

**INCLUDES
PRINTABLE
BOARD +
PIECES**



FOOTBALL CHESS

THE BEAUTIFUL GAME MEETS
THE BEAUTIFUL GAME

DESIGN:



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FOOTBALL CHESS: PLAYER'S HANDBOOK

THE BEAUTIFUL GAME

Game plan, space, tactics, playing style, deception, attack, defence, concentration - they all are part of the many strategies employed to play the beautiful game.

Football and Chess share more similarities with one another than may appear at face value. The game of **Football Chess** bridges their strategic underpinnings on one epic playing board to celebrate the beautiful game(s).

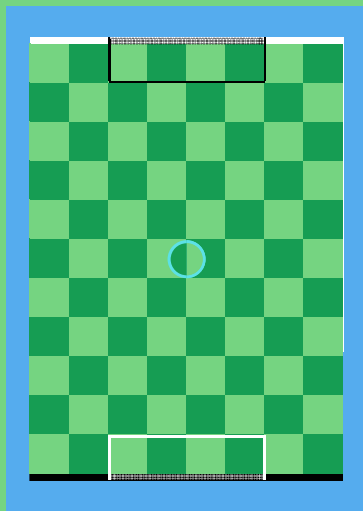
GAME PIECES

- Pawn
- Knight
- Bishop
- Rook
- Queen
- King (Goalkeeper)

SUITABLE FOR

- Making passes.
- Blocking passing lanes.
- Cutting inside and rushing out to the wing.
- Making runs up and down the flanks.
- Box-to-box play.
- Saving goals as the last line of defence.

THE BOARD



- The game is played on a checkerboard measuring 8x11 squares.
- Each end of the board is marked by a black or white horizontal stripe, identifying the starting side for each player.
- Each player plays with 6 chess pieces or "footballers". This consists of; 1 pawn, 1 knight, 1 bishop, 1 rook, 1 queen and 1 king.
- Before kick-off, each player may arrange their pieces however they wish on either side of the pitch.
- However, the king must be placed in one of the four squares marked as being inside the player's box.



"FOOTBALL IS
PLAYED WITH THE
HEAD. YOUR FEET
ARE JUST THE
TOOLS."

- ANDREA PIRLO





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HOW TO PLAY

Kick-Off:

- The starting player begins by positioning one of their pieces on a square that shares the starting circle (blue) in the centre of the board.
- This square will also be shared by the ball, which will need to be "kicked" to start the game.

Open Play:

- To commence the game, the piece "kicks" the ball in any direction which that piece is able to move in. Standard chess rules apply to the directions in which the pieces can move.
- Once kicked in a direction, the ball will travel as many squares as the attacker intends in that direction until:

a) The ball hits an existing piece on the board (in which case the new piece assumes possession of the ball). Whenever this piece moves, so does the ball with it.

b) The ball hits a border of the board (in which case the ball stops and remains on the square of the board where contact was made with the border).

c) The ball enters the goal (in which case a point is scored).

Each turn, the attacking player moves first, where they may "positionally" move any piece (one time). Next, the defending player moves, and may also "positionally" move a piece (one time). After the defending player has moved, it becomes the "kicking" move of the attacking player, where they may kick the ball from whichever piece has possession. Once the ball is kicked, a new set of turns begins with the attacker. Pieces are not captured in this game.

If a defending piece moves in the direction of an attacking piece and makes contact with the attacking piece, the attacking piece is considered "tackled". When this occurs, the defending piece which tackled the ball obtains possession of the ball and can occupy any adjacent square by the original attacker.

If the ball is not currently in possession of any piece, the first piece to move on the square which occupies the ball then obtains its possession - becoming an attacking piece.

Winning The Game:

- A goal is scored when the ball travels in the direction of the goal (marked by the black or white boxes) and makes contact with the net behind it. The king (goalkeeper) is the only player allowed to occupy these 4 squares inside the box, and therefore is the only piece allowed to try and "save" the ball from within the box as it moves towards the net.
- If a goal is scored, another kick-off takes place (with possession given to the player who just conceded the goal).
- The game is timed (players can decide for how long they wish to play). The player with the most goals scored by the end of the timed period is declared the winner of the game.

"CHESS IS THE
GYMNASIUM OF THE
MIND."

- BLAISE PASCAL



PRINT-OUTS

THE PIECES / THE TEAM

This game includes the following pieces; 1 pawn, 1 knight, 1 bishop, 1 rook, 1 queen and 1 king.

They are all located at the bottom of the page, alongside the ball. Simply cut out the pieces and ball with a pair of scissors and place them on the board.

THE BOARD / THE PITCH

The playing board is located on the following page, in A4 format. Simply print out the board, and place the pieces on top of its squares.

