

CHES

OBJECT:

TO CHECKMATE OR TRAP THE OPPONENT'S KING.

SET UP:

EACH PLAYERS HAS 16 PIECES ARRANGED ON EACH END OF THE BOARD AS FOLLOWS:

FIRST ROW - ROOK, KNIGHT, BISHOP, QUEEN, KING, BISHOP, KNIGHT, ROOK.

SECOND ROW - 8 PAWNS

THE BOARD HAS 64 SQUARES. JUST LIKE A CHECKERBOARD. MAKE SURE IT IS PLACED SO THAT A WHITE SQUARE IS ALWAYS AT THE RIGHT HAND OF EACH PLAYER.

NOTE: QUEEN IS ALWAYS PLACED ON A SQUARE OF HER OWN COLOR.

TO PLAY:

1. WHITE IS ALWAYS THE FIRST TO MOVE.
2. PLAYERS ALTERNATE TURNS, ONE MOVE AT A TIME.
3. IF A PLAYER LANDS ON AN OCCUPIED SQUARE HE OR SHE CAPTURES THE PIECE ON THE SQUARE. A PLAYER DOESN'T HAVE TO CAPTURE, BUT IF HE OR SHE DOES, THE CAPTURED PIECE IS REMOVED FROM THE BOARD.
4. ONLY THE KING CAN JUMP OVER OTHER PIECES.

THE KING:

THE KING IS THE ALL-IMPORTANT PIECE. HE MOVES ONLY ONE SQUARE AT A TIME IN ANY DIRECTION FORWARD, BACKWARDS, SIDEWAYS OR DIAGONALLY. THE KING CAN CAPTURE ANY ENEMY PIECE THAT IS UNDEFENDED, WHEREAS HE HIMSELF IS NOT SUBJECT TO CAPTURE

HE MUST NOT AT ANY TIME MOVE INTO A "CHECK» THAT IS CONTROLLED BY THE OPPONENTS. THE KING MUST ALWAYS STAY AT LEAST ONE SQUARE AWAY FROM THE OPPOSING KING. BOTH KINGS ALWAYS REMAIN ON THE BOARD.

THE QUEEN:

LIKE THE KING, THE QUEEN CAN MOVE FORWARD, BACKWARDS, SIDEWAYS OR DIAGONALLY IN A STRAIGHT LINE. SHE CAN MOVE ANY NUMBER OF SQUARES, PROVIDED THERE IS NO OBSTRUCTING PIECE IN HER PATH. SHE MAY CAPTURE AN ENEMY PIECE BY REMOVING THE CAPTURED PIECE AND OCCUPYING THE VACANT SQUARE.

THE ROOK:

THE ROOK IS NEXT IN POWER TO THE QUEEN. IT CAN MOVE FORWARD, BACKWARDS, OR SIDEWAYS (BUT NOT DIAGONALLY) ANY NUMBER OF SQUARES IN A STRAIGHT LINE, PROVIDED THERE IS NO OBSTRUCTION. THE ROOK CAPTURES BY TAKING THE SPACE OF THE PIECE IT IS CAPTURING. THE ROOK IS ALSO USED IN "CASTLING*

THE BISHOP:

THE BISHOP MOVES ONLY DIAGONALLY, EITHER FORWARD OR BACKWARDS AND ANY NUMBER OF SQUARES IN A STRAIGHT LINE, PROVIDED THERE IS NO OBSTRUCTION.

THE BISHOP CAPTURES ON THE DIAGONAL.

THE KNIGHT:

THE KNIGHT MOVES IN A VERY SPECIAL WAY: EITHER HE GOES FORWARD ONE SQUARE AND THEN ONE SQUARE DIAGONALLY TO THE RIGHT OR LEFT, OR HE GOES IMMEDIATELY TO A DIAGONALLY RIGHT OR LEFT SQUARE, AND THEN FORWARD ONE SQUARE (THIS MOVE FORMS AN "L*"). THE KNIGHT IS THE ONLY PIECES THAT CAN LEAP OVER OBSTRUCTING PIECES. WHEN THE KNIGHT LEAVES HIS SQUARE HE ALWAYS LANDS ON A SQUARE OF THE OPPOSITE COLOR.

THE PAWN:

THE PAWN MOVES FORWARD ONLY (NEVER BACKWARDS). ON ITS FIRST MOVE IT MAY GO EITHER ONE OR TWO SQUARES. AFTER THAT IT MAY MOVE ONLY ONE SQUARE AT A TIME, CAPTURING LIKE THE BISHOP ON A DIAGONAL. WHEN ANY PAWNS BECOME INCREASINGLY VALUABLE.

CASTLING:

EACH PLAYER HAS THE PRIVILEGE OF "CASTLING" ONCE IN THE GAME. CASTLING IS THE MOVING OF THE KING TWO SQUARES TO HIS RIGHT OR LEFT TOWARDS THE ROOK AND THEN PLACING THE ROOK ON THE SQUARE ON THE OTHER SIDE OF THE KING. A PLAYER MAY CASTLE SUBJECTS TO THE FOLLOWING RESTRICTIONS:

1. THE KING MUST NOT BE IN THE CHECK.
2. HE MUST NOT PASS OVER OR LAND ON A SQUARE COMMENDED BY A HOSTILE CHESS PIECE.
3. NEITHER KING NOR ROOK MUST HAVE BEEN PREVIOUSLY MOVED.
4. NO PIECE MAY INTERVENE BETWEEN THE KING AND THE ROOK.

CHECK:

THE KING IS IN CHECK WHEN HE IS ATTACKED BY ONE OF THE OPPONENT'S PIECES. HIS CAPTURE IS NOT PERMISSIBLE. PLAYER MAKING CHECK MUST SAY "CHECK" WHEN ATTACKING OPPONENT'S KING. NOW THE OPPONENT MUST DO ONE OF THREE THINGS:

1. THE KING MUST MOVE OUT OF CHECK.
2. THE HOSTILE PIECE THAT CHECKS MUST BE CAPTURED,
3. A PIECE MUST BE PLACED BETWEEN KING AND ATTACKING PIECE.

CHECKMATE:

THIS MEAN THE KING HAS BEEN CAPTURED. BECAUSE THE OBJECT OF THE GAME IS THE CAPTURE OF THE OPPONENT'S KING, THE GAME IS LOST IF NONE OF THE ABOVE THREE MOVES CAN BE MADE. THE CHECK" THEN TURNS INTO A "CHECKMATE".

TO WIN:

TO ACHIEVE CHECKMATE.