

## Chess

Chess is a board game in which two players, one controlling the white pieces, one controlling the black, move their pieces into position to try and trap their opponent's king.



### Instructions

**Pattern:** 10 sheets **Assembly Instructions:** 2 sheets **Number of Parts:** 10; and 42 for the pieces (32+10 spares)

**You will need:** Scissors, glue, ruler, a used ball-point pen

**Assembly Tip:** Trace along the folds with a ruler and a used pen (no ink) to get a sharper, easier fold.

**⚠ [Caution]** Glue, scissors and other tools may be dangerous to young children, so be sure to keep them out of the reach of young children.

### Assembly (1)

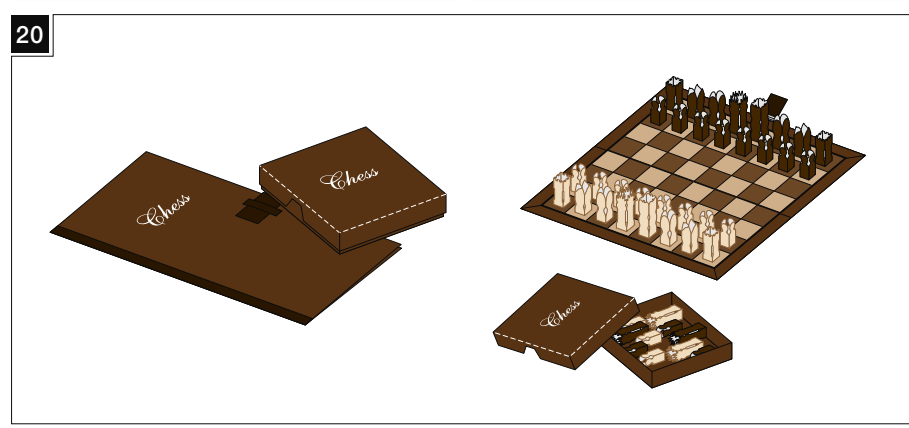
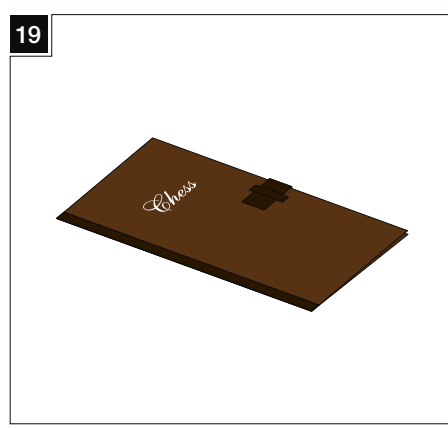
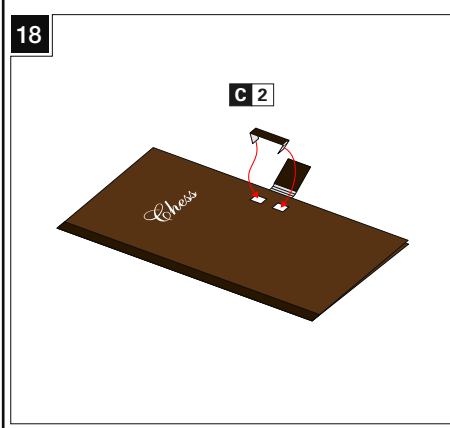
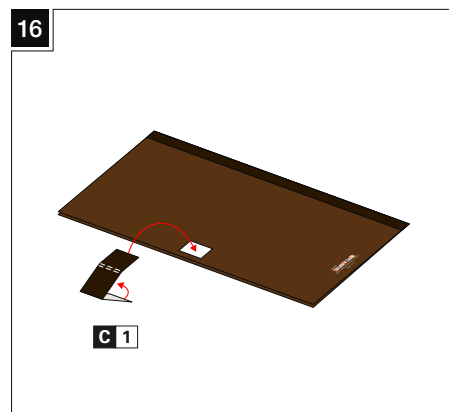
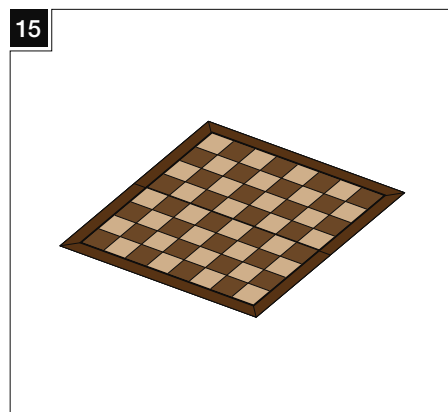
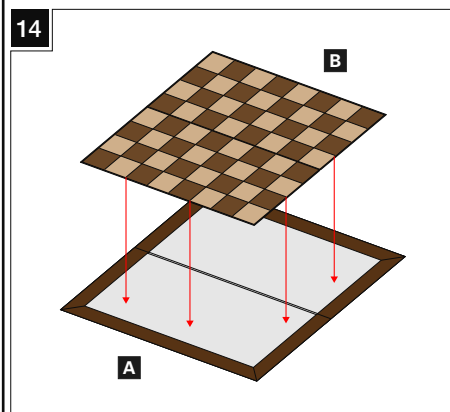
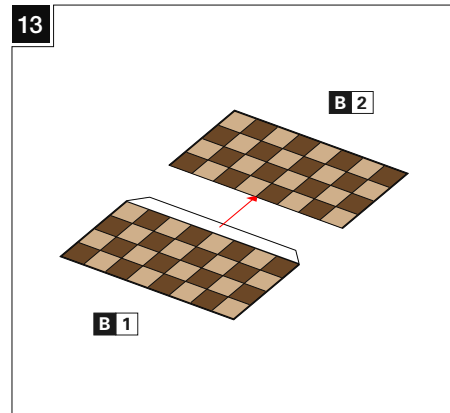
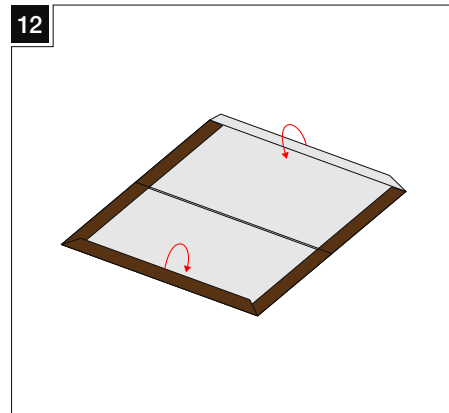
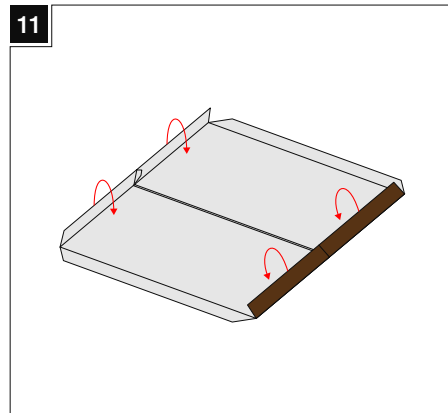
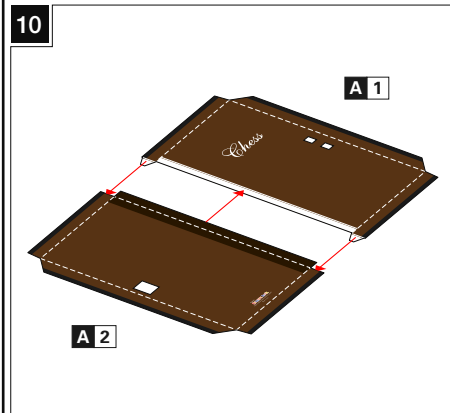
----- Mountain fold    - - - - - Valley fold    \_\_\_\_\_ Scissors line    ● Glue tab

<p><b>1</b></p> <p><b>E 1 ~ E 6</b> Parts E 1 to E 6 (pieces) are made in the same way.</p>	<p><b>2</b></p> <p>Cut out the yellow area after gluing.</p>	<p><b>3</b></p> <p>There are 42 pieces altogether (32+10 spares).</p>
<p><b>4</b></p> <p><b>D 1</b></p>	<p><b>5</b></p>	<p><b>6</b></p> <p>Cut out the yellow area.</p>
<p><b>7</b></p> <p><b>D 2</b>    <b>D 3</b></p>	<p><b>8</b></p> <p><b>D 4</b></p>	<p><b>9</b></p>

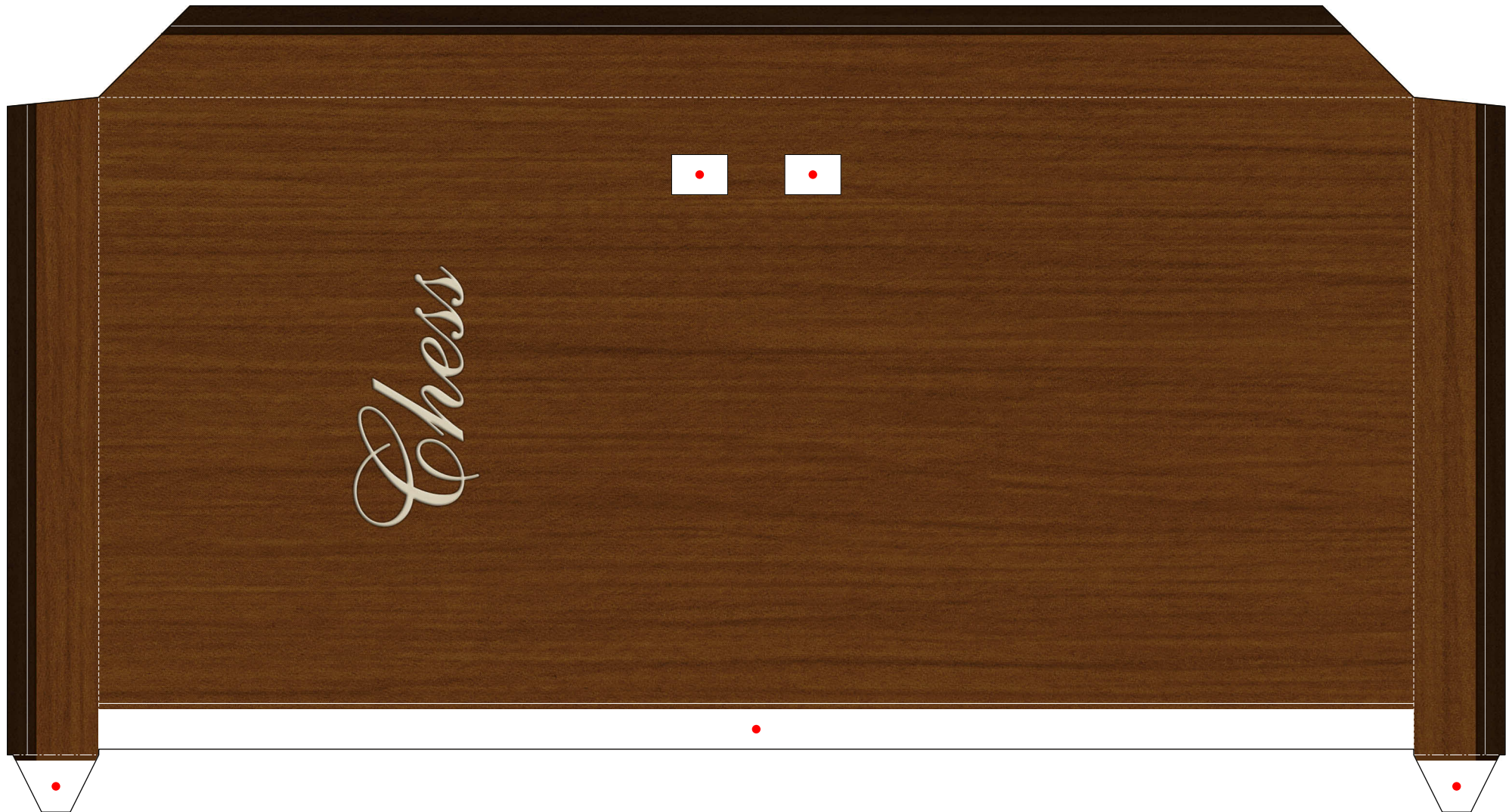
### Pieces

<p><b>KING</b></p>	<p><b>QUEEN</b></p>	<p><b>BISHOP</b></p>
<p><b>KNIGHT</b></p>	<p><b>ROOK</b></p>	<p><b>PAWN</b></p>

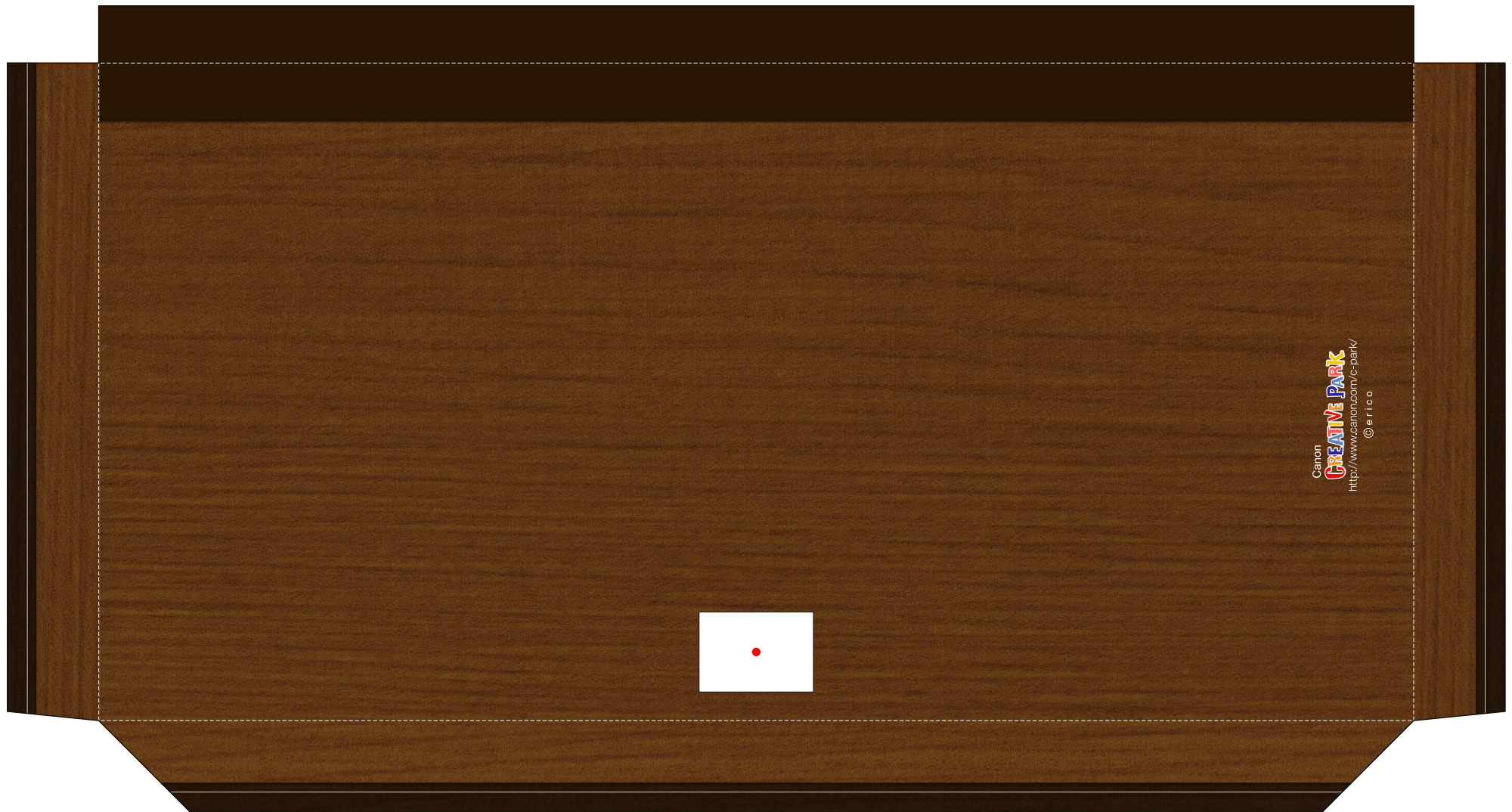
Assembly (2)



A 1

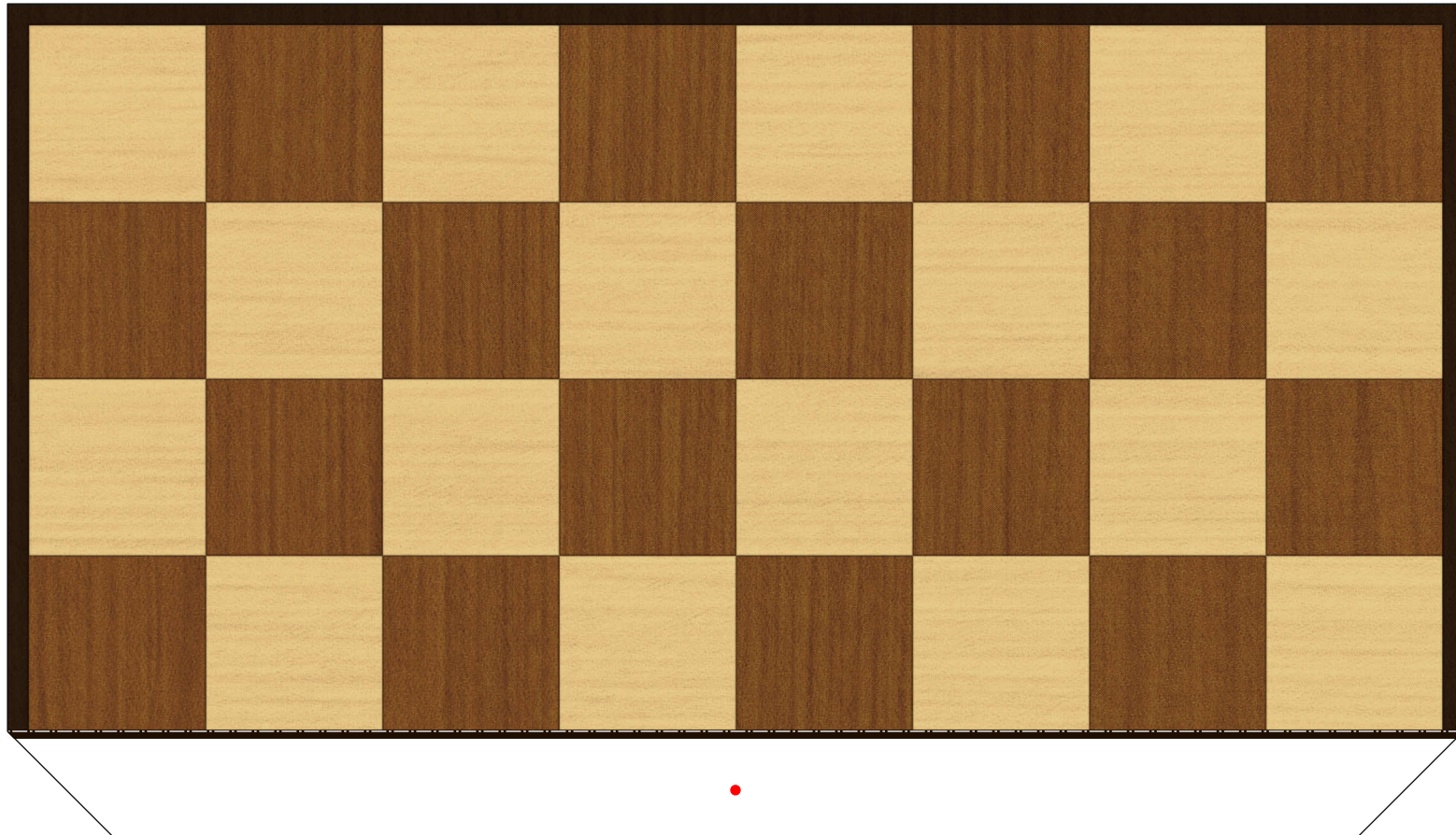


A 2

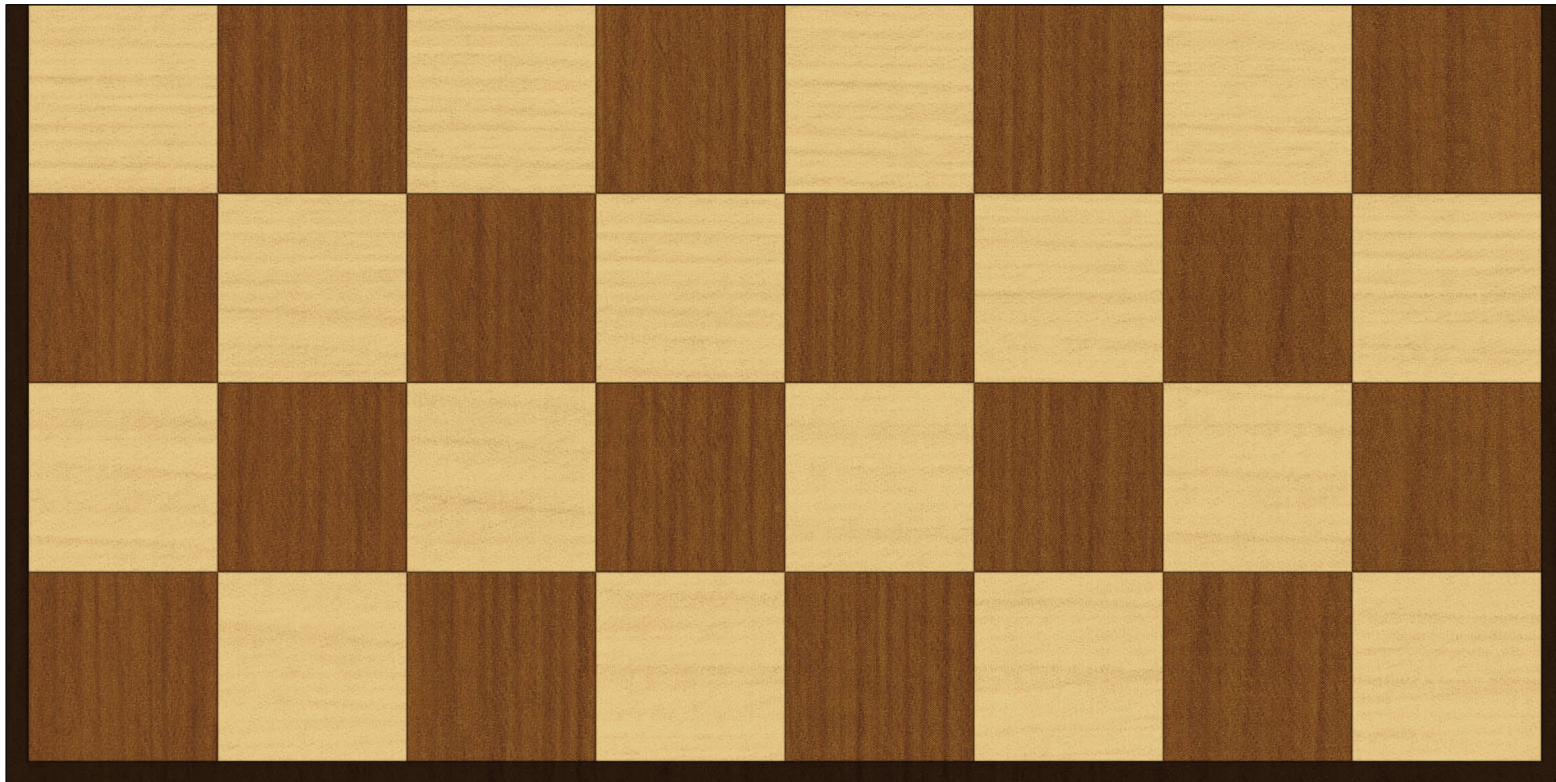


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CREATIVE PARK  
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**B 1**



**B 2**





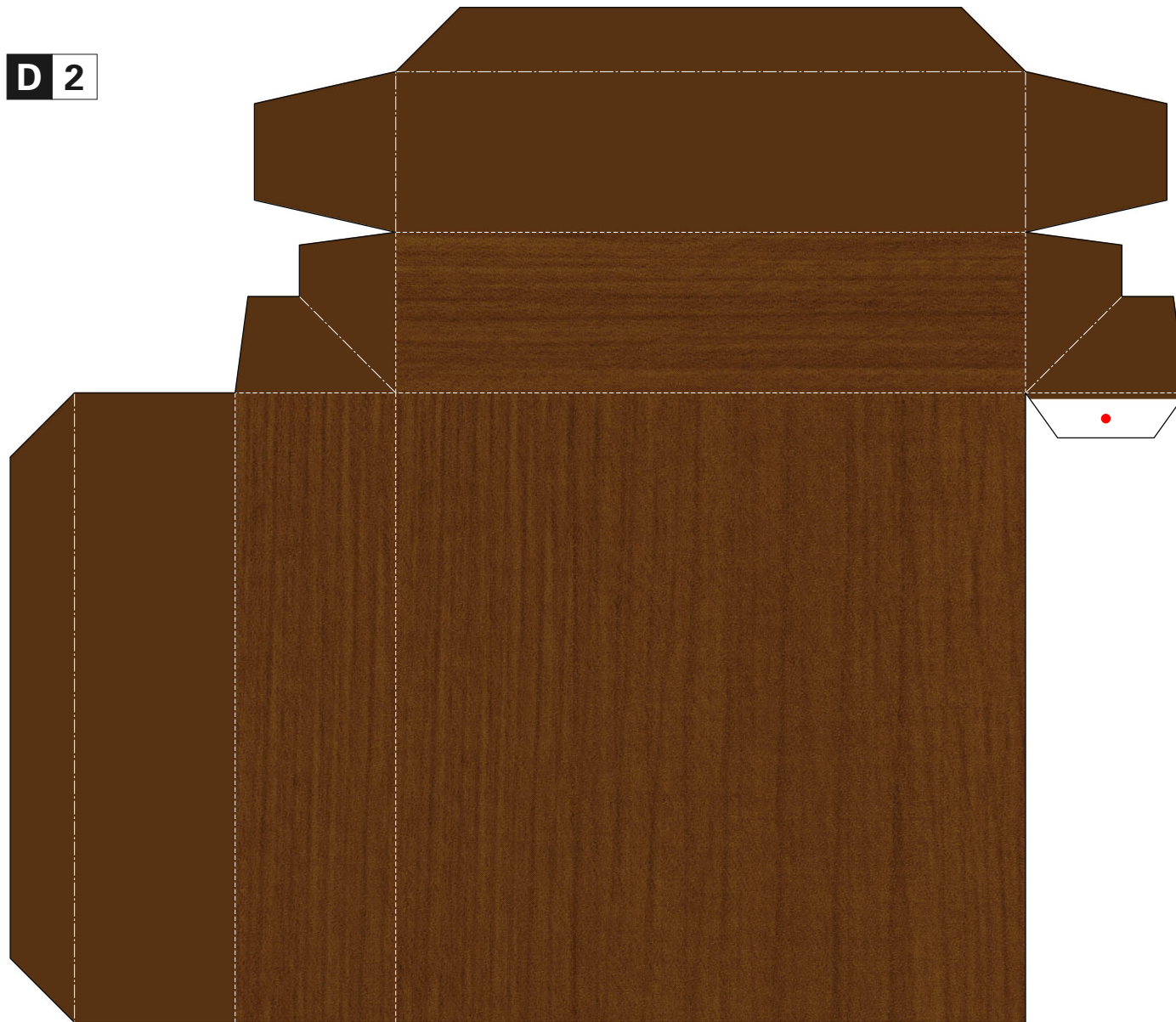
D 1

C 1

C 2

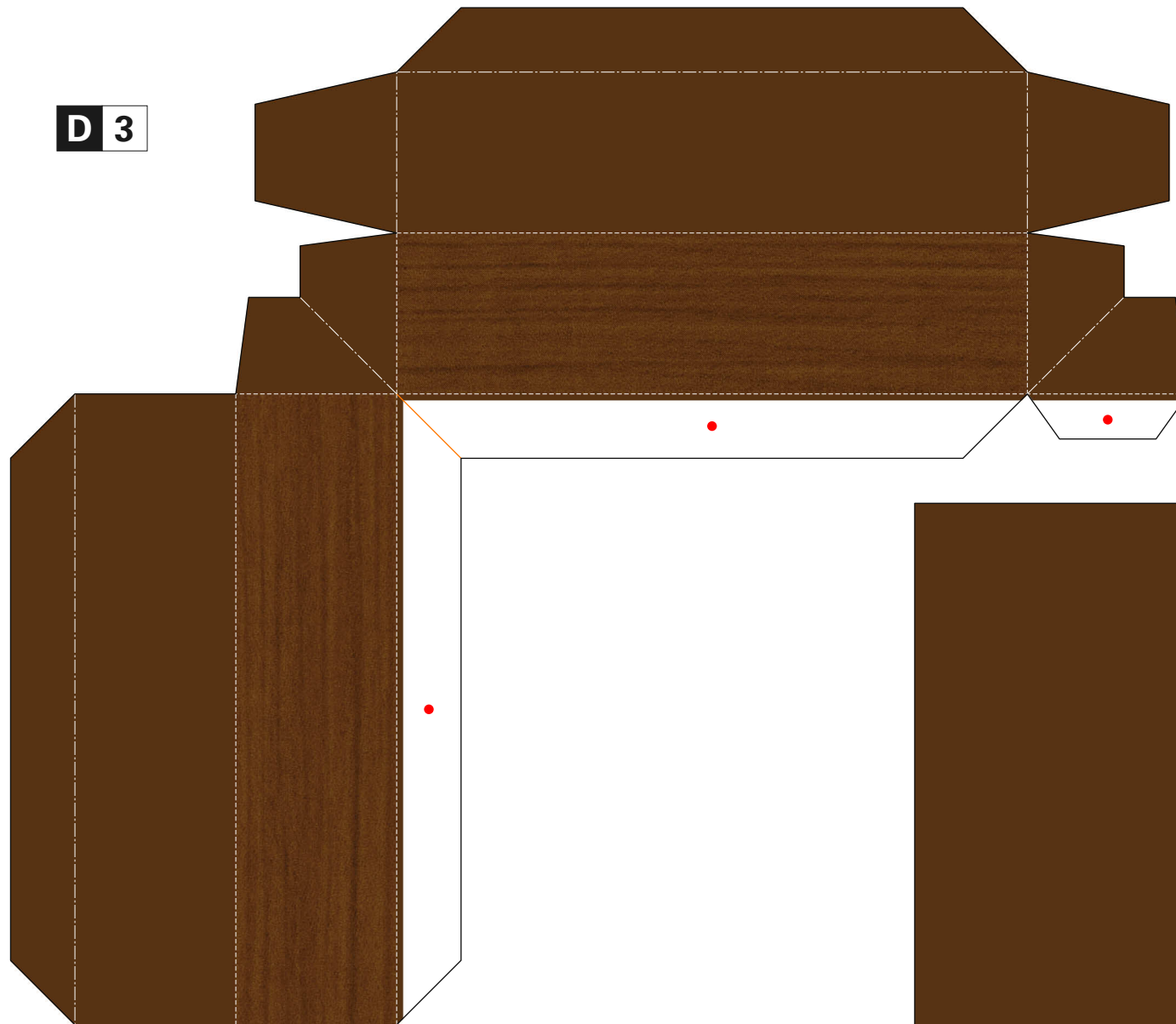


D 2





D 3



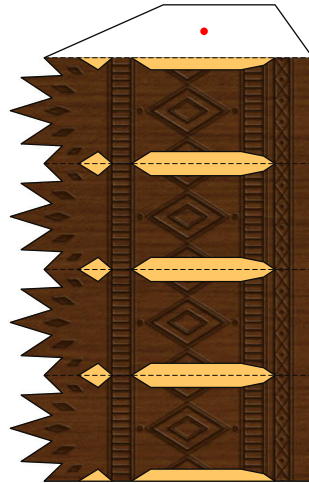
D 4



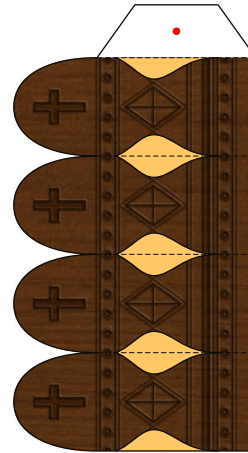
**E 1**  
KING



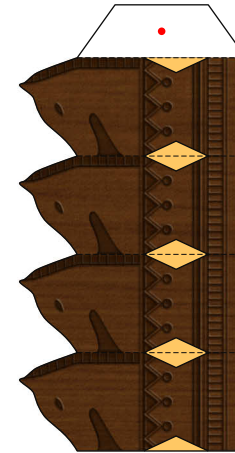
**E 2**  
QUEEN



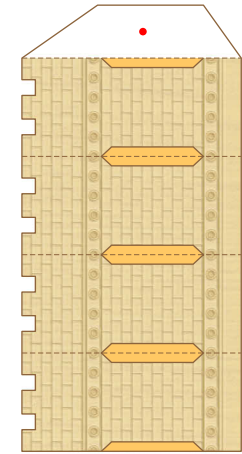
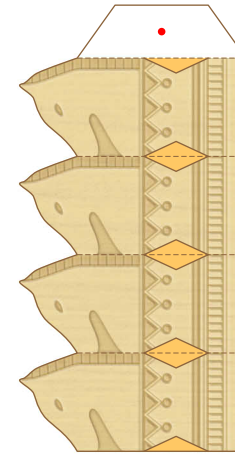
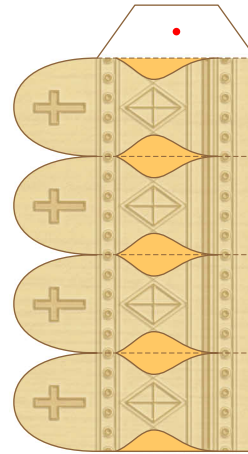
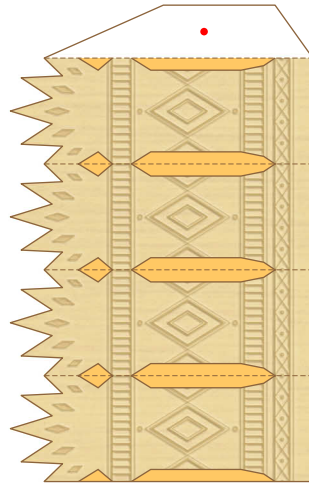
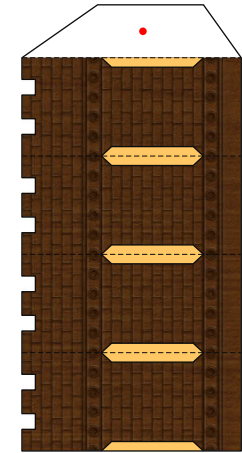
**E 3**  
BISHOP



**E 4**  
KNIGHT

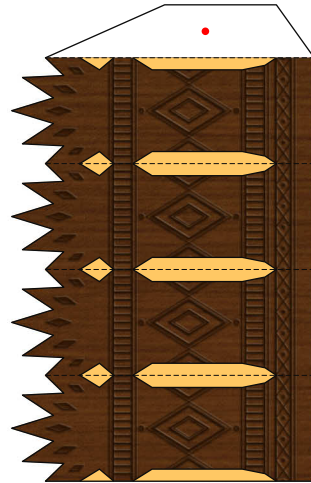
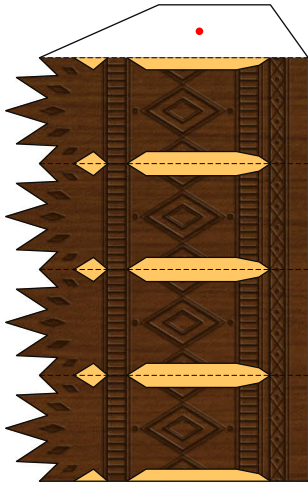


**E 5**  
ROOK



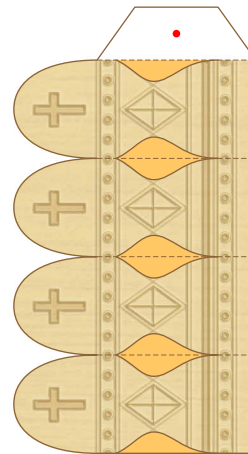
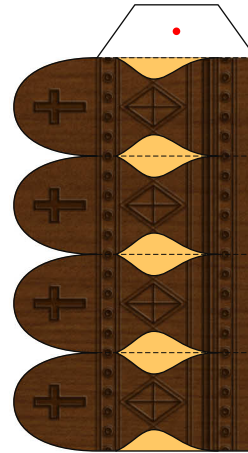
**E 2**

**QUEEN**  
(Spare: for use in pawn promotion)



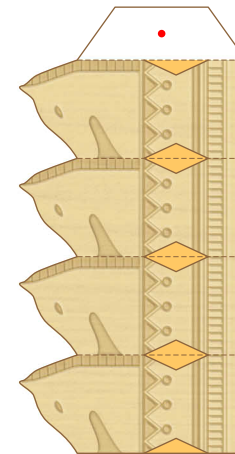
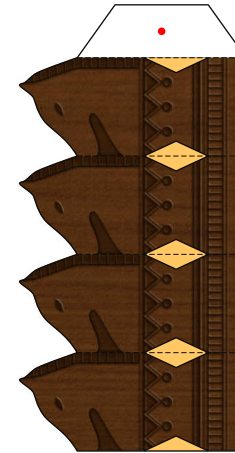
**E 3**

**BISHOP**



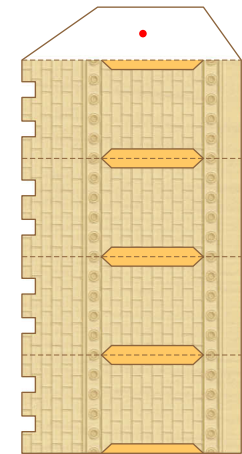
**E 4**

**KNIGHT**



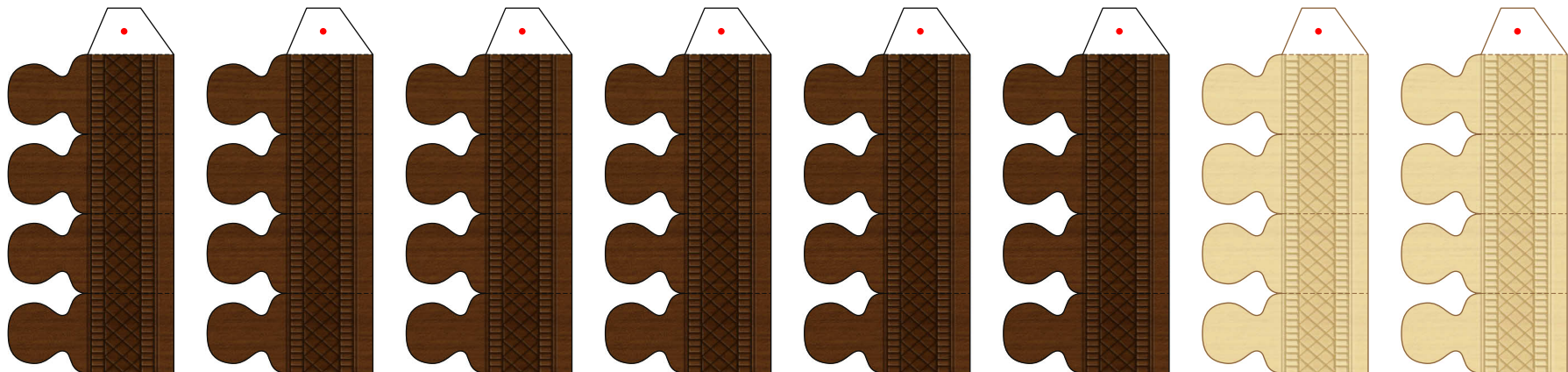
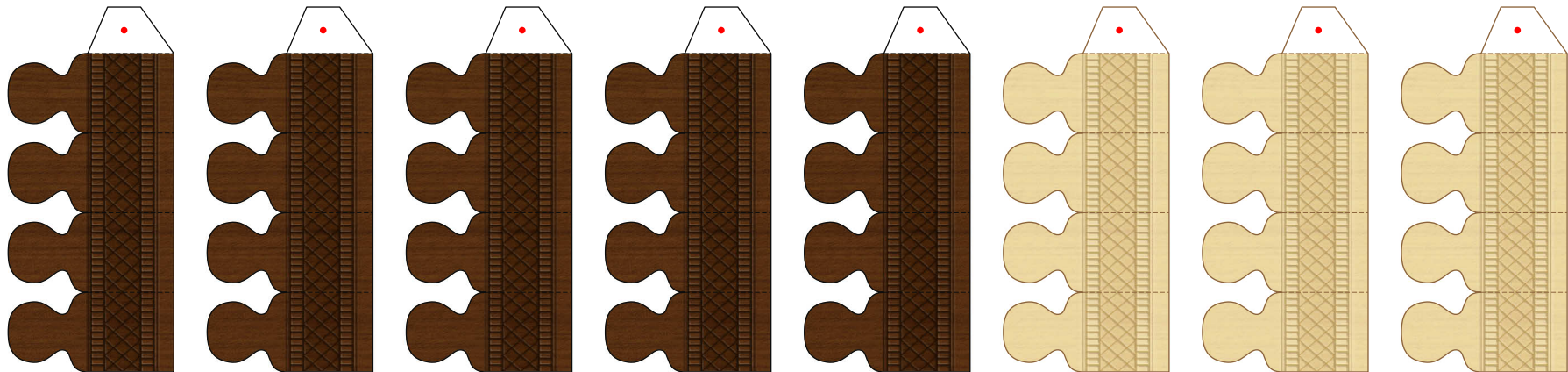
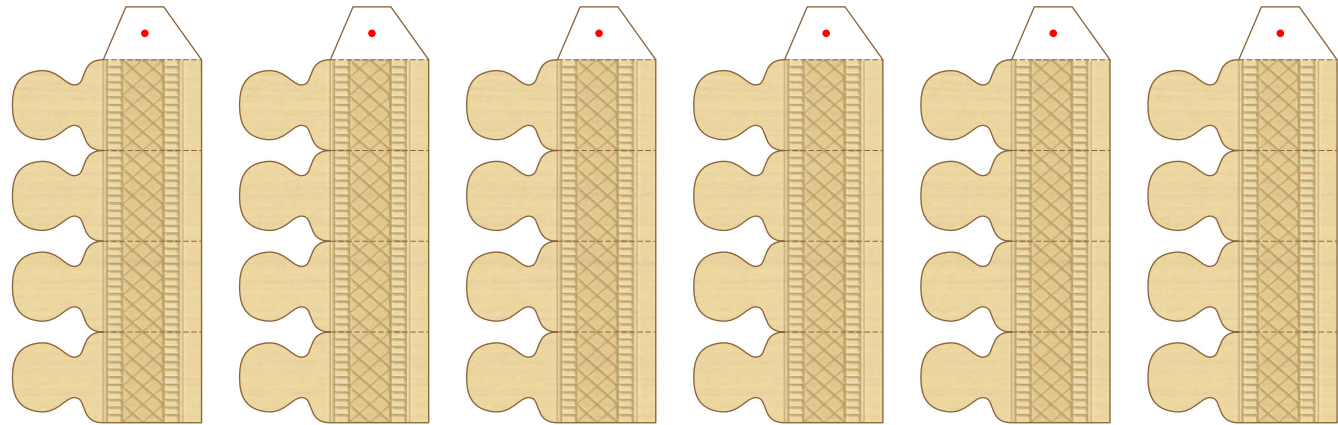
**E 5**

**ROOK**



**E 6**

**PAWN**  
(8 of each color + 3 spares)



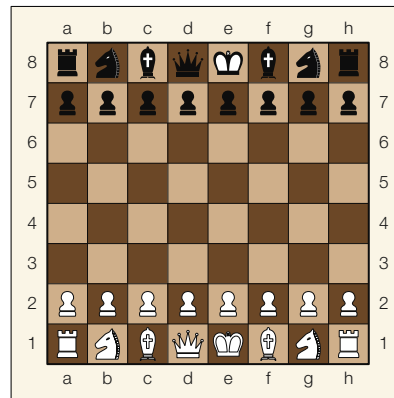
## How to Play

### Beginning the Game

First, you will need to decide who plays which color. Have one player hold a white piece in one hand, and a black piece in the other hand. The other player chooses left or right, and plays whichever color is in that hand. The players take turns, with white playing first.

### Setting up the Board

Put the pieces on the black and white squares on the board as shown. Both the white king and the black king go on square **e** in the middle of the row. The queen is placed next to the king on square **d**, so that the each player's king and queen face the other player's as though reflected in a mirror.



Players use their pieces to capture their opponent's pieces, and the one who captures the other's king first is the winner. After capturing an opponent's piece you can not use it as if it were your own.

### Check

Check means that your opponent's king could be captured on your next move. When in check, the player must remove his king from check. This can be done in one of the following three ways:

- Moving the king to a safe square
- Moving another piece to protect the king
- Capturing the opponent's threatening piece

You can not deliberately put a piece in a position where an opponent's piece could capture it, or purposely endanger your pieces.

### Checkmate

Checkmate refers to a situation where a king is in check and is unable to escape from its opponent's attack. If you can checkmate your opponent, the game will be over with you as the winner. You can also win the game if your opponent resigns.

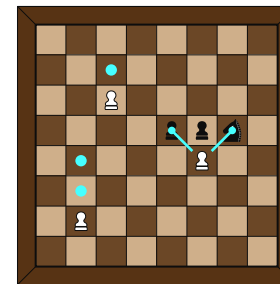
Also, players may not pass their turn, so if either player is unable to make any legal move the game ends in a draw. Being unable to move any pieces, without being in check, is called being in stalemate. Aside from stalemate, the game also ends in a draw in the following situations.

- No pieces are captured even after 50 moves
- An identical position on the board has occurred three times
- Both opponents agree to calling a draw

## Names and Moves of Each Piece



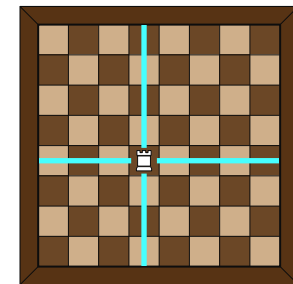
**PAWN**



Can basically only move one square in a forward direction. Can not retreat backwards. Can move forward two squares, only on the first move. Can only capture other pieces in a diagonal direction.



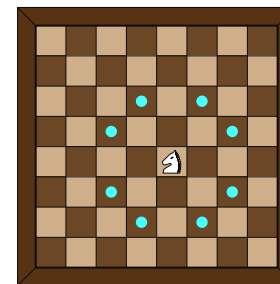
**ROOK**



Can move any number of squares in a vertical or horizontal direction. Can not jump over other pieces.



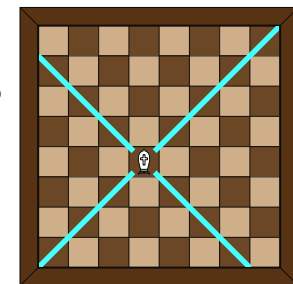
**KNIGHT**



Can move two squares vertically and one square horizontally, or two squares horizontally and one square vertically. It is the only piece that can jump over other pieces (either from its own side or the opponent's).



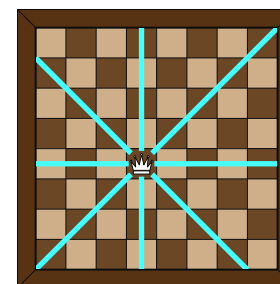
**BISHOP**



Can move any number of squares in diagonal direction. Can not jump over other pieces.



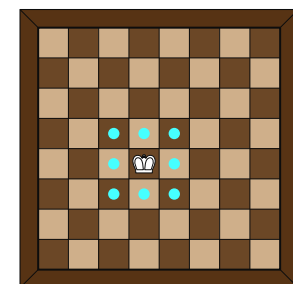
**QUEEN**



Can move any number of squares in a vertical, horizontal or diagonal direction. Can not jump over other pieces.



**KING**



Can move one square in a vertical, horizontal or diagonal direction. The game is lost if this piece is captured.

**Special Rules**

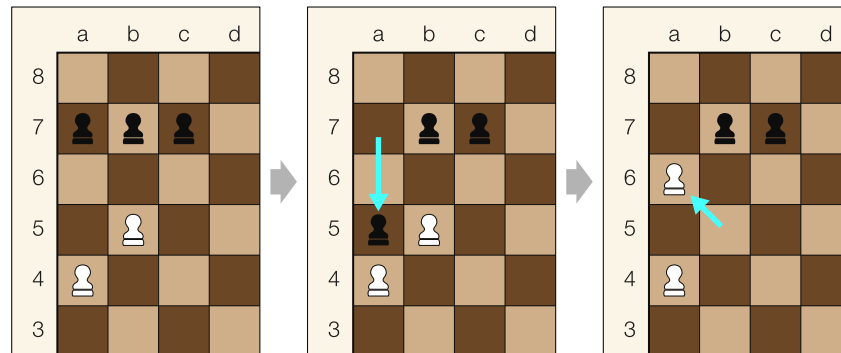
There are special rules which allow some pieces to make different moves under certain conditions.

**EN PASSANT**

*En passant* is a special move in which a player can capture his opponent's pawn by moving his own pawn to a square his opponent's pawn has just passed through. Pawns can move forward two squares on their first move of the game. In en passant, a pawn that moved forward two squares is captured as though it had only moved forward one square.

**<Conditions Necessary for En Passant>**

- Both players' pieces must be pawns
- Can only be done on the next turn after the opponent's pawn moved forward two squares



**PROMOTION**

When a pawn reaches a square in the last row on the opposite side of the board, it can be promoted. The pawn can be promoted to any other piece, but is usually made a queen since they have the broadest range of movement. The player announces which piece the pawn has been promoted to. Pawns are the only pieces that can be promoted.

**<Conditions Necessary for Promotion>**

- The piece must be a pawn
- The piece must make it to the very far side of the board

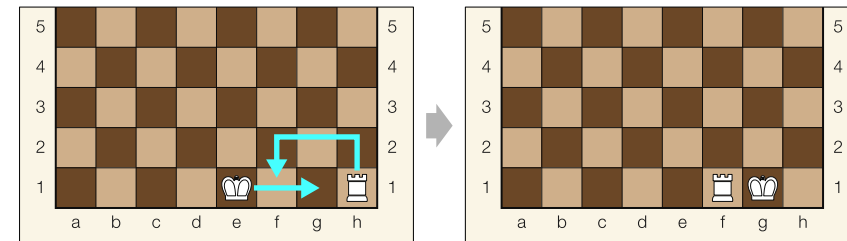
**CASTLING**

Under the following conditions, a king may move two squares to the side. The rook can then move to the far side of the king. This is based on the image of the king escaping to the safety of the castle. This move allows you to do all in one move.

**<Conditions Necessary for Castling>**

- Neither the king nor the rook has made a move during the game
- There are no other pieces between the king and the rook
- The king is not in check
- Moving the king would not place it under direct threat of an opponent's piece

**● Kingside Castling**



**● Queenside Castling**

