

Backgammon
Chess & Checkers
Game Set Booklet

GAME SET BOOKLET

Backgammon

Backgammon is fairly simple although it can seem confusing at first. These are the basic rules to backgammon. Unlike chess, there is a certain amount of luck involved with the roll of the dice and it won't take you long to realize that certain dice combinations should be played in certain ways.

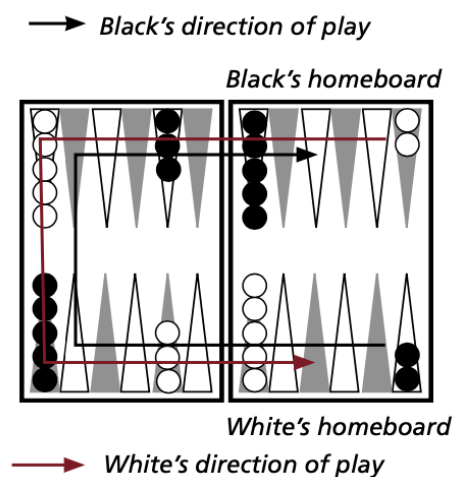
The objective:

To win by moving all of your checkers to your 'home board' and then 'bear them off'.

How to move your checkers & Setup

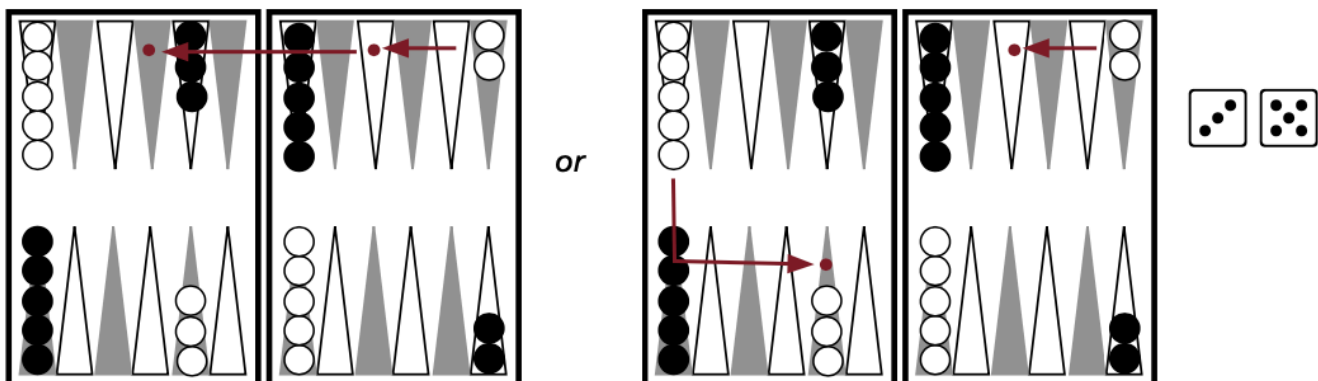
Setup the board like this and figure out which is your 'home-board' so you'll know where it is that you have to move your checkers to before you can begin to 'bear them off'.

Both players roll one dice each and the higher roll indicates who is to go first. The player throwing the higher number now moves his checkers according to the numbers showing on both dice. After the first roll, the players throw two dice and take alternate turns.

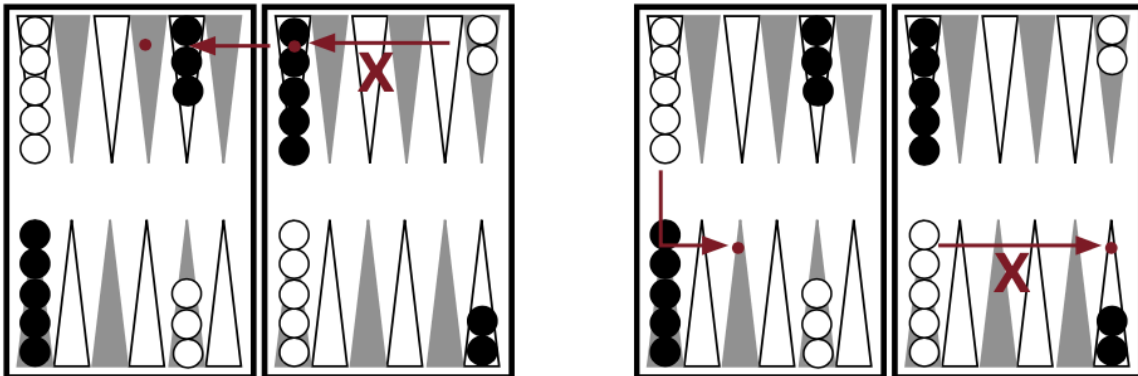


Throwing the dice and moving

The roll of the dice indicates how many points, or pips, the player is to move his checkers. The checkers are always moved forward in the direction indicated in the diagram above. The following rules apply:



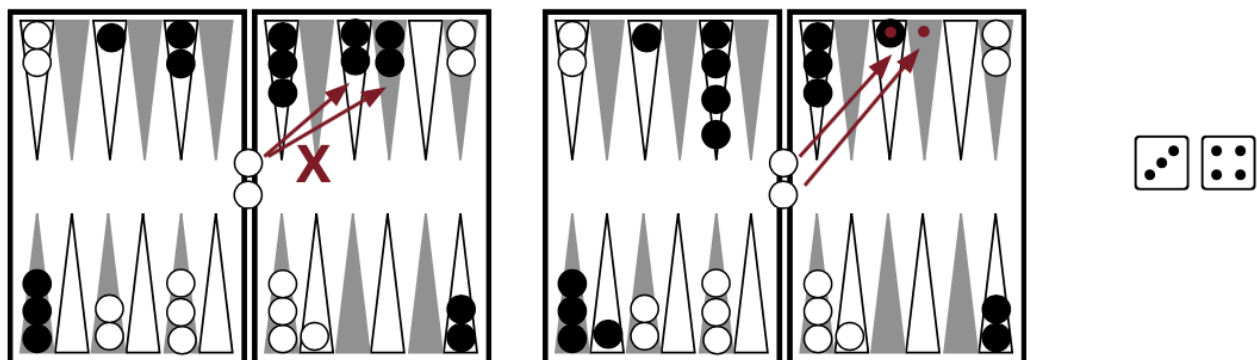
1. A checker may be moved only to an open point, one that is not occupied by two or more opposing checkers.
2. The numbers on the two dice constitute separate moves. For example, if a player rolls 5 and 3, he may move one checker five spaces to an open point and another checker three spaces to an open point, or he may move the one checker a total of eight spaces to an open point, but only if the intermediate point (either three or five spaces from the starting point) is also open.
3. The following would be illegal moves because White is not moving onto an open point.



4. If you are lucky you might roll doubles. This is when both dice are the same and means you can move double the amount. For example, if you were to roll 6 and 6 you would be able to move 6 four times and you may move any combination of checkers you feel is best.
5. A player must use both numbers of a roll if this is legally possible (or all four numbers of a double). When only one number can be played, the player must play that number. Or if either number can be played but not both, the player must play the larger one. When neither number can be used, the player loses his turn. In the case of doubles, when all four numbers cannot be played, the player must play as many numbers as he can.

Hitting and entering

A point occupied by a single checker is called a blot and if an opposing checker lands on it then this checker is removed from the board and placed on the bar. Therefore it's best to try and keep your checkers in groups of two or more so that they cannot be attacked.



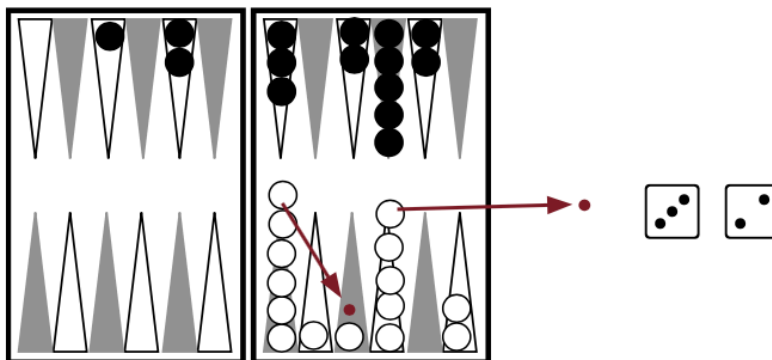
If a player has one or more checkers on the bar, they cannot resume playing until they have succeeded in returning their pieces to the home-board of their opponent. They do this by rolling a number that corresponds to an open point on the opposing home board. If White had two checkers on the bar and rolled a 3 and 4 in the first example they could not move and would lose a turn and in the second example they could return both checkers to play and simultaneously remove an opponents checker to the bar.

Bearing off

Once a player has moved all their pieces to their home board, they can start bearing off. A player bears off a checker by rolling a number that corresponds to the point on which the checker resides, and then removing that checker from the board. Thus, rolling a 4 permits the player to remove a checker from the fourth point.

If there is no checker on the point indicated by the roll, the player must move instead by moving a checker on a higher point (in the case of rolling a 4, he could move a checker on the fifth or sixth point instead). If there are no checkers on higher-numbered points, the player is permitted (and required) to remove a checker from the highest point on which one of his checkers resides. A player is under no obligation to bear off if he can make an otherwise legal move.

A player must have all of his active checkers in his home board in order to bear off. If a checker is hit during the bear-off process, the player must bring that checker back to his home board



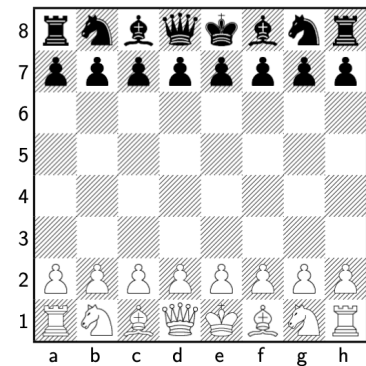
before continuing to bear off. The first player to bear off all 15 checkers wins the game. In the above example White can begin to bear off but Black cannot. If White was to roll a 3 and a 2 they could bear off a counter on the third point but because the second point is empty they would have to move a counter on either the 3rd, 4th, 5th or 6th points.

Chess

Chess is a game of strategy believed to have been invented more than 1500 years ago in India. It is one of the oldest and most popular board games, played by two opponents on a checkered board with specially designed pieces of contrasting colors, commonly White and Black. White moves first, after which the players alternate turns in accordance with fixed rules, each player attempting to force the opponent's principal piece, the King, into checkmate—a position where it is unable to avoid capture.

The objective

The objective of each player is to place the opponent's King 'under attack' in such a way that the opponent has no legal move. The player who achieves this goal is said to have 'checkmated' the opponent's King and to have won the game. Leaving one's own King under attack, exposing one's own King to attack and also 'capturing' the opponent's King are not allowed. The opponent whose King has been checkmated has lost the game.



The starting position of the pieces

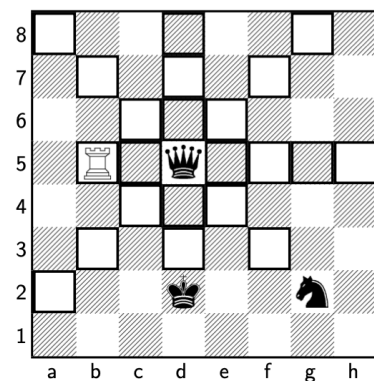
The game of chess is played between two opponents who move their pieces alternately on a square board called a 'chessboard'.

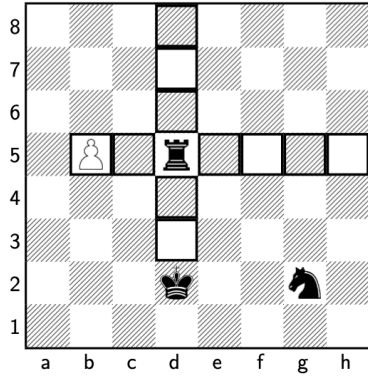
The player with the White pieces commences the game. The chessboard is eight squares long by eight squares wide. When sitting across the board from another player, the lighter color square goes on each player's right hand side ("light on right") and the White Queen is placed on a white square and the Black Queen on the black square ("Queen on her own color"). The player with the White pieces moves first and the players then take turns moving. One piece may be moved at each turn except for castling (which is described below).



Queen

The Queen can move in a straight line any number of squares in any one direction - horizontal, vertical, or diagonal as long as its path is not blocked by its own pieces. It can capture a piece of the opposite color in its path. Below, the Black Queen can reach any of the highlighted squares shown in this diagram. It can capture the White Rook but its path is blocked in some directions—below by the Black King and to the lower right by the Black Knight.





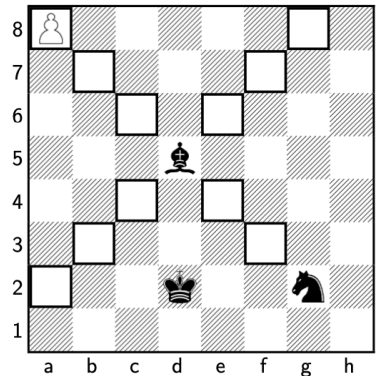
Rook

The Rook can move any number of squares in one direction – vertically or horizontally– if its path is not blocked. For example, the squares this Black Rook can move to are highlighted in the chessboard below. It can capture the White Pawn to its left but its path is blocked if it wants to move downward–by its Black King.



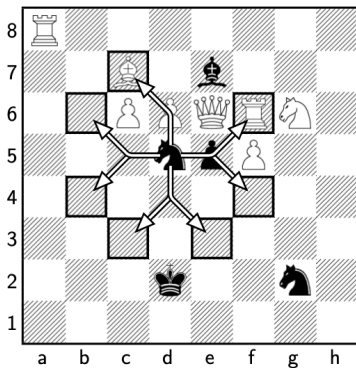
Bishop

The Bishop can move any number of squares diagonally if its path is not blocked. Note that this Bishop starts on a light square and can reach only other light squares. At the beginning of the game, you have one "dark-square" Bishop and one "light-square" Bishop. The Bishop's moves are shown by the highlighted squares in the following chessboard. This Black Bishop can capture the White Pawn but its path is blocked by the Black Knight if it wants to move to the lower right.



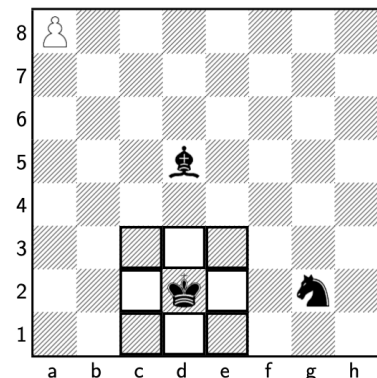
Knight

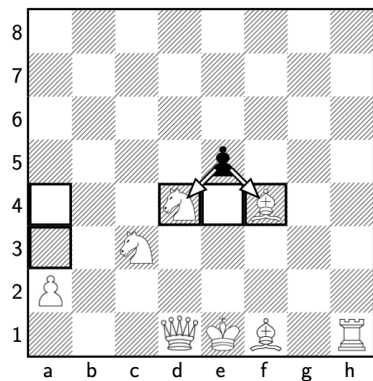
The Knight's move is special. It hops directly from its old square to its new square. The Knight can jump over other pieces between its old and new squares. Think of the Knight's move as an "L." It moves two squares horizontally or vertically and then makes a right-angle turn for one more square ("2 then 1"). The Knight always lands on a square opposite in color from its old square.



King

The King is the most important piece. When it is trapped, the whole team loses. The King can move one square in any direction - for example, to any of the highlighted squares in this diagram. (An exception is **castling**, which is explained later.) The King may never move into check - that is, onto a square attacked by an opponent's piece.





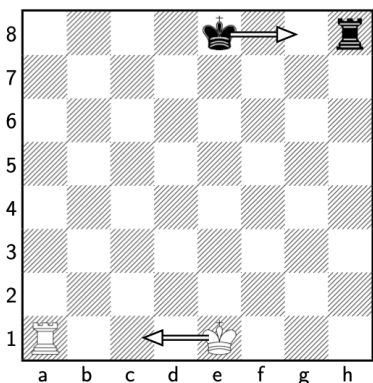
Pawn

The Pawn moves straight ahead (never backward), but it captures diagonally. It moves one square at a time, but on its first move it has the option of moving forward one or two squares. In the diagram, the highlighted squares indicate possible destinations for the Pawns. The White Pawn is on its original square, so it may move ahead either one or two squares. The Black Pawn has already moved, so it may move ahead only one square at a time or capture diagonally. The squares on which these Black Pawn may capture are indicated by arrows. If a Pawn advances all the way to the opposite end of

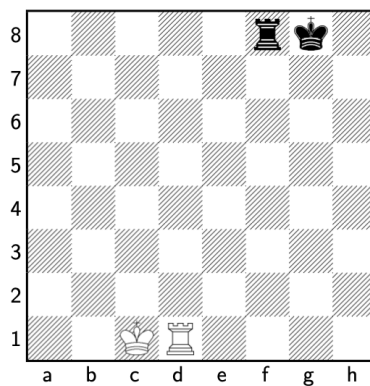
the board, it is immediately "promoted" to another piece, usually a Queen. It may not remain a Pawn or become a King. Therefore, it is possible for each player to have more than one Queen or more than two Rooks, Bishops, or Knights on the board at the same time.

Castling

Each player may castle only once during a game and only when certain conditions are met. Castling is a special move that lets a player move two pieces at once - the King and one Rook. In castling, the player moves his King **two** squares either to its left or right toward one of his Rooks. At the same time, the Rook involved goes to the square on the other side of the King. In order to castle, neither the King nor the Rook involved may have moved before. Also, the King may not castle out of check, into check, or through check. Further, there may not be pieces of either color between the King and the Rook involved in castling. Castling is often a very important move because it allows you to place your King in a safe location and also allows the Rook to become more active. When the move is legal, each player has the choice of castling Kingside or Queenside or not at all, no matter what the other player chooses to do.



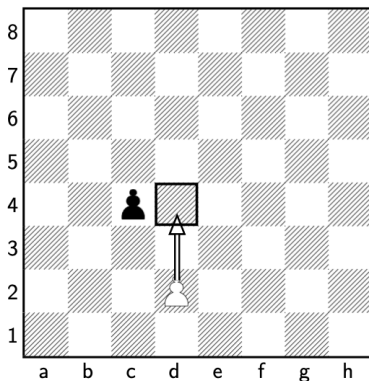
The White King before castling Queen-side and the black King before castling King-side.



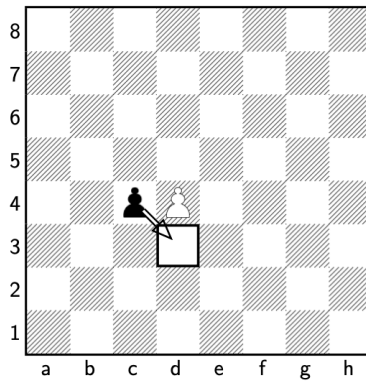
The position after castling is completed

En Passant

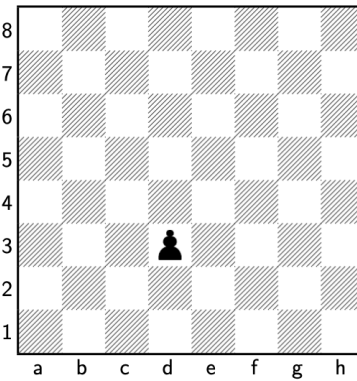
This French phrase is used for a special Pawn capture. It means *"in passing"* and it occurs when one player moves a Pawn two squares forward to try to **avoid** capture by the opponent's Pawn. The capture is made exactly as if the player had moved the Pawn only one square forward. The capture is made exactly as if the player had moved the Pawn only one square forward. In the diagram below, the White Pawn moves up two squares from its starting position.



Before White's Move



After White's Move



Black Pawn Captures White Pawn

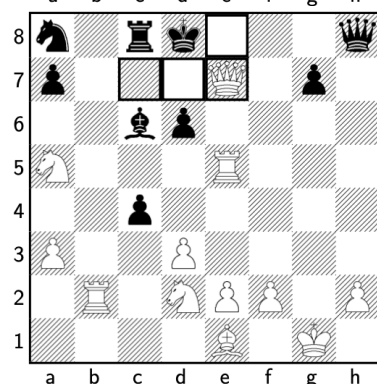
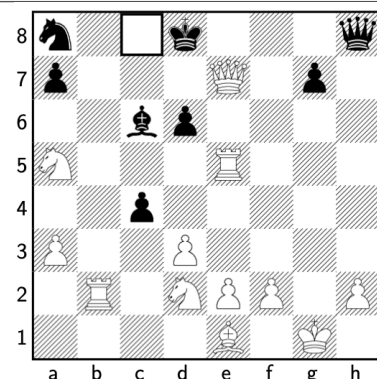
On its turn the Black Pawn may capture the White Pawn as shown by the arrow. If the player with the black pieces does not exercise this option immediately – before playing some other move – the White Pawn is safe from *en passant* capture for the rest of the game. But new opportunities may arise for each Pawn in similar circumstances.

Check and Checkmate

The main goal of chess is to checkmate your opponent's King. The King is not actually captured and removed from the board like other pieces. But if the King is attacked, we say it is put in check and threatened with capture. It must get out of check immediately. In the chess position shown below, the Black King is in **check** but there is one move that will move the King away from the attacking Queen and that is one highlighted square to the left. If there is no way to get out of check, the position is a checkmate and the side that is checkmated loses. In the position shown on the right, there is no way for the Black King to escape the attacking White Queen by moving to the highlighted squares.

And since the Queen is protected from attack by the White Rook, White wins.

It is illegal for a King to move into check.

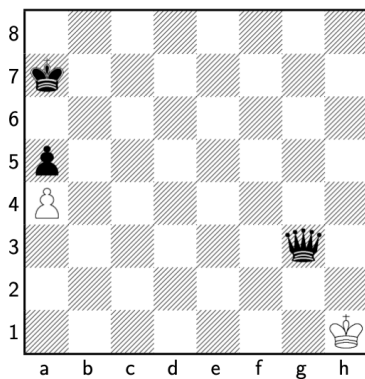


If your King is in check, there are three ways of getting out of check:

1. Capturing the attacking piece;
2. Placing one of your own pieces between the attacker and your King (impossible if the attacker is a Knight);
3. Moving the King away from the attack.

If a checked player can do none of these, he is **checkmated** and loses the game.

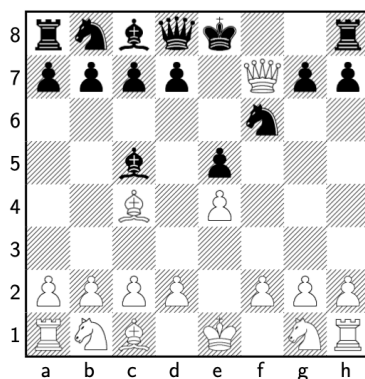
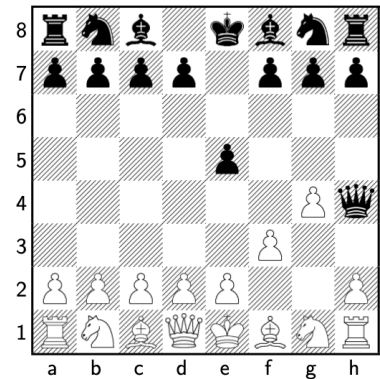
Stalemate



If a King is not in check, and that player can make no legal move, the position is called a **stalemate** and the game is scored as a draw, or tie, with each player receiving a half point. In the chessboard show on the left, it is White's turn to move and since there are no moves for the White Pawn and every move puts the White King into check, we say the game is a stalemate.

Fool's Mate

Fool's Mate occurs when a player opens up his King to a fatal attack as shown in the following game: It is rarely a good idea to move the Pawns on f2, g2 and h2 so early in the game as the King normally castles on this side and if the Pawns have been moved, they can no longer offer him adequate protection.



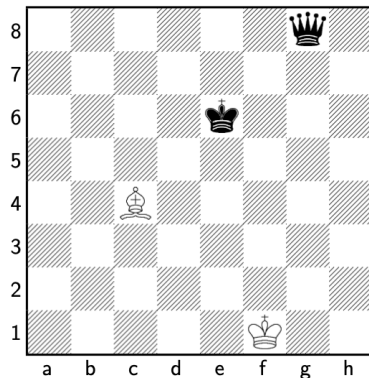
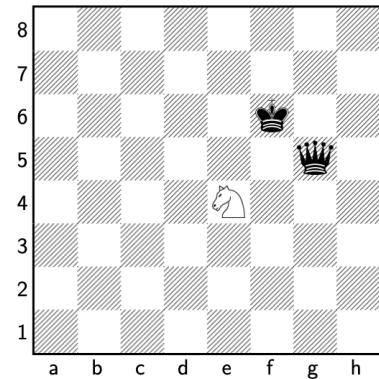
Scholar's Mate

The diagram on the left illustrates **Scholar's Mate**. This is a checkmate whereby the Bishop and Queen attack the weak f7 Pawn. This Pawn is weak because, in the starting position, it is only protected by the King.

Pins, Forks, and Skewers

A *pin* occurs when a piece is attacked and if it moves, a piece of greater value will be under attack. So the piece is said to be pinned to its position.

A *fork* occurs when a piece (not always a Knight!) attacks two or more pieces at the same time as shown in the diagram on the right.



A *skewer* is similar to a pin except in this case the piece of greater value (for example, the King, Queen or Rook) is in front. An enemy piece attacks the piece and when this piece moves away, it leaves a piece of lesser value exposed to capture. Below the Bishop is Skewering the Black King and Queen. The King must move out of check and the White Bishop captures the Black Queen!

Basic Opening Strategy

- Control the center squares. Open with one of the two center Pawns, the Pawns in front of your King and Queen. The idea is simple: every early move should try to take better control over the center of the board.
- All of your early moves should aim to develop a piece, preferably in a way that threatens something; perhaps an opponent's piece or to take firm control over the center.
- A general rule of thumb is to bring out your Knights before your Bishops. Most of the time, it is fairly clear where the Knights ought to be developed. The best squares for the Bishops become apparent only a bit later.
- Try not to move a piece more than once in the opening unless you can capture something or gain something important. In other words, don't start attacking until all or at least most of your pieces are developed.
- Do not bring your Queen out early. If you do, you may lose it or at best lose time moving it around when your opponent attacks it. Wait with your Queen until you are sure you know where it's going.
- And do not sacrifice material until you know you are getting something valuable for it

Checkers

The game of checkers is a game whose roots can be found in ancient civilizations of the world. For example, one of the first versions of the game checkers was unearthed at an archaeological dig in Ur, Iraq. The game checkers is played on a game board with squares. The squares are arranged in eight columns and eight rows. Checkers is played by two players who compete against each other.

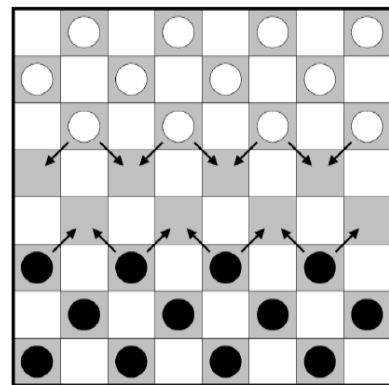
The objective

The objective of the game is to take the majority of the opponent's checkers or maneuver pieces so the opponent is unable to move his own playing pieces.

Game Play

Each player has 12 playing pieces, checkers that are placed on black squares. The checkers are two colors, usually dark and light. The opponent with the darker pieces always moves first. After this, players take turns making their moves. The other player's pieces can be taken by being "jumped" over.

Each player takes their turn by moving a piece. Pieces are always moved diagonally and can be moved in the following ways:



Diagonally in the forward direction (towards the opponent) to the next dark square.

If there is one of the opponent's pieces next to a piece and an empty space on the other side, you jump your opponent and remove their piece. You can do multiple jumps if they are lined up in the forward direction. *** note: if you have a jump, you have no choice but to take it.

King Pieces

The last row is called the King row. If you get a piece across the board to the opponent's King row, that piece becomes a King. Another piece is placed onto that piece so it is now two pieces high. King pieces can move in both directions, forward and backward. Once a piece is Kinged, the player must wait until the next turn to jump out of the King row.

Strategy and Tips

- Sacrifice 1 piece for 2: you can sometimes bait or force the opponent to take one of your pieces enabling you to then take 2 of their pieces.
- Pieces on the sides are valuable because they can't be jumped.
- Don't bunch all your pieces in the middle or you may not be able to move, and then you will lose.
- Try to keep your pieces on the back row or King row for as long as possible, to keep the other player from gaining a King.
- Plan ahead and try to look at every possible move before you take your turn.
- Practice: if you play a lot against a lot of different players, you will get better.