
 $\substack{\text { man } \\ \text { and } \\ \text { hatit }}$


Goal of the game
As in usual chess it is the goal of the game to checkmate the king of the opponent by getting it to a point in the game in which the king of the
opponent would get lost without any escape．The king would be beaten and there would be no escape path for the king．Before the final stroke the opponent would get lost without any escape．T．The
game ends with saying the words ，check－mate

## Playing pieces

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b) The Knight
The Knight or Horse, moves one square e either horizontally or vericilly to change its path direction to the eff or righ for another square. The knight
can jump over pieces in its way. Only the target field must be empty unless one wants to strike a piece of the opponent on this scuare.
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The Queen combines the movements of Rook and B
cannot jump over other pieces ike Rook and Bishor
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## The start locations of the pieces on the board





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A \quad B \quad C \quad D \quad E \quad F \quad \underset{C}{C}
$$

The rooks of both sides are located on the vertical column of A and L ．
The knights of both sides are located on the vertical column of $B$ and H
The bishops of both sides are located on the vericical column of C and J ．
The elephants of both sides are located on the vericical column of D and

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\text { The wezirs of both sides are located on the vericical column of E and } \mathrm{H} \text {. }
$$

The queens of both sides are located on the vertical column of F ．

Playing the game practicalh

