Chess is a game of ***STRATEGY*** played between two players (opponents, armies or sides) called a **White** (light) and **Black** (dark).

Both sides have the same pieces: King, Queen, Rook, Bishop, Knight and Pawn.

Pieces are never “Killed”. They are captured and removed!

You never have to talk or communicate in any way with your opponent during a game. (It is a curtesy).

**CHECK** is the word used to signify the King is under attack and could be captured on the next turn. (You never take the King)!

**CHECKMATE** is the word used to signify the King is under attack and has no escape. (Game Over).

A **DRAW** is a Tie Game. Players can ‘Agree’ to a Draw or an official can call the game based on “No Winning Possibilities”.

A **STALEMATE** also ends the game. The King is not in Check (thus it is not Checkmate), but there are no legal moves ***for any piece***. If there is any legal move, then it is not a stalemate!

The King is ***NEVER*** captured or removed from the board. (Loss with dignity)!

| **Name** | **Picture** | **Symbol** | **Description** | **How it Moves** |  |
| --- | --- | --- | --- | --- | --- |
| 1 King**K** | King chess piece | King symbol | The King is the most important piece in the “army”.He is the General of the Army forces.If he is “captured” with checkmate, the game is over.**The King is never taken off the board!** | **1 square in any direction.**ForwardBackwardLeftRightDiagonallyThe King cannot put himself in danger and must get out of Check. |  |
| 1 Queen**Q** | Queen chess piece | Queen chess symbol | The Queen is the most powerful piece.9 Points (Major).Points are only used to evaluate certain trades. Points have no impact on theoutcome of the game. | Any number of squares in any direction.Only in 1 direction per turn.The Queen starts on her own Color square. Black Queen on a Black Square (d8)White Queen on a White Square. (d1) |  |
| 2 RooksOrCastles**R** | Castle chess piece | Castle chess symbol | Rooks are strong pieces (Major) which are good at attacking the enemy and defending your King.Sometimes the Rook is called a “Castle”.5 Points. (Major)**A Rook can always cover 14 Squares.** | Any number of squares Forward, Backward, Left or Right. (**Not diagonally).**Horizontally in the Rows(**Ranks: 1 - 8**).Vertically in the Columns(**Files: a - h**).Only in 1 direction per turn. |  |
| 2 Bishops**B** | Chess piece Bishop | Chess symbol Bishop | Bishops are good at attacking late in the game. Because Bishops move diagonally, they always stay on the same color square they started on.**One Bishop is on the *Light* square and the other is on the *Dark* Square.**3 Points (Minor**)** | Any number of squares diagonally.Never changes color of the square it started on.Only moves in 1 direction per turn.If you ever notice you have two Bishops on the same color square, a mistake was probably made during the game. (but not impossible if there was a Pawn Promotion) |  |
| 2 Knights**N** | Chess piece Knight | Chess symbol Knight | Knights work best when there are lots of pieces on the board, and they can use their ability to *jump* over other pieces.3 Points (Minor).**If it starts on a Light,****it ends on a Dark!**It only captures the square it lands on. | **“L shaped” move.**Two squares forward (or back) and one square across **Or** Two squares across and one square forward (or back)**Or**One square ‘like a Rook’ and one square ‘like a Bishop’.The Knight can ‘*jump* over’ other pieces while doing this. |  |
| 8 Pawns**P** | Chess piece Pawn | Chess symbol pawn | Pawns are the “foot soldiers” in the army.They gradually advance on the opposing army, but also need to defend the King.**1 Point (*not a piece*).**Any Pawn that advances across the board can be exchanged (promoted) for *any other piece* **But not for a 2nd King!****You could have** **9 Queens or** **10 Rooks, (but this is very unlikely and unnecessary!)** | Usually one square forward.Each pawn ***may move*** two squares forward **the first time it moves.**If it is capturing an opposing piece, however, it moves one square forward ***diagonally.***It **cannot** move forward and then capture diagonally on the same move. (it is a diagonal capture forward)**Pawns never move backwards.****‘En passant’ is a special move for the Pawn.** |  |

Set up the board with a White (Light) square on the corner of the board by your RIGHT hand.

The (a1) square goes in White’s **LEFT** Hand Corner.

Then, place the armies (men/pieces) on the board as shown in the picture below.

|  |  |
| --- | --- |
| 8 | **Chess board - diagram showing setting up layout** |
| 7 |
| 6 |
| 5 |
| 4 |
| 3 |
| 2 |
| 1 |
|  | a | b | c | d | e | f | g |  h |

*The White Queen starts on a White square, and the Black Queen starts on a Black square.*

White and Black take turns to move (in chess, **White always goes first**)

Players may choose who plays White.

A piece can capture an opposing piece by landing on the square the piece is on.

A player **may not** Pass or Skip a turn!

The goal of the game is to “capture” the enemy King. If you move one of your pieces to attack the King and you could capture him on the next move *you may* say “**Check**”. This means, *watch out for your King*! (I**t is an optional warning!)** – but, if your opponent does not see the danger and makes another move, **you must then notify him** and he must have the chance to change his move and get out of Check!

If the King is in check, the King may defend by either:

 **Blocking** the attack with another piece, (usually not good since it sets up a PIN) or

**Moving** the King out of the way of the attack (watch out for secondary attacks)

 **Capturing** the piece that threatened to capture the King. (The King can capture pieces also)

If your opponent cannot defend the King in any of these ways, you say “**checkmate**” # (Game Over).

This means “the King is captured”.

**Remember that you can never move your King into “check” or make a move that exposes your King to check. (Illegal Move).**

Kings are never removed from the board!