HOYLE

CLASSIC BOARD GAMES

10 FAMILY FAVORITES & 2 BONUS CARD GAMES

SIERRA

CONTENTS

Hoyle® Classic Board Games

FOREWORD

Thank you for buying **Hoyle Classic Board Games**, and welcome to our guide to board-game history! In these pages you'll visit Egypt of the Pharoahs, Rome of the Emperors, and Europe of the Crusaders as we take you on a tour of our lineup of classic board games. It's our goal to deepen your appreciation of the games you love to play, and maybe surprise you with the odd twists and turns these games have taken through the centuries. **Hoyle Classic Board Games** represents the cutting edge of computer technology with its beautiful graphics and involving gameplay, but the games themselves belong to history.

What you won't find in these pages is an explanation of how to use the **Hoyle Classic Board Games** interface. You'll find everything you need to know to play any of the **Hoyle** board games on the CD itself, in the Help file. Sure, in this book we do include the rules for each game, but you probably knew those already (these are, after all, the classics!). The rules are also available in Help, of course.

The why of board games

Why bother with the history of board games? Because the story of our amusements mirrors the story of civilization. In the sharing of board games we can see the spread of cultures and kingdoms over the 6,000 years of recorded human history. We can trace the birth of board games to the first cities, in the river valleys of the Nile (modern-day Egypt) and the Tigris and Euphrates (Iraq). As humans moved through the Middle East, they brought their games with them. These games ended up in Persia, India, China, Korea, and Japan to the east, Greece

and North Africa to the west.

The ancient Greeks handed off this legacy to Imperial Rome. Rome's legions marched, and tribal cultures (in what are now Germany, France, and England) learned new ways to play. The Norse learned these games and carried them to their colonies in Scotland, Wales, Ireland, and Iceland.

When Rome fell, Islam arose, and the Arab states kept learning alive in the Dark Ages. They advanced old games to new levels of sophistication and brought them along when they invaded the Iberian Peninsula (Spain and Portugal) and Sicily. The medieval era gave way to the Renaissance, and people found newer and faster ways to communicate, trade, and exchange ideas. The Spanish led the Old World's invasion of the New World, where the Native Americans had for centuries been playing games of their own.

How did board games begin?

When you think of the typical board game, you think of markers, tokens, pieces, or men maneuvering for advantage on a flat surface inscribed with lines or circles. This seems perfectly natural to us, but who introduced this concept? Where did the inspiration come from? Were board games originally an exercise in magic, an attempt to foretell the future or influence the course of events? A British scholar named H.J.R. Murray offered an enticing guess in *A History of Board Games Other Than Chess* (1952). Murray was a one-man research tidal wave — he taught himself Arabic so he could read the original sources, and in this way tracked down the origins of Chess and many other games.

Murray believed that games, activities with no object other than play, could only be developed by people who lived in a relatively friendly environment with dependable shelter and enough to eat, and who had developed some degree of social integration (marriage, religion, cooperation in hunting and farming). Murray then paints the following picture:

> "In the heat of the day when work in the open air is too arduous, or when the day's work is over and the daily needs of his family are met, man's innate urge to be doing something still impels him to action, if only to the handling of objects at hand, whether natural like pebbles, or some of his household goods of his own making — at first aimlessly, but as soon as his attention is held, to explore their capabilities for new uses. I suggest that it was in this way that the habit of using objects at hand as playthings, and so as materials for games, arose."

As an example, Murray points to — string! Primitive cultures depended on string, particularly those peoples who had to fish for food or use boats. String, of course, is used in games of cat's cradle, which

is played all over the world. If you needed string to survive in the world, why would you waste precious survival time making knots to represent animals or tell stories? Because you had the time to waste — that is, you had the time to play. String games, Murray writes, are most likely "the result of handling and playing with string, and supports my view that other games originated in the same way."

We'll never know who put the first token on the first board and threw the dice for the first move. Nor will we know how the idea came to that person. But there's much we do know about games, thanks to the efforts of researchers like Murray, and you'll find an overview of that knowledge in the pages to come. (Any errors of commission or omission are, of course, my own responsibility, and in no way reflect on the work of the **Hoyle Classic Board Games** team.)

Further reading on board games

This book will give you a good grounding in the history of board games. If you'd like to learn more, here are some resources for you:

— Vernon Bartlett, *The Past of Pastimes* (1969)

— Nathan Divinsky (editor), *The Batsford Chess Encyclopedia* (1990)

— Frederic Grunfeld (editor), *Games of the World* (1975)

— David Hooper & Kenneth Whyld (editors), *The Oxford Companion to Chess* (1984)

— Merilyn Simonds Mohr, *The Games Treasury* (1993)

— H.J.R. Murray, *A History of Board Games Other than Chess* (1952)

— Prince Alexis Obolensky and Ted James, *Backgammon: The Action Game* (1969)

— Anthony Saidy & Norman Lessing, *The World of Chess* (1974)

One last word

If you've enjoyed these timeless pastimes, we hope you'll also consider purchasing **Hoyle Classic Card Games**, which includes a dozen all-time favorites: Bridge, Crazy Eights, Cribbage, Euchre, Gin Rummy, Hearts, Klondike, Old Maid, Poker, Pyramid, Spades, and War. (We've even thrown in two surprise board games!) You'll find the same breathtaking graphics in **Hoyle Classic Card Games**, as well as the same challenging gameplay and easy-to-use interface. Ask for it at your local software dealer, or call us directly at (800)757-7707 (Monday through Saturday 7am to 11pm CST, Sunday 8am to 9pm CST).

— *Steven Bryan Bieler*

THE HOYLE CLASSIC BOARD GAMES TEAM

Stephen Van Horn . . . . .Producer
Jim Love . . . . .Designer
Earl Malmrose . . . . .Lead Engineer
Kyle Shepard . . . . .Art Director

Michael Katz . . . . .Senior Software Engineer
John Gilmore . . . . .Senior Software Engineer
Frank T. Hollander .Senior Software Engineer
Paul Horn . . . . .Software Engineer
Mark Hirayama . . . . .Software Engineer

Julian Love . . . . .Lead 3D Animator
Rabih AbouJaoudé . . . . .Senior Artist - 3D Illustrator
Max Braun . . . . .3D Modeler

Heather Ivy . . . . .Senior Artist - 2D Illustrator
Gayle Rowbotham . . . . .Artist - 2D Illustrator
Robert Sanchez . . . . .Artist - 2D Illustrator

Evan Schiller . . . . .Composer
Dennis Ham . . . . .Sound Engineer
Robert Jerauld . . . . Production Coordinator
Robert Davidson . . . . .Lip-synching
Pat Merrick . . . . .Lip-synching
Michael Caviezel . . . . .Sound Editing

Beth Quintana .Corporate Products Certification
Gary Stevens . . . . .Quality Assurance Manager
Erinn Hamilton . . . . .QA Engineer
Julie Bazuzi. . . . . .QA Analyst
Colleen Halvorson . . . . .QA Analyst
Erik Johnson . . . . .QA Analyst
David Lee . . . . .QA Analyst
Cade Myers . . . . .QA Analyst

Steven Bryan Bieler . . . . .Writer & Editor
Nancy Matthew . . . . .Technical Writer
Nancy King . . . . .Copy Editor
K. Chapman Love . . . . .Book Designer
Allan Batchelder . . . . .Scriptwriter
Jeff Hoyt . . . . .Scriptwriter
Rodney Sherwood . . . . .Scriptwriter

Barb Schwabe . . . . .Brand Manager
John Friederich . . . . .Assistant Brand Manager

BACKGAMMON

How the game evolved

All board games that are older than today's fad pass through certain stages of development. These stages are well-known to games scholars, and they reappear in game after game. Backgammon has been through more of these stages than any other game, even Chess. Here are the Eight Stages of Board Game Evolution, as told through the history of Backgammon:

1. *Claim the Egyptians as parents.* Backgammon is not the oldest game in the world — dice probably holds that distinction, though some people might nominate politics — but given the available evidence it has a good claim on the second spot. "An authentic, documented history of the ancient game of backgammon should probably begin either in the Garden of Eden or in the murky caves of the Neanderthal man," Alexis Obolensky and Ted James declare in *Backgammon: The Action Game*, and they're only half-kidding. Though Obolensky and James grandly assume that every 6,000-year-old reference to "dice" really means "backgammon," the game has been traced to the beginnings of Egyptian and Sumerian civilization. You can't beat this kind of heritage.

Backgammon boards not so different from our own have been found in the royal tombs of the Nile Valley and in the buried suburbs of Ur. If Mesopotamia, the site of Ur, was also the site of the biblical Flood, then perhaps Noah and his family filled their spare hours aboard the Ark by playing Backgammon!

2. *Work in the Romans, too (or the Greeks, or both).* Even when their empire was at its height, the Romans always took the time for a round of Ludus Duodecim Scriptorum (literally, "a game with 12 lines"). The Romans usually shortened this name to Alea or Tabula (the latter meaning "table"; when Backgammon entered Europe, it was called Tables). This was Backgammon with three dice instead of two. Nero lost a fortune at the game. Caligula cheated at it. Antony played Tabula with Cleopatra; what stakes they played for is not known.

3. *Inspire a creation myth.* In the world of games, India has turned out the best creation myths. According to stories passed along by medieval Arab scholars, Backgammon was invented by an Indian philosopher who was trying to represent the concept of time physically, in a board game:

Backgammon objects	What they mean
30 pieces	days in a month
24 points	hours in a day
12 points of one half-board	months in a year
12 points of the other half-board	zodiac signs
7 spots on opposite sides of a die	days of the week*
2 dice	day and night

*Also, the planets known at the time.

4. *Achieve literary immortality.* The Old and New Testaments are not noted for their analyses of board games. You won't find Backgammon in the Bible, but it did come close. H.J.R. Murray, in *A History of Board Games Other Than Chess*, gives as the first reference to Backgammon in world literature — the Jewish Talmud! The Talmud, produced by 6th-century Jews living in Babylon, is a compilation of written commentaries on the Oral Laws of the Jewish people. Apparently, the rabbinical authorities of that time felt the need to at least mention Backgammon. (They didn't offer strategy hints.)

The Babylonian Jews used the Persian words for the game: "nard" and "nardshir." "Nard" was the wood marker used in the game. "Shir" means "lion," referring to the two types of pieces then in use: plain wood markers and markers with carved lions' heads.

A century later, Backgammon (Nard, that is) is mentioned in a Persian fictional work about the invention of Chess. Backgammon was supposed to have been invented as a riddle to pose to a king. (The Persians spun the same story about Chess as well.) So chalk up an Indian and a Persian creation myth for Backgammon.

5. *Ride along with the Arabs.* Typically in the history of games, the Arabs, after their conquest of Persia in the 7th century, learned all the games the Persians learned from the Indians, who may or may not have learned them from the Chinese. The Arabs raised the level

of play in these games to unimagined heights and wrote the first books about them. They then invaded Spain and Sicily, fought off the Crusaders, and traded with the Venetians, all of which led to an exchange of ideas — and games.

The Arabs adopted Backgammon immediately, but the Islamic religious authorities were troubled by the game and its gambling aspect (just as Chess had troubled them with its "graven images," which are forbidden by the Koran). Chess survived in the Islamic world because the players switched from the fanciful pieces used by the Persians to abstract pieces with no resemblance to people, animals, or anything else. Backgammon couldn't do without its dice, and in the 8th century it was banned. This ban was not successful. Though the Islamic courts threatened players with various penalties, the game continued to flourish — a lesson the Catholic Church was fated to learn all over again a few centuries later.

The first book about Backgammon was written by an Arab of the 9th century.

6. *Conquer Europe.* The Persian/Muslim Nard and the Roman Tabula met in France in the 11th century. The third dice was eliminated but the Roman name was retained, as can be seen from the forms Tabula took as it marched across the continent: in Italy, Tavola; in Spain, Tablas; in Middle English, Tavel, then Tables; and so on. Backgammon (or Tables) began appearing in the literature of the period almost at once, by which we can track its progress even to distant Iceland (which it reached late in the 13th century).

The first European book to focus on Backgammon appeared in Spain in 1283. This book was primarily about Chess, and was compiled by scholars working under the direction of King Alfonso of Castile ("Alfonso the Wise"). A similar book by an unknown author appeared in England circa 1300.

As with most of the games that entered Europe in this era, Backgammon was taken up by the nobility and was soon competing with Chess for the position of most-popular game (both games were eventually dethroned by playing cards). As Backgammon filtered down to the masses, the Church tried to ban or at least contain it. These efforts failed. By the 1700s, Backgammon was the favorite pastime among vicars in the English countryside!

Innkeepers throughout Europe were soon providing Backgammon boards and sets to their customers, a tradition that goes back to the Roman empire. Obolensky and James report on a wall painting found in the excavation of Pompeii: "In one panel, a game is in process and an argument has ensued over points. In the second, an innkeeper is throwing the two battling players out of his tavern."

7. *Catch Edmond Hoyle's attention.* Hoyle died in 1769, long before most of the games played today were invented. He wrote books on just five games in his lifetime, so the odds are against most games making this connection. Happily for Backgammon, Hoyle was not only a devotee of the game, he also had many ideas about how it should be played. Edmond Hoyle, in fact, turned out to be the Alexander Cartwright of Backgammon. Just as Cartwright in the 1840s codified the laws of baseball, Hoyle in 1746 did the same for Backgammon in his first book of games. Most of Hoyle's rules of play are still in force (as are most of Cartwright's).

The modern game began with Hoyle, who had developed considerable clout in the game world by 1746. When he put together the hodge-podge of rules governing the game and decreed, among other things, that doublets should be played twice and that the scoring should include such subdivisions as "backgammon," "gammon," and "hits," people listened. And played.

8. *Pump up the volume with the Americans.* Americans couldn't figure out a way to improve on Chess, but in 1925 an American innovator whose name is apparently lost to us developed the concept of doubling. Doubling revived Backgammon and led to a worldwide Backgammon renaissance that continues today.

The word "Backgammon," incidentally, comes from the Middle English "gamen," meaning "game." It's thought that the name derives from the pieces occasionally having to go and reenter the board. In Scotland the game is called Gammon; in Spain, Tablas Reales (The Royal Tables); and in Italy, Tavole Reale (ditto). In France the name is Trictrac and in Germany, Puff, though how these names strayed so far from the Roman Tabula is not clear.

How the game is played

Backgammon is played by two players on a special board with 15 pieces to a side. The pieces making up each side are called "stones." Though they may be of any color, the darker-colored pieces are called "Black" while the lighter ones are called "White."

The board is divided into two halves, or "tables," by a partition running down the center. This is called the "bar." The outer table is on your left, the inner table is on your right. In each table there are six "points" (long, thin triangles).

The pieces move according to your throw of the two dice. The players roll the dice to see who goes first, with the higher roll winning. (If the numbers are the same, you just roll again.) The player with the higher number uses that for his first turn. From then on turns alternate, and you always throw the dice to begin your turn.

The object of the game seems odd at first: You win by being the first player to transport all of your stones off the board! To do that you

must first get all of your stones into your inner, or "home," table. Once they're all safely home, you can proceed to move them off the board. Pieces move from point to point.

Like a rolling stone

After you've thrown the dice to begin your turn, you can apply both numbers to one stone or each number separately to two stones. If, for example, you throw a 5 and a 4, you can move one piece a distance of nine points, or you can move one piece five and a second piece four. If you throw doubles, say a 3 and a 3, you play that number four times rather than twice: you can move one piece 12 points, or one piece nine points and one piece three, or two pieces six points each, or four pieces three points each.

A stone cannot land on a point occupied by two or more of your opponent's stones. You are not allowed to make that move, even if you have only one piece left and there is no other move you can make. A point occupied by two more stones is an indestructible fortress; that point is said to be "closed" or "made." However, though you can't share a point with enemy pieces, you can jump over them.

Any number of pieces of the same color can rest on one point. If necessary they are piled on top of each other. This keeps one side's pieces from encroaching on the other side's.

Moves are always compulsory, even when it's in your best interest to stand still. If you can only use one of the two numbers you rolled, then you must do so. You must always try to use the higher number.

A single stone resting on a point is a target. It's called a "blot," and when you land directly on an enemy blot it's called a "hit." The blot is then retired to the bar. The blot must be "entered" and become a stone again before you can move any of your other pieces. Plus, the lonely blot must enter the enemy's home table on an open point. For example, if you roll a 5-2, and if points 5 and 2 in your opponent's home table are open, you can choose either one and place your blot there. If you placed it on point 5, you can now move it two points.

If one of those points is occupied by a single stone of your opponent's, you can hit it and send it to the bar. If none of the points are open, if your enemy's stones have crowded all available space, you are "shut out" and you don't even get to throw the dice. Your blot remains on the bar and you can't move any other. Your turn is over.

When you've collected all of your stones in your home table, you can "bear off": that is, remove all your stones from the game, in the order determined by the dice. If the number you rolled is higher than the number of points you have yet to travel, you simply bear off the piece that's farthest away.

If you're hit after you've started to bear off, your stone becomes a blot on the bar. You must enter it and bring it around to your home table before you can go back to bearing off.

The game ends when either player bears off his or her last stone. If the loser has borne off at least one stone, and if he or she has nothing left in the winner's inner table, then the loser has lost just one game. But if he or she has not borne off at least one stone, the loss counts double. This is called a "gammon." If the loser has a stone left in the winner's inner table, or two on the bar, the loss counts triple. This is called a "backgammon."

Doubling

You can really ratchet up the stakes by using a tactic called "doubling." Either player may make the first double of the game. You simply declare your intention to double before rolling the dice. Thereafter, the right to double alternates. When one player chooses to double, the other must decide whether to play on for a double game, or resign right there and lose the current value of the game. You'll need a doubling cube for this; basically, it's a single die with some very high numbers on it. The double for gammon and triple for backgammon both apply to the final score; this is in addition to whatever voluntary doubles have been made.

BATTLING SHIPS
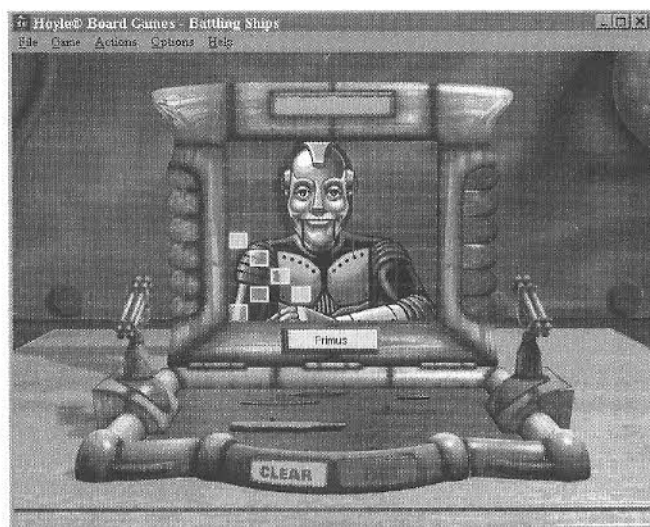
How the game evolved

Battling Ships is also known under its trademarked name, Battleship™. (In the British Isles it's called Battleships or Salvo.) How Battling Ships came to be is yet another mystery for games scholars. But the way the game is played, and the names involved, allow us to make a good guess as to *when* it came to be.

First, consider the British name of Battleships. One would expect that a naval-warfare simulation would include aircraft carriers. The British launched the first one, in 1918, though the true potential of these ships wasn't realized until the Second World War. Given the emphasis in the name, we can conclude that this game was developed while battleships still ruled the waves — before 1939.

Second, consider the other British name, Salvo. In Battling Ships, you fire up to six shots from your fleet's guns at targets you can't see (perhaps because they're supposed to be at extreme long range). In the days of sail, warships had to get quite close to their opponents for their short-range volleys of cannonballs to have any effect. These volleys were called "broadsides," not salvos. Given the emphasis in this name, we can conclude that Battling Ships was developed after sail and wood had been replaced by steam and iron. The American Civil War saw the first use of steam-powered iron vessels, called ironclads, so the decade of the 1860s must be the earliest date this game could've been developed.

The word "battleship," though it was first recorded in 1794, was not applied to the big hulking monsters of the world's navies until well after the ironclad era. In fact, nobody used "battleship" much at all in the 1800s. Even when, in 1869, the British launched the first oceangoing, iron-hulled warship — the first true battleship — it was referred to as an "armored frigate."

But in 1906 the British sent the HMS *Dreadnought* to sea. They weren't fooling around this time. The *Dreadnought* carried the biggest guns of its era and didn't bother with any of the small stuff. The launch of the *Dreadnought* touched off a race among the world powers for naval supremacy and brought the battleship into the public's imagination and everyday speech. Therefore, since no one has been able to determine an exact birthdate for Battling Ships, **Hoyle Classic Board Games** takes the bold step of declaring that date to be 1906 (or, at the earliest, the decade of the 1890s).

How the game is played

Battling Ships is a game for two people played on two 10x10 grids. They are the oceans on which your fleets will fight their battles.

Each side has a fleet consisting of an aircraft carrier (five squares long), a battleship (four squares), a destroyer and a submarine (three squares each), and a PT boat (two squares). You place these on your grid, out of sight of your opponent.

Each player can fire a salvo of up to six shots per turn. You choose the squares your missiles will strike. Hits and misses will be reported to you so you can plan your firing patterns.

A ship is sunk when every one of its squares has been hit. Play continues then in one of two ways: You can choose to have your barrage reduced by one shot for every ship you lose, or choose to play with the same number of shots you started with. The first player to sink all of the enemy's ships is the winner.

CHECKERS
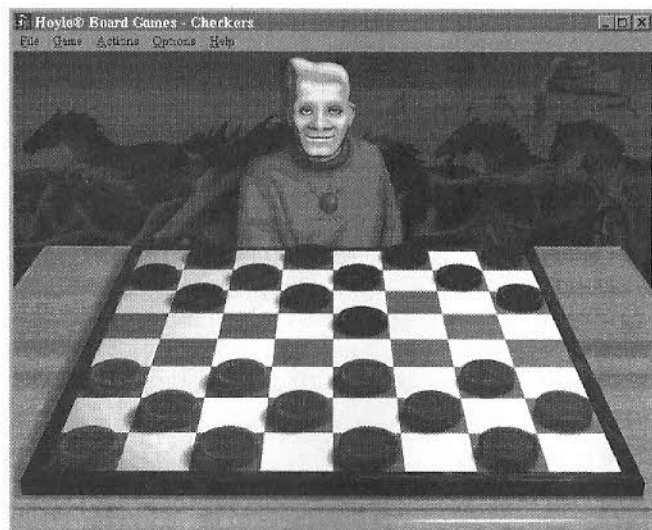
How the game evolved

Checkers has always suffered from a bit of an image problem. It's a medieval offspring of Chess, and it had to grow up in the shadow of its parent, which was at the time wildly popular. And it took several centuries to find the right balance in the rules. Many people look upon Checkers as that game you play until you're ready to learn Chess, but this attitude is mistaken. Checkers is a game with its own depths and complexities. A supercomputer brought down the human champion in Chess (IBM's Deep Blue, 1997); it took a supercomputer just to earn a tie with the human champion in Checkers (the University of Alberta's Chinook, 1994).

The French mix and match

Checkers is almost certainly a French invention of about the 12th century. It's a mixture of an old Moorish game, Alquerque (pronounced like the city of Albuquerque, minus the third and fourth letters), and Chess. Alquerque is the Spanish corruption of the Arabic "el-quirkat." The game was first mentioned in print in a Moorish book published in the 10th century, but its history goes much farther back. One of the ancient temples of Egypt has an Alquerque board engraved in its roof. (Since we know the ancient Egyptians didn't float in midair, we can assume that this board was meant as a decoration. The Egyptians must've loved their games to have used them in this fashion.)

Alquerque gave Checkers the 12-man army and the capture-by-jumping concept. Alquerque is played on a latticed board, but the pieces occupy the intersections of the lines rather than the insides of the squares formed by the lines.

Chess provided the concept of the checkered board (a European innovation). When the French combined Chess and Alquerque, the Alquerque men moved off the intersections and occupied the Chess squares. Now all the new game needed was a name. Surprisingly, that too came from Chess.

When Chess came to Europe, it had no Queen; instead, a piece called the "Fers" (a Persian word meaning "Counselor") stood beside the King. Because the pieces in Checkers moved like the Fers in Chess, the game was called Ferses, and the pieces, rather than the 12 flat disks we're familiar with, were 12 Ferses pilfered from Chess sets.

By the year 1500, the Europeans had replaced the Fers in Chess with the Queen — in French, the "dame." The Queen also knocked the Fers off the checkerboard. (So now the French were using 12 Queens per army — and when a Queen reached the last rank, it underwent a sex change and became a King. Interesting.) For the next 200 years the French referred to Checkers as Dames, a name that followed the game as it spread across the continent, from Turkey (*Dama*) to Scotland (where it is still referred to as *Dams*). In England, however, the game was called Draughts (pronounced "Drafts"), a Middle English word referring to a move made by the Queen in Chess. Draughts is the name the English have continued to use; the pieces are the draughtsmen and the board is the draughtsboard.

The word "Checkers" enters the language

The name "Draughts" never caught on in several rural, out-of-the-way pockets of England. People there referred to the game as Checkers, after the checkered board on which the game was played. Many of the Pilgrims who set up shop in Massachusetts in the 1600s came from those areas where Draughts was known as Checkers. They not only brought the game with them when they came over on the Mayflower, they brought the name, too. Checkers spread outward from Massachusetts (many New England Indian tribes adopted the game), and wherever English was spoken, Checkers was the name.

Checkers catches on (slowly)

The indefatigable H.J.R. Murray dug deep into medieval European literature to document the spread of Checkers. In his *History of Board Games Other Than Chess*, he reports finding only five mentions of the game in the years 1200 to 1500. Four are French; one is English. (The English reference is from a poem by Chaucer, who cleverly plays up the confusion that might result in conversation if one person is talking about Chess and the other Checkers and neither knows it.)

In this period too the Church was busy banning every new game that popped up in Christendom, including Chess and almost all card and dice games. But Murray could find no such injunction leveled against Checkers. "It is difficult to resist the conclusion that the game cannot have been very widely known before 1500," he writes — certainly not outside of France, England, and perhaps Spain.

Something happened to Checkers in those years leading up to the 16th century, something that made the game much more attractive. Up until then, there were two ways to play Checkers: a) you could choose not to capture an enemy piece when the opportunity came, or b) you were compelled to capture. Compulsory captures is what makes Checkers so interesting, and by the opening of the 16th century this form of play was dominant. (Odd rules from various corners of Europe, such as checkermen not being allowed to capture Kings, had also been ditched.) Checkers then spread eastward, first into Italy (where we have a report dated 1527) and elsewhere in Europe after 1550.

The Scots take center-stage

The first work in English to focus on Checkers in a serious manner appeared in 1756 (William Payne's *Introduction to the Game of Draughts*). From here the Scots took over the game and in the following hundred years greatly expanded our knowledge of its possibilities. The Scottish influence is still seen in the names of some of the more popular opening systems, which bear the names of Scottish towns (Dundee, Edinburgh, Glasgow) and more fanciful notions (the Will-o-the-Wisp, the Laird & Lady, and the Ayrshire Lassie).

Given the stormy relations between England and Scotland in the years leading up to their unification, it's believed that the Scots learned the game of Checkers not from the hated English but from the Dutch (in whose armies many Scots fought in the 17th century). The Scottish "Dam" is certainly closer to the Dutch "Damen" and the French "Dames" than the English "Draughts."

Checkers in the modern era

Those of us who don't play in Checkers tournaments usually begin a game by just beginning. Whatever we like to play, we play. This style is called "Go As You Please" and on the professional level it results in numerous draws, due to the great knowledge these players bring to the game. The first world championship, held in 1847 (between two Scotsmen, of course), was a Go As You Please affair. In the 1890s the Two-Move Restriction was introduced, in which the first two moves of a game were chosen by lot from certain pre-approved combinations.

The Two-Move Restriction eliminated many draws, though not enough. The Three-Move Restriction was introduced at the 1934 world championship (between two Americans). The participants chose moves by lot from a list of officially sanctioned "three-move openings." This system is still used today (though there's also a separate tournament track for Go As You Please games). A third system, in which one man from each army is removed by lot before the first move, is less popular. (**Hoyle's** Checkers is solely Go As You Please.)

An odd sociological footnote

We all know the stereotype of Chess masters: they eventually go insane. Checkers masters keep their marbles, so to speak, but they seem to die tragically. Some examples:

The first American world champion, Robert Yates, took the crown from the Scots in 1874. He died not long after in an accident at sea. He was 24.

The 1902 world champion, Scotland's Richard Jordan, was killed in a train accident.

In 1927, the United States walloped Great Britain in the Second International Checkers Match (Great Britain had done the same to the US in the first match, played in 1905). Sam Gonotsky, top scorer for the US team, died a few years later. He was in his twenties.

In 1949, Willie Ryan tied defending champ Walter Hellman (both Americans). Ryan wasn't particularly young at the time, but he died not long after, just weeks before he was scheduled to play Hellman in a rematch.

In 1951, Hellman defeated Maurice Chamblee (American) in a title match. Chamblee soon died, of course. He was in his twenties.

How the game is played

Checkers is played by two people on the same checkered board that is used for Chess, but there all similarities end. The pieces that make up your army are also called "checkers" (or simply "men"), and each army has 12 of them. The checkers of each army are the same color. Whichever colors are used, the side with the darker pieces is called "Black" and the side with the lighter pieces is called "White."

The board is placed so that each player has a light-colored square in the corner on the right. The pieces move only on the dark-colored squares.

To begin a game, set your pieces up on the 12 dark squares of the first 3 rows of the board. Your opponent does the same.

By tradition, Black moves first. Moves alternate after that. You lose the game if your turn comes and you can't make any moves. This usually occurs because all of your pieces have been captured, but sometimes it's because the ones you have left have been immobilized by

your opponent. If neither you nor your opponent has enough of an advantage to win, you can agree to a draw.

The pieces move one square at a time, always forward and always diagonally to an adjacent dark square. The exception to the one-square-at-a-time rule is when you are capturing, or "jumping," an enemy piece. You can jump if your piece occupies a square adjacent to the enemy, and if there is an empty square on the other side of the enemy. That empty square is the one your piece will jump to. The enemy piece is then removed from the board.

Capturing is compulsory. If the opportunity to capture comes up, you must take it. If you have the option of capturing a piece in either of two directions, you can choose which one to grab.

If, after capturing an opponent's piece, you find yourself next to another and the square beyond that one is empty, you can capture that second piece, too. And so on. You can change direction in these multiple captures, so long as you keep moving forward.

King me

The row of squares farthest from each player is that player's "King row." On reaching the King row, your piece is crowned and becomes a King. Now it can move backward as well as forward. (If by jumping over one or more of your opponent's pieces you land on the King row, your new King can't continue jumping in the same turn even if the opportunity is right there. The act of being crowned requires that the new King end its turn on the King row.)

CHESS
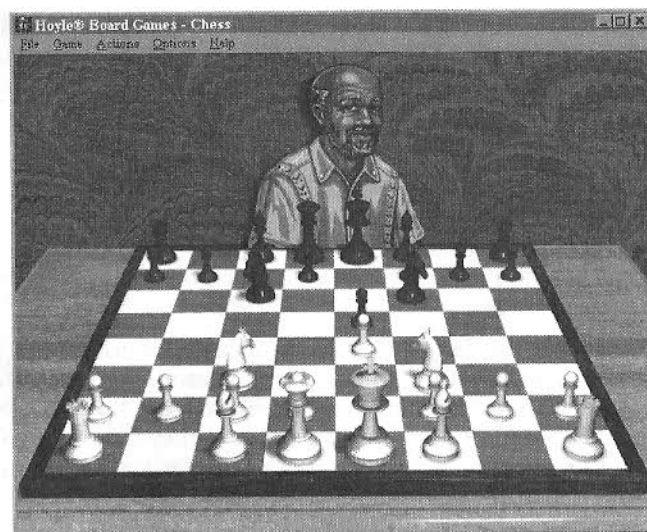
How the game evolved

"The game of Chess is a lake, in which a mosquito can bathe and an elephant can drown."—Indian proverb

Archaelogists have more than once dug up game pieces that could be chessmen. Some of these items have been judged to be thousands of years old. Did Roman senators, Greek philosophers, or even Egyptian pharaohs play some primitive form of Chess? Was Chess played by the waters of Babylon and in the courtyards of Ur? Given the available evidence (or rather, the lack of almost any evidence), it seems doubtful. Nathan Divinsky, writing in his admirable *The Batsford Chess Encyclopedia*, sums up the prevailing view: "It seems unlikely that Chess existed long before the year 600 without any references in articulate Greece or in businesslike Rome."

The oldest Chess pieces that everyone agrees are Chess pieces date from about the year 600. That's also the approximate date of the earliest reference to Chess in world literature. The writer is Persian, and in his text he mentions a game similar to ours that has been obtained through trade with India: "Chaturanga." If you allow a few decades for a new pastime to soak so far into a culture that people begin to write about it, and for that pastime to travel to Persia, we can guess that Chess was invented in India in the 6th century AD.

War by other means

Chaturanga is a Sanskrit word meaning "quadripartite," or divided

Hoyle® Classic Board Games

into four parts. The Indian army of that time was also called Chaturanga, and had four divisions: elephants, cavalry, chariots, and infantry. This suggests two theories to explain how Chess came to be:

1. Chess was a substitute for war, or a bloodless training ground for war.
2. Chess was a way to recreate real life in miniature, as we do today when we play board games that let us buy and sell "property" with fake money, for example.

The moves in Chaturanga were determined by rolling dice. This suggests one more creation theory: that this ancient form of Chess was a way of foretelling the future, or of obtaining messages from gods. David Hooper and Kenneth Whyld, in their *Oxford Companion to Chess*, offer this scenario:

> "By controlling the fall of objects on to a divination board the gods could communicate with men. At a later stage dice were added to determine the moves of the pieces and further reveal the celestial mind. Then someone was sacrilegious enough to convert this process to a game, perhaps eliminating the dice. The person who secularized the religious process has, perhaps, the best claim to be the 'inventor' of Chess."

Chess, the slow-motion game

Chaturanga was a four-player game. Each player had eight pieces: four pawns, a boat or chariot (our Rook), a horse (our Knight), an elephant (our Bishop), and a King. The moves were determined by rolling red, green, yellow, and black dice. (We don't really know how a set of dice determined moves on a chessboard, as no how-to guides survive from that era.) The elephant could move only two squares on a diagonal, though it could jump over any piece in its path. The pawn didn't have the option of moving two squares on its initial move, and on reaching the eighth rank couldn't be promoted to anything of importance. Castling didn't exist. There were no Queens, with their explosive power to change the course of a game in a single move. The Rook, Knight, and King moved as they do today. Try conducting a game with these rules. Be sure to set aside lots of time!

You'll have to make your own chessboard, too. The ancients used a 64-square board, but none of the squares were colored. (That was a European invention.)

Chess hits the road

The four-player version disappeared almost as soon as Chess left India. The Persians played only the two-person variety. Each player now had a 16-man army, as we do today, but the pieces were just as limited as described above, even the new "counselor" piece, which stood beside the King. (It's possible that the Kings from the two dis-carded armies of the Indian game became counselors in the Persian.) The counselor could only move one square diagonally, making it hardly more powerful than a pawn. Two-player Chess was every bit as slow as four-player.

The Persian game could be played with or without dice. The use of dice didn't stop for at least another half a dozen centuries. The last mention of dice appears in a European literary work of the 13th century, in which a gentleman asks the object of his affections, "Lady, which game will you play? Will you have it with moves or with dice?"

The westward dispersal of Chess accelerated in the 7th century when the rapidly expanding Arab empire overran Persia. In the next four centuries the Arabs produced the best players in the world. The names of some of these champions, and even much of their writings and many of the endgame problems they composed, are still known to us today.

Chess also ventured eastward, and as it traveled through Asia it evolved in far different directions from the game Westerners know. In Chinese Chess, for example, pieces are placed not within squares but on the intersections of the lines. A river divides the 9-square by 10-square board; each player has a fortress to shelter in; some pieces can't leave the fortress, some can't cross the river; some of the pieces resemble ours, but there are no Queens. Checkmate is still the aim.

Japanese Chess, commonly called "Shogi" in English-speaking countries, came to Japan from China by way of Korea. Shogi is played on a 9x9 board. The pieces are set up on three rows instead of our two. As in Chinese Chess, there are no Queens. The more recognizable units (to Westerners) are the Kings — but each player has three of them. Even with three Kings, the object of the game is still checkmate. Most notable divergence from the Western game: captured pieces change sides!

'The Royal Game' earns its nickname

Chess took several paths into Europe. The Arabs invaded the Iberian Peninsula, where the kingdoms of Spain and Portugal would one day rise, and the island of Sicily in the 8th century, and naturally brought Chess along with them. The rising Italian city-states, the nucleus for what would one day become Italy, were building economic empires in the Mediterranean; traders from Venice and Genoa soon discovered Chess. No doubt at least a few Crusaders learned Chess while hacking their way through the Holy Land. Chess entered Central Europe through the Balkans and invaded Russia through Central Asian trade routes. Even the Vikings learned Chess and helped to spread it through the more northern lands. By the year 1000, Chess was well-known throughout Europe (though there was no common set of rules).

In the Islamic countries, people of all social classes played Chess.

In the European countries, at least in the Middle Ages, Chess was a game of the nobility (hence "The Royal Game"). Aspiring knights were instructed in Chess as well as in how to joust, slay dragons, and court ladies. In Europe as in Arabia, women were encouraged to play, and in fact Chess was often referred to as a "game for lovers." In the Camelot stories, Lancelot and Guinevere played Chess.

Though the Church occasionally tried to ban Chess (the dice aspect was particularly troubling), the game attracted many followers within religious orders, where it was often seen as a parable of good and evil. "The man who surrenders to sinful thoughts will always be held in check by the Devil and will lose his soul to mate if he does not know how to protect himself," wrote one theologian in 1300.

The European makeover

The period 1400-1600, the ebbing of the medieval era and the flowering of the Renaissance, was the incubator of modern Chess.

The Europeans gave the King a Queen, with all the powers she enjoys today. They also gave the Bishop its diagonal strength and the pawn the choice of opening with a one- or two-move step. The Europeans invented castling and the concept of "promoting" a pawn to a Queen to "reward" it for successfully completing its journey across the battlefield. Suddenly Chess was considerably faster and the pieces packed more of a punch!

We would be right at home on a chessboard in this time period. For one thing, we could play on a checkered board. Dice and Chess had at last parted company, so we could be sure that any game we played would be a true contest of skill. We could expect everyone to be playing by the same rules.

We could even consult a Chess book for advice. The earliest known typeset Chess book appeared within 50 years of the invention of the printing press (late 1500s). The author devoted a number of pages to the old style of play, with its less-powerful and decidedly slower pieces, but this was the last work to do so. The history of the game we call Chess now centers around developments in Europe and the Americas.

Liberty, Equality, Fraternity, and Chess

In the Western world, the 1700s were the years of the common people, in Chess as well as in politics. Among the upper classes, gambling replaced Chess as the amusement of choice, but Chess had already filtered down to the everyday man (though women still played, Chess was beginning to be considered a "man's" game).

The 18th century gave us revolutions, the first stirrings of the Industrial Revolution, and the concept of the Chess club: a gathering place, whether in a coffeehouse, a tavern, or a room with no other purpose but Chess. In the great cities of Europe, entrepreneurs established Chess places (often called "resorts" or "divans") whose reputations still endure. The first Chess professionals appeared. Rather than relying on one wealthy patron for their daily bread, these hardy souls played Chess for money at the new coffeehouses, gave lessons, and wrote books. (It was in this century that the flood of Chess books began, which today form the largest body of writings on any game ever invented.)

Benjamin Franklin, who seems to be responsible for so many firsts in American history, can also be credited with the first American writing on Chess: the essay "The Morals of Chess" (1786). Chess, Franklin wrote, teaches "foresight, by having to plan ahead; vigilance, by having to keep watch over the whole chessboard; caution, by having to restrain ourselves from making hasty moves; and finally, we learn from Chess the greatest maxim in life, that even when everything seems to be going badly for us we should not lose heart but, always hoping for a change for the better, steadfastly continue searching for the solutions to our problems."

Going global

In the 1800s, the clubs of the previous century reached out to each other through the new postal services. One of the earliest and most famous correspondence matches was the four-year battle between the Edinburgh and London clubs (1824-28). The distance the letters traveled was about 400 miles, and each letter took three days to arrive. Edinburgh won the match but Chess won a much larger victory, as the newspapers covered the games and exposed a wide readership to some very exciting play. In the 1830s clubs in different countries began to correspond.

The greatest players of each era had traveled to other countries and tested themselves against the competition there, and fledgling organizations had put together an occasional tournament of champions, but in the 19th century these activities became systematized and commonplace. In 1834, the Frenchman Louis Bourdonnais burnished the honor of France by defeating the British champion, Alexander McDonnell; the British exacted revenge in 1843 when Howard Staunton trounced the French champion, Pierre Saint-Amant. The first international tournament soon followed (London, 1851). In 1872 the German master Wilhelm Steinitz, having defeated everyone in sight, declared himself the world champion; the process of selecting a world champion has continued to this day.

By the end of the 1800s the laws of Chess had been standardized, as had the shapes of the pieces used in tournament and match play (the Staunton design, named for the design's principal booster). There were Chess organizations on the city, state, and national levels, and a

system for awarding the coveted title of "master" to the best players. Chess clocks were being used for all serious games, which prevented players from trying to win by "outsitting" their opponents!

The Information Revolution

The 20th century has seen four far-reaching developments in Chess. These are going to make the 21st century an interesting one for Chess players! In no particular order, these are:

1. *The computer.* The first "Chess-playing machine" appeared in 1769 (there was a little man hidden inside). Two centuries later, computers can play as well as the human champion of the world (as we saw in February 1996, when Garry Kasparov had to overcome a first-round defeat to take his match with Deep Blue, and in the April 1997 return match, when Deeper Blue psyched out the exasperated Russian). Computers now act as study aids, research tools, and sparring partners for professional players, as instant and always available opponents for the rest of us, and have contributed enormously to our knowledge of the endgame.

2. *Women players entering the top levels of play.* Until fairly recently, Chess was an all-boys club, and it was felt that women just couldn't cut it at the top level of competition. The Polgar sisters of Hungary (among others) have smashed that perception; all three are grandmasters, and one (Judit) ranks among the top 20 players, period.

3. *Chess in the schools.* The former Soviet Union began the practice of teaching Chess as part of its standard curriculum — a practice that has contributed enormously to the iron grip the Russians have held on world Chess since the end of World War II. Now many Western nations are at last following suit.

4. *A global Chess organization.* The Federation Internationale Des Echecs, or FIDE (pronounced FEE-day), has had its troubles, but since 1924 has been a force for unification and world standards. FIDE maintains a numerical rating system for master players, awards titles, organizes the world championship, and runs a biennial "olympiad" that brings together teams from dozens of countries.

How the game is played

When you set up the board to play Chess, there should always be a dark square in the left corner nearest you and a light square in the right corner. Remember: "Light on the right."

The armies are always referred to as "White" and "Black," though Chess pieces are available in many colors. The person commanding the White, or lighter, pieces always moves first. (A player can never refuse to move, no matter how disastrous his options may be!)

Each army has 16 pieces: one King, one Queen, two Bishops, two Knights, two Rooks, and eight pawns.

The King

If the King is trapped with no escape possible, the game is lost. Therefore the King is by far the most valuable piece on the board. However, as a fighting unit His Highness is simple and slow. The monarch can move in any direction (horizontally, vertically, or diagonally), but only one square at a time.

(There is one exception to the King's one-square-per-move plodding. See below for an explanation of **castling**.)

The King can capture an enemy soldier only if that soldier is occupying a square adjacent to the King. ("Capture" describes the removal of a piece during a game. Captures are always optional in Chess, except where the survival of the King is concerned — see the sections on **check** and **checkmate**.) The soldier is removed from the board and the King steps onto the square the soldier had guarded.

All of the pieces (except, in one special case, the pawn) capture by removing the enemy piece from the board and then occupying the enemy's square. Once a piece is gone, by the way, it's gone: if you lose your Queen, you won't have the use of a Queen for the remainder of the game. (Unless you are able to promote a pawn! See the section on pawns below.)

Unlike Checkers, it's illegal in Chess to capture more than one piece at a time.

The Queen

The White Queen, at the beginning of the game, stands on a light square in the center of the back rank; the Black Queen stands on a dark one. Two handy mnemonics for remembering where to start the Queen are "Queen on her own color" and "The Queen's dress matches her shoes." The King takes his station on the center square closest to the Queen.

The Queen, as a soldier in your army, is as swift as the King is slow. The Queen can move in any direction, and can charge from one end of the board to the other in the same turn.

There are two things the Queen cannot do. First, the Queen can't jump over another piece, whether friend or foe. (This is true of all the pieces, except the Knight.) The sovereign must either stop before running into the obstruction or, in the case of an enemy soldier, capture it.

Second, the Queen cannot change directions while moving. If the Queen sets out on a diagonal course, for example, that diagonal must be kept to. (Again, this is true of all the pieces, except the Knight.)

The Rook

Each army has a pair of Rooks. Each Rook occupies a corner of the board

when beginning a game. The Rook has half the firepower of a Queen, as it moves vertically and horizontally but not diagonally.

The Bishop

You have two Bishops in your arsenal. Centuries ago, the Bishop was called the "Counselor," and you can understand why when you look at the Bishops' initial positions: one on the Queen's left and one on the King's right, as if one of the royals might ask them for advice. The Bishops move diagonally only. A Bishop can never leave its assigned color.

The Knight

Two Knights make up your cavalry. They are stabled one on each flank, between the Rook and the Bishop.

The Knight is the oddest soldier in your army, and the one that gives new field marshals the most trouble. That's because the Knight can do two things that no other Chess piece can:

Fig. 1

1. The Knight leaps over any piece that lies in its path, friend or foe.

2. The Knight changes direction as it leaps. When the Knight is positioned in or near the center of the board, it can leap to any of eight possible squares (Fig. 1).
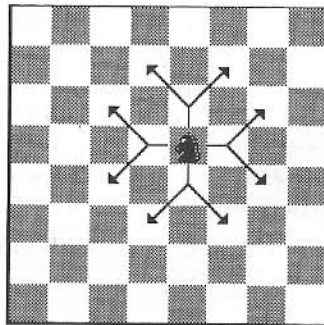
Though the Knight jumps as if it were a piece in Checkers, it can't capture that way. The Knight can only capture an enemy piece if that piece occupies one of the Knight's landing zones.

The Pawn

The stubborn, one-step-at-a-time pawn has a poor reputation. We call people pawns when they appear to be powerless. And yet the pawn is the heart of Chess. Never take your infantry for granted!

The pawn has three distinguishing characteristics:

1. It's the only piece that moves in only one direction: forward.

2. It's the only piece that captures in a different manner than the way in which it moves. The King, Queen, Rook, and Bishop capture whatever lies in their path; the Knight captures whatever occupies the square it lands on; the pawn moves in a straight line, but captures diagonally. (The enemy must be on an adjacent square. The pawn occupies the square that held the target piece.)

3. It's the only piece that can transform itself into a unit of vastly greater power.

On its first move the pawn has the option of moving one square or two. After that, the pawn may only move one square at a time.

When a pawn fights its way through to the last rank on the opposite side of the board, it may be exchanged for any other piece (except a King or another pawn). The new piece begins its career on the square the pawn had occupied. Every time one of your pawns reaches that last rank, you may trade it in for something else.

The pawn has one other trick to play, and this may be the most confusing move of all. Say that a White pawn has penetrated Black's camp (Fig. 2). Black could advance his pawn one square, stopping to attack the invader (Fig. 3). If instead Black sends his pawn ahead two squares, he bypasses the White pawn, and seems to give White no say in the matter (Fig. 4). In fact, the bypassed pawn has the right to capture the pawn that had rushed by as if it had stopped after just one square (Fig. 5). This is called capturing "en passant," a French term for "in passing."

The en passant capture works for Black as well as for White, of course. It's also entirely optional.
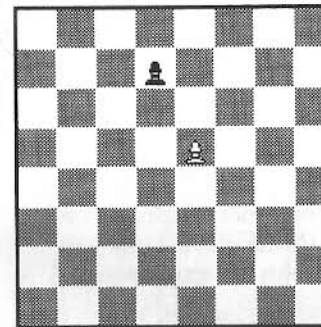
Fig. 2
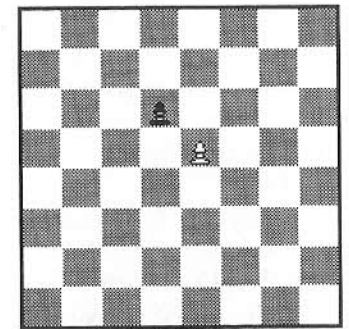
Fig. 3
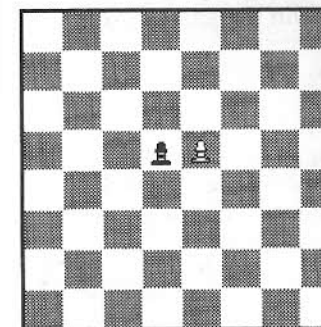
Fig. 4
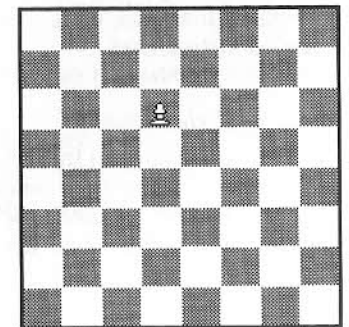
Fig. 5

Relative values of the chessmen

It is vital that you have a clear and reliable notion of the value of each unit under your command. Just as the Pentagon must know what it costs to field an army, you must know, too. If not, you may never get your money's worth when you and your opponent begin capturing each other's pieces. The following table (Fig. 6) is based on five centuries of practical play. It takes the pawn as the basic unit and calculates each piece's value in those units.

♟ = 1 point

♞ = ♟ ♟ ♟ or 3 points

♝ = ♟ ♟ ♟ or 3 points

♜ = ♟ ♟ ♟ ♟ ♟ or 5 points

♛ = ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ ♟ or 9 points

♚ = Priceless

Fig. 6

What does this table tell us? Suppose you can capture a Bishop while letting your opponent capture your Knight. No harm done: Bishops and Knights are the same value. (An even capture is called an "exchange.")

However, if you capture a pawn and your opponent captures one of your Bishops, you've made a poor bargain. Chess players say you have "lost the exchange" (your opponent has "won the exchange").

By knowing the relative values of the pieces we can tell which captures would be profitable, which would be costly, and which would be even. Weigh captures and exchanges carefully. When a player obtains an edge in material, he is much more likely to win the game. *Superior force usually wins!*

Check and checkmate

Your objective on this battlefield is to attack the enemy King in such a way that it cannot escape. An attack on the King is called a **check**. If the King cannot escape the check, then the check is actually **checkmate**, and the attacking force has won the game.

When your King is checked you must drop everything and rush to his defense. There are three ways to fend off a check:

1. Move out of the path of the attacking piece.

2. Block the path of the attacking piece with one of your own pieces.

3. Capture the attacker.

If your King is in check and you can't move, block, or capture, then you've been checkmated. (Note that in Chess the King is never actually captured. If the monarch is in check and unable to do anything about it, the game is over.)

Minimum requirements for checkmate

In certain situations, with certain combinations of pieces, it's impossible to checkmate even a lone King. Bishop, Knight, and King are the minimum requirements (even the professionals have trouble with this one!).

A King and one Bishop can't enforce checkmate against a lone King. (Since the Bishop travels on only one color, the hostile King is safe whenever he occupies a square of the other color.)

Nor can a King and a single Knight enforce checkmate. In any given position there are just too many squares not controlled by the Knight. In fact, a King and two Knights can't pull this off either.

Drawn games

So far it may seem as if all Chess games end in victory for White or Black, just as all baseball games end in a win or a loss. Actually, a game of Chess may end in a "draw" (a tie). There are several ways in which a game may be "drawn":

1. *Draw by Agreement.* The players can agree to a draw. This may happen for various reasons: because neither player thinks the game can be won, because there isn't enough time to finish the game, or even because the position in the game is a crashing bore!

2. *Draw by Perpetual Check.* This refers to a position in which one player can keep checking the other player's King, move after move after move, with no possibility of the defending player being able to stop the checks. The assumption here is that the player doing the checking is at a disadvantage in some way, and is deliberately forcing a draw rather than suffering a loss.

3. *Draw by Insufficient Material.* See **Minimum requirements for checkmate** above.

4. *Draw by Stalemate.* This is a situation in which the player whose turn it is to move is not in check but has no legal moves.

5. *Draw by Repetition of Moves.* For this one you'll need to keep a record of the moves in the game using Chess notation (see page 32) if playing another human; against a computer opponent, the computer will do it for you. If the same position occurs three consecutive times, the game is drawn.

6. Draw by 50-Move Rule. You'll need to record the moves for this one, too (unless you're playing a computer). If a player can demonstrate that the last 50 moves have been made without the capture of a piece or a move by a pawn, that player may claim a draw. (This rule is most often used when one side has only a King.)

Defending the King: castling

If you want to ensure a long life for your King, you'd better castle. Castling is the only maneuver in Chess that involves the simultaneous movement of two pieces: the King and one of the Rooks. Castling is carried out with the goal of transferring the King to a safer refuge at the side of the board.

There are two types of castling: Kingside, which involves the King and the King Rook (the one in the corner closest to the King), and Queenside, which involves the King and the Queen Rook (the one in the corner farthest from the King).

Fig. 7 shows the board with the Kings and Rooks prior to castling.

Fig. 7

In Kingside castling (Fig. 8), White moves his King two squares to the right. The King Rook hops over the King to the square on the King's immediate left. For Black, Kingside castling means just the reverse: the King moves two squares to the left, and the King Rook hops over to the square on the King's immediate right.

Fig. 8

In Queenside castling (Fig. 9), White moves his King two squares to the left. The Queen Rook hops over the King to the square on the King's immediate right. For Black, the King moves two squares to the right, and the Queen Rook hops over to the square on the King's immediate left. Note that in Queenside castling, there are three squares between the King and the Rook
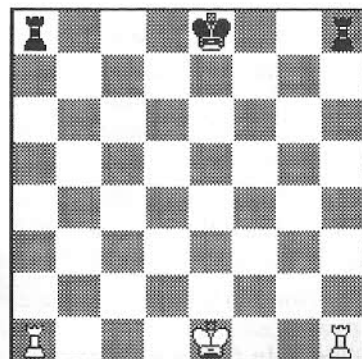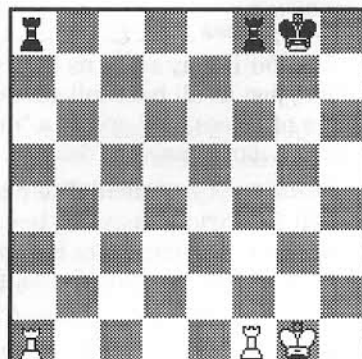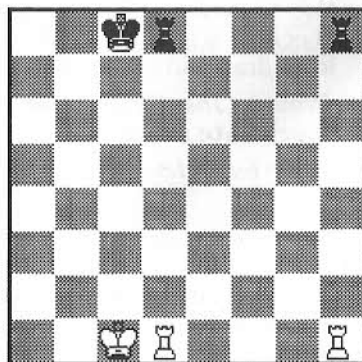
Fig. 9

at the start of the maneuver. The King doesn't end up as deep in a corner as in Kingside castling, but the Rook is brought a step closer to the action in the center.

Which kind of castling is better depends on the particular circumstances of a given game. With time and experience will come an understanding of when to castle and on which side of the board.

When castling isn't possible

There are seven restrictions on castling. Four are temporary (castling might be possible later in the game) and three are permanent (castling will not be possible, period).

Here's the list of temporary restrictions:

1. If your King is in check, you can't escape by castling out of it. You can't castle out of check.
2. If a King must travel across a square controlled by an enemy piece, you can't castle. (You can't castle out of check, and you can't castle through it, either.) There's no problem if the Rook rather than the King must pass across a contested square.
3. If the King would end up on a square controlled by an enemy piece, you can't castle. (You can't castle out of check, you can't castle through it, and you can't castle into it.)
4. If a square between your King and the Rook you want to castle with is occupied, whether by one of your own pieces or one of your opponent's, you can't castle.

These are the permanent restrictions:

1. If a player has moved his King before he's had a chance to castle, he can't castle.
2. If a player has moved his King Rook before he's had a chance to castle Kingside, he no longer has the option of castling Kingside.
3. If a player has moved his Queen Rook before he's had a chance to castle Queenside, he no longer has the option of castling Queenside.

Even when castling is possible, you can only do it once per game.

There's much to remember about castling. It may seem like too much to remember. But it's the single most important action you can take to protect your King. Castling defends and attacks at the same time: simultaneously entrenching the King behind a stockade of pawns on the flank and bringing the long-range firepower of the Rook to bear on the center.

Chess Notation

To help us describe the action in a game, we call a horizontal line of squares a **rank** and a vertical line a **file**. Each rank has a number and each file has a letter (Fig. 10).
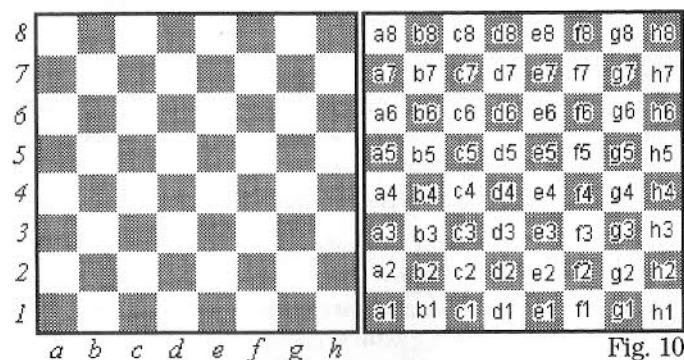
Chess notation uses abbreviations for the pieces:

Fig. 10

King = K
Queen = Q
Bishop = B
Knight = N
Rook = R

(There is no abbreviation for the pawn.)

A move is described by listing the piece, the departure square, and the arrival square. For example, a Rook moving from a1 to a8 is recorded as Ra1-a8 (or, if you want to save space, as Ra8). A pawn moving from e7 to e5 is recorded as e7-e5 (or simply as e5). A capture is described in the same way; you simply list the move the capturing piece made.

Castling is recorded by the King's move from its starting point to its ending point (Ke1-g1 or Kg1).

Check is noted by adding a plus sign at the end of a move. Checkmate is two plusses.

Capturing en passant is noted by adding the abbreviation "e.p." at the end of a move.

Pawn promotion is indicated by parentheses: e7-e8(Q) or a7-a8(R), for example. The letter inside the parentheses shows what piece the pawn was promoted to.

CHINESE CHECKERS
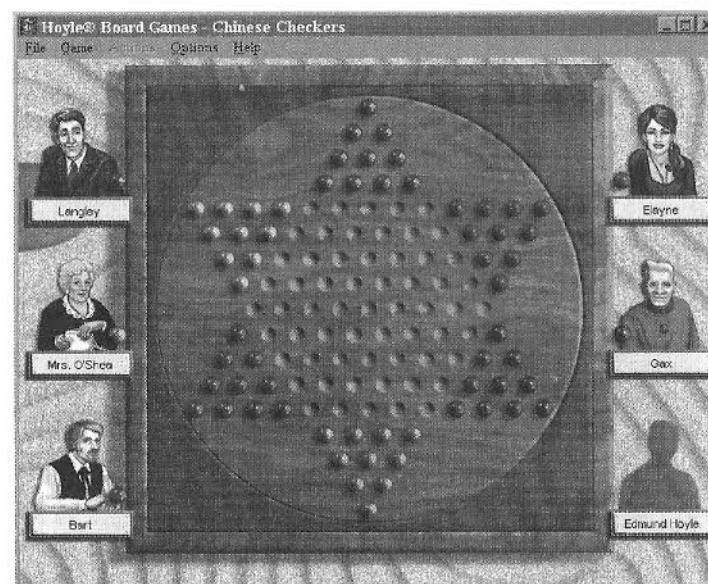
How the game evolved

Chinese Checkers owns the oddest name in the **Hoyle Classic Board Games** package: It wasn't invented in China and it has nothing to do with Checkers!

Everyone agrees that this game first appeared in the late 1800s, and that it first became popular in Sweden. This inventor simply took the Greek game of Halma (meaning "jump" or "leap") and changed its look. Halma is played on a square board, Chinese Checkers is played on a board shaped like a six-pointed star. Halma uses flat pieces moving from square to square, Chinese Checkers uses marbles moving from hole to hole. In both games, the object is to be the first to occupy an enemy camp with your own pieces.

Although the marbles in Chinese Checkers move by jumping or leaping another marble, as in Checkers, this doesn't mean the two games are related. In Checkers, the jump is part of the business of capturing; Checkers is a war game, and the piece jumped is removed from play. In Chinese Checkers, the jump is just one way of getting around the board; Chinese Checkers is a racing game, and the piece jumped stays where it is.

By the way: Chinese Checkers is indeed played in China. (Perhaps the Chinese learned the game from a Swede.) In China they use 10 marbles per player, as opposed to the 15 sometimes used in Europe.

Hoyle Classic Board Games uses the Chinese variation, which is the form also used in the United States.

How the game is played

The goal in Chinese Checkers is to be the first to move all of your marbles into the point opposite your home base. Two, three, four, or six people can play, but never five (because one player wouldn't have an opponent opposite him or her). Two people set up exactly opposite each other. Three people alternate every other point. (With three people, you aim not for the point directly opposite but for the home base of the opponent on your right.) Four people set up opposite again.

Each player starts with a set of 10 marbles set up in the 10 holes or indentations of his home base. Play passes clockwise around the board. You can move one marble on your turn. You can move to any adjacent hole, forward, backward, diagonally, or sideways. If the square next to your marble is occupied by your enemy or by one of your own pieces, but the square on the other side is vacant, you can jump to that vacant square. A marble can make multiple jumps in the same turn.

DOMINOES
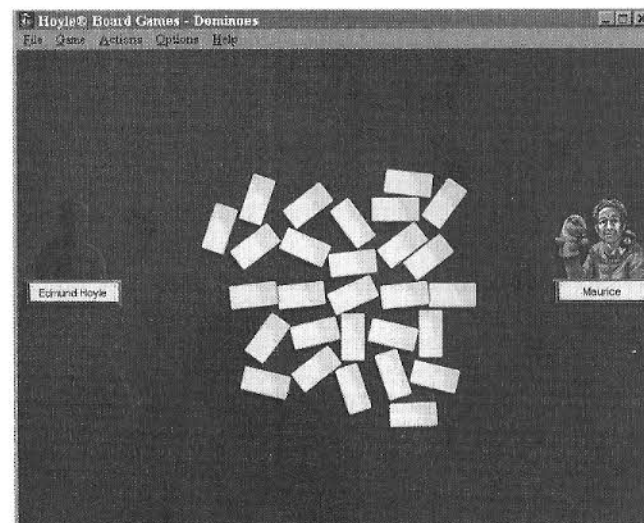
How the game evolved

The typical board game is played on a specially arranged surface using pieces with specific powers. The board doesn't have to be a portable surface of wood, metal, fabric, or plastic; it can be drawn or inscribed in the ground, or, as in the case of Dominoes, the "board" can be built as the pieces are laid out. Dominoes would appear to be a typical board game — and yet, if you want to learn this game's history, you'll have to start with playing cards.

Let's start with the principles behind all card games. There are really only three: the higher cards takes the lower card (Spades and Bridge, for example), similar cards make combinations (Poker and Gin Rummy), and some combination of the two (Pinochle).

The Chinese have it both ways

The principle of combining cards by suit or rank is probably the oldest of the three. The evidence? The Chinese version of Dominoes. "Dice is one of the oldest games of chance, and Dominoes are only a different arrangement of the dice markings," writes Catherine Perry Hargrave in *The Fireside Book of Cards*. In the 1920s Hargrave researched not only the history of playing cards but also how cards fit into and reflected their societies. "Both games very probably originated in China, and the Chinese seem to have been playing the domino game, either with tablets made of ivory or bone or with slips made of parchment or early paper, at the time when paper money was also

being used to play a card game."

The Chinese invented printing and paper money in the years 600 to 900. People began playing with the money almost immediately (as well as spending it!). Playing cards most likely evolved from this money, and one kind of playing card became the equivalent of our Dominoes.

Chinese Domino cards included a set of 21 cards with markings of red and black dots (corresponding to the pips on our Dominoes "bones"). There were also as many as four extra suits with fanciful decorations instead of dots. These decorations included chrysanthemum blossoms, bamboo, butterflies, bats, crabs, coins, scrolls, mythical figures — you get the idea.

"There is a theory," Hargrave speculates, "that these domino cards also found their way into Europe in the 13th century, and that [the mythical figures] became the stranger persons on the 21 high cards of the Tarot series." We note this theory here only because of the sense of wonder it imparts. Dominoes were not reliably reported in Europe before the 18th century (see below), by which time the Tarot was well-established.

Whatever may have become of these figures, there seems to be a clear connection between Dominoes and playing cards. Merilyn Simonds Mohr makes the case in *The Games Treasury*, pointing out the playing-card terms in Dominoes. We *shuffle* the bones before each game, *draw* bones to form a *hand*, and dig in the boneyard when we can't play (which Mohr calls the equivalent of the expression *Go fish*). The 28 bones make up a *deck* and the deck can be broken into *suits* (one suit is all the bones with one blank half, a second is all the bones with one pip on one half, etc.).

Dominoes takes its time leaving China

Though dice spread relatively quickly around the globe, Dominoes was a sluggard. Chess, Checkers, and Backgammon were firmly entrenched in Europe before the first mention of Dominoes appears (in Italy in the early 1700s). It was mostly likely brought to Italy by merchant traders, though that still doesn't explain the tardiness of the game's arrival. Dominoes spread to France and then to France's colony in Canada. When the British defeated the French in the Seven Years War (1756-63) and took control of Canada, French POWs brought Dominoes to England, where they found an enthusiastic following.

Joseph Strutt, an Englishman who compiled one of the first serious studies of games in English (*Sports and Pastimes*, 1801), thought Dominoes "a very childish sport." Dominoes, Strutt huffed, "could have nothing but the novelty to recommend it to the notice of grown persons in this country." Strutt was a better researcher than a judge of public taste, and Dominoes has been one of the world's more popular pastimes ever since.

How the game is played

Hoyle includes three versions of Dominoes (Draw, Block, and Sebastopol). These are the general rules (specific rules for each version follow):

· Dominoes are rectangular tiles marked with every combination of numbers (21 of them) that can be rolled with two dice. The tiles are called "bones." In addition, six bones are blank on one half and one bone is blank on both halves, making 28 bones in a set or deck. The "heaviest" bone is marked with six dots or "pips" on each end: 6-6. (When comparing bones, one is heavier than the other if it has more dots; the other is lighter.)

Bones whose ends are alike (as with 6-6) are called "doublets." Each doublet belongs to a single "suit."

To begin a game (no matter which version), the bones are placed face-down on the table and shuffled (moved around at random). Each player draws a certain number of bones at random to form his or her hand. For the first play, a bone is laid face-up on the table. The next bone laid down must match the first in some way. For example, if the first bone played is the 6-5, the next one down must have a 6 or a 5. You set the new bone down with matching ends touching.

One object of a Dominoes game is to get rid of all the bones in your hand. There may also be scoring involved in the course of play. Dominoes variations fall into two categories, according to what you must do when you have no playable move. In the "block" category, a player with no playable move loses a turn. In the "draw" category, the player draws more bones from the common pile (the "boneyard") until finding one that can be played. If no such bone turns up, the player loses a turn. The lightest hand wins the total number of points in all other hands.
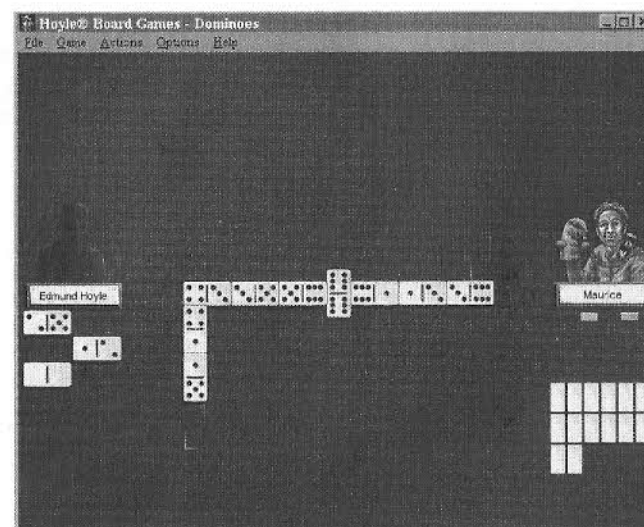
Hoyle® Classic Board Games

Block

This is the simplest variation. If two people are playing, they each draw seven bones for a hand. If three or four are playing, they each draw five. (This distribution of bones is the same for Block and Draw; Sebastopol has its own distribution, as explained below.)

The player holding the highest doublet "sets" it — that is, lays it down as the first play. The turn to play then rotates to the left. Each play is made by adding a bone to an open, or exposed, end of the layout, with equivalent numbers touching. The layout in Block always has two open ends. Two branches are built off the sides of the set (the doublet that began the game). All doublets are customarily placed crosswise, but this doesn't affect the number of open ends.

If a player has no legal move, he or she passes. The game ends when a player gets rid of his or her hand or when no player is able to add to the layout. The player with the lightest remaining hand wins the total number of pips on all the bones remaining in the other hands. (The amount needed to win a game is usually decided among the players before play begins.)

Sebastopol

This sounds like a battle in the Crimean War, but so far as is known the Charge of the Light Brigade has nothing to do with it. There's no boneyard. Four people play, each drawing seven bones. The 6-6 is set, after which play rotates to the left of the first player. The 6-6 is open four ways, and the first four plays after the set must fill each opening — no branch may be extended before these four bones are laid down. All other Block rules apply.

Draw

If you've mastered Block, then you have only one thing to remember about Draw: a player having no playable bone must draw from the boneyard until a playable bone turns up. Once the boneyard is empty, a player with an unplayable hand must pass.

PACHISI
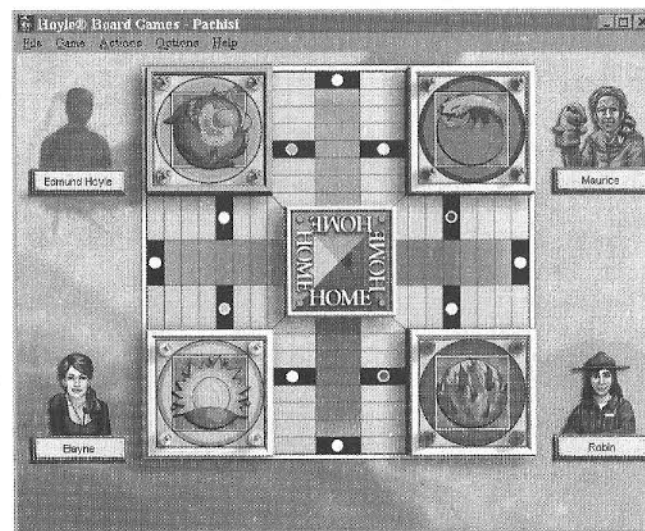
How the game evolved

Racing games have been developed by almost every culture on Earth. When the Conquistadors landed in Central America, they were surprised to find the Indians playing a game on a cruciform (cross-shaped) track with some resemblance to Pachisi.

Pachisi is a Hindu word meaning "25," a reference to the method of scoring used in the original game. It's an old game, perhaps dating from the era in which the Indians (of India) invented Chess (6th century AD). It's still popular in India.

The Pachisi we're familiar with in America was patented by an Englishman in 1896. He called it Ludo, but in this country we call it by its ancient name (though we use the Ludo rules). The modern board is square, but the track on which the pieces race is still cross-shaped.

Americans also know this game as Parcheesi™ (introduced in Britain in 1874), Sorry!™, which uses cards and a square track instead of dice and a cross-shaped track, and Trouble™, which uses dice in a plastic bubble in the center of the board. You push on the bubble to "throw" the dice. The track is a square.

It's worth mentioning two aspects of Pachisi (besides its name) that help to identify its origins:

First, the pieces move counter-clockwise; this is generally thought to be characteristic of Asian games. In most Western games, the pieces move clockwise.

Second, certain squares on the Pachisi board act as "castles" in which the pieces of one player (or one team) may take refuge and not have to worry about being bumped back to the beginning of the course. In some early forms of Chess, particularly as that game spread eastward toward China, each side could send at least a few pieces to safety inside a castle or citadel.

How the game is played

Players move their pieces (one at a time) out of their base (or field or starting square), take one trip around the track, and head up the middle toward home. A piece can't leave its base until the player has thrown a certain number on the dice (decided before the game begins). You can be bumped back to your base if you're not standing on a safe square when an enemy piece lands on you. The first player to bring all four of his or her pieces home is the winner.

SNAKES & LADDERS
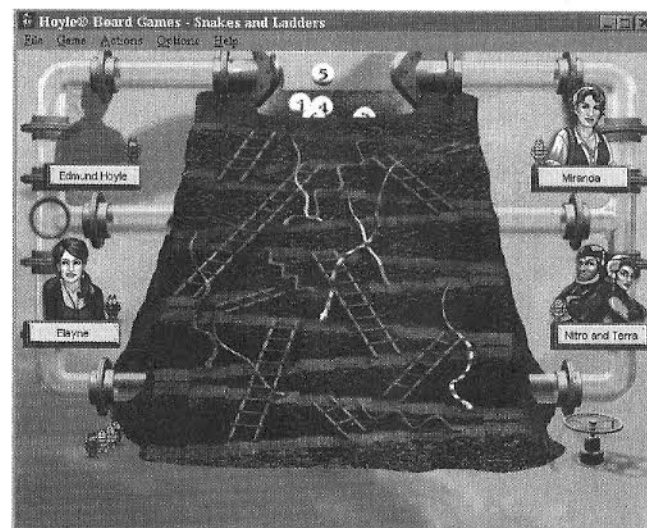
How the game evolved

Though Snakes & Ladders is popular primarily with children, adults should not dismiss it as superficial, as it belongs to a gaming tradition — racing — that stretches back 6,000 years. Not bad for a kids' game!

The Egyptians of 4,000 BC left behind fragments of game boards that researchers surmise were tracks for little wood runners to race on. By 2,500 BC the Egyptians were painting (in their curious, two-dimensional style) on the walls of their tombs representations of people thinking hard over game boards. With some paintings, we can't really know what's going on; since the Egyptians painted in profile, it's impossible to know what the boards looked like or what the pieces were doing on them. With other paintings, however, the profile view is not a problem. The pieces on the boards are engaged in a race.

Many boards and pieces have been recovered from this period, not only in Egypt but in the early civilizations of Ur, Palestine, and Assyria as well. These too are racing games, in particular an Egyptian game that archaeologists call "Dogs & Jackals" (after the carved heads of the pieces). "Boards" for racing games have also been found chiseled into the floors of buildings, courtyards, and public areas in ancient, long-abandoned towns in Egypt, India, Persia, China, Italy, and Spain.

The English stake their claim....

Snakes & Ladders evolved in England from earlier racing games,

though we don't know for certain which ones. A likely candidate is Goose, a racing game of Italian origin that entered England shortly before 1600. Whereas Snakes & Ladders has a single reward, the ladder, and a single penalty, the snake, Goose has one reward (landing on a goose gives you another turn) and many penalties (including going to prison, getting lost in a maze, and falling down a well).

Goose was exceedingly popular among adults at this time, when Shakespeare was still alive and the civil war that would temporarily throw out the English monarchy was still decades away. Perhaps Snakes & Ladders was intended to be the Goose for children.

...and so do the Hindus

Merilyn Simonds Mohr, in *The Games Treasury*, has a different idea. She cites an old game from India, "Moksha-Patamu" ("Heaven and Hell"), as the source for our Snakes & Ladders. Hindus used Moksha-Patamu to teach their children how to survive in a world of good and evil. In the Indian game, each ladder rose from a "square of virtue" (Faith, Reliability, Generosity) while each snake descended from squares of "wickedness" (Disobedience, Theft, Drunkenness).

Mohr has uncovered a game patented in England in 1892 as Snakes & Ladders; this is surely not the first appearance of this game, but perhaps a reformatting of Snakes & Ladders along the Hindu lines. Mohr notes that "while vices outnumbered virtues in the Indian game, most early Snakes & Ladders variations balance the two, and more recent versions give the players more ladders to climb than snakes to slither down. Today's games are stripped of moral overtones; in some versions, even the snakes have been replaced by 'chutes.' "

With the Hindus, you hit the snake's head and slide down to its tail. In North America, the snakes have no significance and are often reversed.

How the game is played

You start at the bottom of the hill and move upward according to the roll of the dice. If you land on a square that's supporting a ladder, your piece climbs that ladder to the square at the top. But if you land on a square at the top of a snake, you slide down that snake to the square at the bottom. The first player to the summit wins (you must enter the final square on an exact roll of the dice).

YACHT
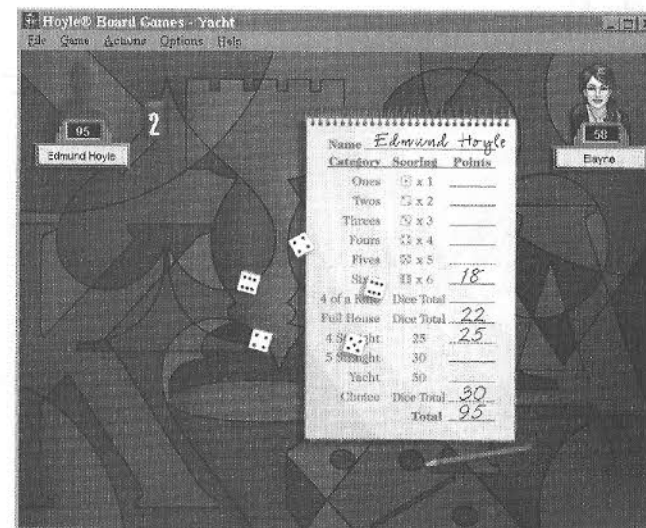
How the game evolved

Most Americans know this game from the popular commercial variant, Yahtzee™. Supposedly, the marketer of this game bought it from Canadians who called it Yacht because that's where they played it. (However, according to the current edition of *Hoyle's Rules of Games*, Yacht is usually played "in a restaurant or bar to decide who pays the check.")

Yacht by any name was originally a means of playing Poker with dice instead of cards (hence another of its names, Poker Dice). Special Yacht dice are made with an ace, king, queen, jack, 10, and 9 replacing the pips of the standard dice. Today, most people play Yacht with standard dice and without much thought for its Poker origins, even though most of the game's terminology comes from Poker.

How the game is played

Yacht uses five dice. Any number of people can play (though with just one person the only goal is to beat your past high score). The object is to make the best possible hand in the following categories:

Hand	Score
Ones	.Total of ones
Twos	.Total of twos
Threes	.Total of threes
Fours	.Total of fours

Hoyle® Classic Board Games

Fives	Total of fives
Sixes	Total of sixes
Four of a Kind	Dice total
Full House	Dice total
Four Straight	25
Five Straight	30
Yacht (Five of a Kind)	50
Choice	Dice total

There are 12 categories and you have 12 turns. On each turn you roll the dice three times. You can keep one or more die from each roll to build your hand; you can also discard the die or dice you kept from the first roll if the second roll changes your mind. You can stand pat after the first or second rolls if your hand is good enough.

Your goal is to fill in each category in the chart above with the highest possible number. A 4-4-5-5-5 Full House, for example, is 23 points. Once you fill a category, you go on to another. If you throw a second Full House, say a 4-4-4-3-3, you may choose the Fours category. Your score then would be 12 (the threes in this example wouldn't count).

(With Four of a Kind, the number on the fifth die does count in the scoring. Example: 6-6-6-6-1 is Four of a Kind, but it counts as 25.)

Three categories already have scores: Four Straight (25), Five Straight (30), and Yacht (50). These numbers are higher than the highest possible totals on your dice for those particular hands, so consider these scores a bonus.

The Choice category is just that — your choice. Use this category if your hand has a high point value but doesn't fit anywhere else. You'll receive the total points showing on your dice.

If your hand isn't much of anything, choose the lowest possible category to minimize the damage. For example, if you're left with low, miscellaneous numbers, choose Ones even if you have none. You'll receive a zero for that category, but since the category is devoted to the lowly numeral one, how many points could you get there anyway?

At the end of 12 rounds all of the categories will be filled in and the game ends. High score wins.

ZEN BONES
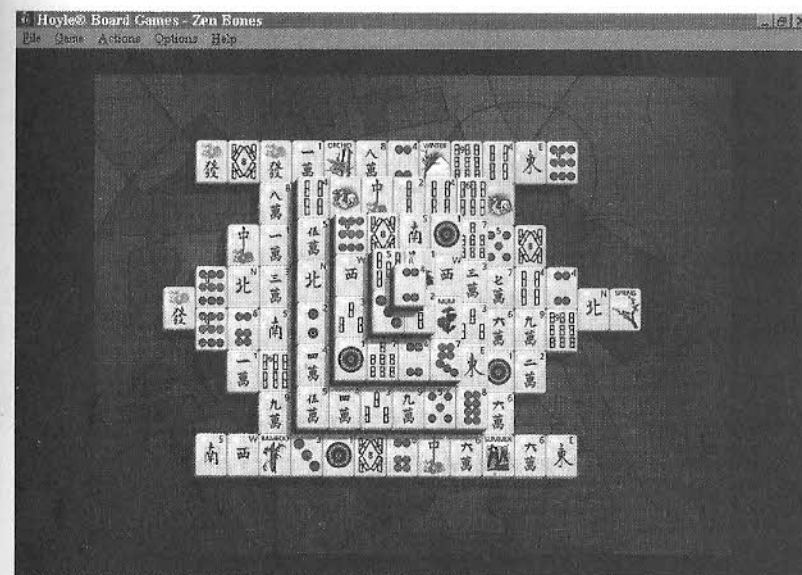
How the game evolved

Zen Bones is a simplification of Mah Jongg, which itself is an American simplification of a Chinese game of the 19th century. (The Chinese original was played by different rules and known by different names throughout that country; one name that's come down to us translates roughly as "Game of the Four Winds.")

An American businessman named Joseph Babcock, who was living in Shanghai at the close of World War I, played the Chinese game and fell in love with it. He thought it would appeal to Americans, so he set about codifying (and streamlining) the rules. Babcock coined the name Mah Jongg for the new version; supposedly, he took this name from the bird that appears on one of the game's tiles. The bird represents a mythical figure called by the Chinese (this is an approximation) Mah Jongg, "Bird of a Thousand Intelligences."

Babcock might not have been as smart as that bird, but his hunch about the gaming marketplace was sound. Mah Jongg became a thunderous hit in the United States, Great Britain, and Australia in the 1920s. The game is still played today, though it no longer commands an army of fanatics as it did 70 years ago.

Mah Jongg is superficially similar to Dominoes in that both games use tiles, or bones, and because the arrangement of the tiles forms the "board." Zen Bones shares that similarity with Dominoes; it also

resembles certain card games, such as Gin Rummy, where making matches is the order of the day.

How the game is played

At the start of the game, the tiles or bones are randomly arranged in a pyramid shape. Your job is to match tiles in pairs. Each pair, once found, are removed from the layout. You keep matching pairs until there are no more in the layout, trying to end with the fewest tiles remaining. You can then stop and begin a new pyramid, or "reshuffle" the remaining tiles and continue on.

There are six categories, or suits, of tiles:

Circles (from one to nine)

Characters (Chinese letters)

Flowers (Mum, Plum, Bamboo, Orchid)

Seasons (Winter, Spring, Summer, Autumn)

Compass (North, South, East, West)

Bamboo (not to be confused with the "bamboo" tile of Flowers)

Dragons (including one that looks as if a sword has been thrust through it)

Many of the tiles are numbered, but these numbers are for your convenience in making matches — they don't figure in the scoring (since there is no scoring). You can't match across suits; two tiles with nine cirlces are a match, but a Nine of Cirlces and Nine of Bamboo don't work.

Any of the Flowers can be matched, for example, Mums with Plums. Any Season matches any other Season, for example, Winter with Spring. The Compass Directions can only be matched against the exact same direction, as with North and North or South and South. (This is also true for the three kinds of dragons.)

The Bird of a Thousand Intelligences is considered part of the Bamboo suit, but this distinction is only of consequence in Mah Jongg, where suits count in the scoring.

SIERRA ON-LINE TECHNICAL SUPPORT

The Fine Print

Hoyle® Classic Board Games
©1997 Sierra On-Line, Inc.
All rights reserved.
Printed in the United States of America.