

Instructions of Chess Rules

Object of the Game

The goal of chess is for a player to checkmate their opponent's king. The king is not actually captured and removed from the board, 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 player who is "checkmated" loses the game.

How to Play

Chess is played by two players on a checkered board divided into 64 squares in two colors. Players sit on opposite sides of each other across the board, so that each player has a dark square in the right hand corner of the board. Each player has 16 pieces - one king, one queen, two bishops, two knights, two rooks and eight pawns.

Dark moves first. Only one piece may be moved at each turn. The knight is the only piece that can jump over other pieces. All others move only along unblocked lines. A piece may not be moved to a square already occupied. An opponent's piece may be captured from a square where their opponent's pieces can move. The piece is then removed from the board and replaced by their opponent's.

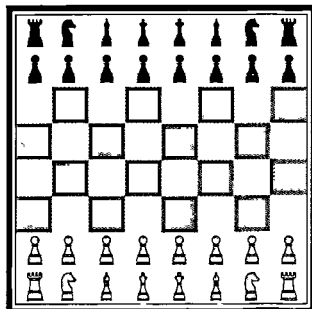


Diagram 1

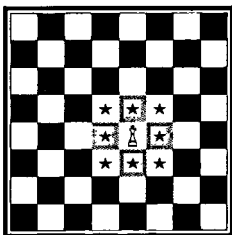


Diagram 2

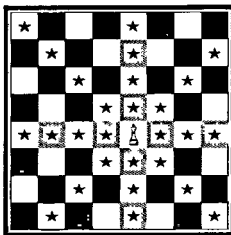


Diagram 3

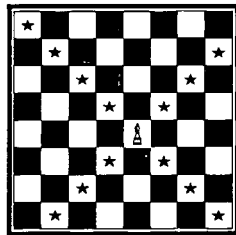


Diagram 4

The King

The king is the most important piece. When he is trapped, his whole army loses. The king can move one square in any direction. The king may not move into check (onto a square attacked by an opponent's piece). (See Diagram 2)

The Queen

The queen is the most powerful piece. She can move any number of squares in any direction-vertical, horizontal or diagonal-if her path is not blocked(See Diagram 3)

The Bishop

The bishop can move any number of squares diagonally, if its path is not blocked. At the beginning of the game, each player has one "red-square" bishop and one "black-square" bishop. (See Diagram 4)

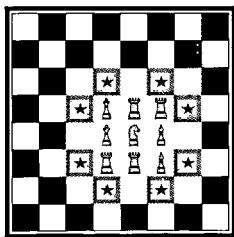


Diagram 5

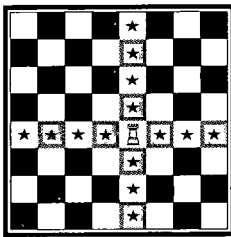


Diagram 6

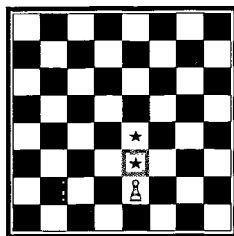


Diagram 7

The Knight

The knight's move is unique. It moves and captures directly from its old square to its new square. The knight moves in an "L" shape—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. (See Diagram 5)

The Rook

The rook can move any number of squares vertically or horizontally, if its path is not blocked. (See Diagram 6)

The Pawn

The pawn moves straight ahead, but it captures diagonally. On its first move it has the option of moving forward one or two squares, but then it may move only one square at a time. If a pawn moves to the opposite end of the board, it is immediately "promoted", usually to a queen. It may not remain a pawn or become a king. It is therefore possible to have more than one queen or more than two rooks, bishops or knights on the board. (See Diagram 7)

Castling

Each player may "castle" only once during a game. Castling is a privilege that lets a player move two pieces at once—one rook and the king. In castling, a player moves their king two squares to its left or right to ward a rook. The rook involved goes to the square beside the king and toward the center of the board. Neither the king nor the rook involved may have moved before. The king may not castle out of check, into check or through check. There may not be pieces of either color between the king and the rook. Castling allows a player to place their king in a safe place. Each player has the choice of castling kingside or queenside or not at all.

Check and Checkmate

A player may not move into check. For example, moving into direct line with an opponent's rook, if there are no other pieces between the rook and the king, is not a legal move. If a player is in check, there are three ways of getting out:

1. Capturing the attacking piece
2. Placing a piece between the attacker and the king (unless the attacker is a knight)
3. Moving the king away from the attack

Winning the Game

If a checked player can do none of the three moves mentioned above, they are "checkmated" and lose the game. If a king is not in check, but the player can make no legal move, the position is called a stalemate and the game is scored as a draw or tie.