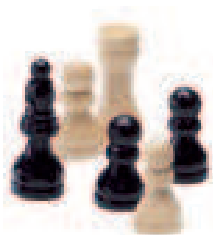


# Échecs

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Contenido • Contenuto



X 16



# Dames

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• Inhoud • Innehåll • Indhold  
Conteúdo • Игровой комплект

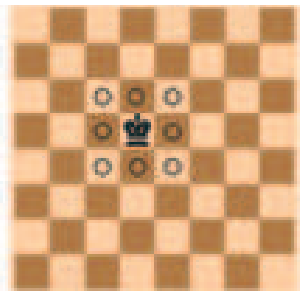


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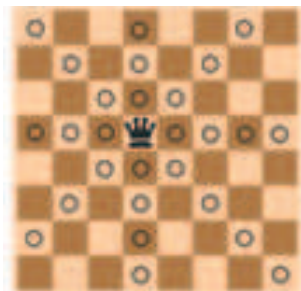


# Échecs

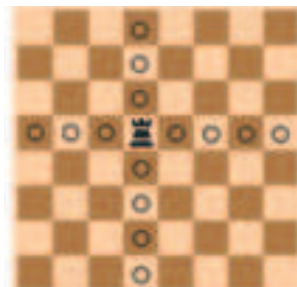
Déplacements des pièces • Moving the pieces  
Zugregeln • Desplazamiento de las piezas • Movimento dei pezzi  
Verplaatsen van de stukken • Pjäsernas förflyttning  
Træk • Deslocação das peças • Ходы фигур



Roi - King - König - Rey  
Re - Koning - Kung - Konge  
Rei - король



Dame - Queen - Dame - Dama  
Regina - Dame - Dam - Dronning  
Rainha - ферзь



Tour - Rook - Turm - Torre - Torre  
Toren - Torn - Tårn - Torre - ладья



Fou - Bishop - Läufer - Alfil - Alfieri  
Loper - Löpare - Løber - Bispo - слон



Cavalier - Knight - Springer  
Caballo - Cavallo - Paard - Springare  
Springer - Cavalo - конь



Prise - Capture  
Schlagen  
La captura - Scacco matto  
Wegnemen van stukken  
Angrepp - Angrepp  
Recolha - Captura - ВЗЯТИЕ

Pion - Pawn - Bauer - Peón - Pedone  
Pion - Bonde - Bonde - Peão - пешка

## GB Game rules

# Échecs

**A game of strategy:** The player develops a strategy to counter his opponent's tactics and win.

**Age:** 6 and over

**Number of players:** 2



The game is played on a chessboard with 64 alternately light and dark-coloured squares.

**N.B.:** always place the board with a light-coloured square in the bottom right-hand corner.

Each player has 16 pieces: 1 King, 1 Queen, 2 Bishops, 2 Knights, 2 Rooks and 8 pawns which are set out as shown above at the start of the game.

**N.B.:** the Queens are always placed on their colour.

## Aim

Capture your opponent's King: checkmate.

## Rules

Lots are drawn to decide which player will play the light pieces. This player also starts the game. Both players must move one of their pieces during their turns – players cannot "pass". The players take it in turns to move one of their pawns.

- **Moving the pieces** (see the diagrams at the beginning of the book).

A piece can never move over another piece (except the Knight).

**The KING** is the most important piece in the game; if he is captured, the game is lost!

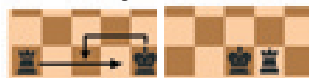
The King can be moved one square at a time in any direction ... and also has a special type of move known as Castling.

- Castling involves moving the King and a Rook at the same time if they have not already been moved:

*King's castling*



*Queen's castling*



**The QUEEN** The QUEEN moves any number of squares in any direction.

**The ROOK** moves an unlimited number of squares vertically or horizontally.

**The BISHOP** moves an unlimited number of squares diagonally.

**The KNIGHT** moves three squares: one or two horizontally (or vertically) and the rest in the other direction. We also say that he moves in an « L » shape.

The Knight is the only piece that can jump over other pieces.

**The PAWN** always moves forwards and can never move backwards. It can only move one square at a time, except on its first move, when it can move forward two squares.

**Important:** to capture an opponent's piece, the Pawn has to move diagonally forwards by one square. If the Pawn reaches the last row on the board, the player can turn it into a Queen, Rook, Bishop or Knight (so a player can have 2 Queens, for example).

- **Capturing a piece**

A piece is removed from the game when an opponent's piece moves on to the square that it was occupying. A piece captures an opponent's piece by moving in the normal way, apart from the Pawn, which has to move diagonally forwards when capturing a piece.

**Who wins?** The player who puts the opponent's King in a position in which it can no longer move wins the game. The King is said to be in **CHECKMATE!** A game of chess can also finish in a draw.

## F Règle du jeu

Nombre de joueurs : 2  
Durée : 10 à 20 minutes

### But du jeu :

Le vainqueur est celui qui a pris tous les pions de son adversaire ou a bloqué la partie de sorte qu'aucun mouvement ne soit encore possible.

### Déroulement :

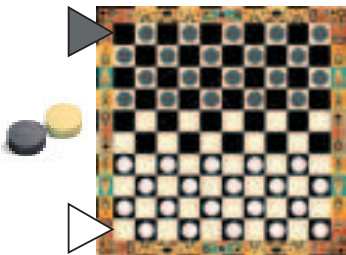
Les joueurs placent leurs pions comme l'image.

Les pions se déplacent d'une seule case à la fois en diagonale et en avant. Un pion peut sauter par-dessus un pion adverse en avant ou en arrière pour le prendre, à condition que la case d'arrivée soit inoccupée. Après cette prise, et si la même situation se présente, il continue à prendre les pions adverses de la même façon. La prise est obligatoire sinon l'adversaire peut prendre le pion en disant : « Souffler n'est pas jouer ! ».

### La dame

Lorsqu'un pion arrive sur la ligne de fond adverse, il devient « dame » (▲ △). On lui superpose un pion gagné par son adversaire. La dame peut se déplacer sur toute la diagonale en avant et en arrière et prendre les pions adverses se trouvant sur sa ligne s'ils sont espacés d'au moins une case libre. Elle peut continuer son déplacement en changeant de diagonale si une autre prise est possible.

# Dames



## GB Game rules

Number of players: 2  
Playing time: 10 to 20 minutes

### Aim:

Capture all your opponent's pieces or prevent your opponent from being able to move a piece.

### Rules:

The player place their pieces as shown on the diagram.

The pieces move diagonally forwards one square at a time. A piece captures an opponent's piece by jumping forwards or backwards over it, as long as it lands on an unoccupied square. A piece can capture more of the opponent's pieces during the same go in the same way. Players must capture an opponent's piece when it is possible to do, otherwise the opponent can take their piece, saying "Huffing is not playing!"

### The king

When a piece reaches the opponent's end line, it becomes a "King" (▲ △): take one of your pieces captured by your opponent and put it on top of your King piece. A King can move forwards and backwards all along its diagonal row and capture the opponent's pieces that it can jump on that row. A King can also continue its move in another diagonal direction if a piece can be captured.

