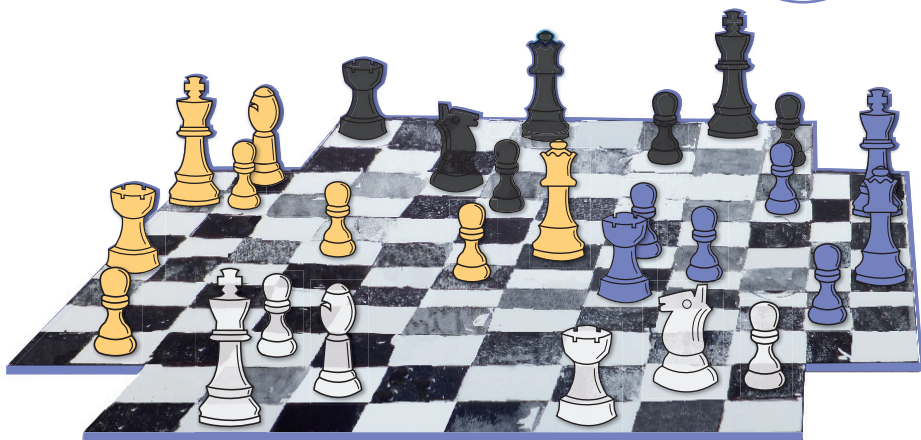


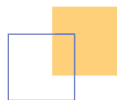
# QUADRO CHESS and CHECKERS



GAME MANUAL



# QUADRO CHESS and CHECKERS



## GAME MANUAL

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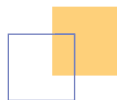
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manual in the following languages:  
*portuguese, chinese, french, italian, russian,  
spanish, english, turkish*

to be found under:  
[www.eurochessinternational.com/manuals.html](http://www.eurochessinternational.com/manuals.html)





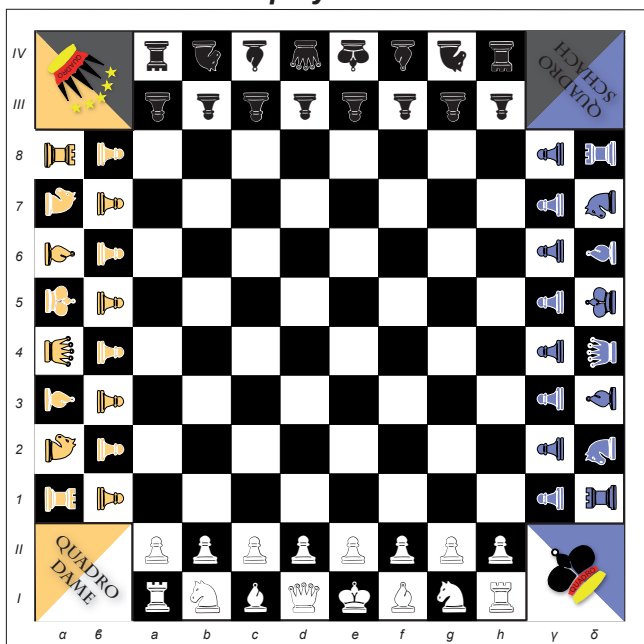
## WHAT IS QuadroChess?

„QuadroChess“ is based on the basic rules of conventional chess. The special form of the board having 128 squares enables up to four players to play together. The assignment of the starting positions of the differently coloured chess pieces depends on the number of players.

***Playing QuadroChess with strategy and fairness is fun,  
gives you action and put you in a good mood!***

If you know the basic rules of normal standard chess you are also able to start QuadroChess right away. The numerous chess pieces on the board offer you interesting moves with big surprises.

### 4 players

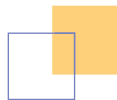


peripheral zone =  $\alpha \ \beta \ \gamma \ \delta$  and I II III IV

The white pieces are to be placed on the side with the letters. The other ones can be chosen freely, one colour each player.

Queen positioning: light queen - light square, dark queen - dark square.  
White starts !





## AIM, COURSE AND END OF THE GAME

The player giving checkmate to the last fellow player wins !

In clockwise direction the players move their pieces (counter clockwise can be agreed on as well).

The announcement of giving check is very important since a check position can be overlooked sometimes. No king can be given checkmate without a check announcement.

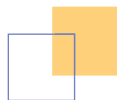
### ***A player is checkmate,***

- when his king is thus attacked that neither the capturing of the attacking piece, moving the king nor a covering can prevent the check position. This usually means the end of the game for this player, unless another player frees him with a move (not possible with two players). If this help is not given, the player is checkmate and has to remove all his chess pieces in the same turn. The game proceeds.

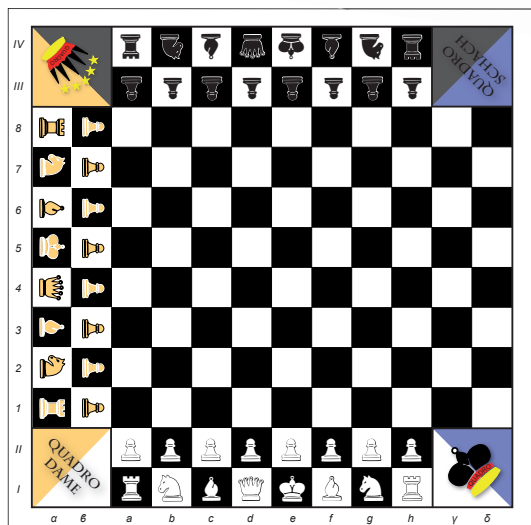
### ***A game is drawn,***

- when the players agree on it to be drawn.
- when the player whose turn it is, does not have any regular moves left and his king is not in check position. Such a position is called "stalemate". The game ends immediately.
- as soon as a position has occurred where no player can checkmate the opponent's king with a regular move. Such a position is called a "dead position". The game ends immediately.
- if any identical position has occurred or will occur at least three times.
- if at least the last 50 moves have been carried out by the players without a pawn being moved or a piece being captured.





## GAME VARIATIONS



### 3 players

Every player receives a set of chess pieces of one colour. Queen positioning: light queen - light square, dark queen - dark square.

The whole board is used.

Three games with three players are ideal so that everyone gets the chance to play with the pieces at the numbered side. They have the interesting possibility to attack the other players from the side or even the back.

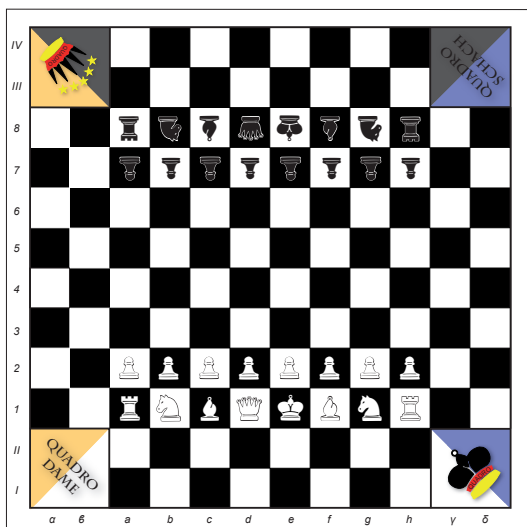
The player at the numbered side starts.

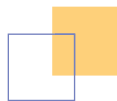
### 2 players

The starting positions are nearly the same as the ones on a normal playing field, only that here the whole field is used. The white pieces are situated near the side with the letters, opposite a colour of free choice.

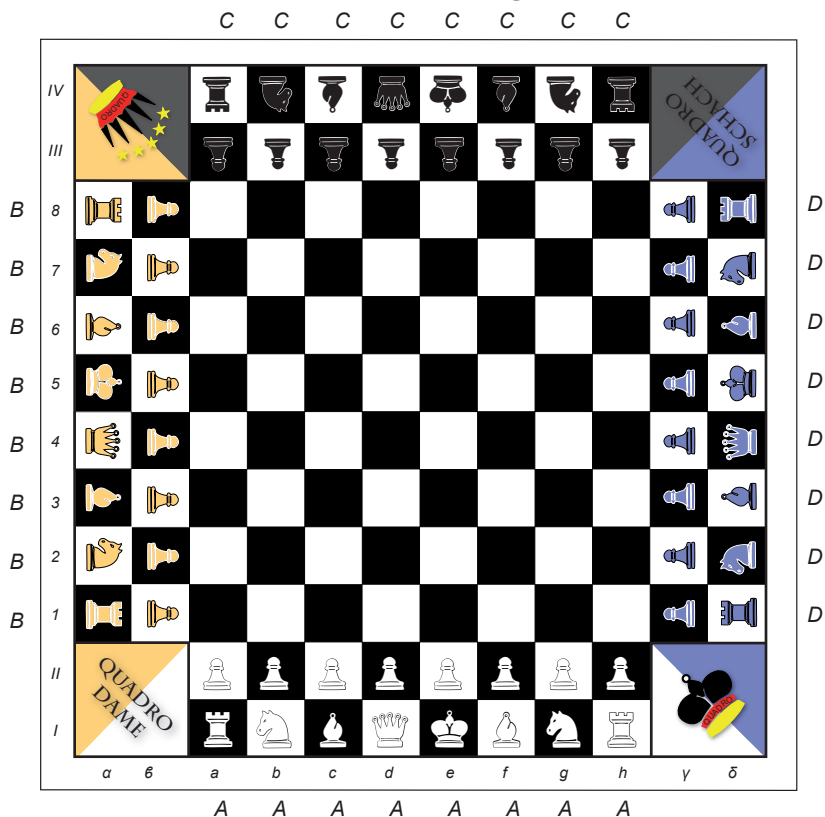
Even though it looks like a completely usual game course, you will find many new drawing possibilities due to the bigger field. Use the freedom to attack your opponent from the side or even the back.

Naturally you can also play a usual game of chess leaving out the additional squares I II III IV and  $\alpha \beta \gamma \delta$ .





## Team building



In a game with four players, two players each can form a team, e.g. A+C - B+D or A+B - C+D. The partners do not capture but help each other, of course.

Is an opponent's king checkmated, the game can be considered terminated. If you like, you can also take the captured king from the field and go on with the rest of the pieces until your king is also checkmated or the opponent's double is beaten.



# QUADRO CHESS and CHECKERS



X X X X X X X X  
 A A A A A A A A  
 D D D D D D D D

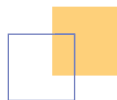
Y B C 8 D B Z  
 Y B C 7 D B Z  
 Y B C 6 D B Z  
 Y B C 5 D B Z  
 Y B C 4 D B Z  
 Y B C 3 D B Z  
 Y B C 2 D B Z  
 Y B C 1 D B Z

I II  
 C C C C C C C C  
 A A A A A A A A  
 X X X X X X X X

## Variations at doubles:

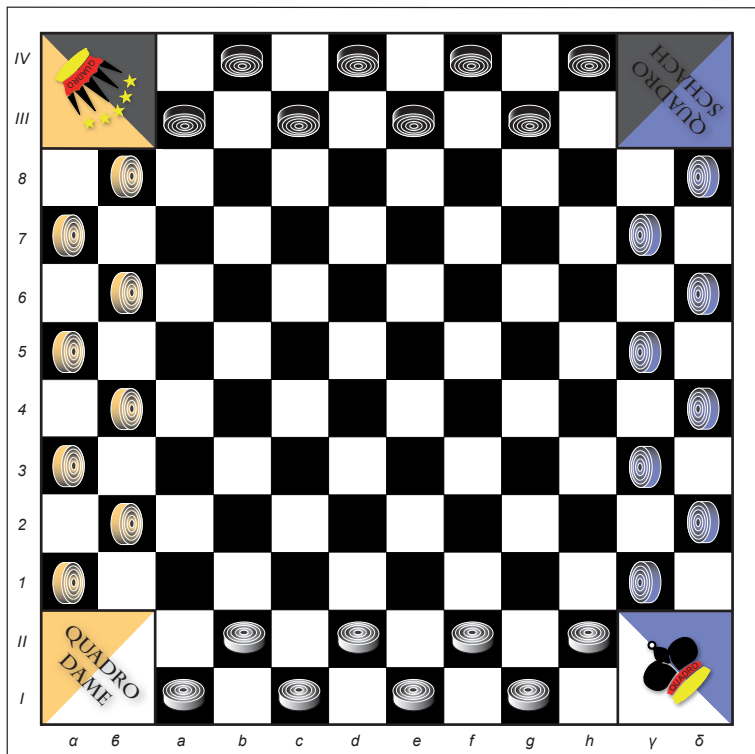
- When there are three players the braver one takes two sets of chess pieces e.g. **X-X** and the other two players one colour each **Y or Z**.
- When there are two players every player takes two sets of chess pieces:
  - a) A nice variation is, for example, when player **A** takes White and Black and player **B** Blue and Yellow. The order here is light-dark-light-dark. (or alternatively light-light-dark-dark e.g. White-Yellow-Black-Blue)
  - b) Alternatively it is also interesting when player **C** competes with White and Yellow against player **D** with Black and Blue. Drawing clock- or counterclockwise, the light coloured **C-C** and dark coloured **D-D** player draws two times in a row.





## WHAT IS QuadroCheckers?

4 players



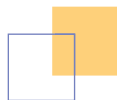
*peripheral zone =  $\alpha \beta \gamma \delta$  and I II III IV*

Checkers is usually played by two players. QuadroCheckers can be played by up to four. Every participant needs eight game pieces.

In the game there are 8 white, 8 black, 8 yellow and 8 blue game pieces.







## AIM, COURSE AND END OF THE GAME

### Basic rules

All game pieces have to be located on the black squares of the first two rows of the peripheral zone (refer to page 7).

The pieces are being moved diagonally on the black squares one square at a time.

Does an opponent's stone block the way in moving direction and the square behind that piece is free you can and have to jump over it (capture it). The captured stone is removed from the board. If you fail to do so, your opponent can remove the respective stone from the board.

As long as there are opponent's stones in reach they can be captured by overjumping them within the same move.

### The king...

- is created when a piece reaches the furthest row of the game board seen from the respective player. It is then crowned by putting another piece of your own colour on top of it.
- is allowed to move diagonally as many squares as he likes both forwards and backwards.
- has to overjump every opponent's piece he meets, stopping on the square behind that piece (the opponent's piece is removed from the board). The next steps to beat somebody are explained in the basic rules.

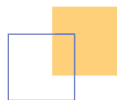
### End of the game

The winner is the player who captures all of his opponent's pieces or blocks them thus that they are not able to move anymore.

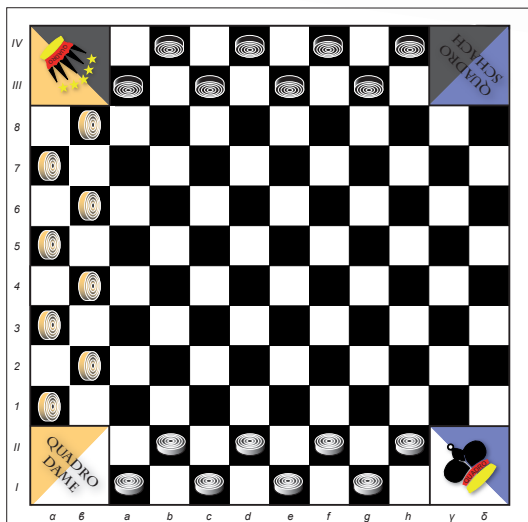
A game is drawn when the players agree on it to be drawn (e.g. when each player has only his king left).



# QUADRO CHESS and CHECKERS



## GAME VARIATIONS



### 3 players

On the left you can see one possible positioning. The white pieces are put on the side with the letters, two more colours are being allocated clockwise.

The player at the numbered side starts.

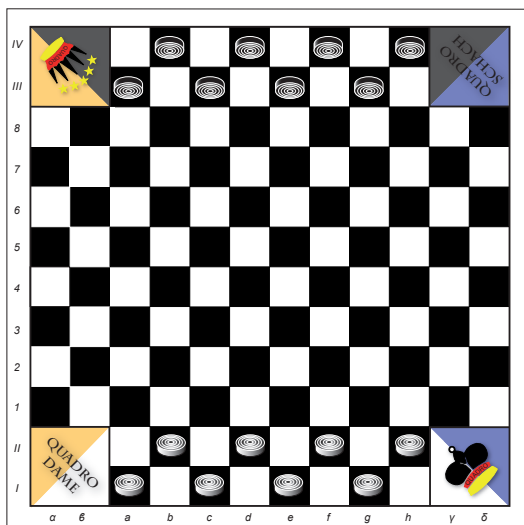
### 2 players

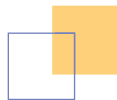
On the right you can see the positioning of the pieces for two players.

Another possibility is to play with all light pieces (white, yellow) on the rows I, II, 1, 2 against all dark pieces (black, blue) on the rows IV, III, 8, 7.

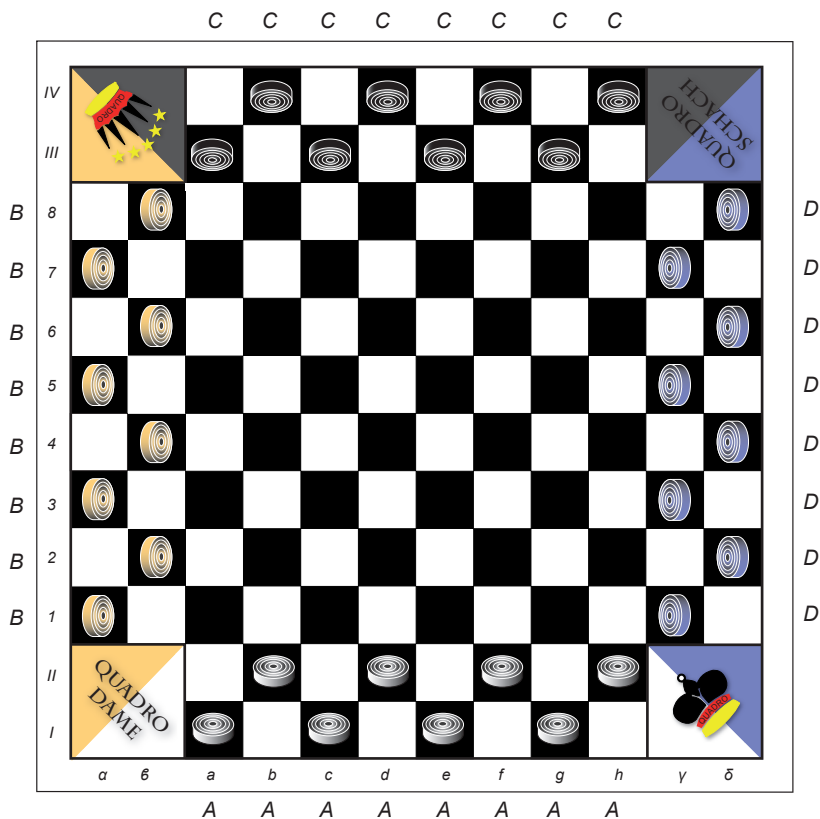
The classic checkers version would be a positioning on three rows, namely 1, 2, 3 and 6, 7, 8 respectively.

Further variations are up to your imagination.





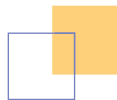
## Team variations



### Team building

- With four players two each form a team e.g. A+C - B+D or A+B - C+D. Naturally, the partners do not capture, but support each other.
- With three players one of them takes two sets e.g. A and C and the other two one each, for example B or D.
- With two players each takes two sets e.g. player 1 the white and yellow ones and player 2 the black and blue ones.





## QuadroChess and Checkers – UNIQUE – UNIVERSAL – VERSATILE

- With QuadroChess and Checkers there are no limits for your own creativity. Try out altered forms such as for QuadroChess for example
  - using starting positions as in Chess960
  - downsizing the board or using more pieces or pawns
  - putting the pieces on rows 1, 2 and 7, 8 filling up the free peripheral zones with pawns or pieces from unused sets and many, many more
- Drawing on tournament chess or checkers different competitions can be carried out such as for example
  - 4 players with one board and altering partners, winning gains 2 points, losing 0, a drawn game 1: first game  $1+2 \leq 3+4$ , second game  $1+3 \leq 2+4$ , third game:  $1+4 \leq 2+3$ , scored points are summed up after the games, the player with most points wins
  - variations with several boards and several players similar to normal chess tournaments (individual or team ranking)
  - using chess clocks playing the games with thinking time (team building - 2 parties)
  - using a sand clock (regulation of the thinking time) with the specification to move before the time has passed (variations: turn the clock once or several times).
- Learning Chess or Checkers can be connected with a playful aspect in a double. The experienced player is allowed to explain the why and why nots of his draws, compliment **the beginners draws** or explain improvements. The partnering support makes QuadroChess and Checkers diverting and helps to overcome initial difficulties more easily.

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### CAUTION!

**No toy for small children!**

suggested from 6 years onwards

Game manual:

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