

---

CHES INSTRUCTIONS

FOR BEGINNERS

---

## CONTENTS

---

---

Introduction.....	2
Basic Gameplay.....	2
The Pieces .....	3
The Pawn.....	3
The Rook.....	3
The Knight .....	4
The Bishop.....	4
The Queen.....	4
The King.....	5
Ending the Game.....	5
Advanced Moves .....	6
Castling.....	6
En Passant.....	6

---

## INTRODUCTION

---

Chess is a two-player competitive board game. It's a game of strategy, meant to simulate two armies in combat. It's played on a board with an 8 by 8 grid of alternating light and dark squares. Each player uses a set of 16 light or dark pieces.

- 1 King  
- 1 Queen  
- 2 Bishops  
- 2 Knights  
- 2 Rooks  
- 8 Pawns  

---

## BASIC GAMEPLAY

---



- 1) Sit across from your opponent with the board between you
- 2) Set up the board as shown.
  - Both players should have a light square at the bottom-right corner facing them.
- 3) The player with the light pieces takes the first turn.
  - You can only move your own pieces.
  - You can only make one move per turn.
  - You can choose to use your move to capture an enemy piece, if possible. This removes the enemy piece from play.
- 4) Release your piece in its new position. If you captured an enemy piece, take it off the board and replace it with the capturing piece.
- 5) Your opponent takes a turn.

You should keep alternating turns with your opponent. The game ends when one of you forces the opposing King into a position where no valid moves will prevent its capture. This is called "checkmate." You can't pass on your turn, so if your king is safe and you've got no valid moves left at all, the game is ended in a "stalemate." For more information on ending the game, see page 5.

---

## THE PIECES

---

Each piece has its own rules for movement. However, you can't move pieces (except the Knight) through occupied squares. You also can't make any moves that cause your King to be threatened by an enemy piece.

---

### THE PAWN

---



#### *Movement*

The Pawn can only move forward toward your opponent's side of the board. It can only move one square at a time. On its first move (and at no other time) it can move two squares forward. It can never move backwards.

#### *Capturing*

The Pawn can capture any enemy piece that is one square diagonally forward from its position. When it captures a piece, it takes that piece's position.

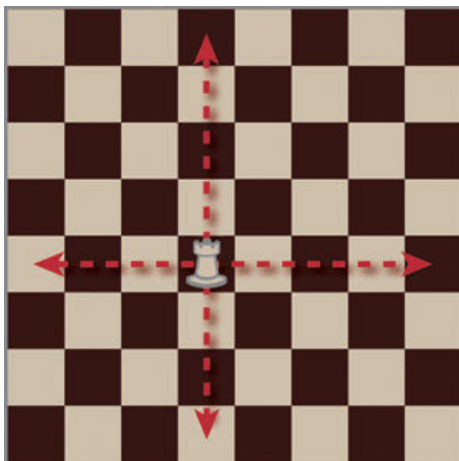
#### *Promotion*

If your Pawn reaches the far row of the board, you must promote it. You can choose to make it a Rook, Knight, Bishop, or Queen. It can't remain a Pawn or be promoted to a King. You can show this promotion by replacing the Pawn with an extra piece of the proper type and colour. You can also use an inverted Rook of the proper colour, or another marker. For instance, you can wrap an elastic band around the promoted Pawn.

---

### THE ROOK

---



#### *Movement*

The Rook can move one or more squares in a straight vertical or horizontal line. It can move in any direction. It can't change direction in a single move.

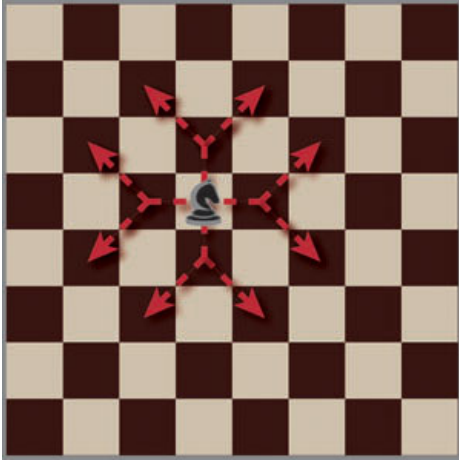
#### *Capturing*

The Rook can capture any enemy piece on its path. When it captures a piece, it takes that piece's position.

---

## THE KNIGHT

---



### *Movement*

The Knight can move in an “L” shape – two squares vertically and one horizontally, or one square horizontally and two space vertically. The Knight can move over other pieces, as long as its end position is free.

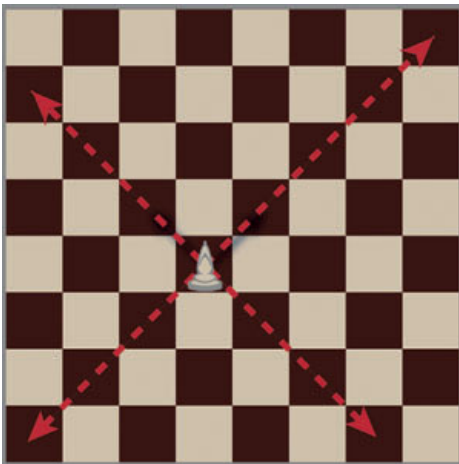
### *Capturing*

The Knight can capture any enemy piece at the end of its path. When it captures a piece, it takes that piece’s position.

---

## THE BISHOP

---



### *Movement*

The Bishop can move one or more squares in any straight diagonal line. It can’t change direction in a single move.

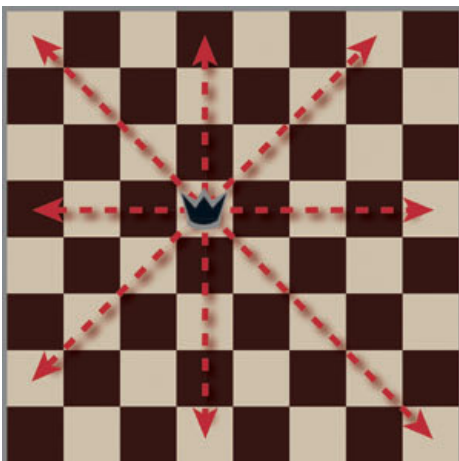
### *Capturing*

The Bishop can capture any enemy piece on its path. When it captures a piece, it takes that piece’s position.

---

## THE QUEEN

---



### *Movement*

The Queen can move one or more squares in a line in any direction, straight or diagonal. It can’t change direction in a single move.

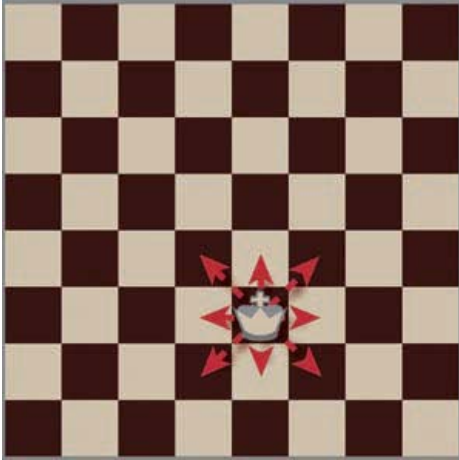
### *Capturing*

The Queen can capture any enemy piece on its path. When it captures a piece, it takes that piece’s position.

---

## THE KING

---



### *Movement*

The King can move one square in any direction, straight or diagonal. It can't move into a space that's threatened by an enemy piece.

### *Capturing*

The King can capture any enemy piece on its path, as long as that piece is not on a space that's threatened by another enemy piece. When it captures a piece, it takes that piece's position.

---

## ENDING THE GAME

---

To win at chess, you need to force the enemy King into a position where it's currently threatened and no valid moves can prevent its capture. When you do so, you should say "Checkmate!" If you make a move that threatens the enemy King but still leaves room for escape then you should say "check." If you're in check, you have to remove the threat to your King. You can do this by moving your King, by capturing the threatening piece, or by blocking the threat with one of your other pieces. Checkmate can occur whether or not the King was previously in check.

You can't make any moves that put your own King into check. Also, if you're in check you have to remove the threat. You can't lose by missing a possible escape. If you make a move that puts your King in check, or fail to make a move that would have prevented a checkmate, you have to replay the move. You can only lose with valid moves left if you resign the game.

The game might also end in a stalemate. This happens when you have no valid moves left, but your King isn't threatened. Basically, it happens when every move you could make would put your King in check. This is because you can't pass your turn and you can't move your own King onto a threatened square. A stalemate is considered a draw.

There are a few other situations where the game can end in a draw:

- Both players agree to a draw.
- Neither player has enough pieces to achieve a checkmate.
- Fifty turns have passed since the last pawn was moved or the last piece was captured and one player chooses to declare a draw.

---

## ADVANCED MOVES

---

If you've mastered the other rules of chess, here are two special moves. You probably won't use them too often as a beginner, but they're useful to know.

---

### CASTLING

---



Castling allows the Rook and King to move to more strategically useful positions in a single turn. There are several conditions required for castling.

- Neither piece has been moved previously.
- There are no pieces between the Rook and the King.
- The King doesn't pass through any threatened squares.
- The King is not in check.

If all of those conditions are met, you can move the King two squares towards the Rook, and then place the Rook on the far side of the King. You can use either Rook for this move.

---

### EN PASSANT

---



You can use *en passant* to capture an enemy pawn with one of your pawns. If you have a pawn in range, and your opponent tries to move a pawn forward two spaces, you can capture as if the enemy pawn had only moved one space. In other words, you're capturing "in passing." Your pawn ends up on the square in front of the enemy pawn's starting square.