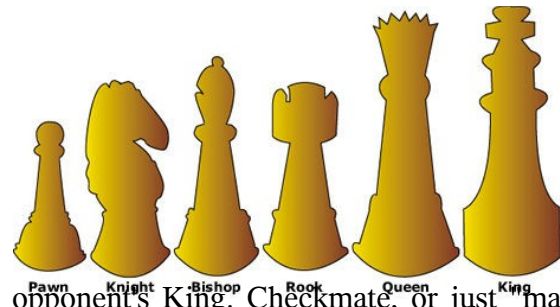
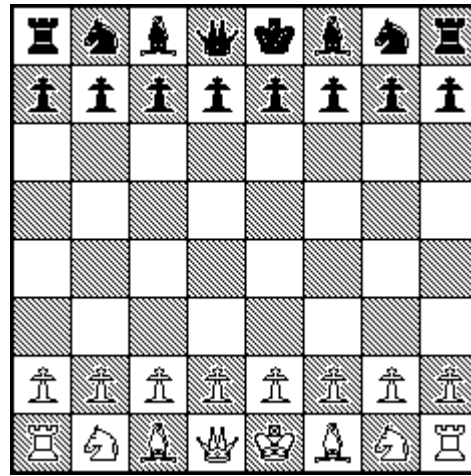


Chess, The Thinkers Sport.

The initial position



The object in chess is to checkmate your opponent's King. Checkmate, or just "mate" occurs when a king is attacked and the king cannot escape capture on the next move. The game of Chess is played on a 64 square board in the following way:

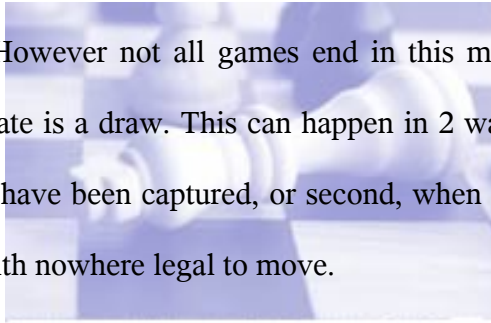


The Rooks (castle) begin the game in the corners. The Knights (many beginning players call them horses) are next to the Rooks. The Bishops start next to the Knights. And then the King and the queen. Note that white and black Queens both begin the game on squares of their color. At the beginning of the game, always start with a white square in the lower right corner of the chessboard. TO BEGIN THE GAME, white moves first, and then black... taking turns until CHECKMATE, or one player RESIGNS, or both players agree to a draw.

Check, Checkmate and Stalemate

To begin with, check is when a king is being threatened. If your king is threatened then you are in check, if one of your pieces threaten the opponent's king then they are in check. When a player is in check, that player must block it, move the king, or kill the

piece that is threatening the king. If none of this can be done, it is Checkmate, which is the end of the game. However not all games end in this matter. Stalemate happens in many games. A stalemate is a draw. This can happen in 2 ways. First, if 50 moves have gone by and no pieces have been captured, or second, when it is a players turn and they only have a king left with nowhere legal to move.

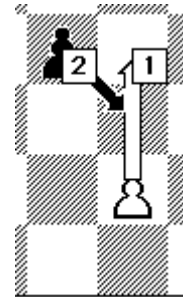


How each piece moves

Pawn - The Pawn is the only piece that moves in a different way than from how it captures. The pawn, is liken to a foot-soldier in combat, marches forward one square at a time. Unlike the other pieces, the pawn may NEVER retreat. Pawns that have not yet moved have the option of beginning their advance with a double move two-squares forward. The pawns may not jump other pieces or pawns.

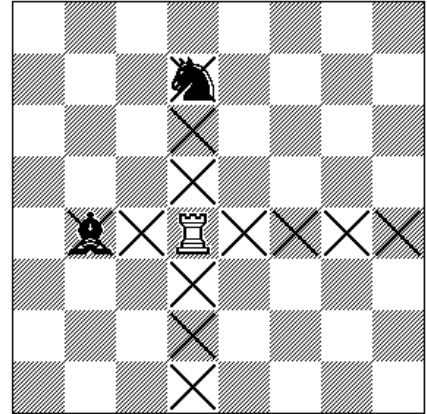
"En Passant"

The pawn is also able to capture in a most peculiar way, called "En Passant". In the diagram to the right, it is white's move. When the White pawn moves forward two squares in a single move, the Black pawn on the neighboring square wants to be able to capture the pawn. The "En Passant" rule applies here. For one move, AND ONE MOVE ONLY,

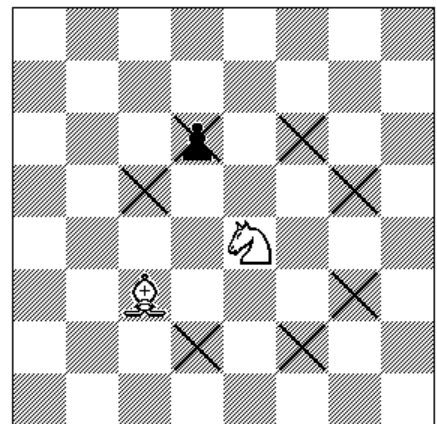


the black pawn can react by capturing the White pawn as if it had only moved a single square. To make this capture happen, move the black pawn forward diagonally and removes the white pawn.

Rook - The rook can move any number of squares in straight line, horizontally or vertically, but the rook may not jump a piece of either color. In the diagram, the rook can move to any square marked with an "X". Like all pieces the rook captures as it moves. The rook may capture the enemy bishop or the knight, but it may not jump over these pieces.

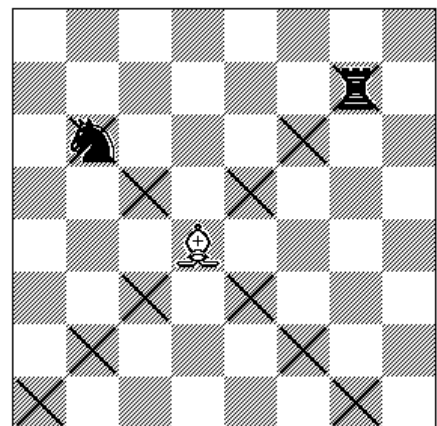


Knight - The Knight is the only piece that can jump over other pieces! The knight always moves like the letter "L"(2 spaces in one direction 1st, then 1 space in another direction) this "L" may be in any position, sideways or upside-down and backwards. In the diagram, the knight can move to any of the squares marked with an "X". Even though the knight may be able to jump over pieces, it may not be allowed to occupy



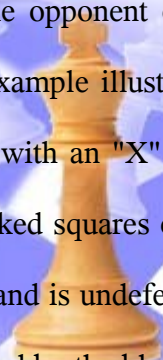
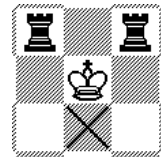
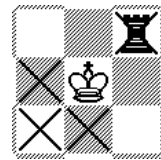
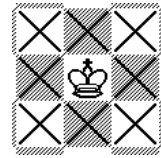
the same square as another "shared color" piece, such as the white bishop shown. However, the Black pawn is going to be captured by the knight.

Bishop - The bishop may move to any number of squares diagonally, it can move forward or backward, but in only one direction at a time. In the diagram, the bishop can move to any square marked with an "X". Like the rook, the bishop captures as it moves. As seen in the diagram, the bishop may capture the enemy rook or the knight, but it may not jump over these pieces, for the knight is the only piece allowed to

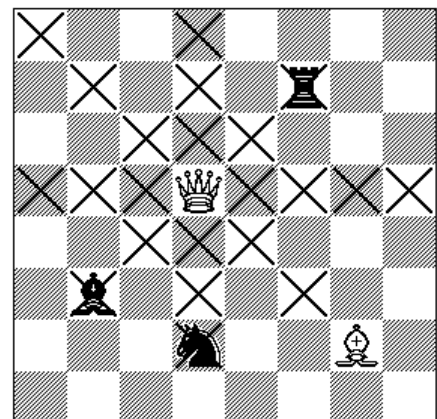


“jump” over pieces. At the beginning of the game, each side has a "white-squared" and "dark-squared" bishop. Because they move diagonally, the bishops will always remain on a square of the same color on which they started the game.

King - The king may only move one square in any direction. The king can also capture an opponent's piece if it is on one of those squares...assuming of course that the opponent is not defending this piece! The king may NEVER move on to a square that the opponent controls. For this will be putting oneself in check. The first example illustrates how the king moves. It can move to any square marked with an "X". In the second diagram, the king may move to any of the marked squares or capture the black rook because the rook is one square away and undefended. But the king may not move to one of the squares controlled by the black rook even though the rook is undefended. In the third diagram, the black rooks defend each other. The white king has only one legal move because the king cannot move to a square controlled by the enemy rooks.



Queen - The queen combines the powers of both the rook and the bishop. As such, it can move horizontally, vertically, or on the diagonal. In a way, it is like the king in that it can move in any one direction. Unlike the king, however, it can move far in one direction so long as there are no pieces in its path. In the diagram, the queen can move to any of the squares marked with an "X". Like the rook and the bishop, the queen captures as it moves. In this position, the queen can



capture the enemy rook, knight, or bishop, but it may not jump over any of the pieces on the board.

Points

The following table provides the value of the chess pieces. Players assign a value of 1 point to the basic unit, the pawn. The king, of course, is not included in the table because, it has infinite value, being the point of the game. Players use these values as a rough guide. By that, a rook is roughly worth as much as a knight and two pawns. A queen is worth approximately as much as a rook, knight, and pawn. Two rook rooks are roughly equivalent to a queen plus a pawn. Of course, in most situations, there are many other factors to consider especially the relative activity of the pieces.



9 points



5 points



+3 points



3 points



1 point

You will also note that the bishop receives a value slightly greater than the knight, however, if a player is better with a knight than the bishop, a player may choose to have the knight worth more. Nevertheless, there are many moments when it will be to a player's advantage to give up or "sacrifice" some material in order to gain other advantages. By giving up a pawn, you might gain an important square for your knight or an open file/path for a rook. By giving up a rook or queen, you might be able to force checkmate. You should therefore use this table of values only as a rough guide and not as the sole consideration in your play.

There are also strategies that one may follow, but, according to this player, the best way to get better is to play. By playing one learns what works and what does not work. Like any sport the more one practices the better they become.

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