

Queen
0 86

CHESS

A GUIDE

[illegible]



THE GAME OF

CHESS

A GUIDE

TABLE OF CONTENTS

HOW TO SET UP
THE CHESS BOARD.....1

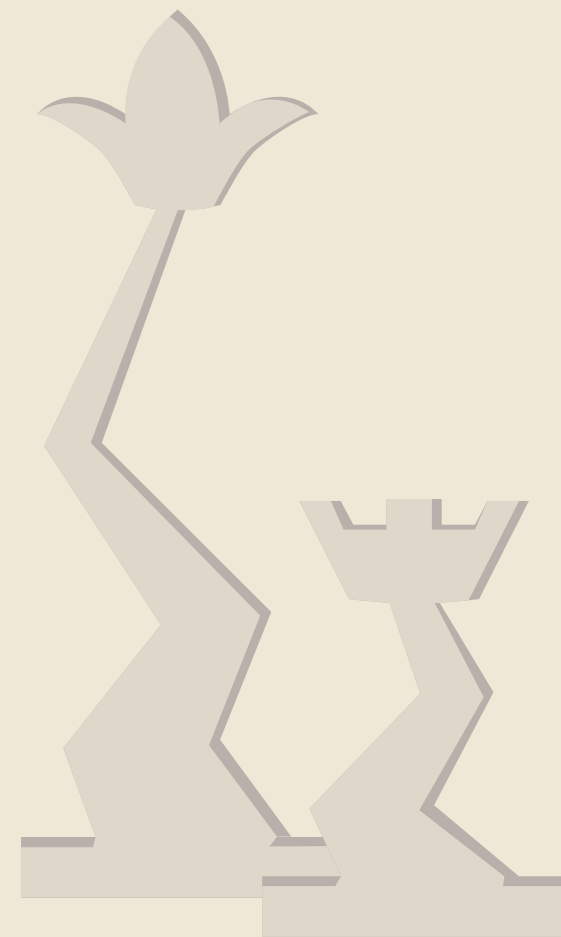
HOW TO MOVE
THE PIECES.....3
King.....5
Queen.....7
Bishop.....9
Knight.....11
Rook.....13
Pawn.....15

THE FIRST MOVE.....17

DISCOVER THE
SPECIAL RULES.....19
Promoting a Pawn.....21
En Passant.....23
Castling.....25

HOW TO END
THE GAME.....27

BASIC CHESS
STRATEGIES.....29
Protect Your King.....31
Dont Give Away Pieces.....33
Control the Center.....35
Use All Your Pieces.....37



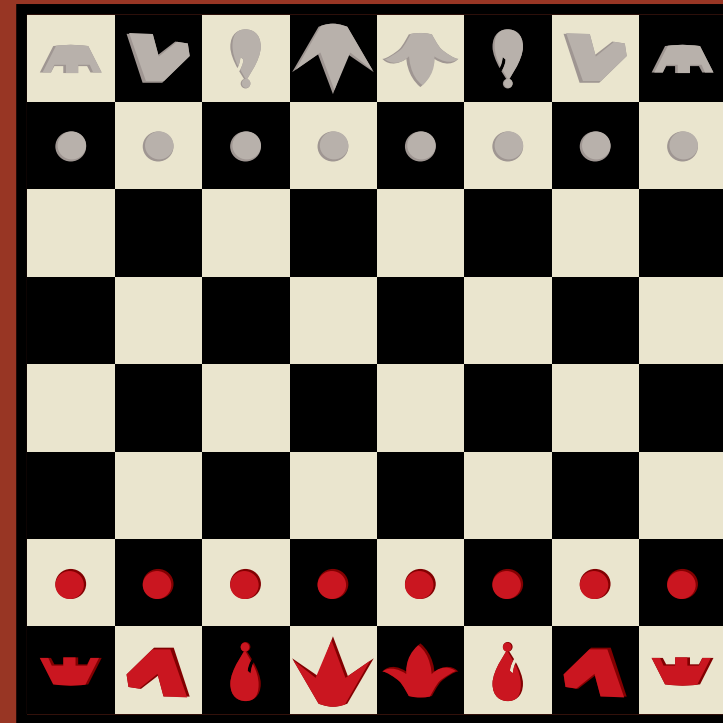
CHECK
CHECK
CHECK
PAWN
TO C3
KNIGHT
TO E4
CHECK
MATE
QUEEN
TO B6
BISHOP
TO G2
CHECK
CHECK
CHECK
PAWN
TO C3
KNIGHT
TO E4
CHECK
MATE
QUEEN
TO B6
BISHOP
TO G2
CHE
MA
QUE
TO
BISH
CHE
CHE
CHE
PAW
TO
KNIGHT
CHE
MA
QUE
TO
BISH
TO
KNIGHT

HOW TO SET UP THE CHESS BOARD

At the beginning of the game the chessboard is laid out so that each player has the light color square in their bottom right-hand corner.

The chess pieces are then arranged the same way each time.

The second row is filled with pawns. The rooks go in the corners, with the knights next to them, followed by the bishops, and finally the queen—who always goes on the color closest to her own—and the king on the remaining square.



check
check
check
check
queen
c3 to b6
to d4 to g2
check
check
check
check
queen
b6 to c3
to h4 to e4
check
check
check
check
queen
c3 to b6
to d4 to g2
check
check
check
check
queen
b6 to c3
to h4 to e4



HOW TO

MOVE THE PIECES

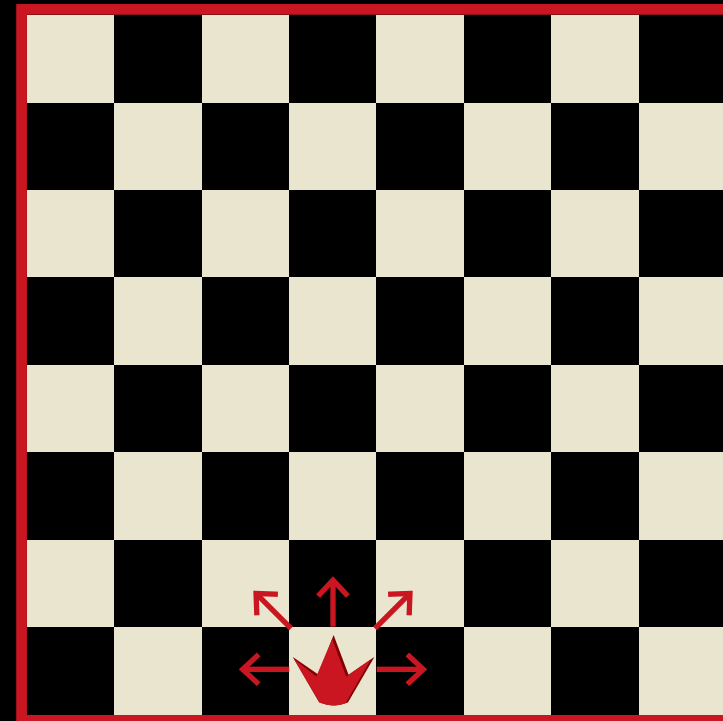
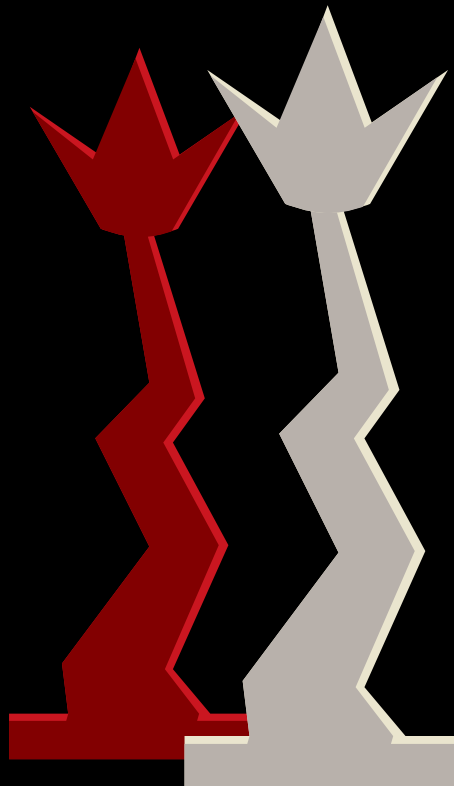
THE SIX
DIFFERENT
KINDS OF
PIECES
EACH MOVE
DIFFERENTLY.

Pieces can never move onto a square with one of their own pieces. A piece cannot move through other pieces—except for the knight, which can jump over other pieces. However, pieces can be moved to take

the place of an opponent's piece, which is then captured. Pieces are generally moved to capture other pieces, defend their own pieces from capture, or control important squares in the game.

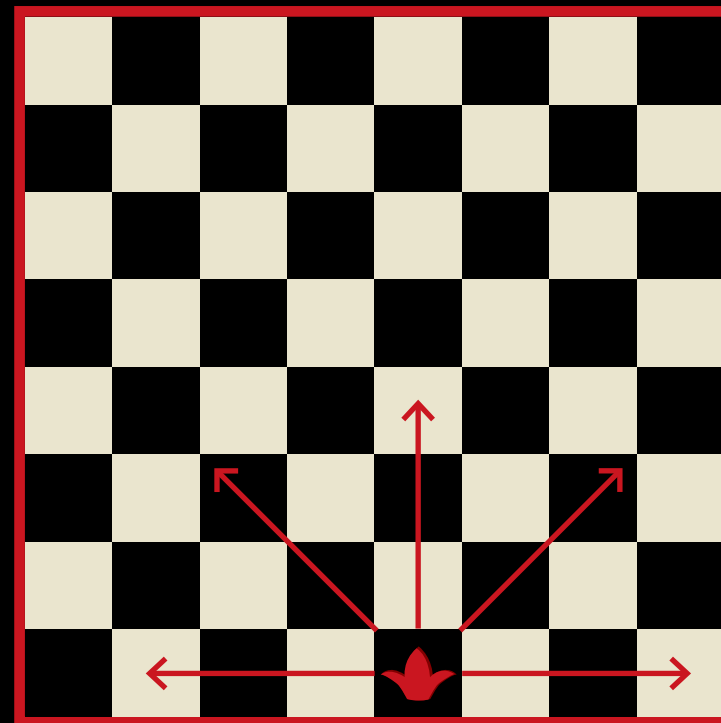
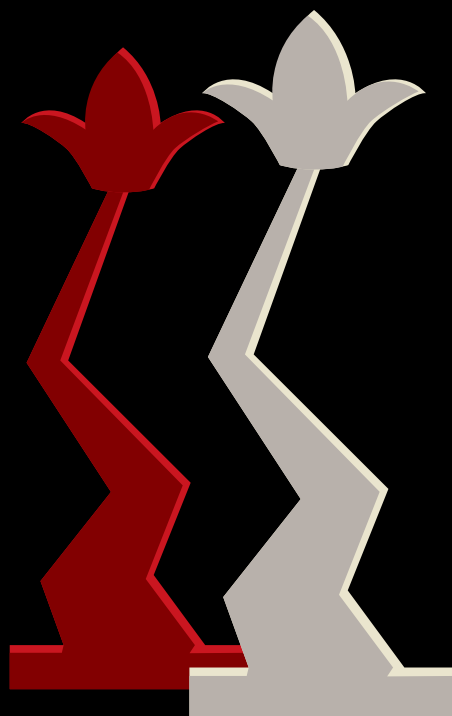
THE KING IS THE
MOST IMPORTANT
PIECE, BUT IS
ONE OF THE
WEAKEST.

The king can only move one
square in any direction and may
never move himself into check,
where he could be captured.



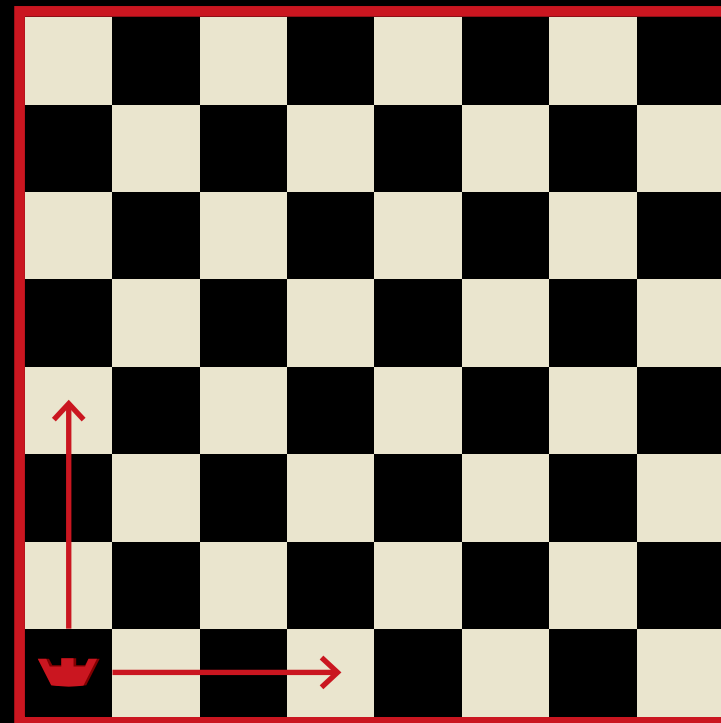
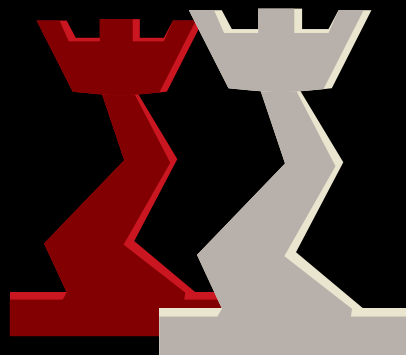
THE QUEEN IS THE MOST POWERFUL PIECE.

She can move in any one straight direction—forward, backward, sideways, or diagonally—as far as possible, as long as she does not move through any of her own pieces.



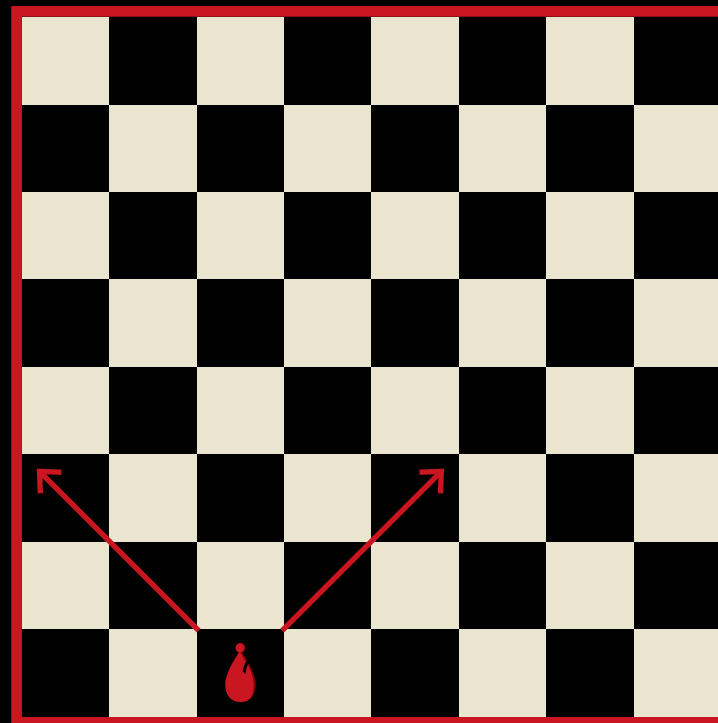
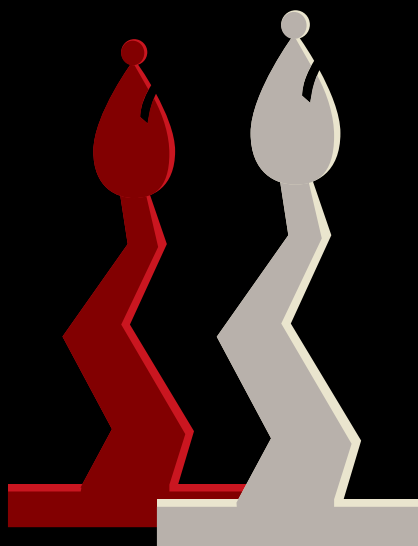
THE ROOK may move as far as it wants, but only forward, backward, and to the sides.

The rooks are particularly powerful pieces when they are protecting each other and working together!



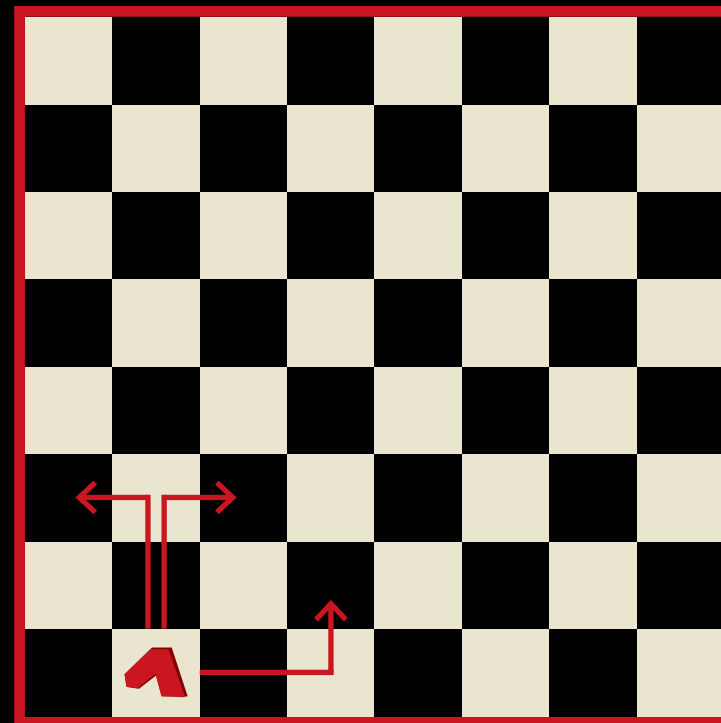
THE BISHOP may move as far as it wants, but only diagonally. Each bishop starts on one color (light or dark) and must always stay on that color.

Bishops work well together because they cover up each other's weaknesses.



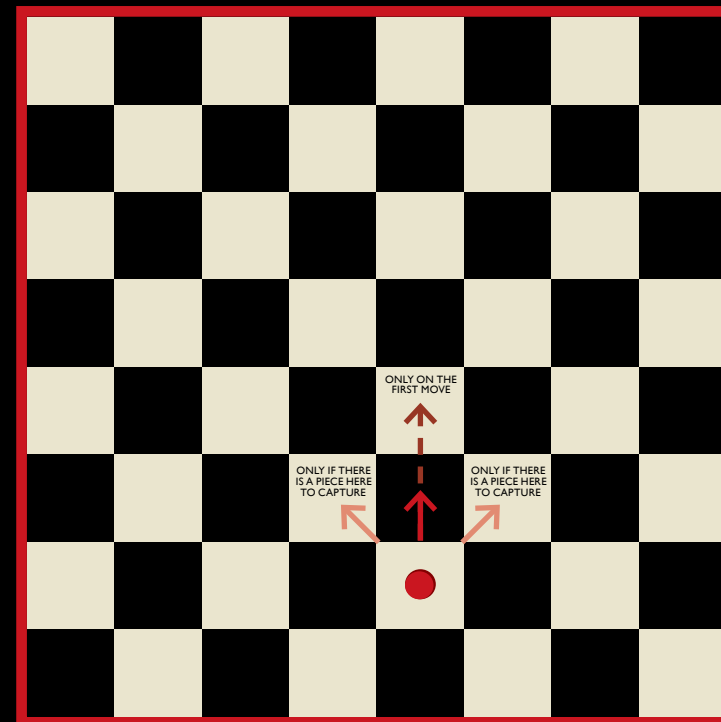
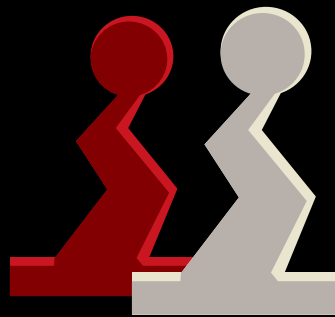
THE KNIGHT
moves in a very different way
from other pieces—going two
squares in one direction, and
then one more move at a ninety-
degree angle, like an “L” shape.

The knight is also the only
piece that can move over
other pieces.



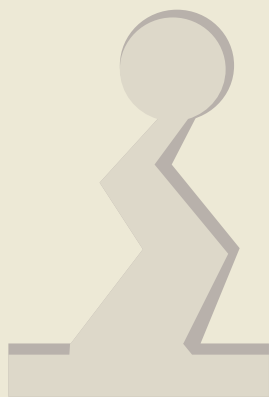
THE PAWN is unusual because it moves and captures in different ways: it moves forward, but captures diagonally. A pawn can only move forward one square at a time, except for its very first move where it can move forward two squares.

The pawn can only capture one square diagonally in front of itself. It can never move or capture backwards. If there is another piece directly in front of a pawn, it cannot move past or capture that piece.



check
check
check
check
queen
c3 to b6
to d4
e4 to g2
check
check
check
check
queen
b6 to c3
to h4
g2 to e4
check
check
check
check
queen
c3 to b6
to d4
e4 to g2
check
check
check
check
queen
b6 to c3
to h4
g2 to e4

THE FIRST MOVE



**THE PLAYER
WITH THE WHITE
PIECES ALWAYS
MOVES FIRST.**

Therefore, players generally decide who will get to be white by chance or luck, such as flipping a coin or having one player guess the color of the hidden pawn in the other



player's hand. White then makes a move, followed by black, then white again and so on until the end of the game. Being able to move first is a tiny advantage which gives the white player an opportunity to attack right away.

[illegible]

check
check
check

PAWN
TO C3

KNIGHT
TO E4

check
MATE

QUEEN
TO B6

BISHOP
TO G2

check
check
check

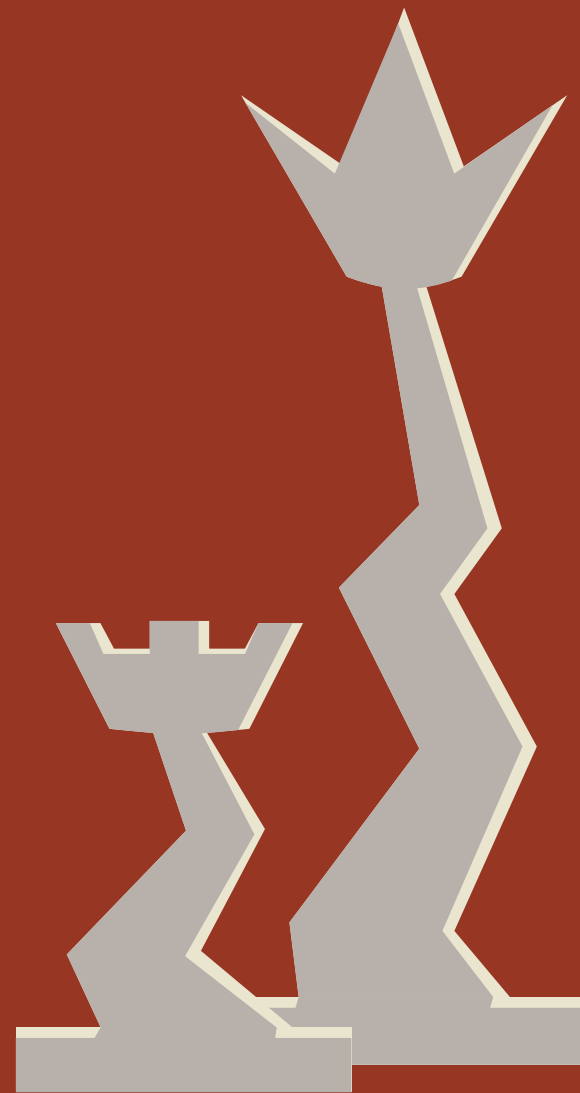
PAWN
TO C3

KNIGHT
TO E4

check
MATE

QUEEN
TO B6

BISHOP
TO G2



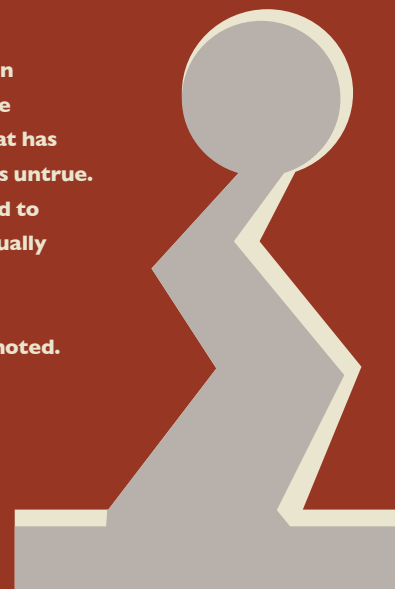
PROMOTING A PAWN

HOW TO PROMOTE A PAWN

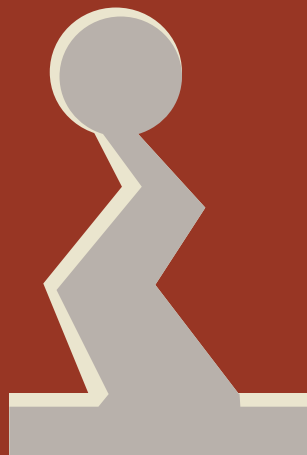
In addition to their diagonal capture and two-square first move, pawns also have the special ability to be promoted. This means that when a pawn reaches the opposite side of the board, it can become any other chess piece.

A common misconception is that pawns may only be exchanged for a piece that has been captured, but this is untrue. A pawn may be promoted to any piece, though it is usually promoted to a queen.

Only pawns may be promoted.



How to Do “EN PASSANT”



The last rule about pawns is called “en passant,” which is French for “in passing.” If a pawn moves out two squares on its first move, and by doing so lands to the side of an opponent’s pawn (effectively jumping past the other pawn’s ability to capture it), that other pawn has the option of capturing the first pawn as it passes by. This special move must be done immediately after the first pawn has moved past, otherwise the option to capture it is no longer available.



- 1 It must be that king's very first move.
- 2 It must be that rook's very first move.
- 3 There cannot be any pieces between the king and rook to move.
- 4 The king may not be in check or pass through check.

26

check
check
check

PAWN
TO C3

KNIGHT
TO E4

check
mate

queen
TO B6

BISHOP
TO G2

check
check
check

PAWN
TO C3

KNIGHT
TO E4

check
mate

queen
TO B6

BISHOP
TO G2

check
check
check
win
c3
to
e4
check
mate
queen
to b6
p
to
g2
check
check
check
queen
b6
to c3
to
g2
check
check
check
mate
win
c3
to
e4
check
mate
queen
to b6
p
to
g2
check
check
check
queen
b6
to c3
to
g2

DRAW

Occasionally chess games do not end with a winner, but with a draw. There are five reasons why a chess game may end in a draw:

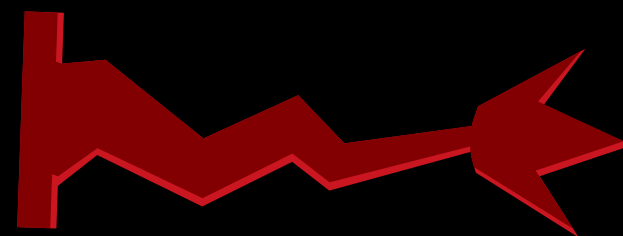
The players reach a stalemate when it is one player's turn to move and their king is NOT in check, but the player does not have another legal move.

The players may simply agree to a draw and stop playing.

There are not enough pieces on the board to force a checkmate, such as a king against one bishop and a king.

A player declares a draw if the same exact position is repeated three times.

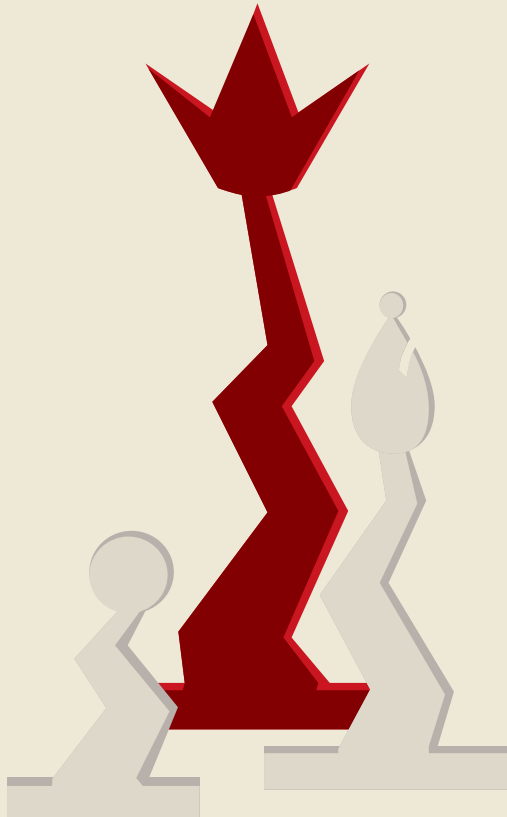
Fifty consecutive moves have been played where neither player has moved a pawn or captured a piece.



BASIC CHESS

There are four simple strategies that every chess player should know:

- Protect your king.**
Don't give away pieces.
Control the center.
Use all your pieces.



CHECK
CHECK
CHECK

PAWN
TO C3

WHAULT
TO E4

CHECK
MATE

QUEEN
TO B6

POLYBIS
TO G2

CHECK
CHECK
CHECK

PAWN
TO C3

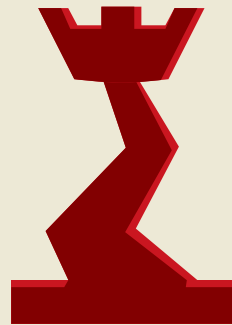
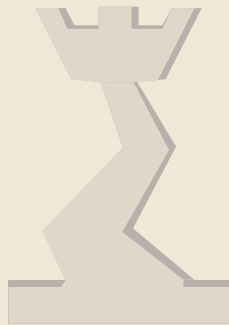
WHAULT
TO E4

CHECK
MATE

QUEEN
TO B6

POLYBIS
TO G2

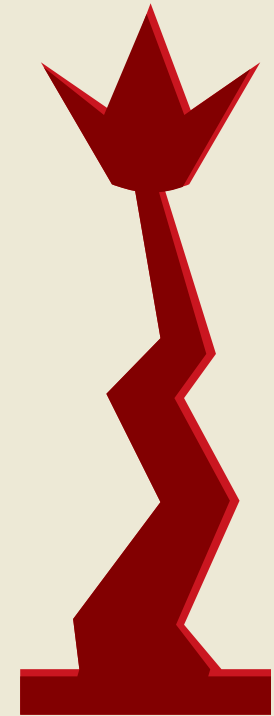
PROTECT YOUR KING PROTECT YOUR KING



GET YOUR
KING TO THE
CORNER OF THE
BOARD, WHERE
HE USUALLY
IS SAFER.

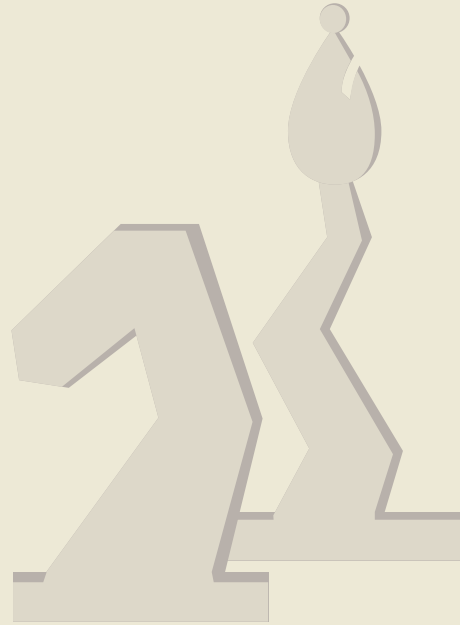
Don't put off castling. You should usually castle as quickly as possible.

Remember, it doesn't matter how close you are to checkmating your opponent if your own king is checkmated first!



DON'T
GIVE
AWAY
YOUR
PIECES

DON'T
CARELESSLY
LOSE YOUR
PIECES.



Each piece is valuable. You can't win a game without pieces to checkmate.

There is an easy system that most players use to keep track of the relative value of each chess piece. How much are the chess pieces worth?

A pawn is worth 1.

A knight is worth 3.

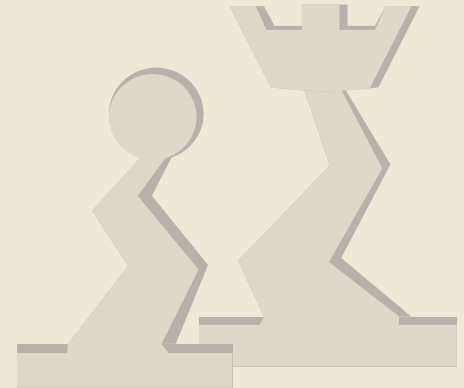
A bishop is worth 3.

A rook is worth 5.

A queen is worth 9.

The king is infinitely valuable.

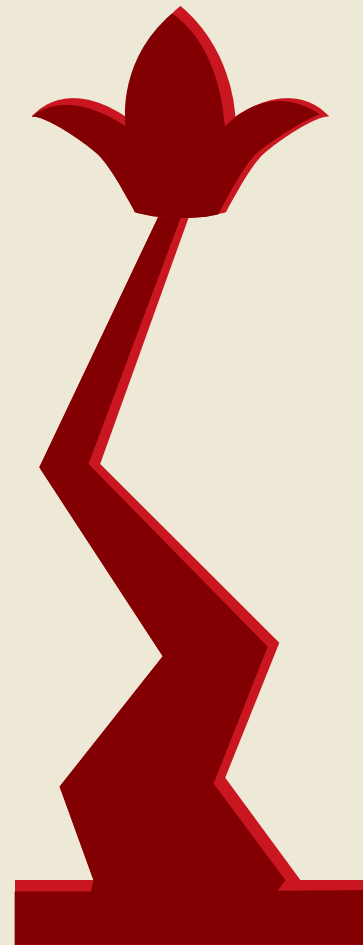
At the end of the game these points don't mean anything. It is simply a system you can use to make decisions while playing, helping you know when to capture, exchange, or make other moves.



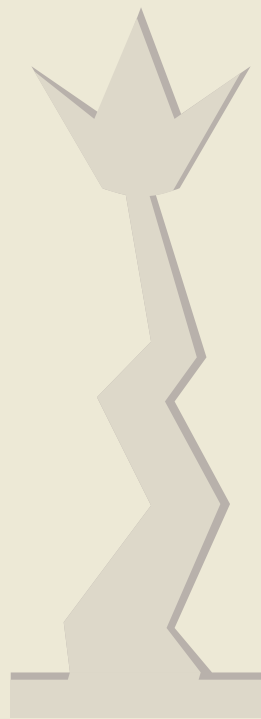
CONTROL THE CENTER

TRY TO CONTROL THE
CENTER OF THE BOARD.

If you control the center, you will have more room to move your pieces and will make it harder for your opponent to find good squares for their pieces.



USE ALL YOUR PIECES



**YOUR PIECES
DO NO GOOD
SITTING BACK
ON THE FIRST
ROW.**

**Try and develop all of your
pieces so that you have more
to use when you attack the
king. Using only one or two
pieces to attack will not work
against any decent opponent.**





Learn the basics of chess with this
easy-to-understand guide to the
setup, rules, tips, and tricks of this
classic and beloved game.