

GAME 1 - Race to Victory.

4 white pawns
on black squares - rank 2
white King on e1



4 black pawns
on black squares - rank 7
black King on e8



aim -

- The WINNER is the first pawn to reach the other side of the board.
- OR the enemy King is in CHECKMATE.

moves -

- Pawns may move 2 squares forward on first move.
- Pawns then move 1 square forward only in files.
- Kings may move 1 square only in any direction landing on any colour.
- White begins.

CHECKMATE is when the King is TRAPPED.

GAME 2 - Who shall be Queen?

8 white pawns on rank 2
white King on e1

8 black pawns on rank 7
black King on e8



aim -

- The first pawn to the other side becomes a Queen.
- The game goes on to CHECKMATE.



moves -

- Pawns may move 2 squares forward on first move.
- Pawns then move 1 square forward only in files.
- Kings may move 1 square only in any direction landing on any colour.
- White begins.
- Queens move in any direction and any number of squares.

GAME 4 - Church and Army

white Bishop on c1
black Bishop on c8

white Bishop on f1
black Bishop on f8

white Rook on a1
black Rook on a8

white Rook on h1
black Rook on h8



aim -

- Play till all the black OR white pieces have been captured.

moves -

- Bishops move diagonally (corner-to-corner) as many squares as they want in a straight line, staying on the same colour.
- Rooks move vertically (up-and-down) or horizontally (side-to-side) as many squares as they want in a straight line.
- No piece may capture another on the first move.

GAME 5 - Horses eating hay

8 white pawns on rank 5

8 black pawns on rank 4

white knight on b1

white knight on g1

black knight on b8

black knight on g8

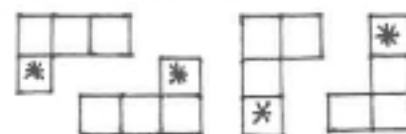


aim -

- The knights to capture all the enemy pawns first are the winners.

moves -

- Knights move 3 squares in an L shape.
- Start at *
- Pawns may not move.
- Knights may not capture other Knights.



GAME 6 - Unfair Chess

White King on e1
all black pieces in place



aim -

- Play to CHECKMATE.

moves -

- All pieces follow normal rules.
- Try playing again with the white Queen helping the King.

GAME 7 - Raid on the Queen and King.

white Queen on d1
white King on e1

black Knights on b8 and g8
black Rooks on a8 and h8



aim -

- To CHECKMATE the white King.
- OR to destroy the black raiding party.

moves -

- All pieces follow normal rules.

GAME 8 - Atomic Chess

All white pieces in place.

All black pieces in place.



aim-

- To CHECKMATE the enemy King.

moves -

- Normal rules of chess apply...EXCEPT...
- Whenever a piece is captured, an EXPLOSION happens!
- Both pieces, and any pieces in NEIGHBOURING squares are 'exploded' off the board.
- SO BEWARE!
- This is a quick and exciting game.

GAME 9 - Loser Wins!

All white pieces on the board.

All black pieces on the board.



aim -

- To lose.
- To BE CHECKMATED.

moves -

- Try to place your pieces where they CAN be captured.
- Pieces HAVE to be captured.
- The loser wins!

GAME 10 - Tandem Chess

2 boards

2 chess sets with all pieces on the boards

4 players (2 teams)



aim -

- To CHECKMATE one of the enemy Kings.

moves -

- Two boards are placed side-by-side.
- Square a1 on the right board sits beside square a8 of the left board.
- Players on one team sit next to each other.
- As Player on the right captures black pieces from the enemy, he gives them to Player on the left, who may place them on his board to his advantage.
- He may only place them, not capture a piece.
- On his next moves he may capture a piece.
- You may end up with 2 Queens or 4 Knights!

GAME 3 - Queens are deadly

8 white pawns on rank 2

black Queen on d8



aim -

- To capture the Queen.

moves -

- Pawns may move 2 squares forward on first move.
- Pawns then move 1 square forward only in files.
- Queen can move in ANY DIRECTION, IN A STRAIGHT LINE, as many squares as she wants to.