

## CONTENTS:

### • One chess board

### • 16 Mario's Heroes red chess pieces:

- 1 King - Mario; 1 Queen - Luigi™;
- 2 Bishops - Princess Peach™ and Daisy™;
- 2 Knights - Yoshi™; 2 Rooks - Toad and 8 Pawns - Coins

### • 16 Bowser's Troop green chess pieces:

- 1 King - Bowser™; 1 Queen - Bowser Jr.;
- 2 Bishops - Magikoopa; 2 Knights - Birdo;
- 2 Rooks - Goomba and 8 Pawns - Green Shells



The ultimate goal in the game of Chess is to win by trapping your opponent's King. Red (Mario and his team) is always first to move and players take turns alternately moving one piece at a time. Movement is required. When a piece lands on an occupied opponent's square, they remove their opponent's piece from game play.

### Set Up:

The row closest to the players contains the following pieces: Rooks are placed in the four corners, Knights are positioned next to the Rooks and are followed by the Bishops. The Kings and Queens are positioned in the middle – the Queens are always positioned on opposing colors (Luigi on white and Bowser Jr. on blue). The second row contains all eight of the Pawns.

### Special Moves:

**Castling:** Each player may "castle" only once during a game and when conditions are met. Castling is a special move that lets a player move two pieces at once – the King and one Rook. In castling, the player moves his King two squares to its left or right toward one of his Rooks. At the same time, the Rook involved goes to the square beside the King and toward the center of the board. In order to castle, neither the King nor the Rook involved may have moved before. Also, the King may not castle out of check, into check, or through check. Further, there may not be pieces of either color between the King and the Rook involved in castling. Castling allows the Rook to become more active and allows you to place the King in a safe place.

### En Passant:

This phrase, which means "in passing," is used for a special Pawn capture and occurs when one player moves a Pawn two squares forward to try to avoid capture by the opponent's Pawn. For example, if the Green Shell moves two squares forward ending up next to Coin, the Green Shell has the option to move one square diagonally, still remaining next to Coin, and capture Coin. If the Mario team does not exercise this option immediately – before playing some other move – the Green Shell is safe from "en passant" capture for the rest of the game.

### Check and Checkmate:

The main goal of Chess is to checkmate your opponent's King. The King is not actually captured and removed from the board like other pieces. But if the King is attacked ("checked") and threatened with capture, he must get out of check immediately. If there is no way to get out of check, the position is a "checkmate," and the side that is checkmated loses. You may not move into check. If you are in check, there are three ways of getting out:

- Capturing the attacking piece;
- Placing one of your own pieces between the attacker and your King (unless the attacker is a Knight or Pawn);
- Moving the King away from the attack.

If a checked player can do none of these, he is checkmated and loses the game. If a King is not in check, but that player can make no legal move, the position is called a stalemate and the game is scored as a draw, or tie.

## Chess Pieces and Moves:



**King:**  
**Mario and Bowser**

This piece is the most vital for once he is lost, the game is over. This piece can move only one square in any direction. The King may never move into check – that is, onto a square where he may be attacked by its opponent's piece.



**Queens:**  
**Luigi and Bowser Jr.**

This piece can move any number of squares in any one direction – horizontal, vertical or diagonal – if its path is not blocked.



**Bishops:**  
**Princess Peach, Daisy and Magikoopa**

These pieces may move any number of spaces in a diagonal direction only.



**Knights:**  
**Yoshi and Birdo**

These pieces are the only ones that may jump over other pieces. The Knight may move in any direction and must always form an "L" in its movement. The Knight may move one square along any column or row and then at a right angle (i.e.: one space forward, two to the left or one space to the left and two forward).



**Rooks:**  
**Toad and Goomba**

These pieces can move any number of squares in a straight line along any column or row. They cannot move diagonally.



**Pawns:**  
**Coin and Green Shell**

These pieces can only move straight ahead one square at a time unless capturing a piece, in which case the Pawn may move diagonally forward. The exception to this is that each Pawn may move two squares forward on its first move. Should a Pawn get all the way across the board to reach the opponent's edge of the board, it will be promoted to any piece the player desires, usually a Queen. It may not remain a Pawn or become a King.

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We will be happy to hear your questions or comments about this game.

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