



# Harry Potter CHESS™

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|                              |                             |
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| 2 Kings (1 Black, 1 White)   | 4 Rooks (2 Black, 2 White)  |
| 2 Queens (1 Black, 1 White)  | 16 Pawns (8 Black, 8 White) |
| 4 Bishops (2 Black, 2 White) | 1 Chessboard                |
| 4 Knights (2 Black, 2 White) | 1 Instruction Sheet         |

## THE PIECES

Each player commands sixteen pieces – either the dark pieces (referred to hereafter as “Black”) or the light pieces (referred to hereafter as “White”). The six rankings of pieces and the symbols used to identify them are shown below.



## THE OBJECT OF THE GAME

Recreate one of the final challenges of HARRY POTTER AND THE SORCERER'S STONE™ as you maneuver your pieces across the chessboard to capture the opposing King and win the game.

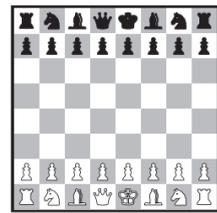
## THE BOARD

Position the board between you and your opponent so that the corner square to each player's right is white.

Set up your pieces according this diagram.

**Remember:** The White Queen will always begin on a white (light-colored) square, and the Black Queen on a black (dark-colored) square – “Queen on her color.”

Now you're ready to go capture your opponent's King.



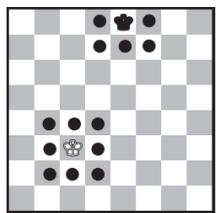
## MOVING PIECES

Youngest player chooses which color they wish to play. White moves first, and players take turns moving one piece at a time. No pieces (except Knights) may jump other pieces; they can move only along unblocked paths. Your piece may not land on a space already occupied by another of your pieces, but you may CAPTURE an opponent's piece by landing on it. Any piece can capture any opposing piece, regardless of their respective ranks. Remove a captured piece from the chessboard and replace it with the piece that captured it.

### KING

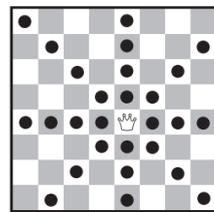
The King can move one square in any direction (the exception is a special move called CASTLING which will be explained later); however, the King may never move into CHECK, that is, onto a square threatened by an enemy.

The King is the most important piece on the board – trapping your opponent's King defeats it and ends the game. This is called CHECKMATE.



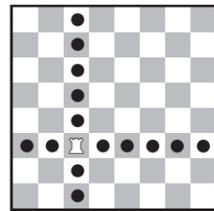
### QUEEN

The Queen has more power than any other piece. She can move as many unoccupied squares as you want – horizontally, vertically or diagonally. Because the Queen is so powerful, use her wisely; you don't want to lose her early in the game.



### ROOK

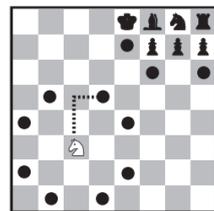
The Rook moves either horizontally or vertically as many squares as you want, as long as its path is not blocked by other pieces.



### KNIGHT

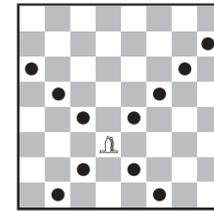
The Knight moves a total of three squares – either two squares forward, backward, left or right, and then it makes a right-angle turn for one more square. Imagine the letter “L” as the path your Knight travels, and remember that it should always finish its move on a square of opposite color from the one on which it started.

The Knight is the only piece that may jump other pieces as it moves.



### BISHOP

The Bishop moves diagonally as many unoccupied squares in any direction as you want. Each player has one Bishop that moves on dark-colored squares, and one that moves on light-colored squares.

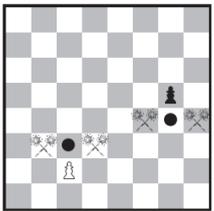


### PAWN

The Pawn moves straight ahead one square at a time (except when it captures an opposing piece), never backward; however, on each Pawn's first move of the game you can choose to move it two spaces instead of just one.

Pawns only capture by making a diagonal move forward, one square to the right or left (the crossed wands on the diagram indicate the squares in which a Pawn can capture opposing pieces).

If your Pawn crosses the entire board and reaches your opponent's back row, the Pawn is immediately “promoted” to the rank of any other piece except a King. This means you may have more than one Queen, two Rooks, two Knights, or two Bishops on the board at one time.



**HINT:** Choose to make your Pawn a Queen, the most powerful piece in the game!

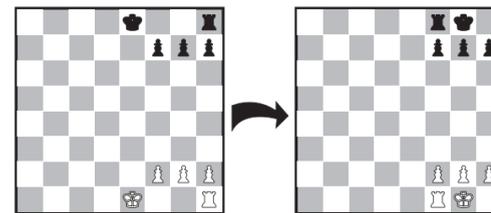
## SPECIAL MOVES!

### Castling

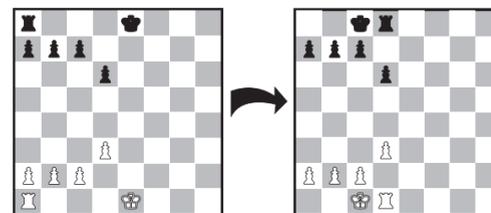
In order to protect their Kings, both players may “castle” once during a game. This maneuver allows you to move two pieces at once. Move your King two squares right or left toward one of your Rooks, then place that Rook in the square on the opposite side of the King (nearest the center of the row).

Castling may only be performed if certain conditions are met:

This must be the first move of the game for both the King and the Rook.  
There can be no other piece(s) between the King and the Rook.  
The King cannot pass over or land on an opponent's piece.  
The King cannot be in check.



Right-side Castle



Left-side Castle

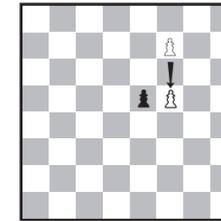
## Muggles

### En Passant

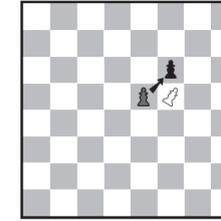
*En passant* is a French phrase that means “in passing” and refers to a special capture only Pawns can make.

If Player One moves a Pawn forward two squares on its first move of the game to avoid capture by an opposing Pawn, Player Two may employ *en passant* to capture the fleeing Pawn as if it had only moved forward one square.

To use *en passant*, Player Two moves forward diagonally one square to the square passed over by Player One's Pawn when it moved two squares. In the process, Player One's Pawn is captured and removed from the board.



White Pawn attempts to avoid capture



Black Pawn executes *en passant* and captures white Pawn

Player Two must utilize *en passant* immediately after Player One moves his or her Pawn or the opportunity is lost forever.

## WINNING CHESS

### Check

Attacking a King puts it in CHECK – this means a player's piece has moved into position to take the opposing King. A player whose King is in check must escape immediately by performing one of the following:

- Move the King to a square that is not threatened by any opposing pieces.
- Block the King from attack with another piece (This will not work against a Knight).
- Capture the attacking piece.

### Checkmate

If a King is in check and has no legal moves remaining to allow escape, he is CHECKMATED. Checkmate your opponent's King and you win the game.

|   |  |
|---|--|
| INSTRUCTION SHEET SPECS:                      |  |
| Toy: UNO My First UNO Dora the Explorer RULES |  |
| Toy No.: R9315                                |  |
| Part No.: -0920                               |  |
| Trim Size: 17" W x 11" H                      |  |
| Folded Size:                                  |  |
| Type of Fold:                                 |  |
| # colors: White Offset                        |  |
| Paper Stock: 70 lb.                           |  |
| Paper Weight:                                 |  |
| EDM No.:                                      |  |

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