TO START
Separate the Bronze coloured pieces from the Silver coloured ones, and
decide who plays silver. Silver makes the opening move. While your
game features chess pieces depicting various Lord of the Rings
characters, the corresponding chess piece each figure represents is
embossed on the base. After sorting the pieces, each player will have
the following:

**SILVER ARMY**
- 8 Hobbit™ Pawns
- 2 Boromir™ Rooks
- 2 Aragorn™ Knights
- 2 Frodo™ Bishops
- 1 Gandalf™ King
- 1 Galadriel™ Queen

**BRONZE ARMY**
- 8 Goblin™ Pawns
- 2 Orc™ Rooks
- 2 Uruk-hai™ Knights
- 2 Cave Troll™ Bishops
- 1 Saruman™ King
- 1 Ringwraith™ Queen

**SET UP THE BOARD**
Place the board between the two players so that each player’s right
hand corner square is a light one. Set up the board making sure that
the Silver Queen is on a light square and that the Bronze Queen is on
a dark square. In keeping with the Lord of the Rings theme, the good
army (Silver) should be placed in Western Middle Earth™ and the evil
army (Bronze) should be placed in Eastern Middle Earth™.

**Set up for each army is as follows:**
- Bottom (first) row: Rook, Knight, Bishop, Queen, King, Bishop, Knight
and Rook
- Top (second) row: Pawns across the entire row.

**BASIC CHESS RULES**

**PAWN:** The pawn being the weakest piece 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 cannot 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 its 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 piece. A pawn safely reach the opponent’s first row, it is
exchanged for a Queen or any other piece the player chooses, except
the King. Thus, it’s perfectly possible to have two White or Black
Queens on the board at the same time.

**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 the
diagonal as are VACANT. He may capture any enemy piece appearing
on the same diagonal, providing no other piece lies between captor and
captured. No chess piece, 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.

**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 or vertical. It, too, can
capture any opposing piece appearing on the same row, providing
no piece of its own colour comes between it and the enemy.

**KNIGHT:** In a single move the Knight can go two squares in any
direction (not diagonally), then one square at right angles to the
direction of the first part of the move. The Knight is the only chess
piece that can hop over other pieces when moving.

**QUEEN:** She is the most powerful piece on the board, for she has
the combined powers of the Bishop and the 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.

**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 cannot move into “Check.”

**CAPTURING EN PASSANT**
In this special rule, a pawn can be captured after taking a double-
square move. If the Pawn lands on a square with an opposing
Pawn adjacent to it, the opposing Pawn may, on its next turn, move
onto the square passed over by the first Pawn, to capture it. If the
opposing Pawn does not take advantage of the en passant rule on
its next turn, the first is safe from any future en passant capture.

**CASTLING**
This is a special move that allows both the King and the Rook to
move on your same turn. It helps the Rook protect the King when
it might otherwise be stuck behind a wall of Pawns.

Castling can only be done when:
- Neither the King or the Rook has moved from its starting position;
- There is a clear path between the King and Rook;
- The King cannot possibly be captured on its original square, the
  square it moves through, or the square on which it ends its move.

To castle, move the King 2 squares toward the Rook you are
casting with. Then move that Rook to the adjoining space on the
other side of the King.

**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 not remove the piece but says “Check” – the King is then said
to be “In Check.” The player controlling that King now tries to free
him for Check, in one of 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 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 wins the game.

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