

Rules Of Chess

Outline

Chess is an ancient game that has been developed over hundreds of years by many cultures. While the rules may have changed, the main concepts have remained the same. Two players take control of two armies (White and Black). The purpose of these armies is to win the game by taking the other players king. This is achieved by moving one piece per turn (White moves first) and each player attempting to win by taking the others pieces and through strategy.

Each piece on the chess board has movements that are specific to it. These movements are designed to add another layer of strategy to the game.

Scoring

This game of chess uses predefined values of each piece for scoring. When a player takes a piece, the value of that piece is add to his/her score. The scores are submitted once the game has finished.

The values for each piece are:

Pawn: 1 Point

Rook: 5 Points

Knight: 3 Points

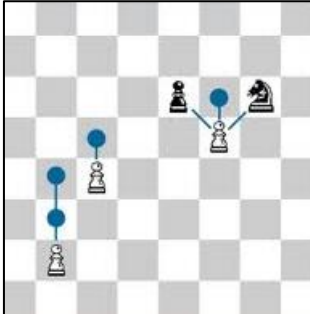
Bishop: 3 Points

Queen: 9 Points

Piece Movements

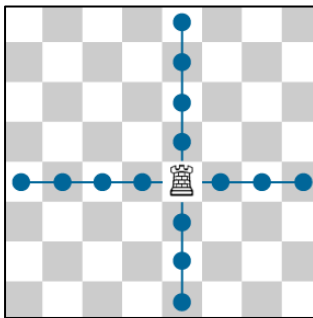
Pawn

The Pawn can all move one space forward and two spaces for their first move. To attack, the pawns must move diagonally forward one space (either left or right).



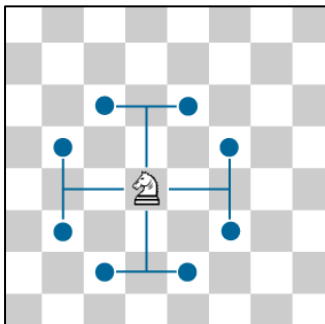
Rook

The Rook can move in straight lines in any direction, this includes moves to attack.



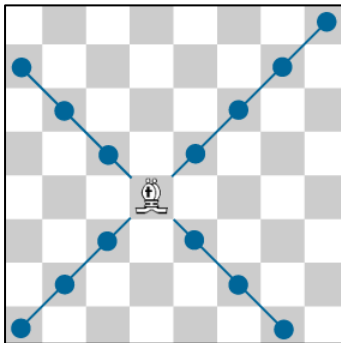
Knight

The Knight must jump to one of up to eight possible moves, these possible destinations are either “two spaces horizontal, one space vertical” or “one space horizontal, two spaces vertical”. This means that the Knight cannot take pieces on any other square because it jumps instead of moving.



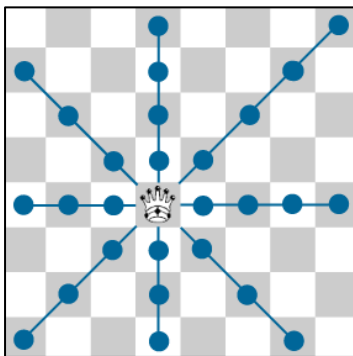
Bishop

The Bishop can move any distance on the diagonal paths until they stop or hit another piece.



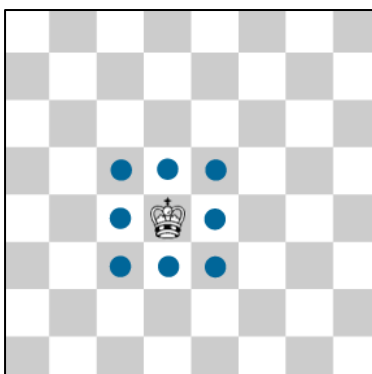
Queen

The Queen can move in any straight line, horizontally, vertically or diagonally for any distance.



King

The King can move in the same direction as the Queen, but for only one tile at a time.



Castling

Castling is a special move in chess where by the king and one rook move to across their base line to special positions. There are two types of castle that both players can make, king side and queen side castle. The rules for both these castles are the same but the movements are different.

The king side castle moves the king two squares to the right, and moves the rook two squares to the left.

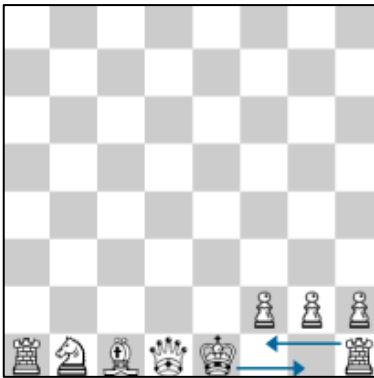
The queen side castle moves the king two spaces to the left, and moves the rook three spaces to the right.

Rules:

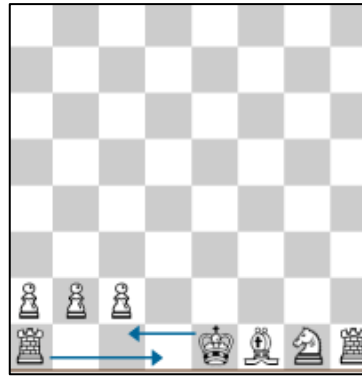
There must be no pieces between the king and the participating rook.

The king and rook must be in their starting positions.

King side:



Queen side:



Promotion

When a pawn of either side reaches the opposite end, the player is allowed to promote the pawn to another piece, either a Queen, Rook, Knight or Bishop. This is because pawns cannot move backwards and are useless once they have reached the end of the board.

