

Chess

INSTRUCTIONS

Number of Players: 2

Object:

To checkmate or trap the opponent's King.

Set-Up:

Each player has 16 pieces arranged on each end of the board as follows:

First Row - Rook, Knight, Bishop, Queen, King, Bishop, Knight, Rook

Second Row - 8 Pawns

The board has 64 squares, just like a checkerboard. Make sure it is placed so that a white square is always at the right hand of each player.

Note: Queen is always placed on a square of her own colour.

To Play:

1. White is always the first to move.
2. Players alternate turns, one move at a time.
3. If a player lands on an occupied square he or she captures the piece on the square. A player doesn't have to capture, but if he or she does, the captured piece is removed from the board.
4. Only the Knight can jump over other pieces.

The King:

The King is the all-important piece. He moves only one square at a time in any direction – forward, backward, sideways or diagonally. The King can capture any enemy piece that is undefended, whereas he himself is not subject to capture.

He must not at any time move into a "check" that is controlled by the opponent. The King must always stay at least one square away from the opposing King. Both Kings always remain on the board.

The Queen:

Like the King, the Queen can move forward, backward, sideways or diagonally in a straight line. She can move any number of squares, provided there is no obstructing piece in her path. She may capture an enemy piece by removing the captured piece and occupying the vacated square.

The Rook:

The Rook is next in power to the Queen, and it moves forward, backward, or sideways (but not diagonally) any number of squares in a straight line, provided there is no obstruction. The Rook captures by taking the space of the piece it is capturing. The Rook is also used in "castling."

The Bishop:

The Bishop moves only diagonally, either forward or backward and any number of squares in a straight line, provided there is no obstruction. The Bishop captures on the diagonal.

The Knight:

The Knight moves in a very special way: either he goes forward one square and then one square diagonally to the right or left, or he goes immediately to a diagonally right or left square, and then forward one square (this move forms an "L"). The Knight is the only piece that can leap over obstructing pieces. The Knight captures in the same way as the other pieces. When a Knight leaves his square he always lands on a square of the opposite colour.

The Pawn:

The Pawn moves forward only (never backward). On its first move it may go either one or two squares. After that it may move only one square at a time, capturing like the Bishop on a diagonal. When any Pawn arrives at the last square of the opposite side, the player may substitute for it any other piece except the King. As the game's end nears, the Pawns become increasingly valuable.

Castling:

Each player has the privilege of "castling" once in the game. Castling is the moving of the King two squares to his right or left toward the Rook and then placing the Rook on the square on the other side of the King. A player may castle subject to the following restrictions:

1. The King must not be in check.
2. He must not pass over or land on a square commanded by a hostile chess piece.
3. Neither King nor Rook must have been previously moved.
4. No piece may intervene between the King and the Rook.

Check:

The King is in check when he is attacked by one of the opponent's pieces. His capture is not permissible. Player making check must say "check" when attacking opponent's King. Now the opponent must do one of three things:

1. The King must move out of check.
2. The hostile piece that checks must be captured.
3. A piece must be placed between King and attacking piece.

Checkmate:

This means the King has been captured. Because the object of the game is the capture of the opponent's King, the game is lost if none of the above three moves can be made. The "check" then turns into a "checkmate."

To Win:

To achieve checkmate.

Checkers & Tic-Tac-Toe

INSTRUCTIONS

CHECKERS

Number of Players: 2

Object:

To capture all your opponent's checkers by jumping over them onto a vacant space, or to block your opponent's checkers so that a move cannot be made.

To Play:

Each player gets 12 checkers of one colour and places them on the first three rows of black squares. Make sure that the square in the left hand corner closest to you is black.

Moves are confined to the black squares. Moves can only be forward diagonally to a vacant square, not backward or to a white square.

To capture your opponent's checker, the square opposite that checker must be empty. Jump over your opponent's checker into the vacant space, then take his or her checker off the board. You cannot jump your own checker.

When one of your checkers reaches your opponent's side of the board, it becomes a "King" and is "crowned" by having another piece of the same colour placed on top of it.

Once a King, you can move diagonally forward OR backward. Kings may be jumped and captured by regular checkers.

To Win:

You must capture all of your opponent's checkers, or block them so that they cannot move.

TIC-TAC-TOE

Number of Players: 2

Object:

To be the first player to get 3 of his or her playing pieces in a row – horizontally, diagonally, or vertically.

Game Play:

After the players select their colour playing pieces, the game can begin. The first player to move places his or her playing piece on a vacant square on the game board. The players then alternate turns until the game is finished.

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