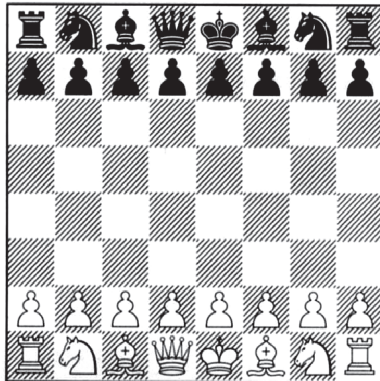


RH

CHESS INSTRUCTIONS

LET'S PLAY CHESS

Chess is a game for 2 players. The pieces are typically white and black. At the beginning of the game, the pieces are set up as pictured below.



These hints will help you remember this setup:

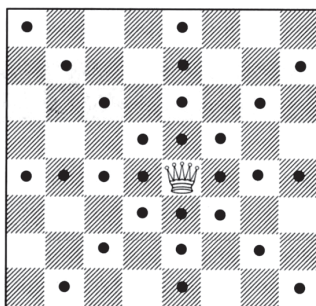
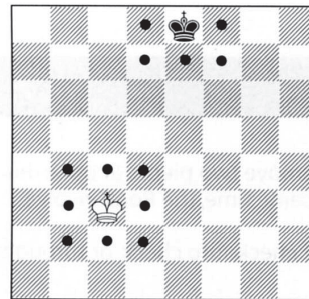
1. Opposing Kings and Queens go directly opposite each other.
2. The square in the lower right corner is a light one (light on the right).
3. The white Queen goes on a light square, the black Queen on a dark square.

THE PIECES AND HOW THEY MOVE

White always moves first, and then the players take turns moving. Only one piece may be moved at each turn (except for castling, a special move that is explained later). The Knight is the only piece that can jump over other pieces. All the other pieces move only along unblocked lines. You may not move a piece to a square already occupied by one of your own pieces. But you can capture an enemy piece that stands on a square where one of your pieces can move. Simply remove the enemy piece from the board, and put your own piece in its place.

THE KING

The King is the most important piece. When he is trapped, his entire 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.



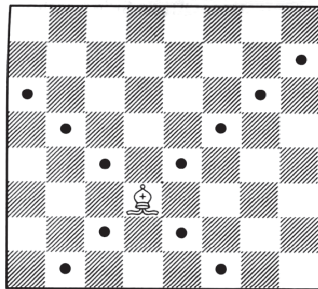
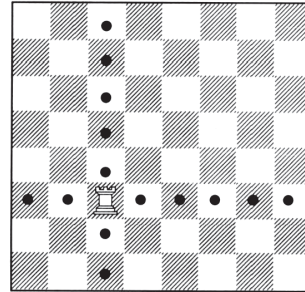
THE QUEEN

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

CHESS INSTRUCTIONS

THE ROOK

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..

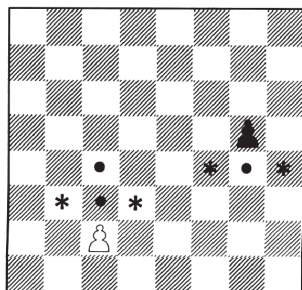
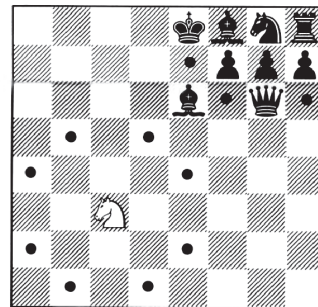


THE BISHOP

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

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 2 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 PAWN

The Pawn moves straight ahead (never backwards), but it captures diagonally. It moves one square at a time, but on its first move it has the option of moving forward 1 or 2 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 1 or 2 squares. The black Pawn has already moved, so it may move ahead only one square now. The square on which these pawns may capture are indicated by asterisks (*). 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 1 Queen or more than 2 Rooks, Bishops or Knights on the board at the same time.

CHESS INSTRUCTIONS

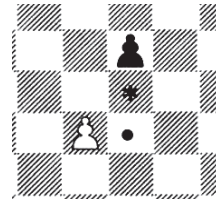
SPECIAL MOVES:

CASTLING

Each player may castle once during a game if certain conditions are met. Castling is a special move that lets a player move 2 pieces at once – his King and 1 Rook. In castling, the player moves his King 2 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. 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. Furthermore, there may not be pieces of either color between the King and the Rook involved in castling. Castling is often a very important move because it allows the Rook to become more active. When the move is legal, each player has the choice of castling King side or Queen side or not at all, no matter what the other player chooses.

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 2 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 1 square forward. In the diagram, the Black pawn moves up 2 squares to the square with the dot. On its turn, the White pawn may capture the Black one on the square marked with the asterisk (*). 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 arise with each other pawn in similar circumstances.



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 isn't a 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 if there are no other pieces between the Rook and your King is an illegal move. Otherwise, the Rook could capture the King, which is not allowed.

If you are in check, there are 3 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, the player 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 is scored as a draw or tie.

Let's Play Chess Summary of the Official Rules of Chess ©1978, 1988 U.S. Chess Federation
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