

THE RULES CHESS

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The aim of the game is to capture your opponents king. So to win you need to always be thing about protecting your king, whilst trying to capture your opponents.

To start the game the white coloured square (or lighter coloured square) of your chess board needs to be in the bottom right hand corner.

Before you get going, here's some basics to remember:

- Each type of chess piece moves differently. There are 6 types!
- You cannot move your piece to take the place of another one of your pieces.
- You cannot move through other pieces on the board; however, your knight can jump over other pieces, but we'll get to that!
- To capture your opponents piece you need to land on their square and replace them.

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The King

To remember – the king is important but weak! The king can only move one square, in all directions. The king should never be moved in to a position where it can be captured. When the king is attacked this is 'CHECK'.

The Queen

Unlike the king, the queen is very powerful! This piece can move as far as possible in any direction, as long as it's a straight line and doesn't move through any of her own pieces.

The Rook

The rook can move as far as it wants, as long as its forward, backward or left or right (not diagonally basically!)

The Bishop

The bishop can also move as far as it wants, as long as it's diagonally. Therefore the colour the bishop starts on, they must remain on.

The Knight

The knight moves in what is described as an L shape. It moves two squares left or right, then 3 squares in a 90 degree angle. The piece can move over other pieces!

The Pawn

The pawn moves one square forward at a time (apart from their first move), never backward. However, the pawn can only capture diagonally and only one square away. This means that if there is a piece one square in front of the pawn, it cannot move or capture that piece.

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