





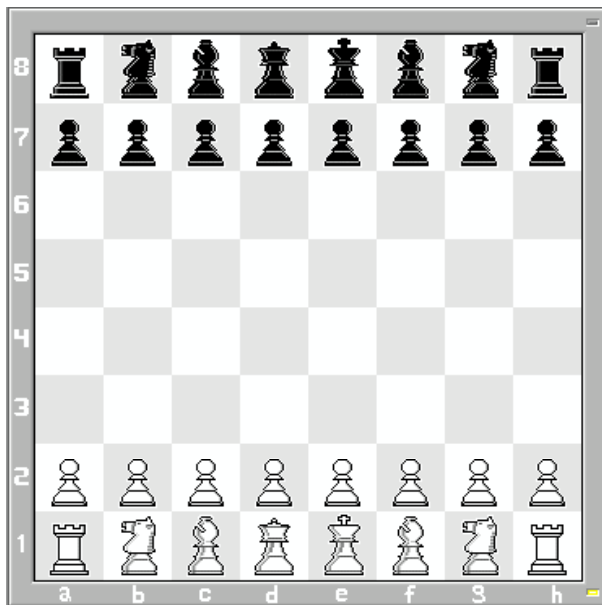


**Piece      Symbol    Real Look    Way Piece Moves**

PAWN			Pawns move forward only (except to capture). On <u>first</u> move, it can move forward one or two squares. It captures one square ahead diagonally (not straight ahead). It is the only piece that takes differently than the way it moves. It can also capture in an odd way (en passant) and can be "promoted" to another piece if it reaches the opponent's back row. See promotion and en passant below. Pawns cannot leap over pieces. Pawns do not have a symbol.
ROOK	R		Moves/captures by moving horizontally or vertically any number of spaces. Cannot leap over pieces.
KNIGHT	N		Moves/captures any direction in a "J" pattern of two squares out, one lateral via hopping over the squares in between. See diagram on page two.
BISHOP	B		Moves/captures diagonally any number of spaces. Cannot leap over pieces.
QUEEN	Q		Moves/captures diagonally or horizontal/vertical (like a combination of a Bishop and a Rook) any number of spaces. Cannot leap over pieces.
KING	K		Moves/captures just like the Queen, but can only go one square at a time. Exception: Castling (below) Cannot leap over pieces. Can <u>never</u> put itself into danger of being captured (i.e. can't put itself in "check").



**How to set up board:**

A white square is always in right lower corner, and queen is on its own color (black queen on dark square, white on light). A White Rook is always on "a1."

**Playing:**

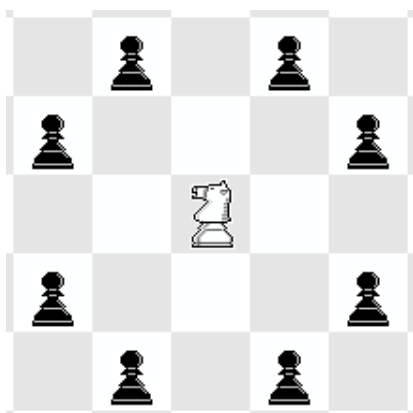
Players alternate turns. White always moves first. The goal is to checkmate the opponent's king. The game ends in a draw ("stalemate") if the this goal cannot be achieved by either side, or if specific circumstances occur. (See Below: "Checkmate" and "Stalemate")

**PAWN PROMOTION:** If a pawn reaches the opposition's last row, that Pawn is "promoted" into another piece of its owner's choosing. Thus, a player could acquire more than one Queen this way, or three Rooks, etc. In most instances, the Pawn becomes a Queen (the most powerful piece on the board ... Why not have two?), but any piece other than a King or Pawn can be chosen.



**EN PASSANT:** If an opponent moves a Pawn forward two squares on its first move and ends up just beside your Pawn, you can kill him in the very next move (if you fail to immediately do this though, the en passant option is lost). The theory behind this is that the opponent's Pawn passed through that square and you should have been able to capture him as he did.

**CASTLING:** Can be done only once per player. This is the only move in chess where two pieces are moved in one play.  
 Rules: (1) King moves two squares toward Rook involved. (2) Rook moves to the square just on the other side of king. Prohibitions: (1) The King cannot be in check at the time. (2) King cannot move into check (this includes the square he passes through in this two-square movement) (3) Neither King nor the Rook involved can have **ever** been moved ... This must be each piece's **FIRST** move. (4) No pieces can be located between the King and Rook.



### KNIGHT MOVEMENT:

The Knight **JUMPS** in a "J" pattern forward or back. The Knight pictured could capture any of the Pawns shown. The knight does **ALL** his moves by jumping **OVER** the squares in between. The Knight is the only piece that jumps over pieces. It captures in the same way it moves. The squares it jumps over are unaffected by its move. Only where the Knight lands is important.

**CHECK:** If you move a piece in such a way that causes your opponent's King to come under attack (could be captured if nothing is done in the next move), you should announce to your opponent that he is "in check." The person "in check" **MUST** do something about this. Legal Options: (1) Capture the piece that is putting the King in check (either with the King or another piece). (2) Put a piece between the King and the checking piece as a type of shield/block (This is impossible if the checking piece is a Knight). (3) Move the King to a safe non-check square. **Illegal** options: (1) Castling (2) Moving to a square (or taking a piece) that would also be "in check" (3) Moving any piece that does not relieve the check.

**CHECKMATE:** Just like CHECK, but the person in check cannot escape it with any legal move. This is the end of the game, and the person in checkmate loses.

**STALEMATE** (a.k.a. "Draw"): A stalemate occurs when one of the following conditions exist:

- 1) Mutual agreement that neither side will win.
- 2) Neither side has sufficient pieces to create checkmate (King + Bishop vs. King), (King + Knight vs. King), etc.
- 3) One player's turn comes up, but he cannot move **any** piece legally yet he **isn't** in check either.
- 4) The **exact** same board position (ALL pieces) has occurred/will occur for the **third** time during the same game.
- 5) 50 consecutive moves have occurred (on **both** sides) and no one has captured a piece and no Pawns have moved on either side. This stalemate is extremely rare. Mutual agreement would likely occur long before this.