

# Rules of Chess

## I. Players:



King: The king can move and capture in any direction but only one space at a time on any color square.



Queen: The queen can move and capture in any direction as many squares as necessary on any color square; but it cannot move and capture like the knight can.



Bishop: The bishop can move and capture in diagonal directions only as many squares as necessary. The color of the square on which the bishop is originally placed is the color square that the bishop must move and capture on. For example, if a bishop is originally placed on a dark square at the beginning of a game, that bishop can move and capture only on dark squares.



Knight: The knight can move two squares laterally and then laterally one square in a "L", backward "L", upside down "L" and reversed "L" on any color square. The knight can jump over his own pieces or the pieces of his opponent.



Rook: The rook can move and capture in lateral directions on any color square.



Pawn: The pawn can move either one or two squares forward on the first move and then only one square forward per move from then on. The pawn can only capture in a diagonally forward direction .

## II. Basic concepts:

- Captures: A piece can capture another piece by moving to the square of the captured piece.
- Check: In chess, the most valuable piece is the King, if it is threatened you must get it somewhere safe (not attacked by any enemy piece). If you have no way of getting it out of danger, then it is checkmate and you lost the game. Here are a few examples of the King being in check.
- Checkmate: In Chess, the most valuable piece is the King. If you cannot get the king out check, then it is checkmate and the game is over. To be checkmated the King has to be in check, and have no way of getting out of the check.
- Stalemate: A player is stalemated when he has no legal moves that he can make and he is not in check.

### III. Special Concepts:

- Castling: Castling can only be made when:
  1. There are no pieces in between the Rook and the King.
  2. The King has not yet moved.
  3. The Rook that is castling with the King has never moved.
  4. The King is not in check The King will NOT be crossing squares that are attacked by opponent's pieces.
  
- En Passant: En passant is a move where a pawn can take another pawn, under strict condition, not obeying the general rules of pawn captures. It works like this:
  1. From starting position, a pawn moves forward two squares and ends next to an opposing pawn in a lateral position.
  2. The opposing pawn can then move diagonally one square to capture the pawn that had originally moved forward two squares.
  
- Promotion: When a pawn moves to the other end of the chess board, the player who controls that pawn may trade the pawn for a previously-captured piece and use it according to its rules.