

# CHESS – RULES

A resource for travellers from [www.deanstarnes.com](http://www.deanstarnes.com) and *Roam: the Art of Travel*

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## Chess.

Chess is a really simple game. Once you have memorised how all the pieces move it's up to you to figure out how to move them until you can take the opponent's King and thus win the game. Sure there are bad moves and god moves but most beginners start by just moving the pieces around for a while until they figure out a plan. Sometimes this takes a while.

### The objective:

To win by taking your opponent's King.

### The rules:

1. White starts and then players take turns to move any one of their pieces. You can't skip a turn.
2. Different pieces move in different ways.
3. With the exception of the Knight, a piece may not move over or through any of the other piece(s).
4. To capture an opponent's piece and remove it from the board, move one of your pieces onto its square.
5. If you are playing with humourless wankers, they will make you move the first piece you touch.

## How to move your pieces



### Pawn

The Pawn is the weakest piece and they make up the front line of your pieces. For such a simple piece they have the most rules governing their behaviour.

Basically a pawn can only move forward, one square at a time unless:

- A.** It wants to take an opponent's piece. Then it must do so by moving forward one square diagonally. It cannot take a piece that is directly in front of it.
- B.** On a Pawn's first move, it can, if wanted, moved two squares.
- C.** If a Pawn reaches the opposite side of the board it can be turned into any other piece (except for a King of course and another Pawn which would be stupid). Most people turn them into Queens because Queens seriously kick arse.



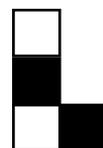
### Castle or Rook

The rook can move any number of squares in a straight line along any column or row, forwards backwides and sideways. They cannot move diagonally.

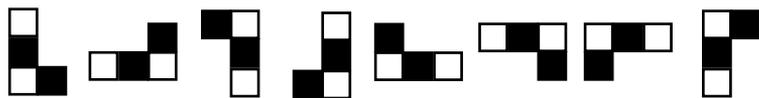


### Knight

The knight is a bit weird because it moves and turns a corner at the same time. Think of it as moving by tracing a letter 'L' on the board. Think of this 'L' as being made up of four squares like in this picture. If the knight was occupying either end of the letter 'L' it could move to the other end. It doesn't matter if you lay the 'L' on its side,



spin it around or invert it. It is also the only piece where it doesn't matter if some of the squares inbetween its start and end position are occupied – it may pass over them in order to reach its destination. All the diagrams could be movements for the Knight.



## Bishop

The bishop may move any number of squares in a diagonal direction only, forward or backwards. Each player begins with two Bishops, one on a white square, the other on a black square. Because of the nature of their movement, the bishops always remain on the same colored squares.



## Queen

Don't lose your queen because she is very powerful. She can move in straight lines like a Rook, or diagonally like a Bishop. Cool.

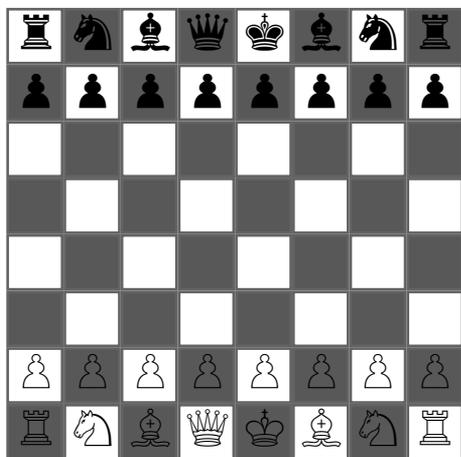


## King

You lose if you lose your King and therefore the aim is to protect your King while cunningly figuring out how to capture your opponent's King. The King may move one square at a time in any direction.

# Starting the Game

White starts first. Set up the board like this.



# The End Game

## Check and Checkmate

You must say 'check' if you are able to take your opponents King in the next move. This gives them a chance to either:

1. Move their King onto a square where it cannot be taken.
2. Or move another piece into a position to shield their King
3. Or take your piece that is threatening their King.

If they are unable to do either of these three things then you should say 'checkmate' which means they are screwed and you have won.

## Stalemate

Stalemate is the fancy word for a tie. A stalemate occurs when a player's only move is to place his own King in check, but its current square is not threatened. As long as he can move another piece or the king can move to an open square, stalemate may not occur.

A draw also results when the only two pieces on the board are Kings, regardless of their position. If the pieces remaining on the board make check mate impossible, for example one cannot checkmate an opponent with only a King and a Bishop so a draw would also result.

## Oh and One Last thing – Castling

There is one odd move called "castling" that can crop up from time to time. It is something that only the King and the Rook may do if neither have ever been moved from their original positions. It is the only time in the game when two pieces are moved at once. If you are starting out, just forget about this move until you meet someone who has played chess before and get them to demonstrate it. Otherwise it goes like this.

- 1.** You can only "castle" if your King has never been in 'check' or would be in check on any of the squares that it passes through.
- 2.** It can only occur if there are no pieces standing between the King and the Rook.
- 3.** The King moves two squares toward the Rook he intends to castle with (this may be either Rook). The Rook then moves to the square through which the King passed.