

# CHESS RULES

## Object:

To threaten your opponent's King so it cannot escape.

## Terms:

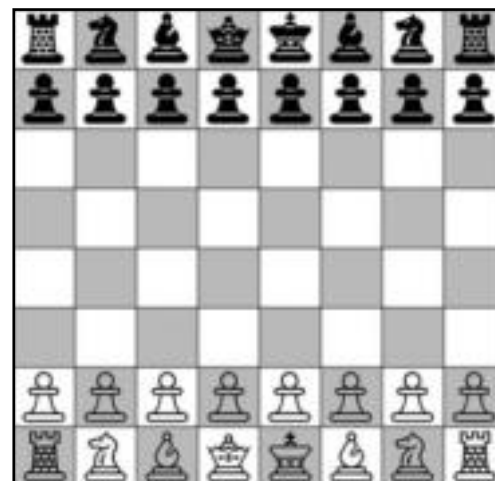
Ranks are the rows of squares that run horizontally on the Game Board and Files are the columns that run vertically. Diagonals run diagonally.

Place the Ivory Play Pieces on the first rank from left to right in order: Rook, Knight, Bishop, Queen, King, Bishop, Knight and Rook. Place all of the Pawns on the second rank. Then place the Black Play Pieces on the board as shown in the diagram.

## Play:

Ivory always plays first. Players alternate turns. Only one Play Piece may be moved on a turn, except when castling. All Play Pieces must move in a straight path, except for the Knight. Also, the Knight is the only Play Piece that is allowed to jump over another Play Piece.

## Set-Up:



## Play Piece Moves:



A **Pawn** moves forward one square at a time. There are two exceptions to this rule:

1. On a Pawn's first move, it can move forward one or two squares.
2. When capturing a piece (see description on back), a Pawn moves one square diagonally ahead. At the beginning of the game, the Pawn is the least valuable Play Piece. But, when a Pawn reaches the other side of the board it can be converted into any Play Piece except for the King.



The **Knight** is the only Play Piece that can jump over another Play Piece. Knights move three squares at a time: two spaces forward or backward, then one space left or right, or two spaces to the left or right, then one space forward or backward. The move looks like the letter L. The Knight always ends up landing on a square opposite the color from which it started.



The **Bishop** moves diagonally as many open squares as you like. The Bishop must remain on the same color square as it started the game on.



The **Rook** moves in a straight line, horizontally or vertically as many open squares as you like. Besides the Queen, the Rook is the next most powerful Play Piece.



The **Queen** is the most powerful of the Play Pieces. The Queen moves in any direction (horizontally, vertically or diagonally) as many open squares as you like.



The **King** is the most important Play Piece, because if it becomes trapped, you'll lose the game. The King moves one square in any direction, as long as it doesn't put itself in Check.

### **Check:**

You are in Check if an opponent's Play Piece is in a position on the board to capture your King.

To save your King from Check you must do one of the following:

1. Move the King out of the way of the opponent's Play Piece.
2. Move another one of your Play Pieces to block your opponent.
3. Capture the opponent's Play Piece that is threatening your King.

### **Checkmate:**

When your King cannot be saved from Check, it's called Checkmate and you lost the game. Checkmate means "the King is dead" in Persian.

### **Capturing:**

When you move one of your Play Pieces and it ends on an opponent's Play Piece, you capture it and remove it from the Game Board.

### **Capturing en passant:**

If a Pawn lands next to an opponent's Pawn after moving two spaces on its first move, it can be captured en passant. The opponent's Pawn, on its next turn only, can be moved diagonally to the space behind the first Pawn, capturing it.

### **Castling:**

This is a special move for the King and either Rook and is the only time two Play Pieces can move on one turn. It helps to protect the King and positions the Rook toward the center of the Game Board. To castle, slide the Rook to the space next to the King. Move the King to the other side of the Rook.

### **To castle:**

1. This must be the first move for both the King and the Rook.
2. No other Play Pieces can be between the King and the Rook.
3. The King can't be in Check, either before or after the castle.
4. The King can't be in Check on any of the spaces that it passes over during the castle.

### **Winning:**

If you put your opponent's King in Check so he can't escape, call Checkmate... you win!

### **Ties:**

If neither player can win, players can agree to draw.

### **Stalemate:**

If a player's King is not in Check, but any possible move places him in Check, it's a Stalemate.

# TOP CHESS TIPS

## 1. SAFETY

Keep all your pieces safe! (and consider taking opponent's pieces that are not safe). For piece values, Bishops and Knights as worth about  $3\frac{1}{4}$  pawns, Rooks 5, a Queen about 9.5. Having two Bishops when your opponent does not is called "the Bishop Pair" and is worth about an extra  $\frac{1}{2}$  pawn. Winning a Rook for a Bishop or Knight is called winning The Exchange and is worth almost half a piece (Bishop or Knight).

## 2. ACTIVITY

Make sure all your pieces are doing something all the time! – So, for example, move every piece once before you move any piece twice in the opening (as a goal). Often the best strategy in a position with no tactics is to find a piece that is doing little and find a way for it to do more!

## 3. TAKE YOUR TIME

If world championship players always take several minutes to find a good move, what makes you think that you can find a better one faster? Look at it this way: NOTHING is preventing weaker players from playing like stronger players and taking your time to look at as many possibilities as you can. A good goal is to pace yourself to use almost all of your time every game. When you are thinking, say to yourself, "If I do X, what are all the moves he is likely to do in return, and can I meet every one of those threats next move?" If not, then you have to find yourself another move, and this takes time!

## 4. THE BEST MOVE

You are trying to find the BEST move, so when you see a good move, look for a better one. If you don't look, you can't see! If you play fast, you probably won't be considering all your reasonable moves.

## 5. TACTICS

The way to keep your pieces safe and to win your opponent's pieces is through tactics. Tactics are the most important part of a chess game – every good player knows basic tactics. The most basic tactic is counting – that is, making sure each piece is adequately guarded enough times by other pieces.

## 6. PAY ATTENTION TO YOUR OPPONENT

Your opponent is just as important as you are. Pay just as much attention to what he is doing as to what you are doing. After your opponent makes a move, ask yourself "Why did he do that?", "What can he do to me now that he couldn't do to me before?" and check to see if that piece or any other opponent's piece is not safe.

## 7. DEFENSE FIRST

When you are winning, think defence first!! That does not mean play passively, but it does mean that trading pieces is probably good; make sure your King is safe; don't create unnecessary complications, keep pieces on guarded squares, and put yourself in your opponent's shoes: what would you do if you were him?

## 8. OPENING

Three things you try to do in the opening... Get ALL your pieces into play every game, get some control of the centre and castle your King into safety (the most important move in most openings)

## 9. MOVE ORDER

Other opening guidelines: Move Knights before Bishops, e.g. move out the Knight on the side where you want to castle, then the Bishop, then castle, then move your other Knight, your other Bishop, move the Queen up a little and then move both Rooks into play. Don't start an attack until ALL your pieces are ready. Don't move up your Queen too far where your opponent's Knights and Bishops can attack it and win tempos. The player who makes the best (and the fastest) use of his Rooks usually wins the opening!

## 10. ENDGAME

Some good endgame tips are: 1) The King is a strong piece – worth about 4+ in fighting value; make sure you use it. 2) Rooks belong behind passed pawns, 3) Passed pawns usually should be pushed.