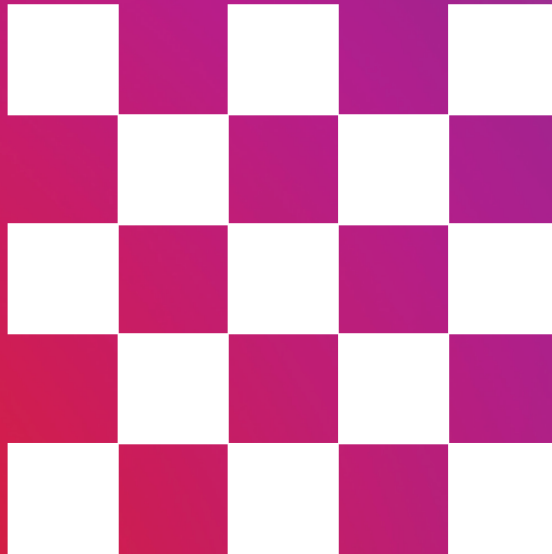


# BOARD GAME INSTRUCTIONS

CHECKERS • CHESS





# CHECKERS

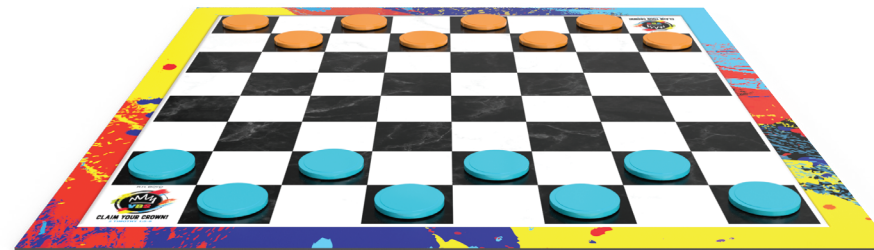
## GAME RULES • INSTRUCTIONS



**Below are the standard United States rules for Checkers.**

1. Checkers is a two player game. Each player starts with 12 colored discs of the same color (discs are normally black & red).
2. A game board has 64 squares of alternating colors, 32 light and 32 dark squares.
3. Players place their discs (pieces) on the dark squares on their side of the board.
4. The player with the darkest color discs has first play, and after they make a move each players will alternate taking turns.
5. Moves can only be made on black squares, so the pieces move diagonally. Pieces can only move in a forward direction, toward their opponent.
6. If you are moving your disc forward, and not capturing your opponent's piece in the move, you may only move it forward one square.
7. In a capturing move, a piece leaps over the opponent's piece in a diagonal line, landing on a dark square on the other side. While you can only capture one piece per jump, you can make multiple jumps in a single turn if the positioning of the pieces allows.
8. After a piece is captured, it is removed from the board and collected by the opponent.
9. If you have the ability to jump your opponents pieces, you must. However, in the event there is more than one capture possible from a single square, you may jump whichever piece is preferable.
10. Once a piece reaches the first row of their opponents side of the board (conversely, the row farthest from the player who controls the piece), that piece is Kinged, or becomes a King, and is crowned with a piece that had been captured by the opponent. Kings stand twice as tall as a single piece.
11. Kings can only move diagonally as well, however they can move forward or backward as opposed to single pieces.
12. Kings can also jump both forward and backward (diagonally) in the same turn, a multi-direction multi-jump.
13. The game is won when the opponent is unable to make a move. This can happen one of two ways: the entirety of a player's pieces were captured by the opponent, or a player's pieces are all blocked from moving.

**Source:** <https://gamerules.com/rules/checkers-board-game/>





# CHESS

## GAME RULES • INSTRUCTIONS



**OBJECTIVE:** The goal is to capture or “check” your opponent’s King, backing them into a corner with no option of escape. Checkmate!

**NUMBER OF PLAYERS:** 2 players

**MATERIALS:** A chessboard, 32 chess pieces

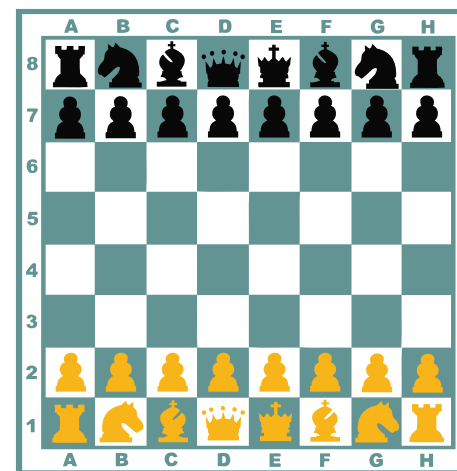
### CONTENTS

The game consists of a board with 64 squares of alternating colors. Each player has 16 pieces including 8 Pawns, 2 Knights, 2 Bishops, 2 Rooks, 1 Queen, and 1 King.

### SETUP

The Pawns act as the first line of defense and the row behind is setup as follows: The two Rooks occupy the corners and the Knights are placed next to them, followed by the Bishops. The Queen is placed on one of the remaining squares with the colors corresponding, meaning the white Queen on the white “lighter” colored square and the black Queen on the black “darker” colored square. The King is then placed on the remaining open square.

The setup is as dictated in the picture below.



## HOW TO START

White always goes first. Therefore, opponents should determine a fair way to decide who will be white, prior to the start of the game. The most common way to pick who plays white first is for one player to grab a white Pawn and a black Pawn and jumble them up, and their opponent then picks a hand randomly. If players plan to play more than one game, they must alternate colors at the start of each new game. This allows both players to have equal opportunity to take the first move.

## MOVING YOUR PIECES:

Each piece moves differently. Most pieces cannot move through each other, but they can be moved to take the place of an opponent's piece, thereby capturing it. The exception to this rule is the Knight, which can ostensibly move "through" other pieces. Usually, pieces are moved strategically with the goal of either capturing an opponent's piece, defending a piece of their own, or maintaining control of important squares on the board. However, there are numerous other reasons you may or may not move particular pieces. For example, you may be attempting to Queen a Pawn or get control of the center (of the board). Strategically speaking, controlling the center is advantageous because many tactical battles occur there.

### The Pawn



On its first move, a Pawn can move two spaces, after that it can only move one square at a time. Pawns can only move forward unless they are in a position to capture. Pawns can only capture pieces that are one square diagonally in front of them. They cannot move or capture backwards. If there is a piece directly in front of them, they are unable to move. If a Pawn reaches the other side of the board it can be exchanged for any other type of piece. This is called a promotion. The Pawn is the only piece that can be promoted and it is usually exchanged for a Queen since the Queen is very powerful.

### The Rook



The Rook can move any number of squares horizontally or vertically across the board, but it cannot move diagonally. A Rook cannot jump other pieces but they can capture any of their opponent's pieces that they run into. Rooks can be powerful players when working together and can do much to protect one another.

### The Knight



The Knight moves in the shape of an "L" moving two squares in one direction and then one more square at a 90° angle. Knights cannot move on the diagonal. Knights can jump over any piece that stands in its way, and captures any piece that it lands on.

### The Bishop



The Bishop can move any number of squares on the diagonal. Each Bishop must stay on the same color square as its original starting position.

### The Queen



Considered to be the most powerful of all the pieces, the Queen has the abilities of both the Rook and Bishop. The Queen can move any number of squares horizontally, vertically, or on the diagonal. The Queen captures any opponent piece it lands on, but cannot move through pieces.

### The King



This is the most important piece of the game. It can move one square at a time in any direction but cannot move itself directly into check.

## CASTLING

This is a very important rule that allows you to achieve two things, your King's safety and the introduction of your Rook into the game. A player, on their turn, can move the King two spaces over toward the corner and the Rook to the right of the King. This move can only be done under the following conditions:

- It must be the very first move of the King.
- It must be the very first move of the Rook.
- There can be nothing in between the King and Rook.
- The King cannot be in check or pass through check.

## EN PASSANT

This is a special move for the Pawn. When a Pawn first moves it can move two space instead of one. If the Pawn moves two spaces forward, and lands directly to the side of an opponent's Pawn, the opponent has the opportunity to make a special move with their Pawn and capture the Pawn that has just moved alongside it. To capture it, the Pawn moves to the square directly behind their opponents Pawn. The opponent must make this move immediately otherwise this move becomes illegal and they lose the chance to capture in this way.

## CHECK AND CHECKMATE

The goal of the game is to checkmate your opponent's King. Checkmate occurs when the King is in check and there is no way to get out of it. The King can get out of check in three ways:

- Move the King out of the way. Remember the King can only move one space in any direction.
- Block the King with another one of your pieces. This tactic works well to block an opponents Queen, Rook, or Bishop, but not the Knight, as Knights can jump over other pieces on the board.
- Capture the piece threatening the King.

## DRAW

It is possible for a game to end in a draw. There are several reasons why this can occur, below are the top three examples.

- It's a stalemate, meaning, the King of the player whose turn it is to move is NOT in check yet the player has no other legal moves that they can make.
- There aren't enough pieces left on the board to accomplish a checkmate. For example, just as a King and a Knight are unable to achieve checkmate, a King and a Rook can.
- If players mutually agree to stop playing. You may offer a draw during a move by declaring, "I offer a draw." Your opponent may take as much time as they please to consider the offer. If they accept the offer, they will verbally agree and shake hands. However, if they make a move the offer is considered to be declined.
- It is considered impolite to offer a draw during your opponent's move. Distracting your opponent mid-play is frowned upon.

Source: <https://gamerules.com/rules/chess-board-game/>

**R.H. BOYD**<sup>™</sup>  
EST. 1896