

The Rules of Chess

CHESS is the world's most popular board-game. It is played by two players, one controlling the WHITE pieces, the other controlling the BLACK pieces. White always moves first, and then players take turn moving (no 'passing' allowed). Pieces 'capture' or 'take' by landing on an enemy piece, never by jumping over pieces. You cannot go to a square already occupied by one of your own pieces.

*Note: This card presents an abridged version of the official laws of chess. (Go to: <http://www.fide.com/official/handbook.asp> and scroll down to section E, for a more detailed explanation.)



Setting up the board

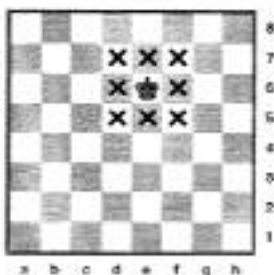
The board has 64 squares, all of which are used in the game, and is always set up with a **white square** in the lower **right corner**. Each player starts with 16 chess pieces which are placed in the positions pictured in the diagram on the right. Note that the **White Queen** always starts on the **white square**, and the **Black Queen** on the **black**, so that they are directly opposite one another on the board, as are the opposing kings. Remember: **'Queen begins on her own colour'**



The pieces and their functions

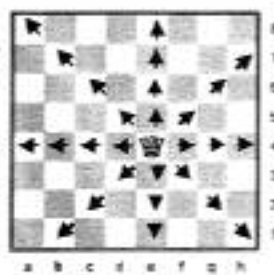
The King

The King can move one square in any direction (as shown by the X in the diagram), unless blocked by his own piece, and he can capture his enemy on any adjacent square. But he cannot move onto a square under attack by an opponent's piece. If he is under attack (in check), the next move **MUST** make sure that the attack has been stopped. Then, either the king must *move out of check*, or the *attacking piece must be captured*, or a piece can be moved between the attacker and the king so that he is *no longer under direct attack*. If the king is under attack AND there is no immediate way to end the attack, the game is over. **CHECKMATE!** *The King's value is priceless.*



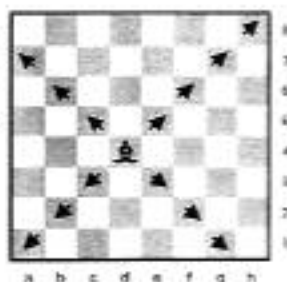
The Queen

The Queen is the most powerful piece on the board. She can move, and capture her opponent's pieces as she goes, in any direction in a straight line—horizontal, vertical or diagonal—as far as she likes, as long as there are no pieces in her path. She cannot jump over other pieces. *She is worth 9 points.*



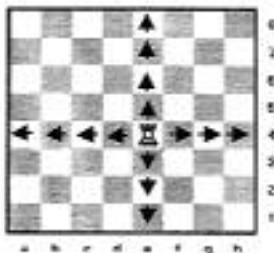
The Bishop

The Bishop can only move, and capture, diagonally on its correct colour as shown—until its path is blocked by its own piece. At the beginning of the game, each side has a 'white-squared' and a 'dark-squared' bishop. Because they move diagonally, the bishops will always remain on a square of the same colour throughout the game. *Worth 3 points.*



The Rook

The Rook, or Castle, moves, and captures, in a straight line vertically or horizontally as shown—until its path is blocked by one of its own pieces. *Worth 5 points.*



The Pawn

The Pawn can only move in one direction—towards the opponent's side, on vacant squares. It cannot retreat. The first move the pawn makes can either be one square (like the black pawn shown) or 2 squares forward (like the white pawn).



The pawn is rather special in 2 ways: firstly it is the only chess piece that captures differently from the way it moves on the board (i.e. it can take an enemy piece one square diagonally ahead, to the left or to the right), and secondly, it can 'morph' into another piece when it reaches the far end of the board (more on that later). *Worth only 1 point, but the lowly pawn can play a crucial role in a game of chess.*

The Knight

The Knight is the only piece on the board that can leap over others. It moves two squares horizontally, or vertically, and then one square to its left or right (in the shape of the letter L, but remember that this can be sideways, back to front or upside down!). The pieces it jumps over remain in place, but an opposing piece on the end square will be captured. It cannot move into a square occupied by a friendly piece. *Worth 3 points.*

