

The Safety Game

On an empty chessboard, take turns in putting your pieces (not pawns) on the board).

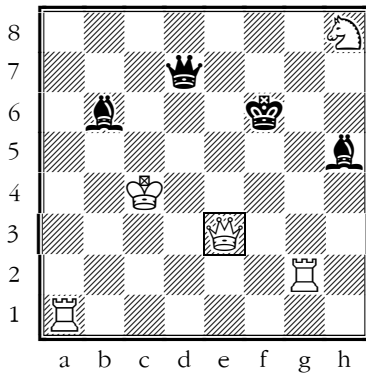
[♖♗♘♙♚♛♜♝ and ♜♝♞♟♠♡♢♣ only]

You must not place a piece where it is being attacked nor where it attacks another piece.

You must not place a piece where it is being defended nor where it defends another piece.

If you try a square that is not allowed, you miss a turn.

The person who puts their last piece on the board wins OR if you both can't see where to go, whoever has put the most pieces on the board wins.



Oops, can't put the white Queen there!

Can you see why?

Miss a turn!

Checkmate races

Choose from:

♚ + ♚♚ vs. ♚

♚ + ♚ vs. ♚

♚ + ♜♞ vs. ♚

♚ + ♖ vs. ♚

♚ + ♞♟ vs. ♚

Take one side, and count how many moves you take to give checkmate.

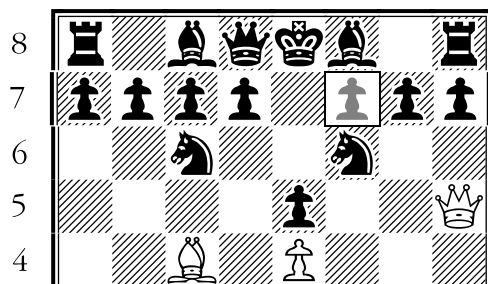
Swap sides and try again.

Now swap partners!

You get points for every extra move your opponent uses, more than you.

Who has the most points in the group?

The Weakest Link



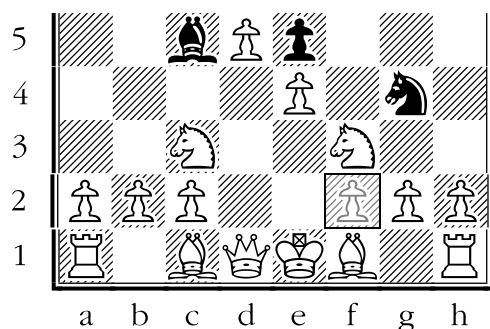
Defending against Scholar's Mate

See it coming!

No defence with ...g6

Some defence with ...Nh6

Best defences with ...g6 and ...Qe7



Defending against attacks on f2 (and c2)

See it coming!

Block with Be3

Block with d4

Castle

Chase with h3