

SKITTLES

Download Edition

An exercise for playing “blindfolded” chess!

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PLAYING CHESS WITH SKITTLES CARDS:

When playing chess with Skittles cards, you'll need a chessboard with 2 inch squares. The standard vinyl boards are perfect!

Using the **YELLOW** cards for White and the **BLUE** cards for Black, arrange the cards face-up to start a game. (If you're playing the **MIGRAINE VERSION**, all cards will be the same color!)

Once both players agree that the board is properly set up, flip all the cards over. You should not see the chessmen, just blank squares of paper.

Now play chess by moving the cards --**WITHOUT LOOKING UNDER THEM!!!** (Players may agree to allow a certain number of **peeks**. For example, if a beginning student is playing against an experienced coach, the coach **MIGHT** decide to let the student have three chances during the game to peek at a card to see what it is. The general rule, though, is **NO PEEKING!**)

You may notate the game if this helps you.

When playing with these cards, you are advised to **NOT** tell your opponent when you've put him in check.

Captured cards should be placed along the side of the board **WITHOUT TURNING THEM OVER** -- unless a player challenges the capture.

If you think your opponent has made an illegal move (for example, if he failed to move out of check), you may challenge the move. When a challenge is made, turn over the cards so that both players may see the position. Once the cards have been turned over, a winner will be declared.

If you get caught making an illegal move, you lose!

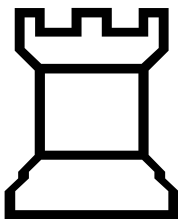
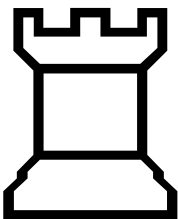
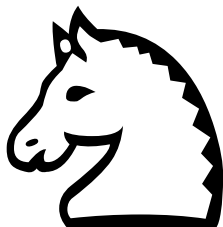
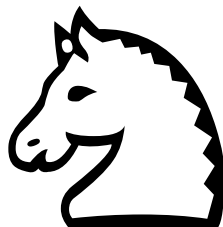
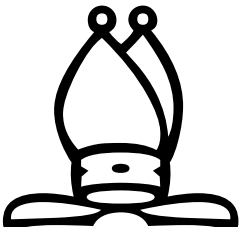
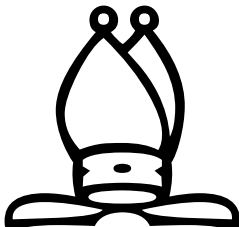
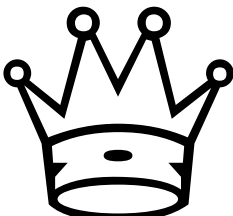
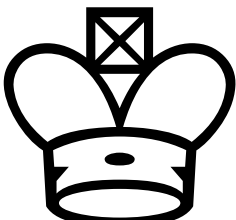
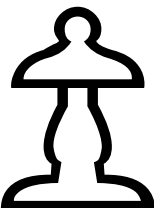
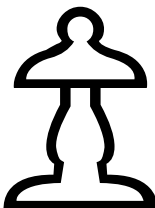
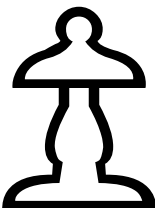
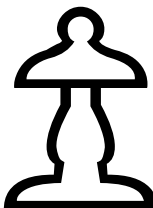
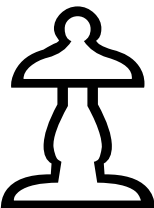
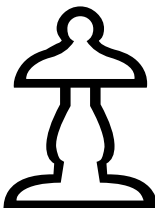
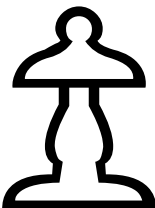
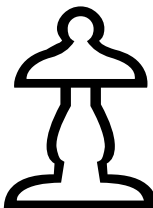
If you falsely accuse your opponent of an illegal move, you lose!

Guaranteed way to win -- checkmate your opponent! Good Luck!

Cards for Playing WHITE in Skittles

- Copy this sheet onto YELLOW paper. Use card stock or the heaviest paper available.
- For playing the MIGRAINE VERSION, both Black and White cards can be on WHITE paper.
- Cut out the cards along the dotted lines.

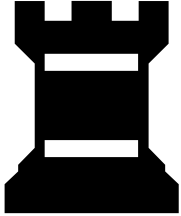
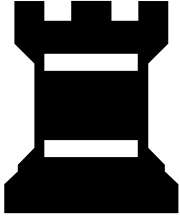
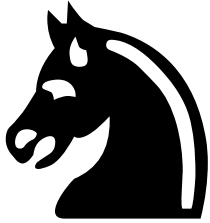
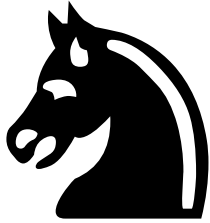
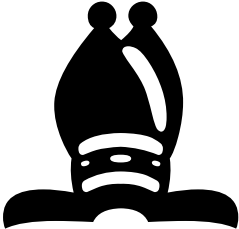
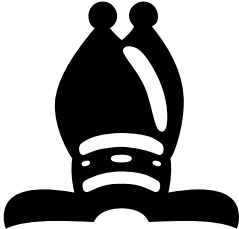

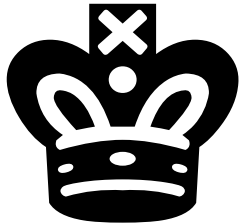
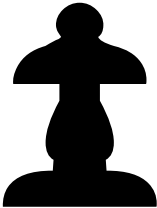
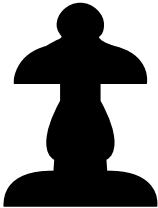
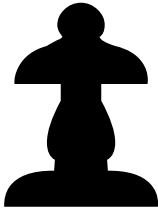
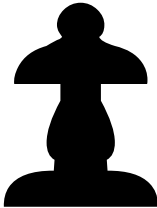
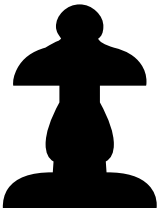
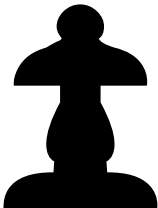
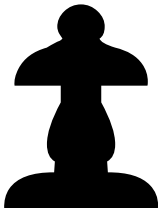
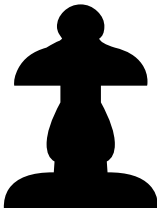
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Cards for Playing BLACK in Skittles

- Copy this sheet onto BLUE paper. Use card stock or the heaviest paper available.
- For playing the MIGRAINE VERSION, both Black and White cards can be on WHITE paper.
- Cut out the cards along the dotted lines.

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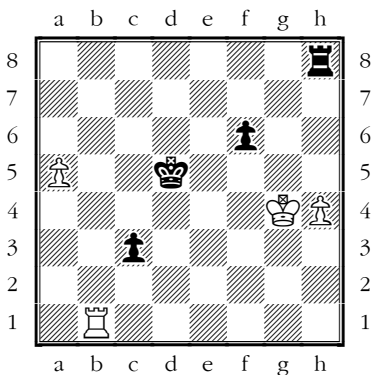
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SKITTLES

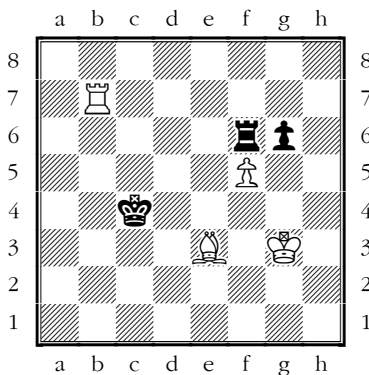
Playing Skittles from endgame positions:

- Arrange the **Skittles** chessmen cards face-up on a chess board to match one of the 18 Skittles endgame diagrams. One player may choose which diagram to use for the game, and the other may choose which color to play. Or -- play twice from the same position, switching colors after the first time through.
- Both players should study the pattern **VERY** carefully, then flip all the cards face down. If you get headaches easily, consider taking medicine **NOW!**
- Play out the game following the general instructions for Skittles. Use of notation is strongly advised -- especially to help resolve challenges involving promoted pieces!
- If a player promotes a pawn, he or she should say what the new promoted piece is, but the card is **NOT** replaced and is **NOT** turned over unless it is challenged.

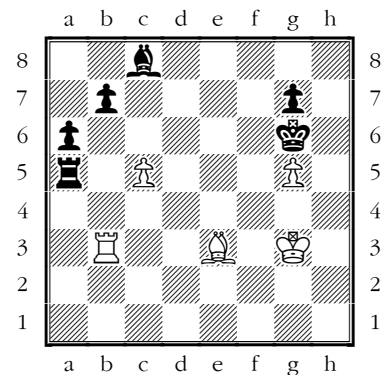
Endgame Position 1



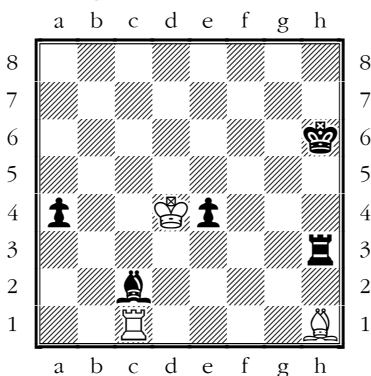
Endgame Position 2



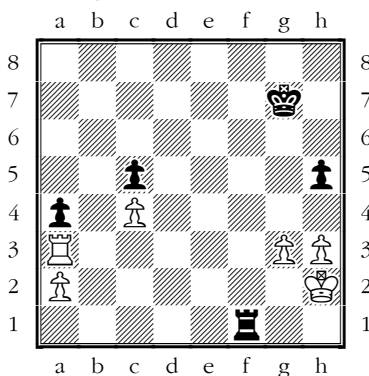
Endgame Position 3



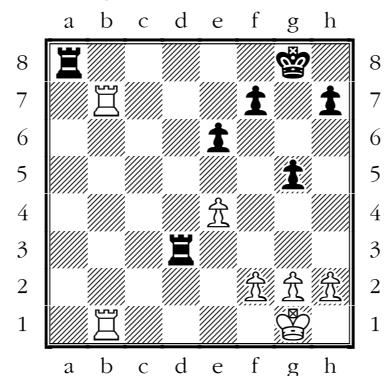
Endgame Position 4



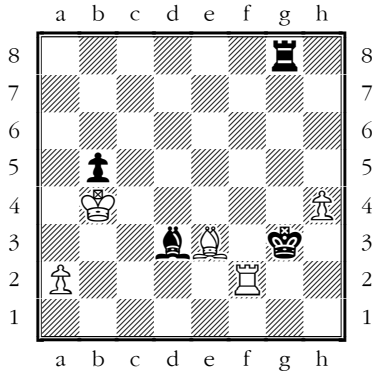
Endgame Position 5



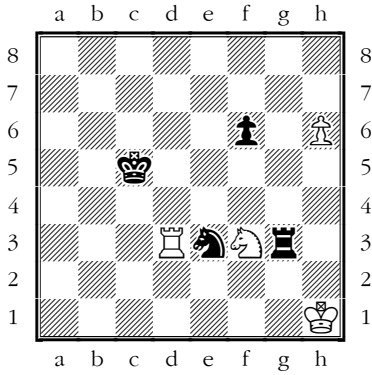
Endgame Position 6



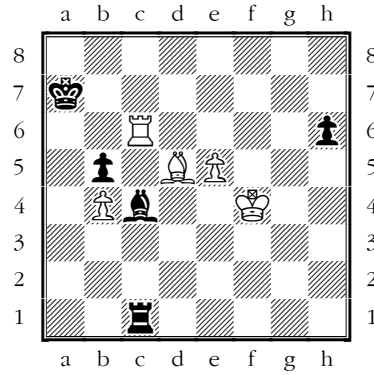
Endgame Position 7



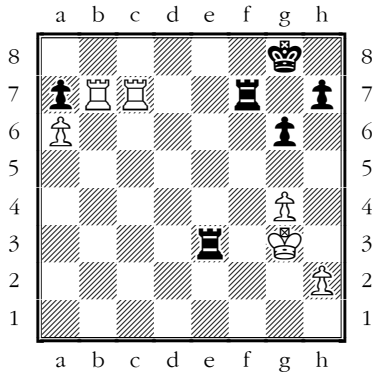
Endgame Position 8



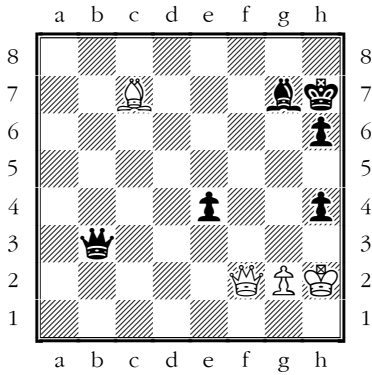
Endgame Position 9



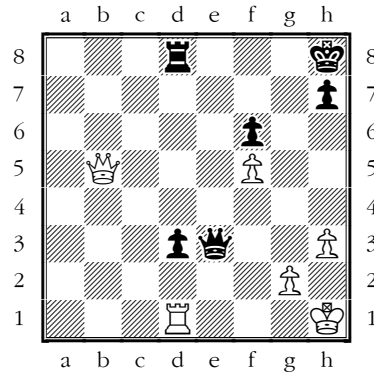
Endgame Position 10



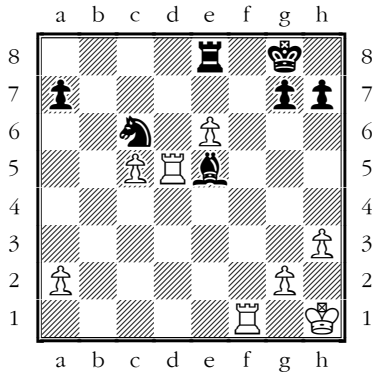
Endgame Position 11



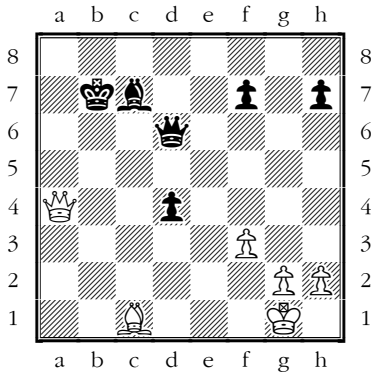
Endgame Position 12



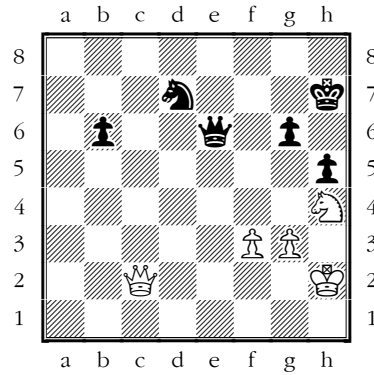
Endgame Position 13



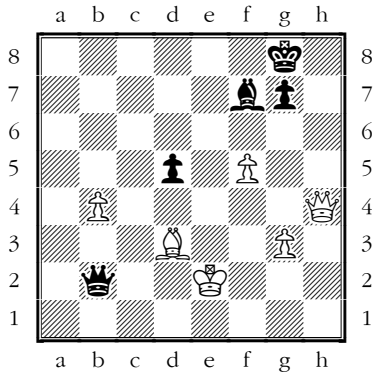
Endgame Position 14



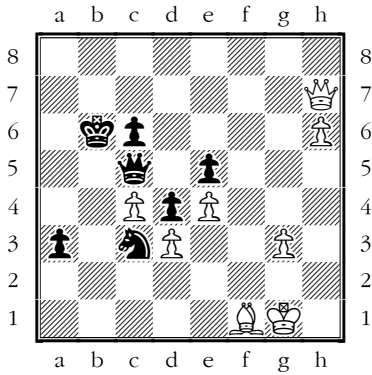
Endgame Position 15



Endgame Position 16



Endgame Position 17



Endgame Position 18

