

# CHESS

## INSTRUCTIONS

There are a few rules that govern this play. You may *castle* if:

- (a) All the squares between the King and Rook are unoccupied.
- (b) neither the Rook or King has been moved previously.
- (c) none of the opponent's pieces command the squares between the King and the Rook.

Below, the figures show the positions *before and after castling*.



Fig. 6  
Position Before Castling.



Fig. 7  
Position After Castling King-side.



Fig. 8  
Position After Castling Queen-side.

### CHECKMATE

To win in Chess, you must *capture* your opponent's King. This is known as *Checkmating* the King. Whenever the King is attacked, he is in *Check* and must be so warned by his opponent. To get out of *Check* the player must either; capture the attacking piece; move the King out of danger; or put another piece between the attacking Chessman and his King.

You can never move in such a manner as to leave your King open to capture.

### DRAWN GAME

A game is drawn when:

- (a) One player cannot *Checkmate* the other.
- (b) The players agree to end the game.
- (c) There is a *stalemate*. This happens when a King is not in check, but when his *only* move (with the King) puts him into check. This differs from a *checkmate*, where the King is already in check before moving.

### CHESS:

There are thirty-two Chessmen—sixteen of each color that are used in the game. Since the *white* always makes the first move, it is important to choose to see who will make the first move.

The players always move alternately. The same player can never make two consecutive moves!

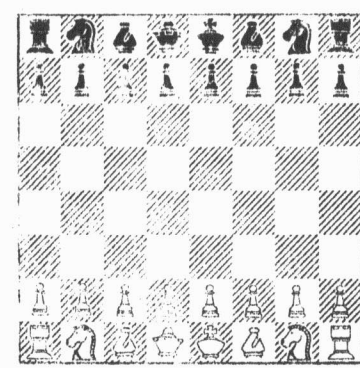


Fig. 1

To begin the game, place the Chessmen as shown in Fig. 1.

WHITE	BLACK	NAME
		King (K)
		Queen (Q)
		Rook (R)
		Bishop (B)
		Knight (Kt)
		Pawn (P)

The relative strength as to value of the piece is:

Fawn	1
Bishop	3
Knight	3
Rook	5
Queen	10

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In Chess, *captures* are never made by moving over an opponent's piece: Rather, *captures* are always made by displacing the captured piece from the *same* square which it occupies. Two men can never occupy the same space at the same time.

### PAWN

The Pawn can move only in a *forward* direction. From its starting position, the Pawn may be moved one or two squares. However, after that it may be moved only one square at a time. Since the Pawn cannot leap over any piece, any Chessmen directly in front of it blocks further advance of the Pawn. A Pawn may only capture an enemy piece that is on the square in front of it *diagonally*.

If your Pawn is able to reach the end row on the board, you may replace it with any piece (except a king). Usually, the queen is chosen therefore permitting a player to have more than one queen in the game.

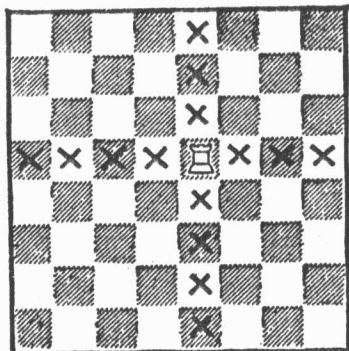


Fig. 2

### QUEEN

The Queen is the strongest piece in the game. It may move in eight directions — *commanding* all the squares in any of these various directions. Remember, it cannot jump over another piece. (See Fig. 3)

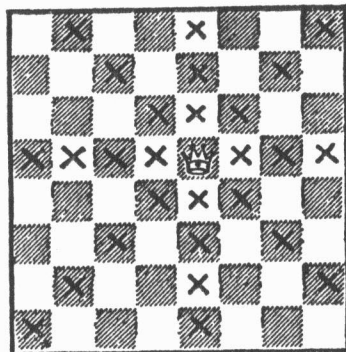


Fig. 3

### ROOK

The Rook can move either horizontally or vertically (but not both on the same move. (See Fig. 2)

### KING

The King may move in any direction — to either color. However, unlike the Queen, the King moves only one square at a time. Since the object of the game is to *capture* the King, the King is not allowed to be moved to a square where he would be liable to capture by an opposing piece.

### BISHOP

The Bishop can only move diagonally and in one direction at a move. You will notice that each Bishop is on a different color and commands that color only. (See Fig. 4)

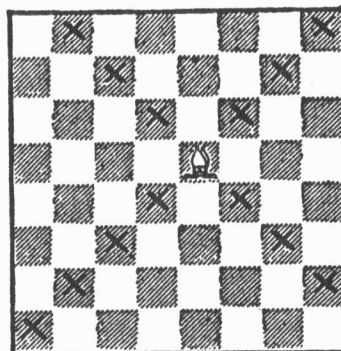


Fig. 4

### KNIGHT

The Knight is the only Chessman which can move *over* its own or opponents pieces. Fig. 5 shows the many ways a Knight may move. The Knight moves two spaces in a row (any direction) and one over.

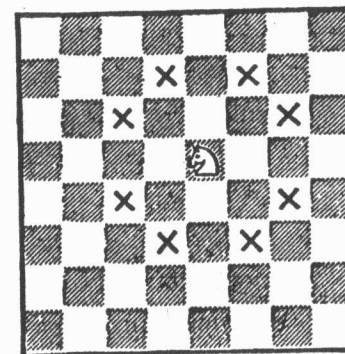


Fig. 5

One of the most interesting moves in the game (the only play where more than one piece may be moved on the same play) is called *castling*. The two pieces that partake in this are the King and Rook. However, there are a few rules that govern this move.