

## **Step 1:**

### **Setup:**

Chess is played on a square board of eight rows and eight columns. The colors of the 64 squares alternate and are referred to as light and dark squares. There should always be a white square at the closest right-hand side for both players. By convention, the game pieces are divided into white and black sets, and the players are referred to as White and Black respectively. Each player begins the game with 16 pieces of the specified color, which consist of one king, one queen, two rooks, two bishops, two knights, and eight pawns. The pieces are set out as shown in the diagram and photo, with each queen on a square of its own color, the white queen on a light square and the black queen on a dark.

### **Turns:**

White always moves first, and players alternate turns. Players can only move one piece at a time, except when castling.

### **Taking Pieces:**

Players take pieces when they encounter an opponent in their movement path. Only pawns take differently than they move. Players cannot take or move through their own pieces.

### **Movement**

The player with the white pieces always moves first. After the first move, players alternately move one piece per turn (except for castling, when two pieces are moved). Pieces are moved to either an unoccupied square or one occupied by an opponent's piece, which is captured and removed from play. With the sole exception of en passant, all pieces capture by moving to the square that the opponent's piece occupies. A player may not make any move that would put or leave the player's own king under attack.

If the player to move has no legal move, the game is over; it is either a checkmate (a loss for the player with no legal moves) if the king is under attack, or a stalemate (a draw) if the king is not.

## **Step 2: Pawn Movement**

Pawns only move forward. On the first move a pawn can move one or two spaces, every subsequent move can only be one space. Pawns move diagonally to take opponents.

**Pawn Promotion:**

If a pawn reaches the opposite side of the board, it is promoted to a higher piece (except king). There is no limit to how many pawns can be promoted.

When a pawn advances to the eighth rank, as a part of the move it is promoted and must be exchanged for the player's choice of queen, rook, bishop, or knight of the same color. Usually, the pawn is chosen to be promoted to a queen, but in some cases another piece is chosen; this is called underpromotion. In the animated diagram, the pawn on c7 can be advanced to the eighth rank and be promoted to an allowed piece. There is no restriction placed on the piece that is chosen on promotion, so it is possible to have more pieces of the same type than at the start of the game (for example, two queens).

**Step 3: Rook**

Rooks move in a continuous line forwards, backwards and side-to-side. The rook can move any number of squares along a rank or file but cannot leap over other pieces. Along with the king, a rook is involved during the king's castling move.

**Step 4: Knight**

Knights are the only pieces that "jump" off the board. Unlike other pieces they are not blocked if there are pieces between them and their destination square.

To make it easier to remember how a knight moves think of an L. Two spaces in a direction forward, backward or side-to-side, and one space at a right turn. The knight moves to any of the closest squares that are not on the same rank, file, or diagonal, thus the move forms an "L"-shape: two squares vertically and one square horizontally, or two squares horizontally and one square vertically.

**Step 5: Bishop**

The bishop can move any number of squares diagonally but cannot leap over other pieces.

**Step 6: Queen**

The queen combines the power of a rook and bishop and can move any number of squares along a rank, file, or diagonal, but cannot leap over other pieces.

## Step 7: King

The king can move in any direction, one square at a time. A king cannot move to a square that is under attack by the opponent. The king also has a special move called castling that involves also moving a rook.

## Step 8: Special Move: Castling

Castling is the only move that allows two pieces to move during the same turn.

During castling a king moves two spaces towards the rook that it will castle with, and the rook jumps to the other side. The king can castle to either side as long as:

1. The king has not moved.
2. The king is not in check.
3. The king does not move through or into check.
4. There are no pieces between the king and castling-side rook.
5. The castling-side rook has not moved.

It does not matter:

- A. If the king was in check but is no longer.
- B. If the rook can be attacked by an opponent's piece before castling.

Once in every game, each king is allowed to make a special move, known as [castling](#). Castling consists of moving the king two squares along the first rank toward a rook (which is on the player's first rank) and then placing the rook on the last square that the king has just crossed. Castling is permissible under the following conditions:

- Neither the king nor the rook have previously moved during the game.
- There cannot be any pieces between the king and the rook.
- The king cannot be in check, nor can the king pass through squares that are under attack by enemy pieces, or move to a square where it would result in a check. Note that castling *is* permissible if the rook is attacked, or if the rook crosses a square that is attacked.

## Step 10: Check

A king is in check when an opponent's piece is in a position that can attack the king. A player must move their king out of check, block the check or capture the attacking piece.

A player cannot move their king into check.

When a king is under immediate attack by one or two of the opponent's pieces, it is said to be in [check](#). A response to a check is a legal move if it results in a position where the king is no longer under direct attack (that is, not in check). This can involve capturing the checking piece; interposing a piece between the checking piece and the king (which is possible only if the attacking piece is a queen, rook, or bishop and there is a square between it and the king); or moving the king to a square

where it is not under attack. Castling is not a permissible response to a check. The object of the game is to checkmate the opponent; this occurs when the opponent's king is in check, and there is no legal way to remove it from attack. It is illegal for a player to make a move that would put or leave the player's own king in check.

In casual games it is common to announce "check" when putting the opponent's king in check, but this is not required by the rules of the game, and is not usually done in tournaments.

### **Step 11: Checkmate**

Putting an opponent's king in "checkmate" is the only way to win the game.

A king is in checkmate if it is in check, the opponent's piece that has the king in check cannot be captured, the check cannot be blocked, and the king cannot move to a square that is not under attack.

In the illustration the white queen has the black king in check, and all of the spaces where the king can move can be attacked by the queen. The king cannot take the queen, because the knight is protecting the queen. The black bishop cannot block the queen. This is checkmate.

### **Step 12: Stalemate**

A "Stalemate" is a tie. It is achieved if there are no legal moves for a player to make.

In this illustration it is white's turn. All spaces around the king are being attacked, but the king is not in check, therefore it cannot move. The only other white piece, the pawn, is blocked by the king. Because movement is impossible, the game is a stalemate.

If white had another piece somewhere on the board that was not blocked, it would have to move. The game would continue.

### **Step 13: Basic Strategy**

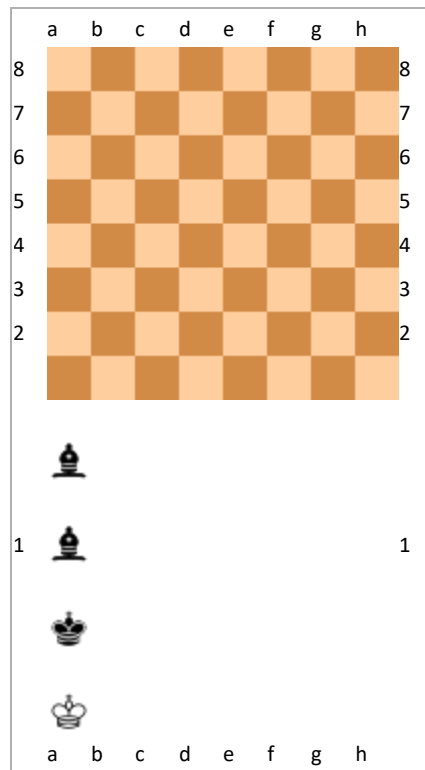
#### **Board Control:**

When building defenses, remember to look at the board and gauge how strong you are in certain areas of the board. Try to keep power distributed fairly evenly, and bring pieces over to add strength if you see an attack coming.

When attacking, it's a bad idea to let any of your pieces become cut off from your main force. I find it helpful to have a support piece in mind when making an attack. Using pieces in tandem almost always yields a better result than using one piece alone.

## End of the game

*Win*



## Additional Knowledge

- *Resignation*: Either player may resign, conceding the game to the opponent.<sup>[6]</sup> It is usually considered poor etiquette to play on in a truly hopeless position, and for this reason high-level games rarely end in checkmate.
- *Win on time*: In games with a time control, a player wins if the opponent runs out of time, even if the opponent has a much superior position, as long as the player still has a theoretical possibility to checkmate the opponent.
- *Forfeit*: A player who cheats, or violates the rules of the game, or violates the rules specified for the particular tournament can be forfeited. In high-level tournaments, players have been forfeited for such things as arriving late for the game (even by a matter of seconds), receiving a call or text on a cell phone, refusing to undergo a drug test, refusing to undergo a body search for electronic devices, and unsporting behavior (such as refusing to shake the opponent's hand).

## **There are several ways games can end in a draw:**

- Draw by agreement: Draws are most commonly reached by mutual agreement between the players. The correct procedure is to verbally offer the draw, make a move, then start the opponent's clock. Traditionally, players have been allowed to agree to a draw at any point in the game, occasionally even without playing a move; in recent years efforts have been made to discourage short draws, for example by forbidding draw offers before move thirty.
- Stalemate: The player whose turn it is to move has no legal move and is not in check.
- Threefold repetition of position: This most commonly occurs when neither side is able to avoid repeating moves without incurring a disadvantage. In this situation, either player can claim a draw; this requires the players to keep a valid written record of the game so that the claim can be verified by the arbiter if challenged. The three occurrences of the position need not occur on consecutive moves for a claim to be valid. FIDE rules make no mention of perpetual check; this is merely a specific type of draw by threefold repetition.
- Fifty-move rule: If during the previous 50 moves no pawn has been moved and no capture has been made, either player can claim a draw. There are

several known endgames where it is possible to force a mate but it requires more than 50 moves before a pawn move or capture is made; examples include some endgames with two knights against a pawn and some pawnless endgames such as queen against two bishops. Historically, FIDE has sometimes revised the 50-move rule to make exceptions for these endgames, but these have since been repealed. Some correspondence chess organizations do not enforce the fifty-move rule.[note 3]

- **Fivefold repetition of position:** Similar to the threefold-repetition rule, but in this case neither player needs to claim the draw; thus a tournament director can intervene and declare the game to be drawn. This is a relatively recent (2014) addition to the FIDE rules.
- **Seventy-five-move rule:** Similar to the fifty-move rule; however, if the final move in the sequence resulted in checkmate, this takes precedence. As with the fivefold-repetition rule, this applies independently of claims by the players, and allows a tournament director to intervene. This rule likewise is a recent addition to the FIDE rules.
- **Insufficient material:** If neither player has a theoretical possibility to checkmate the opponent; for example, if a player has only the king and a knight left, and the opponent has only the king left, checkmate is impossible and the game is drawn by this rule. On the other hand, if both players have a



king and a knight left, there is a highly unlikely yet theoretical possibility of checkmate, so this rule does not apply.

- Draw on time: In games with a time control, the game is drawn if a player is out of time and the opponent has no theoretical possibility to checkmate the player.

### **Time control**

- Chess games may also be played with a time control. If a player's time runs out before the game is completed, the game is automatically lost (provided the opponent has enough pieces left to deliver checkmate). The duration of a game ranges from long (or "classical") games which can take up to seven hours (even longer if adjournments are permitted) to bullet chess (under 3 minutes per player for the entire game). Intermediate between these are rapid chess games, lasting between 20 minutes and two hours per game, a popular time control in amateur weekend tournaments.
- Time is controlled using a chess clock that has two displays, one for each player's remaining time. Analog chess clocks have been largely replaced by digital clocks, which allow for time controls with increments.