

Chess

INSTRUCTIONS

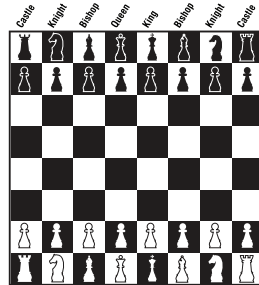
AGE
7+
2
PLAYERS

CONTENTS:

- Gameboard
- 2 Kings (1 White & 1 Black)
- 2 Queens (1 White & 1 Black)
- 4 Bishops (2 White & 2 Black)
- 4 Knights (2 White & 2 Black)
- 4 Rooks (2 White & 2 Black)
- 16 Pawns (8 White & 8 Black)

SETTING UP:

Both players toss for a colour and set up their pieces on the board (as shown), each with a white square in the right hand corner. Each Queen is set on the square of her own colour. White always goes first.



OBJECTIVE

The aim is to capture (checkmate) the opponent's King.

HOW TO PLAY

Playing on all of the squares, each player takes it in turns to move his pieces. Each piece is restricted to its own type of move:

King: One square in any direction.

Queen: Any number of squares in any direction.

Rook(Castle): In a straight line either across the board or up or down the board and it can capture any opposing piece appearing on the same row, provided no piece of its own colour comes between the captor and the captured.

Bishop: Only along the diagonal, can go backwards or forwards and it may capture any opposing piece appearing on the same diagonal provided no other piece lies between the captor and the captured.

Knight: "L" shape move – 2 moves either forwards, backwards or side to side, then 1 move to the right or left. The knight can capture any piece occupying a square into which it could land on its next move. Only the knight may jump over pieces in its path.

Pawn: One square forwards only, with the option of two squares on its first move. If a pawn reaches the final row on the far side of the board, it is promoted to any of its own higher ranking piece of the player's choice (except a king).

Pawns and knights are the only pieces which can move at the opening of each game. A piece can only move in one direction on each turn. No two pieces may occupy the same space.

A capture is made by moving a piece onto a square which is occupied by an opponent's piece. This is then removed from play. Pieces are captured in the same way that they move - except for the pawn, which is captured by moving one square diagonally forwards.

"Castling": The king and a rook are moved simultaneously. The king is moved two squares towards a rook which is in turn placed on the square immediately on the other side of the king. Castling is only permitted if:

1. The king has not moved.
2. There are no pieces between the king and the rook.
3. The king is not in check.
4. Castling side rook has not moved.

"En Passant": A pawn which makes the optional two square initial move and, finds itself horizontally adjacent to an enemy pawn is immediately open to capture. Capturing is optional unless it is the only move available.

CHECK / CHECK MATE

A king that is in a position to be taken on the next move is said to be in 'check' (usually announced by the attacker). To get the king out of check, the defending player has three options:

1. Capture the attacking piece.
2. Place a piece between the attacking piece and his king.
3. Move the king (into a non-check position).

THE WINNER

If the defending player is unable to do any of the above, his king is checkmated and the attacking player wins.

The game may be declared a draw under the following circumstances

1. A player cannot make a move on their turn and their king is not in check- referred to as 'stalemate'.
2. Checkmate is not possible, because of certain minimum forces left on the board (e.g. king and bishop against king).
3. A position of pieces on the board is repeated three times concurrently with the same player about to move. This commonly arises from a succession of checks.
4. By agreement, at any time of the game.

FUNSKOOL

Draughts

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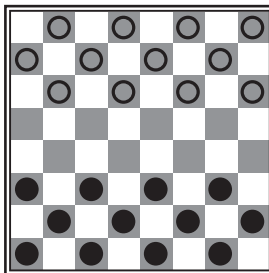
- 24 Discs (12 White & 12 Black)

SETTING UP:

Each player selects a colour and sets up their pieces on the black square of the board. Black always go first, so players should alternate colours if more than one game is to be played.

OBJECTIVE

The aim is to take all the opponent's pieces or to trap them so that they cannot move.



HOW TO PLAY

Playing on the black squares only, each player takes it in turns to move their pieces diagonally to the right or left. Only 1 piece can move to an empty square at a time and only in a forward direction. If the square is diagonally occupied by the opponent's piece, but the square beyond is free a player may "jump over" into the vacant square thus capturing the enemy piece. This captured piece is then removed from play. If the capturing piece continues to "jump over" more enemy pieces, they too are removed from the board. The move is finished when the capturing piece comes to rest.

If a piece manages to reach the final row on the far side of the board, it is "crowned" and becomes a King. A captured piece is placed on top of the King, which may now move both backwards and forwards.

There may be several Kings on the board at one time. Crowning ends a move. If player A takes his move but did not capture as many as he could have done, the 'huffing' rule comes into play. This gives player B three options:

- (1) He may cancel player A's last move, and move his own piece and make any captures open to them.
- (2) He may 'huff' player A by removing the enemy or king from the board.
- (3) He may do nothing at all.

THE WINNER

Is the player who manages to capture or trap all their opponent's pieces.