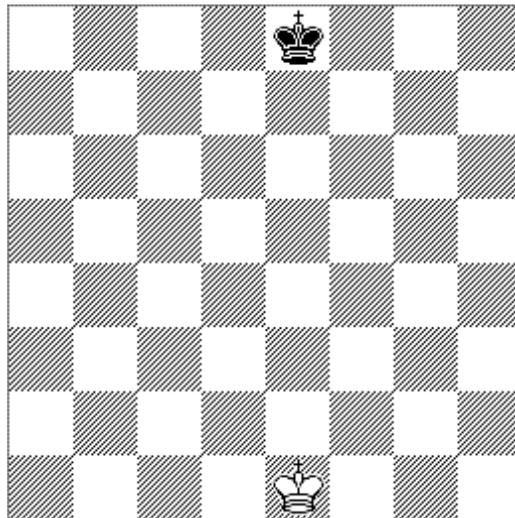


Setting up the Chessboard

Chess is a very old game. People believe that it originated in India in the fourth or fifth century but no one really knows who invented it. Chess is an intellectual competition between two players and is a very logical game where luck plays little part. The winner is the person who solves the puzzles on the chess board better than their opponent.

The game is played on a squared board divided into 64 squares, alternating from light to dark. The board is always set up so that each player has the white square on their right-hand side. (Remember: white on the right). The Queen always stands on the square of her own color. The light colored Queen must stand on the light colored square. A good way of remembering this is the saying: The Queen is a fashionable lady. She likes her dress to match her shoes!



The Chessmen

The pieces and pawns are called chessmen. They have different points to indicate how valuable they are. A Queen is worth 9 points so she is far more valuable than a Pawn which is only worth 1 point. The King can never be captured and if he is in danger then he must move to a safe place or another chessman must make him safe. If he cannot reach safety then the game is lost. The person with the White pieces always begins the game.

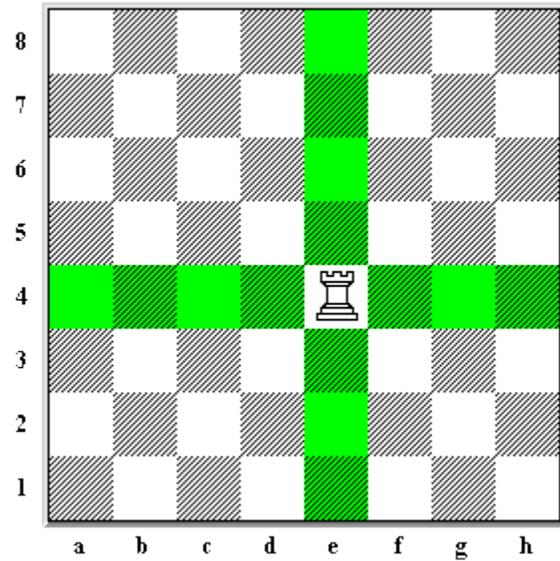
The table below shows how the chessmen are represented in printed material, the symbol given to it and its value.

Chessman	Name	Symbol	Value
	The King	K	Invaluable
	The Queen	Q	9 points
	The Rook	R	5 points
	The Bishop	B	3 points
	The Knight	N	3 points
	The Pawn	P	1 point

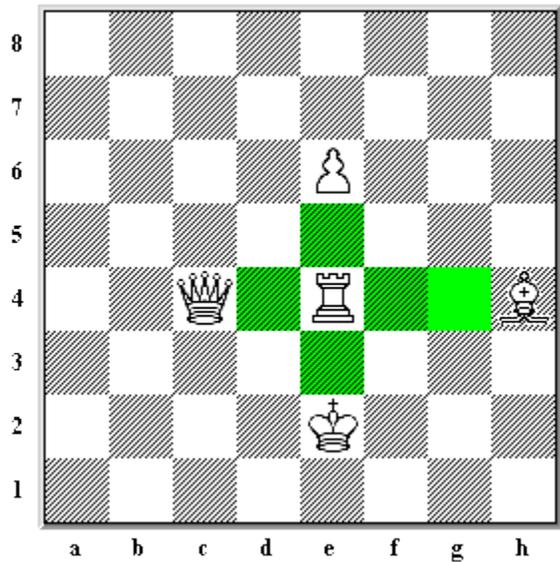
The Rook



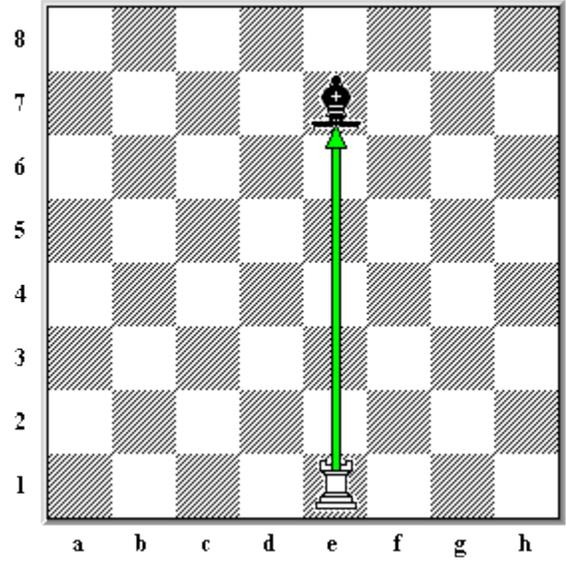
The Rook moves horizontally and vertically any number of squares, forwards or backwards. In the diagram the Rook can move to any of the highlighted squares.



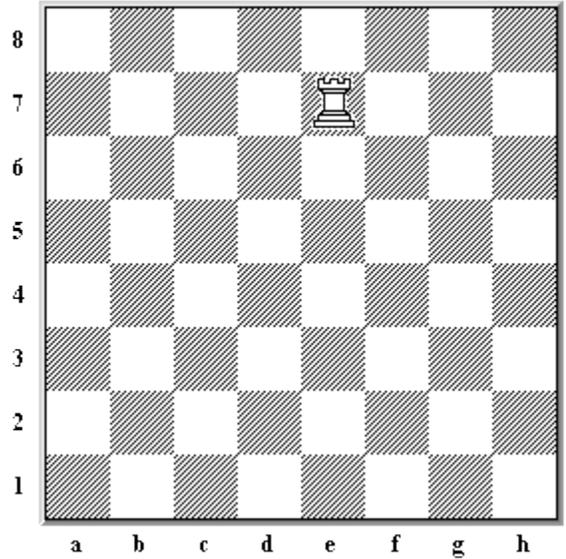
In this diagram the Rook now has less choice of squares to which it can move because the other White pieces block its path. It can now only move to the highlighted squares.



A Rook can capture the enemy piece if it is standing on a square in which the Rook can move. In the next diagram, White is able to capture the Bishop with their Rook. They do this by removing the Bishop from the board and placing the Rook on that square instead.



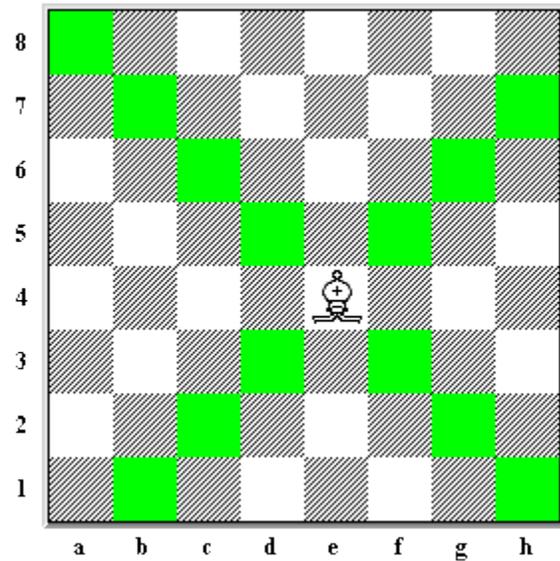
The Rook captures the Bishop and claims the square for itself!



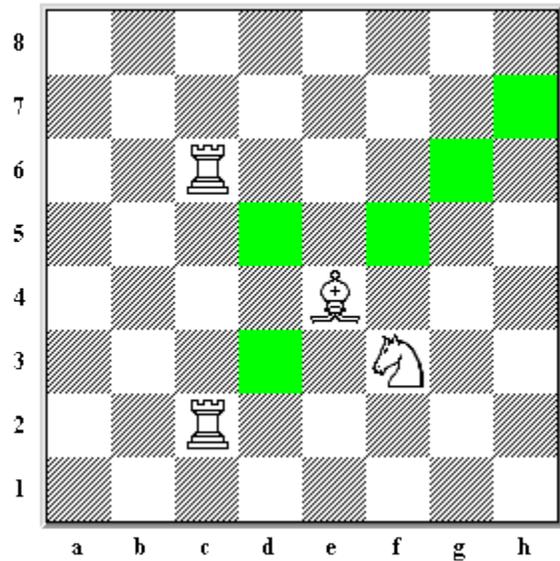
The Bishop



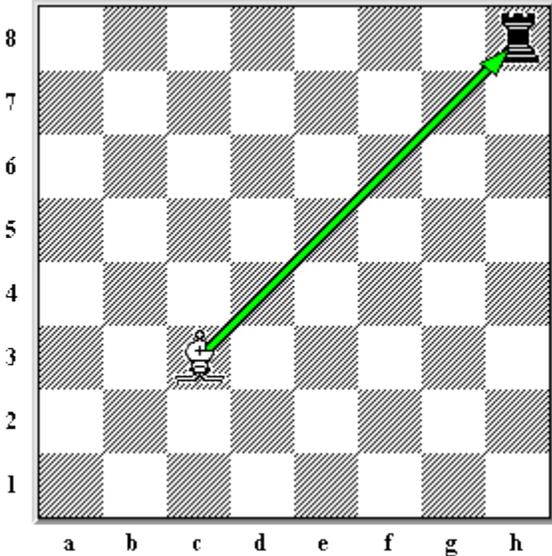
The Bishop moves diagonally any number of squares, forwards or backwards. The diagram on the right shows all the possible squares to which the Bishop may move. Each side has two Bishops; one Bishop moves along the light colored squares and the other Bishop moves along the dark colored squares.



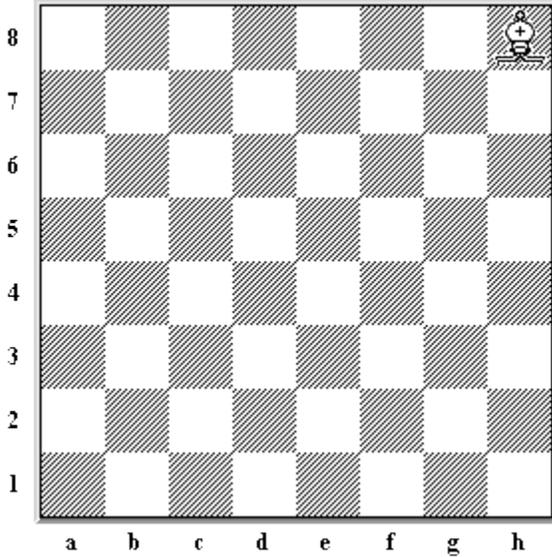
The Bishop's path can be blocked by other pieces on the chessboard. In this diagram the Bishop now has less choice of squares to which it can move because the other White pieces block its path.



In the diagram on the right the White Bishop is able to capture the Rook. It does this by removing the Rook from the board and placing their Bishop in its place.



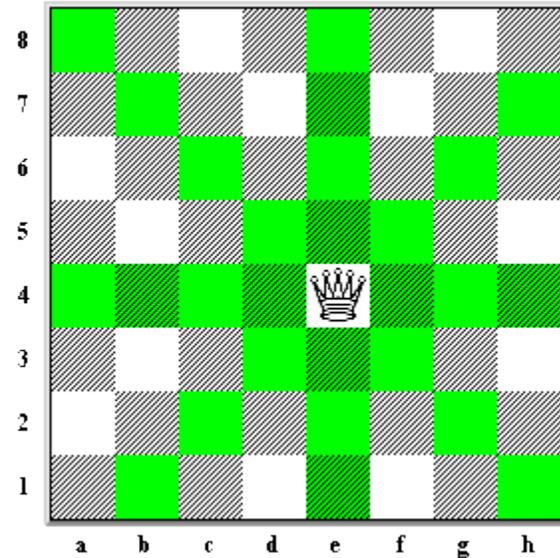
This diagram shows the position after the Bishop has captured the Rook.



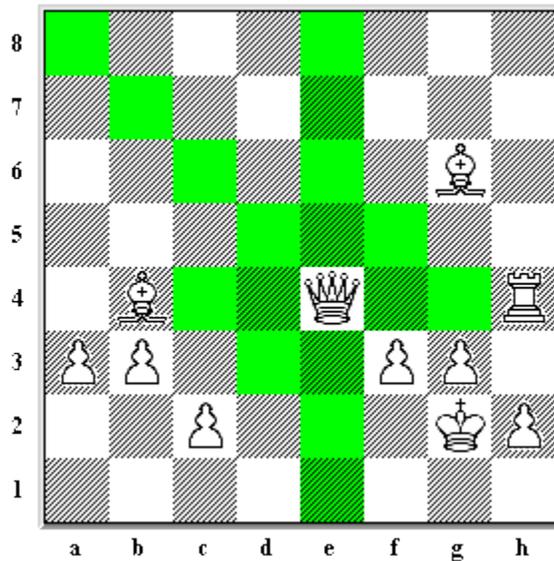
The Queen



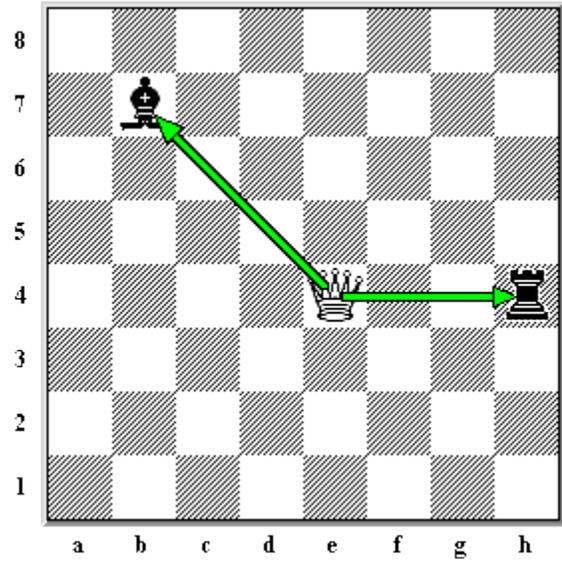
The Queen is the most powerful piece on the board. This is because she can control more squares than any other chessman. She moves straight forward or backwards and diagonally any number of squares. In the diagram the Queen can move to any of the highlighted squares.



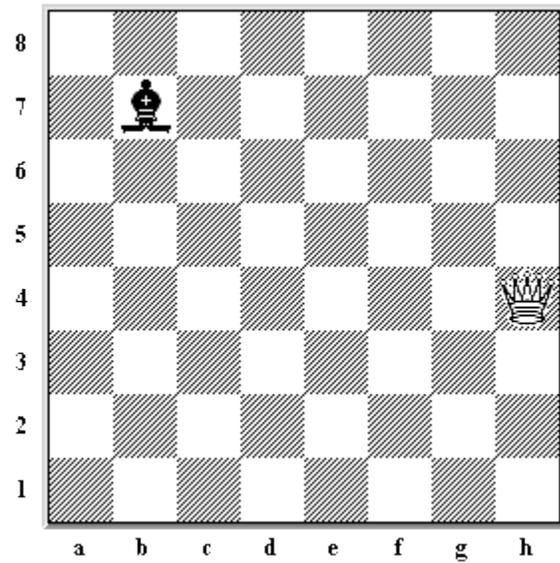
Like all of the other pieces, the Queen's path can be blocked by other pieces.



The Queen may take either the Bishop or the Rook.



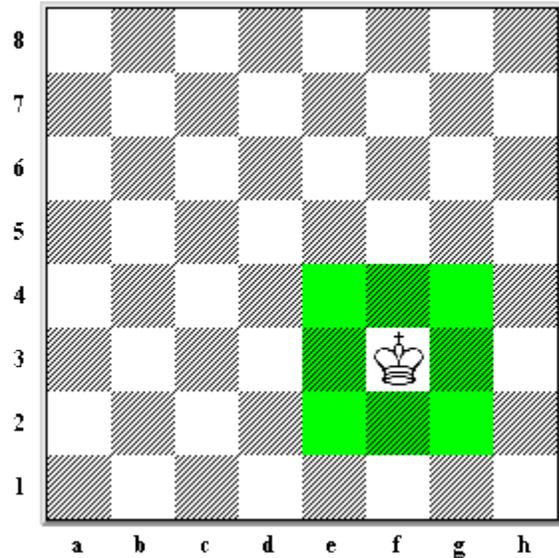
The Queen chooses to capture the Rook!



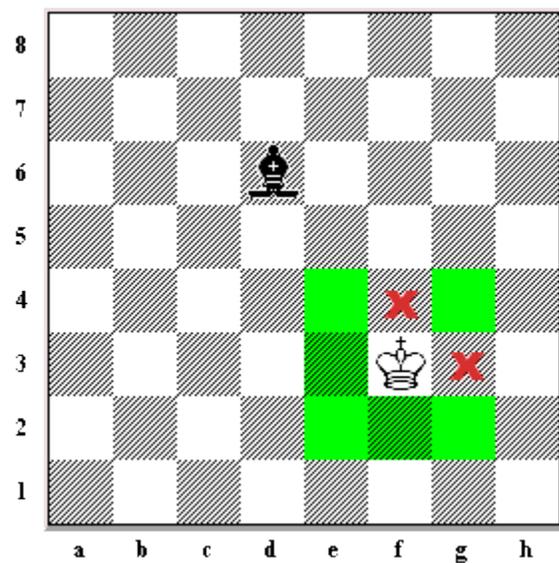
The King



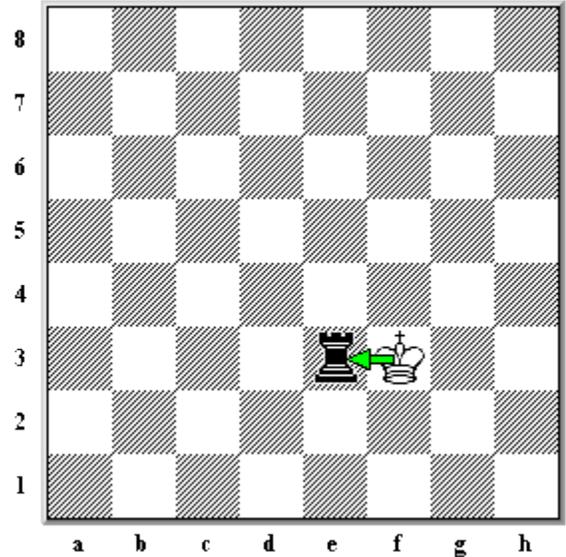
The King is the most important piece on the chessboard. It can never be captured and if it is in danger then it must be made safe immediately. If it is not possible to make the King safe then the game is lost. The King may move one square in any direction. In the diagram the King is able to move to one of the highlighted squares.



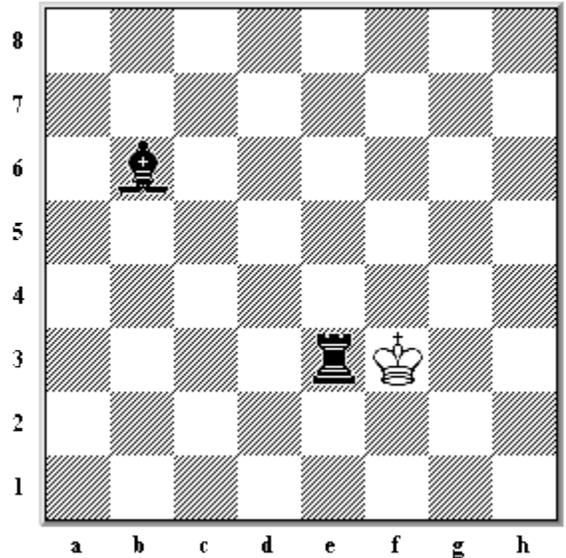
However, the King must never move on to a square that is being attacked by an opponent's pieces. In the diagram the King cannot move onto the squares marked with a cross because the Black Bishop is attacking those squares.



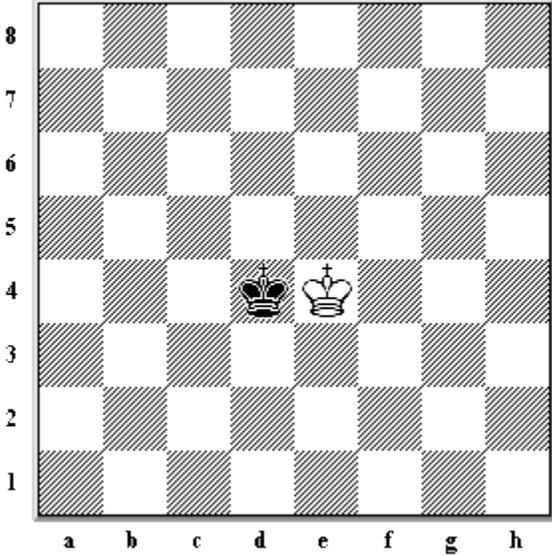
If a piece is on a square that the King can move to then the King may capture that piece. In the diagram the King may capture the Rook



This position is almost the same as in the diagram above. However, there is one very important difference. The Bishop is now protecting the Rook so that if the King captured the Rook the King would be attacked by the Bishop, we say the King would be in check, and Black would be able to capture the King on the next move. The King can never move himself into danger like this so he is unable to capture the Rook.



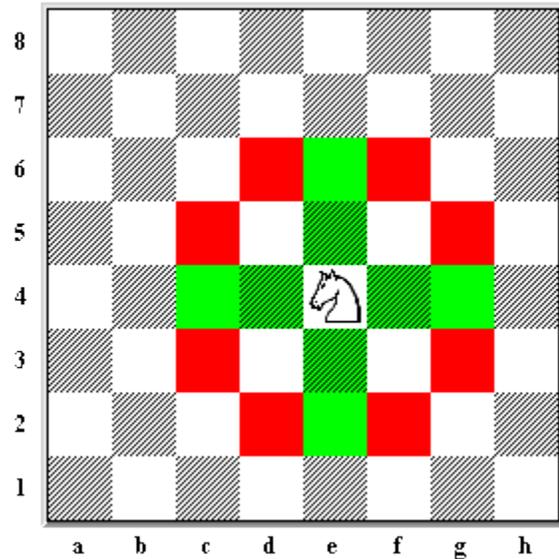
Because the King must never move on to a square that is being attacked by enemy pieces, two Kings can never stand next to each other on the chessboard. The position in this diagram is illegal.



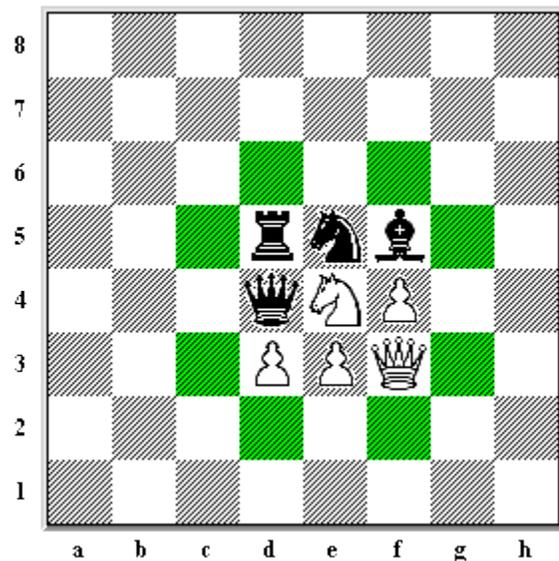
The Knight



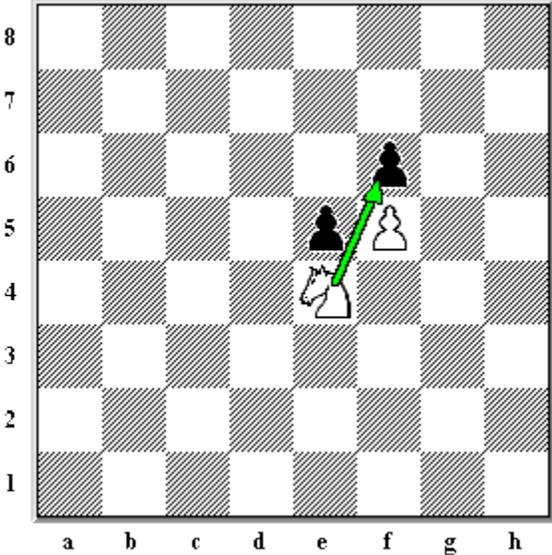
The Knight moves in an L shape in any direction. We can say that it either moves two squares sideways and then one square up or down, or two squares up or down, and then one square sideways. The Knight changes the color of the square it stands on with each move. Therefore, if it starts off on a light colored square, when it has finished its move it will land on a dark colored square. In the diagram the Knight can move to any of the red squares.



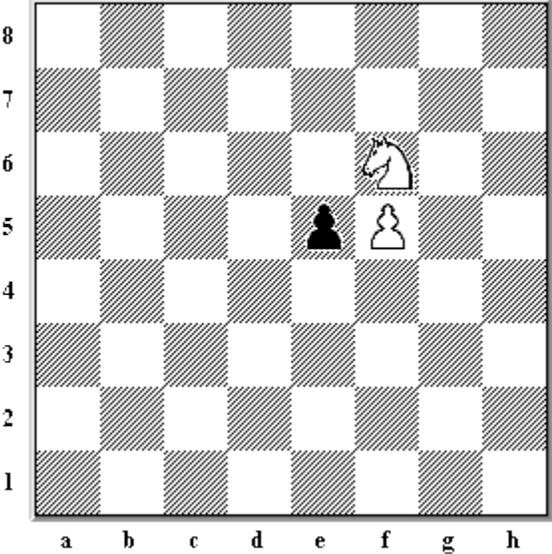
Just like a real horse, the Knight may jump over pieces. Therefore, the White Knight can move to any of the highlighted squares in the diagram.



The Knight is able to jump over the Pawn in its way and capture the Black Pawn.



The Knight captures the Pawn.

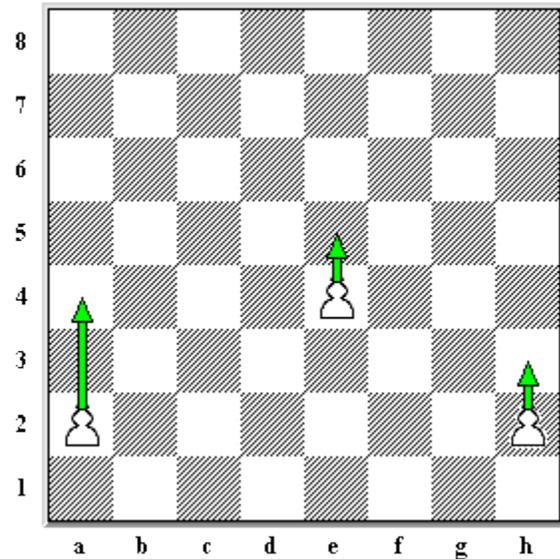


The Pawn

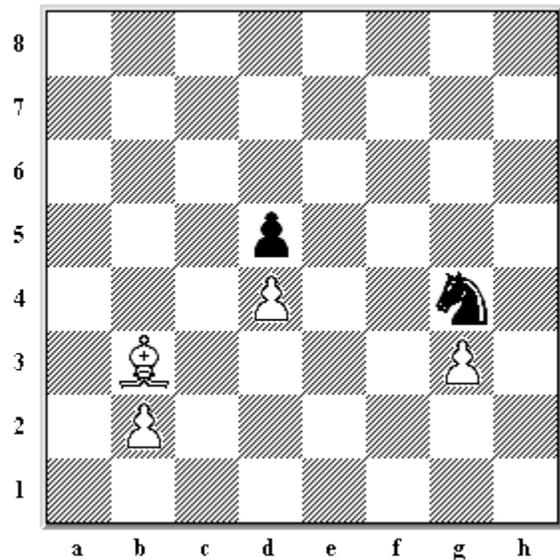


The Pawn seems, to the beginner, to be rather unimportant. After all, it is worth only 1 point, the least of any of the other chessmen. However, Pawns can be very important as you will come to appreciate.

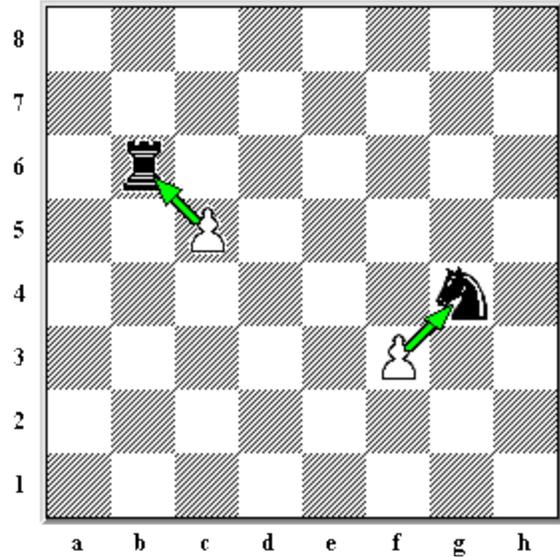
At the beginning of the game each side has 8 Pawns. A Pawn may only move one square forward at a time, except on its first move. Pawns can never move backwards. When a Pawn makes its very first move it has a choice; it can either move one square or two. However, it moves one square in all following moves.



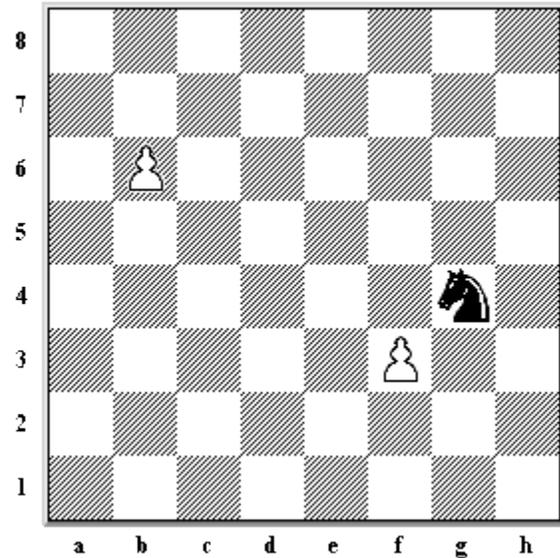
If the square immediately in front of the Pawn contains another piece then the Pawn is unable to move forward. It is blocked. None of the Pawns in this diagram can move.



Although a Pawn moves straight forward it captures by taking one square diagonally forward. In the diagram White can capture either the Rook or the Knight. It does this by removing the captured piece from the board and replacing it with the Pawn.



This diagram shows the position after the Pawn has captured the Rook.



When a Pawn reaches the other end of the board it can be changed for any other piece of its own color, except the King. This is called promotion. A Pawn can be promoted to a Queen, a Rook, a Bishop or a Knight. Normally a Pawn is promoted to a Queen but sometimes there may be a good reason to promote a Pawn to another piece instead. If there is not a spare Queen, a Rook turned upside down (or any other suitable object) is placed on the board to represent a Queen. A Pawn is promoted by removing the Pawn from the board and placing the chosen piece on the promotion square.

Now you know how all of the chessmen move you can play chess with all of the pieces. Remember that the player with the White pieces always goes first. To decide who should play with the White pieces, one of the players hides a Black Pawn in one hand and a White Pawn in the other and holds out their fists in front of them. The opponent chooses a hand and if the White Pawn is in that hand then the opponent plays White. If it is a Black Pawn the opponent plays with the Black pieces. After the first game the players switch colors.

The Pawn Game

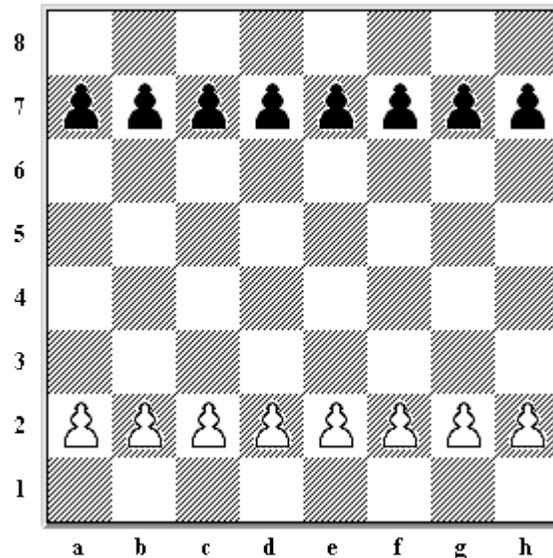
This game is very good for learning how Pawns move. Remember the Pawns move one square forward (never backward) except on their first move when they have a choice of moving either one or two squares. They capture by moving one square diagonally forward.

Choosing for colors

One of the players hides a Black Pawn in one hand and a White Pawn in the other. The player then holds out both fists in front of them and the opponent selects one of the fists. The opponent will play Black if the fist contains the Black Pawn, and they will play White if it contains the White Pawn. After the first game the players switch colors every game.

The starting position

The Pawns are placed on the board as in normal chess but no other pieces are used.



You win the game:

- a) If your opponent gives up; or
- b) If you are the first to capture all your opponent's Pawns; or
- c) If you are the first to reach the last rank (i.e. your opponent's first rank) with one of your Pawns; or

d) If it is your opponent's turn to move but all their Pawns are blocked and do not have any moves, while you yourself can make at least one move.

The game is a draw:

a) If the two players agree to call it a draw; or

b) If both sides Pawns are blocked up so that neither side can make any moves.

Other rules:

a) If you touch one of your own men when it is your turn to move, you must move it.

b) If you touch one of your opponent's men, you must capture it if you can.

c) Once you make a move, you cannot change it so think carefully.