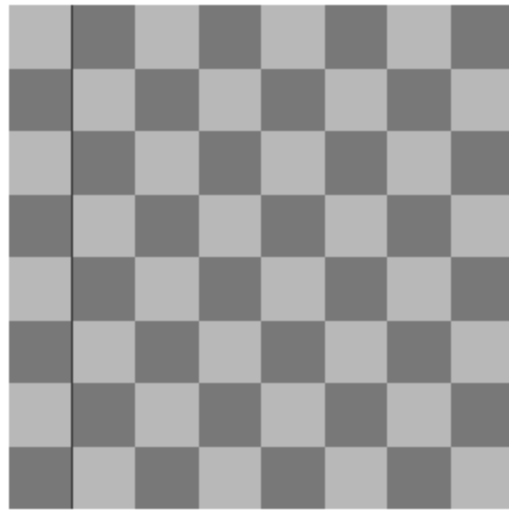


# How to Play Chess

## Setup

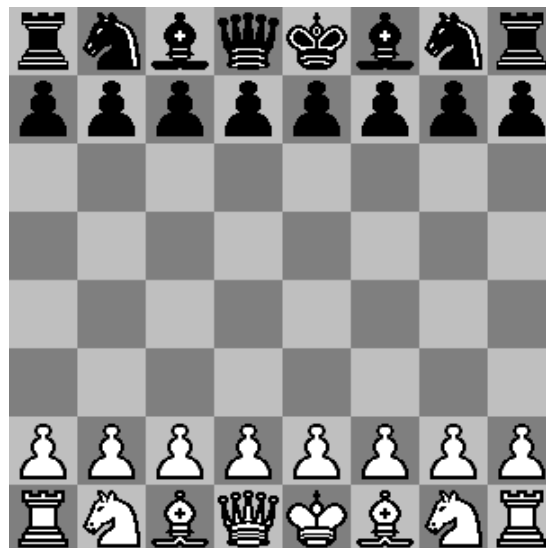
The players sit facing each other with the board between them. The board consists of 64 alternating colored squares. Regardless of the actual colors, the dark squares are named “Black” and the light squares “White”. Of the four corner squares, only two are white. These white corner squares are used to correctly orientate the board. A white square must be placed to each player’s right hand corner.

***Black Player***



***White Player***

The next diagram shows how the pieces are placed at the beginning of a game.



## The Chessmen

Each player has sixteen pieces or chessmen. They are named as follows.



Note: The term "piece" more correctly describes the larger chessmen on the back row of squares.

## Check & Checkmate - the object of the game.

The object of Chess is the capture of the opponent's King, no matter how many pieces are lost in doing so, nor how many of the opposing pieces remain uncaptured. Any move that attacks a king is called a "check". The object of chess is to attack the opponent's king in such a way that so matter how he replies, his king will still be under attack. This is called "checkmate" and wins the game.

Your own king must not be in check after you have moved. Therefore, you must remove any check your opponent makes against your king.

## Stalemate

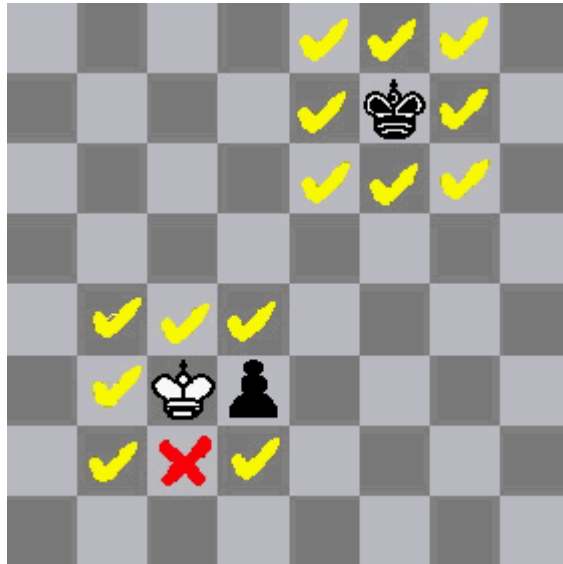
If a player has the move, and is not in check but has no legal move (a kind of checkmate without the check) the game is a draw. This is called a "stalemate", and neither player wins. Another way to draw a game is if there isn't enough material on the board to force a checkmate. For example, put a Knight, a White King, and a Black King on the board. There is no checkmate possible, so the game is a draw.

## How the Pieces Move and Capture

The player who conducts the white pieces - known simply as "White" - always makes the first move. "Black" responds and the game continues with the two players moving alternately. Only one piece may be moved at each turn, except for castling, which involves two pieces (explained later). To capture, you move your piece to a square occupied by one of your opponent's pieces. The opponent's piece is then removed from the board. In chess, you do not have to capture a piece just because it is possible to do so. You may never move a piece to a square already occupied by one of your own pieces.

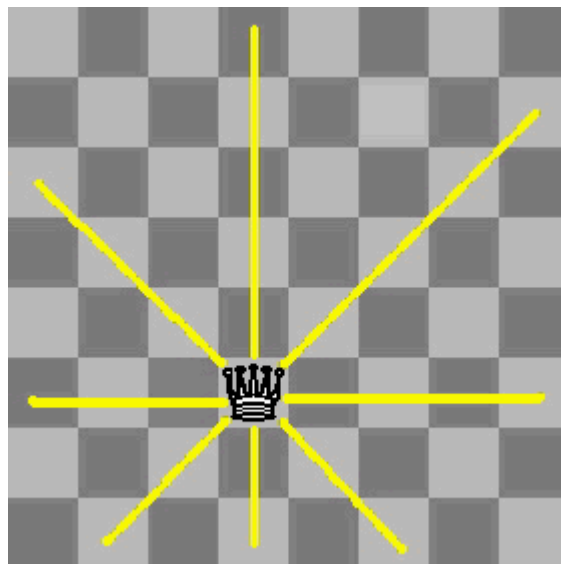
## The King

The King can move or capture one square in any direction, but the King must never move into checked or attacked square. Legal King moves are indicated by the yellow ticks on the following diagram. The white King can capture the black pawn, but because of the black pawns attack on the square directly behind the white King, indicated by the red X (remember black is playing down the board), the king cannot occupy that square.



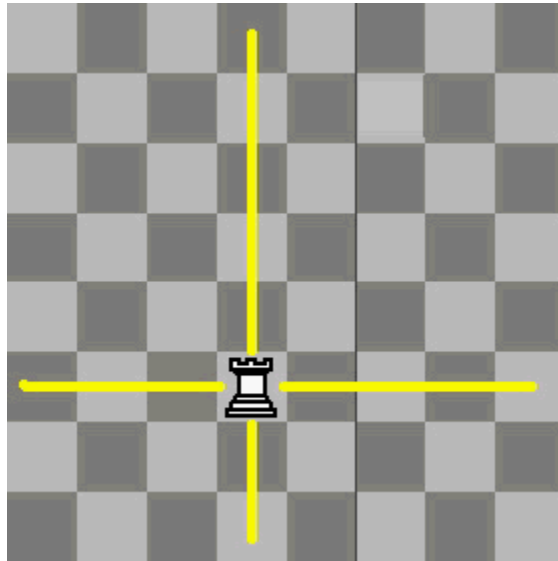
## The Queen

The queen can move or capture any number of squares horizontally, vertically, or diagonally if the path is unobstructed.



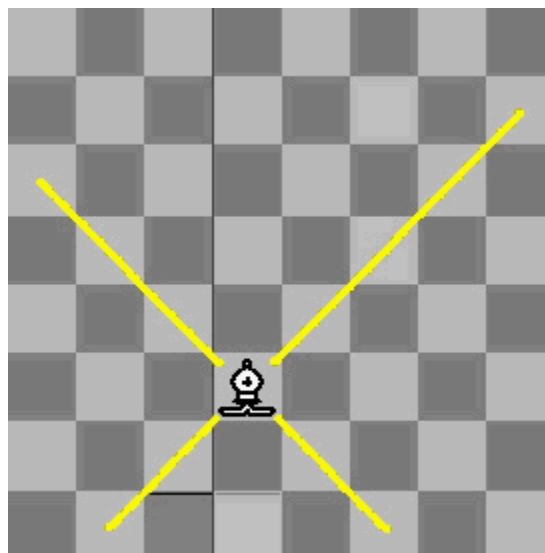
## The Rook

The rook can move or capture any number of squares vertically or horizontally if the path is unobstructed.



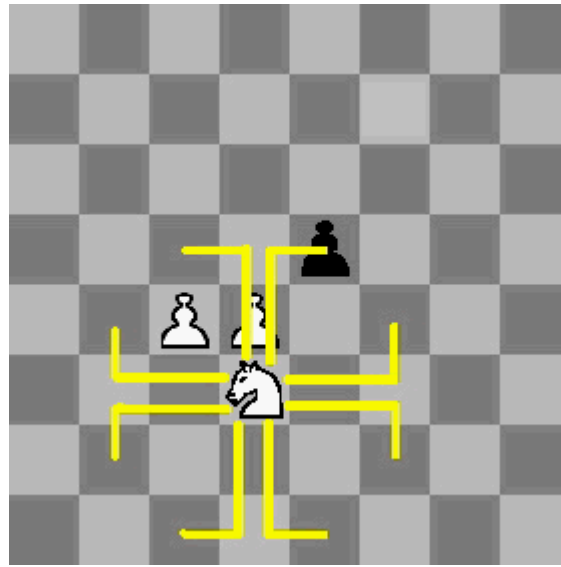
## The Bishop

The bishop can move or capture diagonally any number of squares in either direction if the path is unobstructed. Because the bishop only moves diagonally, it can never swap the colour of the squares it moves on. There are two bishops for each player; one resides on the white squares and one on the black squares.



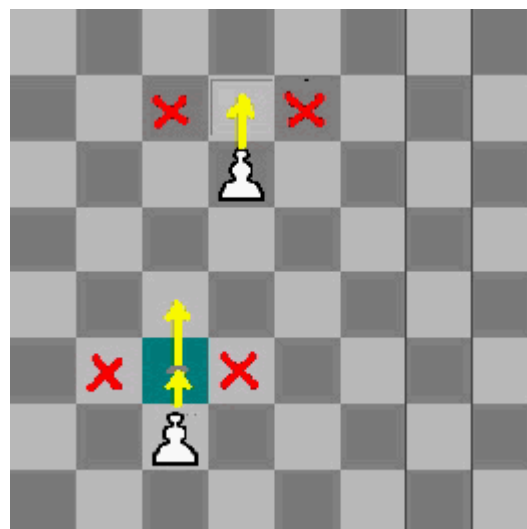
## The Knight

The knight moves in the L shaped pattern indicated and jumps over the squares between the initial square and the destination square. The knight is the only piece that may jump over other pieces eg: in the diagram below the knight is not hindered in its moves by the pawn directly in front of it. Note that the knight always moves from a dark square to a light square or vice-versa and so each move will alternate the colour of the square that the knight occupies. The knight in the diagram may capture the black pawn.

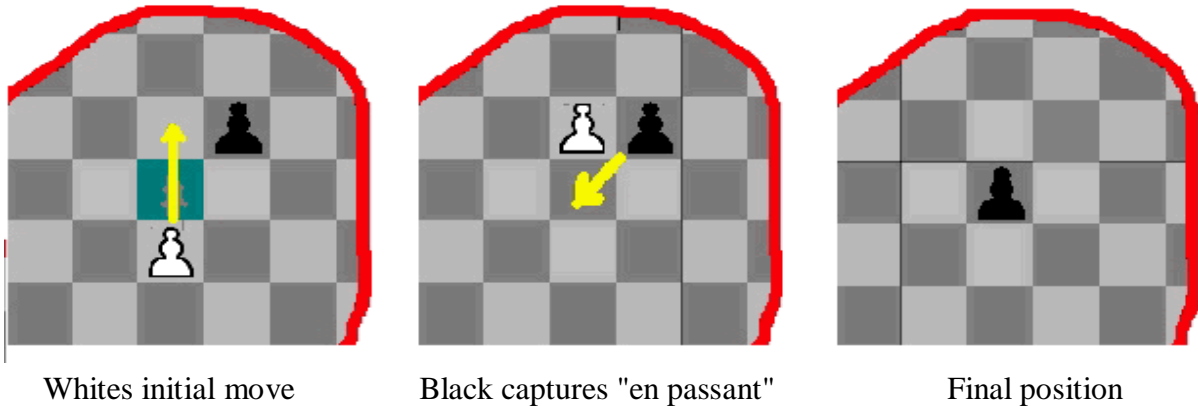


## The Pawn

The pawn moves only straight ahead (never backward), but captures diagonally, the moves are illustrated by yellow arrows; attacked squares (potential captures if occupied) by red Xs. When a pawn is in its starting position, it may advance one or two squares the first time it moves. After that, it may advance only one square per move. If a pawn advances all the way to the opposite side of the board it must be promoted to another piece (except a King) of the same colour, usually a Queen. This means that it is possible to have more than one Queen or more than two rooks, knights, or bishops per player on the board.



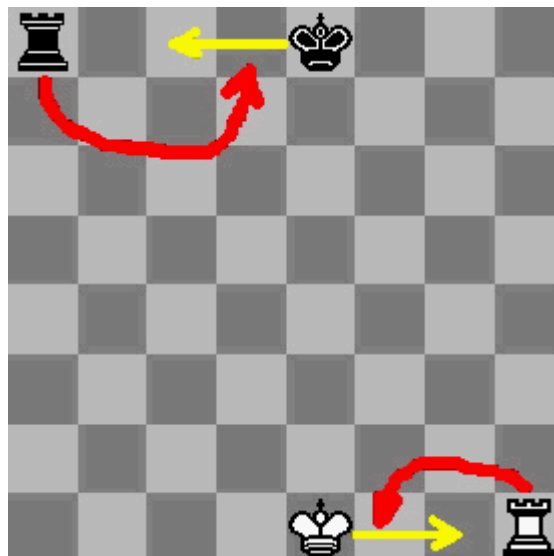
To capture "en passant": When your opponent moves a pawn two squares on its initial move, and one of your pawns sits beside the moved pawns destination, you may move your pawn to the square over which your opponents pawn has just moved, and remove your opponents pawn from the board. This option may be exercised on the very next move only. Another way of looking at this is that you may capture an opponents pawn that has just made a two square initial move as if it had only made a one square move.



## Castling

Castling is a special move which is allowed only once by each player. To castle, move your king two squares either right or left ( the yellow arrows in the diagram) towards an unmoved rook, and then place that rook (toward which the king was moving) on the square which the king passed over (the red arrows in the diagram). Several conditions govern castling; the move is only possible when all of the following conditions are true:

- No piece stands between the king and rook
- The king is not in check
- Neither the king nor the rook has moved before in the game
- The king does not pass through a square under attack.



## The Order of Play

The player who has the white pieces always has the first move. The moves are then played alternately until the game is won, lost or drawn.