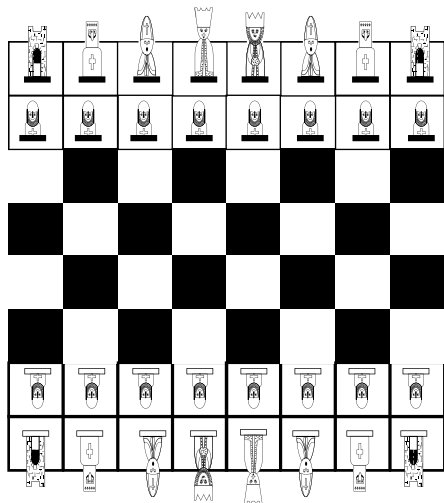
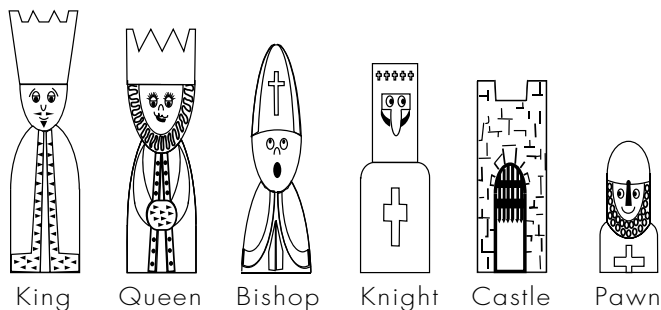


How to play Chess

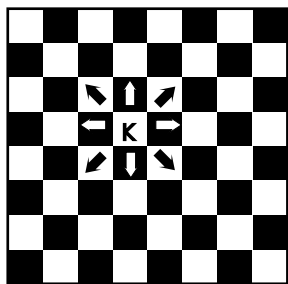
Chess is one of the oldest and most fascinating of games. It teaches strategy and helps concentration in a way no other game can. What follows below is a basic instruction to the game. There are numerous publications in print and on the internet that can develop your game. We hope you enjoy playing and learning as much as previous generations.

Each player has a King, Queen, 2 Bishops, 2 Knights, 2 Castles and 8 Pawns.

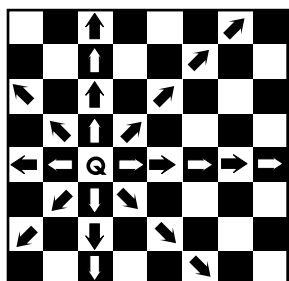
Place the board between the players arranged so that a white corner square is on each player's right and place the pieces as shown in the diagram below. The basic rule is that the queens should be on their own colour square.



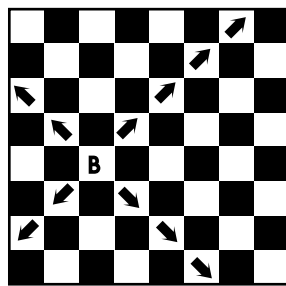
The Moves



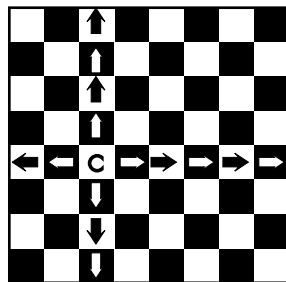
The King is able to move one square in any direction and take any unprotected opponent's piece in this range.



The Queen is able to move in all directions along unoccupied squares as shown in the diagram and take an opponent's piece.



The Bishop is able to move and take along the diagonals.



The Castle is able to move and take along the rank and file.

The Knight has a restricted move. If you imagine a rectangle made up of 6 squares, then a knight's move would be from one corner to the diagonally opposite corner. Like any true knight of old, the knight can jump and take in any direction over any piece in its way.



The Pawn is restricted to moving only one square in a forward direction along the file of the board other than its first move on which it has the choice of moving 1 or 2 squares. However it can only take pieces on either square diagonally in front in a single move.

If a pawn is successfully moved to the 8th rank then it is promoted to a Queen.

Castling. Each player can castle once in a game. This involves moving your King 2 squares along the rank either left or right and then place the castle on the far side of the king.



The restrictions to castling are...

1. There are no pieces between the castle and the king
2. The King cannot be in check
3. Neither of the pieces have been previously moved
4. No intervening square is commanded by an opposition piece.

Check.

The king, unlike all other pieces, cannot be taken. However it is in 'check' when in the line of attack of an opponent's piece/pieces. The opponent must say 'check' and the king has 1 of 3 choices.

1. The king can move out of check
2. The attacking piece can be taken
3. Another piece can be used to block the attacking piece.

The aim of the game

The ultimate aim is to Checkmate your opponent's King which means that the king is checked and cannot move out of check.

If none of the 3 above can be done the king is in 'check mate' and the game is over.