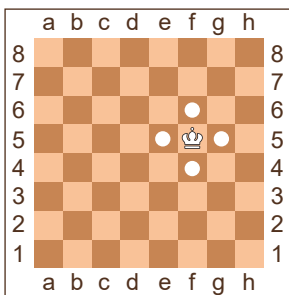
Chess game pieces are divided into white and black sets, each set consists of 16 pieces. The chessboard is placed with a light square at the right-hand corner nearest to each player. Each queen starts on a square of its own color.



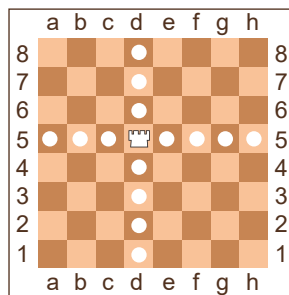
● Goal

To trap the opponent's king so that its escape isn't possible (checkmate). If a player's king is threatened with capture, it is said to be in check, the player must remove the threat of capture on the next move. If this can't be done, the king is said to be in checkmate.

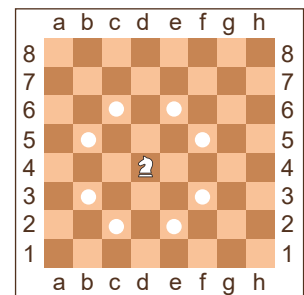
● Basic Movement



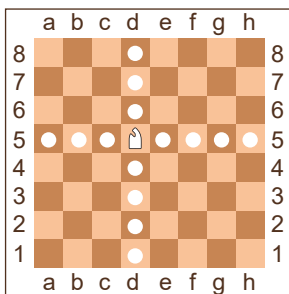
The King moves one square in any direction. The king also has a special move called castling that involves also moving a rook.



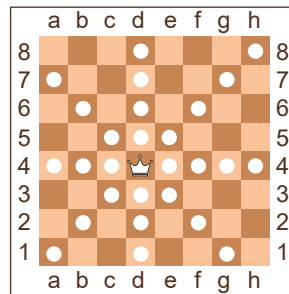
A Rook move any number of squares along a rank or file, but can't leap over other pieces. With the king, a rook is involved during the king's castling move.



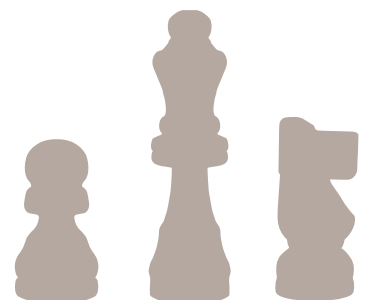
A Knight moves to any of the closest squares that are not on the same rank, file, or diagonal. (Thus the move forms an "L"-shape: two squares vertically and one square horizontally, or two squares horizontally and one square vertically.) The knight is the only piece that can leap over other pieces.

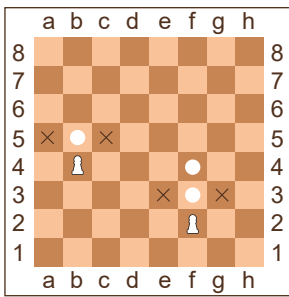


A Bishop can move any number of squares diagonally, but cannot leap over other pieces.



A Queen combines the power of rook and bishop, move any number of squares along a rank, file, or diagonal, can't leap over other pieces.



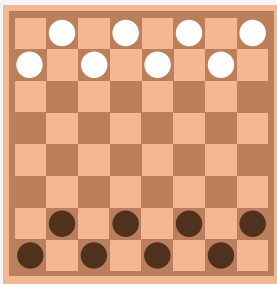


A Pawn can move forward to the unoccupied square in front of it on the same file, or on its first move it can advance two squares along the same file, provided both squares are unoccupied (white dots); or it can capture an opponent's piece on a square diagonally in front of it on an adjacent file, by moving to that square (black "x"s).

● Summary

Each piece type moves differently, with the most powerful being the queen and the least powerful the pawn. The objective is to checkmate the opponent's king by placing it under an inescapable threat of capture. To this end, a player's pieces are used to attack and capture the opponent's pieces, while supporting one another. During the game, play typically involves exchanging pieces for the opponent's similar pieces, and finding and engineering opportunities to trade advantageously or to get a better position. In addition to checkmate, a player wins the game if the opponent resigns, or in a timed game, runs out of time. There are also several ways a game can end in a draw.

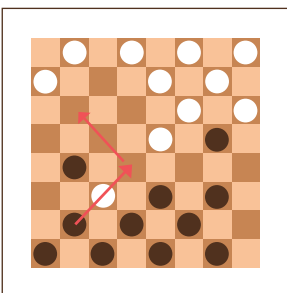
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● General Rules

Draughts is played by two opponents, on opposite sides of the gameboard. One player has the dark pieces; the other has the light pieces. Players alternate turns. A player may not move an opponent's piece. A move consists of moving a piece diagonally to an adjacent unoccupied square. If the adjacent square contains an opponent's piece, and the square immediately beyond it is vacant, the piece may be captured (and removed from the game) by jumping over it.

● Basic Movement



Men Uncrowned pieces (men) move one step diagonally forwards, and capture an opponent's piece by moving two consecutive steps in the same line, jumping over the piece on the first step. Multiple enemy pieces can be captured in a single turn provided this is done by successive jumps made by a single piece; the jumps do not need to be in the same line and may "zigzag" (change diagonal direction). In English draughts men can jump only forwards; in international draughts and Russian draughts men can jump both forwards and backwards.

Kings When a man reaches the kings row (also called crownhead, the farthest row forward), it becomes a king, and is marked by placing an additional piece on top of the first man (crowned), and acquires additional powers including the ability to move backwards and (in variants where they cannot already do so) capture backwards. Like men, a king can make successive jumps in a single turn provided that each jump captures an enemy man or king. A king's only advantage over a man is the ability to move and capture backwards as well as forwards.

WARNING

CHOKING HAZARD -- Small Parts