



B R A I N F I T N E S S
C R O S S T R A I N Y O U R B R A I N

Instructions
and
Solutions

SOLITAIRE CHESS®

STRATEGIC SKILL BUILDING GAME



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ThinkFun's Brain Fitness games are designed as a fun way to help you exercise your brain. The 80 challenges will stretch your mental muscles, strengthening speed, focus, and memory. We recommend that you start with the beginner level and work through the challenges progressively. Just 15 minutes of play a day will reduce stress and provide a good brain workout. You're on your way to a healthier brain!

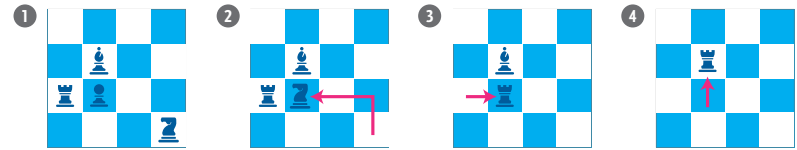
Chess has long been known as the world's deepest thinking game. Solitaire Chess® combines the rules of traditional chess and peg solitaire to bring you a delightful and vigorous brain workout! It's ok if you've never played chess before, this is an inviting way to learn some chess playing strategies or build the skills that you already have!

Includes:

- 1 Booklet with 80 Challenges
- 10 Chess Pieces
- 1 Booklet with Instructions and Solutions

Your Goal:

Capture the chess pieces until only one piece remains on the challenge card.



Setup:

Choose a challenge card and cover the chess piece icons with the matching chess pieces.

To Play:

1. Move the chess pieces according to the movement rules (pages 6-7)*. Each move must result in a captured piece.
2. If you are left with two or more pieces on the challenge card, reset and try again.
3. When there is only one piece remaining, you win!
4. If you are stuck, reference the solutions on pages 8 to 11.

*Movements are the same as in standard chess.

Solitaire Chess Compared to Standard Chess:

Solitaire Chess is a single-player logic puzzle, not a chess game. The basic piece movements are the same as with standard chess but there are some key differences between the two games:

The differences are:

- Solitaire Chess is a single-player game; all the pieces are the same color.
- Every move you make must result in a capture.
- Pawns can be placed anywhere on the board. They may only move up the board by diagonally capturing another piece.
- Pawns are not promoted when they reach the top rank (top row).
- There is no “check” rule for the King.
- By our design, every challenge that uses a King will end with the King as the last remaining piece.
(This is not a rule; it is a hint for you.)

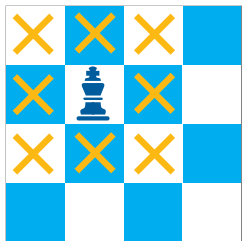
Chess Pieces:



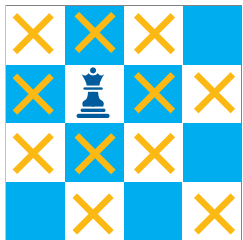
About the Inventor:

Solitaire Chess® was invented by Vesa Timonen, a software engineer living in Finland. His interests include puzzles, magic, programming and woodworking. This is Vesa’s second ThinkFun product; the first being the Aha Brainteaser, Rec-Tangle.

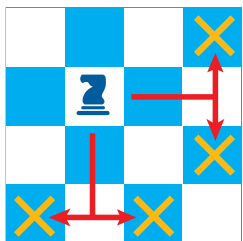
Movement Rules:



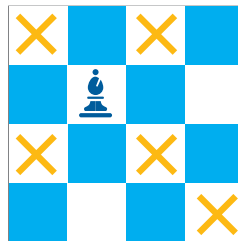
King captures after moving exactly one square horizontally, vertically, or diagonally. The challenges are designed such that in the solution the **King** will never be captured.



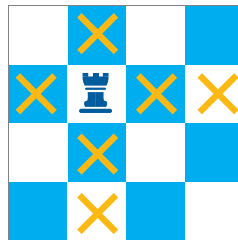
Queen captures after moving across any number of vacant squares horizontally, vertically, or diagonally.



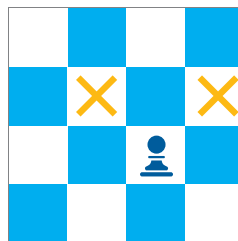
Knights capture after moving in an “L” (or inverted “L”) with two steps in one direction, a 90° turn and one step in the new direction. **Knights** are the only pieces that can jump over other pieces. They capture only the piece that occupied the final square.



Bishops capture after moving across any number of vacant squares diagonally. **Bishops** always remain on their original square color.



Rooks capture after moving across any number of vacant squares vertically or horizontally.



Pawns capture after moving one square diagonally upward.

ThinkFun's Mission is to Ignite Your Mind!®

ThinkFun® is the world's leader in addictively fun games that stretch and sharpen your mind. From lighting up young minds to creating fun for the whole family, ThinkFun's innovative games and mobile apps make you think while they make you smile.



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