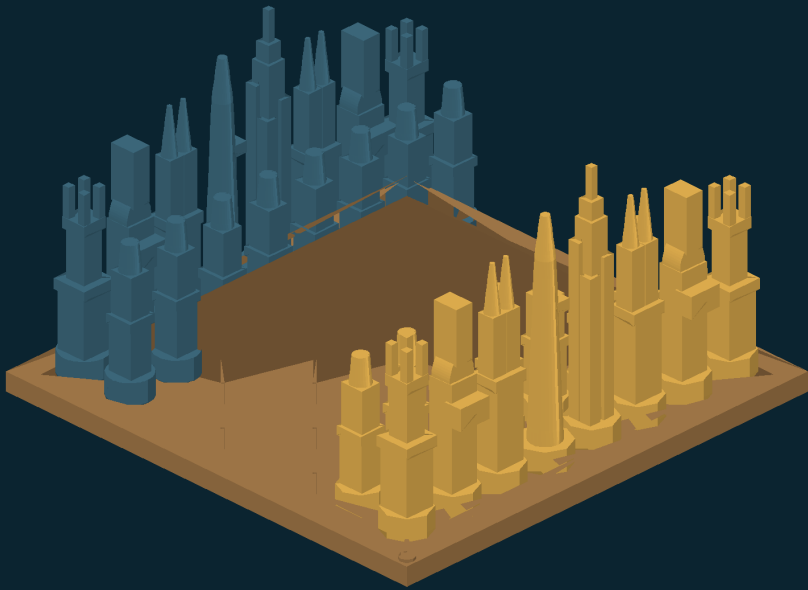


HO CHI MINH CITY / STANDARD CHESS

# Thành Phố

## NĂNG / MƯA



### A tactile architectural chess set

32 city pieces • 1 grooved board • known rules



Năng moves first



Mưa replies

# Meet the city

Every landmark appears in both armies. Read the role by height and crown; read the side by the base under your fingers.



## Năng

16 pieces  
Straight octagonal base  
Light side • moves first



## Mưa

16 pieces  
Smooth circular base  
Dark side • replies

## Role → city silhouette → quantity per side

**K**
**KING × 1**

Landmark 81 • 72 mm • tallest stepped finial

**Q**
**QUEEN × 1**

Bitexco Tower • 65 mm • one-sided helipad

**B**
**BISHOP × 2**

Notre-Dame Basilica • 59 mm • paired spires

**N**
**KNIGHT × 2**

Central Post Office • 54 mm • projecting vault

**R**
**ROOK × 2**

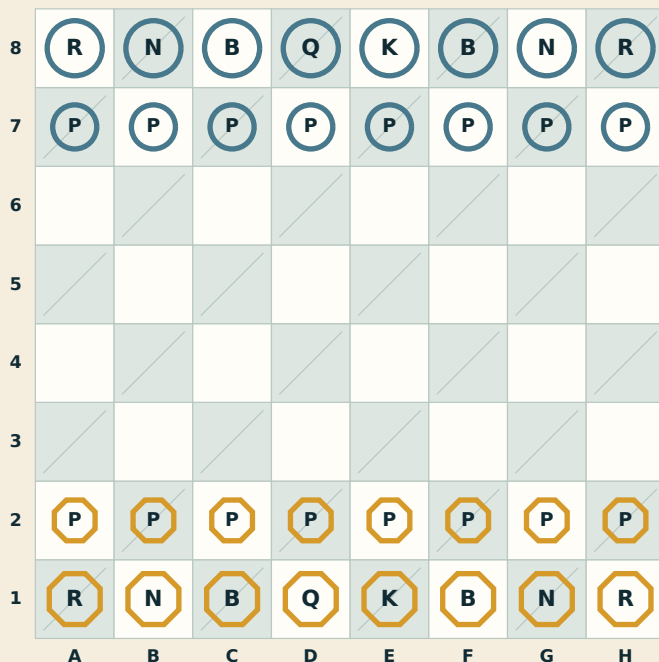
Bến Thành Market • 49 mm • square clock pavilion

**P**
**PAWN × 8**

Tube-house street • 40 mm • stacked facade

# Set the board

Sit on the **NẮNG** side. Put the octagonal corner marker nearest your left; **Mưa** faces you from the opposite edge.


**NẮNG / NEAREST**
**MƯA / FARTHEST**

## Three checks before the first move

- Back row, left to right: rook, knight, bishop, queen, king, bishop, knight, rook.
- Eight pawns stand directly in front of each back row.
- **NẮNG**'s queen starts on D1 and king on E1; **Mưa**'s queen starts on D8 and king on E8.

# Your first four moves

Try this legal opening once. It teaches pawn reach, knight jumps, alternating turns, and a clean reset.



**1. Nắng**

**E2 → E4**

Move the pawn in front of the king two squares. A pawn may do this only from its starting square.



**.... Mưa**

**E7 → E5**

Mưa mirrors the move toward Nắng. Pawns always travel forward toward the far edge.



**2. Nắng**

**G1 → F3**

Move the king-side knight in an L. Knights may jump over occupied squares.



**.... Mưa**

**B8 → C6**

Mưa develops a knight. Both sides have now moved twice.

## Now choose: continue or reset

Continue from this position, or return E2, E7, G1, and B8 to their setup squares and check all 32 pieces on page 3.

# How a turn works

- Nắng moves first. Then sides alternate; you may not pass.
- Choose one of your pieces and move it to one legal destination.
- A friendly piece blocks the square. An opposing piece on the destination is captured and removed.
- Only a knight may jump over another piece.
- Your move must never leave your own king in check.
- Do not capture the king; checkmate ends the game first.

## Reading a square

**E4**

Letters A–H name files from Nắng’s left to right. Numbers 1–8 rise from Nắng toward Mưa. Say the letter first, then the number.

## Capture = move onto the opponent’s square

Remove the captured piece, then place your moving piece on that square. Pawns are the exception: they move straight but capture one diagonal step forward.

# Six ways to move / 1

## KING / Landmark 81

# K



One square in any direction. The king may not enter a square attacked by Mua or Nắng.

## QUEEN / Bitexco

# Q



Any number of open squares along a rank, file, or diagonal. Stop before a friendly piece or on the captured enemy.

## ROOK / Bến Thành

# R



Any number of open squares horizontally or vertically. Rooks also take part in castling.

Long-range pieces cannot pass through occupied squares. Count the open path before lifting the piece.

# Six ways to move / 2

## BISHOP / Notre-Dame

**B**



Any number of open squares diagonally. A bishop stays on the same groove/plain square family for the whole game.

## KNIGHT / Post Office

**N**

**2 + 1 / JUMP**

An L: two squares in one straight direction, then one sideways. It is the only piece that jumps.

## PAWN / Tube house

**P**

**MOVE ↑ / TAKE ↖ ↗**

Move one square straight forward into an empty square. From its starting square only, it may move two if both squares are empty. Capture one square diagonally forward. Never move backward.

Reach the far edge? Promote immediately to queen, rook, bishop, or knight. See page 10 if that extra piece is not available.

# Three special moves

## 1 CASTLING

Move the king two squares toward a rook, then place that rook on the square the king crossed. Allowed only if neither piece has moved, all squares between are empty, the king is not in check, and the king does not cross or land on an attacked square.

## 2 EN PASSANT

If an opposing pawn advances two squares from its start and lands beside your pawn, move your pawn one square diagonally onto the square it passed over and remove that adjacent pawn. Do this immediately on your next move or the right expires.

## 3 PROMOTION

When a pawn reaches rank 8 for Trắng or rank 1 for Đen, replace its role immediately with queen, rook, bishop, or knight of that side. The choice is not limited by captured pieces.

A rook under attack may still castle; the king may not be in, cross, or enter check.

# Check, mate, and draws

## CHECK: your king is attacked

You must answer immediately by moving the king, capturing the attacker, or blocking the attack. If none works, it is checkmate: the attacking side wins.

## A game is drawn when...

- Stalemate: the player to move has no legal move, but the king is not in check.
- Dead position: no possible sequence can produce checkmate with the material left.
- Both players agree to a draw.
- The same position occurs three times and the player to move claims it; five occurrences make the draw automatic.
- Fifty moves by each side pass with no pawn move or capture and a player claims it; seventy-five moves make the draw automatic.

No clock is included. If you add one, agree the time control before Nắng's first move.

# When the table hesitates

## Is that move legal?

Return the piece to its starting square, trace its path, and check whether your king would be attacked afterward.

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## No spare promotion piece?

Leave the pawn on the promotion square and announce its chosen role. Treat it as that role; swap in a captured matching piece when one becomes available.

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## Which bishop or rook?

Use the square name: for example, ‘the bishop on C1.’ The building silhouette identifies the role, not a unique individual.

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## Did castling rights survive?

Once a king moves, that side can never castle. Once a rook moves, castling with that rook is lost—even if it returns.

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## Was en passant missed?

If any other move followed the two-square pawn advance, en passant is no longer available.

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## Touch-move or casual play?

Agree before starting. Without an agreement, use the forgiving rule: a move counts when the piece is released on a legal square.

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# Reset, pack, and care

## The 33-object count

1

**BOARD**

flat, grooves upward

16

**NẮNG**

octagonal bases

16

**MƯA**

circular bases

## Pack-away

- Count each side: 1 king, 1 queen, 2 bishops, 2 knights, 2 rooks, 8 pawns.
- Lift pieces by their bases; do not force the taller crowns under a tight lid.
- Store the board flat and keep heavy objects off the pieces.

## Care & safety

- Contains small parts. Keep away from children who mouth objects.
- Use on a stable, dry surface. Wipe with a soft dry or barely damp cloth; do not soak.
- Keep away from high heat. Stop using any piece that cracks, splinters, or develops a sharp edge.

# Ready for the next game

## Setup in one breath

Nấng nearest, octagons first. R-N-B-Q-K-B-N-R on rank 1; pawns on rank 2. Mưa mirrors on ranks 8 and 7. Nấng moves first.

## Move compass



1 square, any direction



any open line



open rank or file



open diagonal



2 + 1, may jump



forward; capture diagonal

## Win by checkmate. Draw with dignity.

If a question appears, name the square, trace the path, and protect both kings. Then return every landmark to the city grid.