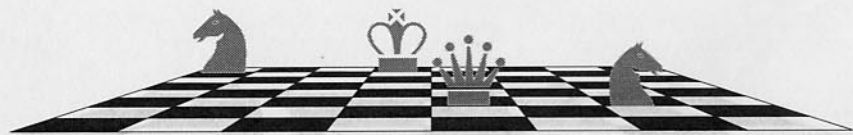


RULES OF

CHESS



## INTRODUCTION

Congratulations on your purchase of this new and unique chess computer! Compact, stylish and packed with exciting features, this chess computer is sure to become your constant companion and favourite chess partner — one that is always ready for an exciting game of chess, wherever you are. It will teach you, challenge you and entertain you with countless hours of chess enjoyment!

## The Rules of Chess

Your chess computer knows and follows the rules of chess. If you are unsure of the rules, this is your chance to learn about the game! You will also find chess books in your local library. Once you have learned the rules, try your hand at the Self-tests at the end of this section!

## The Chessboard and the Pieces

The board is made up of 64 squares — with 32 light (white) squares and 32 dark (black) squares. When starting a new game, make sure there is a **white square** in the lower right-hand corner of the board as you face it. (Fig. 1)

The rows from left to right are called **ranks**, the rows from top to bottom are **files** and rows of same-coloured squares are called **diagonals**. (Fig. 1)

At the beginning of the game, each player has 16 pieces — one person plays **White** and the other plays **Black**. (Fig 2 and Fig. 3)

## The Object of the Game

The object of the game is to “capture” or trap the enemy

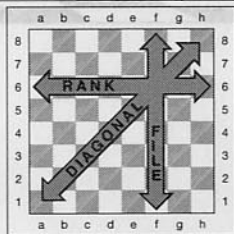


Fig. 1

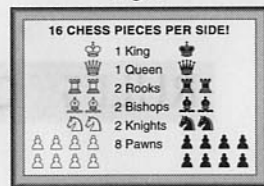


Fig. 2



Fig. 3

King. Do this by forcing the King into a position where it is under attack and capture is inevitable.

## How the Pieces Move

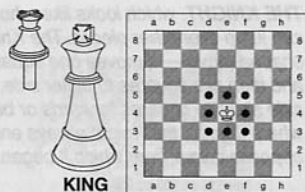
At the beginning of the game, White always moves first. After that, the players take turns. Pieces can move to any square that is empty or occupied by an enemy piece. If the square is occupied by an enemy piece, you may capture that piece by removing it from the board and replacing it with your own piece.

**THE KING** is a powerful piece, but it cannot travel very fast. As shown in figure 4, the King is limited to only one step in any one direction. The King can never be moved to a square where it will be under attack by an enemy piece. If you want to give up the game at any time by resigning, this is traditionally done by tipping over the King and shaking hands with the opponent. When playing against the computer, simply press **NEW GAME** to start a new game!

**THE QUEEN** is the most powerful piece because of her great mobility. She can move as far as she likes along any horizontal vertical or diagonal line. The Queen may not, however, jump over any pieces. (Fig. 5)

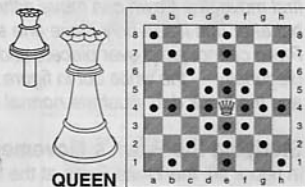
**THE ROOK** can move any number of squares vertically or horizontally, as long as there are no other pieces in its path. The Rook cannot jump over pieces or move diagonally. (Fig. 6)

**THE BISHOP** can only move diagonally, as long as there are no pieces in its path. Since the Bishop must stay on the diagonal lines, it can only move to squares of the same colour. (Fig. 7)



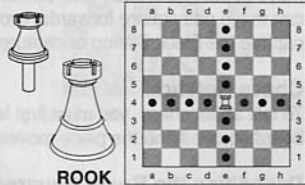
KING

Fig. 4



QUEEN

Fig. 5



ROOK

Fig. 6



BISHOP

Fig. 7

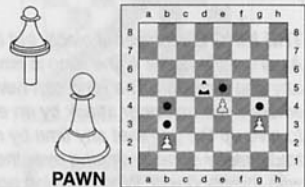
**THE KNIGHT**, which looks like a horse, is the only piece that can jump over other pieces. The Knight has an unusual L-shaped move — it moves one square forwards or backwards and then two squares to either side, or one square to either side and two squares forwards or backwards. No matter where it goes, the Knight always ends up on a square of the opposite colour from which it began. (Fig. 8)



KNIGHT

Fig. 8

**THE PAWN** moves in one direction only — forwards. On its first move, the Pawn can move either one or two squares, but after that it can only move one square at a time. The Pawn cannot jump over pieces, and it only captures diagonally — the white dot in figure 9 illustrates a capture and the black dots illustrate normal Pawn moves.



PAWN

Fig. 9

### Studying the Pawn's Movement

In figure 10, the White Pawn at the far left can move one or two squares forwards. The Pawn in front of the Rook cannot move at all. The White Pawn on the right has four choices: it can move one square forwards, two squares forwards, capture the Black Bishop or capture the Black Pawn.



Fig.10

### Chess Notation

To talk about chess, you must first learn how to describe the board squares and the piece moves.

### Describing the Board Squares

Each square of the board has its own special name. The squares going up the chessboard are labelled 1 to 8 and the squares going across the board are labelled a to h. Each square is then described by looking at the **rank** (number) and **file** (letter) that meet in the square. When you play White, for example, the lower left-hand square is **a1** and the upper right-hand square is **h8**. (Fig. 11)

### Describing the Chess Pieces

Letters are used to describe the pieces. The letters vary from one language to another, but in English we use **K** for King, **Q** for Queen, **R** for Rook, **B** for Bishop, and **N** for Knight (to differentiate it from the King). The Pawn, however, has no abbreviation.

### Describing the Chess Moves

Writing down your chess moves is simple — write down a number for the move, then add a combination of the piece and square names! To help you understand this better, let's go through it step by step.

Moves are always numbered, and the first move of the game is move 1. After writing down the move number, write down the letter abbreviation for the piece that is moving (except in the case of a pawn, which has no letter assigned to it). Next, write down the square that piece occupied before you made the move. Then simply add the square the piece is going to. For example, say you want to describe the move of a Knight from its original square (g1) to square f3. Start by writing down **1.Ng1**. The move number is 1., the **N** stands for Knight, and g1 stands for the square the Knight was on before the move. Now add a hyphen (-), which stands for the word "to" (1.Ng1-). Next, add the square the piece is going to — in this case, f3. The move is **1.Ng1-f3**, or: On move 1, the Knight moved from g1 to f3. (Fig. 12)

After writing down White's move, leave a space and then write down Black's move. If Black moves his Pawn from d7 to d5, for example, write down **d7-d5** (remember — no abbreviation for the Pawns). You have now written down the complete first move for both sides — **1.Ng1-f3 d7d5!**

The following are other chess symbols you should know:

- If the move is a capture, use "x" instead of a hyphen.
- Always add a "+" symbol after a checking move.
- Use the "++" symbol for checkmate.
- Use the "=" symbol for a draw.

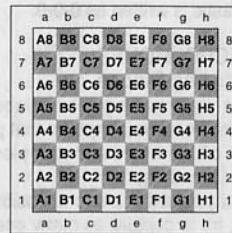


Fig.11

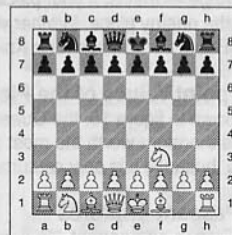


Fig.12

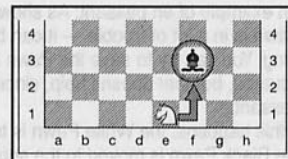


Fig.13

- A Kingside castle is written as **0-0** and a Queenside castle is written as **0-0-0**.

## SPECIAL MOVES

### Capturing Pieces

When you move a piece to a square already occupied by an enemy piece, you **capture** that piece. The enemy piece is taken off the board and your piece occupies that square.

(Fig. 13 and Fig. 14)

To put yourself in a strong position to checkmate the enemy King, try to capture as many enemy pieces as possible. You might sometimes have to lose one of your own pieces in the battle to capture an enemy piece, but only do this if it is a *fair exchange* — that is, if your piece is of the same or less value than the enemy piece. In other words, you can lose a Rook for a Rook, or a Bishop for a Knight, etc.

### The point Values of the Pieces

As shown in figure 15, the Queen is the most powerful piece and is therefore worth the most points. The King has no point value, because it is only captured at the end of the game.

### En Passant Captures

The French *en passant* ("in passing") describes a unique Pawn move. The rule is: *If a Pawn moves two squares on its very first move and lands on a square next to an enemy Pawn, it can be captured by that Pawn on the very next move.*

An example of en passant: As shown in figure 16, the White Pawn is in a lot of trouble — it can be captured by the Black King! You can try to save the Pawn by advancing it two squares, but that doesn't help, since Black can capture it en passant.

If this happens, the White Pawn is taken from the board, and the Black Pawn is moved to the square between the one the White Pawn left and the one the White Pawn landed on —

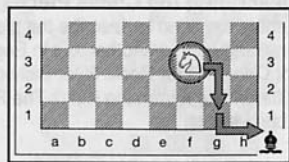


Fig.14

THE POINT VALUES OF THE PIECES		
	Queen	9 points
	Rook	5 points
	Bishop	3 points
	Knight	3 points
	Pawn	1 point

Fig.15



Fig.16

just as if White had moved the Pawn one square instead of two. (Fig. 17)

### Pawn Promotion

When a Pawn gets to the opposite end of the board (the eighth rank), it is exchanged for a different piece. The Pawn is usually **promoted** to a Queen, but it can also be underpromoted to a Rook, Bishop or Knight.

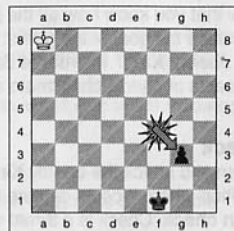


Fig.17

### Castling

Castling is a special move which involves the King and the Rook. This move keeps the King safe in the early part of the game and brings the Rook to the center of the board, where it is in a good position to attack. Castling is the only time the King is allowed to move two squares, and the only time the Rook is allowed to jump over a piece. You have a choice of castling either on the King's side of the board, or on the Queen's side.

A Kingside castle — move the King two squares towards the King's Rook, then let the Rook jump over the King. (Fig. 18)

A Queenside castle — move the King two squares towards the Queen's Rook, then let the Rook jump over the King. (Fig. 19)

A Kingside castle is written down as **0-0** and a Queenside castle as **0-0-0**.

The following are some castling rules to remember:

- It must be the King's and the Rook's first move of the game. If either has moved before, you cannot castle.
- There cannot be any pieces on the board between the King and the Rook.
- You cannot castle if the new position will put the King in check or if the King passes over a square where it would be in check. You also cannot ever castle to move the King out of check.

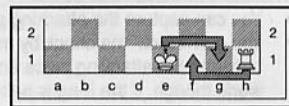


Fig.18

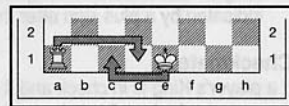


Fig.19

## Check, Mate and Draw

Now that you know how all the pieces move, it's time to introduce the goal of the game: **The only way to win is to trap the enemy King!** In order to do this, you must understand the concepts of check, checkmate and draw.

### Check

When you attack the enemy King, you move a piece into a position where it could capture the King. The King is then said to be **in check**. Check is a threat which you cannot ignore — when your King is in check, it **must** be moved out of check on the next move.

There are three ways to do this:

- You can capture the attacking piece.
- You can "block" the check by moving one of your pieces between the attacking piece and the King. This will not work, though, if the King is being checked by a Knight.
- The King can move to another square to escape check. You should say "check" when you place your opponent's King in check. When writing moves down, a check is indicated by a plus sign after the move, as in: **1.Qf1-b5+**.



Fig.20 (Bd7-c6++)



Fig.21 (Rc1-c8++)



Fig.22 (Qc1-c7=)

### Checkmate

If a player's King is in check and it cannot escape by any of the three methods described above, that player loses the game — he has been **checkmated**. In both cases (Fig.20 and Fig. 21), the Black King has just been checkmated!

### Draw by Stalemate

If your King is not in check, but you can't move without bringing your King into check, the game is over and is considered to be a draw. This is called **stalemate**, and in a case like this, neither player wins. In figure 22, white has just moved his Queen to c7, which was a big mistake! It is Black's turn, but he can't move his pawns and he can't move his King without bringing it into check. The result is stalemate and the game ends in a draw!

### Other Types of Draws

There are several other types of draws, which you are left to choose:

- Draw by Agreement.** When a player decides there is no point in continuing the game because he can't win and might even lose, that player can offer his opponent a draw. If the opponent accepts, the game ends.
- Draw by Insufficient Material.** A game is considered to be a draw when one of the following endings occurs:
  - King against King, with no other pieces on the board.
  - King against King, with only a Bishop and Knight on the board.
  - King and Bishop against King and Bishop, with both the Bishops on diagonals of the same colour.
- Draw by the 50-Move Rule.** The game is also drawn when at least 50 consecutive moves have been made by each side without any captures or Pawn moves.
- Draw by Three-fold Repetition.** This draw comes about if exactly the same board position occurs 3 times, with the same player having the move each time.

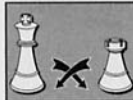


#### HINTS AND TIPS FOR BETTER PLAY!

Move your center pawns first. Use them to control the center squares, to defend your pieces, and to attack your opponent. Make sure you have a good reason for every pawn move you make!



Bring your Knights and Bishops out early in the game. Moving the Queen out too early can waste time, and the Rooks do better when the board has fewer pieces later on in the game.



Look out for your King from the beginning of the game. Remember to castle early to defend the King!



### SELF-TESTS

Now take these special tests to see just how much you have already learned about the basic rules of chess! Solutions are found at the back of the manual.



3

- a. What square is the Rook on?  
b. To which squares can it move?



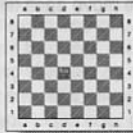
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- a. What square is the White pawn on?  
b. To which squares can it move?



1

- a. What square is the Knight on?  
b. To which squares can it move?



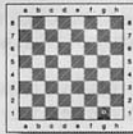
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- a. What square is the Queen on?  
b. To which squares can it move?



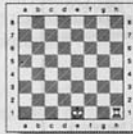
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- You are White, and you can mate the Black King on the next move. What is that move?



2

- a. What square is the Bishop on?  
b. To which squares can it move?



5

- a. What square is the King on?  
b. To which squares can it move?



8

- You are White, and you can mate the Black King on your next move. Can you find the move?

### Self-test Answers

- (a) f2; (b) h3, g4, e4, d3, d1, h1.
- (a) g1; (b) h2, f2, e3, d4, c5, b6, a7.
- (a) a8; (b) a1, a2, a3, a4, a5, a6, a7, b8, c8, d8, e8, f8, g8, h8.
- (a) d4; (b) a4, b4, c4, e4, f4, g4, h4, d1, d2, d3, d5, d6, d7, d8, a1, b2, c3, e5, f6, g7, h8, a7, b6, c5, e3, f2, g1.
- (a) e1; (b) d1, d2, e2, f2, f1, and then it can castle (Ke1-g1, Rh1-f1).
- (a) b2; (b) b3, b4, and it can capture the enemy Pawn on a3.
- The winning move is Rc1-c8 (Rook on c1 to c8). It is mate because Black's King would be captured by White's Rook on the next move.
- The winning move is Qd3-h7 (Queen on d3 to h7). It is mate because Black's King would be captured by White's Queen on the next move. The Queen is guarded by the Bishop.

