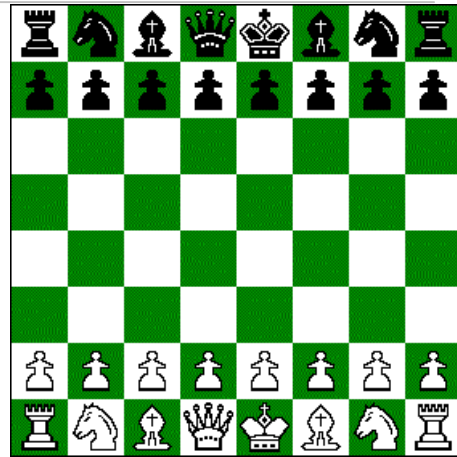


Chess Fundamentals

The Original Position

The chessboard is a checker board of 64 squares arranged in eight rows and eight columns. Each row is called a rank. Each column is called a file. The board is set up in such a manner that a white square is at the lower right hand corner of the chess board.

The diagram below shows the initial position of the pieces on the board. Pieces are placed on the first two rows nearest each player. Pieces are placed on the first rank and the pawns are placed on the second rank. Notice that the original position of the white queen is a white square and that of the black queen is a black square. The original positions of the two sides are mirror images of each another.



Rules of the Game

The object of the game is to "checkmate" the opponent's king. A king is under "check" when it is about to be captured by an opposing piece. When a player places the opposing king in check he should announce, "check". A checkmate occurs when a king is under "check", and could not make any other legal moves to get it out of check. Victory is achieved by checkmating the opponent's king.

Either player may at any time terminate the game early by resigning, giving victory to his opponent. This generally happens when a player loses a major piece and it is apparent that he is going to lose the game.

A game may also end with a "draw" or a "tie". Stalemate is considered a "draw". A stalemate occurs only when a player has no legal move, or when a player's only move is to place his own king in check, but it's current square is not in check.

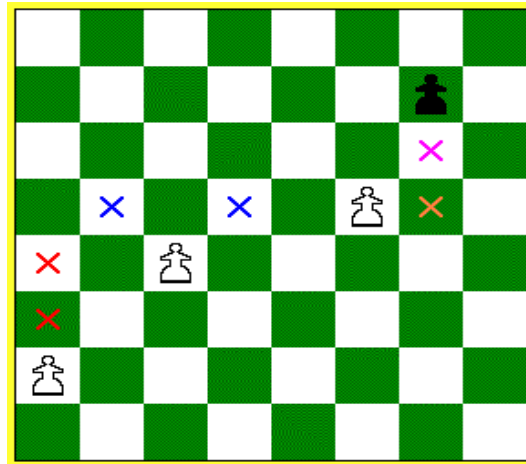
The two players may agree to a draw any time during the game, especially when they felt that no side could become victorious with any further moves.



Pawn

Each player originally has eight pawns. Pawns are originally placed on the second rank. Although the pawns are the least powerful piece in the game, they have the potential to become very powerful at the end game.

Pawns can only move straight ahead unless they are capturing another piece. They cannot move backward or sideways. Generally pawns move only one square forward at a time, except that when it is in its original position at the second rank. In its original position, it may either move forward one square or two squares as long as there are no obstructing pieces. A pawn does not capture a piece directly in front of him but it can capture a piece one square diagonally ahead of it. In the diagram below the squares marked black "X" show where the pawn may move. The squares marked by the blue "X" show where the pawn may capture a piece. When capturing, the pawn replaces the captured piece and the captured piece is removed from play.



A pawn may also capture *en passant*. This is a special pawn move. En Passant is probably the most unknown and least used moves in chess. It can only occur when a player exercises his option to move his pawn two squares on its initial movement. When this happens, the opposing player has the option to capture the moved pawn "en passant" as if it had only moved one square. This option, though, is only allowable on the immediate next move. In the example diagram below, the white pawn has just moved forward two squares. The black pawn, may now move to the square with the red X and capture the white pawn that has just moved two squares forward.

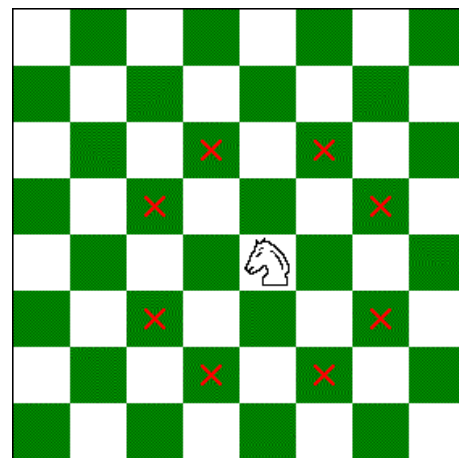
A pawn gets promoted if it reaches the edge of the board on the opponent's side. The pawn may now become any piece that the moving player desires other than a king or a pawn. Queen is the most common choice because it is the most powerful piece. A player may have more than one queen on the board.



Knight

The knight's movement can also be viewed as an "L". The knight can be thought of as moving two squares horizontally or vertically, followed by a movement to a square in a perpendicular direction. In the diagram below, the knight can move to any squares marked by the red X. Note that the knight always move to a square that is opposite in color as the square it is currently at.

The knight is the only piece on the board that may jump over other pieces, rendering it a great degree of maneuverability. A knight is worth 3 pawns.

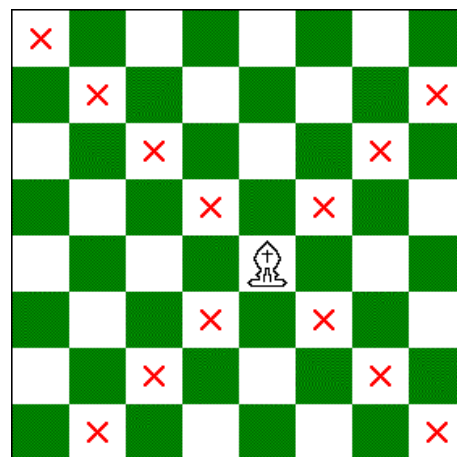


Bishop

The bishop may move any number of squares in a diagonal direction until it is prevented from continuing by another piece. In the diagram below, the bishop can move to or capture any opponent piece in any squares marked by the red X.

Each player has two bishops, one originally positioned on a white square, the other on a black square. Because bishops can only move diagonally, the bishops always remain on squares of the same color.

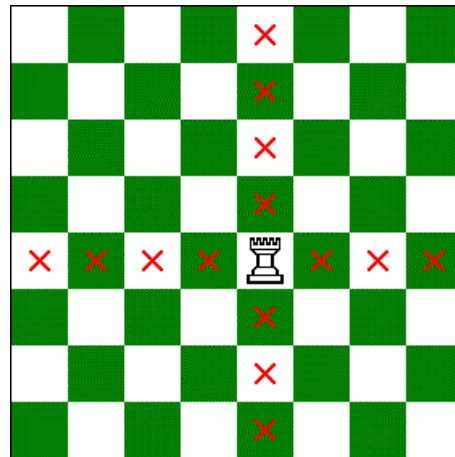
A bishop is worth about 3 pawns, and is as powerful as a knight. The bishop is better suited in open situations where it has a wider range of movement, especially during end games. The knight, on the other hand, has the advantage in cluttered positions because of its ability to jump over other pieces.





Rook

The rook is sometimes called "**castle**". The rook can move any number of squares vertically or horizontally until it is prevented from continuing by another piece. It cannot move diagonally. In the example shown in the diagram below, the rook can move or capture in any square marked by a red X. The rook is a powerful piece because it can cover a significant area of the board. Unlike bishops whose mobility is confined to squares of a single color, it can move to squares of any colors. Rooks are worth about 5 pawns. The rooks and the queen are considered the "major pieces", because they are the more powerful pieces.

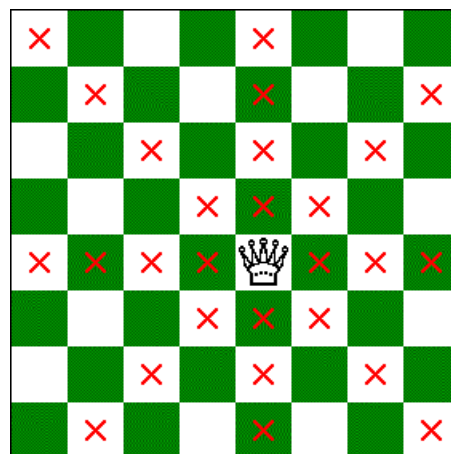


The rook may also move in conjunction with the king in a move called **castling**.



Queen

The queen is the most powerful piece in the game. The queen can move any number of squares along a straight line vertically, horizontally, or diagonally until it is prevented from continuing by another piece. In the diagram below, the queen can move to or capture pieces in any square marked by the red X. This great maneuverability and mobility makes the queen a very important piece. The queen is worth about 9 pawns.

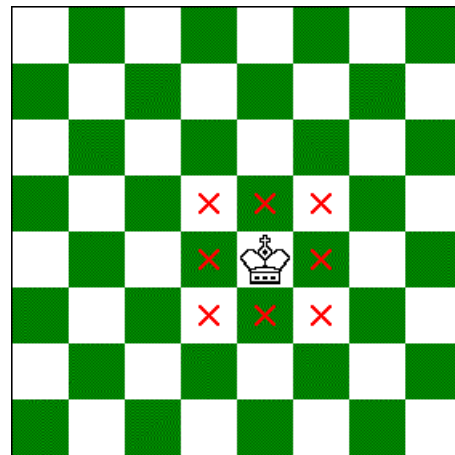




King

The king is the most important piece in the game. The game is lost when the king is "checkmated" or captured. The king can only move to any adjacent square in any direction, vertically, horizontally or diagonally. In the diagram below, the king can only move to these squares marked by a red X. There is only one restriction on his movement - he may not move into a position where he may be captured by an opposing piece. Two kings may never stand next to each other or capture each other.

There is a special king move called castling. It is a move involving the king and the rook. **Castling** is a defensive move that brings the king to a safer position, at the same time brings the rook out to a more active position. Castling can be done on the king side or on the queen side. In this move, the king moves two squares toward a rook either on the king side or the queen side. The rook then moves to the square through which the king passed. Either rook can castle with the king as long as it has not previously move.



Castling is only allowed in the following situations:

1. If there are no pieces between the king and the rook.
2. Both the king and the rook have not moved from its original position.
3. The king is not in check.
4. The king won't be in check on the square that it is going to move through or the square that it is going to land.

The figure below shows the final position of both king side castling (on the right side) and queen side castling (on the left side). The red X marks the original position of the king before castling. The blue X marks the original position of the rook before castling.

