

CHESS more than a game!



Quick-Start
at the end!

„Chess more than a game“

The first board game for one of the oldest board
games in the world!

2 Dice - 4 difficulty levels

8 categories - 32 significant chess locations
to the game on 64 fields

2-8 players try to move through the board as fast as possible starting in Madrid (location of the first chess tournament in Europe in 1575) and finishing in Tromsø (location of the Chess Olympiad in 2014). The board shows important chess players and other interesting details.

The players roll with a normal die (numbers 1 to 6) and the new speed die (two times the numbers 1-3). After moving the normal die's number of pips the speed die adds dynamics to the game: when answering one of the 512 questions of 8 categories the player can either advance it's number or go back according to whether or not answering correctly.

Test your knowledge concerning the history, the rules, the board and its chess pieces and much much more around one of the most popular board games of the world.

For 2-8 players starting at the age of 8

Author: Dr. Dirk Jordan, Illustration and Design: Na.IV Design Nadine Villwock



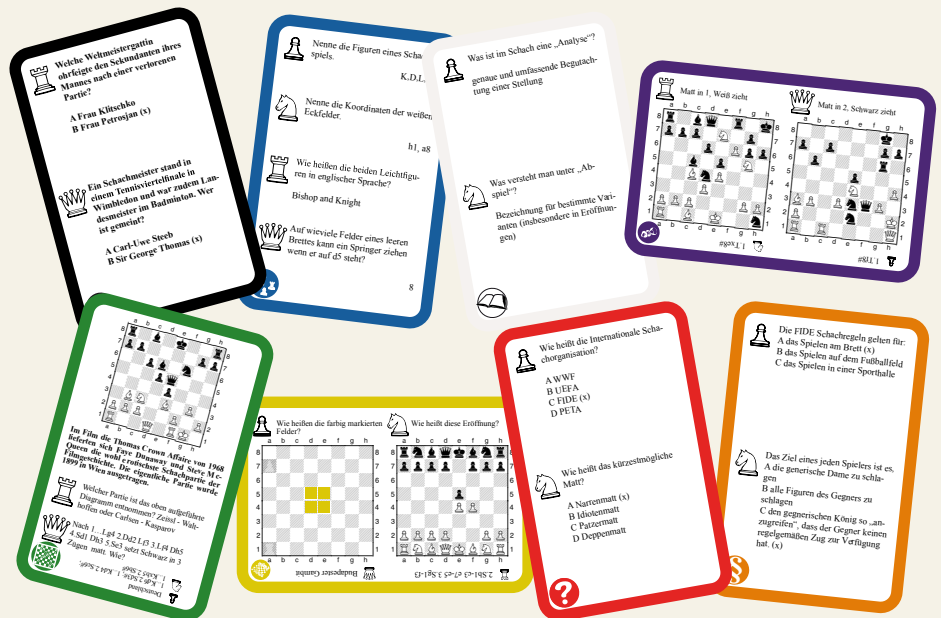
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Game Material

36 token cards
in 9 different colours



96 game cards
16 per category



8 token card holders

2 dice, 1 normal, 1 speed



1 game board





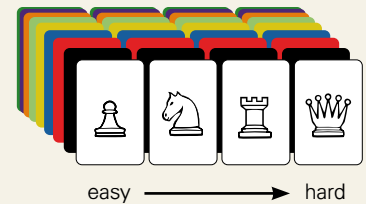
Game Preparation

Put the **board** and the **game cards** in the middle of the table.

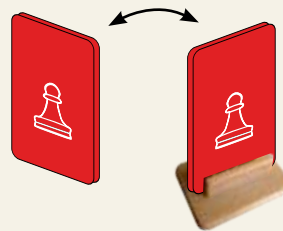
(The board depicts a map of Europe with 32 important locations of chess: Madrid - Sevilla - Linares - Calvia - Turin - Bled - Novi Sad - Sofia - Istanbul - Teheran - Jerewan - Tiflis - Tuapse - Chisinau - Budapest - Paris - London - Amsterdam - Hamburg - Dresden - Wrocław - Kiev - Moscow - Volgograd - Elista - Zlatoust - Khanty-Mansiysk - Saint Petersburg - Riga - Tonsberg - Reykjavik - Tromsø, as well as local characteristics and chess players. A more specific list can be found at the end of this manual.)



Every player chooses a **token card**. The pawn is the easiest, the queen the hardest game level.

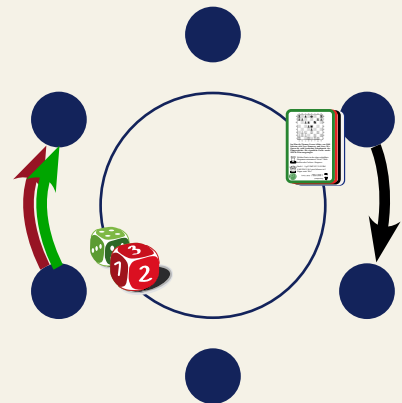


The **token card** is placed into the holder. Every player has now been assigned his own colour and game level.



Both dice are rolled by each player, passing them around. The player with the highest sum of the numbers starts.

The player opposite the one whose turn it is has to ask the questions. Alternatively you can appoint a person responsible for the game cards at the beginning, should there be somebody wanting to watch a round for example.



Course of the Game

All token cards start at the field "start".

Variation - start


Before the first player can move his token card he/she has to answer a question correctly of the first category. If he does not succeed

- the second player can start without having to do so.
- the second player has to try answering the question.

The first player throws the dice with for example a 4 with the normal and a 3 with the speed die. He advances the corresponding pip number, here 4 fields.

Arrival at the blue field, category:

 **Board and Chess Pieces**

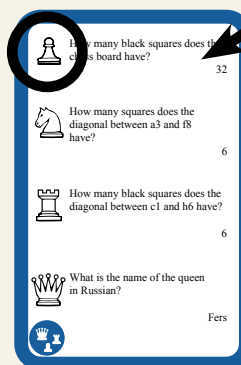
The player opposite takes a card of the corresponding category and reads the question aloud. In the example that would be the pawn question .

The player now has the chance to answer. This is where the speed die comes in. If the answer is correct the player is allowed to advance the number of pips 3, if not he has to return 3.

Variation - Answering the Questions

- 1) A question can be declined once.
- 2) Before every move the player can decide whether or not he wants to play with or without the game cards, thus the speed die.
- 3) After throwing the dice the player can decide whether or not to play with the questions and the speed die.

After carrying out the move it is the next player's turn. The dice are passed on clockwise.





End of the Game

The game is finished as soon as somebody passes over the final game field, be it through throwing the dice or answering one of the questions correctly. Thereby it is not important to reach the field exactly. Passing over is enough.

Variation - End of the Game

- 1) The final field has to be reached exactly. If a player passes it
 - a) he has to go back the amount surpassing it.
 - b) he is not allowed to move this turn but has to wait until the next one.
- 2) The final field has to be reached exactly. Now the player has to answer the question of the category of the final field. Does he answer correctly he has won the game, if not he has to go back the amount of pips of the speed die.
- 3) The final field is reached when the player stops exactly on it or passes it. Now he still has to answer the final question. Does he do so correctly he has won the game, if not he has to go back the amount of pips of the speed die.



Game board with locations



1. Madrid

first chess tournament in 1575

2. Sevilla

Kasparow's title defence in 1987

3. Linares

Jaín

Xie Jun loses her title against
Susann Polgar in 1996

4. Calvià

Chess Olympiad 2004

5. Torino

Turin

Chess Olympiad 2006

6. Bled

Chess Olympiad 2002

7. Нови Сад

Novi Sad

Chess Olympiad 1990

8. София

Sofia: 2010 Anand's second title defence against Topalov

9. Istanbul

Chess Olympiad 2012, Hou Yifan
becomes world champion in 2010

10. تهران

Teheran

Anand becomes world champion in 2000

11. Երևան

Jerewan

birthplace of Petrosjan

12. თბილისი

Tiflis

birthplace of Gaprindaschwili

13. Tyance

Tuapse

birthplace of Kramnik

14. Chişinău

interzonal tournament in 1995

15. Budapest

birthplace of the Polgar Sisters

16. Paris

foundation of the FIDE in 1924

17. London

Steinitz defeats Anderssen in 1866,
Menchik dies in Kent in 1944

18. Amsterdam

birthplace of Euwe

19. Hamburg

Chess Olympiad 1930

20. Dresden

Chess Olympiad 2008

21. Wroclaw

birthplace and place of death of Anderssen, birthplace of Tarrasch

22. Київ/Київ

Kiev

birthplace of Bogoljubow

23. Москва

Moscow

Candidates' Tournament in 1952, birthplace of Bykova, Rubzova, Kasparov defeats Karpov in 1984/85

24. Волгоград

Volgograd

Tschiburdanidse's title defence in 1984

25. Elista

Chess Olympiad 1998, Stefanowa becomes world champion in 2004 after winning against Kowalewskaja, Kramnik defeats Topalov in 2006





26. Златоуст

Zlatoust
birthplace of Karpov

27. Ханты-Мансийск

Khanty-Mansiysk
Chess Olympiad 2010

28. Санкт-Петербург

Saint Petersburg
birthplace of Kortschnoi, Tschigorin
and Spasski, place of death of
Rudenko

29. Rīga

birthplace of Tal

30. Tønsberg

birthplace of Magnus Carlsen

31. Reykjavíkurborg

Spasski vs. Fischer in 1972

32. Tromsø

Chess Olympiad 2014



Glossary of Chess Players



1st World Chess Champion 1886-94

Wilhelm Steinitz

(* 14/5/1836 in Prague, Czech Republic; † 12/8/1900 in New York, USA)



8th World Chess Champion 1960-61

Michail Nechemjewitsch Tal

(* 9/11/1936 in Riga, Latvia; † 27/06/1992 in Moscow, Russia)



2nd World Chess Champion 1894-1921

Jonathan Bertold (Berthold) Lasker

(* 31/12/1860 in Berlinchen, Neumark; † 19/10/1928 in Berlin, Germany)



9th World Chess Champion 1963-69

Tigran Wartanowitsch Petrosjan

(* 17/6/1929 in Tiflis, Georgia; † 13/8/1984 in Moscow, Russia)



3rd World Chess Champion 1921-27

José Raúl Capablanca y Graupera

(* 19/11/1888 in Havanna, Cuba; † 8/3/1942 in New York City, USA)



10th World Chess Champion 1969-72

Boris Wassiljewitsch Spasski

(* 30/1/1937 in Leningrad, Russia)



4th World Chess Champion 1927-35

Alexander Alexandrowitsch Aljechin

(* 31/10/1892 in Moscow, Russia; † 24/3/1946 in Estoril, Portugal)



11th World Chess Champion 1972-75

Robert James „Bobby“ Fischer

(* 9/3/1943 in Chicago, USA; † 17/1/2008 in Reykjavik, Iceland)



5th World Chess Champion 1935-37

Machgielis (Max) Euwe

(* 20/5/1901 † 26/11/1981 in Amsterdam, Netherlands)



12th World Chess Champion 1975-85

Anatoli Jewgenjewitsch Karpow

(* 23/5/1951 in Zlatoust, Russia)



6th World Chess Champion 1946-48

Michail Moissejewitsch Botwinnik

(* 17/8/1911 in Kuokkala, commune Terijoki, today Repino part of Saint Petersburg; † 5/5/1995 in Moscow, Russia)



13th World Chess Champion 1985-2000

1st PCA World Champion

Garri Kimowitsch Kasparow

(* 13/4/1963 as Garik Weinstein in Baku, Azerbaijan)



7th World Chess Champion 1948-57

Wassili Wassiljewitsch Smyslow

(* 24/3/1921 in Moscow; † 27/3/2010 in Moscow, Russia)



14th World Chess Champion 2000-07

FIDE World Champion 2006-07

2nd PCA World Champion

Wladimir Borissowitsch Kramnik

(* 25/6/1975 in Tuapse at the Black Sea, Russia, former Soviet Union)





15th World Chess Champion since 2007
FIDE World Champion 2000-02

Viswanathan Anand
(* 11/12/1969 in Madras, India)



Adolf Anderssen
(actually Karl Ernst Adolf Anderssen; * 6/6/1818 † 13/6/1879 in Wroclaw, Poland)

German Chess Master and one of the strongest chess players of the 19th century



FIDE World Champion 1999-2000

Alexander Walerjewitsch Chalfman (Khalifman)
(* 18/1/1966 in Leningrad, Russia)



Efim Bogoljubow
(* 14/4/1889 in Stanislawtschik, Kiev Governorate, Russian Empire; † 18/6/1952 in Triberg in the Black Forest, Germany)

Russian-German Chess Grand Master



FIDE World Champion 2002-04

Ruslan Ponomarev
(* 11/10/1983 in Horlivka, Oblast Donetsk, Ukraine)



Magnus Carlsen
(* 30/11/1990 in Tønsberg, Norway)

leading the FIDE-rankings in 2011



FIDE World Champion 2004-05

Rustam Kasimjanov
(daneben auch usbekisch Rustam Qosimjonov; * 5/12/1979 in Taschkent, Uzbekistan)



George Henry Mackenzie
(* 24./3/1837 in North Kessock, Scotland; † 14/4/1891 in New York City, USA)

important Chess Master of the 19th century



FIDE World Champion 2005-06

Wesselin Topalov
(* 15/3/1975 in Russe, Bulgaria)



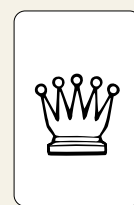
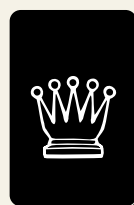
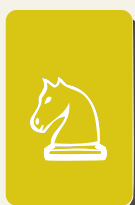
Siegbert Tarrasch
(* 5/3/1862 in Wroclaw, Poland; † 17/2/1934 in Munich, Germany)

German Master in chess and one of the world's best chess players end of the 19th, beginning of the 20th century



Johannes Hermann Zukertort
(* 7/9/842 in Lublin, Russian Empire; † 20/6/1888 in London, England)

Polish-German Chess Master



Glossary of Chess Players



1st World Chess Champion 1927-44

Vera Menchik
(* 16/2/1906 in Moscow, Russia;
† 27/6/1944 in London, England)



9th World Chess Champion 1996-99

Zsuzsa Polgár
(* 19/4/1969 in Budapest, Hungary)



2nd World Chess Champion 1950-53

Ljudmila Wladimirowna Rudenko
(* 27/7/1904 in Lubny, Poltawa
Governorate; † 26/2/1986 in Lenin-
grad, Russia)



11th World Chess Champion 2001-04

Zhu Chen
(* 16/3/1976 in Wenzhou, China)



3rd and 5th World Chess Champion
1953-56 and 1958-62

Elisaweta Iwanowna Bykowa
(* 14/11/1913 in Bogoljubowo, Rus-
sia; † 8/3/1989 in Moscow, Russia)



12th World Chess Champion 2004-06

Antoaneta Stefanowa
(* 19/4/1979 in Sofia, Bulgaria)



4th World Chess Champion 1956-58

Olga Nikolajewna Rubzowa
(* 20/8/1909; † 13/12/1994 in
Moscow, Russia)



13th World Chess Champion 2006-08

Xu Yuhua
(* 29/10/1976 in Jinhua, China)



6th World Chess Champion 1962-78

Nona Gaprindaschwili
(* 3/5/1941 in Sugdidi, Mingrelien,
former Soviet Union)



14th World Chess Champion 2008-10

**Alexandra Konstantinowna Kos-
tenjuk**
(* 23/4/1984 in Perm, Russia)



7th World Chess Champion 1978-91

Maia Tschiburdanidse
(* 17/1/1961 in Kutaissi, Imeretien,
former Soviet Union)



15th World Chess Champion since
2010

Hou Yifan
(* 27/2/1994 in Xinghua, Province
Jiangsu, China)



8th and 10th World Chess Champion
1991-96 und 1999-2001

Xie Yun
(* 30/10/1970 in Beijing, China)





The Makers



The Author

Originally at home in the field of mathematics and chess Dr. Dirk Jordan developed this game idea for one of the oldest board games in the world adding a dimension of learning to it. The invention of the speed die gives the game a special dynamic.



The Designer

The Diplom-Designer (FH) Nadine Villwock breathed new life into the game by visualising the ideas and concepts in pictures and illustrations. Beside that she created a special chess piece graphic set and the category symbols especially for the game.

Sources, Acknowledgement

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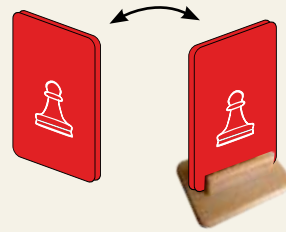
Author:
Dr. Dirk Jordan

Garfics and Design:
Na.iV Design - Nadine Villwock

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AZ: 40 2012 000 148.1

Quick Start

Put the board and the game cards onto the table. Assemble the tokens by putting the token cards into the holders as shown on the right.



The first player throws the dice and moves the corresponding number of pips, in the example 4.

Arrival at the blue field, category:



The player opposite takes a card of the corresponding category and reads the question according to the chosen game level aloud. In the example that would be the pawn question.

When answering correctly the player can advance the number of pips he achieved with the speed die 3, if he doesn't he has to go back 3.

It is the next player's turn. The dice are being passed on clockwise.

The game ends as soon as a player passes over the final field.

The exact description including different game variations can be found inside the manual.

