

HOW A GAME IS DRAWN . . .

A game is drawn when any of the following conditions apply:

- (a) The position is repeated three times, with the same player on the move each time.
- (b) A draw by agreement.
- (c) One player is able to check at will without being in a position to achieve a decisive result.
- (d) One of the players is stalemated. This happens when his King is *not in check*, but is forced to move, and it is impossible for him to do so, *without putting him in check*. This differs from checkmate, where the

King is *already* in check *before* moving.

RELATIVE STRENGTH OF THE PIECES . . .

The number of squares which each piece normally commands gives us a fair idea of its relative value. Using the Pawn as a unit of strength, the following is a reasonable approximation.

Pawn	1
Bishop	3
Knight	3
Rook	5
Queen	10

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CHESS  MEN

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CHESS  MEN

RULES FOR PLAYING CHESS

THE CHESSBOARD AND OPENING POSITION OF THE PIECES

CHESS IS PLAYED on a square-shaped Board of 64 squares, alternately colored light and dark. The light squares are always referred to as white squares; the dark squares are always referred to as black squares.

There are 32 pieces, or Chessmen.

WHITE	BLACK	NAME
		King (K)
		Queen (Q)
		Rook (R)
		Bishop (B)
		Knight (Kt)
		Pawn (P)

Pieces is known as White, the player of the Black pieces is known as Black. The opening position of the pieces is shown in Fig. 1.

There are a few simple rules about beginning a game.

1. Each player must always have a white square on the right hand corner near him.

2. White always moves first.

3. The players always move alternately. Neither player can ever make two consecutive moves.

White's forces are originally placed on the two bottom horizontal rows and move up the board, while Black's pieces are originally placed on the two uppermost rows and move down the board.

Such horizontal rows of squares are called *ranks*, and they are numbered according to their distance from White's or Black's side of the board. Thus, the rank furthest down on the diagram (Fig. 1) is called *White's first rank*; the horizontal row next furthest down is called *White's second rank*, etc.

Each player has sixteen, as shown in Fig. 1. The player of the White

Pawns can only capture enemy forces which are one square in front of them diagonally. That is the enemy force must be on an adjacent file to be susceptible of capture. In Fig. 8, White's QKtP can capture either the Queen or the QBP.

A Pawn may capture "en passant" (in passing). In Fig. 8, we have a White Pawn at Q5 and a Black Pawn at K2. Now, we already know that if the Black Pawn advances to K3 White may capture it (in Chess captures are always optional, except in certain cases where one's King has to be protected). Suppose, however, that Black advances his KP to K4 in one move (which he may do on his first move, as just explained). White can *still* capture the KP as if it had advanced only one square from K2 to K3. In this case the White KP moves to K6 and not to K5.

You can capture a Pawn in Passing only if it is on an adjacent file.

If a Pawn is able to reach the eighth rank without being captured, you may replace it with any piece you wish (except a King). As a rule the Queen is selected, that being the strongest piece. (In some rare cases it is advisable to choose a weaker piece.) It is thus possible to have two or even more Queens in some remarkable situations. Of course, this possibility of promotion greatly enhances the value of the Pawns. In any event, you cannot *decline* the option of promoting the Pawn once

it has safely reached the eighth rank.

CASTLING

One more move remains to be explained. It is unique in that it is the only move where a player can move more than one piece, and it is called *castling*.

The two pieces which make this move are the King and one of his Rooks. When made with the KR, this is called *castling King-side*; when made with the QR, it is called *castling Queen-side*. The former is played in the vast majority of cases.

Castling is possible only if all of the following prerequisites are present:

(a) Neither the King nor the Rook must have moved previously.

(b) Castling cannot be played as a reply to an enemy attack on your King. He may have been attacked *before*, but that does not affect your castling privilege.

(c) None of the opponent's forces command either of the two squares nearest the King on the first rank. The King cannot pass over these squares if any enemy piece is trained on them.

(d) Since neither the King nor the Rook can leap over pieces, castling is only possible when all the squares between the King and Rook are unoccupied.

BLACK

1B0	1BX0	1B0	10	12	1BX	1BX	1BX
QR8	QK18	Q8	Q8	K8	K8	K18	K8
2B0	2BX0	2B0	20	22	2BX	2BX	2BX
QR7	QK17	Q7	Q7	K7	K7	K17	K7
3B0	3BX0	3B0	30	32	3BX	3BX	3BX
QR6	QK16	Q6	Q6	K6	K6	K16	K6
4B0	4BX0	4B0	40	42	4BX	4BX	4BX
QR5	QK15	Q5	Q5	K5	K5	K15	K5
5B0	5BX0	5B0	50	52	5BX	5BX	5BX
QR4	QK14	Q4	Q4	K4	K4	K14	K4
6B0	6BX0	6B0	60	62	6BX	6BX	6BX
QR3	QK13	Q3	Q3	K3	K3	K13	K3
7B0	7BX0	7B0	70	72	7BX	7BX	7BX
QR2	QK12	Q2	Q2	K2	K2	K12	K2
8B0	8BX0	8B0	80	82	8BX	8BX	8BX
QR1	QK1	Q1	Q1	K1	K1	K1	K1

WHITE

Fig. 2

To write out the moves and names of each piece is clumsy and time-wasting. Hence the following system of abbreviations is used:

K	for King
Q	" Queen
R	" Rook
Kt	" Knight
B	" Bishop
P	" Pawn
KR	" King's Rook
QB	" Queen's Bishop
—	" moves to
X	" captures
ch	" check
!	" good move
?	" a bad move
e.p.	" in passing

When recording a move by White, we name the square involved from White's side of the Board; when recording a move by Black, we name the square involved from Black's side.

HOW THE CHESSMEN MOVE AND CAPTURE . . .

In Chess, captures are never made by leaping over the captured piece; captures are always made by displacing the captured piece from the square which it occupies.

The Knight is the only piece which can leap over its own or the opponent's men.

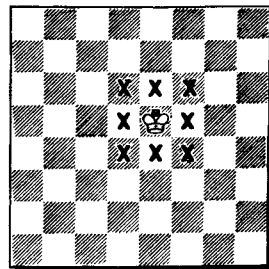


Fig. 3

The King (see Fig. 3) can move in any direction whatever, to either color, but only one square at a

The rank at the top of the diagram (Fig. 1) is called *Black's first rank*; similarly the number increases as we advance from the edge of the board toward the opposite edge of the board.

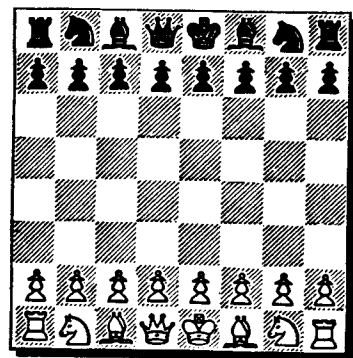


Fig. 1

Familiarize yourself with the following in order to avoid confusion: White's first rank is Black's eighth rank; White's third rank is Black's sixth rank; Black's seventh rank is White's second rank, etc. In other words, every rank has two numberings applied to it.

There are two other important series of squares: the *files* which are vertical rows running up and down the board (see Fig. 1). The pieces to the right of each King (from White's side of the board) are known as the King's Rook, King's Knight and King's Bishop. The files on which

these pieces stand are, therefore known as the King's Rook file, King's Knight file and King's Bishop file. Next in order we have the King file and the Queen file. Then, travelling still further left from White's side, we have the Queen's Bishop file, the Queen's Knight file and the Queen's Rook file. The names of these files are the same for both players. The other important series of squares are the diagonals, which are made up of squares of the same color crossing the board slantwise in one direction or its reverse. These diagonals are anywhere from two to eight squares in length.

CHESS NOTATION

All the squares on the chessboard have names. If you want to develop your skill as a Chess player, you must master the notation at the earliest stage possible!

The names of the ranks and files provide the necessary coordinates for naming each square. Thus (see Fig. 2), the square on which White's Queen's Rook originally stands is on the Queen Rook file and is also on the first rank. This square is therefore called Queen Rook one — written QR1. The Queen's Rook's Pawn is on the Queen Rook file and also on the second rank, hence it stands on Queen Rook two—written QR2. If it moves directly forward two squares, it will stand on QR4.



Fig. 9

Position Before Castling.



Fig. 10

Position After Castling King-side.



Fig. 11

Position After Castling Queen-side.

CHECK AND CHECKMATE . . .

In Chess the main goal is to subject your opponent's King to capture. This is known as checkmate, and it is the only way to win a game of Chess.

Whenever the King is attacked by an enemy piece, he is said to be in *check*. An attack on the King *cannot be disregarded*.

When the King is checked, there are four possibilities:

(a) You cannot get out of check. Then we not only have *check*, but also *checkmate*: and the game is over.

(b) You *can* get out of check by: 1—capturing the checking piece with one of your own forces.

2—moving your King to a square not commanded by the enemy forces.

3—interposing a protective piece between the checking piece and your King.

To castle on the King-side (see Fig. 10), you place your King on KKT1, and the KR on KB1.

To castle on the Queen-side, you place your King on QB1 and the QR on Q1.

You can never move in such a way that you leave your King open to attack.

Neither King can give check to the other; hence the Kings can never be on adjacent squares.