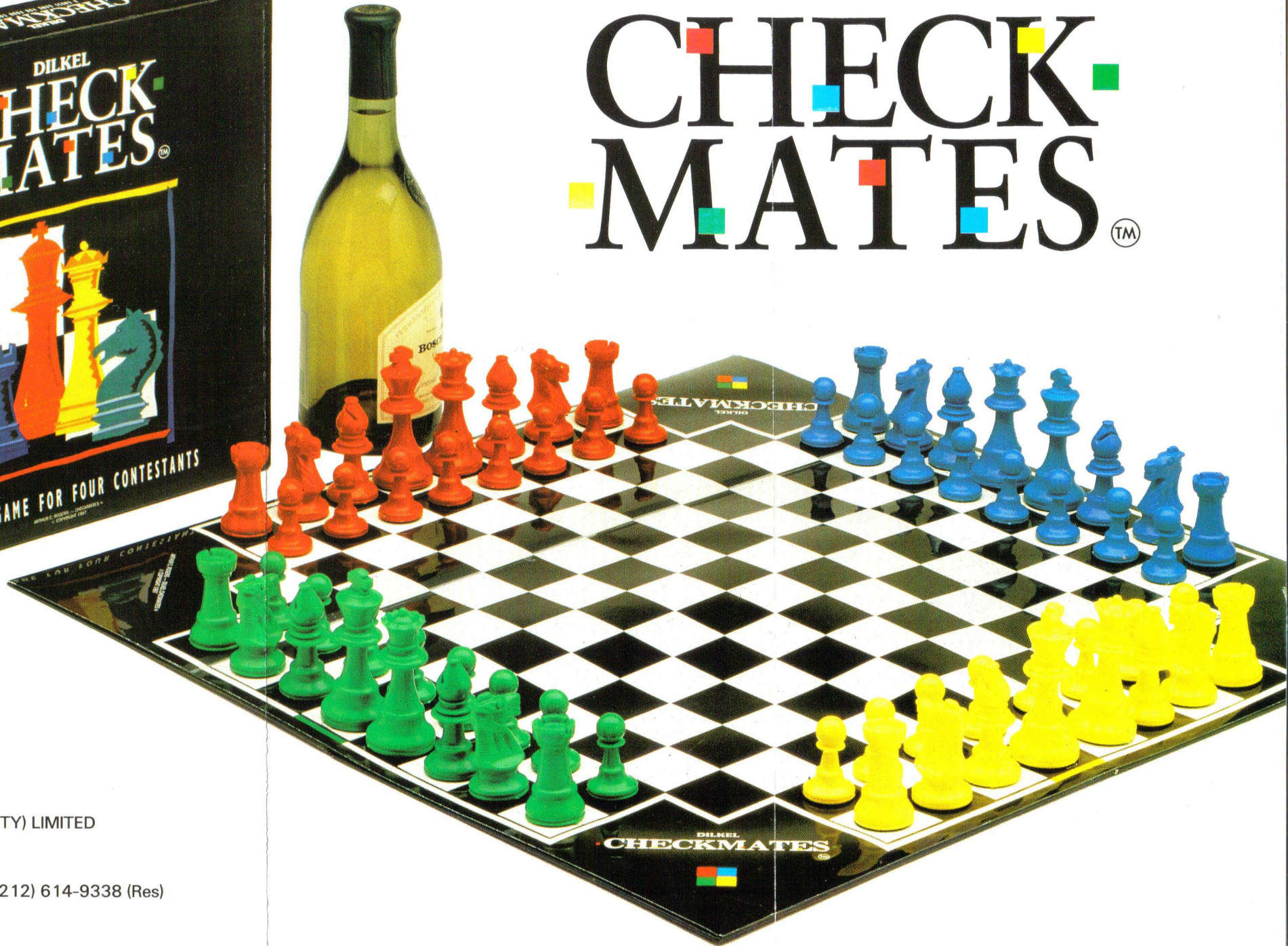
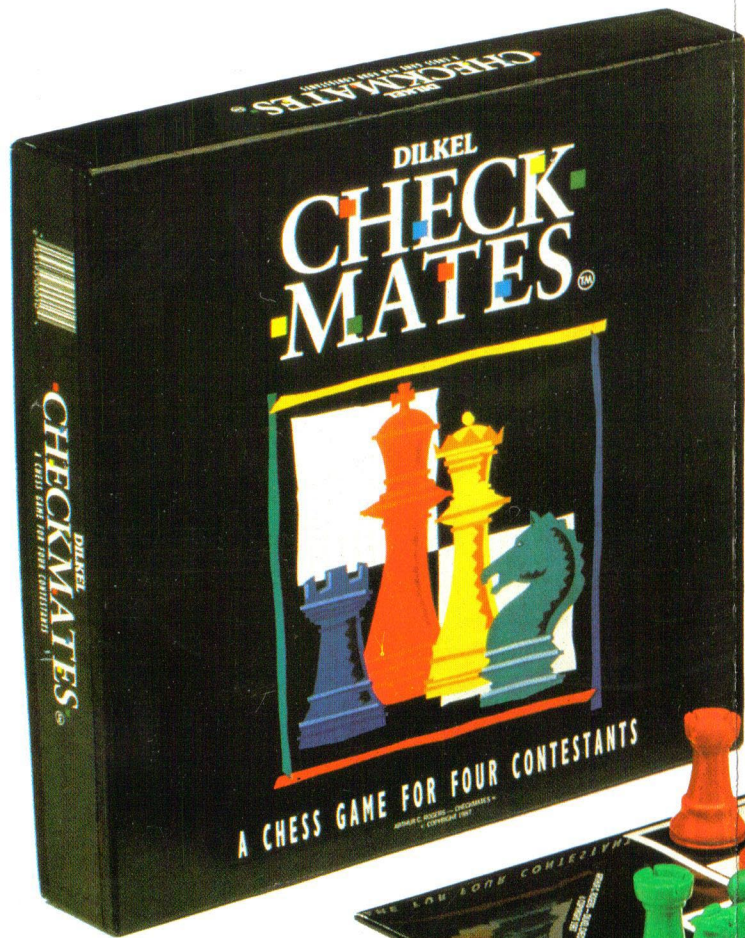


DILKEL CHECK MATESTM



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DILKEL CHECKMATES™

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INSTRUCTIONS

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The game DILKEL CHECKMATES® is an entertaining game of chess played by four people opposing each other.

As with chess, the skill of the game lies in planning your moves beforehand and anticipating the moves of your three opponents. (???)

The object of the game is to eliminate your three opponents.

PREPARATION

Each player has his/her own color chess pieces ie Red, Green, Blue, Yellow.

The pieces are to be set out on the DILKEL CHECKMATES® board as illustrated in Diagram 1, with the King of each color taking the position indicated on the board.

The Queen must always be positioned on the right hand side of the King.

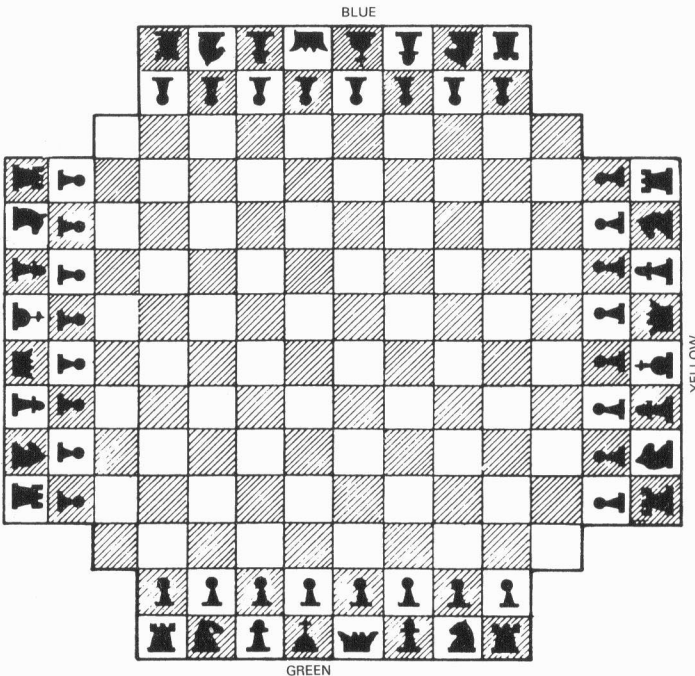


DIAGRAM 1

HOW TO START THE GAME

Players to choose a color.

One Pawn of each color is to be placed in a small bag or container and shaken. A nominated player is to then draw a pawn out of the bag/container.

The color drawn will be the player to commence the game.

The game will then proceed in a clockwise order.

THE BASIC MOVES OF THE CHESS PIECES WILL APPLY THROUGHOUT THE GAME.

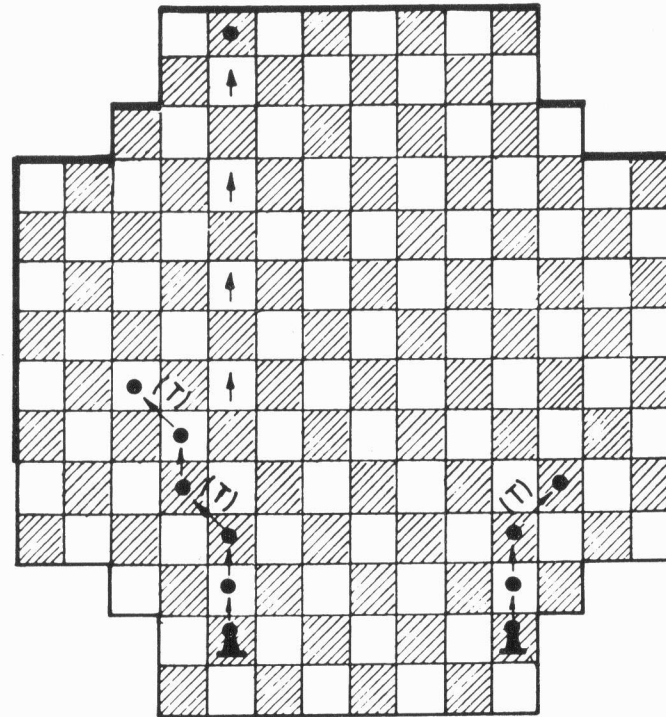
THE PIECES AND THEIR MOVES

The Pawn

Moves forward one square at a time, except the first move which may be done forwards over two squares.

The Pawn may only take an opposing piece by moving diagonally one square forward.

If a Pawn reaches any of the opposition's baselines (see diagram 2), it may be changed into any piece of its own color that has been taken during the game by any of the other players, or alternatively for an additional Queen.



(BASELINES INDICATED IN BOLD)

DIAGRAM 2

EN PASSANT

This rule only applies to players directly opposite each other.

The Castle (Rook)

Moves in a straight line forwards, backwards, or sideways any number of squares.

The Knight

Moves two squares backwards, forwards or sideways, followed by one square to the left or right of the initial direction moved.

IT IS THE ONLY PIECE WHICH MAY JUMP OVER PIECES IN ITS PATH.

The Bishop

Moves any number of squares, but only diagonally.

The Queen

Moves any number of squares in any direction, ie backwards or forwards, diagonally or from side to side.

The King

Moves only one square in any direction. (See Castling).

CASTLING

(Player to announce prior to moving).

Is the simultaneous movement of the King and Castle.

The King moves two squares to the left or the right.

At the same time, the Castle towards which the King is moved is placed on the square immediately on the other side of the King.

Castling is not allowed if:—

- (1) The King or Castle concerned have moved during the game.
- (2) There are pieces between the King and the Castle concerned.
- (3) The King concerned is in CHECK.
- (4) Movement occurs through check.

TAKING THE PIECES — CHECKMATE

To win the game, the object is to weaken your opponents by taking their pieces.

Any piece except the King may be taken and thus removed from the board.

This can be done if an opposing piece is able in a permissible move, to occupy the square the attacked piece is on.

If a King finds himself under attack in this way he is IN CHECK.

There are three ways in which the King can move out of CHECK:—

- (1) By blocking the path of the attacking piece (one cannot block the path of a Knight).
- (2) By taking the attacking piece.
- (3) By moving the King to a different square where it is not in CHECK from any piece of the opposing colors.

If none of these three escapes can be used, the attacking player(s) has/have CHECKMATED an opponent.

Eg: Blue may place Red King in CHECK; Yellow may move to assist Blue to CHECKMATE Red King; however Green may decide to either block Blue or Yellow's move if it is not in his advantage to have Red CHECKMATED.

A player is therefore NOT CHECKMATED until it is his turn to move. Then if he cannot get out of CHECK he must remove all his pieces from the board.

The remaining players subsequently continue until there is only one player left who is THE WINNER.

STALEMATE

If any player is not in CHECK, but when his turn arises he cannot move any piece without being himself in CHECK the game is STALEMATED, ie a draw.

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ARTHUR. C. ROGERS — DILKEL CHECKMATES®.

**DILKEL
CHECKMATES™**
WILL BE APPRECIATED WHEN PLAYED
WITHOUT COMMENTS OR
INTERFERENCE FROM BYSTANDERS OR
PLAYERS THROUGHOUT THE
DURATION OF THE GAME!

Also available as DILKEL CHECKMATES®.
A Checkers/Draughts game for four players.