

CHESS

CHESS GAME GOAL :

THE ULTIMATE AIM IN THE CHESS GAME IS DELIVERING A CHECKMATE – TRAPPING YOUR OPPONENT'S KING. THE TERM CHECKMATE IS AN ALTERATION OF THE PERSIAN PHRASE "SHAH MAT", MEANING LITERALLY, "THE KING IS AMBUSHED", AND NOT "THE KING IS DEAD", THAT IS A COMMON MISCONCEPTION.

GENERAL CHESS RULES:

1. WHITE IS ALWAYS FIRST TO MOVE AND PLAYERS TAKE TURNS ALTERNATELY MOVING ONE PIECE AT A TIME. MOVEMENT IS REQUIRED. IF A PLAYER'S TURN IS TO MOVE, HE IS NOT IN CHECK BUT HAS NO LEGAL MOVES, THIS SITUATION IS CALLED "STALEMATE" AND IT ENDS THE GAME IN A DRAW.
2. EACH TYPE OF PIECE HAS ITS OWN METHOD OF MOVEMENT. A PIECE MAY BE MOVED TO ANOTHER POSITION OR MAY CAPTURE AN OPPONENT'S PIECE, REPLACING ON ITS SQUARE (EN PASSANT BEING THE ONLY EXCEPTION). WITH THE EXCEPTION OF THE KNIGHT, A PIECE MAY NOT MOVE OVER OR THROUGH ANY OF THE OTHER PIECES.
3. WHEN A KING IS THREATENED WITH CAPTURE (BUT CAN PROTECT HIMSELF OR ESCAPE), IT'S CALLED CHECK. IF A KING IS IN CHECK, THEN THE PLAYER MUST MAKE A MOVE

THAT ELIMINATES THE THREAT OF CAPTURE AND CANNOT LEAVE THE KING IN CHECK.

CHECKMATE HAPPENS WHEN A KING IS PLACED IN CHECK AND THERE IS NO LEGAL MOVE TO ESCAPE. CHECKMATE ENDS THE GAME AND THE SIDE WHOSE KING WAS CHECKMATED LOOSES. CHESS FOR KIDS WOULD BE A GREAT OPTION TO HELP THE KID ENHANCE HIS THINKING CAPABILITY WITH THE CHESS STRATEGIES INVOLVED.

