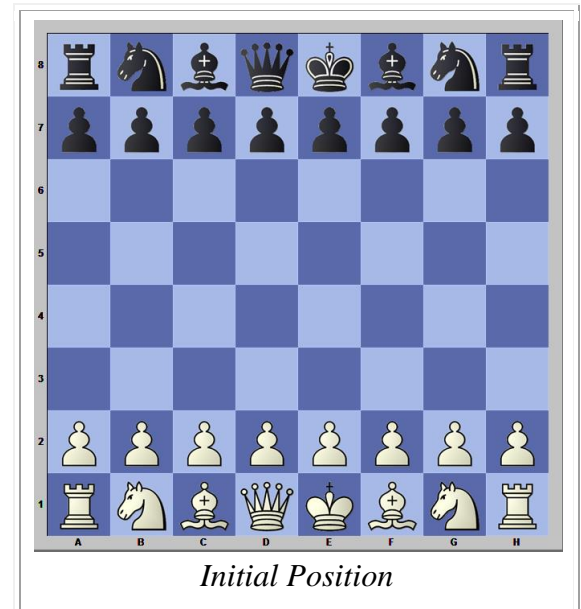


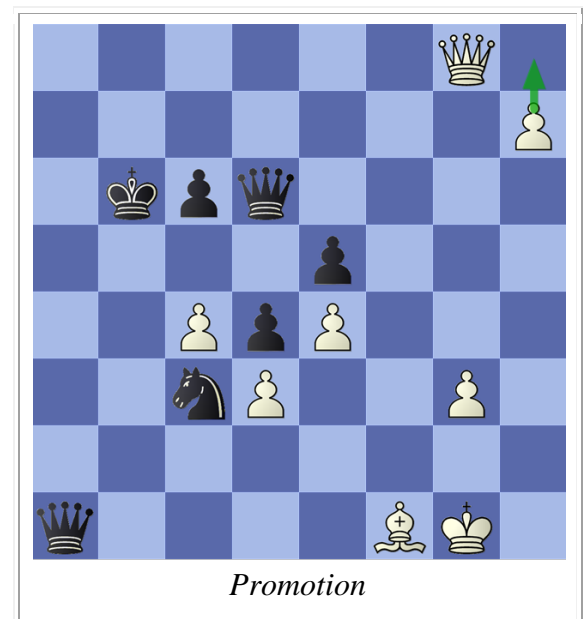
# The Initial Piece Setup

The two armies should be symmetrical at the beginning of the game as seen to the right.

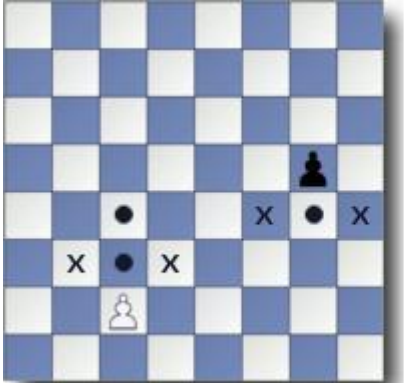


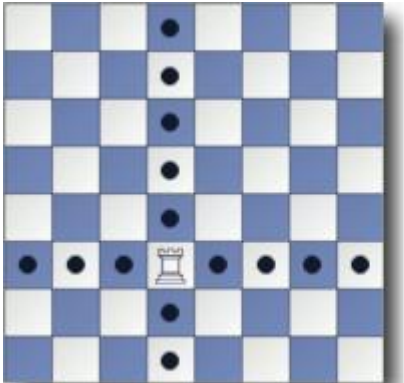
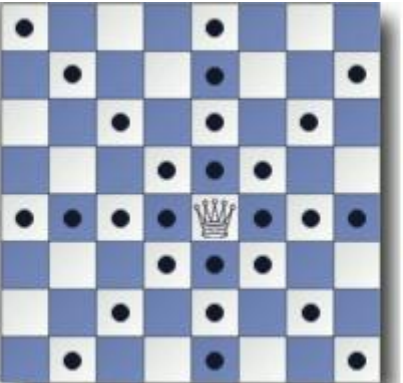
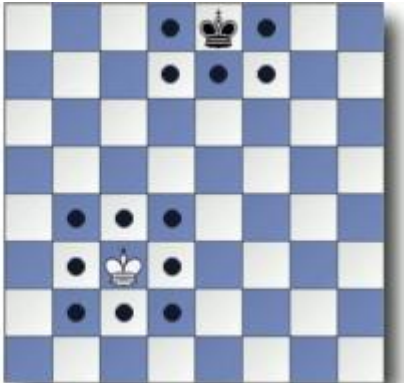


# General Principles of Chess

- White always moves first.
- Players take turns moving. Movement is required. You cannot skip a turn
- If a Pawn reaches the back rank it is **Promoted** to another piece (Bishop, Knight, Rook or Queen). It is usually most favorable to get another Queen as it is the most powerful piece. This is why there are two Queens in Chess bags.
- There are three results in Chess: Win, Lose, or Draw
- The goal in chess is to Checkmate your opponent's king
- You can resign (forfeit) or offer a draw to your opponent at any time.
  - *A draw in chess occurs four different ways*
    1. By mutual agreement
    2. By Stalemate when an opponent has no legal moves
    3. 3-move repetition - the exact same moves were made by both players 3 turns in succession
    4. The 50-move rule – where no pawn push or capture has been made for 50 straight turns



# Chess Piece Movement

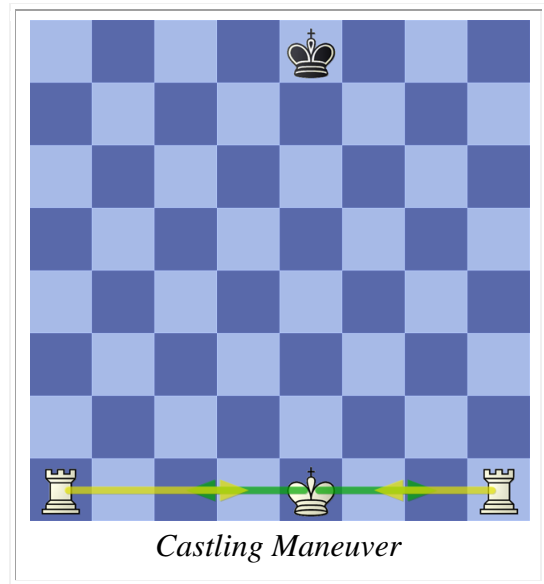
<u>Pawns</u>	<u>Knights</u>	<u>Bishops</u>
 <ul style="list-style-type: none"> <li>• On the first move, pawns can advance 1 or 2 squares</li> <li>• Thereafter, pawns move only 1 square per turn</li> <li>• Pawns only Capture <b>Diagonally</b>, 1 square</li> </ul>	 <ul style="list-style-type: none"> <li>• Can be your Opening move (example: 1. Nf3)</li> <li>• Moves in an L-shaped pattern: In ANY direction, Captures On the end of the jump!</li> <li>• <b>Knights are the only piece That can jump over others</b></li> </ul>	 <ul style="list-style-type: none"> <li>• Moves in long Diagonals (x) Staying on its own color</li> <li>• Can move to any square, in a single direction, per turn, providing its path is clear</li> <li>• Can only capture diagonally</li> </ul>
 <ul style="list-style-type: none"> <li>• Rooks work along the Verticals and Horizontals (+) From one side to another, in a single turn, if the path is clear</li> <li>• Needs Open Files, or clear Ranks, to be a good piece</li> <li>• Aim to get at least one Rook onto the 7th Rank (where your enemy's Pawns start each game)</li> </ul>	 <ul style="list-style-type: none"> <li>• Queens can move to any square, (+) and (x) providing its path is clear</li> <li>• Your Queen should be one of the LAST Pieces developed (definitely after Pawns, Knights, and Bishops)</li> <li>• Use Queens in Battery Attacks with either Rooks or Bishops</li> </ul>	 <ul style="list-style-type: none"> <li>• Kings can only move or capture ONE square, in ANY direction, per turn</li> <li>• The exception is in Castling, where a King and Rook can Move simultaneously. <b>The website listed above</b> has videos showing castling Confused? Watch Videos!!</li> <li>• Castle your King <b>IN UNDER 7 MOVES!!</b></li> </ul>

# Castling

It is the only time in the game when more than one piece is moved in a single turn. The King will move two squares towards the Rook and the Rook is placed on the opposite side of the King.

The castling move has restrictions:

1. It can only occur if there are no pieces standing between the king and the rook.
2. Neither king nor the rook to be castled has moved from its original position.
3. You cannot castle through check.



# En Passant

It can only occur when a player moves his pawn two squares on its initial movement and that move places his pawn next to an opponent's pawn. When this happens, the opposing player has the option to use his pawn to take the moved pawn "en passant" or "in passing" as if the pawn had only moved one square. This option only stays open for one move.



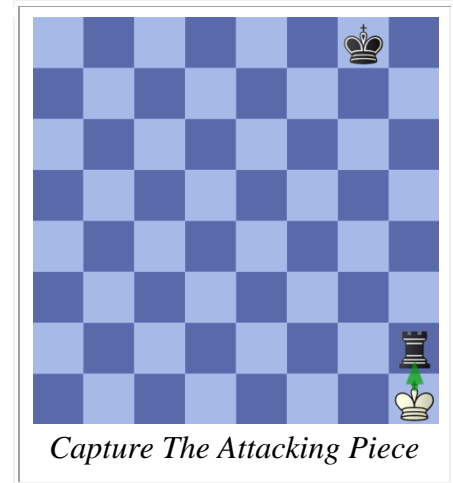
# Check

When a player's king is attacked by an opposing piece, it is said to be "in check". When a player places the opposing king in check he should announce, "check".

The King can **NEVER** be captured in Chess

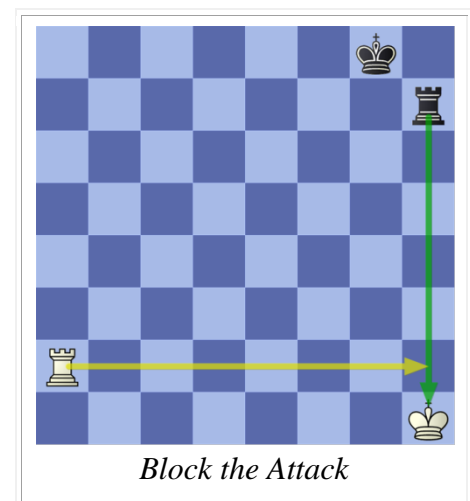
The King can **NEVER** move into Check

Anytime a player is in check they must deal with the check immediately attempting to get out of check by one of the three ways listed below.

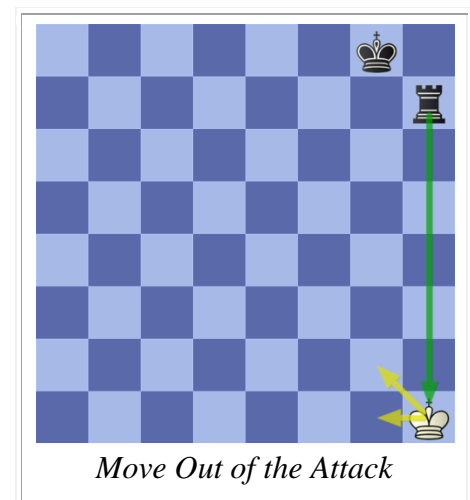


1. Capture the attacking piece (as long as you aren't moving into check)

2. Block the Attack with one of your other Pieces

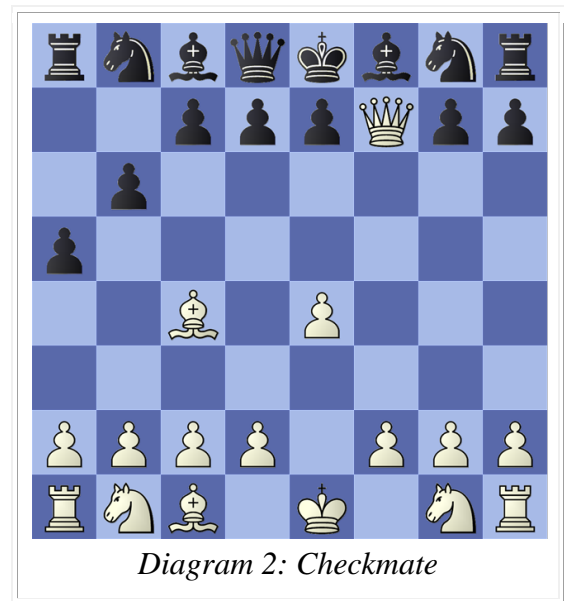
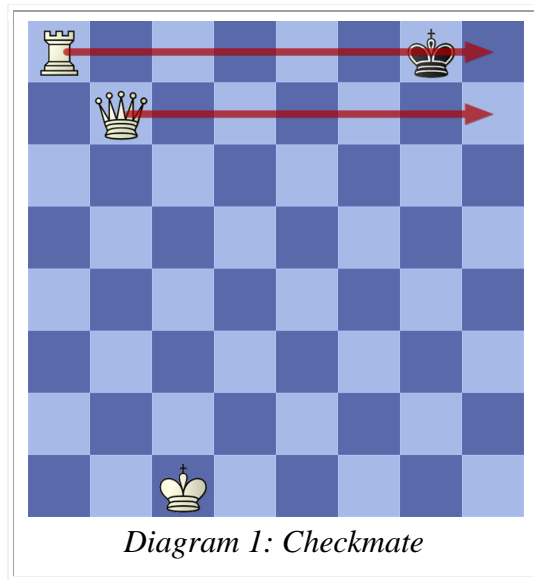


3. Move Out of the Attack



# Checkmate or Stalemate

When a player is unable to make a move to prevent Check either Checkmate or Stalemate has occurred. Checkmate is in the first two diagrams below. The Black King in both positions is being attacked and the three rules of getting out of Check do not help.



In the last diagram, the Black King has no legal moves, (remember a King Cannot move into Check) since Black Cannot move this is a Stalemate.

