

Desyllas Classics

CHIESS

DRAUGHTS ~ BACKGAMMON

~ RULES ~



CHESS: RULES

Introduction

Chess is a board game that has its origins in antiquity and still has countless friends around the world. Each game is a different strategy game experience. With the identity of the traditional and the sophisticated, chess is the most timeless game that rewards strategy and is not based on the luck factor. Both the game board and the pieces are made entirely of high quality wood that gives a different sense of play.

Contents - game preparation

The chessboard consists of 64 equally large squares in eight rows and eight columns. The board must be placed on the table in such a way that there is a white square in the lower-right corner when seen from the player's point of view. The pieces are positioned as shown in figure 1. The queen always stands on a square of her own colour (the white queen on a white square and the black queen on a black square). One player plays with the white pieces and the other player plays with the black pieces. The white player always starts.



• 1 Queen



• 1 King



• 2 Rooks



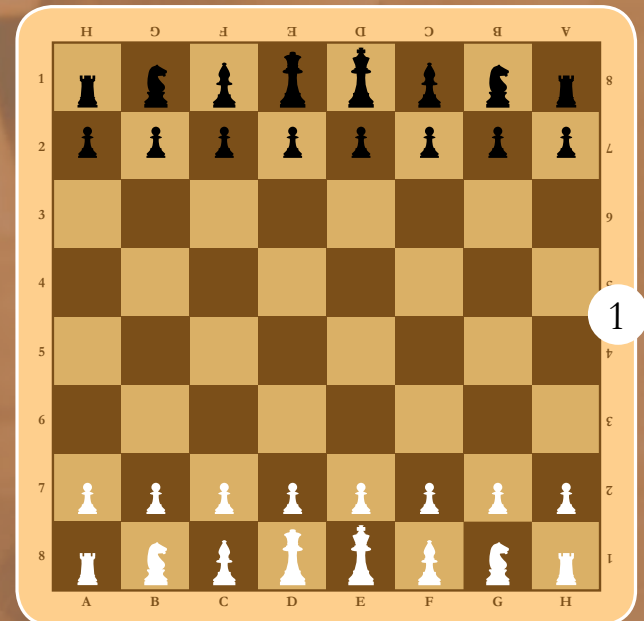
• 2 Bishops



• 2 Knights



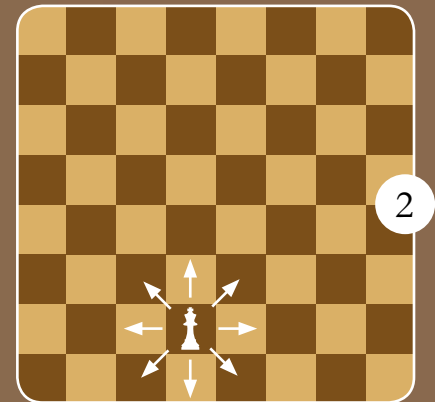
• 8 Pawns



Moving the pieces

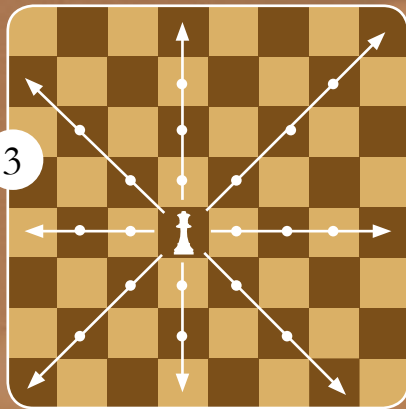
• The king:

The king moves one square in any direction (see figure 2). In contrast with all other pieces, the king enjoys the privilege that he cannot be taken without the warning “Check!” being expressed in advance to draw the player’s attention to the threat by an opponent’s piece.



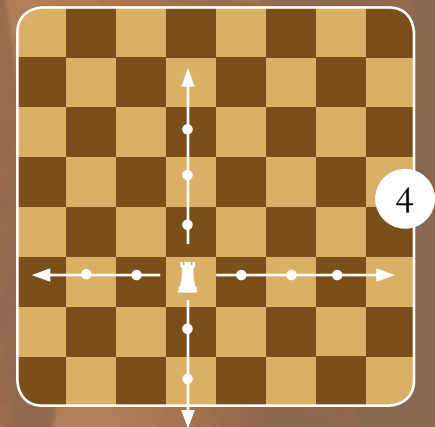
• The queen:

The queen is the strongest piece, since she may move in all eight directions any number of squares up to the edge of the chessboard (see figure 3). For this reason, she is superior to all other pieces with regard to freedom of movement and fighting strength.



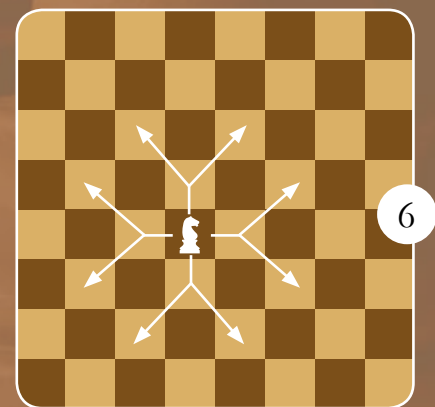
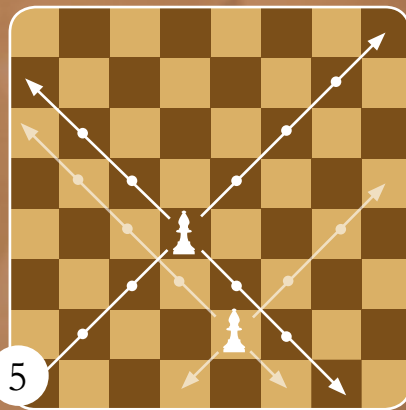
• The rook:

The rook moves in four directions in a straight line, horizontally or vertically, any number of squares (see figure 4). It may only attack and take opposing pieces in these straight lines.



• The bishop:

Each player has two bishops, one of which is on a white square, and the other on a black square. The bishops may not land on a square of the opposite colour at any time during the game. The bishop moves any number of squares in a straight diagonal line in four directions (see figure 5). The bishop to the king’s right is called king’s bishop, while the bishop to the queen’s left is called queen’s bishop.



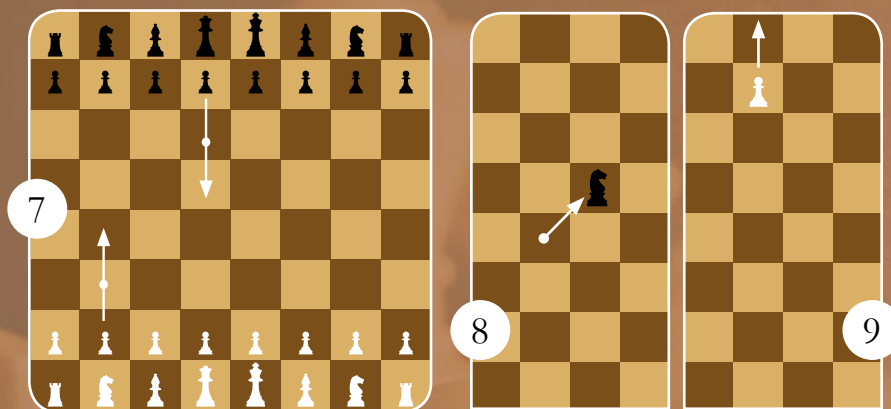
• The knight:

The knight is the only piece that can jump opposing pieces. The knight makes a move that consists of one step in a horizontal or vertical direction, and then one step diagonally in an outward direction. This means that the

knight always ends his movement on a square of a different colour than his starting square (see figure 6). Therefore, the knight has a large sphere of activity and is very manoeuvrable.

• The pawn:

From his starting square, the pawn may move one or two squares straight ahead (see figure 7). After its first move, it may only move one single square straight ahead. It is the only piece that may move in a single direction only. When taking opposing pieces, the pawn goes one square diagonally for ward (figure 8). When a player moves a pawn to the last row of the board, he replaces the pawn by a piece of his choice; this does not have to be a piece that has already been taken (see figure 9).



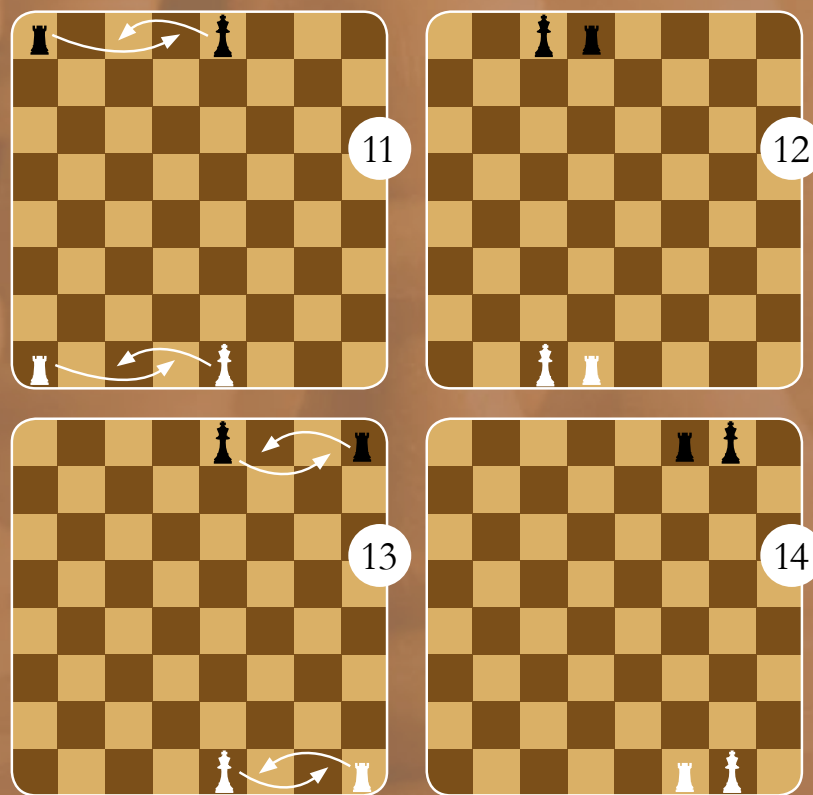
Special moves

• Castling:

Castling is an effective double move: Two pieces (the king and a rook) can move simultaneously in order to protect the king. There is a castling king's side (see figures 11+12) and a castling queen's side (see figures 13+14). During castling, the rook is always led to the king that moves over the rook.

You may only execute a castling if:

- Neither the king nor the rook has been moved in the game
- The king is not in check
- There is no opposing or own piece between the king and the rook
- The king does not move over or to a square that is being attacked by an enemy piece during the castling move



- **Check/Mate:**

When the king of a player can be taken by a piece of the opponent, the king is in check, and the opponent has to say “Check!” Now the king must try to escape from this threat. Players try to take the opponent’s king – to check- mate him. There are always two requirements for a mate:

- a) The king’s square is attacked, putting him in check.
- b) The player cannot make a move to save the king.

- **Draw:**

If each player only has his king or his king and another additional piece left, the result is a draw.

The following general rules and notes should be observed:

1. After the first phase of the game (opening), during which the pieces reach their first new positions, follows the middle game. This is the true battle for decisive advantages through taking opposing pieces and reaching good positions in order to checkmate the king in the last phase.
2. A player can take a piece of the opponent by moving one of his own pieces to the square that contains a piece of the opponent. The opponent’s piece then is removed from the board.
3. Early castling is important for the king’s protection.
4. Open squares (i.e. lines that are not crossed by pawns) should be protected by the rook, the queen, or the bishop. In this way, players can use their pieces can attack several squares and restrict their opponent’s movement.
5. Players should always protect their pieces by several pieces.

DRAUGHTS: RULES

Draughts is played on chessboard, i.e. 8×8 squares with alternating light and dark squares. Each player gets twelve pieces of the same color. The two colors are called “white” and “black”, but the actual color of the pieces could be different. The pieces are “washer” shaped. To start the game, the two players sit opposite each other and the dashboard is placed so that the bottom right square on the side of each player is white.

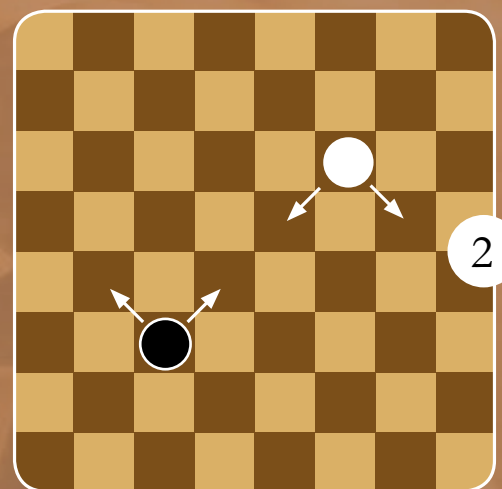
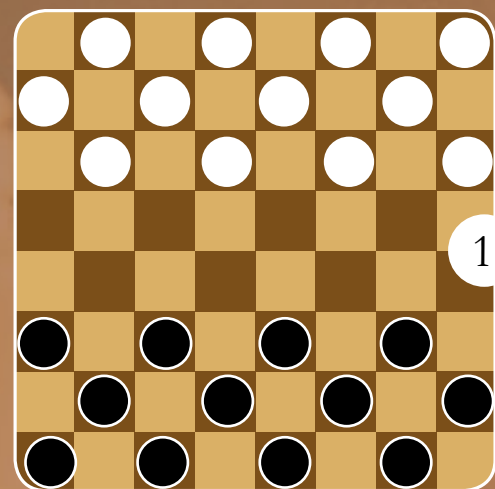
Players choose the color of their pieces at random and the “white” player starts first. Each player’s pieces are placed in the 12 black squares closest to him.

How to play the game

The two players play alternately, moving one piece each time. The pieces move only diagonally across the black squares, always forward and one square in each move.

When a piece reaches the opposite end of the dashboard then it turns into a “king” and to distinguish it we place on it an additional piece. The “king” has the ability to move diagonally, either forward or backward, as many squares as the player wants in a single move.

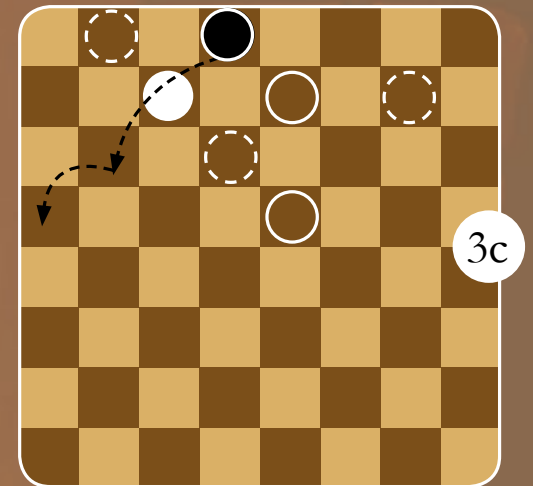
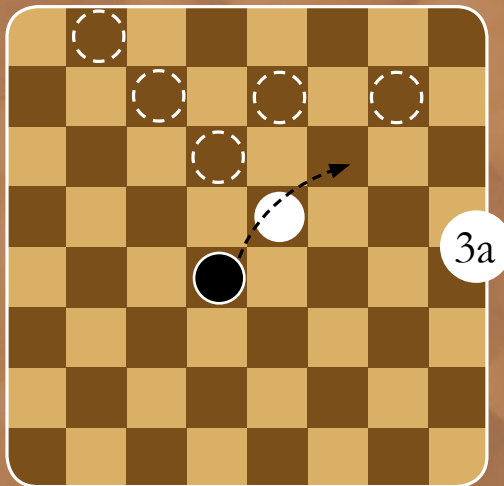
Each player can “capture” an opponent’s piece in his turn, if the opponent’s piece is on the square next to it, in diagonal position (front or back), with the next square behind it empty. The piece “jumps over” the opponent’s piece, and lands a position diagonally behind the piece that is “captured” (fig. 1). If there is another piece of the opponent that can be “captured”, next to the new position that the piece landed, it “captures” that as well (in the same move) and so on. (fig. 2). If during this move a piece becomes a “king” and can continue to capture an opponent’s piece backwards, the player does so and he can choose how many squares behind the captured piece he wants to stop.



During the “capture” movement, each piece that is “captured” remains on the board but can’t be “captured” again in the same move. At the end of the movement, each piece that is “captured” leaves play.

If the player has the ability to “capture” an opponent’s piece, then he is obliged to do so. If immediately after that he can “capture” a second piece, then he is obliged to make the extra moves in the same round. Thus, his turn ends only when to “capture” another piece is not possible.

If more than one piece has the ability to “capture” an opponent’s piece, then the player decides which of these pieces will move. Also, if there are multiple pieces of the opponent that can be “captured”, the player chooses which one to capture.



Purpose of the game

The winner of the game is the player who will be able to capture all his opponent’s pieces or create such conditions that the opponent can’t move at all.

BACKGAMMON: RULES

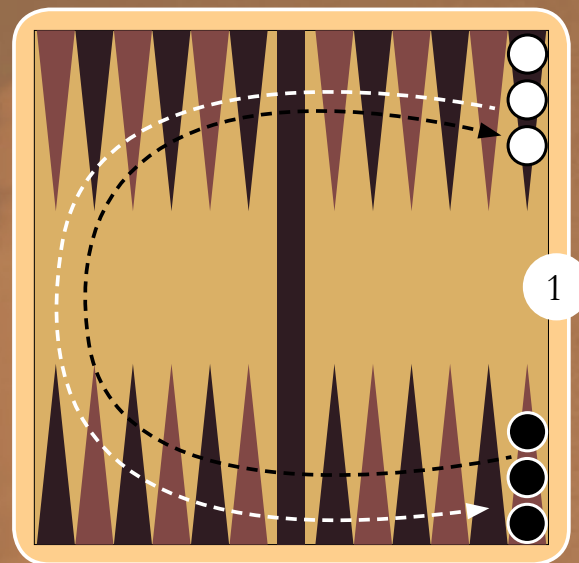
Game Description

Backgammon is divided into 4 boards with a track of 6 long triangles each, called points, so it has a total of 24 points (Figure 1).

Each player has in front of him his inner board and on the opposite side his outer board.

His checkers move cyclically, from the inner board to the outer board.

The aim of the game is to move all of its pieces from the inner board to the outer board, where he can start “bearing off” his checkers. The first player to “bear off” all his checkers wins the game.



Backgammon Games

There are three popular backgammon games in Greece: portes, plakoto and fevga.

Backgammon is usually played in a match with a winner who arrives at the pre-agreed number of 3, 5, 7 or 11 victories. In a backgammon game the above three basic games are played alternately while the winner of each game has the “first roll” to the next one.

If one player succeeds in picking up all of the checkers while the opponent has not picked up one, then the win counts for a double.

To start the game the opponents have to throw off a dice. Whoever wears bigger plays first. If they carry the same, they are re-emerging.

General Rules

The roll is simple when the dice are different (eg 1-3, 4-6, 2-5).

The roll is double when the dice are the same (eg 1-1, 4-4, 6-6).

When a player carries a simple roll, he moves his own checker that he chooses in the direction of movement and the number of positions according to the one dice. Then he plays the other dice in the same way, with the same checker that he played before or with a different one.

The player can play first any of the two dice indications he wants and he has to play both dice indications. But he can not play the dice so there is no way to play the other if there is a way to play both. If he can not play any indication of the dice he loses his turn. If he can not play both dice, but he can only choose one of the two, then he chooses himself who wants to play.

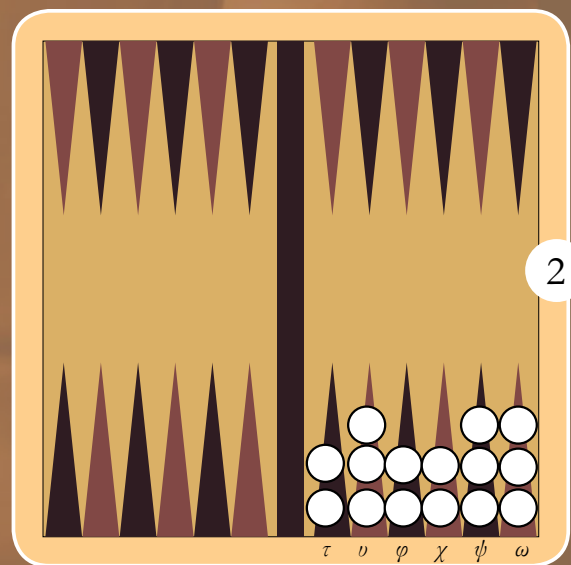
Double dice are played in the same way as simple dice, just the player plays four times the overall clue of the two dice.

If he can not play all four times, then he plays as many as he can play.

When a player brings all of his checkers to the picking area, he has the right to start collecting. When the player is picked up, the player can pick up pieces of checkers from the positions indicated by the dice he dropped (see figure 1). In order to get a checker from the position, a dice is required with 1, from ψ 2, \times 3, φ 4, 5 and 6. It is essentially like moving the checkers to some a post- ω position which before being allowed to gather was not free. The player also has the right to move his checkers properly. This is called “breaking”. “Picking” is mandatory from the highest position to the smallest, provided there is a checker to “gather”.

If a player does not have a checker in the position from which he normally takes a checker then he is forced to “break”.

If he does not have a checker in the position from which he normally takes a checker but has no checker and no place behind it (eg if he has 4 and has no checkers at the positions t , u , φ) he then takes a checker from the back position which has a checker. If only one checker is left during the “pick-up,” the player throws only one of the two dice.



Doors:

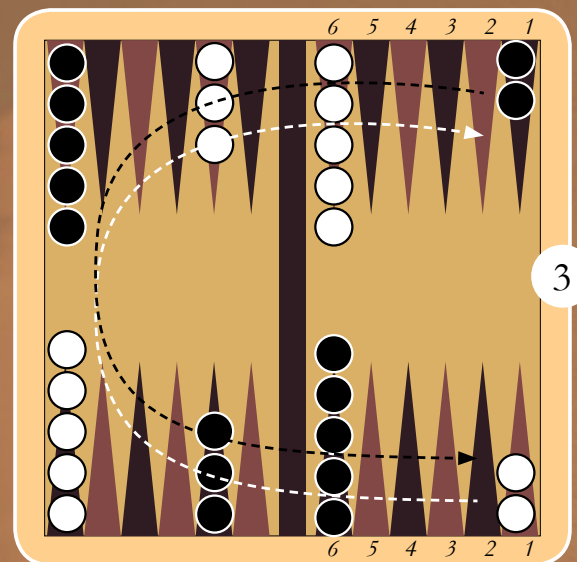
The initial setup is shown in Figure 2. Each player has fifteen checkers of his color. The “white” player bounces down the right and the “black” player on top right. The farthest checkers of the white player are the two white upper right while 5 checkers are already in the picking position. Each player has the boot area of the opposing player as the starting point for the two players to start from the same side.

The game is called Doors because the goal is to create “doors” to transport our checkers safely to the gathering area. “Door” is the column occupied by 2 or more checkers of the same color. If a checker is left alone on a column then he is free to be hit by the opponent.

The two farthest checkers are the most difficult to transfer to the pickup area as they have to travel the longest route and have no other checkers nearby to create doors.

When a checker stays alone on a column, the opponent has the ability to “hit” it if his own checker moves so that he ends up in that position while playing one of his two darts. When a checker is hit by the opponent, the checker comes out of the game. If a player has one or more checkers out of play, he can not make any move until he returns all his checkers to the game. The reset is done by inserting the checker into the boot position according to the dice (see figures in the boot areas in figure 2). The player has the right to use whichever he wants from the two dice he has brought, but is required to place it. In the event that he can not place it (because there are enemy doors in the positions of the dice he brought) he ends his turn.

Once a player has succeeded in moving his fifteen checkers to his picking area, he begins to “pick up”. If, however, during the “pick-up” the opponent “knocks” his checker, he / she is not allowed to continue the pickup before bringing it back to the picking area. If he has to, but can not “break” because he hits a rival door, he loses his move (unless he has another way to play it).



Placout:

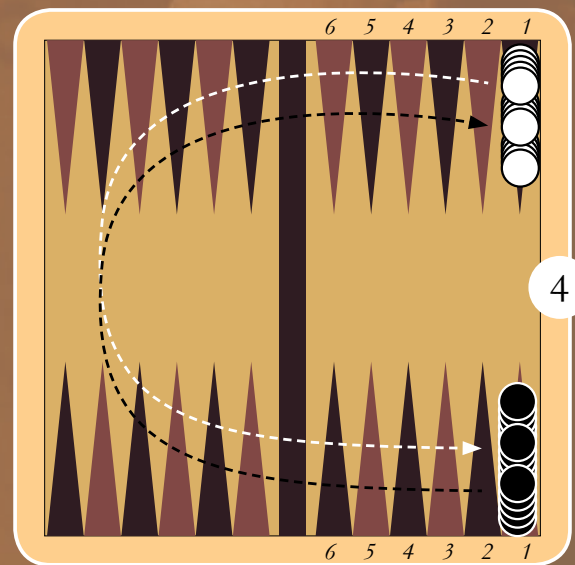
Each player starts with 15 checkers on his side just opposite his opponent (picture 3). Each player has the boot area of the opposing player as the starting point for the two players to start from the same side.

In order to reach a raised position, the player must move all his checkers to his picking area, but at the same time he will have to delay the opponent by moving his checkers to his own picking area.

A checker can only be moved to an “open” point, one not occupied by two or more opponents’ checkers.

Two of the player’s checkers in the same position or one or more of their checkers that hit the opponent’s checker create a “door” and at that point the opponent can not put his checkers. The “hit” of a single opponent’s bird is one of the player’s main weapons to win “doors” on the board to move his checkers faster and easier, but also to delay the opponent. The opponent’s checker remains blocked until the player gets his own (or his own, if more) above. If the player succeeds and “hits” the opponent within his area, he gains an important advantage as the checker will probably only be released during the pick-up.

The last checker at the starting point is called “mana”. If the player manages to hit the opponent’s “mate”, the game ends twice as soon as he manages to get his own “mother” from his own position. If both players grab the opponent’s “mother” they can not reach either of them and then we have a draw.



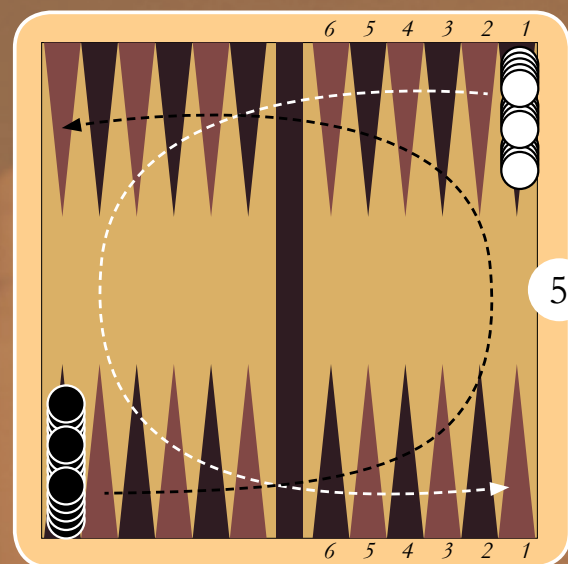
Feff:

Each player starts with 15 checkers. The initial setup is shown in Figure 4

In order to reach a raised position, the player must move all his checkers to his picking area, but at the same time he will have to delay the opponent by moving his checkers to his own picking area. A checker can only be moved to an open point, or to a point where there is a checker of the same color. It can not move to points where there is an opponent’s checker, since each checker is in itself a “door”.

Beginning with the Bega, the player has the following obligation: he must pass a checker in the opponent's area to allow him to play his other checkers.

If a player has doors in six consecutive places we say he has made a "half-way" and this is an insurmountable obstacle for the opponent (since no roll is enough to overtake him). It is forbidden for a player to occupy at the end of the execution of his roll all the quarters in front of him. She always has to leave a door open, and there is no limit on who she is. Anywhere else on the dashboard can make a "half-turn" without any limitations. Finally, the player is not allowed to keep the opponent blocked in such a way that there is no playable roll.



Product of **A.DESYLLAS LTD.**

Anthimou Gazi 33, 121 32 Peristeri - Greece

info@desyllasgames.gr

