

THE LORD OF THE RINGS™

THE RETURN OF THE KING™

CHESS SET

AGES 8+
For 2 Players

CONTENTS:

32 Hand-Sculpted and Finished Chess Pieces • Gameboard

TO START

Separate the Ancient Bone (White) colored pieces from the Antiqued Bronze (Black) colored ones, and decide who plays White. White 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:

Ancient Bone Playing Pieces

1 Aragorn King
1 Arwen Queen
1 Gandalf & 1 Frodo Bishop
1 Merry & 1 Pippin Knight
1 Legolas & 1 Gimli Rook
8 Sam Pawns

Antiqued Bronze Playing Pieces

1 Tower of Barad-Dur King
1 Ringwraith Queen
2 Gollum Bishops
2 Warg-Rider Knights
1 Wormtongue & 1 Saruman Rook
8 Orc Pawns

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 White Queen is on a light square and that the Black Queen is on a dark square.

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

The Pieces and How to Move Them

As soon as you learn the simple moves of the various chess pieces, you're ready to start.

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 can not advance until that piece gets out of the way. The Pawn can capture any opposing piece that 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 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 color comes between it and the enemy.

KNIGHT: The Knight moves in small L-shaped jumps. He cannot move diagonally, only horizontally or vertically, taking either two steps horizontally and one vertically or two vertically and one horizontally. When a Knight leaves a square, he always lands on a square of the opposite color. The Knight is the only piece that can jump over the other pieces, which means he can get out from behind the Pawns at the beginning of the game, while the Bishops, Rooks and the King and Queen must wait for the Pawns to move. The Knight does not capture the pieces he jumps over; he takes prisoners the same as any other piece would, by removing the opponent from the square he lands on.

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 can not 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 Pawn 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 game 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 the 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.
- The King is not in check.

To castle, move the King 2 squares toward the Rook you are castling 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 from 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.

STALEMATE

In some instances, Checkmate is not possible: not enough pieces remain to either play to confine a King in Checkmate, or a position has been achieved in which a King is driven In Check back and forth onto the same squares in "perpetual Check." In these cases, the players have reached a draw, or "Stalemate."

RESIGN

A player can resign the game, which means that he has lost and his opponent has won.

DRAW

After making a move, a player can propose a draw: his opponent can accept the proposal (in which case the game ends in a draw) or refuse the proposal and the game will continue.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P. O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC, Canada J4G 1G2

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