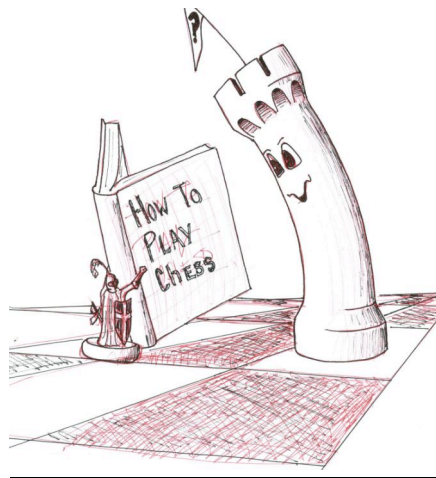




# Mini-Game Chess Reproducible Student Sheets



## How to use

- ◆ Copy the *Mini-Games*, cut them apart and store in 6x9 envelopes for easy access when needed.
- ◆ Give one sheet to each pair of students to encourage collaboration.
- ◆ If students keep a chess journal you can also copy one for them to paste into their journal for future reference.
- ◆ The sheets can also be placed on a document camera for whole group discussions.

P	P	P	P	P	P	P	P
p	p	p	p	p	p	p	p

## Mini Game # 1 Pawn Parade

Win by getting more pawns to your opponent's back row!

Pawn - moves one square forward, captures 1 square diagonally forward, can move 2 up on the first move.

		B			B		
P	P	P	P	P	P	P	P
p	p	p	p	p	p	p	p
		b			b		

## Mini Game # 2 Bishop's Beware

Be the first to get a Bishop to your opponent's back CORNER to win.

Your Bishop only moves diagonally!

R			Q	K			R
P			P	P			P
p			p	p			p
r			q	k			r

### Mini Game # 3

## Queen Rook Checkmate

Win if you get a checkmate or tie if you end in a stalemate.

Rook - moves horizontal or vertical

King - one space in any direction..

Queen - any number of spaces in a straight line.

	Kn					Kn	
P	P	P	P	P	P	P	P
p	p	p	p	p	p	p	p
	kn					kn	

### Mini Game # 4

## Horse Race

Be the first to get a knight to your opponent's back row to win.

Knight - moves in an "L" - one, two, over and captures only what they land on.

R	Kn	B			B	Kn	R
P							P
							p
r	kn	b			b	kn	r

## Mini Game # 5

### Last Man Standing

To win this game, move and capture.  
The last piece left on the board wins the game!

Rook - moves horizontal or vertical

Bishop - moves diagonal

Knight - moves like an "L" one, two, over and captures only what they land on.

Pawn - moves one square forward,

captures 1 square diagonal forward, can move 2 up the first move.

R				K			R
P							P
p							p
r				k			r

## Mini Game # 6

### The King's Nightmare

Use your two Rooks to trap the King in a checkmate!

Your Rook moves horizontally or vertically.



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			Q	K			
			P	P			
			p	p			
			q	k			

## Mini Game # 7

### Queen's Kiss of Death

To win this game, the Queen must **Check** the King!

Queen - moves in a straight line any direction.

King - moves one square any direction.

Pawn - moves one square forward, captures 1 square diagonal forward, can move 2 up the first move.

R	Kn	B	Q	K	B	Kn	R
P	P	P	P	P	P	P	P
p	p	p	p	p	p	p	p
r	kn	b	q	k	b	kn	r

## Mini Game # 8

### Show Me the Money

Decide with your opponent on an amount you want to play for: \$1.00? \$1.50? \$2.00?

Then play until one of you captures that VALUE of pieces and you are the winner!

Queen = \$.90 Rooks = \$.50 Bishops & Knights = \$.30 Pawns = \$.10

## Mini Game # 9



The King and Queen must cut their budget. Therefore they can only send half the value of their army into battle.

5. Decide what pieces you will use. Be ready to defend your budget.
6. Place the pieces (along with the King and Queen) in their starting positions.
7. Play until you have EITHER a checkmate OR have captured over half the value of your opponent's army.
8. Be ready to defend either orally or by journaling how you won, lost, or had a draw.

Pawns = 10□ each, Bishops and Knights = 30□ each, Rooks = 50□ each, Queen = 90□, King = priceless

R	Kn	B	Q	K	B	Kn	R
r	kn	b	q	k	b	kn	r

## Mini Game # 10 Major Players

Win this game by a checkmate OR reducing your opponent to only their king left on the board. Take turns being white.



	Kn	B			B	Kn	
	P	P			P	P	
	p	p			p	p	
	kn	b			b	kn	

## Mini Game # 11 Medieval Minors

Cut two narrow strips of paper to create a fence on the two middle ranks (rows 4 & 5) to create a corral.

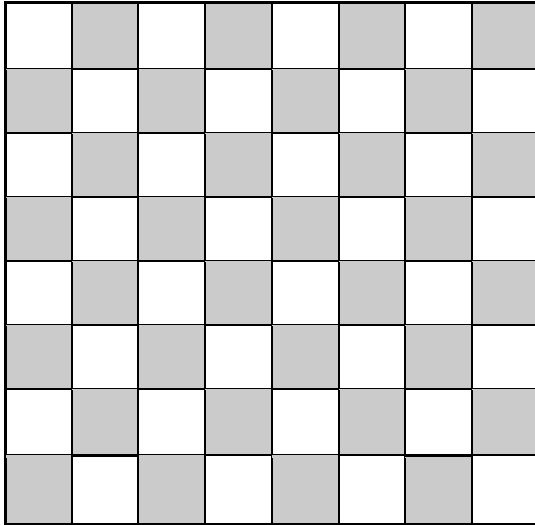
The player with the most pieces in the middle corral after 10 moves per player wins a point. Tie games are worth  $\frac{1}{2}$  point. First player to reach 5 points wins.

R	Kn	B	Q	K	B	Kn	R
P	P	P	P	P	P	P	P
p	p	p	p	p	p	p	p
r	kn	b	q	k	b	kn	r

## Mini Game # 12 Seconds for Sixes

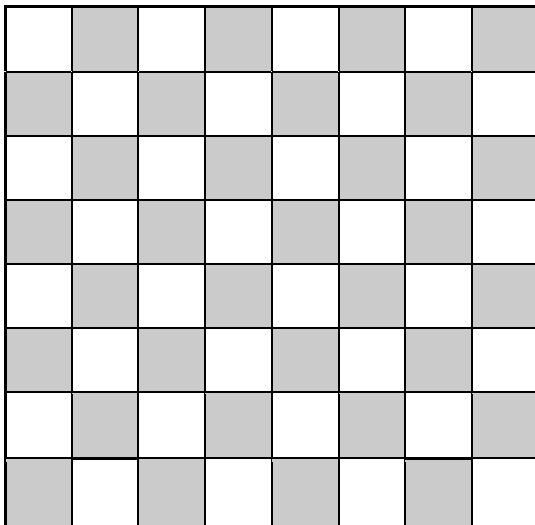
Set up a full game. If the pieces you have captured have a value that is a multiple of six then you get two turns in a row! (30, 60, 90, etc). The first player with three double turns win.





## Mini Game # 13 Build an Army

Each player chooses any 6 pieces and places them in their regular starting position. Win by being the first to capture any 4 pieces.



## Mini Game # 14 Create Your Own Game

Pieces to use:

How to win: