

The Basics of Chess

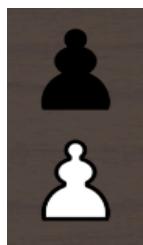
By: Aparna Rani & Aadhitya Rani

How the board is set up:



How much each piece is worth

Pawn



1 point

Bishop



3 points

Rook



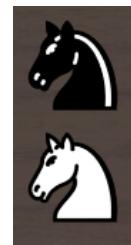
5 points

Queen



9 points

Knight



3 points

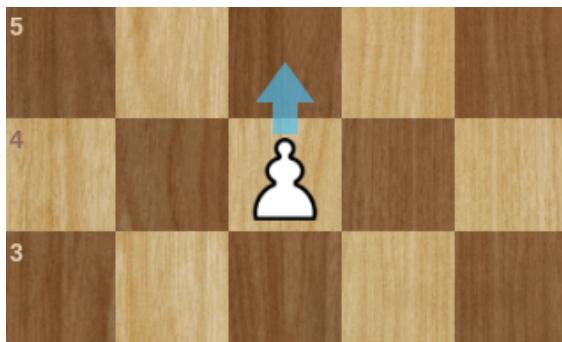
King



undefined

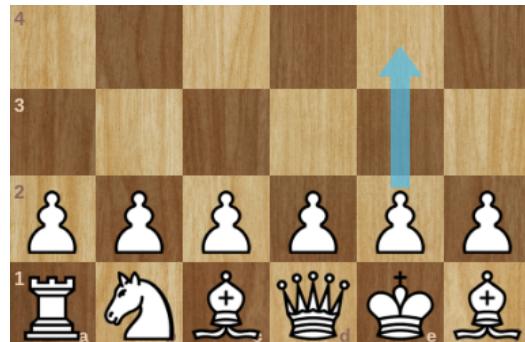
How the pieces move

Pawn



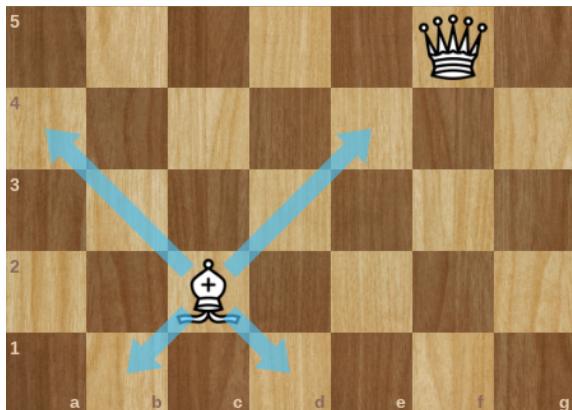
This is called a pawn. It moves ONE square forward.

The pawn's special move



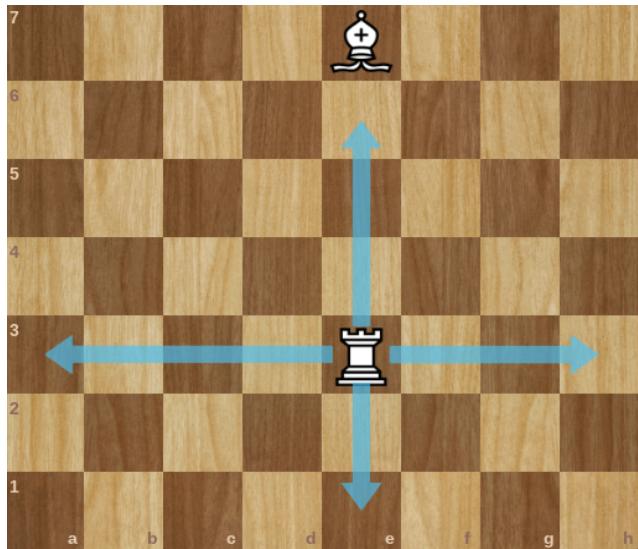
In the beginning of the game, when you have NOT moved your pawn, the pawn has a special move. It can move 2 squares forward.

Bishop



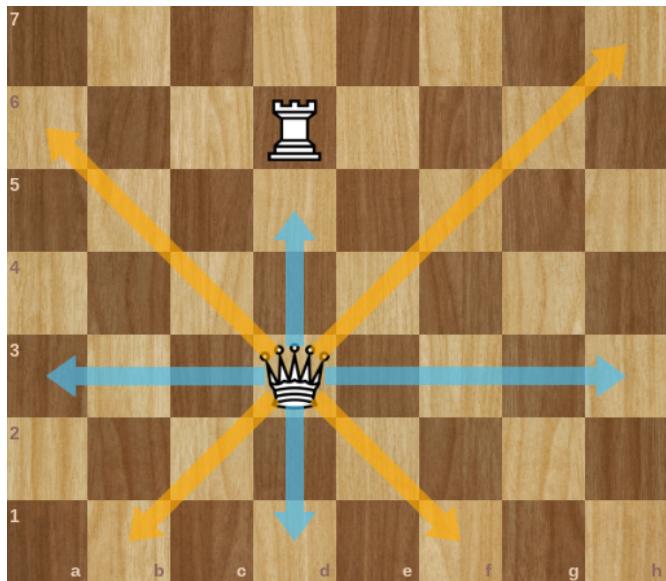
This is called a bishop. It moves diagonally. It cannot go through other pieces.

Rook



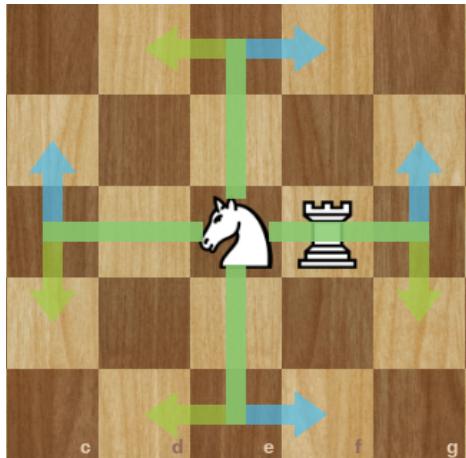
This is called a rook. It moves up, down, and sideways (right and left). It can't go through other pieces.

Queen



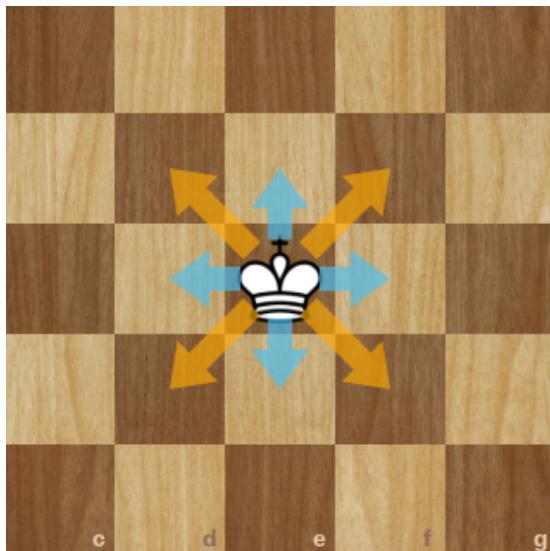
This is called a queen. It moves up, down, sideways (right and left), and diagonally. It cannot go through other pieces.

Knight



This is called a knight. It moves in an L-shaped direction. It CAN go through other pieces.

King



This is called the king. It moves up, down, sideways, and diagonally ONLY 1 square. It is the most important piece in the game. Although the queen seems like the best piece, you need the king to be alive in the game.

Castling

Short-castling



This is called short-castling. Basically the king moves 2 spaces to the right, and the rook moves 2 spaces to the left. It can only happen if the king and the rook have not moved. In this picture, white has castled in the beginning of the game when the king and the rook have not moved.

Long-castling



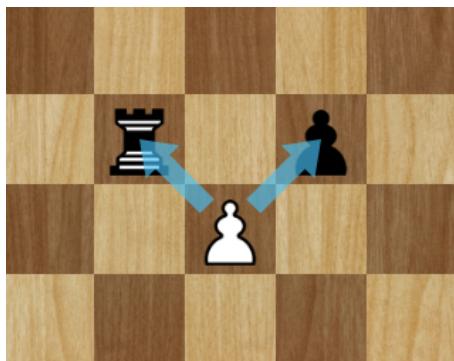
This is called long-castling. Basically the king moves 2 spaces to the left, and the rook moves 4 spaces to the right. It can only happen if the king and the rook have not moved. In this picture, white has castled in the beginning of the game when the king and the rook have not moved

How the pieces capture

You can only capture your opponent's pieces

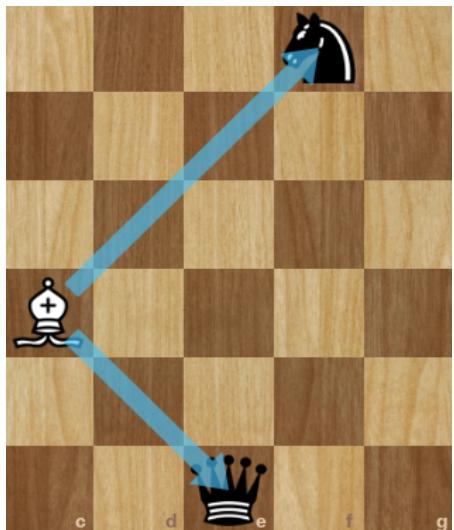
You CANNOT capture the king

Pawn



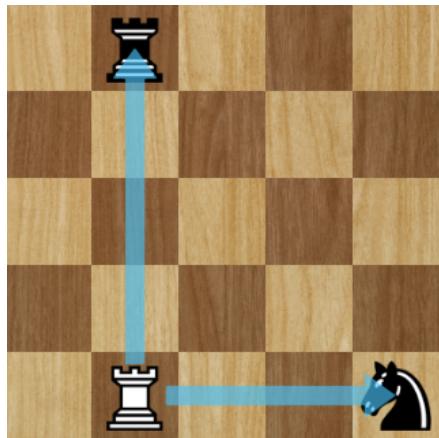
This is how the pawn captures other pieces. It captures diagonally by one square.

Bishop



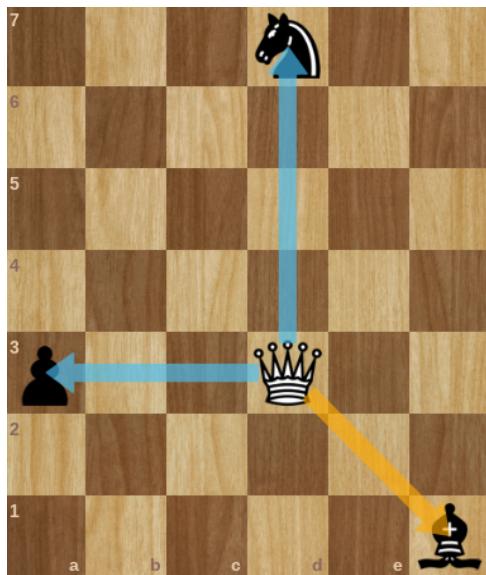
The bishop captures diagonally. It can capture by any number of squares possible.

Rook



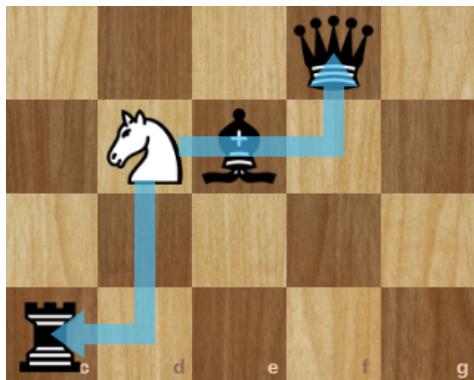
The rook captures up, down, and sideways. It can capture by any number of squares possible.

Queen



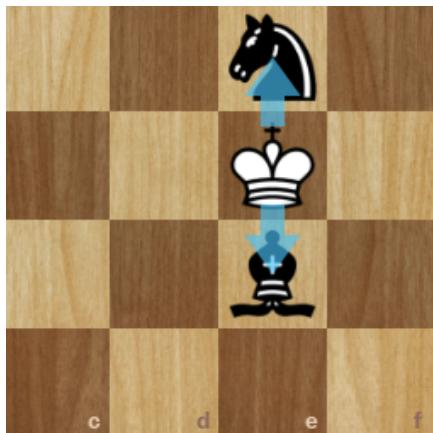
The queen captures up, down, sideways, and diagonally. It can capture by any number of squares possible.

Knight



The knight can only capture in an L-shaped direction. It can skip other pieces.

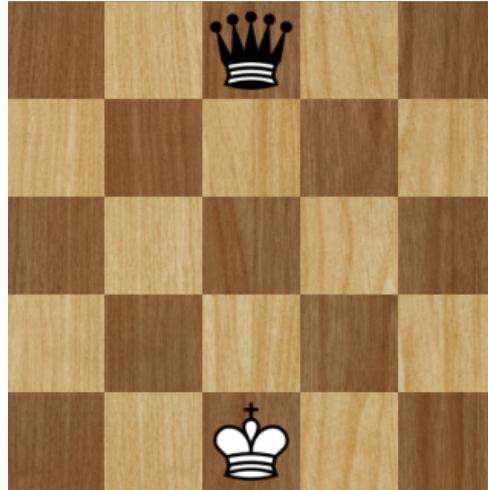
King



The king captures one square around itself.

Checks

Checks are when your opponent is attacking your king, but you can apply the 3 ways to stop that check. The 3 ways are running away, blocking the check with another piece, or capturing the opponent's piece that's giving the check. This is an example of a check:



In this situation, the white king is checked by black's queen. But, the white king can run away to a square.

Wins, draws, and losses

Winning

The only way you can win is to checkmate. Checkmating is when the opponent's king is checked, and it can't run away, block the check with another piece, or capture the opponent's piece that's giving the check. There are so many possible ways to checkmate. This is an example of checkmate:



In this position you are playing as black. White is checkmated because it can't run away, block the check with another piece, or capture the queen and/or the bishop. Black has won.

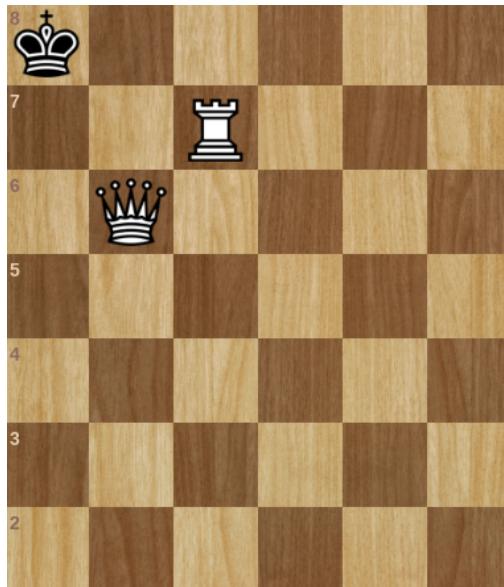
Draws

There is more than one way that a draw can happen.

- Stalemate
- 50 move rule
- Insufficient material
- Repetition

Stalemate

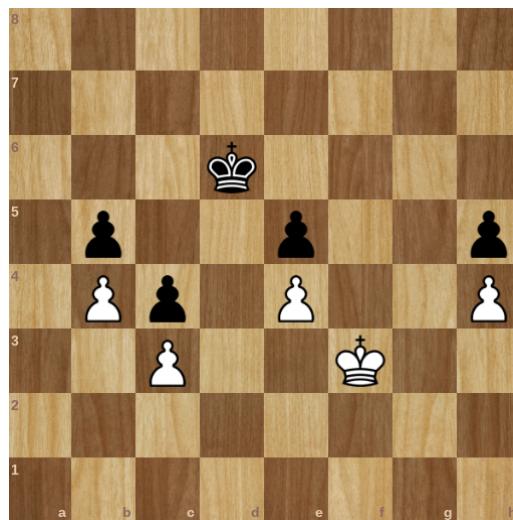
Stalemate is when your opponent has no square to move the king, and the king is NOT in check. They also don't have any other pieces to move. This is an example of stalemate:



Black is stalemated because the black king is not in check and it can't move anywhere. Also, black has no other piece to move.

50 move rule

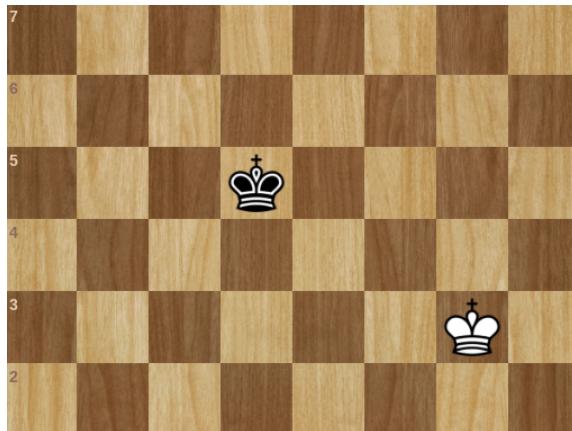
The 50 move rule is if no capture is made and no pawn is moved for 50 consecutive moves.



This is an example of the 50 move rule because no one can check each other or move a pawn.

Insufficient material

Insufficient material is when there is no possible way to end the game in checkmate. This is a very common example of insufficient material:



In this situation, the only pieces left are the kings. So, no one can checkmate in this position.

Repetition

Repetition is when you and your opponent play the same moves back and forth 3 times. This is an example of repetition:



In this situation, the white queen will move to the left 3 times, and the black king will move to the left 3 times. This would cause a draw.

Losses

The only way you can lose is if your opponent checkmates you. If you are checkmated, you can't run away, block the check with another piece, or capture the opponent's piece that's giving the check. There are many ways that your opponent can checkmate you.



In this position you are playing as white. White is checkmated because it can't run away, block the check with another piece, or capture the queen and/or the rooks. White has lost.

Center Control

Center control is helpful because you can easily access other squares of the board. Also, you limit the space for your opponent if you fully control the center. You give your opponent a harder time thinking on how to break through the center, and you gain time. This is an example of center control:

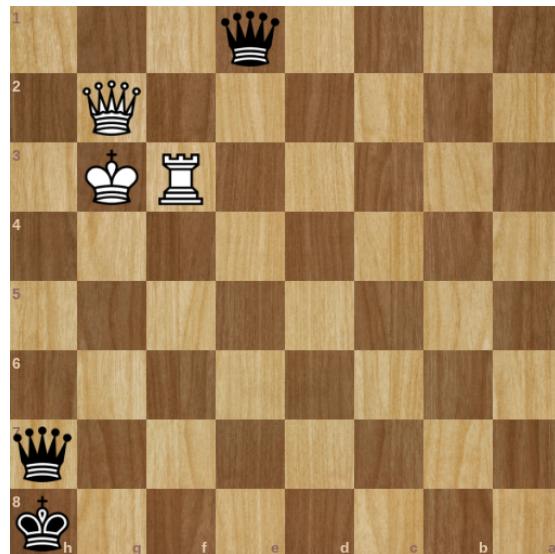


In this example, the red-shaded part is the center. White has center control because white's pieces have taken over the center.

Promoting

Promoting is very helpful because you turn a pawn into a more useful piece. Basically, a pawn can become a new knight, bishop, rook, or queen. It CANNOT become a king. This is an example of promoting a pawn:

Black to play



In this situation, the pawn is being promoted to the queen, and now, black can win.
