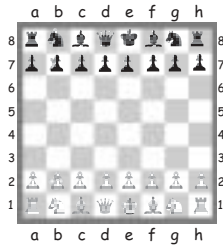


Rules of the Game

Set Up



Chess is a game for 2 players. One has the White pieces at ranks 1 and 2; one has the Black pieces at ranks 7 and 8. (If your board does not have numbered and lettered ranks and files, be sure that a light square is on the corner at your right hand side ("light on right").)

Kings and Queens stand directly opposite each other. Queen's stand on their "color." Black Queen on dark square; White Queen on light square.

Object of the Game

The goal of the game is to checkmate your opponent's King. If your King is in check (attacked, but able to escape), it is illegal to make a move that does not get him out of check. No King is ever captured and removed from the board.

If your King is not in check, but you have no legal moves, it is stalemate. The game ends in a draw (tie).

Basic Rules of Play

1. White always moves first, then players take turns moving.
2. You can move only one piece on a turn, except when castling.
3. You capture an opponent's piece by moving to the square it occupies and removing it from the board. You can never move to a square occupied by your own piece. You may choose not to capture your opponent's piece and make a different move.
4. You may never pass. If you have a legal move, even if it is a "bad" move, you must make it. If you have no legal moves, the game ends in a draw.
5. **Touch/Move:** If you touch a piece, that's the piece you must move, as long as it has a legal move. If you remove your hand from a piece, that is where it must stay, if it is a legal move. If you do not remove your hand from the piece, you may move the piece you have touched to a different square, if it is a legal move.
6. **Touch/Capture:** If you touch an opponent's piece that you can legally capture, you must capture it.
7. In tournament play, a game is timed. Each player is given a certain number of minutes of play. Players who go over the allotted number of minutes lose "on time," even if that player has the advantage.
8. When a position on the board is repeated 3 times with the same player to move, that player can call a draw.



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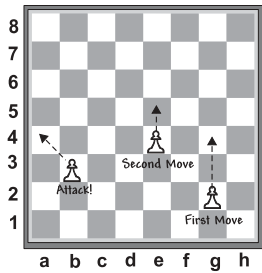
Moves and Captures

Pawn

A Pawn moves forward only. On its first move, and only its first move, each Pawn may move 1 or 2 squares. On all other moves, Pawns move only 1 square.

Pawns capture on the diagonal one square forward. Since Pawns move forward only and capture on the diagonal, they can easily be blocked. Pawns have a fighting value of 1 point.

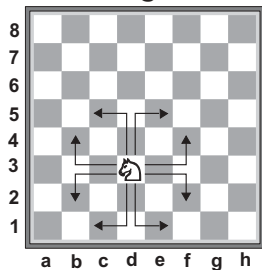
When a Pawn gets across the board it must be promoted. It can change to any piece, except a King.



Knight

Knights move in an L-shape, 2 squares forward and 1 to the side. Knights move in all directions. They are the only piece that can jump over other pieces. Knights have a fighting value of 3 points.

If a Knight starts on a light square, it will land on a dark square. If it starts on a dark square, it will land on a light square. This is important when planning your Knight's moves. Knights in the center of the board attack or defend 8 different squares. Knights are less powerful on the sides and corners.

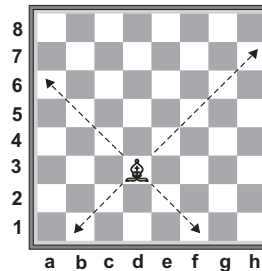


Bishop

Bishops move only on the diagonal, but can move forward or backward as many squares as possible, unless blocked by their own piece.

Each player has 2 Bishops — one starts on a light square, the other on a dark square. Moving only on a diagonal, the Bishop on a light square can never attack or defend a dark square; and, a Bishop on a dark square can never move to a light square.

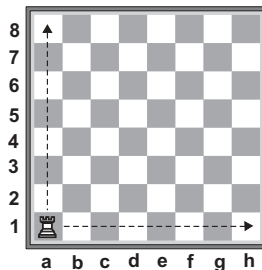
Bishops have a fighting value of 3 points.



Rook

Rooks move horizontally across ranks, in either direction, and vertically up and down files. They move as far as they want unless their path is blocked. Rooks are equally powerful in the center or on the sides of the board. They have a fighting value of 5 points.

Rooks should be one of the last pieces to be developed. They are especially powerful at the end of the game and play special roles in protecting your King and in checkmating your opponent's.

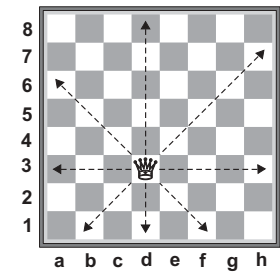


The Queen, the most powerful piece on the chessboard, is like a Rook and Bishop. She moves backwards or forwards on the vertical, horizontal or diagonal, as long as her path is not blocked. She has a fighting value of 9 points.

The Queen is the only piece that can force an opponent's King to the edge of the board alone.

When a Pawn reaches its opponent's back rank, it is most often promoted to a Queen, "queening a Pawn."

Queen

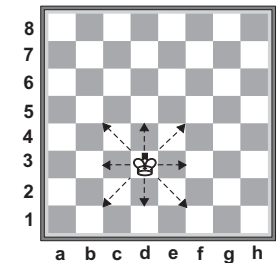


The King is the most important piece on the chessboard. It can move in any direction on the board, but can move only 1 square at a time.

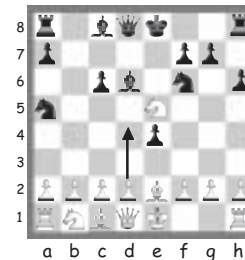
If your King is under attack and you cannot escape, capture the attacking piece, or block the attack, it's checkmate and the game is over.

The King can never be captured or removed from the board and can never be moved into danger. If, at the end of the game, there are only 2 Kings left on the board, it's an automatic draw.

King



En Passant

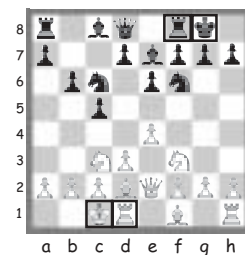


Special Moves

On its first move, a Pawn may move 1 or 2 squares, if not blocked. If a Pawn moves 2 squares and passes through a square that is "attacked" by an opponent's Pawn, it may be captured *en passant*.

The capture takes place as if the Pawn had moved only 1 square. The opponent's Pawn moves to the "attacked" square and removes the captured Pawn from the board. Capturing *en passant* can happen only on the opponent's next move. An opponent does not have to capture *en passant*.

Castling



Castling protects the King and develops your Rooks. It happens only if neither the King nor Rook has moved and the squares between them are empty. You cannot castle out of check, into check or through check.

Castling Kingside: The King moves two spaces toward the Rook. The Rook moves to the other side of the King.

Castling Queenside: The King moves two spaces toward the Rook. The Rook moves to the other side.