

INTRODUCTION TO QuickChess®

PLAY & LEARN SYSTEM

Learning to play should be fun. That's why I created these fun and challenging **real chess games** – you learn while you play! Different games are inside each numbered box. You'll master a new piece each game. The challenge increases as you advance – and you'll have lots of fun along the way! Just follow the numbers! **1 2 3 ...**



Firefighter in New York City, Joe Miccio

1 Rules of Play

YOU MUST USE WITH ALL GAMES

OBJECT: Be the first to advance a Pawn to any square along your opponent's edge of the board, or capture all his/her pieces, and you win! (Different ways to win are noted in certain games, including CHECKMATE.)

MOVEMENT: Light colored pieces move first: players alternate turns moving. Only **one piece** may be moved per turn. The Knight is the **only** piece that can JUMP over other pieces. All other pieces move only along squares that are unobstructed by other pieces.

CAPTURING: Two pieces may never share the same square. When one of your pieces lands on a square occupied by your opponent's piece, you displace it with your own piece – you have CAPTURED your opponent's piece!

MIX & MATCH: You may combine the "setup" positions of any games in boxes 2 through 8. See how many pieces you can control at once – and still win!

2 Power Pawns™



Use Quick-Ref (Pawns) Diagrams on the edges of Pages 3 & 4 while playing.

Tie Breakers: If all Pawns become deadlocked and can't move, you win by:
1. advancing one of your Pawns closer to your opponent's edge than he/she can get to yours, or
2. by outnumbering your opponent's Pawns.

(Use for all games in boxes 2 through 8.)

How do PAWNS move?

Never backwards. Never sideways. Only forward. And only one square at a time. But if another piece, whether yours or your opponent's, blocks a Pawn's path, it's stuck! It cannot move as long as another piece is on the square directly in front of it. Pawns don't capture as they normally move. They're sneaky. They only capture diagonally on the two forward diagonally adjoining squares. (Pawns **only** move diagonally when capturing.)



The 3 left Pawns can capture each other, or they may pass each other without a capture. The 2 right Pawns are deadlocked (can't move). The bottom Pawn can advance one square per move.

3 King's Conquest™



Use Quick-Ref (King) Diagrams on the edges of Pages 1 & 2 while playing.

Special Rule: This is the only game where Kings are allowed to be captured. Enjoy it now, because it's the last time you'll ever get to capture a King!

How do KINGS move?

The old & wise King moves slowly. For any single move, the King may take **only one** step, but in any direction he wants! (horizontally, vertically or diagonally)

King's Mutual Respect Rule: A King may never move to a square that touches the square the opponent King rests on.



The King's 8 possible moves are indicated by dots.

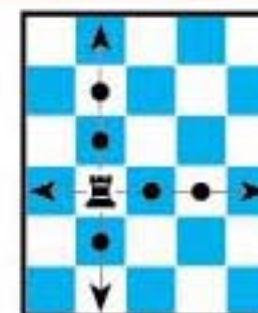
4 Raging Rooks™



Use Quick-Ref Diagrams

How do ROOKS move?

Fast! Forward. Backward. Right or left. In a straight line – a path of alternating color squares. As near as the first square, or as far as the square at the edge of the board, and may stop on any square along the way. **Never diagonally.** Changes direction only at the start of a new move.



The Rook can move horizontally or vertically to any square indicated by dots & arrows.

5 Tricky Bishops™



Use Quick-Ref Diagrams

How do BISHOPS move?

Swiftly! The Bishop moves diagonally in a **straight line** – a path of **same color** squares. As near as the first square, or as far as the square at the edge of the board, and may stop on any square along the way. A diagonal path travels from the corner of one square onto the corner of the next diagonally adjacent square of the same color. Changes direction only at the start of a new move.



The Bishop can move to any square indicated by dots & arrows.

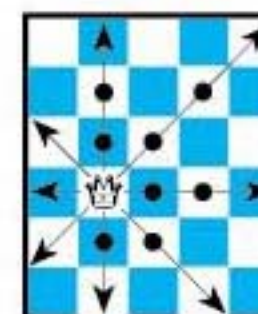
6 Mean Queens™



Use Quick-Ref Diagrams

How do QUEENS move?

She is the most powerful piece! On any single move, she may choose the path of a Rook or a Bishop. That is, she moves either in a straight or diagonal path, but **never** from one to the other on the **same** move.



The Queen can move to any square indicated by dots & arrows. She moves in one direction at a time.

7 Rescue the Queen™



Use Quick-Ref Diagrams

OBJECT: Advance a Pawn to any square along your opponent's edge of the board and replace it with your Queen. On your next turn start using her to help capture all your opponent's Pawns – to win! Additional Pawns to reach the edge may be replaced with any piece you want (except another Pawn or King).

8 Crazy Knights™



Use Quick-Ref Diagrams

How do KNIGHTS move?

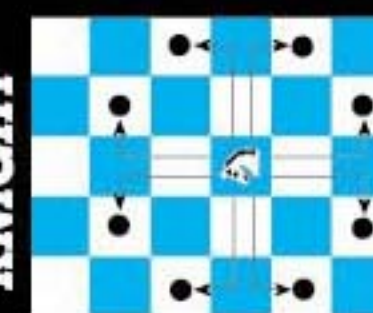
It jumps! Why? It rides a horse. It has a **fixed** number of steps per move (three squares) and may only capture another piece on its third step. The Knight always jumps in the shape of an "L" – by jumping two squares forward or backward or sideways – then one square to the right or left. It always ends each move resting on a square whose color is different from the square it started on.



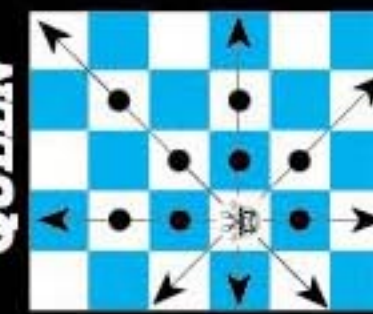
The Knight can move to any square indicated by a dot, jumping over any pieces to get there.

Line up with board edge while playing to show how each piece moves.

KNIGHT



QUEEN



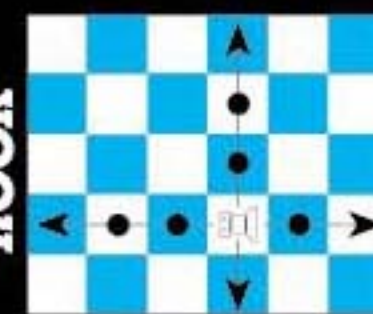
KING



BISHOP



ROOK



PAWNS



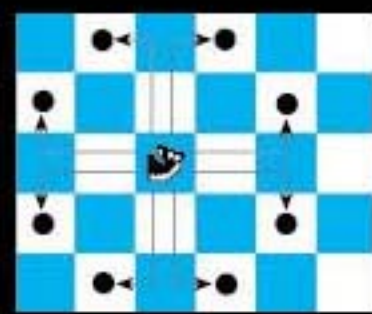
Quick-Ref™ Diagrams

WHITE

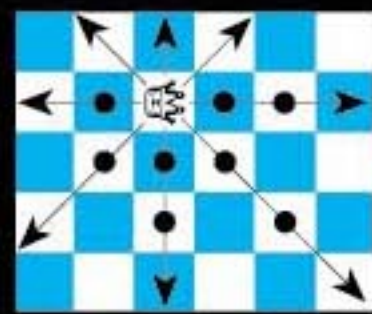
(Fold open and slide under board.)

Line up with board edge while playing to show how each piece moves.

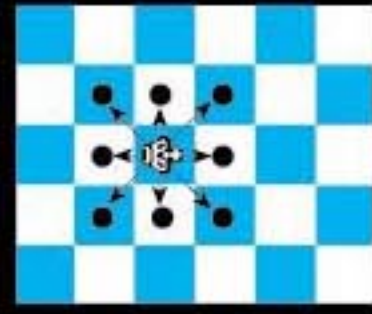
KNIGHT



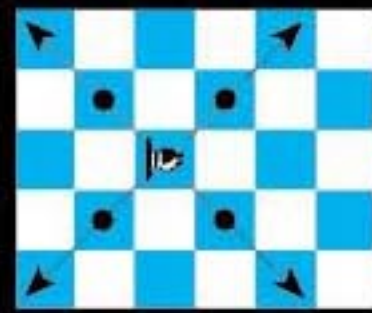
QUEEN



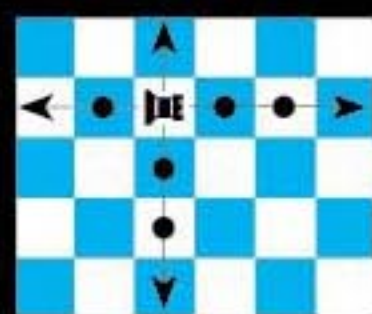
KING



BISHOP



ROOK



PAWNS



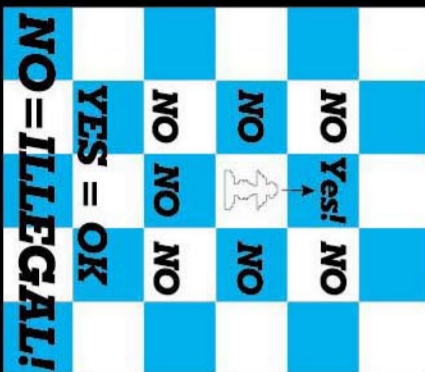
Quick-Ref™ Diagrams

BLUE

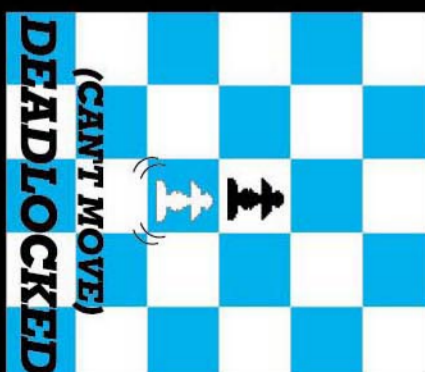
(Fold open and slide under board.)

Line up with board edge while playing to show how each piece moves.

Quick-Ref™ Diagrams



PAWNS



(Fold open and slide under board.)

9 How to Play With All the Pieces

Congratulations! If you've played all the games in boxes 1 through 8, you know all the moves. Use the Quick-Ref™ Diagrams. Now set up the pieces as the illustration to the right shows — and follow these directions:



OBJECT: Win by trapping your opponent's King so he cannot escape. The more pieces you capture, the easier it will be! (This rule supercedes all previous "OBJECT" rules.)

ATTACK: When an opponent's piece is in position where you can capture it on your next move; that piece is under ATTACK.

MOVEMENT/CAPTURING: See boxes 1 through 8 (which you already know).

CHECK & CHECKMATE: A King under attack is in CHECK. You must immediately warn your opponent when you check his/her King. When in check, a player must immediately get his/her King out of check in one of the following ways:

1. Move to a square which is not under attack, or
 2. capture the piece that is checking him, or
 3. place one of your own pieces to block the check.
- If you cannot do any of these things, your King is

CHECKMATED and you lose the game.

DRAWS/TIES: Sometimes neither player has enough pieces left to checkmate the other. If after many moves it appears that neither player can win, you can both agree on the game being a DRAW, or tie.

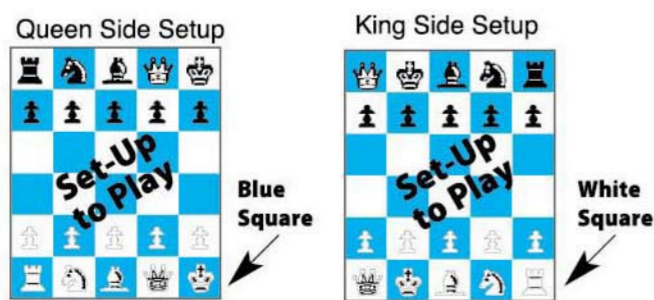
PROMOTIONS/RESCUES: Your Pawn may RESCUE a captured piece by advancing to any square along your opponent's edge of the board. The rescued piece will take that Pawn's place on that square. If there is no piece to rescue, that Pawn gets PROMOTED to a Prince or Princess — whose power is equal to a Queen!

Players may modify the rules, if conforming to World Chess Federation (FIDE) rules. Go to www.FIDE.com.

10 Advanced Play

PAWN BLASTERS™: This plays like Power Pawns with one big exception. If a Pawn has not moved yet, it has extra power, and has a choice to advance two squares — all on one move! However, once a Pawn has moved, it grows weak and will not have the energy to take advantage of this option. Play the rest of the game same as Power Pawns. (You may also use the mysterious "en passant" move when you learn it later. See game box #12.)

PRO FORMATIONS: The below diagrams represent traditional chess board setups according to professional rules (See www.FIDE.com). Ignore the setup illustrations on your board. The Queen always matches her color square. Place pieces exactly as follows:



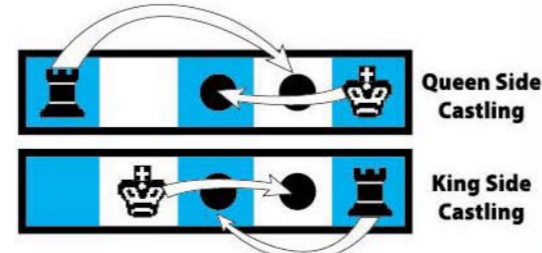
MAGIC MOVES/CASTLING: When CASTLING, the King and Rook do amazing things. But only if certain conditions are met, and only from "Pro Formations." If neither has moved yet,

they have extra energy — allowing them to move differently than they normally do. The King can move two squares and the Rook can jump over the King — all on the same move! Castling is optional, and here's how you do it:

1. Both King and Rook must not have moved yet, and
2. no pieces occupy the squares between them, and
3. the King is not in check.

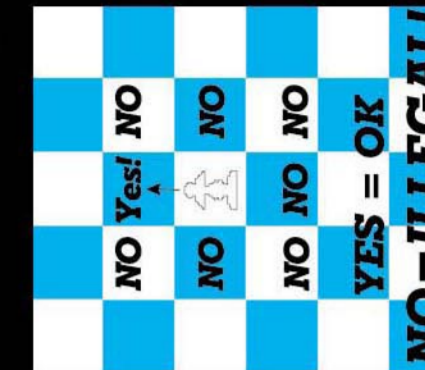
THEN YOU:

1. Move the King two squares toward the Rook (the King may not pass through a square that would place him in check), then
2. the Rook jumps over the King landing on the square immediately next to him, and
3. both 1 and 2 are done on the same move.

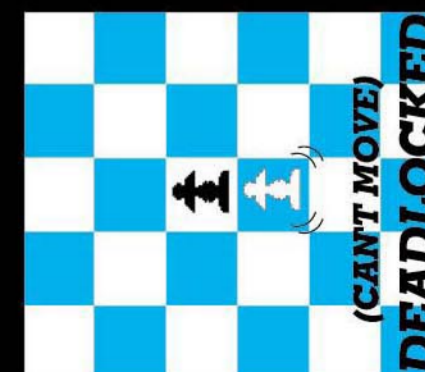


Line up with board edge while playing to show how each piece moves.

Quick-Ref™ Diagrams



PAWNS



(Fold open and slide under board.)

11 More Fun & Games

BLIND QUICKCHESS®: Hold a piece of cardboard on edge along the center of the QuickChess® board (or use the instruction sheet) so neither player can see the other's side. Now set up your pieces in any formation you want! Use ANY of the 15 squares on your side. Remove the barrier then flip a coin to see who moves first. Follow all QuickChess® rules. It's fun and exciting — anything can happen!

QUICKCHESS® OLYMPICS: Try these five games against a friend in the following order to see who is the QuickChess® master:

1. Rescue the Queen™ (with "Pawn Blaster" powers)
2. QuickChess® - with "All The Pieces"
3. King's Pro Formation (with Castling)
4. Queen's Pro Formation (with Castling)
5. Blind QuickChess®

12 Traditional Chess

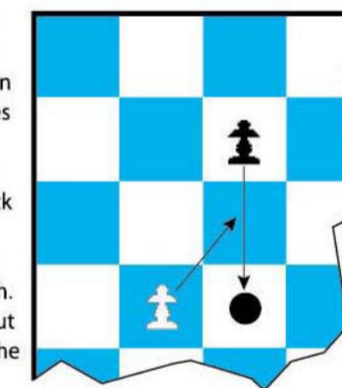
CHESS: Now that you've played all the games, you're a QuickChess® Master. Set up the pieces as shown on your traditional chess board (8 x 8 squares). Place one Pawn in front of each piece. You know everything now. So start playing!!!

***Pawn Promotions note:** A Pawn reaching the opponent's edge of the board is immediately promoted to another piece, usually a Queen. So it is possible to have more than one Queen, or more than two Bishops, Knights or Rooks. You may not leave it a Pawn, or promote it to a King.

THE MYSTERIOUS "EN PASSANT" (you may never get to use this move as long as you live, but just in case!): This French phrase is used for a special Pawn capture. It means "in passing" and occurs only when your opponent's Pawn advances two squares forward (as

described in "Pawn Blasters") to try to avoid capture by your Pawn. This capture is made exactly as if your opponent's Pawn had moved only one square forward. If you do not exercise this option immediately — before playing some other move — your opponent's Pawn is safe from "EN PASSANT" capture for the rest of the game.

In the diagram, let's say you're the white Pawn. The black Pawn advances two squares to the dot. On your next turn your Pawn may capture the black Pawn by moving to the square the Black Pawn passed through. You capture it without actually landing on the square it occupied!



Need Help?

Enjoy personal access to **Bruce Pandolfini**, one of the best chess teachers in the world — made famous by the hit movie "Searching for Bobby Fischer" and also his friend **David MacEnulty**, a leading elementary school chess teacher.

Titles include: Let's Play Chess, Square One, Chess for Children, ABC's of Chess & more
Call 1-800-388-KING or try www.uschess.org
U.S. Chess Federation (not-for-profit)

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