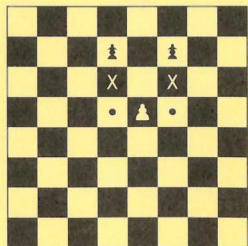


CASTLING

This is a special move that lets a player move the King and the Rook at once. To castle, neither the King nor the Rook involved may have moved before. In castling, the player moves the King two squares to its left or to its right toward one of his Rooks. The Rook involved goes to the square beside the King toward the center of the board. There may not be any pieces between the King and the Rook involved in castling and it may only be done once per game.

EN PASSANT

This French phrase, meaning "in passing," occurs when one player moves a Pawn two squares forward to try to avoid capture by the opponent's Pawn. The capture is made exactly as if the player had moved the Pawn only one square forward.



In the diagram, the dark colored pawn moves up two squares to the square with the dot. On its turn the light colored Pawn may capture the dark Pawn on the square marked with the X. If the light colored player does not exercise this option immediately, before playing some other move, the dark colored Pawn is safe from "en passant" capture for the rest of the game. New opportunities may arise for other Pawns in similar circumstances.

CHECK AND CHECKMATE

If the King is threatened with capture (check), it must get out of check immediately. If there is no way to get out of check, the position is a "checkmate," and the side that is in checkmate loses.

If a King is not in check, but also has no legal move, the position is called a stalemate and the game is scored as a draw, or tie.

CHES



The Ancient Game of Strategy


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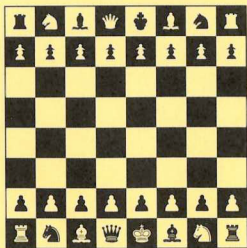
Chess was invented in India around the 6th century AD. Since the addition of the Queen in the 15th century, the game has changed little.

GENERAL RULES

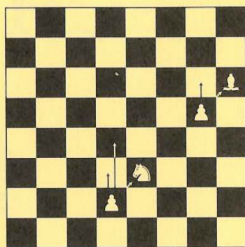
The goal of chess is to win by capturing your opponent's King (checkmate). Players take turns alternately moving one piece at a time. Movement is required. Each type of piece has its own method of movement. A piece may be moved to another position or may capture an opponent's piece. This is done by landing on the appropriate square with the moving piece and removing your opponent's piece from play. Except for the Knight, a piece may not move over or through any other pieces.

SET-UP

The light colored Queen is placed on a light square (bottom side in diagram below) and the dark colored Queen is placed on a dark square. The two sides should be mirror images. The light colored side always moves first.

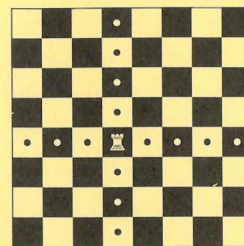


MOVEMENT OF PIECES

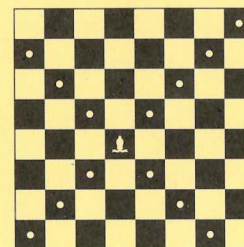


The Pawn moves differently depending on whether it moves to an empty square or whether it captures an opponent's piece. If a Pawn is capturing a piece, it can only move forward one space, diagonally. When a Pawn does not take an opponent's piece, it moves one square straight forward. If a Pawn has not moved at all, the Pawn may take a double step straight forward (or forward one space).

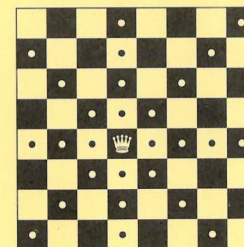
If a Pawn advances to the opposite end of the board, it is promoted to any piece the moving player desires (except for a King or Pawn). It is thus possible to have two Queens for example.



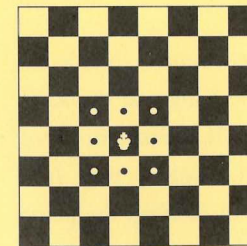
The Rook moves in a straight line, horizontally or vertically.



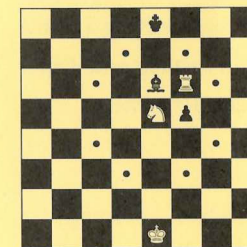
The Bishop moves in a straight line, diagonally.



The Queen moves in any straight line, horizontally, vertically, or diagonally.



The King moves one square in any direction, horizontally, vertically, or diagonally.



The Knight moves one square horizontally or vertically and then at an angle (see diagram above). The Knight's movement can also be viewed as an "L" laid out at any horizontal or vertical angle.