



CHESS



and its basics

Chess is a two-player strategy board game played on a chessboard, a checkered gameboard with 64 squares arranged in an eight-by-eight grid. Chess is played by millions of people worldwide, both amateurs and professionals.



OBJECTIVE

- The objective is to 'checkmate' the opponent's king by placing it under an inescapable threat of capture. To this end, a player's pieces are used to attack and capture the opponent's pieces, while supporting each other. In addition to checkmate, the game can be won by voluntary resignation by the opponent, which typically occurs when too much material is lost, or if checkmate appears unavoidable. A game may also result in a draw in several ways.

SETUP AT THE START OF THE GAME

- Each player begins the game with 16 pieces: one king, one queen, two rooks, two knights, two bishops, and eight pawns. Each of the six piece types moves differently, with the most powerful being the queen and the least powerful the pawn.
- Chess is played on a square board of eight rows (called *ranks* and denoted with numbers 1 to 8) and eight columns (called *files* and denoted with letters a to h). The colors of the 64 squares alternate and are referred to as "light" and "dark" squares. The chessboard is placed with a light square at the right-hand end of the rank nearest to each player.

- By convention, the game pieces are divided into white and black sets, and the players are referred to as "White" and "Black" respectively. Each player begins the game with 16 pieces of the specified color, which consist of one king, one queen, two rooks, two bishops, two knights, and eight pawns. Each queen is set on a square of its own color, the white queen on a light square and the black queen on a dark.

MOVEMENT

- The player with the white pieces always moves first. After the first move, players alternately move one piece per turn (except for castling, when two pieces are moved). Pieces are moved to either an unoccupied square or one occupied by an opponent's piece, which is captured and removed from play. With the sole exception of *en passant*, all pieces capture by moving to the square that the opponent's piece occupies. A player may not make any move that would put or leave the player's own king under attack. A player cannot "pass"; at each turn one must make a legal move (this is the basis for the finesse called zugzwang).

- If the player to move has no legal move, the game is over; it is either a checkmate (a loss for the player with no legal moves) if the king is under attack, or a stalemate (a draw) if the king is not.

EACH CHESS PIECE HAS ITS OWN STYLE OF MOVING:

- The KING moves one square in any direction. The king has also a special move which is called *castling* and involves also moving a rook.



- The ROOK can move any number of squares along any rank or file, but may not leap over other pieces. Along with the king, the rook is involved during the king's castling move.



- The BISHOP can move any number of squares diagonally, but may not leap over other pieces.



- The QUEEN combines the power of the rook and bishop and can move any number of squares along rank, file, or diagonal, but it may not leap over other pieces.



- The KNIGHT moves to any of the closest squares that are not on the same rank, file, or diagonal, thus the move forms an "L"-shape: two squares vertically and one square horizontally, or two squares horizontally and one square vertically. The knight is the only piece that can leap over other pieces.



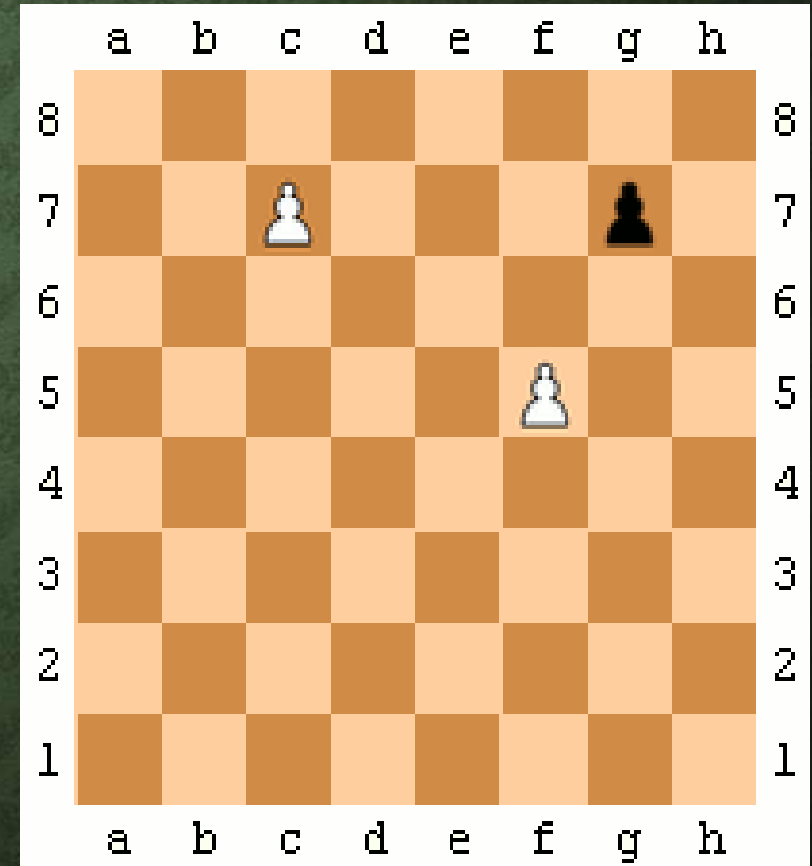
- The PAWN may move forward to the unoccupied square immediately in front of it on the same file, or on its first move it may advance two squares along the same file provided both squares are unoccupied (black "●"s in the diagram); or the pawn may capture an opponent's piece on a square diagonally in front of it on an adjacent file, by moving to that square (black "x"s). The pawn has two special moves: the *en passant* capture and pawn promotion.



OTHER MOVEMENTS

- EN PASSANT

- When a pawn advances two squares from its starting position and there is an opponent's pawn on an adjacent file next to its destination square, then the opponent's pawn can capture it *en passant* (in passing), and move to the square the pawn passed over. This can only be done on the very next move, otherwise the right to do so is forfeit. For example, if the black pawn has just advanced two squares from g7 (initial starting position) to g5, then the white pawn on f5 may take it via *en passant* on g6 (but only on White's next move).



▪ CASTLING

- Once in every game, each king is allowed to make a special move, known as *castling*. Castling consists of moving the king two squares along the first rank toward a rook (which is on the player's first rank) and then placing the rook on the last square that the king has just crossed. Castling is permissible under the following conditions:

- ❖ Neither the king nor the rook have previously moved during the game.
- ❖ There cannot be any pieces between the king and the rook.
- ❖ The king cannot be in check, nor can the king pass through squares that are under attack by enemy pieces, or move to a square where it would result in a check.
- Note that castling *is* permissible if the rook is attacked, or if the rook crosses a square that is attacked.

■ PROMOTION

- When a pawn advances to the eighth rank, as a part of the move it is *promoted* and must be exchanged for the player's choice of queen, rook, bishop, or knight of the same color. Usually, the pawn is chosen to be promoted to a queen, but in some cases another piece is chosen; this is called underpromotion. There is no restriction placed on the piece that is chosen on promotion, so it is possible to have more pieces of the same type than at the start of the game (for example, two queens).

▪ CHECK

- When a king is under immediate attack by one or two of the opponent's pieces, it is said to be in *check*. A response to a check is a legal move if it results in a position where the king is no longer under direct attack (that is, not in check). This can involve capturing the checking piece; interposing a piece between the checking piece and the king (which is possible only if the attacking piece is a queen, rook, or bishop and there is a square between it and the king); or moving the king to a square where it is not under attack. Castling is not a permissible response to a check. The object of the game is to checkmate the opponent; this occurs when the opponent's king is in check, and there is no legal way to remove it from attack. It is illegal for a player to make a move that would put or leave the player's own king in check.

In casual games it is common to announce "check" when putting the opponent's king in check, but this is not required by the rules of the game, and is not usually done in tournaments.

END OF THE GAME

▪ WIN

Games may be won in the following ways:

- Checkmate
- Resignation – either player may resign, conceding the game to the other player. It is usually considered poor etiquette to play on in a truly hopeless position, and for this reason high level games rarely end with a checkmate.
- Loss on time – in games with a time control, a player may also lose by running out of time, even with a much superior position.
- Forfeit – a player who cheats, or violates the rules of the game, or violates the rules specified for the particular tournament may be forfeited. In high level tournaments, players have been forfeited for such things as arriving late for the game (even by a matter of seconds), receiving a call or text on a cell phone, refusing to undergo a drug test, refusing to undergo a body search for electronic devices and unsporting behavior (such as refusing to shake the opponent's hand).

■ DRAW

Games may end in a draw in several ways:

- Draw by Agreement – draws are most commonly reached by mutual agreement between the players. The correct procedure is to verbally offer the draw, make a move, then start the opponent's clock. Traditionally players have been allowed to agree a draw at any time in the game, occasionally even without playing a move; in recent years efforts have been made to discourage short draws, for example by forbidding draw offers before move thirty.
- Stalemate – the player whose turn it is to move is not in check, but has no legal move.
- Threefold Repetition of a position – this most commonly occurs when neither side is able to avoid repeating moves without incurring a disadvantage. In this situation, either player may claim a draw; this requires the players to keep a valid written record of the game so that the claim may be verified by the arbiter if challenged. The three occurrences of the position need not occur on consecutive moves for a claim to be valid. FIDE rules make no mention of perpetual check; this is merely a specific type of draw by threefold repetition.

- The Fifty-Move Rule – if during the previous 50 moves no pawn has been moved and no capture has been made, either player may claim a draw, as for the threefold-repetition rule. There are in fact several known endgames where it is theoretically possible to force a mate but which require more than 50 moves before the pawn move or capture is made; examples include some endgames with two knights against a pawn and some pawnless endgames such as queen against two bishops. These endings are rare, and few players study them in detail, so the fifty-move rule is considered practical for over the board play. Some correspondence chess organizations allow exceptions to the fifty-move rule.
- Fivefold repetition of a position, similar to the threefold-repetition rule, but in this case no player needs to claim the draw for the game to be drawn. This rule took effect on 1 July 2014. It establishes that there is a theoretical upper bound on the length of lawful chess games.

- The seventy-five-move rule, similar to the fifty-move rule; however, if the final move in the sequence resulted in checkmate, this takes precedence. As for the fivefold-repetition rule, this applies independently of claims by the players. The rule also took effect on 1 July 2014 and also establishes, independently, an upper bound on the game length
- Insufficient Material – a player may claim a draw if the opponent has insufficient material to checkmate, for example if the player has only the king left and the opponent has only the king and a bishop. Such a claim is only valid if checkmate is impossible. Under the revised rule that took effect on 1 July 2009, which only refers to the impossibility of reaching checkmate without explicitly relating this to the players' material, the game is ended immediately in a draw, not requiring a claim by a player.

