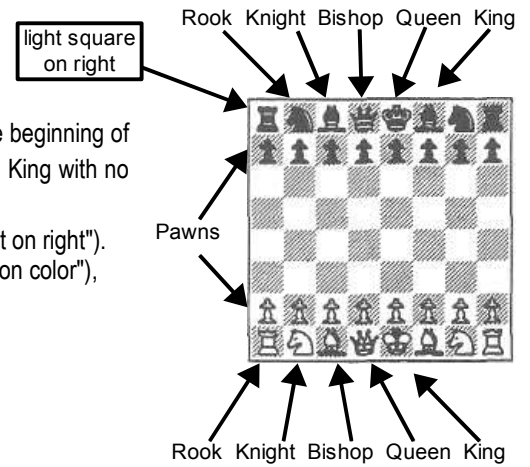


Let's Play Chess

Chess is a game for two players, one with the "White" pieces and one with the "Black". At the beginning of the game, the pieces are set up as pictured at right. The object is to attack your opponent's King with no escape. These hints will help you to remember the setup:

1. Position the gameboard so that the square in the lower right corner is a light one ("light on right").
2. The White Queen goes on a light square, the Black Queen on a dark square ("Queen on color"),
3. The Kings and Queens should thus be directly opposite each other.

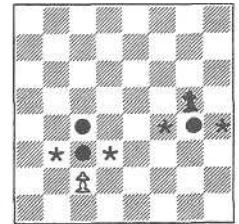
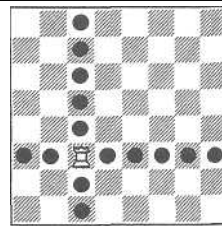


The Pieces and How They Move

White always moves first, and then the players take turns moving. Only one piece may be moved at each turn (except for "castling," a special move that is explained later). The Knight is the only piece that can jump over other pieces. All other pieces move only along unblocked lines. You may not move a piece to a square already occupied by one of your own pieces. But you can capture an enemy piece that stands on a square where one of your pieces can move. Simply remove the enemy piece from the board and put your own piece in its place.

The Rook

The Rook is the next most powerful piece. The Rook can move any number of squares vertically or horizontally if its path is not blocked.



The Pawn

The pawn moves straight ahead (never backward), but it captures diagonally. It moves one square at a time, but on its first move it has the option of moving forward one or two squares.

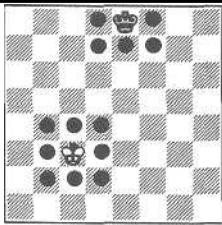
In the diagram, the squares with the dots indicate possible destinations for the pawns. The White pawn is on its original square, so it may move ahead either one or two squares. The Black pawn has already moved, so it may move ahead only one square now. The squares on which these pawns may capture are indicated by an *.

If a pawn advances all the way to the opposite end of the board, it is immediately "promoted" to another piece, usually a Queen. It may not remain a pawn or become a King. Therefore, it is possible for each player to have more than one Queen or more than two Rooks, Bishops, or Knights on the board at the same time.

The King

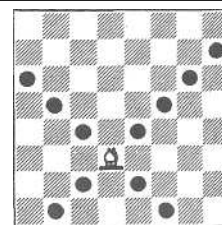
The King is the most important piece. When he is trapped, his whole army loses. The King can move one square in any direction - for example, to any of the squares with dots in this diagram.

(An exception is castling, which is explained later.) The King may never move into check - that is, onto a square attacked by an opponent's piece.



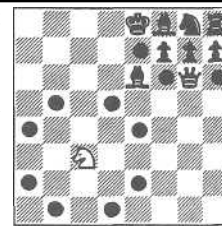
The Bishop

The Bishop can move any number of squares diagonally if its path is not blocked. Note that this Bishop starts on a light square and can reach only other light squares. At the beginning of the game, you have one "dark-square" Bishop and one "light-square" Bishop.



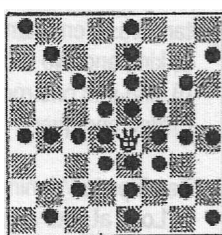
The Knight

The Knight's move is special. It hops directly from its old square to its new square. The Knight can jump over other pieces between its old and new squares. Think of the Knight's move as an "L." it moves two squares horizontally or vertically and then makes a right angle turn for one more square. The Knight always lands on a square opposite in color from its old square.



The Queen

The Queen is the most powerful piece. She can move any number of squares in any direction - horizontal, vertical, or diagonal - if her path is not blocked. She can reach any of the squares with dots in this diagram.



About Check and Checkmate

The main goal of chess is to checkmate your opponent's King. The King is not actually captured and removed from the board like other pieces. But if the King is attacked ("checked") and threatened with capture, it must get out of check immediately. If there is no way to get out of check, the position is a checkmate, and the side that is checkmated loses.

You may not move into check - for example, move into a direct line with your opponent's Rook if there are no other pieces between the Rook and your King. Otherwise, the Rook could "capture" the King, which is not allowed.

If you are in check, there are three ways of getting out:

1. Capturing the attacking piece.
2. Placing one of your own pieces between the attacker of your King (unless the attacker is a Knight) and your King.
3. Moving the King away from the attack.

If a checked player can do none of these, he is checkmated and loses the game. If a King is not in check, but that player can make no legal move, the position is called stalemate and the game is scored as a draw, or tie.

About Check and Checkmate

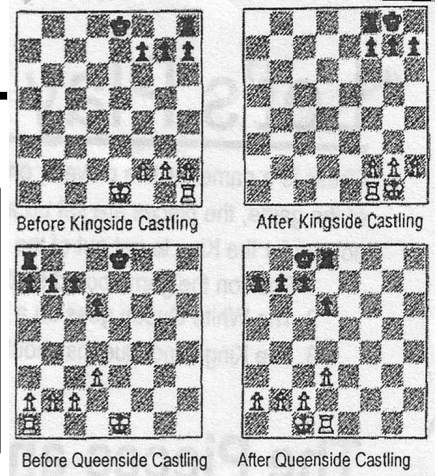
Castling

Each player may "castle" once during a game if certain conditions are met. Castling is a special move that lets a player move two pieces at once – his King and one Rook. In castling, the player moves his **King two squares** to its left or right towards one of his Rooks. At the same time, the Rook involved goes to the square beside the king and toward the center of the board (see illustrations at right).

In order to castle, neither the King nor the Rook involved may have been moved before. Also, the King may not castle out of check, into check, or through check. Further, there may not be pieces of either color between the King and the Rook involved in castling. Castling is often a very important move because it allows you to place your King in a safe location and also allows the Rook to become more active. When the move is legal, each player has the choice of castling Kingside or Queenside or not at all, no matter what the other player chooses.

Castling Main Points:

1. King moves 2 squares
2. King/Rook can't have moved
3. Can't castle out of, through, into check
4. No pieces in between
5. Very important to do



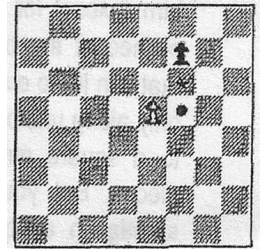
En Passant

This French phrase is used for special pawn capture. It means "in passing," and it occurs when one player moves a pawn two squares forward to try to avoid capture by the opponent's pawn. The capture is made exactly as if the player had moved the pawn only one square forward.

In the diagram, the Black pawn moves up two squares with the dot. On its turn the White pawn may capture the Black one on the square marked with the *. If the White player does not exercise this option immediately – before some other move – the Black pawn is safe from "en passant" capture for the rest of the game. But new opportunities arise with each other pawn in similar circumstances.

En Passant Main Points:

1. Only happens when trying to avoid capture by pawn
2. Capture made as if pawn only moved 1 square
3. Must do it on next turn or forfeit the option for that pawn



Getting Better

There are four primary ways to get better in chess:

1. **Play.** The more chess you play, the better you will get. Casual games are OK, but serious games where you take notation are the most valuable.
2. **Study.** Read books and visit internet sites to greatly improve your game. Start with beginner books, and stay away from opening books until you understand the principles of opening, tactics, and strategy first. Coaching, classes, camps, and videos are also valuable if available.
3. **Review.** Games that you notate can be reviewed with software or a better player. Purchase chess-analysis software or download free chess analysis software (if you can find it).
4. **US Chess.** Join USCF to get a national rating, access to USCF-rated tournaments, the world-famous monthly magazine Chess Life, and access to purchase sets, clocks and books. They have an awesome website where you can track all your games and tournaments and find other resources to help your game. Go to www.uschess.org or call 1-800-903-USCF (8723)

Other Important Rules

There are many other rules to chess that are needed to play in more serious games or in tournaments. Be sure to learn these below as soon as you can, as these are some of the basic important rules.

- 1) Know how to read and write notation.
- 2) Know how to use chess clocks and understand time control.
- 3) Understand these three areas of rules:
 - a) draw possibilities
 - 1) agreed
 - 2) stalemate
 - a) king trapped
 - b) insufficient material
 - 3) 50-move repetition (optional)
 - 4) 3-position rule (optional)
- b) touch-move
- c) kibitzing

Beginning Strategies

- 1) Understand basic endgame checkmates:
 - a) king and two rooks
 - b) king and one rook
 - c) king and queen
- 2) Study "Ten Tips to Winning Chess" from USCF:
 1. Look at your opponent's move.
 2. Make the best possible move.
 3. Have a plan.
 4. Know what the pieces are worth.
 5. Develop quickly and well.
 6. Control the center.
 7. Keep your king safe.
 8. Know when to trade pieces.
 9. Think about the endgame.
 10. Always be alert.

Discussion with examples of these ten tips are available in a pamphlet form or on the uschess.org website.

Players should know how to defend against the "four-move" checkmate, as it is an inherent weakness in the setup.