

Knighthopper: ~ Never lands on the same color chess garden resident twice in succession. ~ Known for its bad habit of devouring the Queen Bee after giving a fork check to the King Tree.



Rookroller: — a heavy chess garden tool used for leveling out positional humps in your game. — Very helpful in landscaping a winning end-game. When two Rookrollers are doubled up, they can roll around the chess garden virtually unopposed.

ROOKROLLER

Monterey Peninsula Chess Club 1970

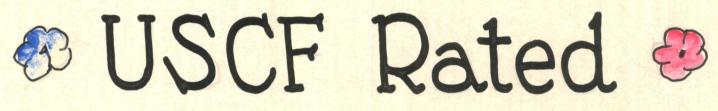
## SPRING

RATING TOURNAMENT

May 21 28

3 June 4011018

5 Round Swiss



All Rounds Start 7:30 Time Control: 40 in 1½ Entry: \$2 \$2 \$4 Non Mem.

Tourney Director:
Ted Yudacufski

Spring Garden Guide

Sulustrations and Comment

by Ron Atkinson

Queenbee:— The most mobile member of the chess garden, the Queenbee can be seen buzzing around to every nook and cranny, gathering nectar from the winning combinations she is pollinating. She should be careful, however, about leaving her hive too early in the morning, as the heavy dew from the pawnsettas may get her trapped, and eaten, by the alert Knight— hopper.

QUEENBEE

Kingtree: - If care is taken where the royal grove is planted, - (King side or Queen side), the King Tree will grow happily ever after, and tule over his chess garden kingdom with great

wisdom. However, it is wise
not to plant a King
Tree where it is
unprotected. In the
open, it will be exposed to gambit gales,
check cyclones, and heavy
mate monsoons. Attacked
by these hostile elements,
the King Tree will surely
topple in defeat.

BZZZ

KING TREE

Bishopede: Usually can be seen running the length of the chess garden in a diagonal pattern. He never travels at right angles, and therefore sometimes has difficulty getting around anything impeding his path. Often, he will run up to a pawnsetta chain and sit there most of the day, before being released to speed on his way.

BISHOPEDE