

The game of Paco Ŝako

Created to be an expression of peace, friendship and collaboration, Paco Ŝako is a new and dynamic chess game, with a mindful touch, and a mind-blowing gameplay.

Two players sitting opposite each other, each with their own colour, goal and strategy, play the game. In Paco Ŝako, players do not 'take' each other's pieces, but form unions with them, creating a unique gameplay with new tactics, patterns and versatile game scenarios. In this strategic thinking game, the winner is the first player who manages to create a union with the king of the other player, putting him in 'Paco Ŝako'.

The name Paco Ŝako (pronounced "Paco Schaaco") comes from Esperanto where Paco means peace, and Ŝako means chess. On a conceptual level, the goal of the game is to find a way to achieve peace, through forming unions. In practise it adds a whole new dimension to this game. You can also play traditional chess using the Paco Ŝako set.

For those who are already familiar with traditional chess, the fundamental elements of the game should be easy to learn and they will be able to immediately focus on exploring the new dynamics. These rules however, have been written with new players in mind, those who do not know how to play traditional chess. For clarity, the rules are explained through multiple examples and illustrations.

For video examples of the rules, please visit our website: www.pacosako.com

Rules of the Game

For those who are already familiar with chess, and the basic moves of chess, you will find parts of this explanation very familiar. The basic properties of the board and the pieces are the same as with traditional chess. However, when it comes to the traditional 'taking' of a piece, the game takes on a new strategic dimension, as in Paco Šako the pieces instead form unions.

We will first discuss how to start a game (p.4), then the five game rules (p.13), and then go on to describe five unique scenarios (p.48). Finally, we will discuss playing the game with children & game variations (p.73), and the origins of Paco Šako (P.74). For the sake of clarity, only the relevant pieces to the examples are shown in the illustrations.

Starting a Game

The Chessboard

page 4

The Chess Pieces

page 5

The Initial Set-up

page 11

Making a Move

page 12

The Five Game Rules

- | | |
|------------------------|---------|
| 1. Movement of Pieces | page 13 |
| 2. Creating a Union | page 13 |
| 3. Moving a Union | page 13 |
| 4. Taking Over a Union | page 14 |
| 5. The Chain | page 14 |

Four Unique Scenarios

- | | |
|---|---------|
| 1. $\hat{\text{S}}$ ako and Paco $\hat{\text{S}}$ ako | page 48 |
| 2. Promoting a pawn | page 59 |
| 3. Castling with the king en the rook | page 64 |
| 4. Creating a union 'en passant' | page 68 |

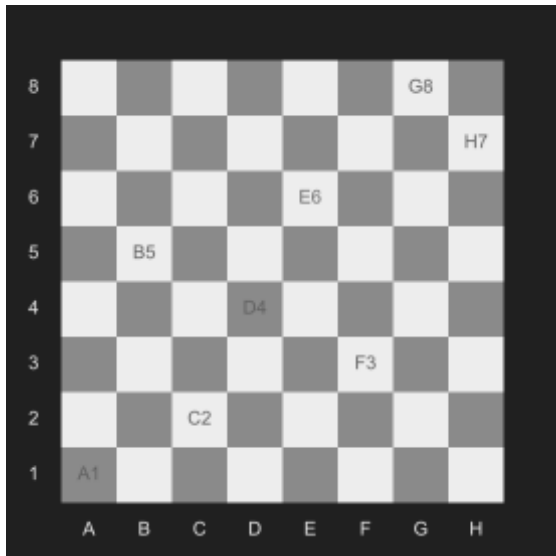
Game variations, Paco $\hat{\text{S}}$ ako for children and the origin of Paco $\hat{\text{S}}$ ako page 72, 73, 74

The chessboard

Paco Šako is played on a traditional chessboard with 64 squares, equally divided into eight horizontal rows (or ranks) numbered from 1 to 8, and 8 vertical columns (or files) labelled a to h.

Note: Not all chessboards are marked with these numbers and letters. If yours is not marked, make sure the board is turned so that both players have a black square at the bottom left of their board in front of them before you set up your pieces and begin to play.

In the example, you can see an image of a chessboard labelled with numbers and letters as seen from the perspective of the player playing with white pieces.



The Pieces: There are six different chess pieces. Each player has 16 pieces:

8 Pawns



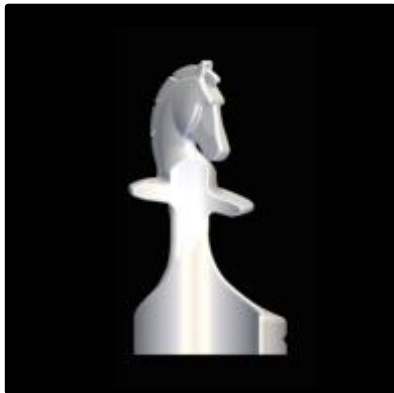
Explanation on page 16.

2 Rooks



Explanation on page 22.

2 Knights



Explanation on page 28.

2 Bishops



Explanation on page 34.

1 Queen



Explanation on page 40.

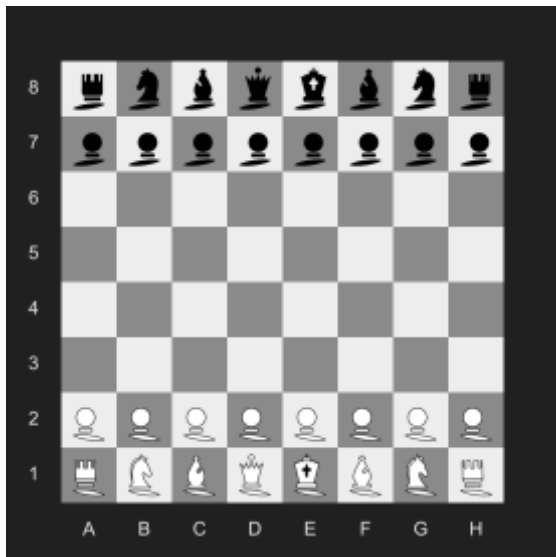
1 King



Explanation on page 46.

Setting Up

To start a game, the pieces should be initially laid out as follows.
See board



Moving a Piece

In Paco Šako, players take turns to make a move. A move means moving a piece from the square it's standing on to another square. The direction and distance a piece is allowed to move, is determined by which type of piece it is. In Paco Šako it is also possible to make multiple moves within one turn through a move called a 'chain'. We will discuss this later in the rules.

In Paco Šako, pieces are not 'taken' and removed from the board, but instead form unions with the pieces of the other player. These unions are used in the game.

The Five Game Rules

Below is a brief description of the five essential game rules. We will then go on to describe the application of these rules in more detail per piece, along with some extra tips and strategic considerations.

1. The movement of a piece

The first rule refers to the direction and distance each piece is allowed to move. The six types of chess pieces each have their own way of moving. You can find these under each heading, "The movement of ...".

There are then four further rules that apply to all of the pieces, with a small exception relating to the king.

2. Forming a Union

In Paco Šako pieces cannot be 'taken' and removed from the board, but instead players form unions with the pieces of the opposite player. Pieces are able to form unions with any type of piece, but only a piece of the opposite player.

3. Moving a Union

Once a union is formed, both players are allowed to move it, regardless of who initially formed the union. Each player is only able to move the union based on the rules of movement of their own piece in the union.

4. Taking Over a Union

Players cannot just take their piece out of a union. A piece must be freed by one of their own pieces, which then 'takes over' its place in the union. The piece that has been released is now free to move to another open square, according to the rules of movement.

5. The Chain

Once a piece is freed from a union, it can either move to a free square, or form a new union with another piece of the opposite player. If that new piece is already in a union, then you create a chain where another piece is freed to move out of the union. This chain movement takes place within one turn, and can continue until a freed piece lands on an open square, or forms a union with a free standing piece of the other player.

For explanations and examples per piece:

	The movement of a piece	Forming a Union	Moving a Union	Taking Over a Union	The Chain
The Pawn	p. 16	p. 17	p. 18	p. 19	p. 20
The Rook	p. 22	p. 23	p. 24	p. 25	p. 26
The Knight	p. 28	p. 29	p. 30	p. 31	p. 32
The Bishop	p. 34	p. 35	p. 36	p. 37	p. 38
The Queen	p. 40	p. 41	p. 42	p. 43	p. 44
The King	p. 46	p. 47			

Moving the pawn

A pawn can only move forward, one square per turn. A pawn cannot move forward if there is a piece in the way, and is not allowed to jump over another piece.

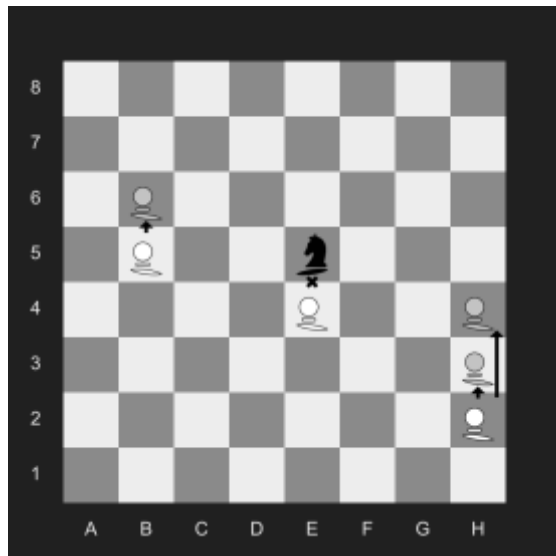
Exception: When a pawn is on its home row (row 2 for white and row 7 for black), then the player can choose to move the pawn either one OR two squares forward.

Example:

The pawn on B5: the pawn can move forward one square.

The pawn on E4: the pawn cannot move forward.

The pawn on H2: the pawn may move one OR two spaces forward, because it is in row two. The black pawn may also move one OR two spaces forward from row 7.



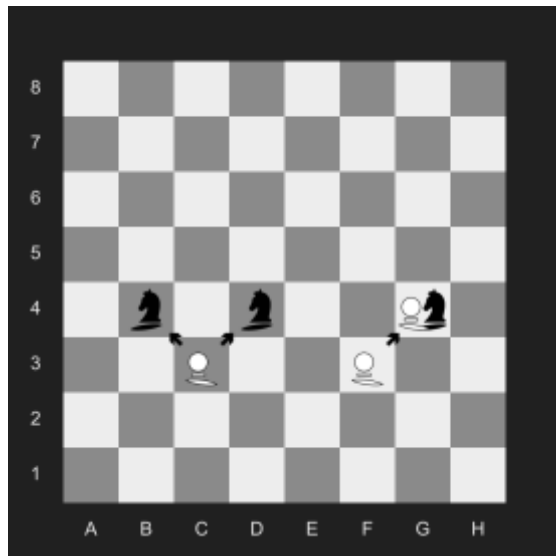
Creating a Union (Pawn)

A pawn can only unite with another player's piece, when the piece belonging to the other player is on an adjacent square, diagonal to the pawn. A pawn cannot unite with a piece that is directly in front of it.

Example:

The white pawn on C3: When there is a black piece on one of the two squares diagonally in front of the white pawn, then the white pawn can unite with one of those black pieces.

The white pawn on F3: White chooses to unite the white pawn with the black knight on G4. The pawn from F3 is now a union with the black knight on G4.



Moving a Union (Pawn)

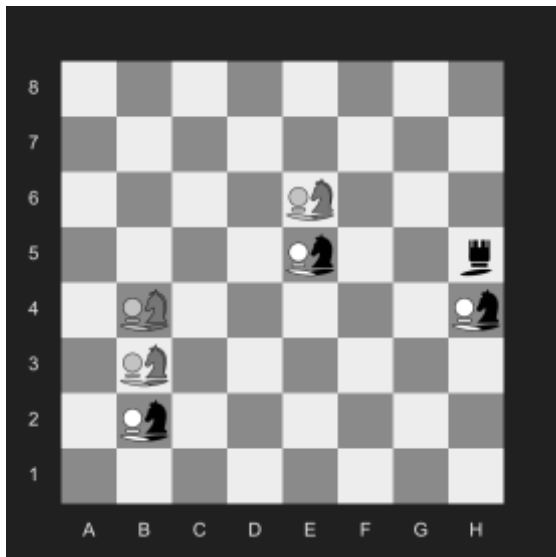
When a pawn is united with another piece, you can still play the pawn, but you must now move the united piece along with it. The other player may also move the union, but the player can only move it according to the rules of movement for their own piece in the union.

Example:

The white pawn (with the black knight) on B2: the white pawn can move one or two spaces forward together with the black knight, because it is on row 2. Note: Black pawns may move one or two squares forward from row 7.

The white pawn (with the black knight) on E5: the white pawn can move one square forward with the black knight.

The white pawn (with the black knight) on H4: the white pawn cannot move forward with the black knight.



Taking Over a Union (Pawn)

Each individual piece can be released from the union by one of their own pieces. The new piece takes its place in the union. The released piece is then free to move across the board according to its own rules of movement. Taking over a union, and moving the freed piece out, takes place within one turn.

Example:

The white pawn on A5 can unlock the white pawn on B6 by taking over its place in the union. The pawn that is released from the union may now move forward.

The white pawn on B2 cannot take the place of the white pawn in the union on square C3, as there is no empty space for the pawn to go to, because the black pawn is in the way.

The white bishop on D1 may take the place of the white pawn in the union on F3. In this case, the white pawn is able to move forward. The result of this move is shown on squares H3 and H4.

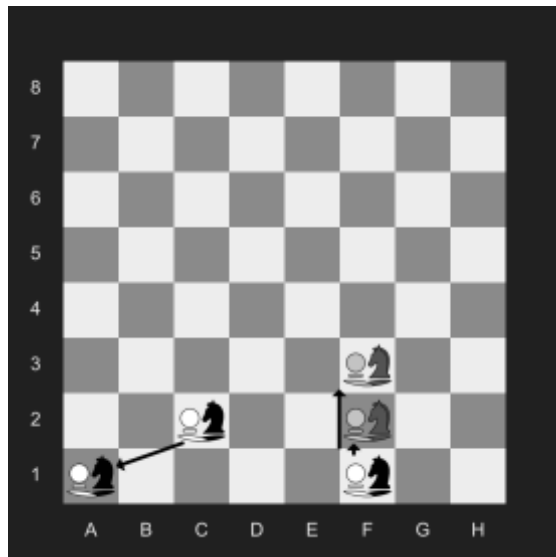


The Pawn Rule (Pawn)

Paco Sako creates a move that is not possible with traditional chess. Since pieces of white and black can form a unit and can be moved together, it is thus possible that a piece of the other player takes your pawn and moves it back on the chessboard. It can happen that your pawn is taken to your first row or placed back into the row where you start your pawns. For white, this is line 1 or 2, and for black this is row 7 or 8. In such a case, you can again choose to play your pawn forward one or two fields. This may be either from row 1 and 2 for white or from row 7 and 8 for black.

Example:

On the left side of the board, you can see that the black knight has carried the white pawn to row 1. On the right side, you can see that the white pawn now has the choice of moving either one or two squares forward.

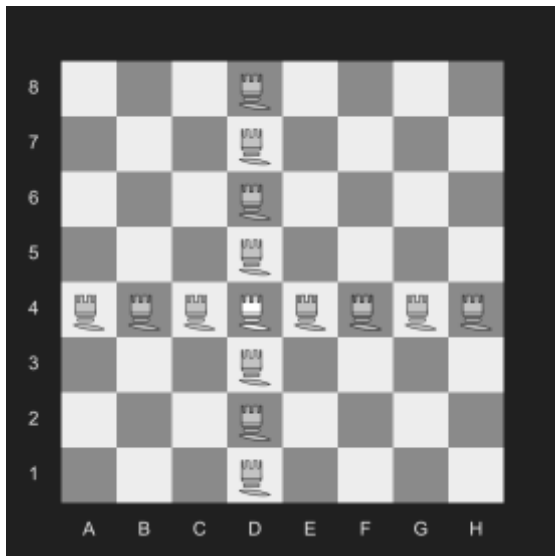


Moving a Rook

The rook can only move horizontally or vertically, i.e. left and right along the rows, and up and down the columns. A rook may not jump over another piece so it must stop when there is another piece in its path.

Example:

The white rook at D4 is able to move from its original square along the entire length of vertical and horizontal lines.



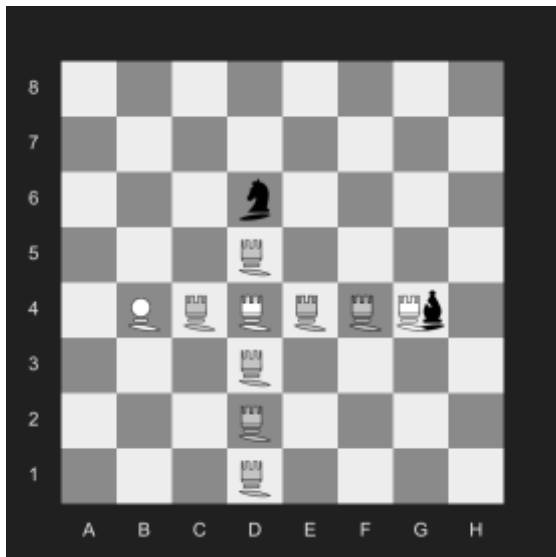
Creating a Union (Rook)

A rook can unite with any piece of the other player, if that piece lies in its path.

Example:

The white rook on D4: When the white rook comes up against a piece of its own color, it must stop. In the example, there is a white pawn on B4. The rook can move freely up to C4, but it cannot unite with any of the pieces that lie beyond the white pawn.

When a rook encounters a piece of the other player, it cannot pass it, but you may choose to unite with that piece. The white rook cannot get past the black knight on D6, but it can create a union with it. On square G4 you can see an example of how the rook has created a union with the black bishop.



Moving a Union (Rook)

The rook may continue to move when it is part of a union.

Example:

The white rook in D4 can move together with the black bishop. The white rook cannot pass the white knight on D7, nor move past the black queen on G4.

The white rook cannot just leave the union with the black bishop. It can be moved with the black bishop to the squares indicated.

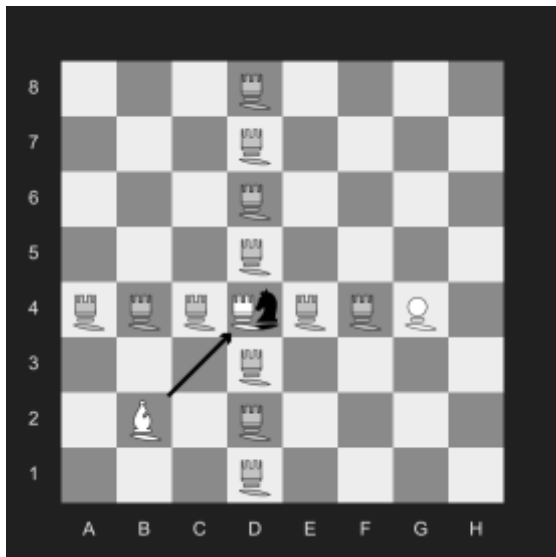


Taking Over a Union (Rook)

A rook can also be unlocked from a union, provided the released piece can move freely to another square. It is not possible to just remove a rook from a union, as a piece can only be released from a union by another free piece of the same colour.

Example:

In the example, the white rook is in a union with the black knight on D4. The white bishop from B2 takes over the union by joining the black knight on square D4. The unlocked white rook can only move to one of the indicated squares. It cannot pass its own pawn on G4.



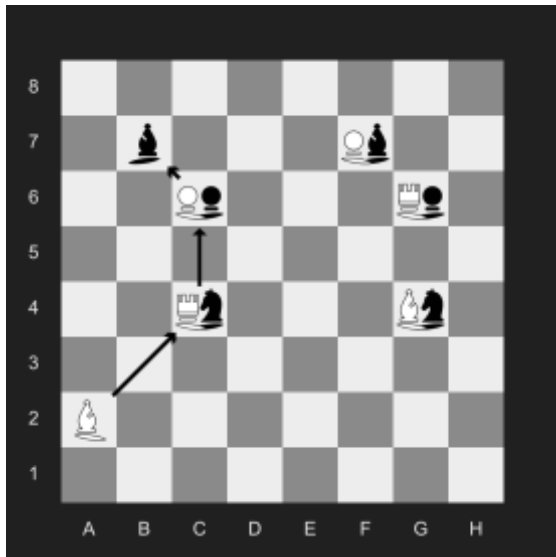
The Chain (Rook)

In this example, we will demonstrate a longer chain. This time we will not only use the white rook, but also a white pawn to extend the chain. A chain can continue until your piece lands on a free square, or it moves into a union with a freestanding piece of the other player. In this example, the chain ends once the white pawn and black bishop have formed a union.

Example:

The white bishop on A2 releases the white rook on C4. The white rook can now move to a free square, or it can take the place of the white pawn in the union on square C6. This white pawn can now move to the open square, or it can create a union with the black bishop on B7 as shown in the example.

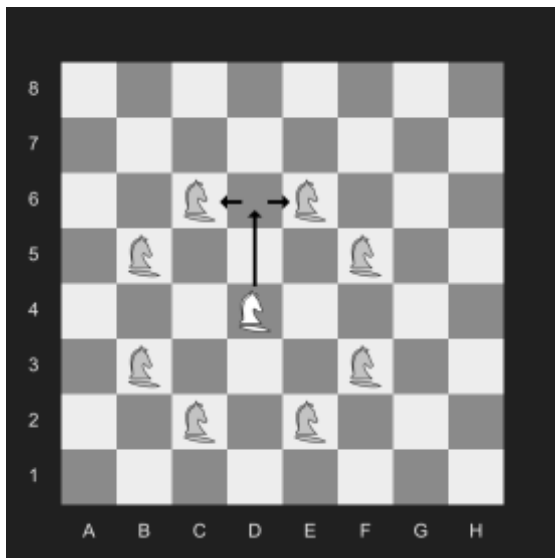
On the right you can see what the resulting situation is after the chain has been completed.



Moving a Knight

The knight is the only piece that is able to jump over other pieces. The knight moves as follows: two squares straight forward or backward or to the left or to the right, and then one further space to the side of choice. An example of this move is shown by the arrows.

The pieces that the knight jumps over are not affected.



Creating a Union (Knight)

The knight can also become part of a union with a piece of the other player.

Example:

The white knight on D4 can form a union with the black bishop on E2. The white knight can jump over its own pawns to create a union with the black bishop. On square E6 you can see that the white knight has formed a union with the black rook. The white knight cannot move to B3 or C2, because its own pawns are standing there.



Moving a Union (Knight)

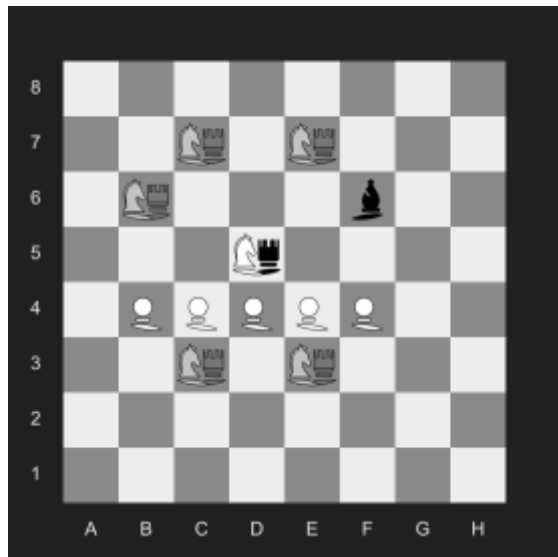
When a knight forms a union, it is still able to jump over other pieces, taking its union partner with it.

Example:

The white knight in a union with the black rook on D5, can move to an open square.

The white knight, together with the black rook, can jump over the row of pawns.

The white knight and the black rook cannot land on a square occupied by another piece, black or white. This means they cannot land on B4 or F4, because of the white pawn, nor on F6, because of the black bishop.

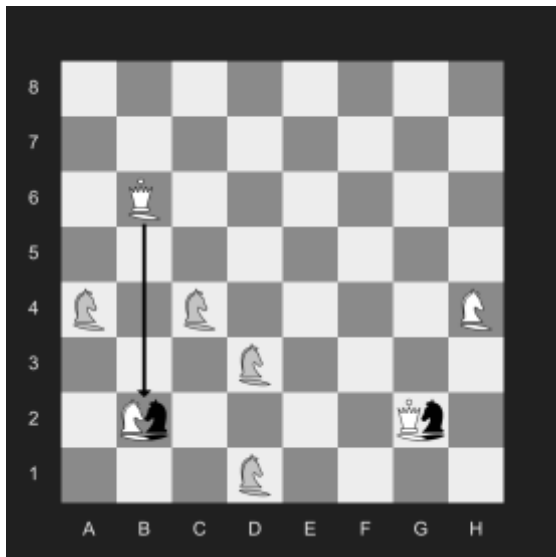


Taking Over a Union (Knight)

The knight can also be unlocked from a union.

Example:

The white queen on B6 can free the white knight on B2. The white knight is then free to move to one of the squares indicated. On squares G2 and H4, you can see the scenario where the queen has taken over the union, and the white knight has been freed to move to H4.



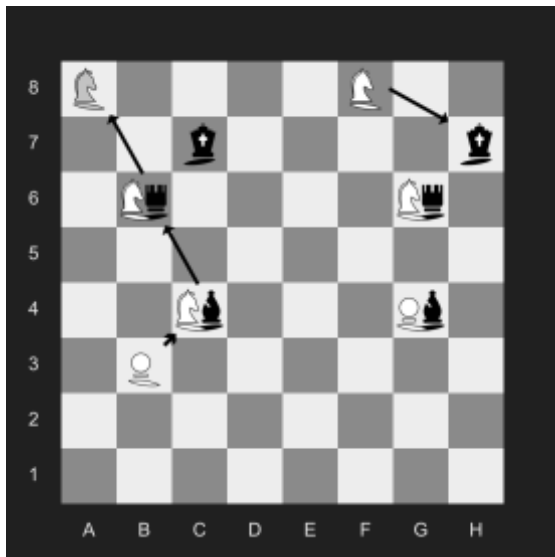
The Chain (Knight)

Chains can also be created with a knight.

Example:

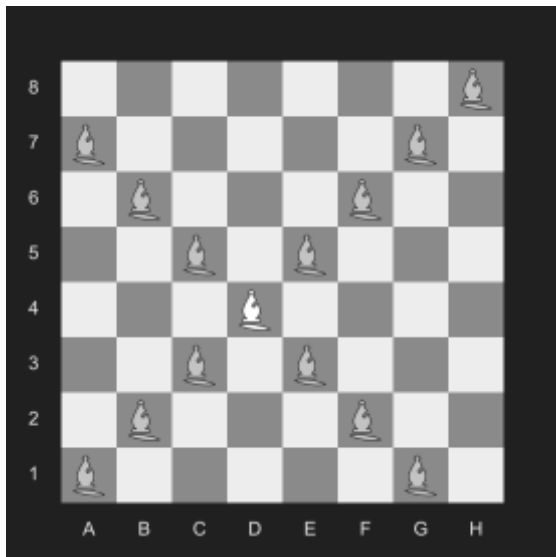
In the example, we can see a chain involving two white knights. The white pawn on B3 frees the white knight on C4. This knight then frees the white knight on B6 allowing it to move to A8. Now the white knight can put the black king into 'Šako'!

On the right side of the board, you can see the resulting situation after the chain, where the king is put into 'Šako'! We will discuss 'Šako' further on p. 48.



Moving the Bishop

The bishop may only move diagonally across the board, and is not allowed to leap over other pieces. If there is one of the bishop's own pieces in the way, it must stop. However, if the piece belongs to the other player, then the bishop could form a union with it.



Creating a Union (Bishop)

The bishop is also able to form a union with pieces of the opponent.

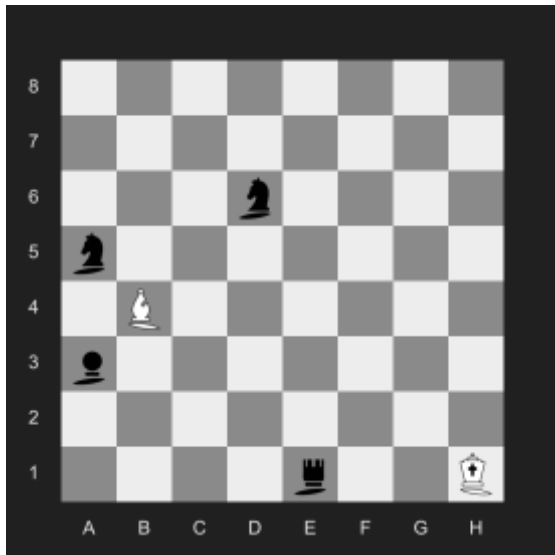
Example:

The white bishop on B4 can unite with one of the black pieces.

The white bishop can choose to form a union with the black pawn e.g. to prevent the black pawn from being promoted. In a subsequent move, the white bishop can then take the black pawn away to another square. You can find more information about promotion on page 59.

The white king on H1 is put in 'Šako' by the black rook on E1. The white bishop can take the king out of 'Šako' by forming a union with the black rook. If the black rook is in a union with the white bishop, and it cannot be freed from the union, it means that the black rook is unable to unite with the white King. 'Šako' has been avoided.

Read more about 'Šako' on page 48.

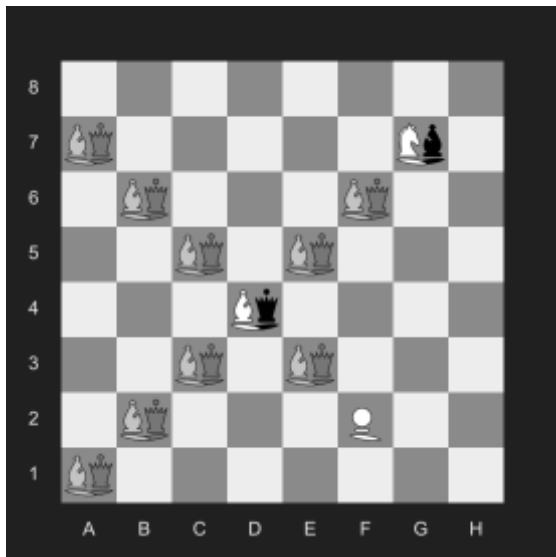


Moving a Union (Bishop)

The bishop is also able to move as part of a union.

Example:

The white bishop in a union with the black queen on D4, is able to take the black queen to one of the squares indicated. It is not able to move beyond the union made up of the white knight and the black bishop on G7, and is not allowed to jump over its own pawn on square F2.

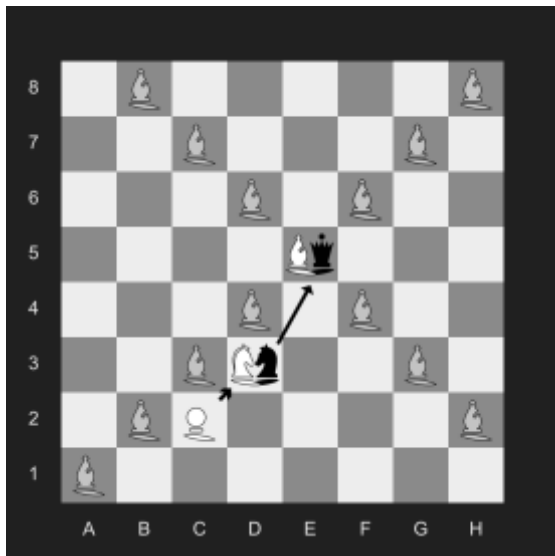


Taking Over a Union (Bishop)

The bishop can also be released from a union.

Example:

In the example, the bishop on E5 is freed through a chain. The white pawn takes the place of the white knight on D3, and the white knight takes the place of the white bishop on E5 allowing the white bishop to move to one of the squares indicated.



The Chain (Bishop)

A chain can also be made with the bishop.

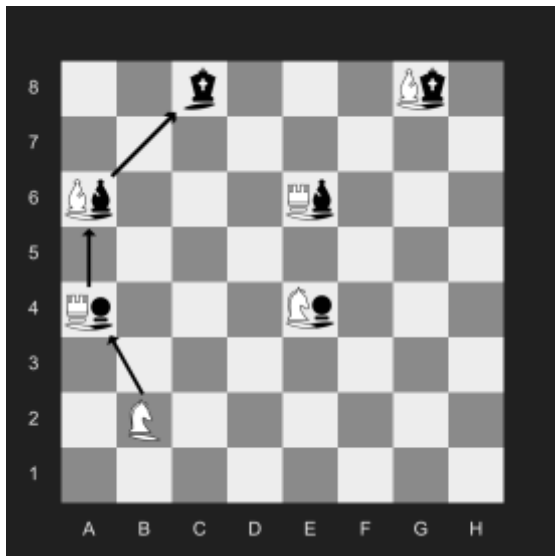
Example:

The example shows a chain with a white bishop. In this case, the other player puts the black king in 'Paco Šako'. The white bishop forms a union with the black king. This ends the game.

This move begins with the white knight at B2. The white knight frees the white rook on A4. The white rook on A4 then frees the white bishop on A6. The white bishop on A6 forms a union with the black king. White has won the game.

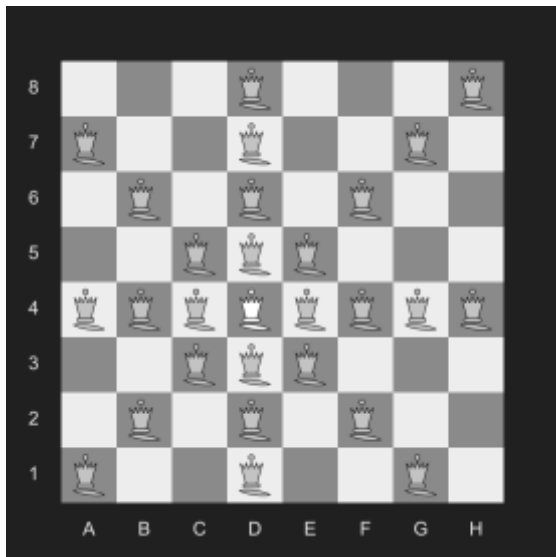
On the left side of the board you can see the pattern of moves, and on the right side, you can see the final outcome of the chain.

For more information about 'Šako' and 'Paco Šako' see page 48.



Moving the Queen

The queen is the most versatile piece on the board. The queen cannot jump over other pieces, but she can move horizontally, vertically and diagonally. This is essentially the movement of a bishop and a rook in one. The queen is halted whenever there is a piece of her own side in the way. If this is a free piece of the opposite player, the Queen can form a union with it.



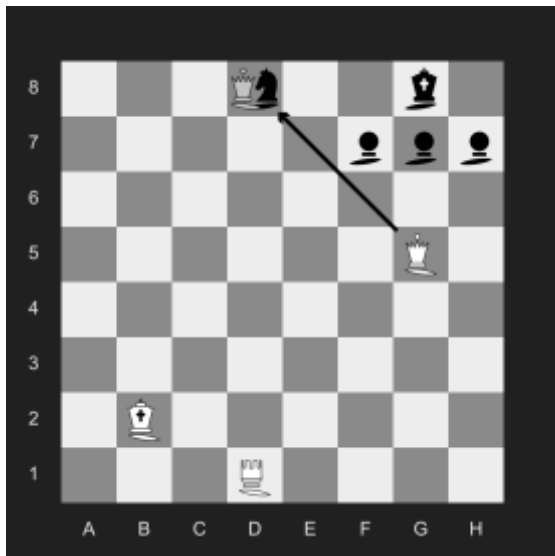
Creating a Union (Queen)

The queen can also form a union with a piece of the opponent.

Example:

The white queen of G5 forms a union with the black knight on D8. In this case, this means that the black king is put in 'Ŝako'. This situation occurs because there is now the possibility of a direct chain starting from the white rook on D1, via the white queen on D8, to the black king on G8.

More information about 'Ŝako' and 'Paco Ŝako' can be found on page 48.

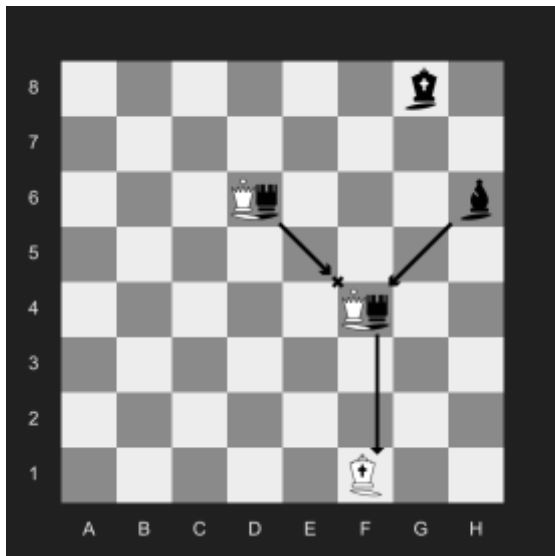


Moving a Union (Queen)

As indicated earlier, the queen may move in all directions, diagonally, horizontally and vertically. The queen may also move in this way as part of a union.

Example:

In the example, there is a square indicating where the white queen could, but should not, move to as then white will put themselves in 'Paco Šako'. In the next turn, the black bishop can free the black rook, and then the black rook can unite with the white king.



The Chain (Queen)

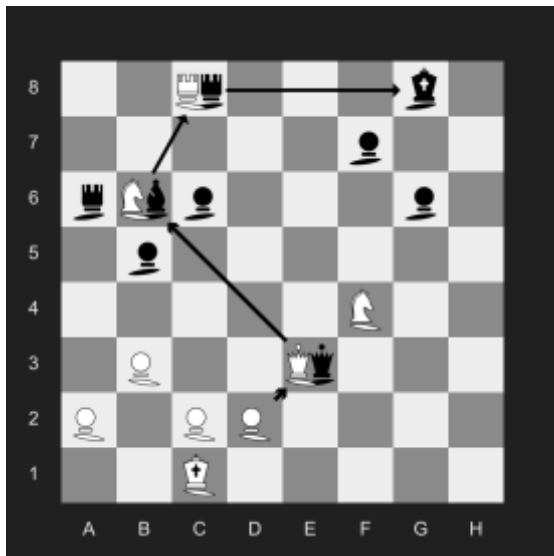
The queen may also be part of a chain.

Example:

In the example, a chain is shown in which the white queen is involved, ending with a union with the black king – 'Paco Šako' black.

The white pawn on D2 sets the white queen free on E3, and takes her place in the union with the black queen on E3. The white queen then frees the white knight on B6, taking its place in the union with the black bishop on C6. The freed white knight can now free the white rook on C6, which in turn can unite with the black king.

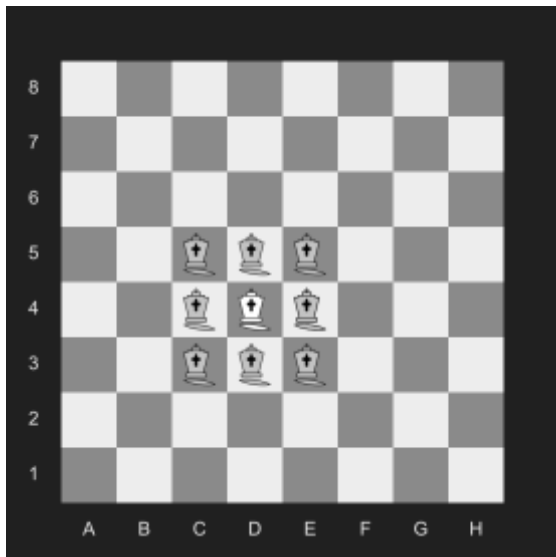
More information on 'Šako' and 'Paco Šako' can be found on page 48.



Moving the King

The king can only move one square per turn. He can move in any direction to an adjacent square, horizontally, vertically or diagonally.

The aim of the Paco Šako game, is to form a union with the king of the other player. The game ends when one of the kings is placed in a union by a piece of the other player.



Creating a union, moving a union, taking over a union and the chain (King)

Different rules apply to the king. A king cannot be united with another piece and is therefore exempt from creating, moving or taking over a union and from the chain reaction.

In the following chapters you can read what putting the king in 'Ŝako' and 'Paco Ŝako' means.

Ŝako and Paco Ŝako

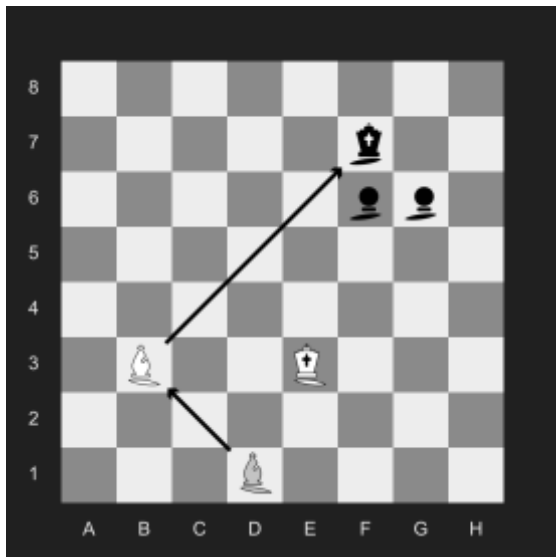
Putting the king in 'Ŝako' is the same as putting the king in 'check' in traditional chess.

If you are in the position to create a union with the other player's king in your next turn, you have put the king in 'Ŝako'. You don't have to say it out loud to alert the other player. You may wish to declare 'Ŝako' if you want to prolong the game by giving your opponent the chance to react during their move, or when playing with younger children who are still learning the game.

Putting the king in 'Paco Ŝako' is the same as putting the king in 'checkmate' in traditional chess. When your king, or the king of the other player, can no longer avoid being put into a union in the next turn, then the king is in 'Paco Ŝako'. The winning player can then create the union with their final move.

Ŝako through a direct line

A king can be put directly into 'Ŝako' by a piece of the other player. In the example you can see that by moving the white bishop from D1 to B3, a direct line has been created to the black king.

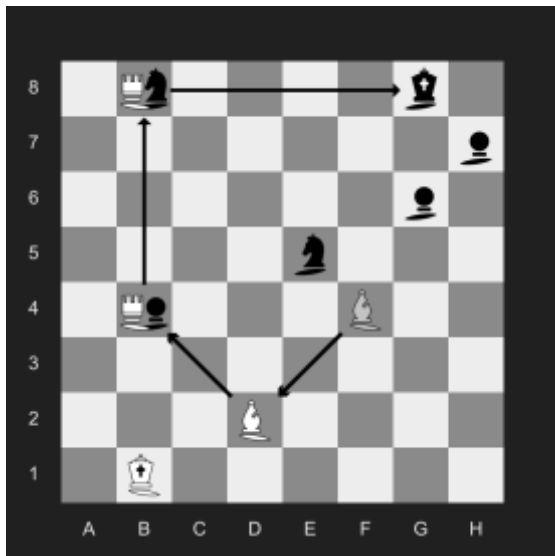


Ŝako through a chain

Setting up a chain may also lead to the possibility of putting the other player's king into 'Ŝako'. Your next move would lead you to follow through the chain and create a union with the opponent's king.

Example:

The white bishop on F4 moves to D2. This creates a chain by which the white rook on B8 can create a union with the black king in the next turn. The black king has therefore been put into 'Ŝako' through a chain.



Moving a king out of Šako

Here are some helpful tips on how to get out of 'Šako'.

Example:

The white rook moves from D3 to D8, and puts the black king in 'Šako'.
The black king can move to G7, thereby releasing himself from 'Šako'.



Blocking a piece giving Šako

Example:

A player can move one of their own pieces into the way in order to prevent the other player from creating a union with their king. In the example, the black knight moves from G6 to F8, and now the direct line between the white rook and the black king has been broken.



Blocking a piece giving Šako with a union

Example:

In this example, the black player uses the black knight on E6 to create a union with the white rook on D8. The white rook is no longer free to unite with the black king.



Blocking a piece giving Šako with a chain

Example:

In this example, the black player moves the black pawn on F7 to E6 to release the black knight from the union. The black knight can now unite with the white rook on D8. The white rook is no longer free to unite with the black king.



Putting a player into 'Paco Šako'.

The end goal of the game is to unite your piece with the king of the other player, thereby putting the king in 'Paco Šako'. This happens when the king of the other player can no longer avoid being put into a union by the other player's piece in the next turn.

In the following examples, you can see different examples of how the king is put into 'Paco Šako'.

Putting a King in 'Paco Šako' (Example 1)

Example:

In this first example, white moves the white rook from D3 to D8. This creates a direct line with the black king. The black king cannot be moved to a square where he can avoid the subsequent union. No black piece can be moved in between the white rook and the black king either. In the next turn, white will unite the white rook with the black king.



Putting a King in 'Paco Šako' (Example 2)

Example:

In this example, you can see the same situation as above, but this time the black pawn is on G6 instead of G7. At first glance, it looks like there's a free square that the king could move to, in order to avoid the union with the white rook. Look more carefully and you'll see that the white bishop on B2 is covering square G7. If the black king moves to G7, the white bishop will then be able to unite with the black king.



Putting a king in 'Paco Šako' (Example 3)

Example:

In the following example you can see how 'Paco Šako' can arise through a chain. The white pawn on C2 frees the white rook on D3, and the white rook is then moved to D8. Black is put into 'Paco Šako'.



Promoting a Pawn

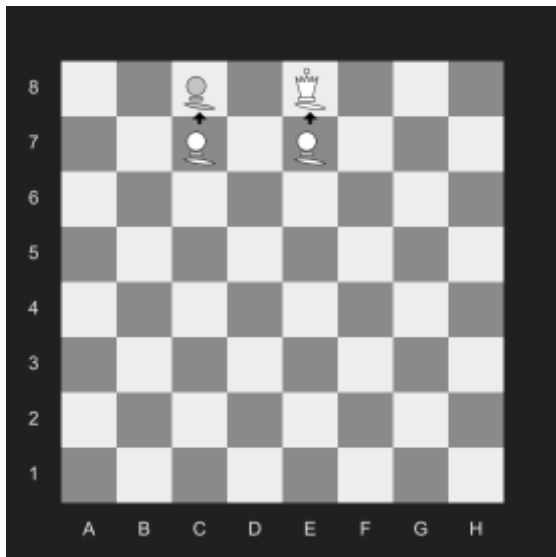
Promoting a pawn occurs when you reach the other side of the board with your pawn. When this happens, you are allowed to replace your pawn with a new piece of your choice. It is most common to choose a queen, because the queen is the strongest piece. This may not always be the case as there may be strategic reasons to pick another piece.

You can also promote a pawn when it is part of a union. Promotion can even occur if the other player has moved your pawn to the other side.

Here are some examples of promoting a pawn

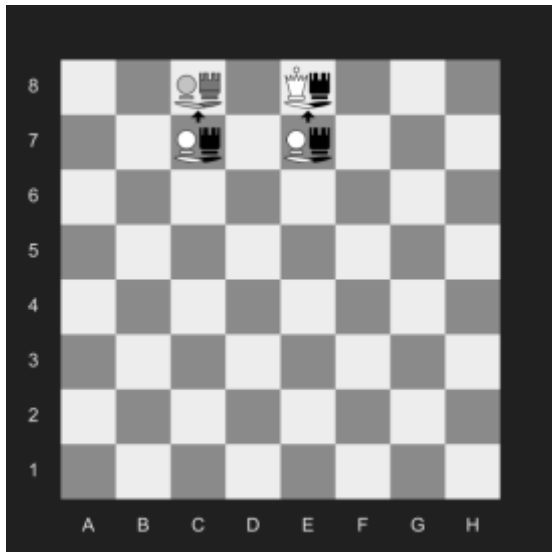
Promoting a Pawn (Example 1)

The white pawn makes it across to the other side of the board, and the white player chooses to exchange the pawn for a queen.



Promoting a Pawn (Example 2)

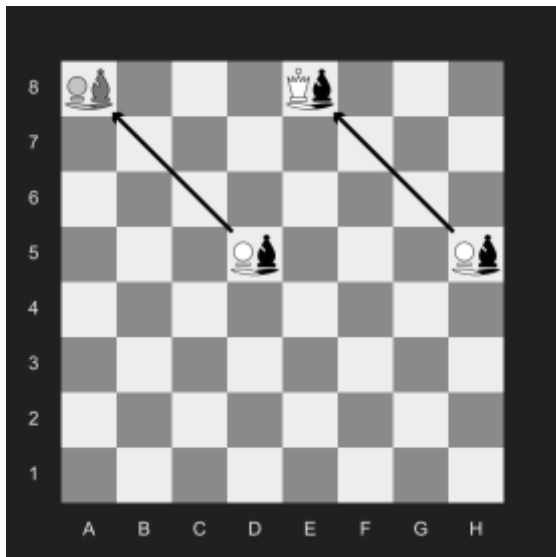
The white pawn can also be promoted when it is part of a union with a black rook (or any other black piece).



Promoting a Pawn (Example 3)

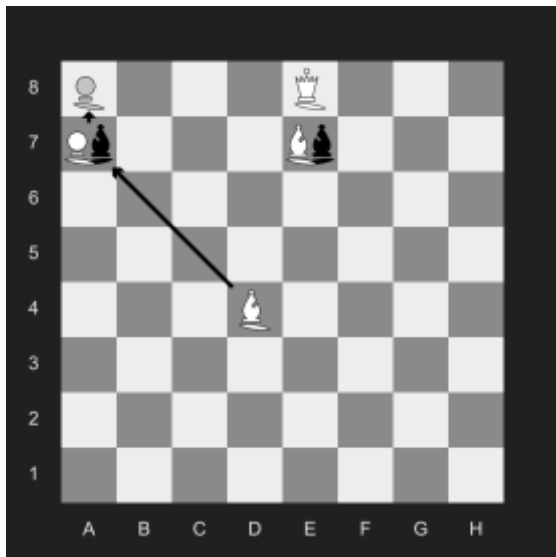
The white pawn can also be promoted as the result of a move by the black player. Here the black player moves the union of the black bishop and the white pawn to row 8.

Whilst this is not an ideal move for the black player, there may be a situation where this is a necessary tactical move.



Promoting a Pawn (Example 4)

The promotion of a pawn may also occur through a chain. On the left hand side of the board you can see that the white bishop frees the white pawn, allowing it to reach the other side of the board. On the right side of the board, you can see the result after this move.



Castling with the king and the rook

Castling is a move involving a player's king and either of the same player's rooks. When castling, you simultaneously move your king, and one of your rooks within the same turn. The king moves two squares towards a rook, and that rook moves to the square at the other side of the king.

Castling may be a tactical consideration to move your king to a different position or to place the rook in a more strategic position.

Castling is ONLY permitted if:

Your king has not yet been moved in the game

The rook that castles has not yet been moved

There are no pieces in the way between the king and the rook

The king is not in 'Šako'

The king will not pass through any squares covered by a piece of the other player

The king will not end up in 'Šako' after castling.

Over the next two pages you will see matching illustrations of the following examples:

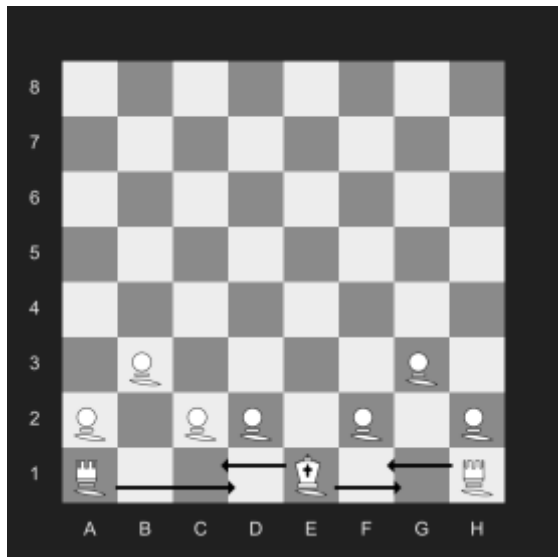
Example 1 shows the castling move. The king can move two squares to the left, and then the rook on the left of the board passes him and lands on the square to right of the king. Alternatively, the king can move two squares to the right, and the rook on the right of the board can move past him and land to the left of the king.

Example 2 shows the final positions of the king and the rook after castling. In this example, you can see castling both to the left and to the right. Of course, only one would be possible in any game.

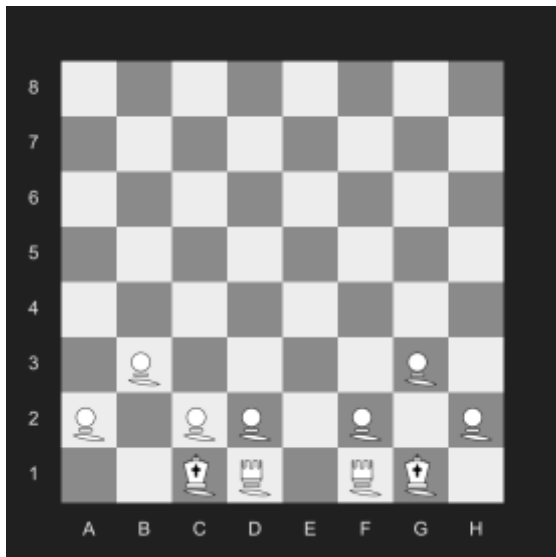
Example 3 demonstrates how it is not possible to castle to the left as the black knight is covering a square, which the white king must pass through. The king cannot castle to the right either, because the black bishop is covering square F1 through a chain.

In Example 4 castling cannot occur since the king has been put in 'Šako'.

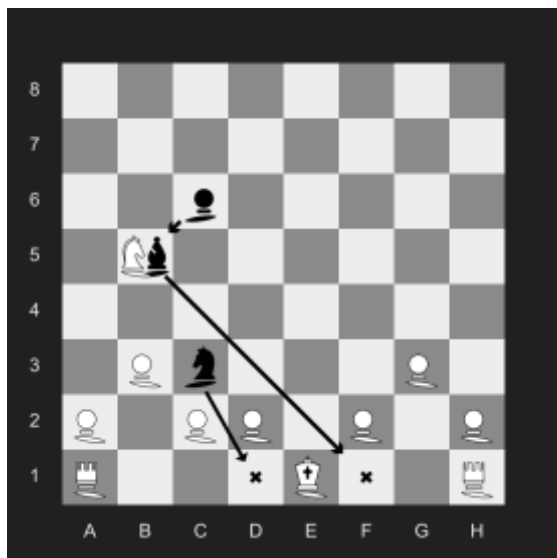
1.



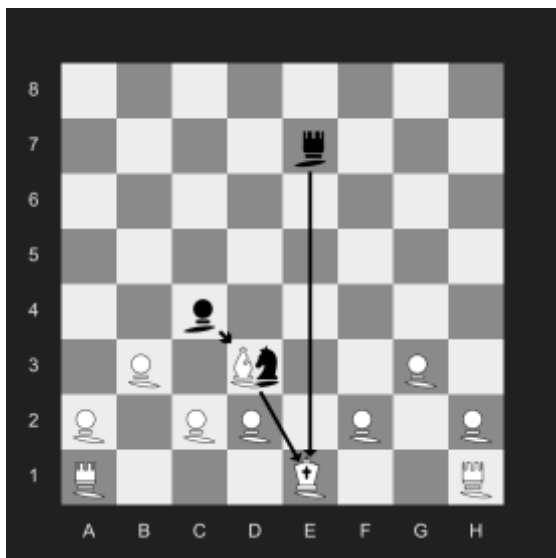
2.



3.



4.



Creating a Union 'En Passant'

Creating a union 'en passant' can only be done to pawns moving two squares forward from their starting row.

If a white pawn is moved from row 2 to row 4, and it lands next to the black pawn, the black player can now move sideways to form a union with the white pawn and move them both one square backwards to row 3 to complete the move.

Similarly, if a black pawn is moved two squares forward from its starting row, row 7 to row 5, and lands next to the white pawn, the white player can now move sideways to create a union with the black pawn and move it one square back to row 6 to complete the move.

Note: this move can only take place directly after the pawn has landed next to your pawn (or vice versa).

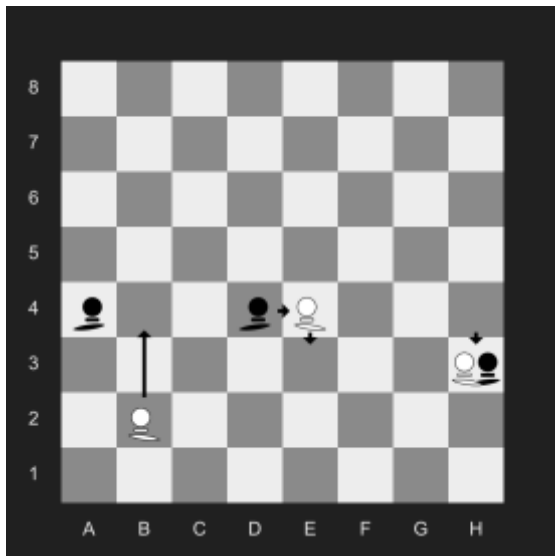
Creating a union 'en passant' can even occur when the pawn is part of a union.

In Paco Sako, pawns can be returned to their own home rows if the opposite player carries it back across as part of a union. The pawn is now once more allowed to choose to move forward two spaces creating the possibility of 'en passant'. See page 21 for an explanation on the two square rule for pawns.

Uniting 'En Passant' (Example 1)

In the example, uniting 'en passant' is demonstrated in three steps. First the white player moves the white pawn two squares forward. Now you can see that the black pawn can now unite sideways with the white pawn, and return it one row back to row 3 to complete the move.

On the right side of the board you can see what the situation is following uniting 'en passant'.



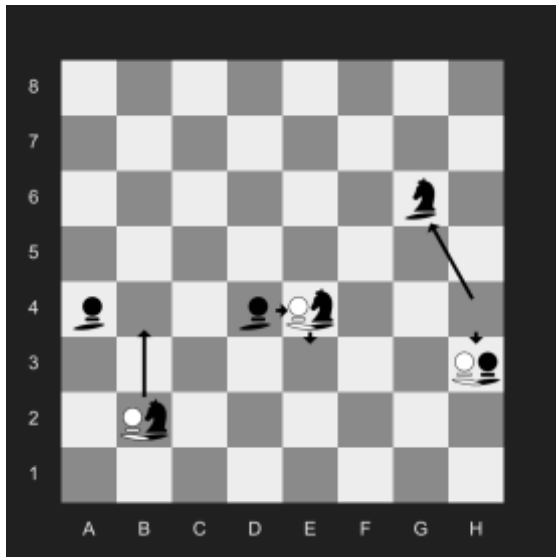
Uniting 'En Passant' (Example 2)

It is also possible to unite 'en passant' by taking over an existing union.

Step 1. On the left of the board you can see the white player moves the union of the white pawn and the black knight forward two squares.

Step 2. In the middle of the board you can see that the black player can now move sideways to form a union with the white pawn. The black knight has now been released to move elsewhere on the board.

Step 3. The black player moves the union back one square to row 3 in order to complete the move.



Additional Notes

As Paco Sako is a new strategic game, the rules and gameplay have room for evolution and development over the coming years as multiple possibilities are explored. Any updates or changes will be announced on the website.

To learn about any updates, register on the website with your personal registration code, which can be found on the chess box. You can also chose to enter your contact details in order to be kept informed of future developments by email.

If you have questions or comments about the rules, please email: customerservice@pacosako.com

Playing Paco Šako with Children

Paco Šako is a really fun and enjoyable game for children. For younger players, the official rules may prove to be a little too complicated at first. To make it a little easier, it is possible to play variations of the game that make it simpler. For example dropping the chain element of the game

Also, it may be nice to explain the rules to children using the words hugging or dancing rather than 'uniting'.

To keep up to date with new game ideas for children, log on to the Paco Šako website using your unique registration code on the chess box.

Genesis of Paco Šako

Paco Šako was first invented by Dutch creative thinker Felix Christiaan Albers in 2014. It arose initially from the desire to teach his son chess, as he himself had learned from his father. At the same time, Felix was working on a philosophical concept art project called “The Moment of Life” (www.themomentoflife.com) which explores a human lifetime. Felix then began to apply his thoughts to the game of chess, and to explore how you could take this age-old game and add this philosophical thread to it. From that idea he designed pieces that could physically fit together. Now, instead of a game that focused solely on two opponents trying to eliminate one another, what would happen if you introduced an element of diplomatic collaboration to the game. If the pieces were somehow united, the players would enter into a sort of mutual relationship.

On a conceptual level, the game is about two sides with opposing views working in tandem to find a road to peace. In practice, this has led to a whole new dynamic gameplay which is what we now know as Paco Šako - a new and exciting mind game, based on the fundamental elements of traditional chess but with a mindful touch and a mind-blowing gameplay.



For more information, game scenarios, and FAQ visit:

www.pacosako.com

Text and images by Felix Albers
Translation by Nadja Freeman

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