

## Contents

The Board and Pieces .....	3
Know Your Board .....	4
Files .....	4
Ranks .....	4
Squares .....	4
Know Your Pieces .....	5
King .....	5
Queen .....	5
Rook .....	5
Bishop .....	5
Knight .....	5
Pawn .....	6
Setting Up the Board .....	7
Basic Rules to Play the Game .....	8
Notations .....	8
Notation for Pieces .....	8
Notation for File, Rank and Square .....	8
Files .....	8
Ranks .....	8
Squares .....	8
Notation for Capture .....	8
Notation for Check and Checkmate .....	8
Notation for Moves .....	8
Moving Pieces .....	9
Capturing Pieces .....	9
En Passant .....	9
Castling .....	9
Check to King .....	9
Getting out of Check .....	9
Checkmating Opponent's King for the Win .....	9
Draw .....	9
Stalemate .....	9
Other Draw .....	9
Goal of the Game .....	10



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*CHESS IS A GAME OF STRATEGY AND PLANNING WHICH IS WHY IT IS SEEN AS A  
SYMBOL OF INTELLIGENCE*

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## The Board and Pieces

Chess played on an 8 by 8 board with 64 squares in 32 pieces as shown:



However, chess is easy to learn and can be enjoyed by anyone at any level. and the game is all about checkmating the king.

## Know Your Board

### Files

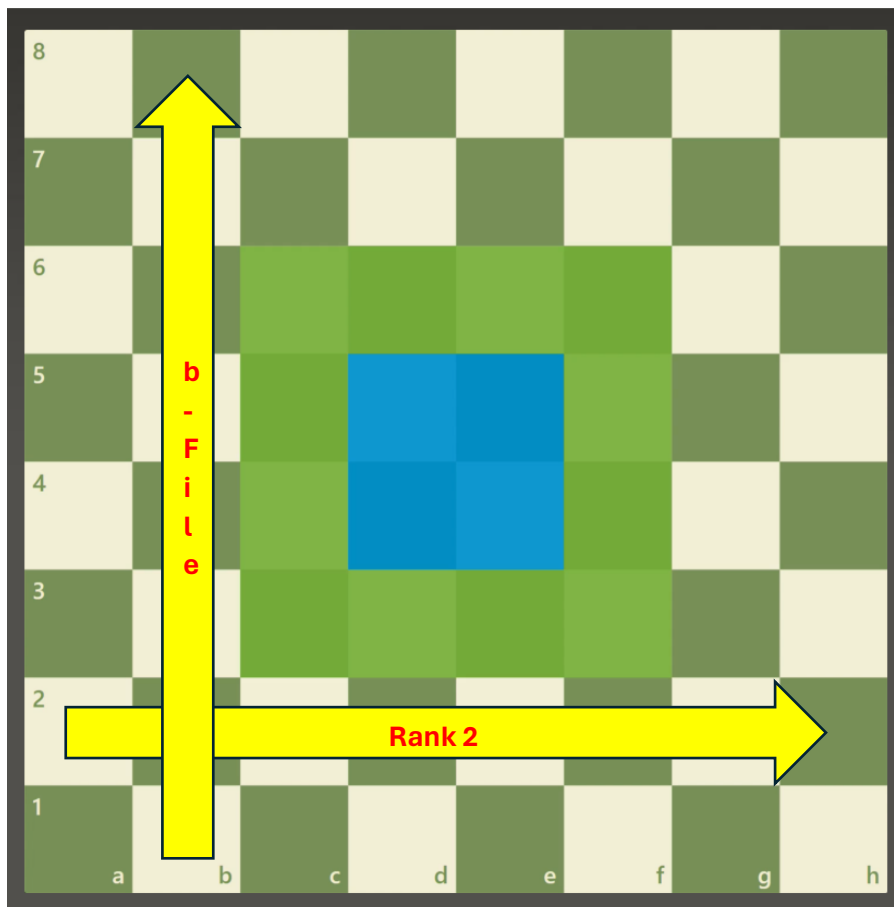
- Each column is called the file.
- Every file in chess is given a letter starting with the letter a on the left side of the board it is going all the way to the letter h on the right.
- 8 Files in the board are named as **a File, b File, c File, d File, e File, f File, g File** and **h File**, respectively.

### Ranks

- Each row is called the Rank.
- Every rank is given a number starting with 1 on the right side of the board in going up to the number 8 on the black side of the board.
- 8 Ranks in the board are named as **1<sup>st</sup> Rank, 2<sup>nd</sup> Rank, 3<sup>rd</sup> Rank, 4<sup>th</sup> Rank, 5<sup>th</sup> Rank, 6<sup>th</sup> Rank, 7<sup>th</sup> Rank**, and **8<sup>th</sup> Rank**, respectively.

### Squares

- Every square on the chess board has a name which is just its coordinates. We identify it with the letter (file name) first and the number (rank number) second.
- Example is e4 square, where the e file meets with the 4<sup>th</sup> Rank.
- A total of 64 Boxes have been given there named as per its coordinates like a1, a2, a3, and so on.



## Know Your Pieces

### King

- Even though the king is the most important piece in chess it is not the most powerful.
- The king can only move one square at a time in any direction if there is nobody blocking them as he cannot jump over other pieces.

### Queen

- The king might be the most important piece in chess, but the queen is by far the most powerful.
- Like the king the queen can move in any direction: forward, backward, to the sides, as well as diagonally. But, unlike the king the queen can move as far as she wants in any direction.
- The one thing the queen cannot do is jump over other pieces.

### Rook

- After the queen, the rook is the second most powerful piece as they can move up down into the sides as far as it wants but can only move in straight lines.
- Like the other pieces, the rook also cannot jump over any other piece.

### Bishop

- The bishop is one of the most interesting pieces in chess because it can move as far as a want but only odd diagonals.
- The bishop just like the other pieces, cannot jump over other pieces.
- Bishop must stay on the same-coloured square it starts the game on for the entire game in chess.
- Bishop in white box is called the **light squared Bishop** because it can only travel on the light squares and the other Bishop that you have in the game is in the black box and called as the **dark square Bishop**.
- You get 2 Bishops, and they never interfere with each other like the Rooks and Knight.

### Knight

- The Knight is the most fun piece in chess as it is the only piece in chess that does not move in some sort of straight line, it moves in a strange L shape.
- It goes two squares in one direction and then one square to the side.
- The other interesting thing about the Knight is that it is the only piece in chess that can jump over other pieces.

- Notice that the Knight moves from a light square to a dark square and then on the next turn it moves from a dark square to a light square. Knight always switches colours with each turn.

## Pawn

- The pawn is the humblest of chess pieces, but it is really one of the most powerful when working together.
- Pawns can only move straight forward, and they can only move one square at a time however if it is their first move of the game, they can choose to move two squares forward if there is nobody blocking them as they cannot jump over other pieces.
- Remember the pawn can choose to advance one or two squares all on the first move on all other moves the pawn advances one square.
- Pawns are also the only piece in chess that cannot move backwards.
- One other thing that makes them strange is that while they can only move straight forward Pawns can only capture diagonally and they can only capture one square away diagonally.
- Remember your Pawns are the only pieces that cannot move backwards and when they reached the other side of the board, they get a promotion for another piece. It can be a Knight, a Bishop, a Rook, or the powerful Queen.

## Setting Up the Board

Now we know how the chess pieces move it is time to set up the game board.

- *White on the right:* Before you put the pieces on the board, make sure you turn the chess board so that there is a light square in the bottom right corner.
- *Pawns on 2nd Rank:* Place all the pawns on the second rank for each side. Put all the white pawns on one side of the board and all the black pawns on the other side.
- *Rooks on Corners:* The rooks out in the corners of the Board.
- *Knights follows the Rooks:* The Knights next to the rooks.
- *Bishops:* Let us put the bishops next to the knights. And *now we are left with the king and the queen.*
- *Queen on same colour:* Queen always goes on the matching square. The white queen goes on the white square and the black queen goes on the dark square.
- *King:* Finally put the kings on the last empty squares.

*Notice that all identical pieces of both sides are lined up together*



Now we are ready to play Chess but before letting us get familiar with Basic Rules and Idea

# Basic Rules to Play the Game

## Notations

*Notations are the language of chess.*

### Notation for Pieces

*Each piece has its own letter for chess notation. We use Capital Letter to represent Pieces.*

- *K for King*
- *Q for Queen*
- *B for Bishop*
- *R for Rook*
- *N for Knight*
- *Pawns has no notation. We represent pawn as his square notation. Like a e2 pawn*

*Note that a piece always begins with a capital letter and the square is always in lowercase.*

### Notation for File, Rank and Square

#### Files

- Every file in chess is given a letter starting with the letter a on the left side of the board it is going all the way to the letter h on the right.
- 8 Files in the board are named as **a File, b File, c File, d File, e File, f File, g File** and **h File**, respectively.

#### Ranks

- Every rank is given a number starting with 1 on the right side of the board in going up to the number 8 on the black side of the board.
- 8 Ranks in the board are named as **1<sup>st</sup> Rank, 2<sup>nd</sup> Rank, 3<sup>rd</sup> Rank, 4<sup>th</sup> Rank, 5<sup>th</sup> Rank, 6<sup>th</sup> Rank, 7<sup>th</sup> Rank**, and **8<sup>th</sup> Rank**, respectively.

#### Squares

- Every square on the chess board has a name which is just its coordinates. We *identify it with the letter (**file name**) first and the number (**rank number**) second.*
- Example is e4 square, where the e file meets with the 4<sup>th</sup> Rank.
- A total of 64 Boxes have been given there named as per its coordinates like a1, a2, a3, and so on.

### Notation for Capture

- X is used to represent capturing of a Piece

### Notation for Check and Checkmate

- We use + for Check and # for Checkmate.

### Notation for Moves

- [Piece] [Initial Square/File/Rank Name] [ x ] [Final Square] [+/#]



Moving Pieces

Capturing Pieces

En Passant

Castling

Check to King

Getting out of Check

Checkmating Opponent's King for the Win

Draw

Stalemate

Other Draw

## Goal of the Game

- The goal of this game is to checkmate opponent's King. Once the king is in checkmate then the game is over.
- Therefore, we must understand and recognise different Checkmate patterns to win the game.
- We will learn in depth but for now let us relook the Board to find out the weakest piece to attack opponent's king for the checkmate.