

LUDOORE

Crafted for Thought. Built for Play.

Handcrafted Wooden Magnetic Chess Set

INSTRUCTIONS & WARRANTY INFORMATION

Learn better by video? get a tutorial at www.ludoore.com/howtoplay

WELCOME TO LUDOORE™ crafted games designed for play, presentation, and pride of ownership. Whether your set stays on a coffee table as a décor piece or goes with you on the move, it's built with premium wood, a clean felt-lined finish, and tight craftsmanship that makes every move feel intentional. We obsess over the unboxing and gift-ability too; because a great set should impress before the first piece is placed. We stand behind each product, and we sample-test each batch and perform quality checks to ensure your set arrives ready for years of play.

SAFETY: This set contains small parts—choking hazard. Keep away from children under the age of 6. Magnets may affect medical implants and electronics. Do not ingest magnets; seek medical help immediately if swallowed. Keep the board dry and store away from heat or direct sunlight.

SUPPORT & CONTACT: Before returning to the retailer, contact us first and we'll make it right. Email us at ludoore@196global.com or visit www.ludoore.com/support.

MORE FROM LUDOORE™: Explore our other games at www.ludoore.com or anywhere LUDOORE™ products are sold. If you're enjoying your set, we'd appreciate a quick review. Your feedback helps us grow and create more amazing games



NEED HELP? CONTACT US FIRST: If anything is missing, damaged, or not right, please do not return to the retailer yet. We can usually solve the issue faster with support or replacements.


60-DAY LIMITED WARRANTY (INTERNATIONAL): Your LUDOORE™ board is covered for manufacturer defects, missing items/pieces, and workmanship issues for 60 days from delivery.

WHAT'S NOT COVERED?: Water or heat damage, unauthorized modifications, abnormal misuse, and normal wear.

START A CLAIM: Submit your request at www.ludoore.com/support or email ludoore@196global.com. Please include the Order ID • Name • Shipping Address • Photos of the issue so we can help quickly.

RETURNS: If you still prefer to return your set, please follow the return process for the store or website where you purchased it.

MEET THE PIECES

	Name	Description	Movement
	Pawn	The brave frontline soldier. Small but essential—working together, earning ground, and capable of becoming something greater.	Moves forward 1 square. On its first move, it may move forward 2 squares if both squares are empty. Captures 1 square diagonally forward.
	Rook	The fortress. A steady guardian that holds the line, breaks through defenses, and controls the battlefield with discipline.	Moves any number of squares horizontally or vertically
	Knight	The wild card. A daring champion who strikes from unexpected angles and thrives in chaos.	Moves in an L-shape: 2 squares in one direction + 1 square perpendicular. <i>*Can jump over pieces.*</i>
	Bishop	The strategist. Calm and calculating, moving with purpose and patience, always seeing the long game.	Moves any number of squares diagonally and stays on the same color tile all game.
	Queen	The commander-in-chief. Bold, decisive, and feared—able to change the tide of battle with sheer presence.	Moves any number of squares in a straight line: horizontal, vertical, or diagonal
	King	The heart of the kingdom. Not the strongest fighter, but the one everyone rallies to protect. If the King is trapped (checkmate), the kingdom falls—and the game is over.	Moves 1 square in any direction (forward, backward, sideways, or diagonal). <i>*Special: can castle under the right conditions.*</i>



GOAL:

“Checkmate the opponent’s King.”

HOW TO PLAY (QUICK START)

1. Set the board so the light-colored corner square is on your right hand side.
2. Choose sides — The white army always goes first.

SETUP

1. Back row (closest to you): Rook, Knight, Bishop, Queen, King, Bishop, Knight, Rook.
2. Front row: Pawns.

Queen goes on the matching color (light queen on light square, dark queen on dark square).

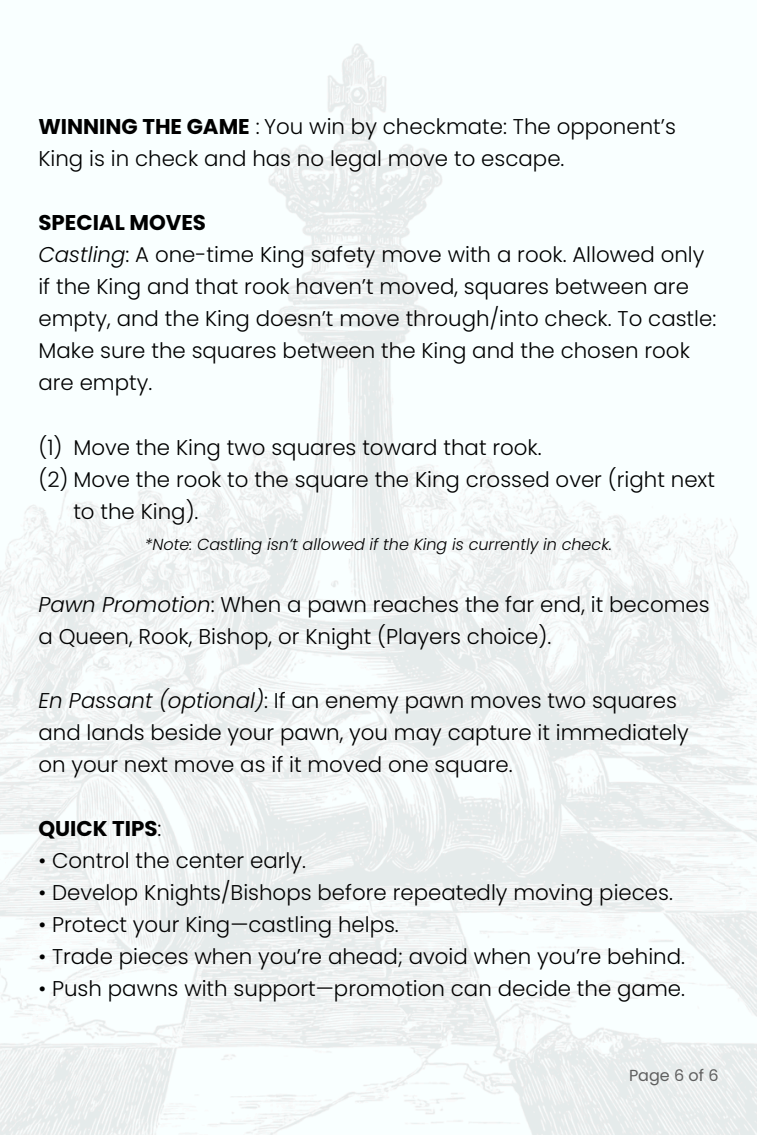
TAKING TURNS

Players take turns moving one piece. If you land on an opponent’s piece, you capture it and remove it from the board. Pieces (except the Knight) can’t move through other pieces.

“CHECK”

If your move puts the opponent’s King under attack, that’s check — they must respond to escape it. You may not make a move that leaves your own King in check.

*New to chess? Learn fast with our video tutorial:
www.ludoore.com/howto play*



WINNING THE GAME : You win by checkmate: The opponent's King is in check and has no legal move to escape.

SPECIAL MOVES

Castling: A one-time King safety move with a rook. Allowed only if the King and that rook haven't moved, squares between are empty, and the King doesn't move through/into check. To castle: Make sure the squares between the King and the chosen rook are empty.

- (1) Move the King two squares toward that rook.
- (2) Move the rook to the square the King crossed over (right next to the King).

**Note: Castling isn't allowed if the King is currently in check.*

Pawn Promotion: When a pawn reaches the far end, it becomes a Queen, Rook, Bishop, or Knight (Players choice).

En Passant (optional): If an enemy pawn moves two squares and lands beside your pawn, you may capture it immediately on your next move as if it moved one square.

QUICK TIPS:

- Control the center early.
- Develop Knights/Bishops before repeatedly moving pieces.
- Protect your King—castling helps.
- Trade pieces when you're ahead; avoid when you're behind.
- Push pawns with support—promotion can decide the game.