

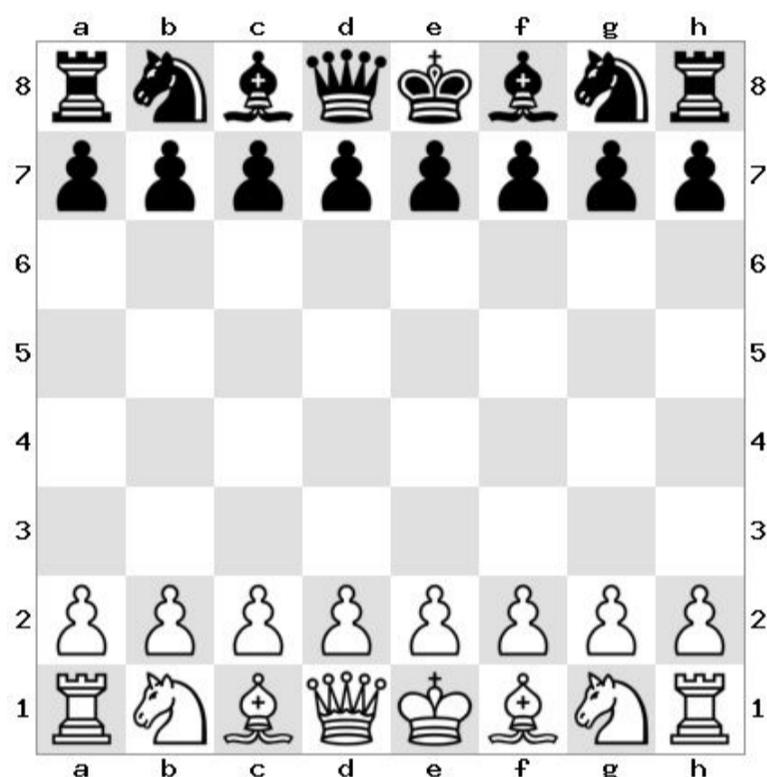
# Chess

## The rules of the game

Glenn Wilson

1 September 2022

Version 2.00

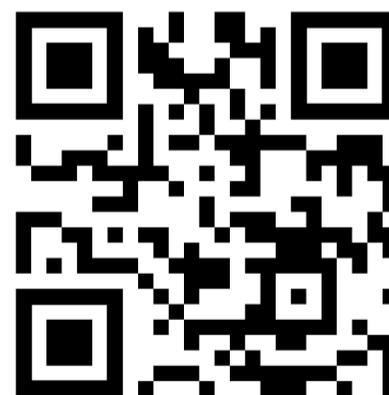


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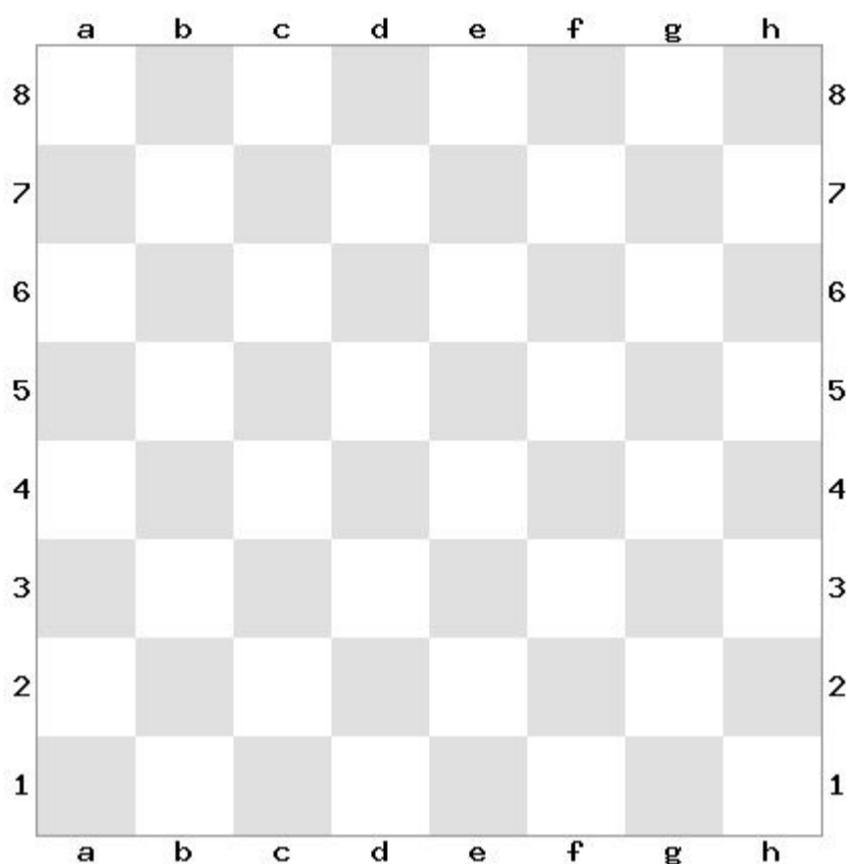
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Chess diagrams from <https://www.apronus.com/>.

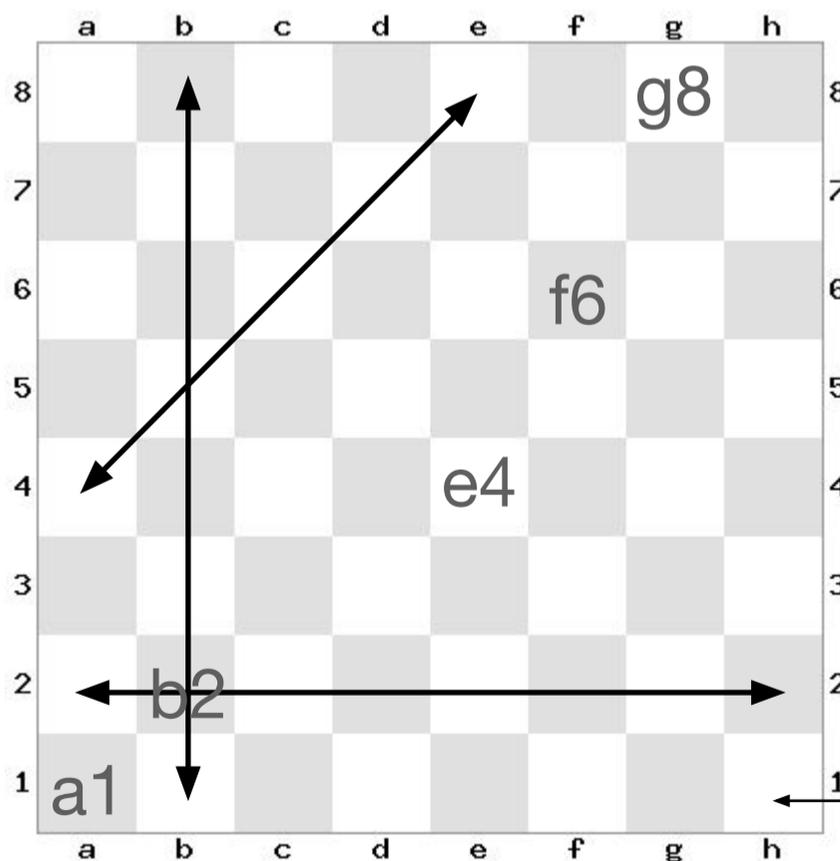
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# The chessboard



- 64 squares: 32 light (normally white) and 32 dark (normally black, brown or green).
- 8 ranks (rows): 1-8.
- 8 files (columns): a-h.
- Many diagonals.
- Each one of the 64 squares has a name from 'a1' a 'h8'.
- Each player must have a light color square in the lower right corner when looking at the board.



- Rank 2.
- File b.
- Squares a1, b2, e4, f6, y g8.
- Diagonal a4-e8.

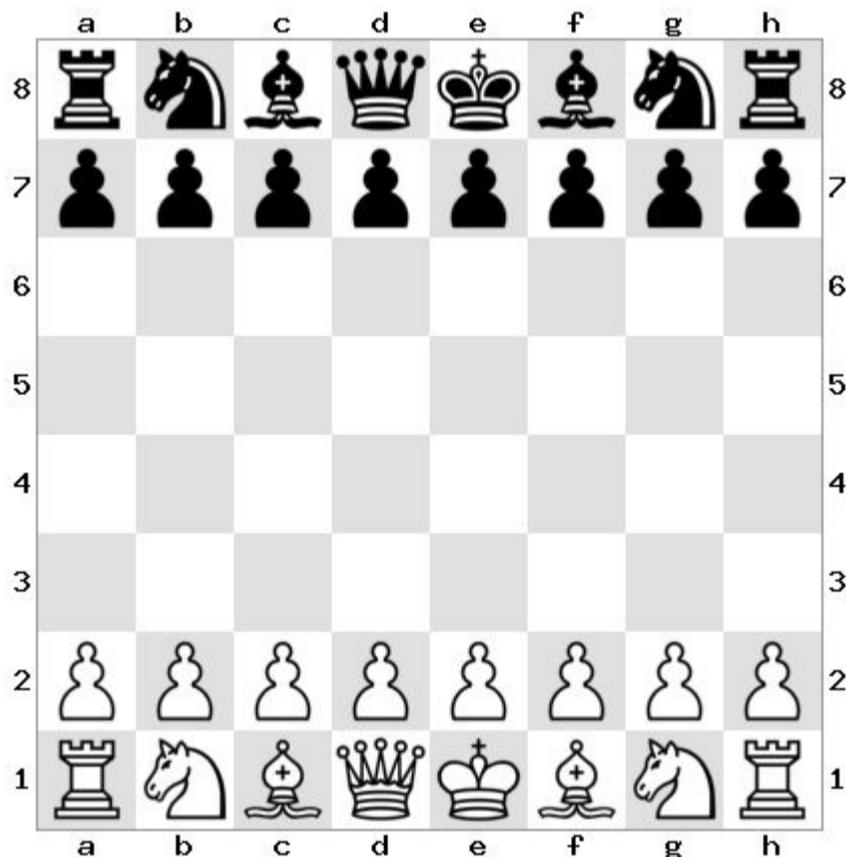
A light square.

# Pieces and symbols

Chess is a game played by two players. One plays with the white pieces and the other plays with the black pieces.

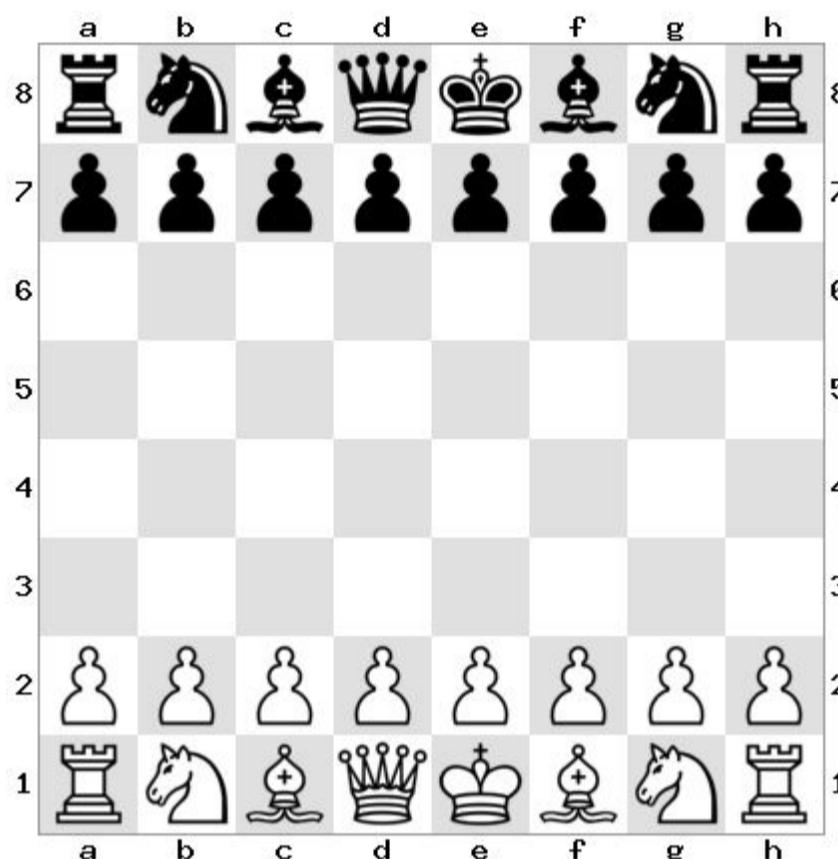


## The starting position



Each player has 8 pawns on their second row. The other pieces are behind them, starting with the rooks in the corners. Next to each rook is a knight, followed by a bishop. In the middle of the row, the queen is on a square of the same color. The white queen is on a light-colored square and the black queen on a dark square. The king is next to the queen, on the remaining square.

# How to move the pieces



Every chess game begins with White's first move. Then Black moves. And then White will play again. And so on until the end of the game.

No player can make more than one move in a row, and skipping a turn is not allowed. You always have to make a move when it is your turn.

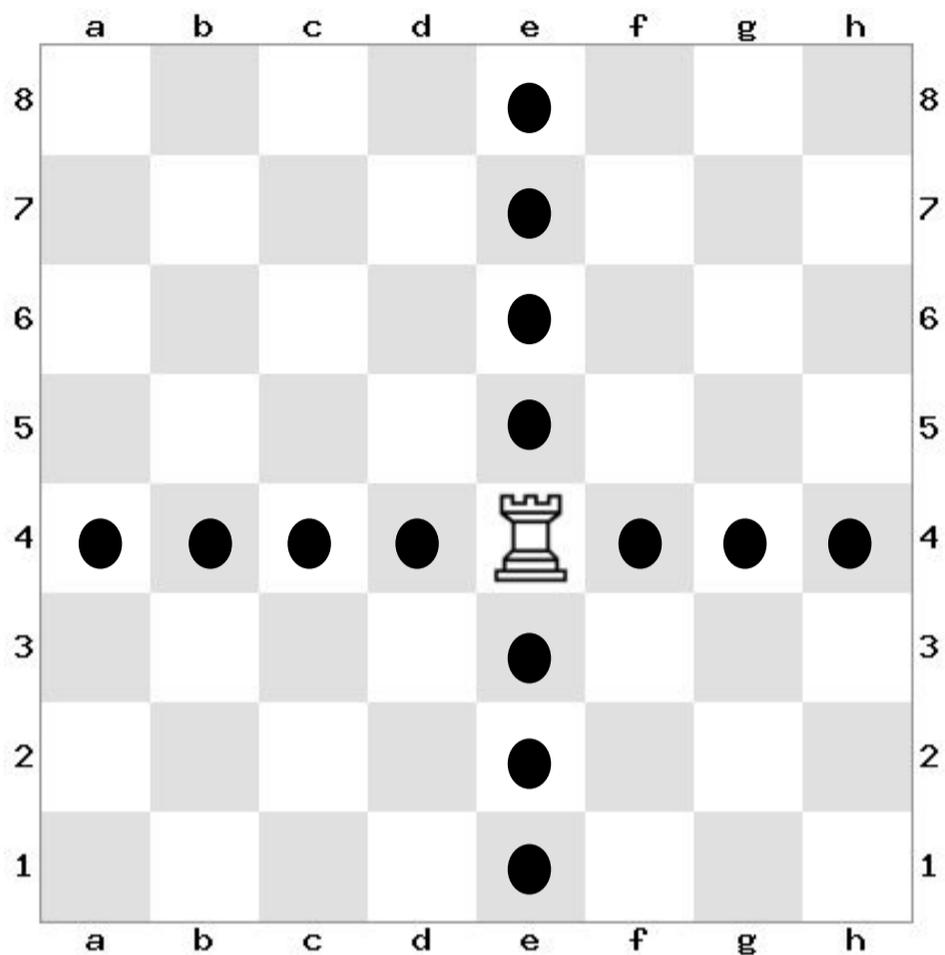
There are 6 types of pieces and each one has its own way of moving.

Pieces and pawns can move to an empty square or they can capture an opponent's piece by moving to the square it occupies. When a piece is captured, it is removed from the board.

A piece cannot move through another (except the knight which can jump over the others) and can never move to a square occupied by another piece of its color.

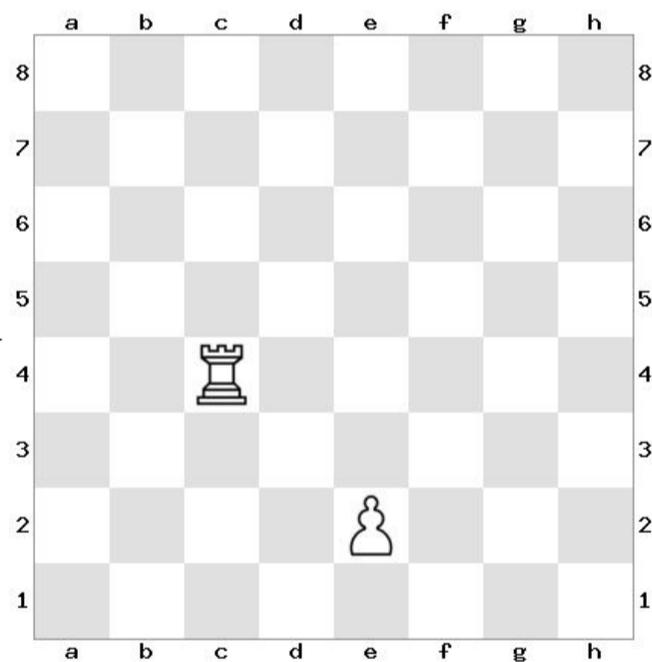
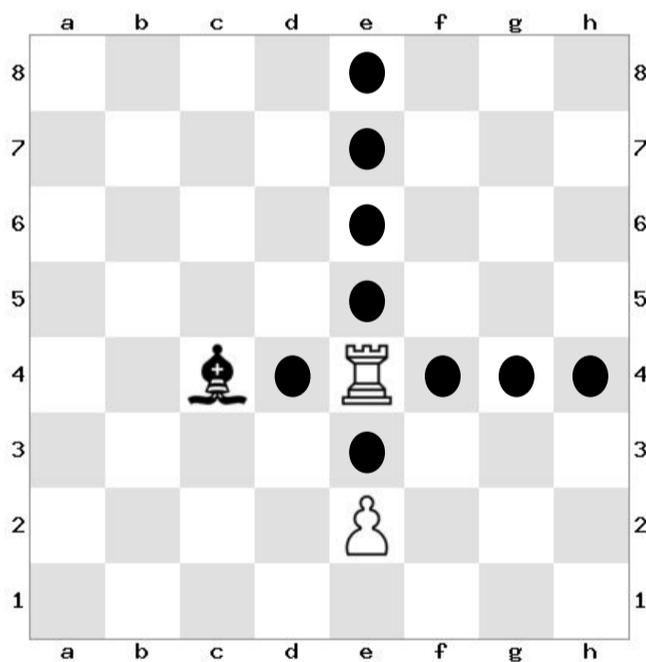
In the starting position only the pawns and knights can move, the other pieces are blocked by their own pieces and pawns.

# Rook



*Can move to the squares with dots.*

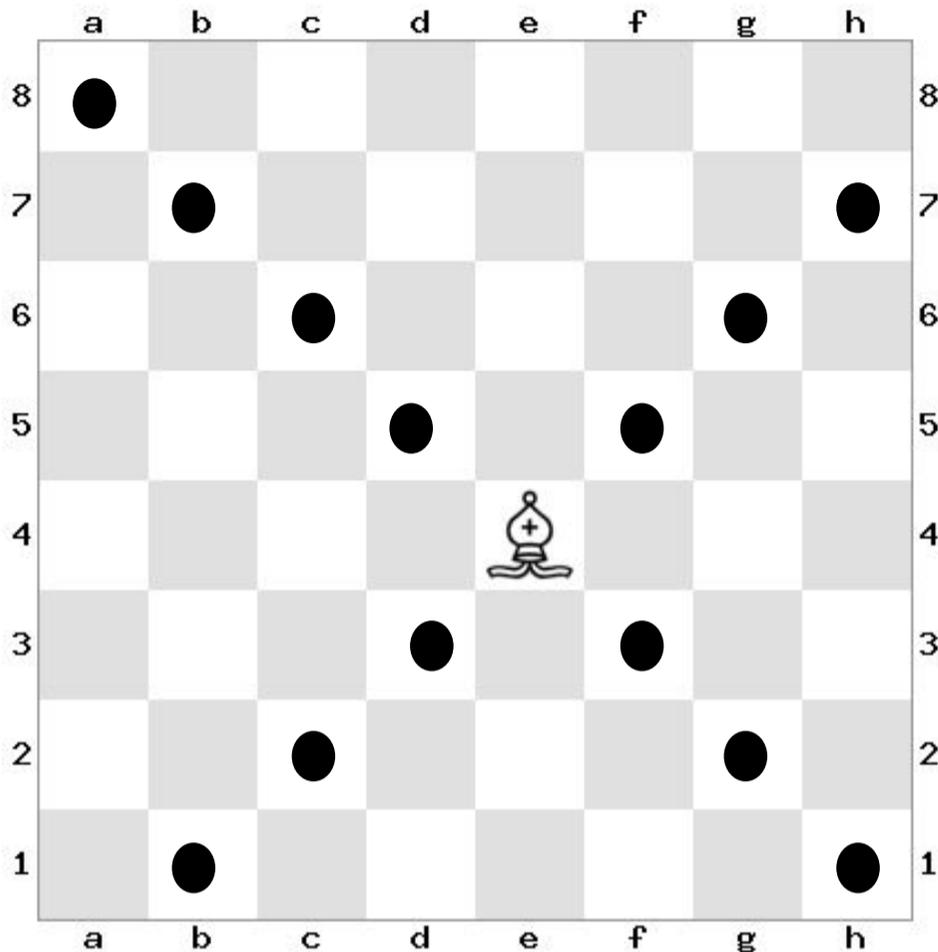
- Moves up, down, left, and right along ranks and files (horizontally and vertically).
- Can't jump over or move past any piece or pawn.
- Captures an opposing piece or pawn by moving to the square with that piece or pawn.



*After capturing the bishop.*

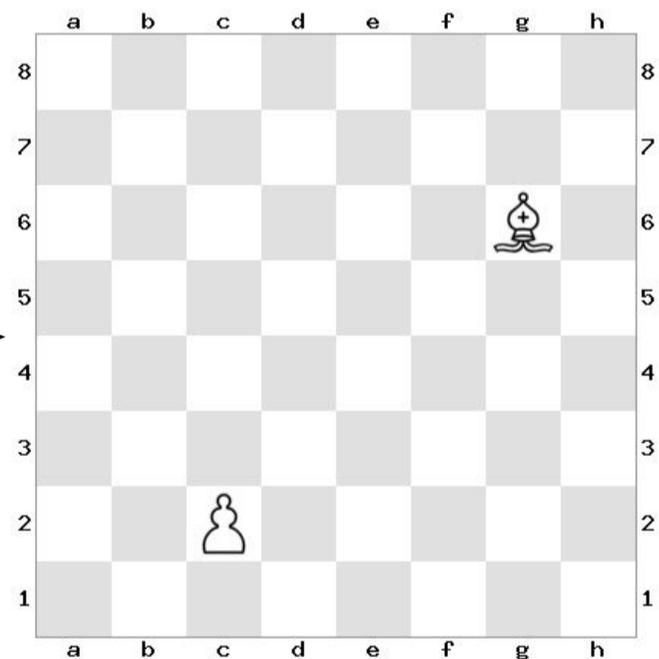
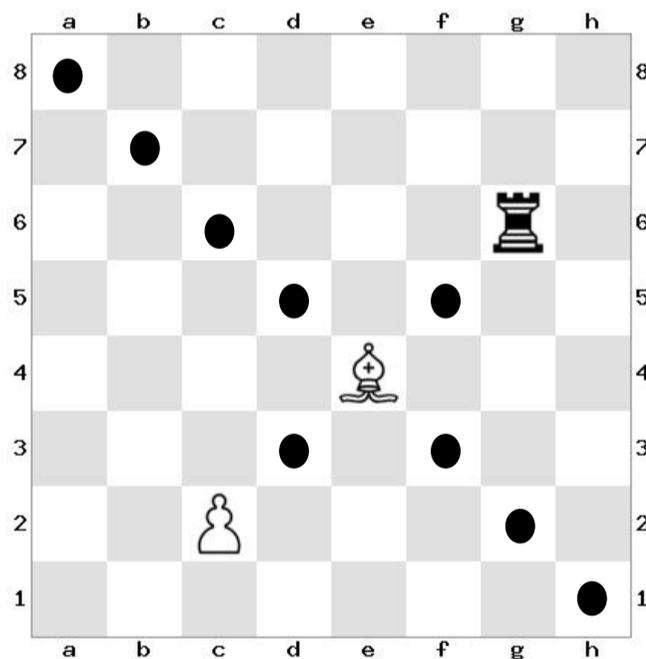
- The rook on e4 can capture the bishop on c4 by moving there.
- This rook can't move to e2 where there is a pawn of the same color and can't move to e1.
- Can't move to a4 or b4.

# Bishop



*Can move to the squares with dots.*

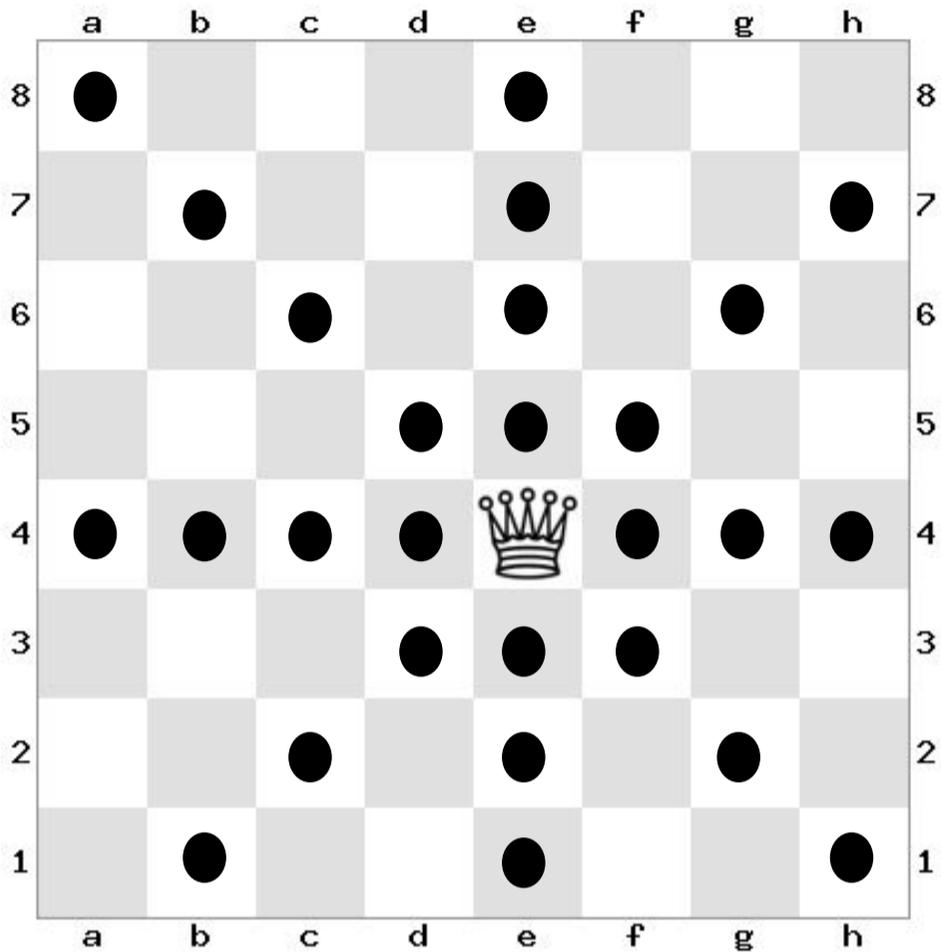
- Moves up, down, left, and right along diagonals.
- Can't jump over or move past any piece or pawn.
- Captures an opposing piece or pawn by moving to the square with that piece or pawn.



*After capturing the rook.*

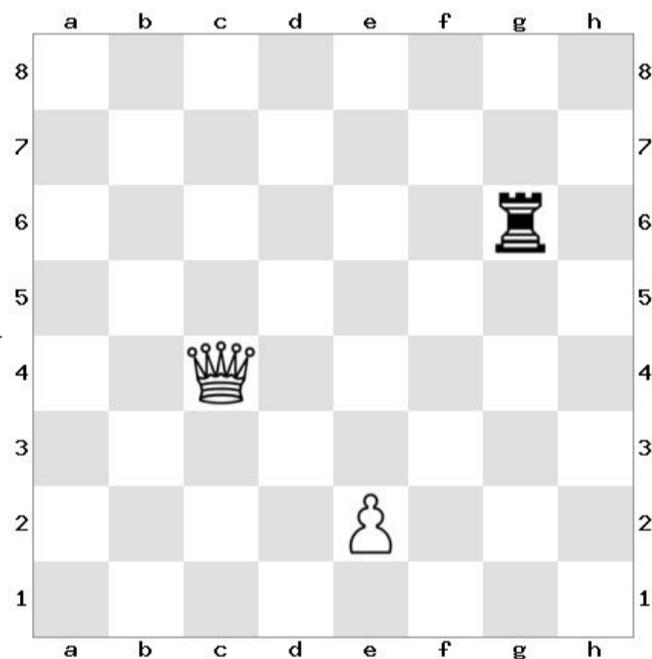
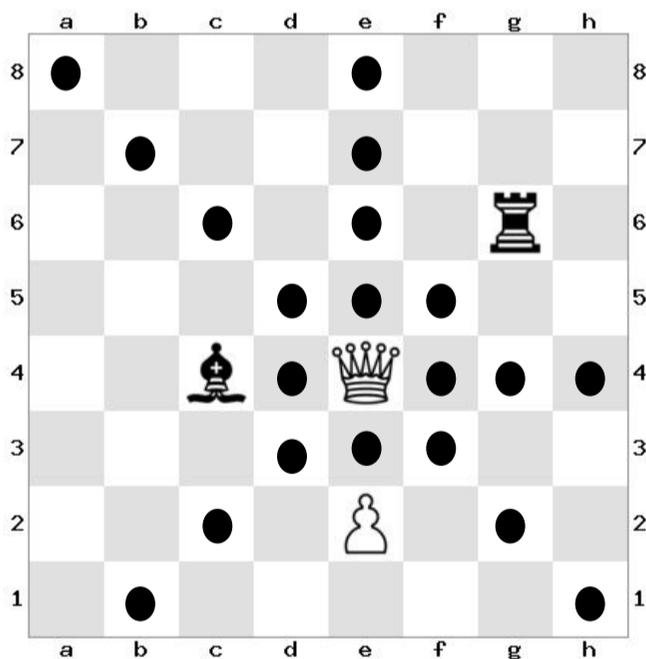
- The bishop on e4 can capture the rook on g6 by moving there.
- This bishop can't move to c2 where there is a pawn of the same color and can't move to b1.
- Can't move to h7.

# Queen



Can move to the squares with dots.

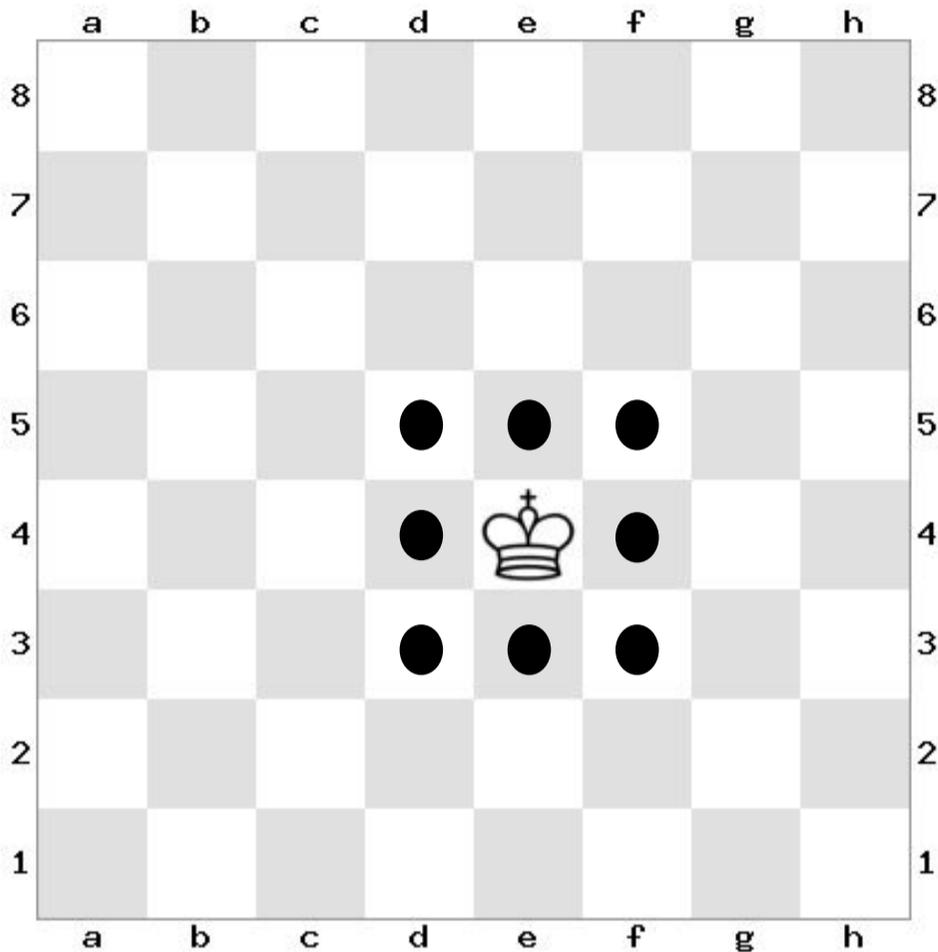
- Moves up, down, left, and right along ranks, files and diagonals.
- Can't jump over or move past any piece or pawn.
- Captures an opposing piece or pawn by moving to the square with that piece or pawn.



After capturing the bishop.

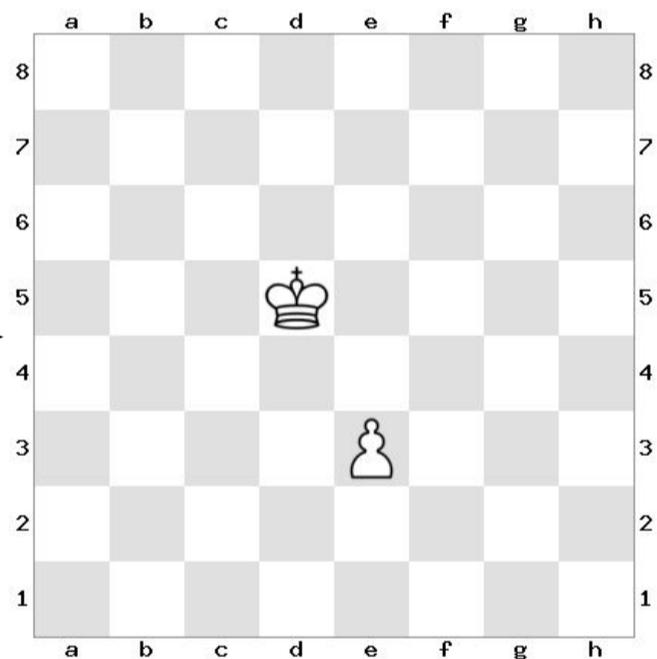
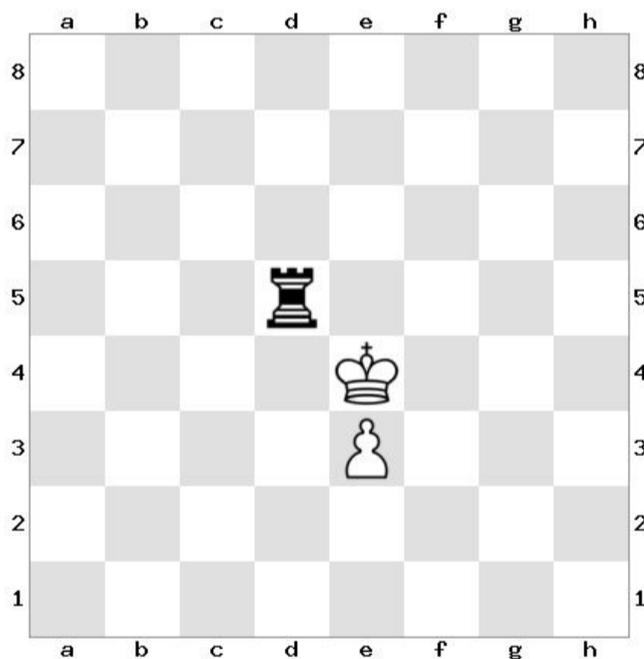
- The queen on e4 can capture the bishop on c4 or the rook on g6 by moving there.
- This queen can't move to e2 where there is a pawn of the same color and can't move to e1.
- Can't move to a4, b4 or h7.

# King



*Can move to the squares with dots.*

- Moves up, down, left, and right along ranks, files and diagonals, but only one square.
- Can't jump over or move past any piece or pawn.
- Captures an opposing piece or pawn by moving to the square with that piece or pawn.

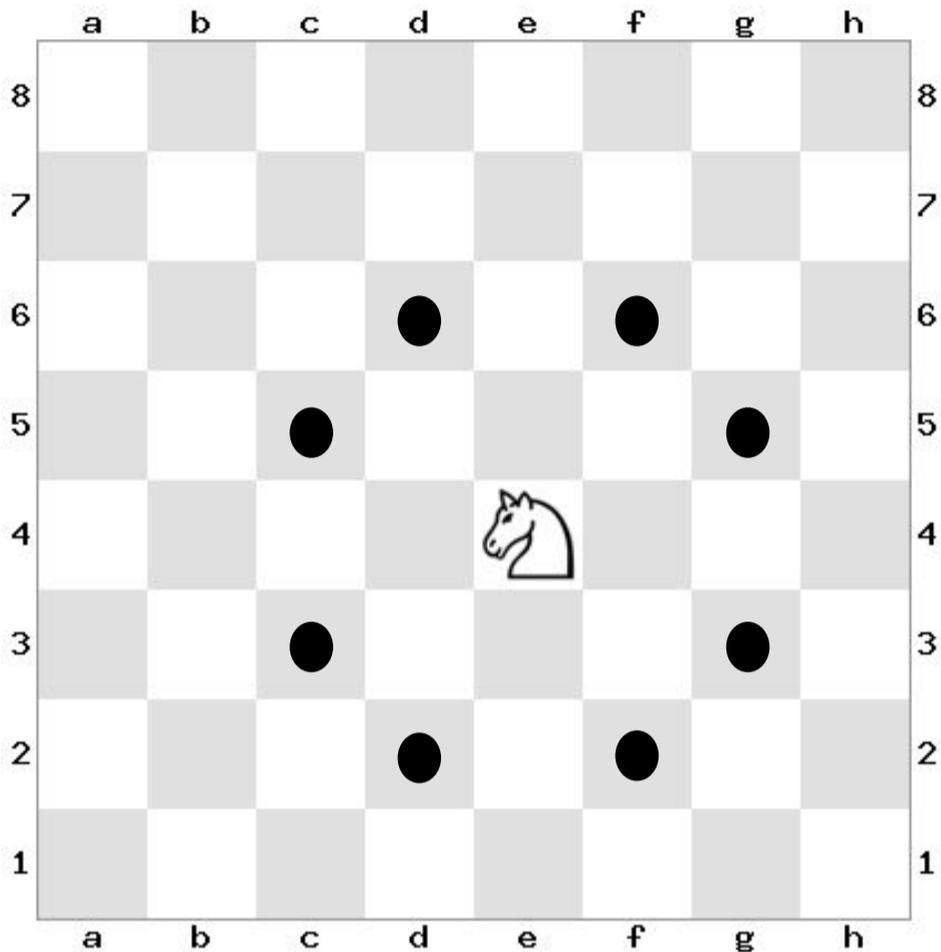


- The king on e4 can capture the rook on d5 by moving there.
- This king can't move to e3 where there is a pawn of the same color.

*After capturing the rook.*

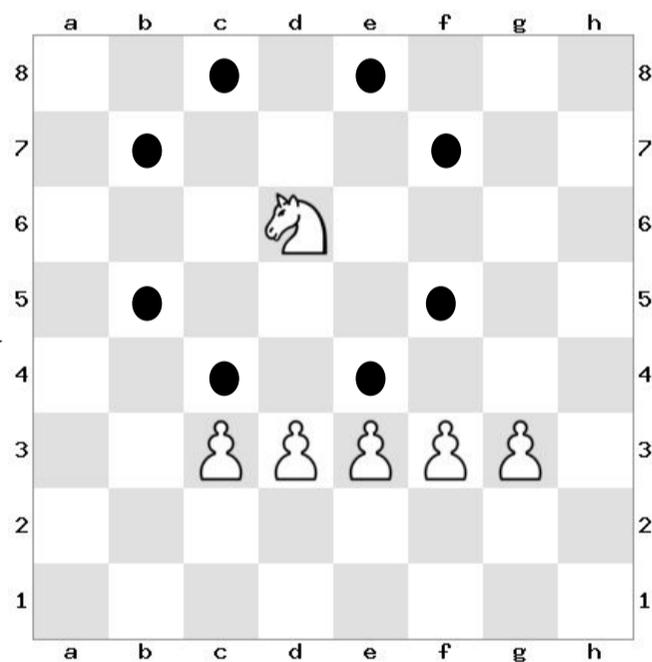
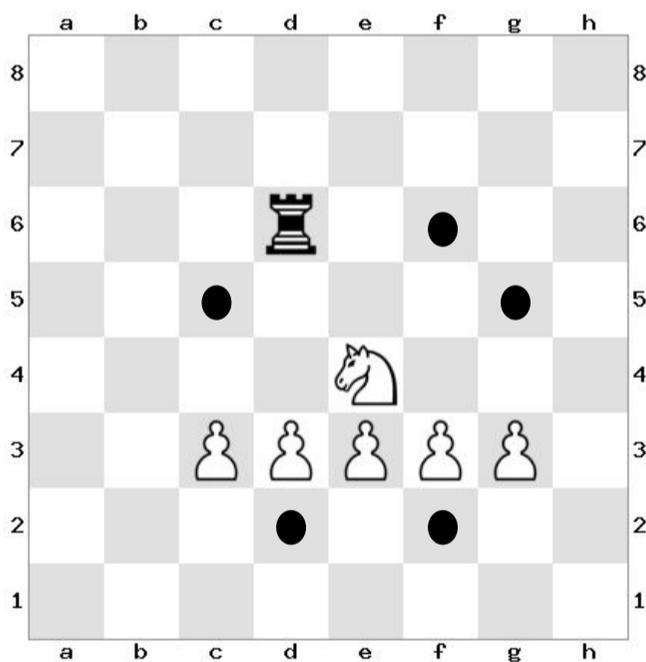
# Knight

*The only piece that can jump over other pawns or pieces.*



*Can move to the squares with dots.*

- Moves in an 'L' in any direction. Two squares in one direction and one square perpendicular.
- The knight can jump over other pieces and pawns.
- Captures an opposing piece or pawn by moving to the square with that piece or pawn.

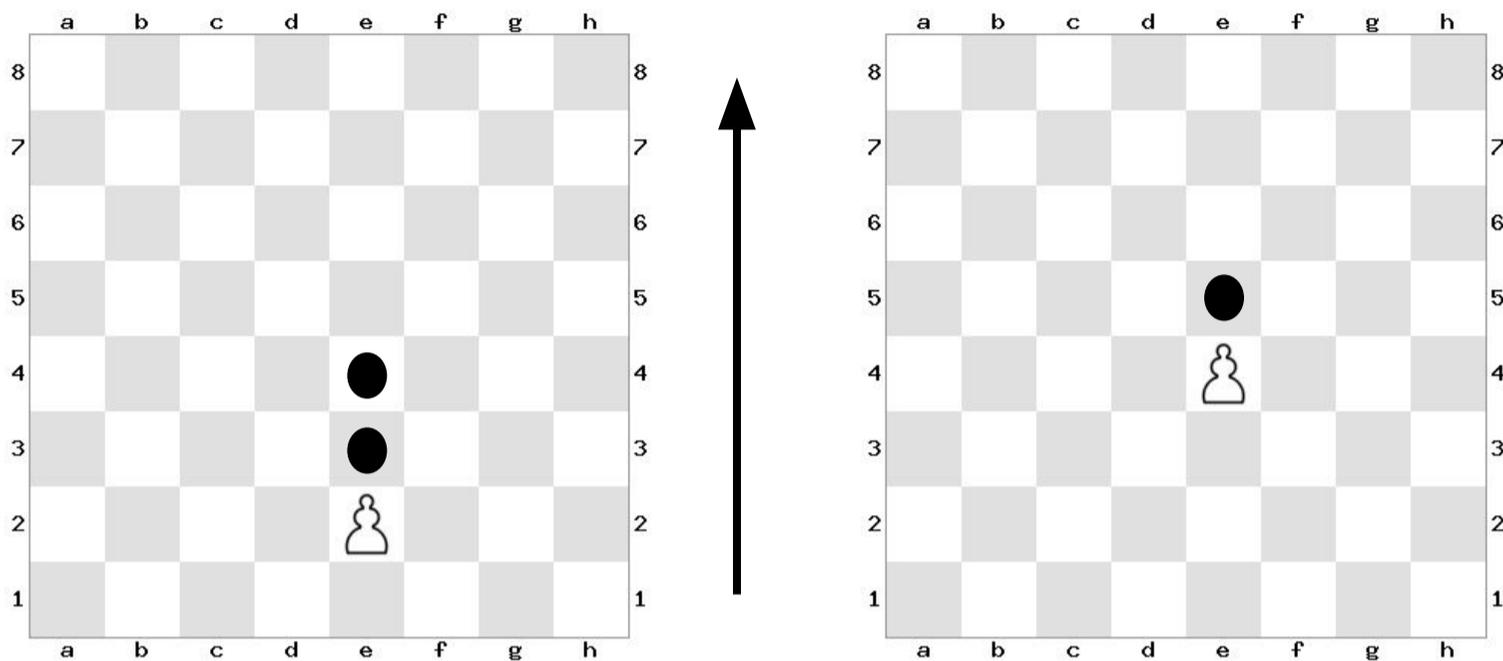


*After capturing the rook.*

- The knight on e4 can capture the rook on d6 by moving there.
- This knight can't move to c3 or g3 where there is a pawn of the same color.

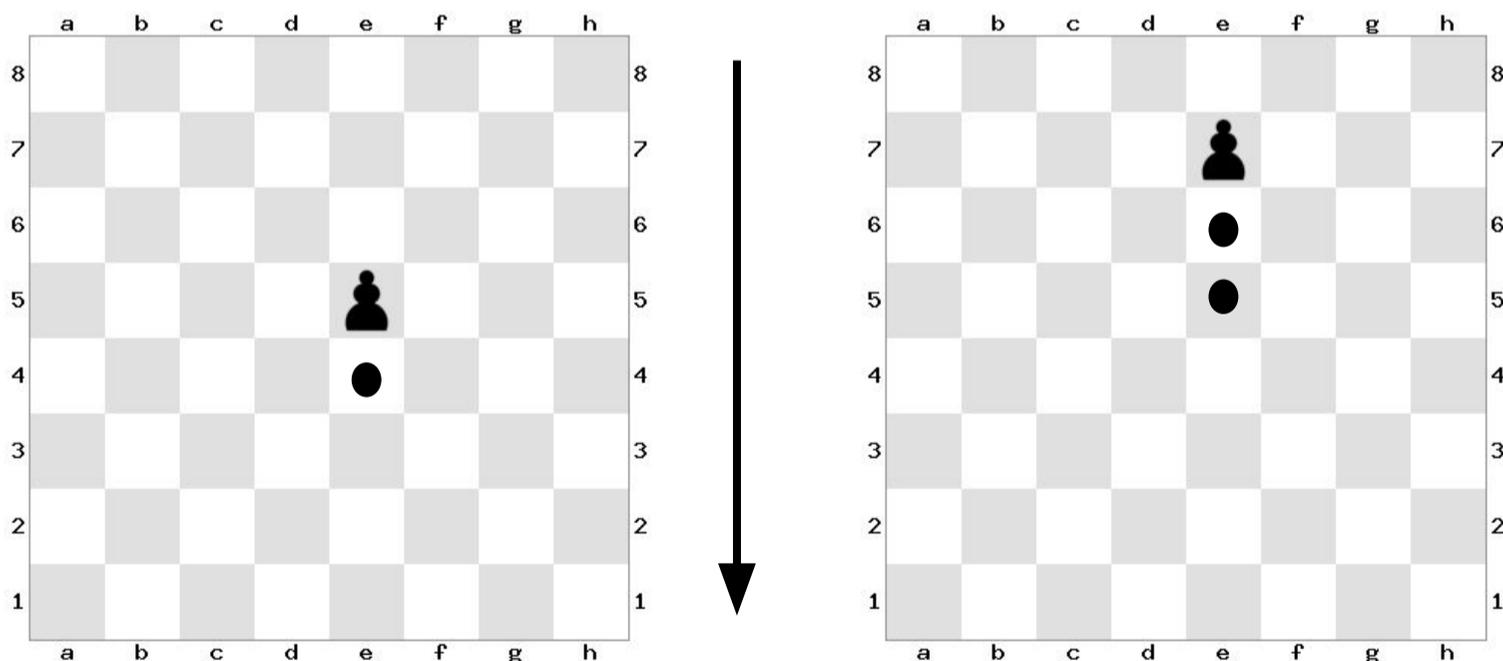
# Pawn

*The only piece that can never move backwards.*



*Can move to the squares with dots.*

- One square.
- From the starting square can move one or two squares.
- White pawns move from the second rank towards the eighth rank.



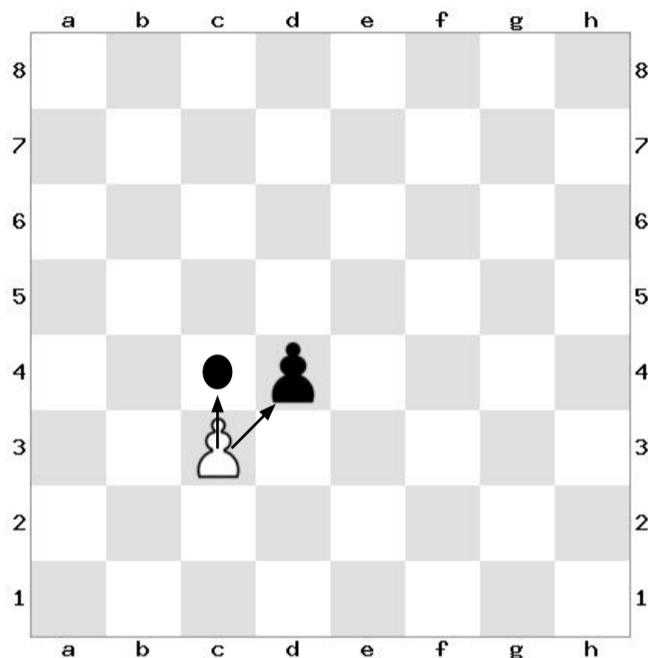
*Can move to the squares with dots.*

Black pawns move from the seventh rank towards the first rank.

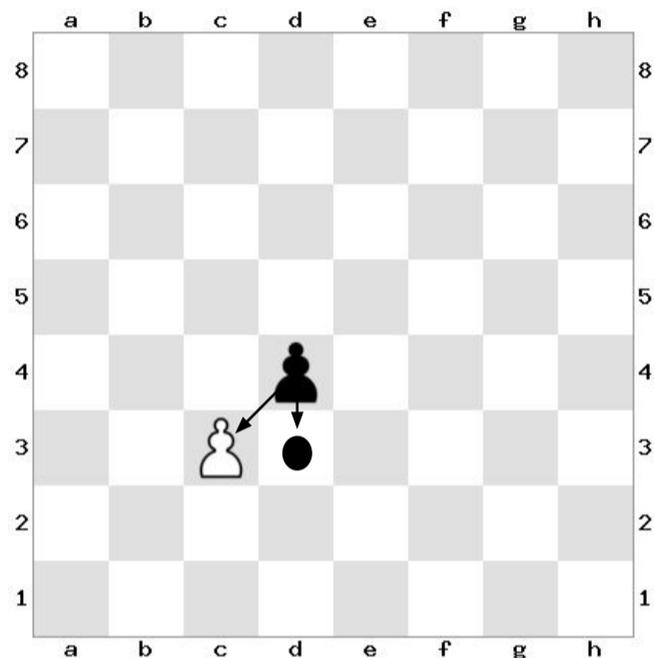
# When pawns capture

*The only piece that captures differently than it moves.*

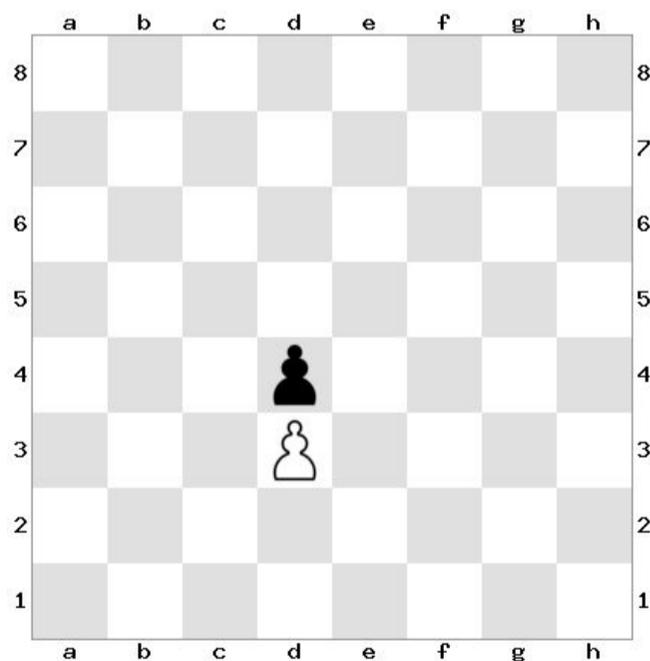
- Captures one square diagonally.
- White pawns move from the second rank towards the eighth rank.
- Black pawns move from the seventh rank towards the first rank.



*The white pawn can move to the square with the dot or it can capture the black pawn.*



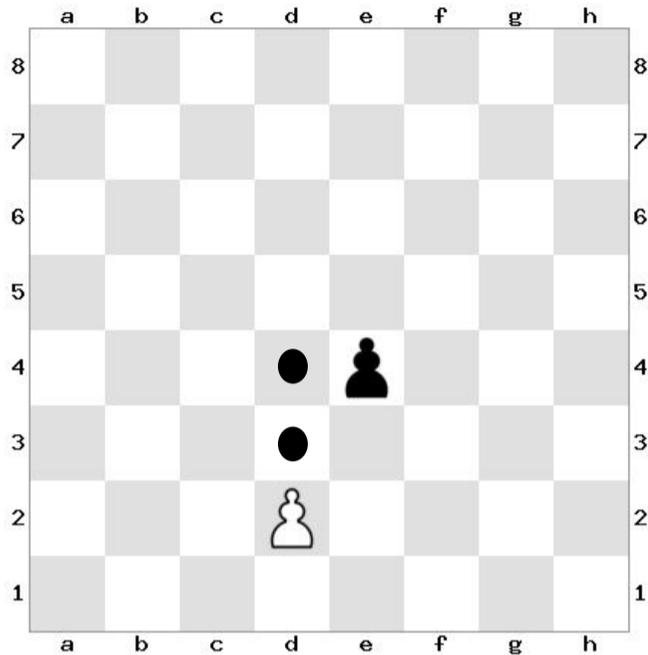
*The black pawn can move to the square with the dot or it can capture the white pawn.*



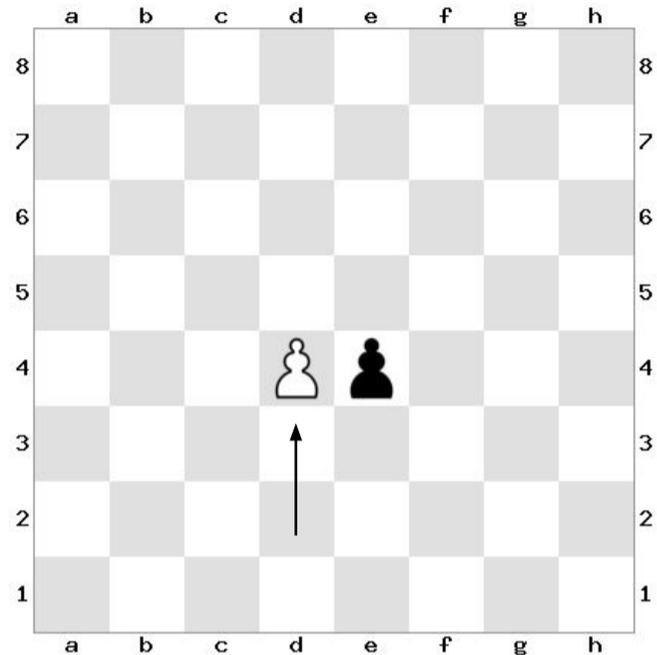
These pawns are blocked. They can't move and they can't capture.

# Capture in passing ("*en passant*")

*Pawns can also capture "en passant", which is French for "in passing."*

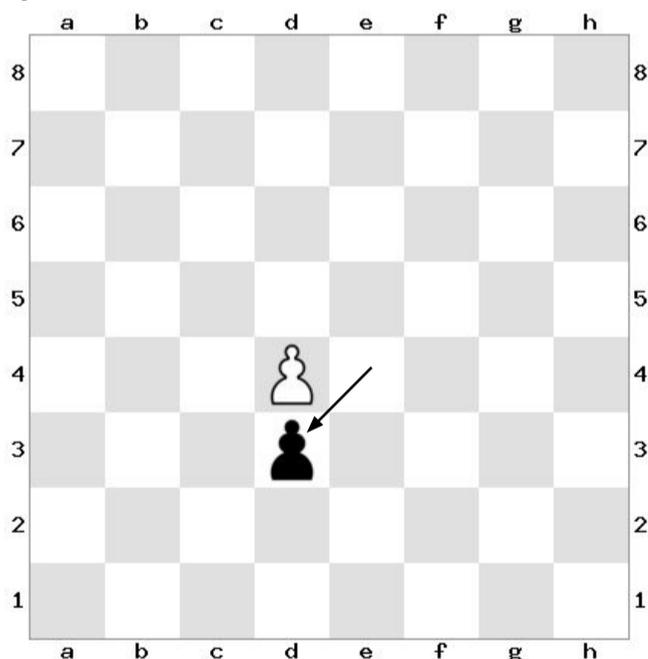


1. Before moving the white pawn.

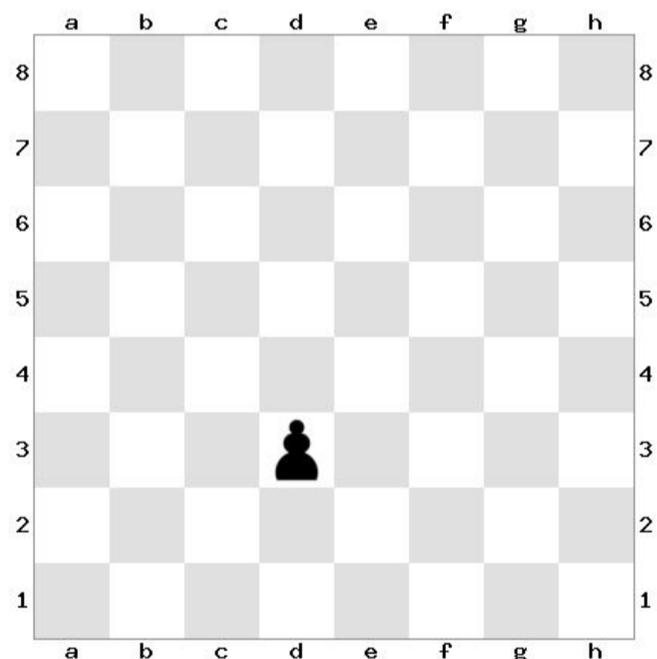


2. The white pawn can move two squares.

"En passant" applies if a pawn moves two squares on its first move, and there is an opposing pawn that could have captured it if it only moved one square. Then this opposing pawn can capture the first one by moving to the square that it would have occupied if the first pawn had advanced only one square.



3. The black pawn starts to capture the white pawn "*en passant*".

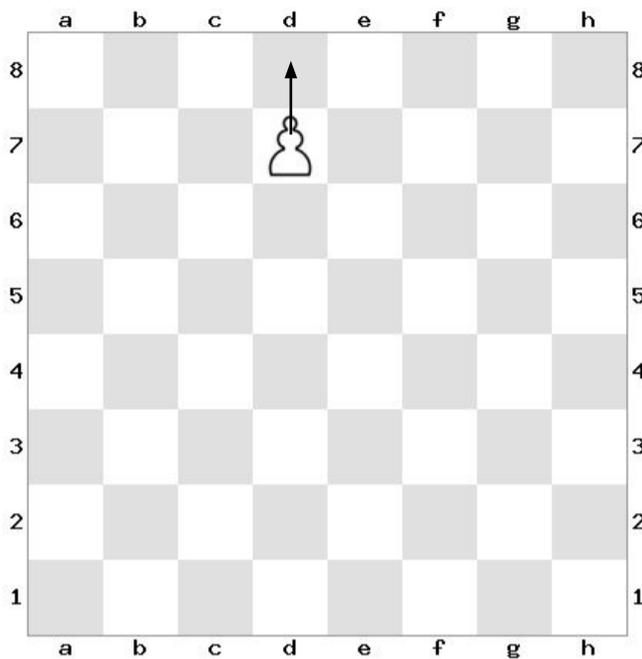


4. After Black completes the move and removes the white pawn from the board.

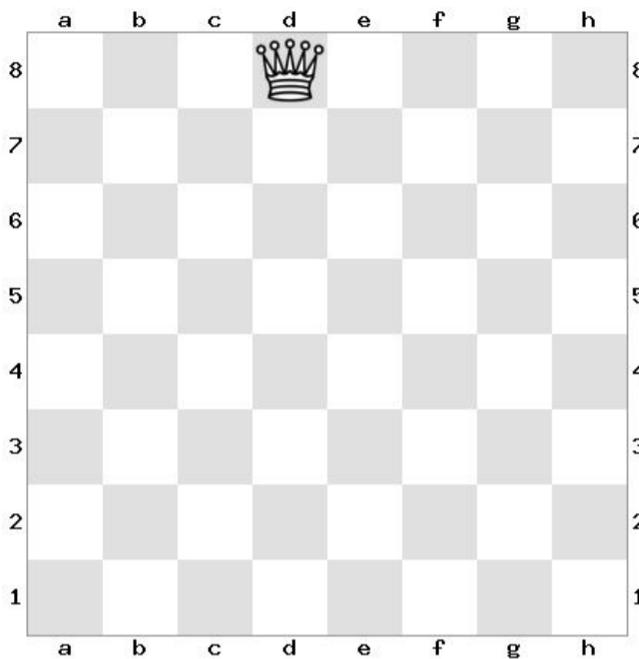
This special move can only be performed on the next move.

# Promoting a pawn

*The only piece that can become a different piece.*

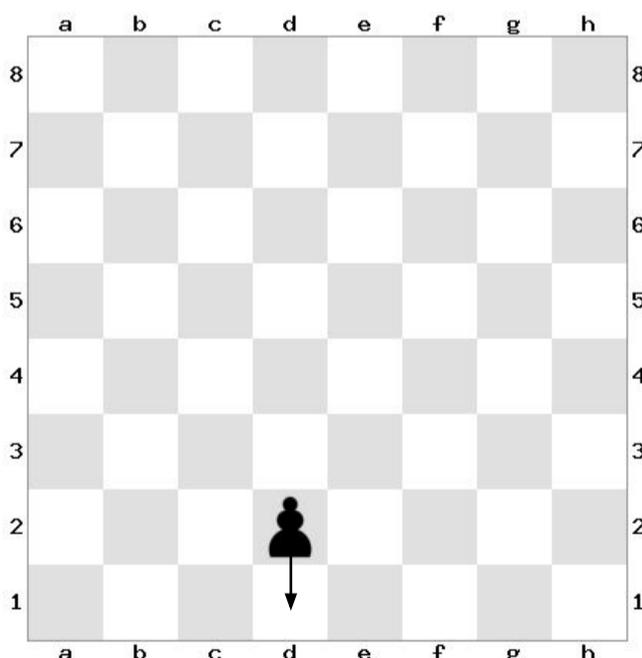


The pawn can promote when it moves one more square.

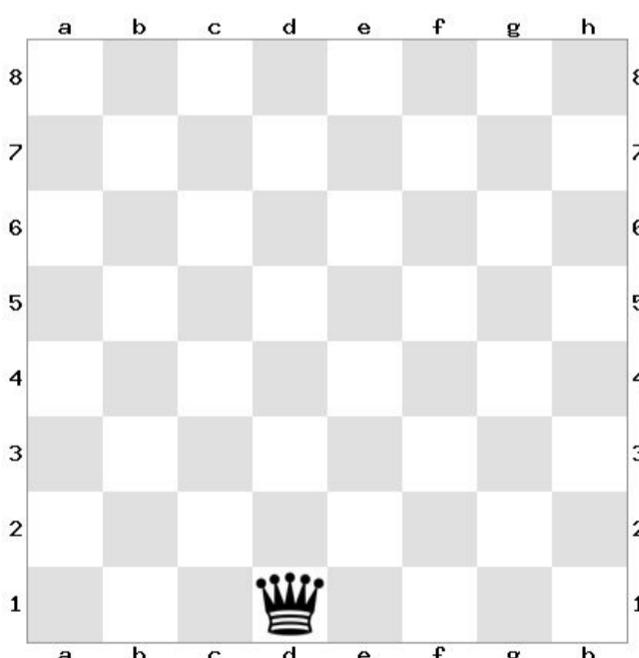


After moving the pawn to the end of the board and exchanging it for a queen.

- A pawn must be exchanged for a queen, rook, knight, or bishop of the same color when it reaches the other side of the board.
- Generally, a pawn becomes a queen because the queen is the most powerful piece. You could have 9 queens; the original and one for each of the pawns. But that would be a very unusual game!



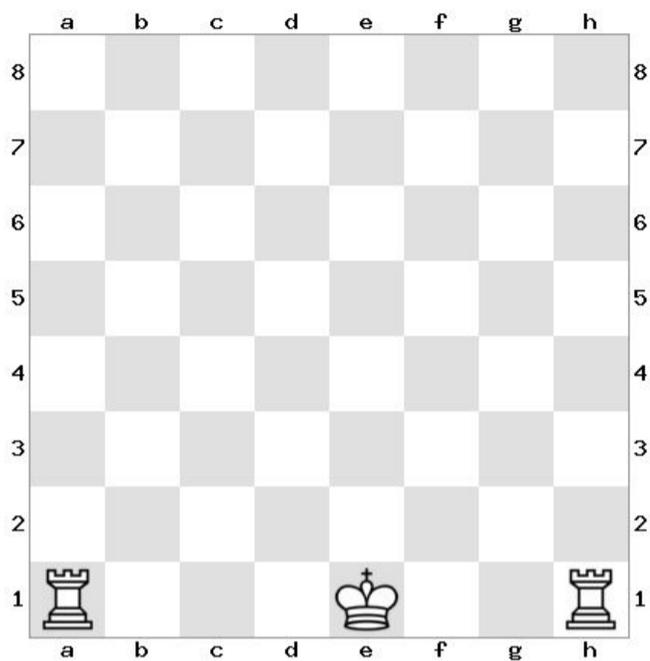
The pawn can promote when it moves one more square.



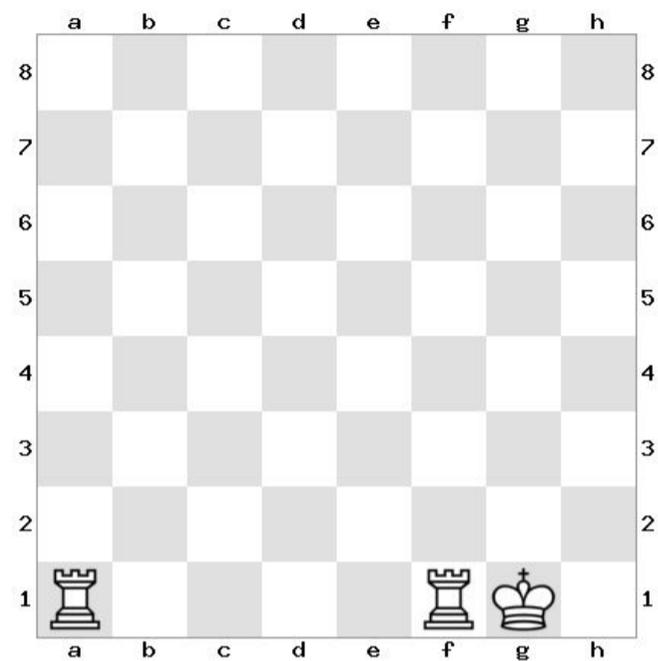
After moving the pawn to the end of the board and exchanging it for a queen.

# Castling

*Move two pieces in one turn!*

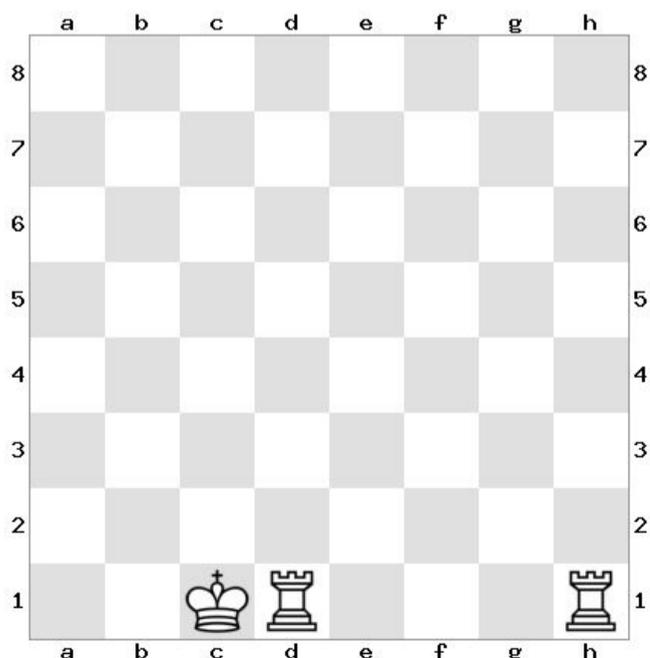


*White's position before castling.*



*After kingside castling ("castling short").*

- Castling is a move of the king and one of the rooks.
- There must be no pieces between the king and the rook.
- The king must not have moved before.
- The rook must not have moved before.
- The king must not be in check.
- None of the squares the king moves to or through may be attacked by an enemy piece.



*After queenside castling ("castling long").*

- To castle, move the king two squares towards the rook then move the rook to the other side of the king.

# Ending the game

**Resignation.** If one player resigns the game, the other player wins the game.

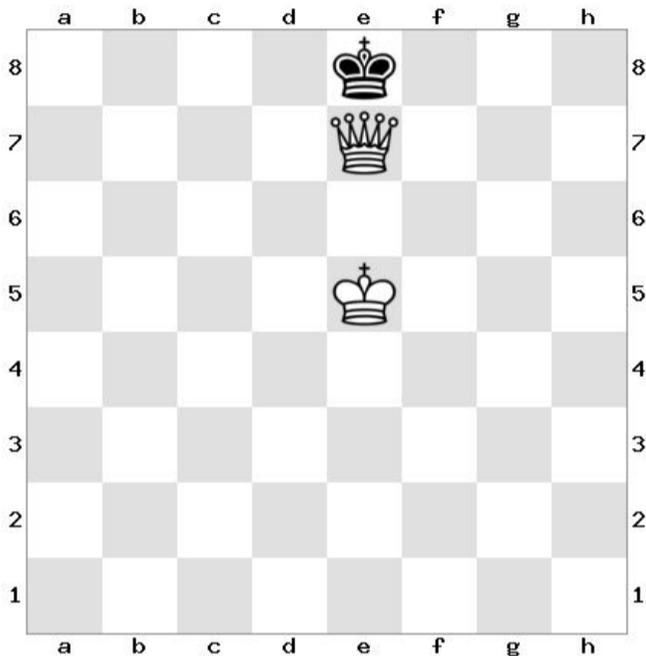
**Checkmate.** Checkmate is when the king is in check and cannot escape check. When a player checkmates, they win the game.

**Stalemate.** When the player to move is not in check but has no legal moves. Stalemate is a draw (tie).

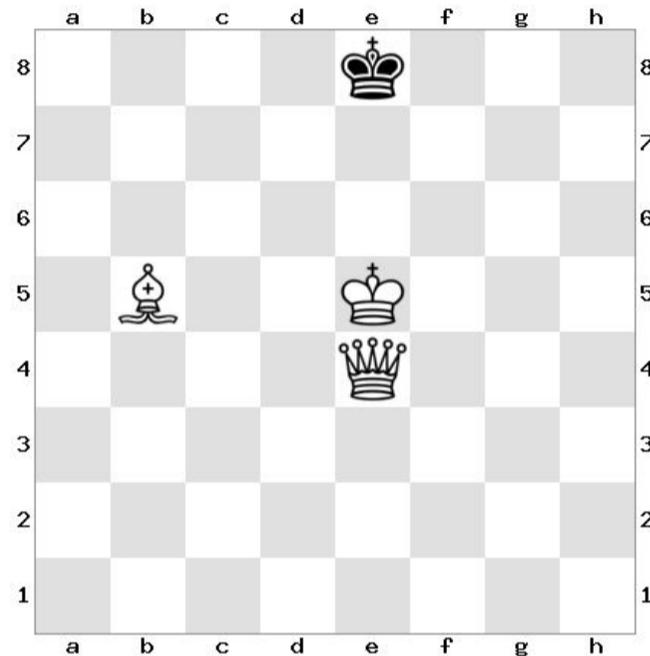
**Other draws.** 1) insufficient material, 2) repetition of position, 3) 50 move rule, or 4) by agreement.

# Check

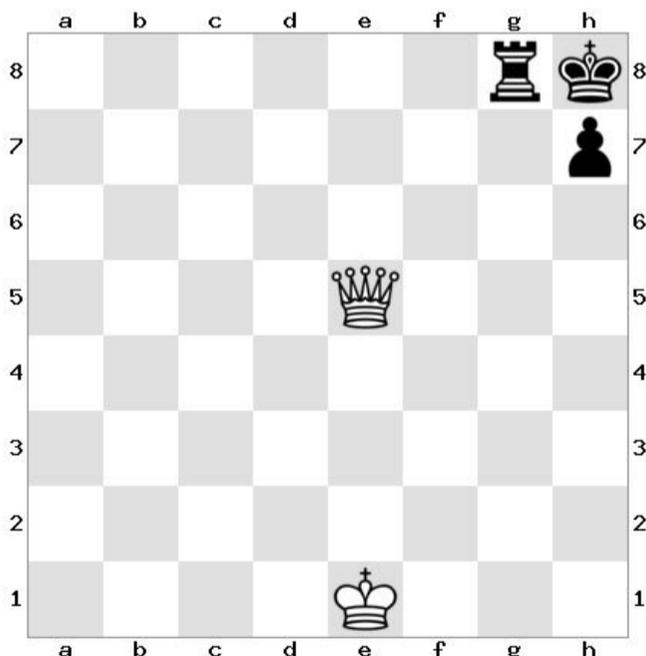
- Check is an attack (threat to 'capture') the king.
- You must get out of check if you can. If you can't, it's checkmate and the game is over.
- To get out of check, 1) capture the attacking piece, or 2) block the attacking piece, or 3) move the king out of check.



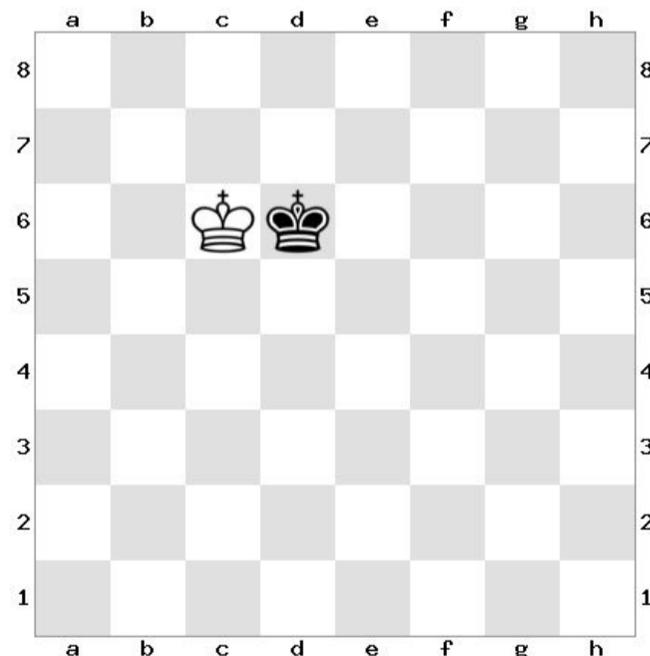
*Black to play. Black is in check from the white queen. Black can get out of check by capturing the queen.*



*Black to play. Black is in check from the white bishop. Black can get out of check by moving the king to d8, f8, e7, or f7.*



*Black to play. Black is in check from the white queen. Black can get out of check by moving the rook to g7.*

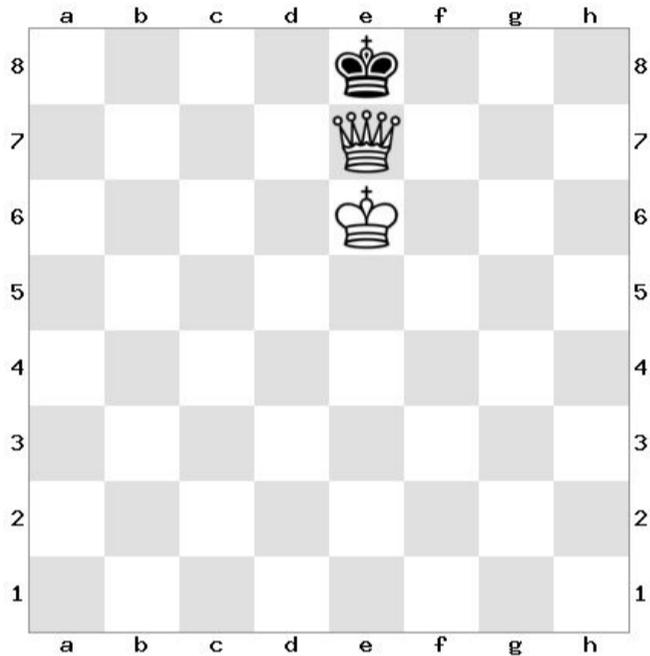


*A king can never be next to the other king. They would both be in check. This position is against the rules.*

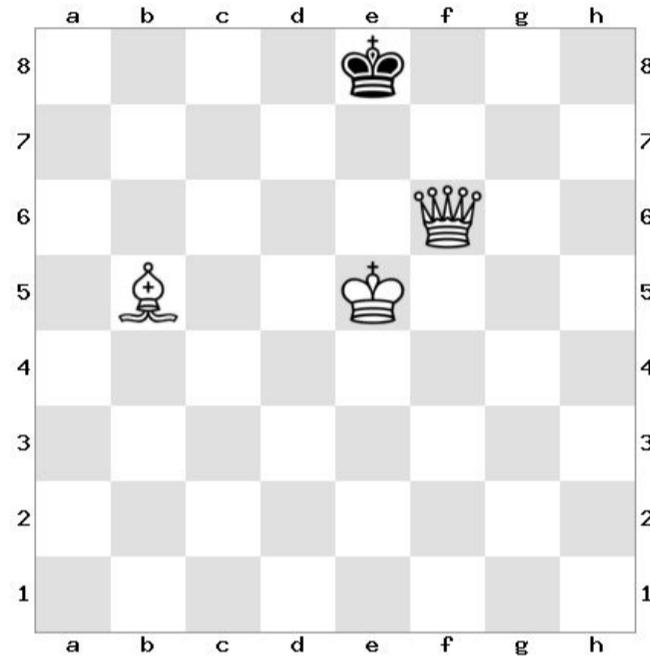
# Checkmate

## *Checkmate and win!*

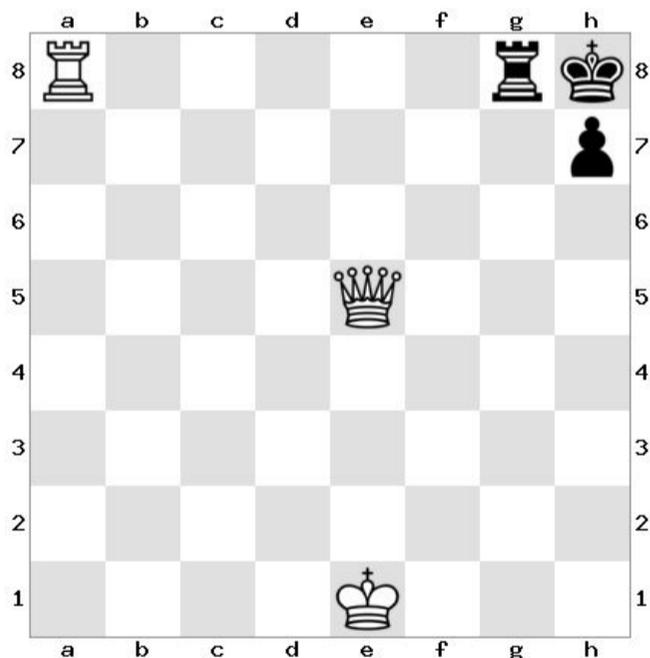
Checkmate is when the king is in check and cannot escape. When a player checkmates, they win the game.



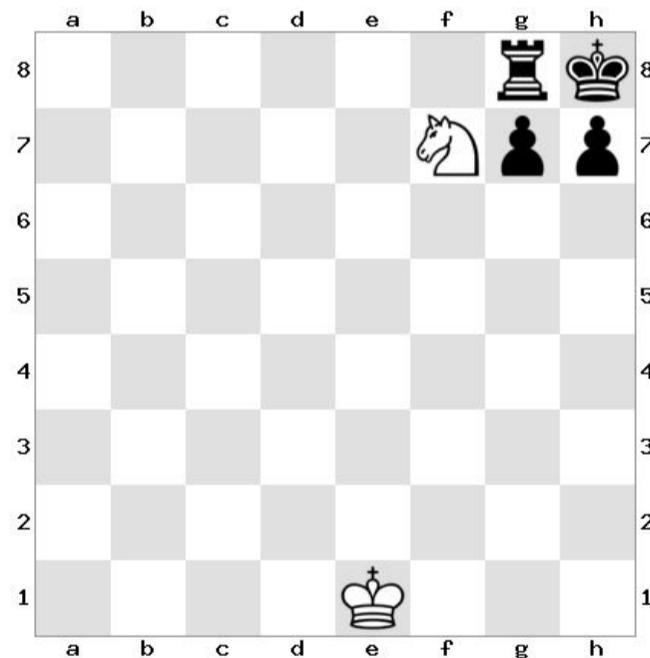
*Black to play. Black is in check from the white queen. Black can't take the queen because it is defended by the white king. Checkmate.*



*Black to play. Black is in check from the white bishop. All squares the king could move to are attacked. Checkmate.*



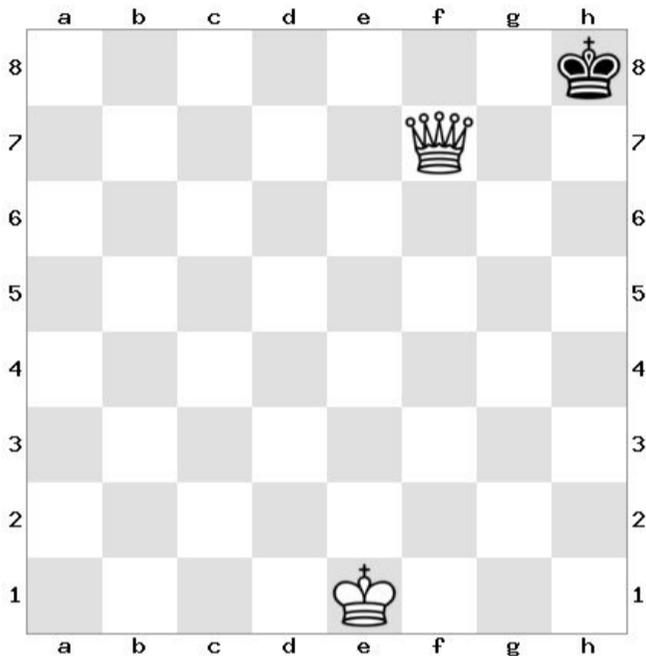
*Black to play. Black is in check from the white queen. The black rook cannot move to block on g7 because that would be check from the white rook on a8. Checkmate.*



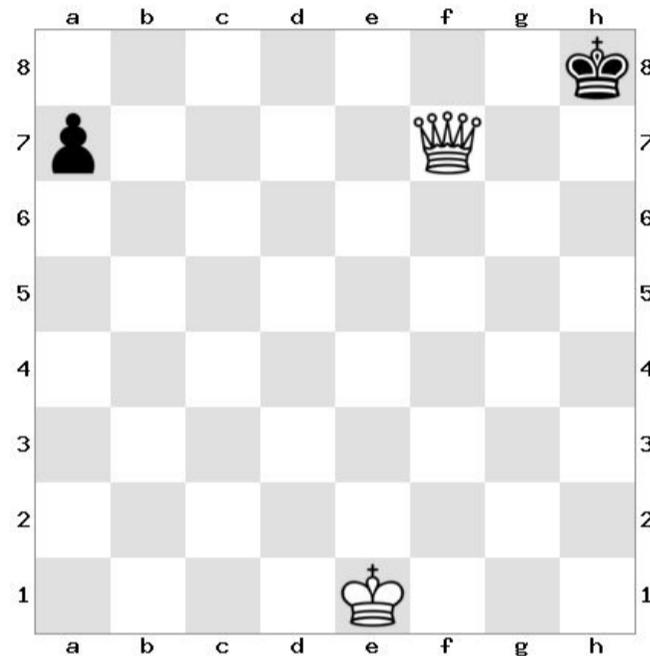
*Black to play. Black is in check from the white knight. The king has no moves and nothing can capture the white knight. Checkmate.*

# Stalemate

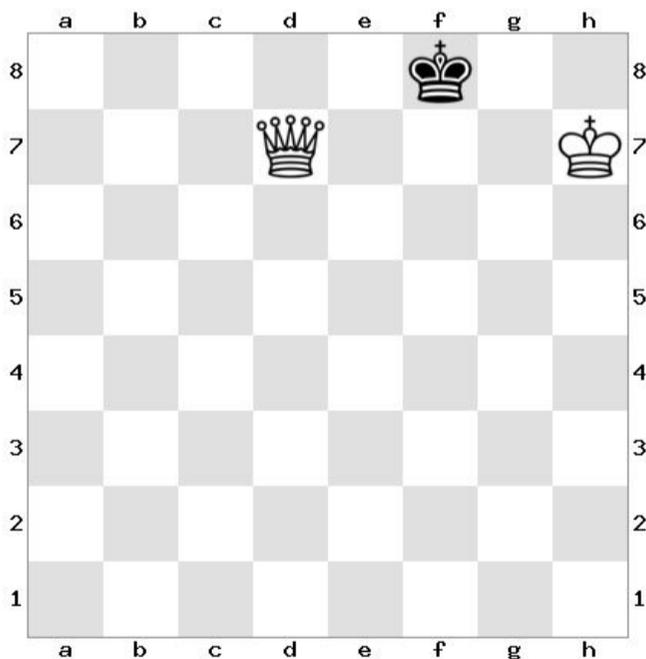
When the player to move is not in check but has no legal moves. Stalemate is a draw (tie).



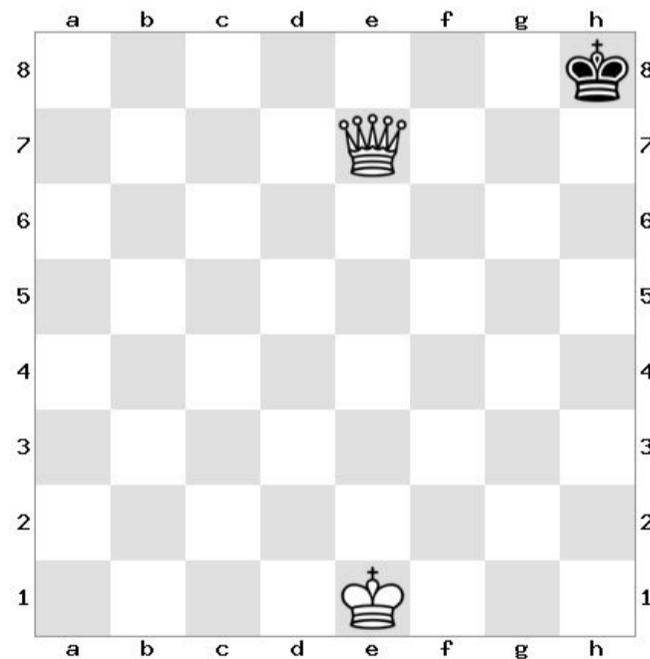
*Black to play. Stalemate. Black is not in check and has no moves.*



*Black to play. Not stalemate!  
The black pawn can move.*



*Black to play. Stalemate.  
Black is not in check and has no moves.*



*Black to play. Not stalemate!  
The black king can move to g8.*

# Other draws

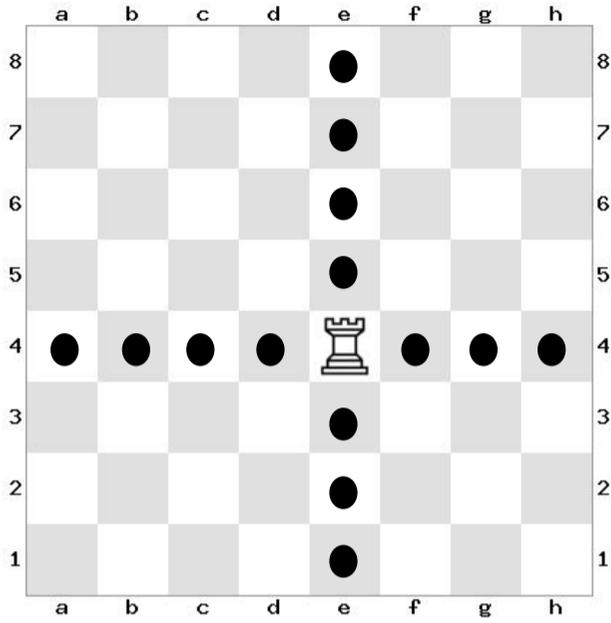
**Insufficient material.** When neither player has enough pieces to checkmate and there are no pawns on the board, the game is a draw. This is when both sides have 1) lone king, 2) lone king and a bishop, or 3) lone king and knight.

**Repetition of position.** If the same position occurs three times with the same side to move, either player may declare the game a draw.

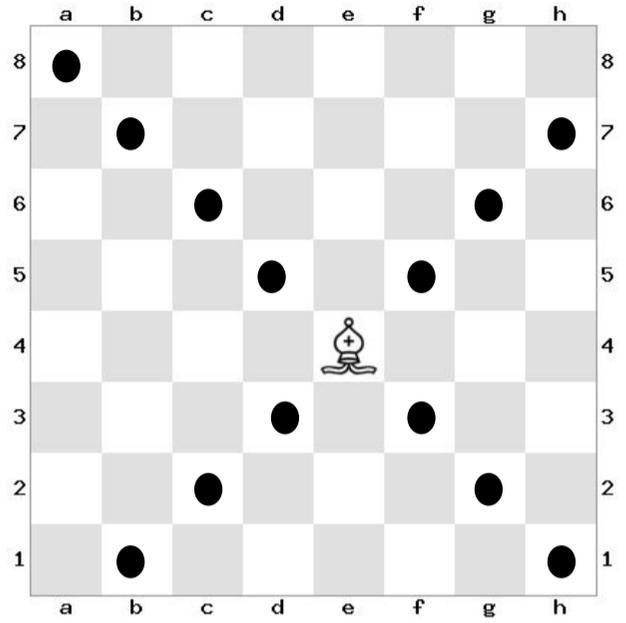
**50 move rule.** If the players each make 50 moves in a row without a pawn move or a piece capture, either player can declare the game a draw.

**By agreement.** If both players agree, the game is a draw.

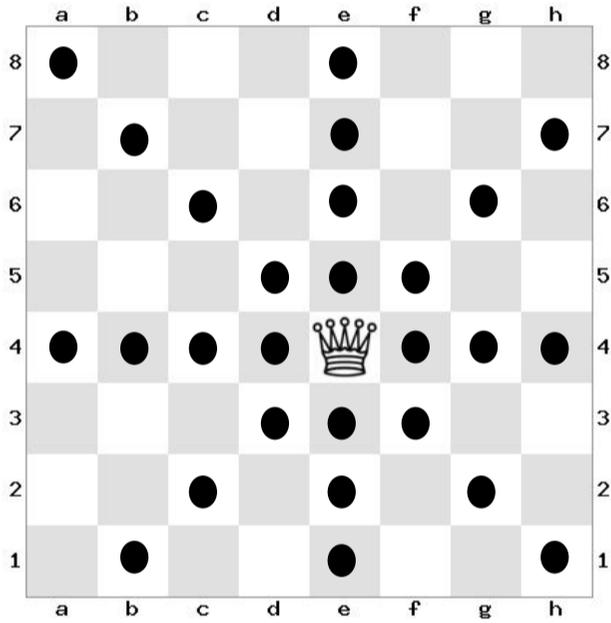
# Pieces summary



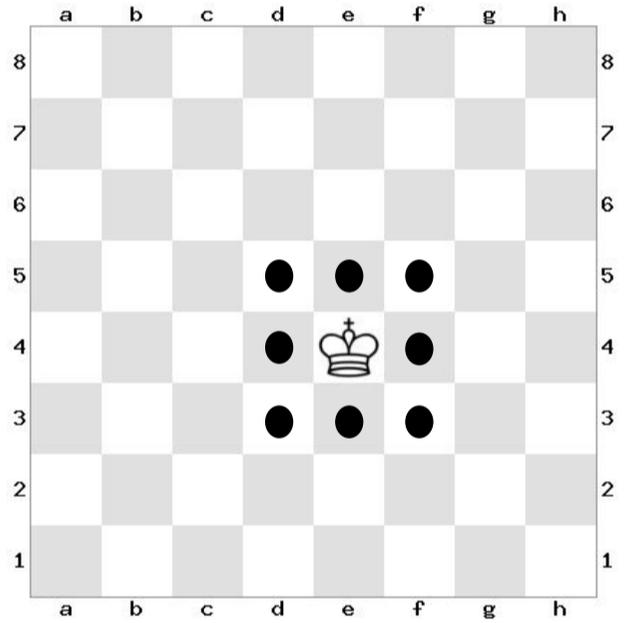
*Rook*



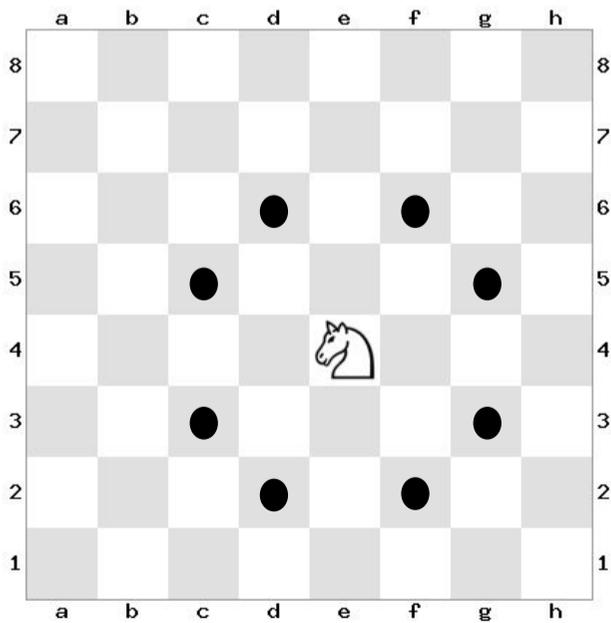
*Bishop*



*Queen*

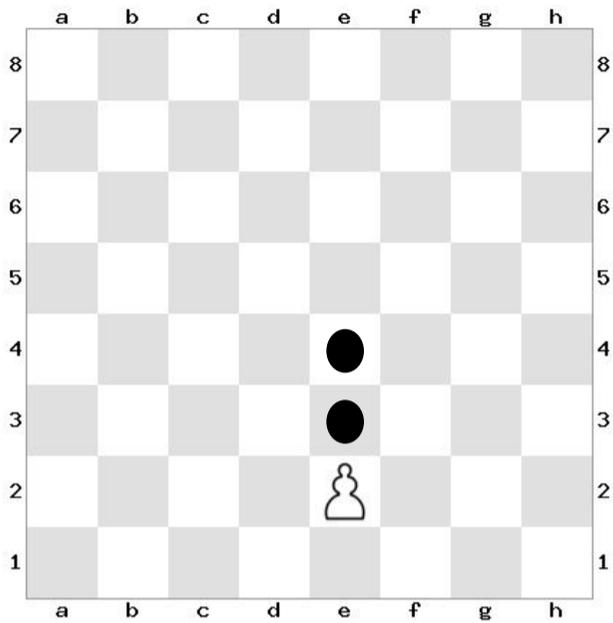


*King*

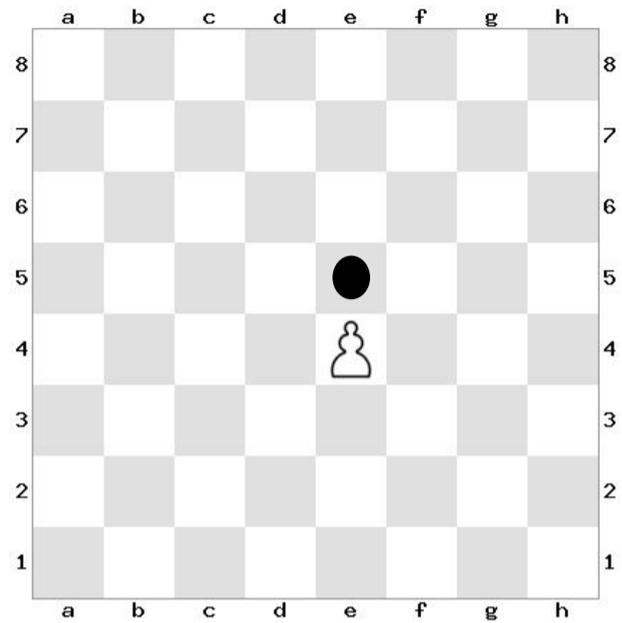


*Knight*

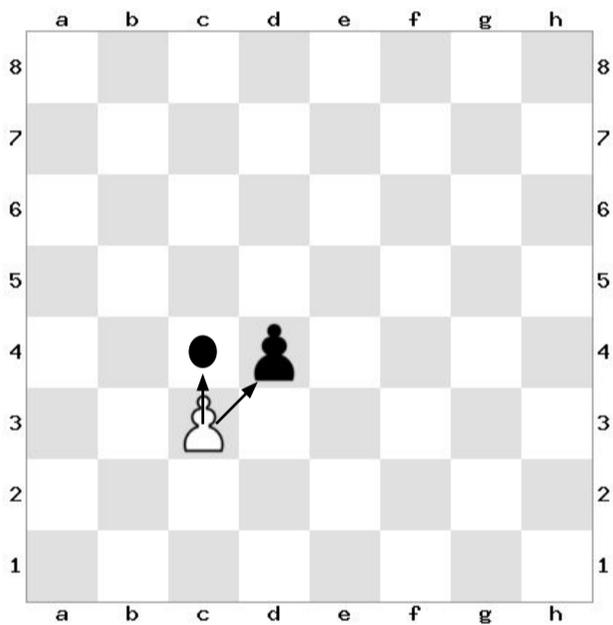
# Pawn summary



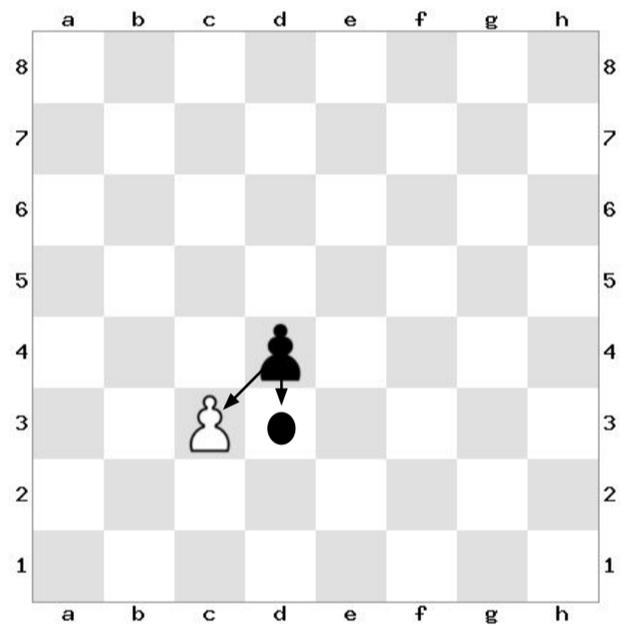
*First move*



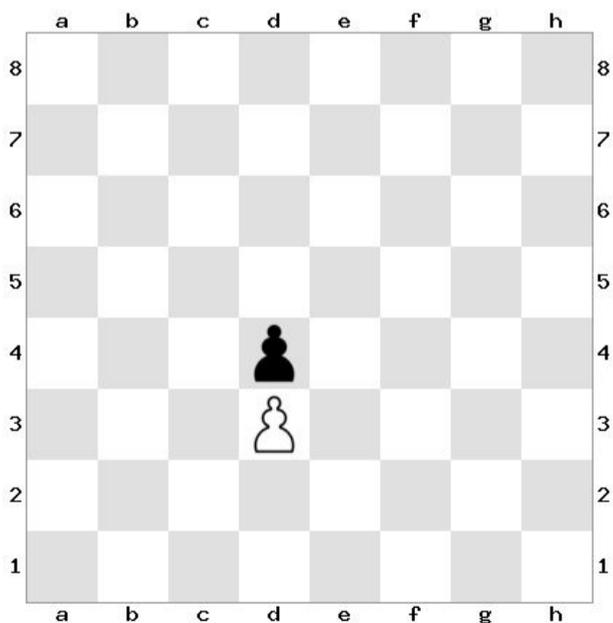
*After the first move*



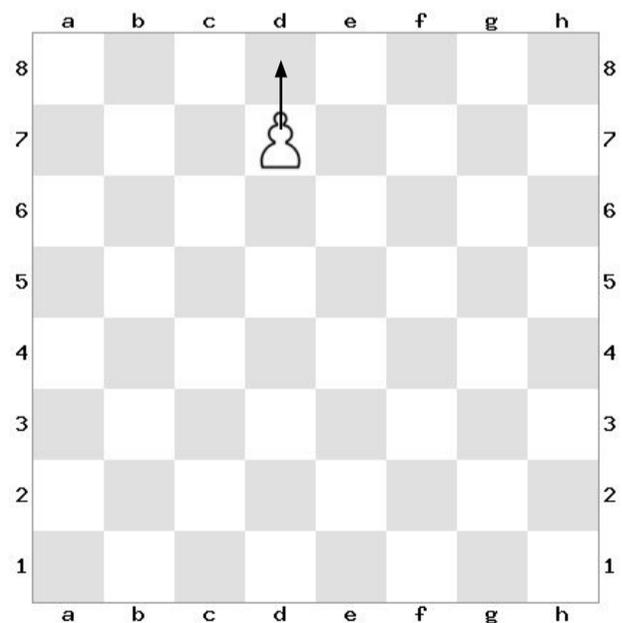
*Move or capture*



*Move or capture*

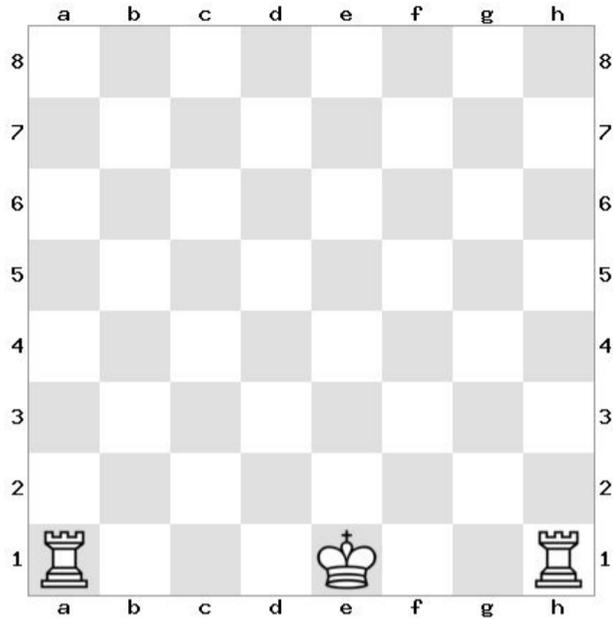


*Blocked*

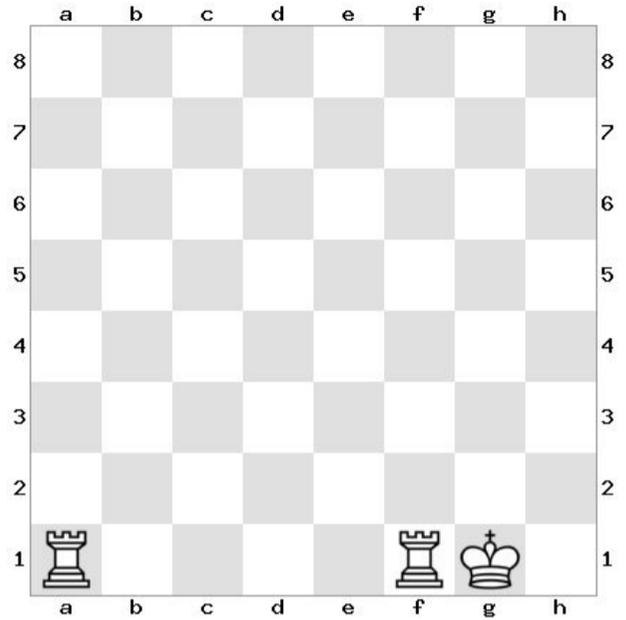


*Promotion*

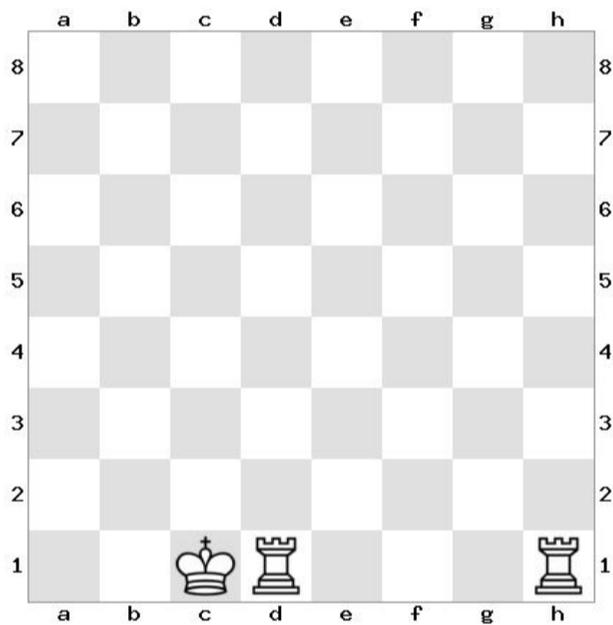
# Castling and en passant summary



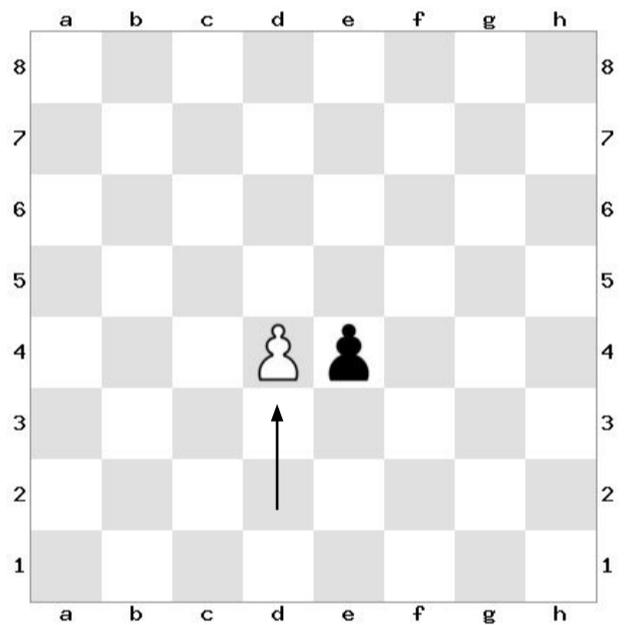
*Before castling*



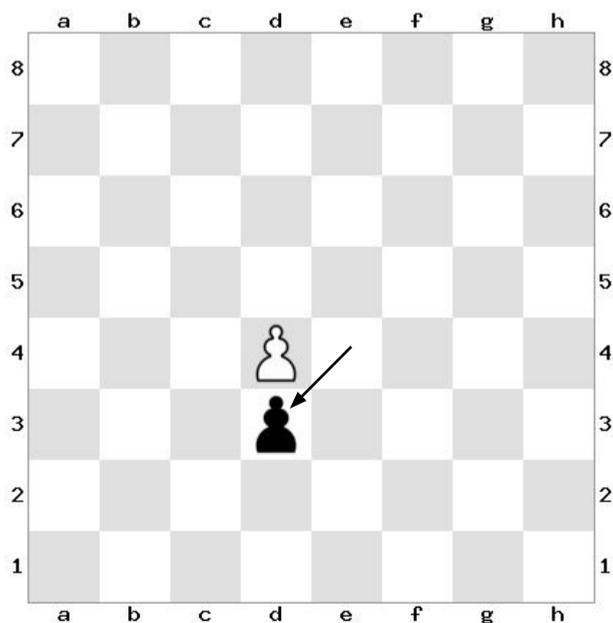
*Castled kingside*



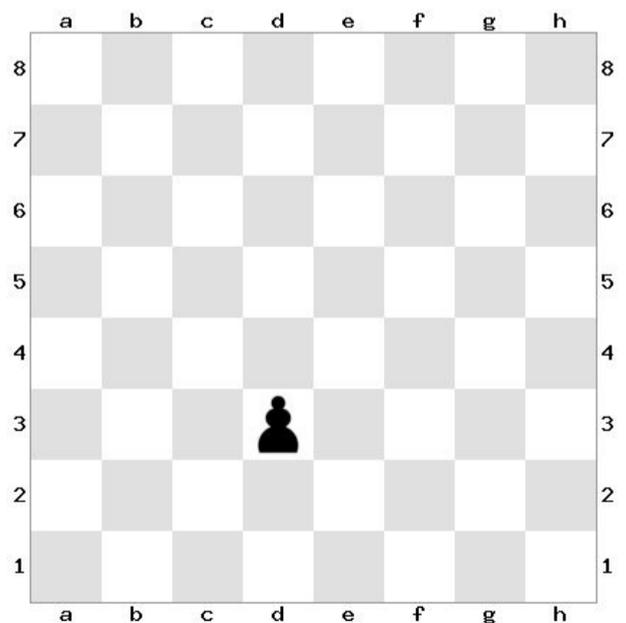
*Castled queenside*



*Before en passant*



*During en passant*



*After en passant*

