

# INSTRUCTIONS

# 3-D Chess Game

Chess now played in three dimensions! No change in the original chess rules . . . only the dimension of depth has been added.

EASY TO PLAY . . . EXCITING.

The first practical 3-D chess game, playable by beginners and experts alike.

A BEAUTIFUL  
CONVERSATION PIECE.

A GAME TO BE  
DISPLAYED AS WELL  
AS PLAYED!

© 1967 Lynn R. Johnson

**ALABE CRAFTS, INC.**  
1632 Gest Street  
Cincinnati, Ohio 45204

Manufactured and printed in U.S.A.

ALL RIGHTS RESERVED  
INCLUDING THE RIGHT OF REPRODUCTION  
IN WHOLE OR IN PART IN ANY FORM

COPYRIGHT © 1967 BY LYNN R. JOHNSON

Manufactured and Distributed by:

ALABE CRAFTS, INC.  
1632 GEST STREET  
CINCINNATI, OHIO 45204

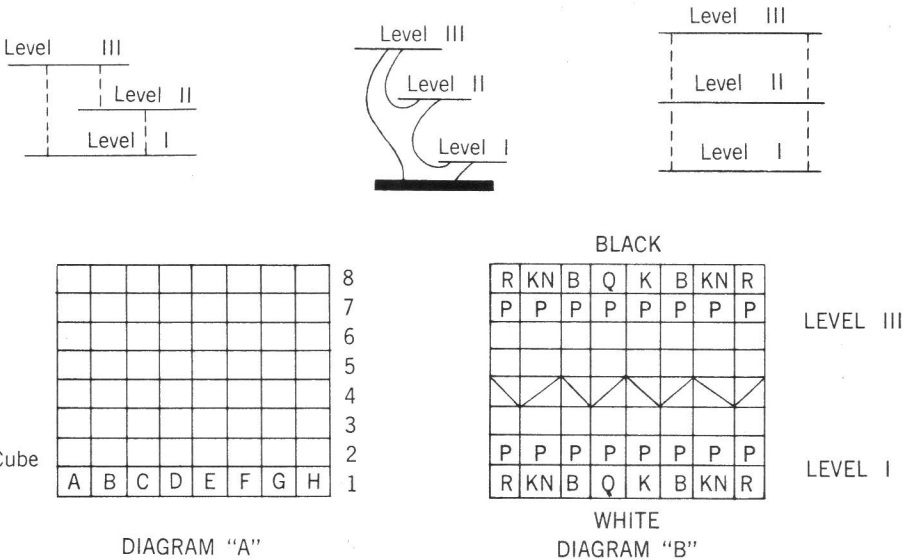
## PURPOSE OF THE GAME

The purpose of this game is to maintain the concept of Regulation Chess while adding the 3rd dimension, depth.

## BOARD SET UP

Three levels designated I, II, III

Each level is set up by the European (Algebraic) Method of notation. (Diagram A)



Chessmen are set up in the normal manner with the exception that white is on Level I and black is on Level III. (Diagram B)

- |                  |   |
|------------------|---|
| Level            | Each cube on a level has a corresponding cube on the other two levels                                       |
| Level I, II, III | Each level is marked as a regularly marked chess board. (Example: A1 is a dark cube and B1 is a light cube) |
| Cube             | What is commonly known as a square in Regulation Chess is called a Cube in 3 Dimensional Chess.             |

## MOVES OF THE PIECES

**KING:** Can be moved only one (1) square at a time, but in any direction: Forwards, Backwards, Vertically or Diagonally. The only exception is when "Castling". (See Castling) The King can never move into check.

Example: King is located on Level II, cube position E4 (IIE4). From this position he can move to the following positions: IID3, IID4, IID5, IIE3, IIE5, IIF3, IIF4, IIF5, ID3, ID4, ID5, IE3, IE4, IE5, IF3, IF4, IF5, IID3, IID4, IID5, IIE3, IIE4, IIE5, IIF3, IIF4 or IIF5. A King cannot move two levels in one move. (26 possible positions)

**QUEEN:** Can move in any direction: Forwards, Backwards, Vertically or Diagonally in a straight line as long as its path is not blocked by any other piece.

Example: Queen is located on Level II, cube position E4 (IIE4). From this position she can move to the following positions: IIE1, IIE2, IIE3, IIE4, IIE5, IIE6, IIE7, IIE8, IIA4, IIB4, IIC4, IID4, IIE4, IIF4, IIG4, IIH4, Diagonal governed by IIB1-IIH7, IIA8-IIH1, ID3-ID5, IID3-IID5, IE3-IE5, IIE3-IIE5, IF3-IF5 or IIF3-IIF5. (49 possible positions)

**ROOK:** Can move in any direction: Forwards, Backwards or Vertically in a straight line as far as it wishes providing no other pieces block its path except when Castling. (See Castling)

Example: Rook is located on Level II, cube position E4 (IIE4). From this position he can move to the following positions: IIE1, IIE2, IIE3, IIE4, IIE5, IIE6, IIE7, IIE8, IIA4, IIB4, IIC4, IID4, IIE4, IIF4, IIG4, IIH4, IE4, IIE4 or IIE4. (19 possible positions)

**BISHOP:** Moves along the diagonals in a straight line as far as it wishes providing no other pieces block its path. The Bishop always stays on the same diagonal row (color) of cubes that it started on.

Example: Bishop is located on Level II, cube position E4 (IIE4). From this position he can move along the following diagonals: IIB1-IIH7, IIA8-IIH1, ID3-IIF5, IF5-IID3, ID5-IIF3 or IID5-IF3. (27 possible positions)

**KNIGHT:** Moves in the shape of an "L", two cubes in one direction and one cube at a right angle, Forwards, Backwards or Vertically. The Knight is the only piece that can jump over another man, either its own or its opponent.

Example: Knight is located on Level II, cube position E4 (IIE4). From this position he can move to the following positions: IIC3, IIC5, IID2, IID6, IIF2, IIF6, IIG3, IIG5, IC4, IE2, IE6, IG4, IIC4, IIE2, IIE6 or IIG4. The Knight is located on IE4. He can now move to the following positions: IC3, IC5, ID2, ID6, IF2, IF6, IG3, IG5, IIC4, IIE2, IIE6, IIG4, IID4, IIE3, IIE5 or IIF4 (16 possible positions)

**PAWN:** The pawn can only move forward one square or up or down one level (unless capturing) in one move. The first move of the pawn can be one or two cubes or levels in a straight line.

Example: Pawn is located on Level I, cube position E2 (IE2). From this position on his first move, he may move to the following positions: IE3, IE4, IIE2, IIIE2. Pawn is located on IIE4. From this position, he can move to the following positions: IE4, IIIE4 or IIE5. (4 possible positions. 12 possible positions including capturing)

### **CAPTURING**

All pieces capture the same way they move except the pawn. To capture an opponent's piece, the capturing piece must simply move onto the cube on which an opponent's piece is located, and remove it from the board. The pawn can capture on any one of its possible diagonal moves.

Example: Pawn is located on Level II, cube position E4. (IIE4) From this position, he may capture an opponent's piece on the following cubes: ID5, IID5, IE5, IIIE5, IF5, IIIF5.

### **EN PASSANT**

If a pawn is on its fifth square and an opponent's pawn by moving two squares on its first move passes him so that the opponent's pawn is on the next square sideways from this pawn, then the pawn on the fifth square has the right to capture this pawn by moving one square diagonally. If this capture is to be made, it must be made immediately on the next move. (See Capturing example) If the opponent makes another move, then the opponent's Pawn cannot be captured on a subsequent move.

If a pawn reaches the eighth row of cubes on any board without being captured, it may be replaced with any piece of its color, with the exception of a King.

### **CHECK**

If a King is in jeopardy of being captured by an opponent's piece, "Check" must be stated by the opponent. The player whose King is in check may in his move capture the attacking opponent or manipulate his King out of check. Remember this is a three-dimensional game and any piece can be attacked from any dimension.

### **CASTLING**

Castling is the combined move of the King and Rook which can be performed only once by each player under the following conditions: Neither the King nor Rook has previously been moved, the King must not be in check nor cross a square that is being attacked by an opponent, and there are no pieces between the King and Rook. To Castle, a player moves his King two squares toward the Rook and places the Rook one square past the King.

## **CHECKMATE**

If the player's King is in check and he is unable to escape by any means mentioned above, he is "Checkmated", and the game is ended. The opponent must call out "Checkmate" and is thereby the winner. The King is never actually captured or removed from the board.

## **PERPETUAL CHECK**

When the King cannot escape constant, continuous checks, but the opponent is unable to actually Checkmate him, the game is a draw.

## **STALEMATE**

When the King is not in check, but cannot move without moving into check, and when no other piece can be moved, the King is stalemated and the game is a draw regardless of the force that the opponent has.

## **DRAW GAME**

If neither player can Checkmate his opponent, the game is a draw. This occurs by Perpetual Check, by Stalemate, by being unable to Checkmate the opponent in fifty moves after having been requested to do so, when the opposing forces are well depleted and equal, such as Queen vs Queen, Rook vs Rook, etc., or opponents agree to draw.

## SUPPLEMENT

The following is a supplement to the rules to enable you, the public, to understand the rules more thoroughly.

1. You must visualize all three (3) levels as being straight up and down to each other. (IA1, IIA1, and IIIA1 above each other)
2. Each time a level is changed, it is the same as moving one cube. Example: Knight always moves in the shape of an L. (3 cubes total) Knight is located on IB1. To change from Level I to Level II, it would move to IIB3 or IID1. If the Knight were to move to Level III from IB1, it would move as follows: IB1 to IIIA1 or IIB2 or IIIC1.

When changing levels with a Rook or a Pawn or any other piece that can move straight up or down, it must stop on a cube that is directly above or below the cube that it started on. Example: Rook is on IA1. From IA1, the Rook moves to IIA1 or IIIA1.

When changing levels with a Bishop or any piece that can move diagonally, it must be remembered that if the piece changes one (1) level, it is actually moving diagonally one (1) cube and up or down one (1) level. When changing two (2) levels, the Bishop moves diagonally two (2) cubes and up or down two (2) levels. Example: Bishop is on IC1. To move to Level II, it would move to IIB2 or IID2. To move to Level III, it would move to IIIA3 or IIIE3.

If further explanation of the rules is needed, please feel free to write to the inventor, explaining the piece or pieces that you are having trouble with.

His address is: Lynn R. Johnson, 6015 Penn Ave., South, Minneapolis, Minnesota 55419.