**2 Players**

**AGES 7+**

**Contents:*** 
2 sets of Standard Chess pieces (one white, one black), a two-sided Chess Diagram #2–Placing the Pieces

**Introduction**

Winning Moves Games is proud to present No Stress Chess*, a new game that will help you learn the world's greatest game—Chess. You can play instantly because the special game board guides you to set up your pieces and each card in the innovative deck shows you how to move each piece the right way.

**PLAY—Basic Game—Level One**

1. Place the Chess pieces on the board where indicated. They are arranged just like in regular Chess, except for two Pawns, which are moved forward as shown on the board and in Diagram 1. These two Pawns are usually moved first by experienced players, in order to clear the way for the more powerful pieces behind them in the game.

2. Shuffle the deck of cards thoroughly and place face down in the center compartment of the tray, forming the draw pile.

**Diagram 1:** Placing the Pieces

- White Queen and King on any colored square
- Black Bishop on any colored square
- White Bishop on any colored square
- Black Queen card on a drawn

**PLA Y—Basic Game—Level One**

Players alternate (white first) turning over the top card on the draw pile and placing it face up, one piece at a time, on the corresponding space on the board.

**Diagram 2:** Placing the Pieces

- White Queen and King on any colored square
- Black Bishop on any colored square
- White Bishop on any colored square
- Black Queen card on a drawn

** Winning**

The OBJECT of Chess is always to capture the opposing King. In Standard Chess, the opponent’s “recipes” when this becomes inevitable. In No Stress Chess, a player wins by actually capturing his opponent’s King (by moving a piece onto its space).

This makes the King a more useful piece in No Stress Chess than in Standard Chess, and also allows it to have a greater impact on the game itself.

**General Rules of Movement and Capture**

Among serious players, it is often agreed that once a piece has been touched by a player it must be moved. Decide if you want to adopt this rule.

**The Pieces**

There are different kinds of pieces. Each side has an identical set of 2 Pawns, 2 Rooks, 2 Knights, 2 Bishops plus a King and a Queen.

**The Power of Each Piece**

Because each piece moves differently, capture each other is more powerful than others. In fact, Chess players have come to assign a “power rating” to each type of piece.

These ratings are:

- Pawn:
- Knight:
- Bishop:
- Rook:
- Queen:
- King:

Thus, the Knight is worth 3 Pawns, while the Queen is worth 9 Pawns, or a Pawn, plus a Bishop, plus a Rook. It is useful to know this when you begin to “trade” captures during the play of the game.

Exemple: If you could use a Knight or Rook, you will then lose your Queen. (The exception being if the value of a “trade” brings about Checkmate; nothing in Chess is more important than Checkmate!) To play Chess, you need to know how to move each type of piece. Refer to the action cards to learn how to move each type of piece.

**The Pieces**

In the Basic Game, each player has five Pawns situated in a row at the beginning of the game. They are the least powerful pieces. But because they can be “promoted” (for you will see) they can become very powerful.

Pawns can NEVER be moved backward or sideways. They can only move straight ahead. Pawns normally move only one space per turn. If a Pawn advances two spaces in one turn, the move is invalid. A Pawn Promoted, it may move forward only one or two vacant spaces. Unlike other types of pieces, Pawns have a special way to capture an opposing piece. A Pawn captures a piece that lies on a space in the same rank and line (not diagonal, never directly ahead).

**Pawns Promotion**

Should a Pawn move all the way across the board and reach a space in the farthest row from you, it will be promoted. The Pawn is exchanged for any piece that was previously captured. OR if a duplicate of any piece (except a King or Pawn). Under normal circumstances, a player will want to exchange his Pawn for the Queen since it is the most powerful piece. Use a small object to代表 a duplicate piece and promote.
**En Passant**

Ah, the Pawn! For such a simple piece, it has yet another reason for existence. A Pawn moving two squares on its first move is called an “en passant” (in passing) in one special circumstance. If you allowed your Pawn to move two squares on its first move and, as a result, an enemy Pawn is now adjacent to your Pawn, the enemy Pawn can “capture” your advancing Pawn “en passant” (in passing) and end up one square forward of you. This move would be illegal if you had moved any other piece forward, other than a Rook and, if the opposing Pawn captured on this space, then the en passant moves directly behind the player whose Pawn has moved. This rule is not as strange as it seems. The same result would occur if you moved your Pawn only one space forward, rather than two, and the opposing Pawn captured on that space. Thus, the en passant moves directly to a safe space to move to.

**The Bishop**

Power: 3

Your Bishop’s easy pieces to move. Each move, only along diagonal lines. Note one of your Bishop’s will move only along white diagonals, while the other will move along black diagonals–look carefully at the board and you’ll see why.

The Bishop is the best piece to range the board when you “open up.”

**The Rooks**

Power: 5

The Rooks, shaped like a castle, is the most powerful piece aside from the Queen. It is also easy to move and capture. A Rook moves any number of squares in a straight line or diagonally. (Rooks can never move diagonally.)

**Castling**

The Rook has one special power. In the end, the King can make a “castle” move. To make the special move, the Rook and the King must not have moved previously in the game. Further, the space lying between them must be vacant (meaning the pieces that started there have moved elsewhere). AND, none of these intervening spaces can be under attack by opposing pieces (meaning no opposing piece could move onto any of these spaces in its next turn). Castling is the only time during a Chess game that a player can move two spaces on the same turn. To do so, the King must be in check and must move to a square in line with the Rook. The Rook on that side then moves to the King’s space, whether in check or not. This move is the only way that the King can move more than one space and, in turn, each player is allowed to castle once just during a game. Castling is a helpful way of protecting the King, since it will end up closer to the corner of the board, where it is less vulnerable.

**The Queen**

Power: 9

The Queen is the most powerful piece on the board. She can move as many squares as she desires in any straight or diagonal line direction, unless blocked by another piece. (She has the movement powers of a Bishop and a Rook combined!) Because the Queen is so valuable, it is usually wise to bring the Queen out very early. The early-game (cluttered) board makes her less mobile and more vulnerable to capture.

**The King**

Power: The Game!

Though a weak piece, the King is the most vital, for once it is checkmated, the game is over. The King can only move one space per turn, but may move in any direction. There is one important restriction–the King may not move into a position where he could be captured by an opposing piece. (Because of this rule, two Kings may never stand next to each other.)

You should guard your King as well as you can.

**Winning or Drawng**

The game ends when one of the players captures his opponent’s King, or when one of the players resigns, or if there is a draw (“Stalemate”) as a rule of play. See below.

**Checking and Checkmate**

When one player moves an opposing piece, it is said to be “in check.” This means that unless the King moves, it will be captured on the next turn. When a player places the opposing King in check is checkmate (stalemate). Since the object of the game is Checkmate the opposing King, “checking” can lead to Checkmate because once you force the opposing King to move, you have the initiative and can continue to move additional pieces that will put the King in check and so can no longer move without being captured (Checkmated). The only way an opponent can avoid moving the King out of check is by capturing the piece checking the King, or blocking to path to King.

If you have two pieces checking the opposing King simultaneously (“double” Check), you are in an extremely powerful position because the opposing King must move since no player can block or capture both of your pieces on the same move! Note: at the center of No Stress Chess Checkmate also shown a double Check. When the Rook moves as shown, the black King must move away.

**Resigning**

Either player may resign at any time. This generally happens when the opposing piece and the outcome for victory in his case appears bleak.

**A Diagram**

Draw A result when the only two pieces on the board are Kings, regardless of their position, or if the pieces remaining on the board make Checkmate impossible (example: you cannot Checkmate an opposing King if you only have a King and a Bishop left). Draw by agreement, or if the same pieces are moved back and forth to the same spaces on three consecutive turns.

A Stalemate occurs when a player’s only move would cause him to lose his own King (you currently check is check). As long as he can move another piece, or his King can move to an open space, Stalemate may not occur.

**Some Basic Chess Strategy**

Among Chess, Games has probably studied more than any other. Hundreds of books have been published about its strategy. You’ll find Chess exciting, you’ll find satisfying to read one or more of them. For now, here are some basic strategies.

1. **Your Opening move**

The most popular opening move is to advance your King’s Pawn two spaces. This is known as the “King’s Pawn” opening. The second most popular opening is to advance the Queen’s Pawn two spaces (“Queen’s Pawn’s opening.” The second move is typically to advance the other of the King’s Pawn, if the opponent’s King still has not moved, then to advance the other of the Queen’s Pawn, if the opponent’s King still has not moved, then to advance the other of the Bishop’s Pawn. This move is called “King’s side castling.”

2. **Your King’s side castling**

If the Rooks takes some time to get in position, it is well blocked. But once it is in, it is open and can attack at long distances.

3. **Spot Opposing Weaknesses**

This means spotting a piece you can capture without your opponent capturing your attacking piece. And it also means looking at your opponent’s Pawn formation and finding weak points. Pawns “properly” move support each other and dearer raptor advances by many powerful oppos.

4. **Attack**

If the opponent cannot defend its weakness, attack! You’ll gain the initiative. Once you have even a small advantage, it often pays to “exchange” pieces of equal power, to open the board for your other pieces. Many powerful pieces can range over 2 or 3 threatened moves at once.

5. **Focus**

If you have several pieces positioned to potentially attack a common space, you can dominate that space if it exchanges takes place.

6. **Go For Check**

Once you have the initiative and have your powerful pieces in play and have caused your opponent to lose more power then you have, it is time to attack his King. Be patient; Chess is not a game for the realistic.

**Stalemate**

A Stalemate occurs when a player’s only move would cause him to lose his own King (you currently check is check). As long as he can move another piece, or his King can move to an open space, Stalemate may not occur.

**Drawn position**

Drawn positions are positions where neither player can make a move that will change the outcome of the game. These positions are known as “draw” or “Stalemate” as a rule of play. See below.

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