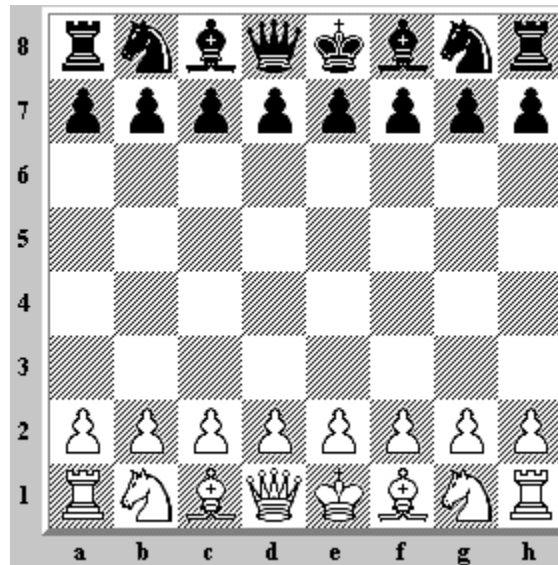


How to Play Chess



The chess board is placed between the two players as shown in the diagram, White sitting on one side (the bottom of the diagram) and Black on the other side (the top of the diagram). Both players should see a white square in the right corner ('White on right').

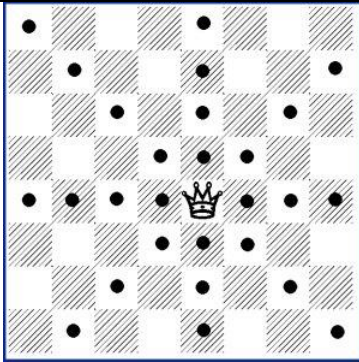
If the board has numbers printed on it, they should be placed so that '1' is nearest to White and '8' is nearest to Black, as shown. If the board has the letters 'a' through 'h' printed on it, the 'a' should be on White's left. If it isn't, there's something wrong with the board!

There are six different chess pieces. (King, Queen, Rook, Bishop, Knight, Pawn)

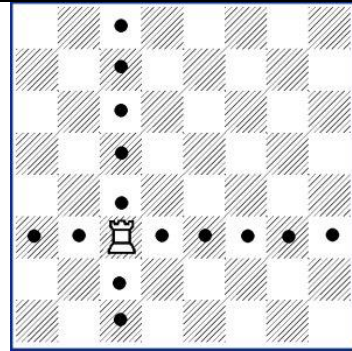
- The **King** is usually the tallest piece and has a cross on its crown. There is one King on each side. Refer to (e1, e8)
- The **Queen** is the second tallest and has a crown with several points. There is one Queen on each side. Refer to (d1, d8)
- The **Bishop** is next in size and has a miter. There are two Bishops on each side. Refer to (c1, f1, c8, f8)
- The **Knight** looks like a horse. There are two Knights on each side. Refer to (b1, b8, g1, g8)
- The **Rook** looks like a tower. There are two Rooks on each side. Refer to (a8, h8, a1, h1)
- The **Pawn** is the smallest piece. There are eight pawns on each side. The eight Pawns are placed on each player's second row. Refer to row 2.

Rules of Chess

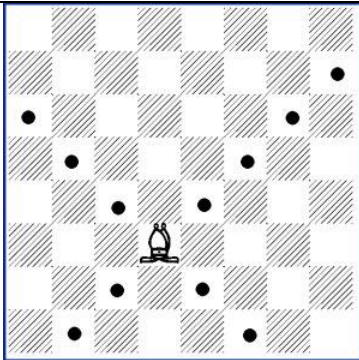
1. White always goes first.
2. The Queen always starts on her color. (If it is a black queen, it starts on the black square)
3. The Knight is the only piece that can jump over pieces.
4. You must declare "check" and tell your opponent they are in "check". The game will not end if you fail to warn your opponent.



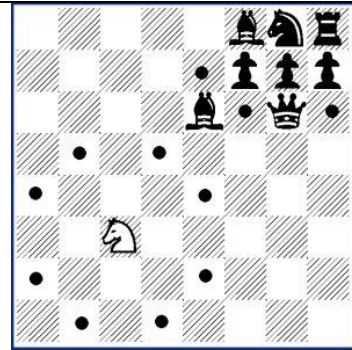
The Queen is the most powerful piece. She can move any number of squares in any direction — horizontal, vertical, or diagonal — if her path is not blocked. She can reach any of the squares with dots in this diagram.



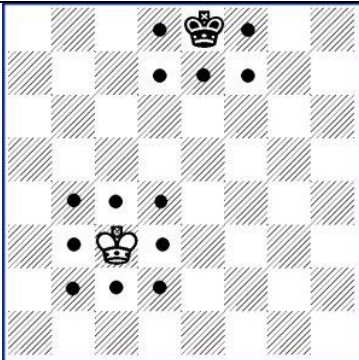
The Rook is the next most powerful piece. The Rook can move any number of squares vertically or horizontally if its path is not blocked.



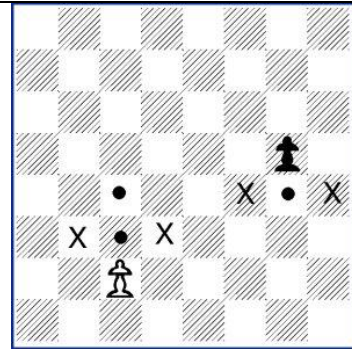
The Bishop can move any number of squares diagonally if its path is not blocked. Note that this Bishop starts on a light square and can reach only other light squares. At the beginning of the game, you have one "dark-square" Bishop and one "light-square" Bishop.



The Knight's move is special. It hops directly from its old square to its new square. The Knight can jump over other pieces between its old and new squares. Think of the Knight's move as an "L." It moves two squares horizontally or vertically and then makes a right-angle turn for one more square. The Knight always lands on a square opposite in color from its old square.



The King is the most important piece. When he is trapped, his whole army loses. The King can move one square in any direction — for example, to any of the squares with dots in this diagram. (An exception is castling, which is explained later.) The King may never move into check — that is, onto a square attacked by an opponent's piece.



The pawn moves straight ahead (never backward), but it captures diagonally. It moves one square at a time, but on its first move it has the option of moving forward one or two squares. In the diagram, the squares with dots indicate possible destinations for the pawns. The White pawn is on its original square, so it may move ahead either one or two squares. The Black pawn has already moved, so it may move ahead only one square at a time. The squares on which these pawns may capture are indicated by an X.

If a pawn advances all the way to the opposite end of the board, it is immediately "promoted" to another piece, usually a Queen. It may not remain a pawn or become a King. Therefore, it is possible for each player to have more than one Queen or more than two Rooks, Bishops, or Knights on the board at the same time.

About Check and Checkmate

The main goal of chess is to checkmate your opponent's King.

The King is not actually captured and removed from the board like other pieces. But if the King is attacked ("checked") and threatened with capture, it must get out of check immediately. If there is no way to get out of check, the position is a "checkmate," and the side that is checkmated loses.

You may not move into check. For example, moving into a direct line with your opponent's Rook, when if there are no other pieces between the Rook and your King, is not a legal move. Otherwise, the Rook could "capture" the King, which is not allowed.

If you are in check, there are three ways of getting out:

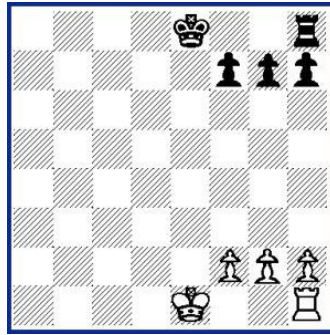
1. Capturing the attacking piece
2. Placing one of your own pieces between the attacker and your King (unless the attacker is a Knight)
3. Moving the King away from the attack.

If a checked player can do none of these, he is checkmated and loses the game.

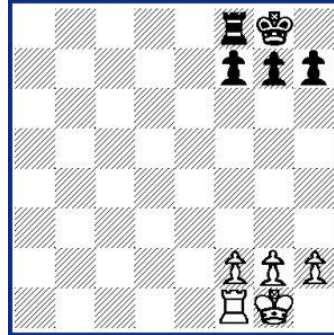
If a King is not in check, but that player can make no legal move, the position is called a stalemate and the game is scored as a draw, or tie.

Castling- Each player may "castle" only once during a game and when conditions are met. Castling is a special move that lets a player move two pieces at once — the King and one Rook. In castling, the player moves his King two squares to its left or right toward one of his Rooks. At the same time, the Rook involved goes to the square beside the King and toward the center of the board (see illustrations below). In order to castle, neither the King nor the Rook involved may have moved before. Also, the King may not castle out of check, into check, or through check. Further, there may not be pieces of either color between the King and the Rook involved in castling.

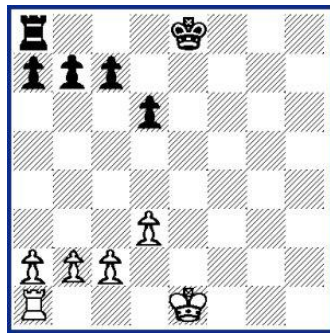
The diagrams below show what happens:



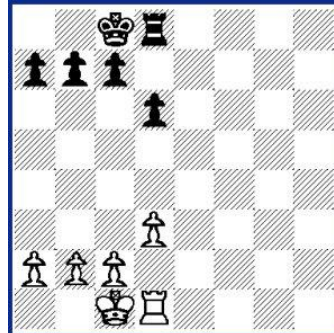
Before Kingside Castling



After Kingside Castling

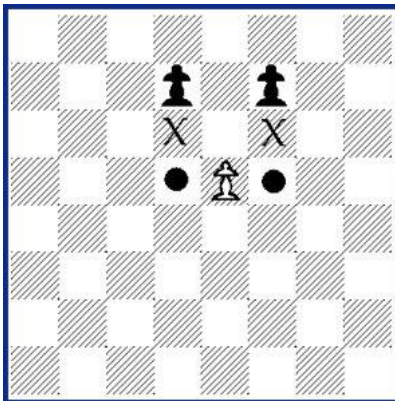


Before Queenside Castling



After Queenside Castling

En Passant- This French phrase is used for a special pawn capture. It means "in passing," and it occurs when one player moves a pawn two squares forward to try to avoid capture by the opponent's pawn. The capture is made exactly as if the player had moved the pawn only one square forward.



In the diagram, the Black pawn moves up two squares to the square with the dot. On its turn the White pawn may capture the Black one on the square marked with the X. If the White player does not exercise this option immediately -- before playing some other move — the Black pawn is safe from "en passant" capture for the rest of the game. But new opportunities may arise for each pawn in similar circumstances.

