

BEGINNER'S CHECKERS

SET UP THE BOARD: Place the Board between the 2 players so the first square on each player's right-hand corner is a light one. One player takes 12 red men and the other 12 black. Each sets up his men on the Board as shown in Diagram 1.

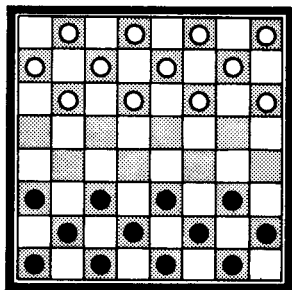


DIAGRAM 1.

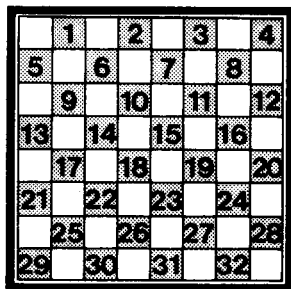


DIAGRAM 2.

THE MOVES: Black plays first by moving one of his front-line men one square forward, along either diagonal row of dark squares. (His front-line men are Nos. 21, 22, 23 and 24 — See Diagram 2. One of them, therefore, must be moved to an adjoining square, either 17, 18, 19 or 20.)

Red moves in the same manner, and after this, the players move one man alternately, always along the diagonal row of dark

squares, towards his opponent's backline. Moves are made to unoccupied dark squares.

THE JUMPS: If an opponent's man is in the next diagonal square forward, with an empty dark square directly behind and in the same diagonal line in the row ahead, you *must* jump that man and land in the empty square, thereby capturing your opponent's man. Captured men are removed from the Board. If there are several successive jumps in a straight or zigzag forward direction, you *must* make all of them.

A player must capture his opponent's men whenever possible. If he does not, he may be "HUFFED," that is, his opponent may, as a penalty, remove from the board the man who should have made the capture.

KINGS: If one of your men reaches your opponent's backline, it becomes a King and opponent places a captured man on top of it to indicate this. A KING can move in any direction along empty adjoining dark squares and can jump in the same manner as regular men, except that KING jumps can be made in any diagonal direction, either forward or backward.

THE WINNER: First person to remove all his opponent's men from the Board — or block his opponent so he can't move — is the Winner.

BEGINNER'S CHESS

TO BEGIN WITH: Separate the black pieces from the white ones, and decide who plays with white. White makes the opening move. After sorting the pieces, each player will have the following: —

DIAGRAM 1.

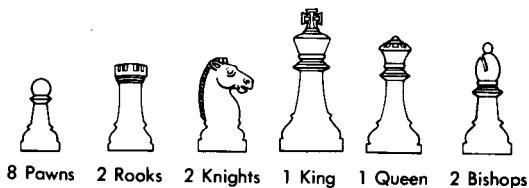
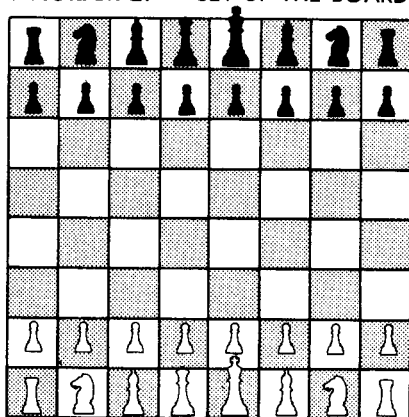


DIAGRAM 2. — SET UP THE BOARD!



Place the Checker-board between the two players so that the first square on each player's right hand corner is a light one. Set up the board exactly as shown in Diagram 2 — making certain that the White Queen is on a light square and that the Black Queen is on a dark square. Every Chess game starts like this.

THE MOVES: As soon as you learn the simple moves of the various Chessmen, you're ready to start.

THE PAWN: The Pawn being the feeblest man on the board can move in ONE DIRECTION ONLY — STRAIGHT AHEAD. On its first move, a Pawn can advance either 1 or 2 squares — at the player's choice, but on all following moves, only one square at a time. If a piece happens to be immediately in front of it, the Pawn is blocked and can not advance until that piece gets out of the way. The Pawn can capture any opposing piece which appears in the next square diagonally ahead, either on its right or left. As in the case of all captures, the captured piece is taken off the board and the captor moves to the square formerly held by the captured. Should a Pawn safely reach his opponent's first row, it is exchanged for a Queen or any other piece the player chooses except King. Thus, it's perfectly possible to have two White or Black Queens on the board at the same time. (A coin will serve as a Queen, if a real one is not available.)

THE BISHOP: The Bishop moves only ALONG THE DIAGONAL, but being stronger than the Pawn, he can go backwards as well as forwards. Likewise, in one move, he can go as few or as many squares along diagonal as are VACANT. He may capture any enemy piece appearing on same diagonal, PROVIDING NO OTHER PIECE LIES BETWEEN CAPTOR AND

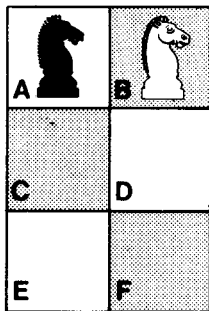
CAPTURED. No chessman, regardless of his opportunities, can make more than one capture per move. If he has a choice of taking more than one piece, it is customary to get rid of the most powerful.

THE ROOK: The Rook moves in a straight line, either **ACROSS THE BOARD OR UP AND DOWN THE BOARD**. Like the Bishop its range is unlimited, being able to move back and forth over any number of vacant squares on any horizontal and vertical. It, too, can capture any opposing piece appearing on the same row, providing no piece of its own color comes between it and the enemy.

THE QUEEN: She is the most powerful piece on the board, for she has the combined powers of Bishop and Rook. She can move back and forth on the diagonal, like the Bishop, and back and forth on the horizontal or vertical, like the Rook, capturing any exposed piece she meets on her way.

THE KNIGHT: At first, the Knight's moves seem queer, but you'll catch on. It's really a jump over one square, but landing in a square of a different color from the one he left. Thus, if he

is on dark, his move will be into light and vice versa. Look at Diagram 3, a rectangle, 2 squares wide and 3 squares long. The Knight leaps from one corner to the opposite corner. White Knight from A to F (or from F to A) and Black Knight from B to E or back. Since the Knight is the only chessman that can jump over pieces, it is immaterial whether or not squares C and D are occupied. Just for practice, start a Knight on his own square and trot him all over an empty board — always visualizing the



Knight's square as one corner of the 2 x 3 rectangle. He can cover 64 squares. Put a match in each one he occupies and see for yourself! The Knight can capture any piece occupying a square into which he could jump on his next move.

THE KING: Like the Pawn, he can move only one square at a time — but he can go in any direction he likes and can capture any piece appearing in a square adjacent to the one he is occupying. The King can not move into "Check."

CHECK AND CHECKMATE: The King is the only piece that can not be taken off the board when captured. Whenever a player can capture his opponent's King, he does nothing but says "Check" — the King is then said to be "In Check." Whereupon his owner tries to free him from Check, in one of the three possible ways.

1. By capturing the Checking piece.

2. By moving the King into an adjacent square, free from Check.
3. By moving one of his pieces to interpose between the King and the Checking piece — thus intercepting the Check.

Unless a player can free his King in one of these three ways, his King is CHECKMATED and the opponent thereby wins the game.