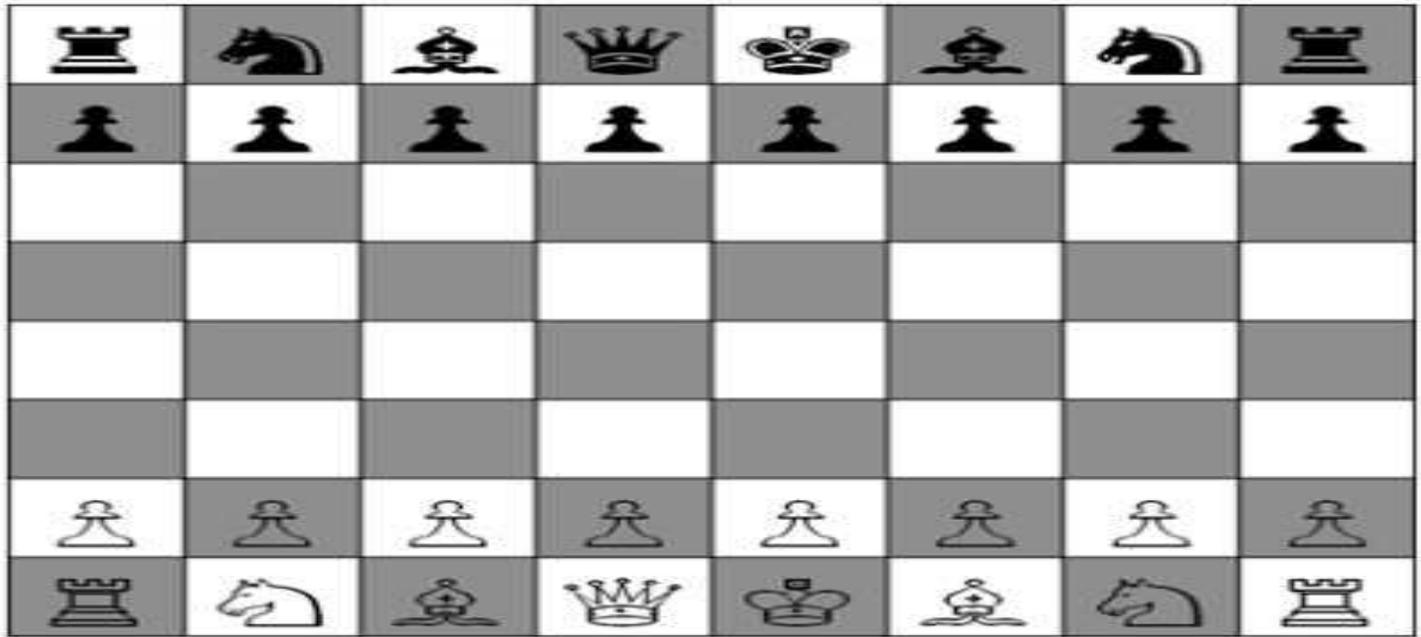


How to Play Chess: Pieces and Movement

<u>Name</u>	<u>Picture</u>	<u>Symbol</u>	<u>Description</u>	<u>How It Moves</u>
1 King			The King is the most important piece in the army. If he is captured the game is lost.	One square in any direction (forward, back, across, or diagonally)
1 Queen			The Queen is the most powerful piece.	Any number of squares in any direction
2 Castles			Castles are strong pieces which are good both at attacking the enemy and defending the King. Sometimes the Castle is called a ' Rook '.	Any number of squares forward, back or across (but not diagonally)
2 Bishops			Bishops are good at attacking late on in the game; because they move diagonally, they always stay on the same color square that they started on.	Any number of square diagonally
2 Knights			Knights are at their best when there are lots of pieces on the board, and they can use their ability to jump over other pieces. Sometimes the Knight is called a ' Horse .'	'L shaped' - two squares forward (or back) and one square across; or two squares across and one square forward (or back). The Knight can jump over other pieces while moving.
8 Pawns			Pawns are the foot soldiers in the army. They gradually advance on the opposing army, but also need to defend the King.	Usually one square forward . If it is capturing an opposing piece, however, it moves one square forward diagonally . Each pawn may move two squares forward the first time it moves . If it does, it cannot capture in the same move. (<i>Exception: "En Passant"</i>) Pawns can <i>never</i> move backwards.

How to Play Chess: Setup and Rules



Hint: the White Queen starts on a white square, and the Black Queen starts on a black square.

Movement and Attacking

White and Black take turns to moving pieces (in Chess, the White army always goes first).

Remember each piece has its own way of moving as described on the reverse side.

A piece can capture an opposing piece by landing on that piece's square.

Goal (Check and Checkmate)

The aim of the game is to capture the enemy King. If you move one of your pieces to attack the King - in other words, your piece could capture him next move - you must say '*Check*'. This means, roughly 'Watch out for your King!' If he or she is in check, your opponent needs to defend the King - either by moving him out of the way of the attack, blocking the attack with another piece, or capturing the piece that threatened to capture the King. If your opponent can't defend the King in any of these ways, you say '*Checkmate*'. This means 'Your king is dead'. Remember that you must never move your King into '*Check*' as this would mean your opponent could capture your King straightaway.

Promoting Pawns

Pawns are usually the slow-moving part of your army, but if you manage to get a pawn to the last row of the board you can 'promote' it to be a Queen (or a Castle, Bishop or Knight if you prefer).

Castling

Castling is a quick way to get your King into a well defended position by moving towards a corner of the board. If there is nothing between your King and one of your Castles; and neither the King nor that Castle have moved yet, then you can *move your King two squares* towards that Castle, and *put the Castle the other side of the King* (this is the only time a piece other than a Knight can jump over another piece).