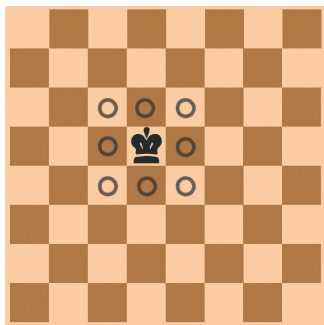
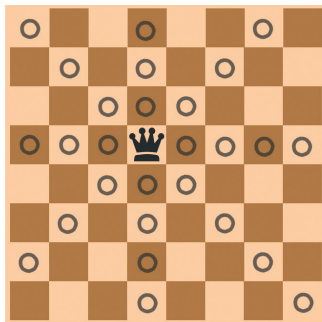


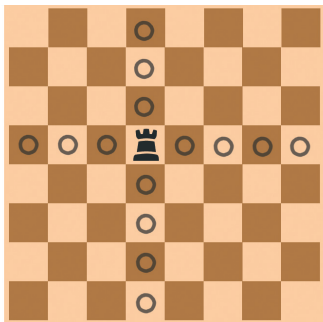
Déplacements des pièces • Moving the pieces  
Zugregeln • Desplazamiento de las piezas  
Movimento dei pezzi • Verplaatsen van de stukken  
vPjäsernas förflyttning • Træk  
Deslocação das peças • Ходы фигур



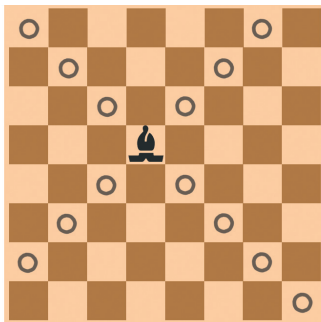
Roi - King - König - Rey  
Re - Koning - Kung - Konge  
Rei - король



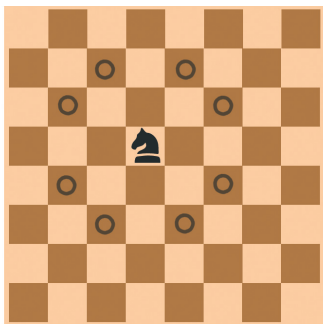
Dame - Queen - Dame - Dama  
Regina - Dame - Dam - Dronning  
Rainha - ферзь



Tour - Rook - Turm - Torre - Torre  
Toren - Torn - Tårn - Torre - ладья



Fou - Bishop - Läufer - Alfíl - Alfiere  
Loper - Löpare - Løber - Bispo - слон



Cavalier - Knight - Springer  
Caballo - Cavallo - Paard - Springare  
Springer - Cavalo - конь



Pion - Pawn - Bauer - Peón - Pedone  
Pion - Bonde - Bonde - Peão - пешка



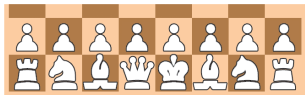
6 years  
upwards



2

## A game of strategy:

The players each develop a strategy to counter their opponent's tactics and win.



**The game is played on a chessboard with 64 alternately light and dark-coloured squares.**

**NB:** always place the board such that a light-coloured square is in each player's near-right corner.

Each player has 16 pieces: 1 king, 1 queen, 2 bishops, 2 knights, 2 rooks and 8 pawns which are set out as shown above at the start of the game.

**NB:** the queens are always placed on their own colour and so are positioned directly facing each other across the board.

## Object:

To capture your opponent's king, known as checkmating.

## How to play

Lots are drawn to decide which player will play the light pieces. This player also starts the game. Both players must move one of their pieces during their turns - players cannot "pass". The players take it in turns to move one of their pieces.

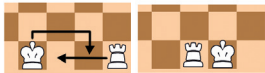
- **Moving the pieces** (see the diagrams at the beginning of the book).  
A piece can never move over another piece (except the knight).

**The KING** is the most important piece in the game; if it is captured, the game is lost! The king can move one square at a time in any direction and can also perform a special move known as castling.

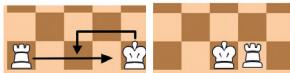
- **Castling involves moving the king and a rook at the same time, and is possible only if all of the following conditions are fulfilled:**

- neither the king nor the rook can previously have moved during the game;
- there must be no other piece between them;
- the king must not be in check.

### Castling on the kingside



### Castling on the queenside



**The QUEEN** moves any number of squares in any direction. It is the most powerful of all the pieces.

**The ROOK** moves an unlimited number of squares vertically or horizontally.

**The BISHOP** moves an unlimited number of squares diagonally.

**The KNIGHT** moves three squares: one or two horizontally (or vertically) and the rest in the other direction. It can be thought of as moving in an "L" shape.

The knight is the only piece that can jump over other pieces.

**The PAWN:** moves one square at a time straight forwards, and can never move backwards;

- can move forward two squares on its first move;

- if the pawn reaches the last rank on the board it can be transformed into another piece of its own colour (except a king) of the player's choice.

### • Capturing

A piece is removed from the game when an opponent's piece moves on to the square that it was occupying. A piece captures an opponent's piece by moving in the normal way, apart from the pawn, which moves diagonally forwards to capture a piece.

• The king is in check if it is positioned such that it can be captured by an opponent's piece.

The opponent announces "check". (It is forbidden to leave a king in check.)

**The KING** is checkmated:

- if it cannot move without finding itself again in check;

- if the player cannot block the check by placing a piece between the king and the opponent's threatening piece;

- if the player cannot capture the threatening piece.

**Winning:** The player who checkmates the opponent's king announces "checkmate" and wins the game.

**A game of chess can also finish in a draw if:**

- "stalemate" arises, meaning that one of the players is not in check, but can make no move which would not place his/her king in check.

- perpetual check arises;

- the same board position recurs three times;

- the players do not possess enough remaining pieces to bring about checkmate;

- fifty moves have been played without a capture or a pawn move occurring.