

INTENSE

WARRIOR GAMES

CHESS

To Begin:

The second row (or rank) is filled with pawns. The rooks go in the corners, then the knights next to them, followed by the bishops, and finally the queen, who always goes on her own matching color (white queen on white, black queen on black), and the king on the remaining square.

The player with the white pieces always moves first. Flip a coin to determine who will be white.

How the Chess Pieces Move

Pieces cannot move through other pieces (though the knight can jump over other pieces), and can never move onto a square with one of their own pieces.

The King: The king is the most important piece, but is one of the weakest. The king can only move one square in any direction - up, down, to the sides, and diagonally. The king may never move himself into check (where he could be captured).

The Queen: The queen is the most powerful piece. If moved she can move in any one straight direction - forward, backward, sideways, or diagonally - as far as possible as long as she does not move through any of her own pieces. And, like with all pieces, if the queen captures an opponent's piece her move is over.

The Rook: The rook may move as far as it wants, but only forward, backward, and to the sides.

The Bishop: The bishop may move as far as it wants, but only diagonally. Each bishop starts on one color (light or dark) and must always stay on that color.

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The Knight: Knights move in a very different way from the other pieces – going two squares in one direction, and then one more move at a 90 degree angle, just like the shape of an “L”. Knights are also the only pieces that can move over other piece.

The Pawn: Pawns are unusual because they move and capture in different ways: they move forward, but capture diagonally. Pawns can only move forward one square at a time, except for their very first move where they can move forward two squares. Pawns can only capture one square diagonally in front of them. They can never move or capture backwards. If there is another piece directly in front of a pawn he cannot move past or capture that piece.

Promotion

Pawns have another special ability and that is that if a pawn reaches the other side of the board it can become any other chess piece (called promotion). A pawn may be promoted to any piece. [NOTE: A common misconception is that pawns may only be exchanged for a piece that has been captured. That is NOT true.] A pawn is usually promoted to a queen. Only pawns may be promoted.

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Castling

One other special rule is called castling. This move allows you to do two important things all in one move: get your king to safety (hopefully), and get your rook out of the corner and into the game. On a player's turn he may move his king two squares over to one side and then move the rook from that side's corner to right next to the king on the opposite side. In order to castle, however, it must meet the following conditions:

- it must be that king's very first move
- it must be that rook's very first move
- there cannot be any pieces between the king and rook to move
- the king may not be in check or pass through check

Check and Checkmate

As stated before, the purpose of the game is to checkmate the opponent's king. This happens when the king is put into check and cannot get out of check. There are only three ways a king can get out of check: move out of the way (though he cannot castle!), block the check with another piece, or capture the piece threatening the king. If a king cannot escape checkmate then the game is over. Customarily the king is not captured or removed from the board, the game is simply declared over.