

# Ms. Daa's Chess Mini-Games Rules Booklet



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3 -minute video about the AV Chess House & Say Yes to Chess: <http://youtu.be/VJjeBgASYnU>

# BG Game

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## SET UP:

- knights on the b & g squares

## TO WIN:

- get your knights into your opponent's b & g squares before she gets her knights into your b & g squares

or

- first capture wins
- Knights that haven't moved can't capture

## RECALL:

- knights move: 

start	one	two
		turn!

# Bishop Game

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## SET UP:

- knights on the b & g squares
- bishops on the squares next to the knights (c & f)

## TO WIN:

- 2<sup>nd</sup> capture by the same person wins

## RECALL:

- bishops move diagonally
- knights move: start, one, two, turn

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xabcdefghy

# Pillar Game

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## SET UP:

- place a knight on each b or g square; a rook in each corner; and a bishop next to each knight
- place pennies in front of the rooks and knights

## TO WIN:

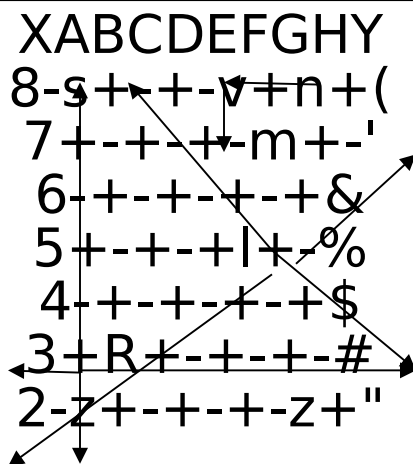
- capture any 3 of your opponent's pieces

## NOTES:

- the pennies are pillars that are: as high as the sky; as deep as the ocean; as wide as the square
- this means that, pennies canNOT be: jumped over; crawled under; slipped around; landed on; captured

## RECALL:

- knights move: start, one, two, turn
- bishops move: diagonally
- rooks move: to the right, or the left, or forward, or backward, but not diagonally



1t+-v+--+s+-!

# Kings Cross Game

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## SET UP:

- one player places a king on h1 (a white corner) & a knight on a1 (a black corner)
- the other player places a king on a8 (a white corner) and a knight on h8 (a black corner)

## TO WIN:

- get your king into your opponent's king's starting square & your knight into your opponent's knight's starting square

OR

- capture your opponent's knight

# Kings Cross Game

(continued)

## RECALL:

- knights move: start, one, two, turn
- kings move one square anywhere

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XABCDEFGHY

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xabcdefghy

## KING RULES:

- kings move one square anywhere
- kings CAN'T move into check
- kings can't STAY in check
- kings can't share squares
- kings can't get captured





# Pawn Game

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## SET UP:

- line up the pawns – white pawns on the 2<sup>nd</sup> rank, black pawns on the 7<sup>th</sup> rank

## TO WIN:

- get *one* pawn to the other side of the board

## NOTES:

- captures do not impact the result
- if one person is unable to make any move, then the game is a tie or “draw”

## RECALL:

- pawns move forward one step at a time  
EXCEPT on its first turn, a pawn can choose one step OR two steps
- pawns capture diagonally
- pawns can't move backward

XABCDEFGHY

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7+-+p+p+-'

6p+-+--+&

5+P+-+--+p%

4-+-+--+-\$

3+-+--+--+#



# Queen Game

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## SET UP:

- place the white pawns on their starting square
- place a black queen on an opposing corner square

## TO WIN:

- black wins when all the white pawns are captured
- white wins when one pawn reaches the other side of the board OR the queen is captured

## RECALL:

- queens move forward, backward, left, right or diagonally
- pawns
  - move forward one step at a time EXCEPT on its 1<sup>st</sup> turn, a pawn can choose one step OR two steps
  - capture diagonally
  - can't move backward

