

CHESS

Introduction:

The game is played on a chessboard with 64 alternating black and white squares. Each player has a king, a queen, 2 bishops, 2 knights, 2 rooks and 8 pawns, which, at the start of the game, are set up as shown in the diagram.

Objective:

The goal of the game is to checkmate the opponent's king.

The king in check can ward off danger in three ways:

- A – By capturing the threatening chessman, either by himself or with one of his other pieces.

- He cannot take the chessman if this move will result in his occupying a square where he would be checkmated by another piece.

- B – By moving to occupy a non-threatening square.

- C – By interposing a piece between the opposing chessman and himself.

If he cannot employ any of these means, he is checkmated and the game is over.

Rule:

The king can move onto any adjacent square (black or white), i.e. forwards or backwards, vertically; to the left, horizontally; and forwards or backwards, diagonally.

The queen can move across as many squares as she wishes in a vertical, horizontal or diagonal direction, so long as there are no obstructions to block her passage.

The game is played vertically or horizontally over an unlimited number of squares.

The bishop moves diagonally, forwards and backwards.

The knight can only move onto a square of the opposite colour from the one he is on, but he can jump a square. He therefore makes a three-square move: one or two squares in a horizontal (or vertical) direction and the other square(s) at a right angle. Obstructions are not a bar to this movement. The knight is the only chessman that can jump over another piece on the board.

The pawn moves in a vertical direction one square at a time. However, the first time it moves, the pawn can advance two squares. When the pawn gets to the last row possible, it can immediately become any piece of its own colour. The player whose pawn takes the queen can also get back the pieces he/she has lost or gain additional pieces.

Capture:

With the exception of the pawn, chessmen capture other pieces in the direction in which the capturing chessmen move.

The capturing piece takes up the position of the captured piece. The pawn captures pieces diagonally and forwards on a square of the same colour as the one it is occupying. It takes up the position of the captured piece.