

Basic Chess Rules

Setting up the board

The board should be set up with the white square in the nearest row to the right. Shake hands across the board before the game starts. White always move first. A coin is tossed to decide which player will be white.

Pieces and how they move

Once you move a piece and take your hand off it you cannot change your move. However, you can take a piece, consider a move, and put the piece back in its original position as long as you don't take your hand off the piece during the process.

Pawn (P) The first time a pawn is moved it can move forward either one or two rows. It cannot jump over another piece. After it has moved once, whether it has moved up one or two, a pawn can only move one square forward at a time, and it cannot move backward. If a pawn reaches the far end of the board then it is promoted, which means it is exchanged for another piece, with the exception of a king or another pawn. No pieces are moved from the chess board itself, in this way a colour can have two or more queens at the same time. The pawn's value is 1.

Knight (K) Knights move in an L shape pattern. A knight moves one square over and two squares up or two squares over and one square up, one square over and two squares back etc. The knight is the only piece that can jump over other pieces, it jumps straight to a square without disturbing any of the pieces in between. Knights are generally bought out early, and this is good. The knight's value is 3.

Bishop (B) The bishop moves diagonally, any distance along a diagonal, without jumping over any pieces. A bishop that starts on a black square will always be on a black square, so it can only get to half the squares on a board. The bishop's value is 3.

Rook (R) The rook moves in a straight line in any direction, as many spaces as it likes, without jumping. Rooks shouldn't be usually used until later in the game as this piece may be lost early, which is bad as the rook is valued at 5.

Queen (Q) The queen is the most powerful piece, as it can either move diagonally or in a straight line, which makes it like a bishop and rook put together. The queen cannot move like a knight. When the board is set up the queen always starts on her own colour, so the white queen always starts on the white square. The queen is worth 9 points because she can move to so many places on the board so quickly.

King (K) The most important piece on the board is the king. The king move one and only one space on the board at a time, in any direction (left, right, forward, backward and diagonally). The capture of the king is the object of the game.

Capturing, check and the end of the game

- Capturing - A piece captures an opponent's piece by moving on to the square occupied by the opponent's piece. That piece is removed from the board and replaced by the capturing piece. Knights, bishops, rooks, queens and kings capture by moving in the normal way. The pawn captures differently, by moving one square diagonally, either to the right or left onto the piece to capture. They cannot capture by moving straight forward. At no time may more than one piece stay in any one square.
- Check and Checkmate - When a piece would be able to capture the opposing king on the next turn the king is said to be **in check**. The king in danger must get out of check with another piece, or by capturing the attacking piece, whatever removes the threat. It is illegal to move your king into check, so for instance, you can't move your king next to the opponent's king. The goal of the game is to put the opposing king into **checkmate**, which means he is in check and cannot be saved by any of the ways of escaping check. At this time the game is over, with the player whose king cannot escape check losing. After check mate, shake hands across the board with your opponent and congratulate him/her on a good game.
- Draws- If a king is not in check, but no legal move can be played without putting the king in check, then the game is a draw. Players agree to a draw and shake hands.

The Rules of Draughts

Equipment

The game of Draughts is played on a standard chess board 64 black and white chequered squares. Each player has 12 pieces/ counters. The board is placed between the opponents so that the near right hand corner square is white for both players (in the same way as for chess).

Preparation and Objective

Black always plays first. A coin is tossed to decide which player will be black. Each player's pieces are placed on the 12 black squares nearest to that player. The white squares are not used at all in the game- the pieces only move diagonally and so stay on the black squares throughout.

The objective of the game is to take all the opponent's pieces or to produce a position such that the opponent is unable to move.

Play

Players take turns to move pieces of their own colour. Any pieces that reaches the far edge of the board is immediately crowned and is thereafter known as a 'king'. The act of crowning is a physical one- another piece of the same shade is placed on top of the piece in order to distinguish it from an ordinary piece.

Until a piece is 'crowned', it can only move and capture in a diagonally forwards direction. Kings are allowed to move and capture diagonally forwards and backwards and are consequently more powerful and valuable than ordinary pieces. However, ordinary pieces can capture kings.

Whenever a piece has an opponent's piece adjacent to it and the square immediately beyond the opponent's piece is vacant, the opponent's piece can be captured. If the player has the opportunity to capture one or more of the opponent's pieces, then the player **must** do so. A piece is taken by simply hopping over it into the vacant square beyond and removing it from the board. Unlike an ordinary move, a capturing move can consist of several such hops- if a piece takes an opponent's piece and the new position allows it to take another piece, then it must do so straight away. The move finishes only when the position of the capturing piece no longer allows it to take any more pieces or when an uncrowned piece arrives at the far end of the board and is crowned.

If more than one piece can capture, then the player is entirely free to choose which of those pieces to move. Likewise, if a capturing piece is able to capture in more than one direction, the player is free to choose which direction to move in. i.e. it is not compulsory to move the piece or take the route that will result in maximum numbers of captures.

If no capturing moves are available, then an ordinary move is made by moving a piece on one square diagonally

Finishing

The game is won by the player who first manages to take all his opponent's pieces or renders them unable to move.

A draw occurs by agreement at any point during the game.