





studios
about this game

This is the "bronze" version of Chess, in English. It is a traditional European game with Indian origins and the rules, as well as this design by Ocastudios, are in Public Domain. This game is distributed as a PDF so anyone can download, print and play it. For more information, visit www.ocastudios.com/rights

Printing instructions:

- don't print pages 1 and 2,
- print on both sides of the paper (even pages are the backs of odd pages).

History

Chess descends from board games developed in India, the oldest recorded being known as "chaturanga", from the sixth century of our era. The game was soon taken into Persia where it was adopted by the nobility (the expression "check-mate" descends from persian "Shāh Māt", meaning "the king is helpless"). Following the Islamic Conquer of Persia in the seventh century, the game was brought into the Muslim world, from where it spread into Europe, from Portugal to Russia.

In Europe, chess soon became a popular game rich in variations. Since it was a game of skill rather than luck, it became popular with noblemen, scholars, knights and clergy alike. In the fifteenth century it had roughly the same form as the modern game. The eighteenth century saw the popularization of tournaments, the crescent community of professional players and an unprecedented sophistication of techniques.

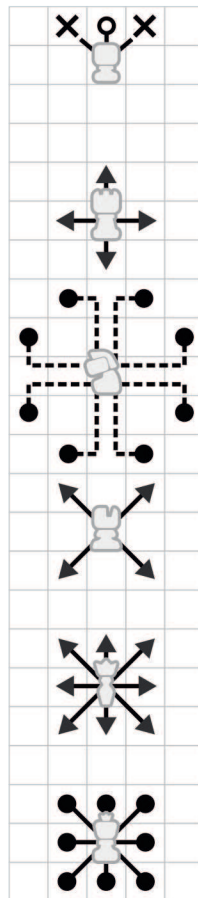
A story commonly associated with chess tells us that an Indian mathematician, having invented chess, presented it to his king. The king was so impressed that he allowed the mathematician to choose his own reward, and what he asked was, simply, rice. He asked the king for one grain of rice for the first square on the board and for each next square twice the rice of the previous (so two grains for the second square, four grains for the third square and so on). The king promptly accepted but, after weeks, still no one could calculate the size of the king's debt - they only knew the cost of all that rice was greater than the value of the whole kingdom. To honor his debt, the king was then forced to give the whole of his kingdom to the mathematician.

(In case you're wondering, the result would be just less than 18.5 quintillion grains: a mountain of rice taller than Mount Everest and enough to provide for all contemporary demand for rice for 800 years.)

Understanding the game

In chess, two players take command of armies with the object of capturing the opponent's king. Each army has 16 pieces of 6 different types: pawns, rooks, knights, bishops, a queen and a king.

Movement



Pawns may move one space forward, but they may not capture when doing so. They may also move forward diagonally one space, but only when doing so results in a capture.

Rooks may move as many spaces as they wish orthogonally (forward, backward or to the sides). They cannot jump over other pieces.

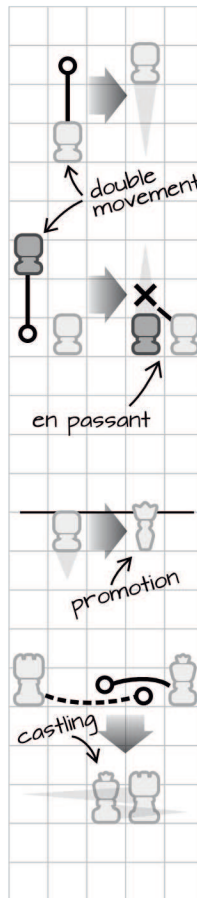
Knights may move two spaces orthogonally and then make a 90° turn and move one more space. This movement is said to resemble an 'L'. Knights, and only them, may jump over other pieces, be them enemy or ally.

Bishops may move as many spaces as they wish diagonally. They cannot jump over other pieces.

The queen can move both as a bishop and as a rook. This means moving as many spaces as she wishes either orthogonally or diagonally, but may not jump over other pieces.

The king may move one space in any direction, orthogonally or diagonally.

Special Movement



In his first move, any pawn may move two spaces forward, although they cannot capture when doing so.

If a pawn has just moved two spaces in his first move and ended up by the side of an opponent's pawn, the opponent may capture it with a move called 'en passant'. To do it, he moves his pawn forward and diagonally, ending his turn in the empty space the captured pawn just rushed through.

When it reaches that last row of the board, a pawn may be promoted. It is removed from the game and any other piece, except for a new king, may be put in its place. This way it is possible for a player to control 2 or more queens or more than 3 knights, for example.

'Castling', the last of the special moves, involves moving the king two spaces towards a rook and, at the same time, moving the rook towards the king, jumping over him and landing one space beyond. It may only be done if some conditions are met: neither the king or the rook may have previously moved; there may not be any pieces between the two; the king may not be in check; and the king may not move through a space under enemy attack (a space that an enemy piece could reach in one move).

How to Play

Players must set their pieces on the spaces indicated on the board. A player will control the white pieces and start the game. In his turn he must move one of his pieces to an empty space or to a space occupied by an adversary - in this case causing a capture (see below).

After his move, each player must pass the turn to his opponent.

Captures, check and check-mate

When you move a piece to a space occupied by an opponent's piece, you capture it and removed it from the game.

When a piece moves to a position where it could capture the opponent's king in one move, that king is said to be 'in check', and his controller must be warned about it.

When a player's king is in check, his next movement must be to free him. He may move the king from danger, for example, capture the threatening piece or place a third piece as obstacle.

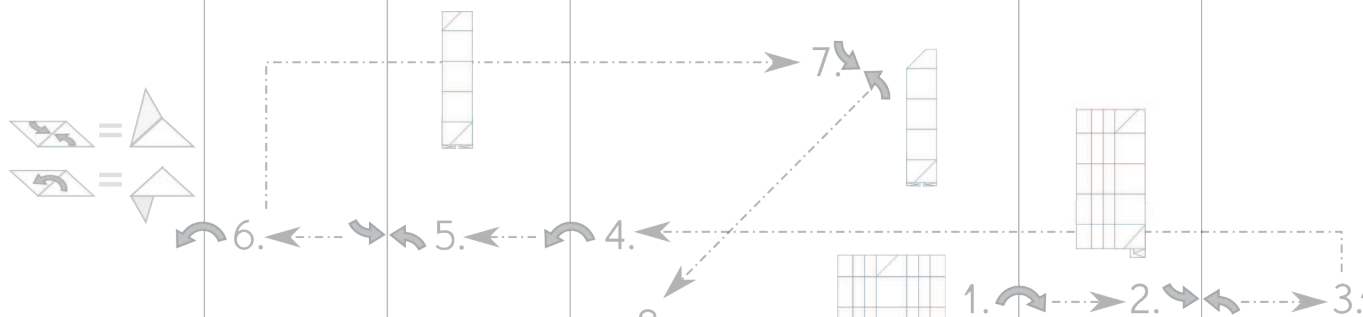
A player may not move one of his own pieces if it causes his own king to be in check.

If a player checks the opponent's king in a way that it has no possibility of escape, then a 'check-mate' occurred. The game ends and the player that caused the check-mate is the winner.

Ties

Although a draw in chess is a rare event, it can occur under five conditions:

- 1) One of the players, in his turn, has no valid move and, yet, his king is not in check.
- 2) If the same disposition of pieces occur in the game for the third time (either before or after his move), a player may demand a tie.
- 3) If both players have made 50 consecutive moves each, with no pieces being captured and no pawns being moved, then any player may demand a tie.
- 4) If there are not enough pieces on the board to cause a check-mate. This happens is the players control only: king/king; king+bishop/king; king+knight/king; or king+bishop/king+bishop when the bishops occupy spaces of equal colors.
- 5) If both players agree to it.



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Start here

First you'll have to fold two sheets into modular pieces.

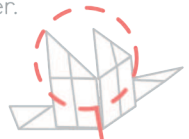
Once folded, it's time to assemble them into a box. To do it, follow the instructions below.

Instructions for assembling the box

I. Place the sheets as an X.



II. Fold up two sides next to each other.



10.

III. Lock a tab into the pocket of the tab to its left.



IV. Fold up the remaining sides, locking them as per above.



Warning! The box is very resistant, so open it gently as not to tear the paper.

11.



12.



chess

*It takes 30' to learn the game. Durations may vary.

number of players	2	ages	7+
duration of a match*	40'	duration of assembly	30'

ludus classicus



































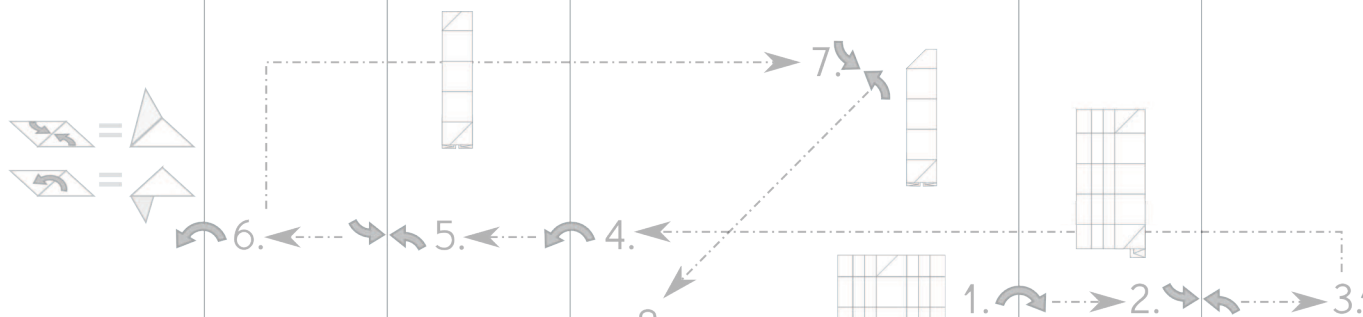
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chess



								8
								7
								6
								5
A	B	C	D	E	F	G	H	
								4
								3
								2
								1



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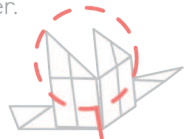
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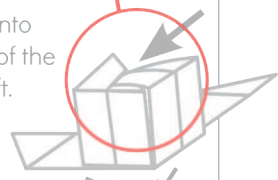


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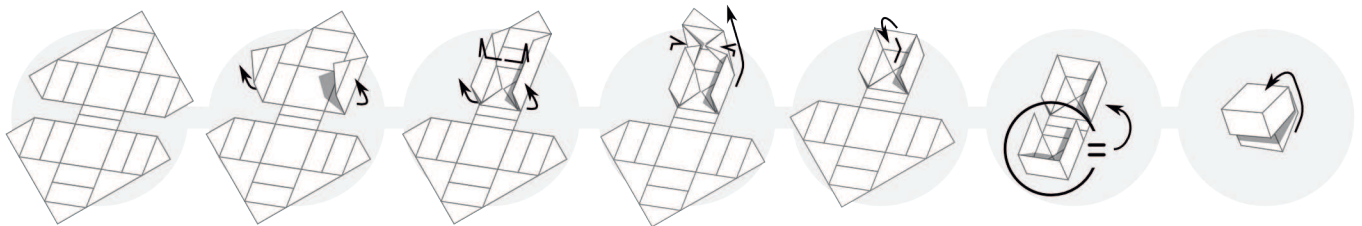
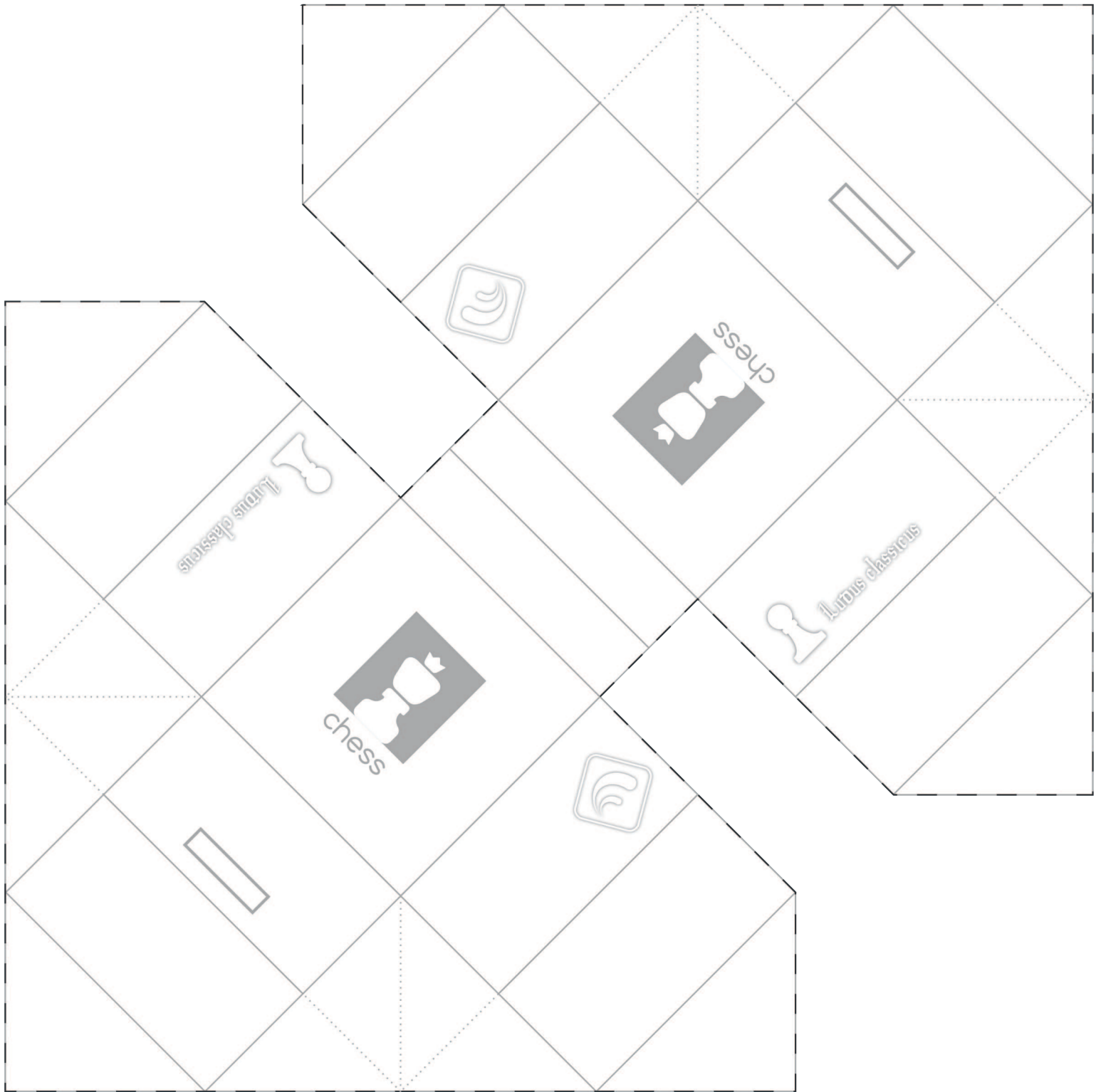


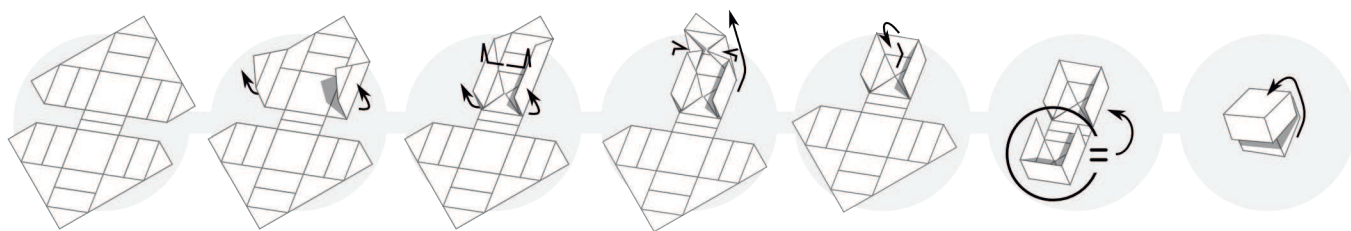
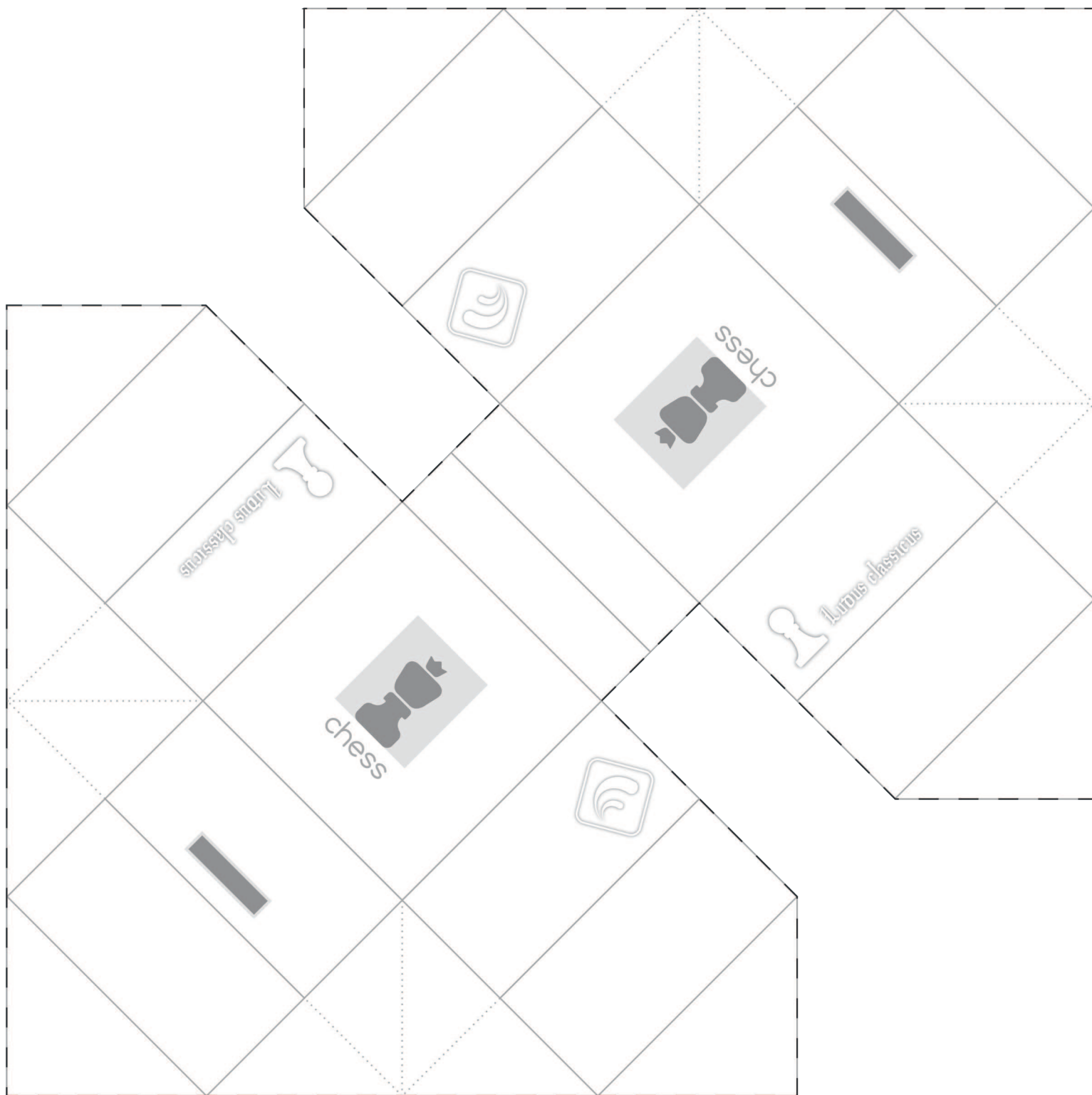
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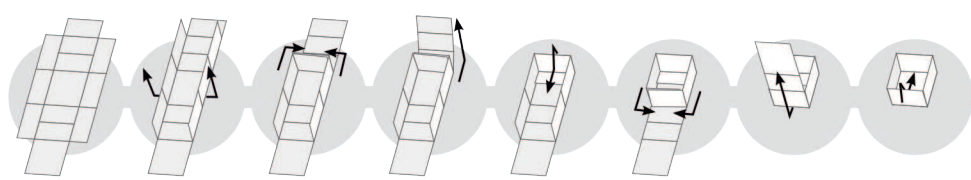
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chess









1

queen

queen

1

rook

rook

2

bishop

bishop

2

knight

knight

3

pawn

pawn

3

pawn

pawn

4

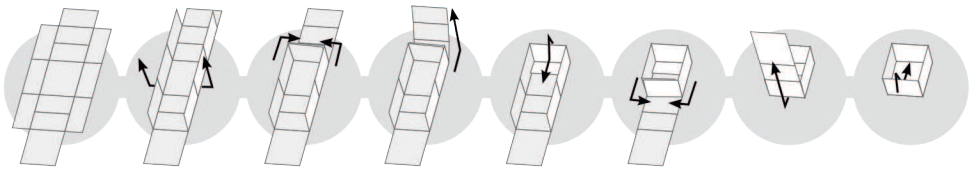
pawn

pawn

4

pawn

pawn



1

king

king

1

rook

rook

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bishop

bishop

2

knight

knight

3

pawn

pawn

3

pawn

pawn

4

pawn

pawn

4

pawn

pawn

