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QUEEN



KING



BISHOP



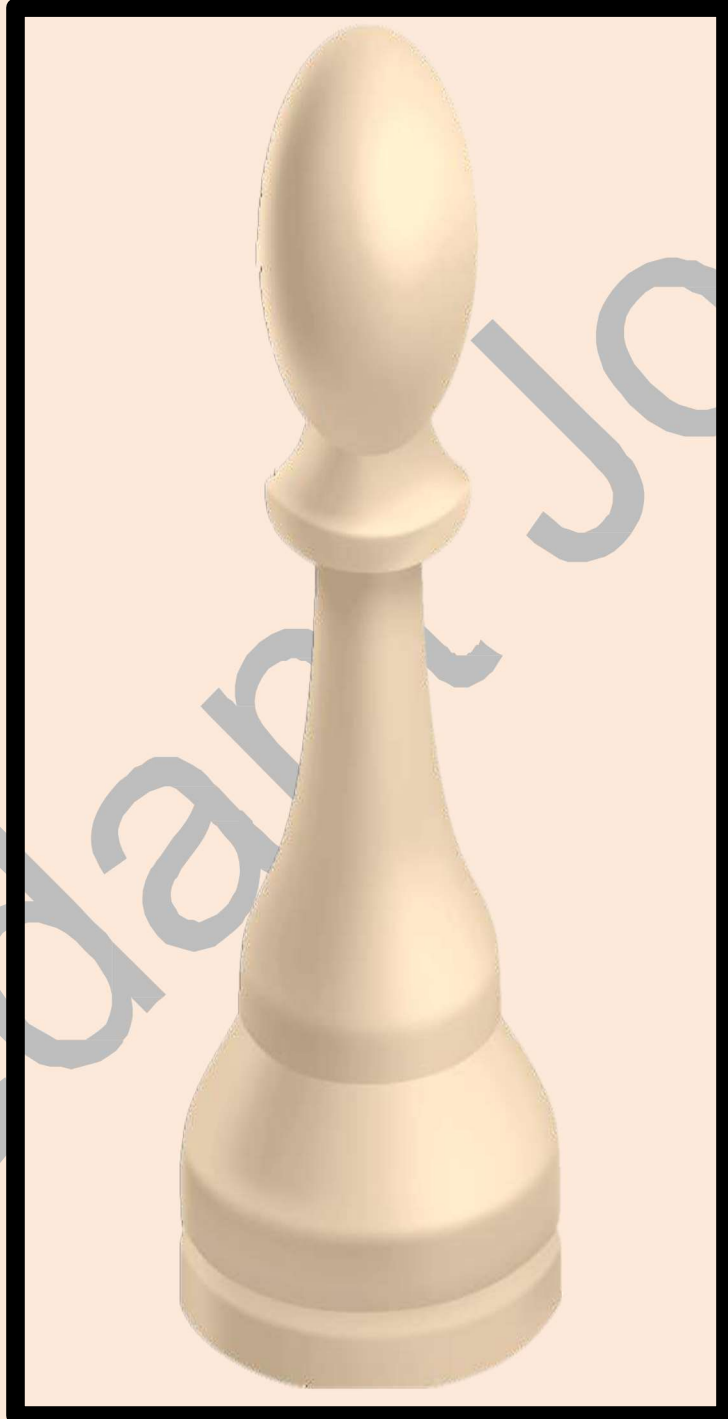
KNIGHT



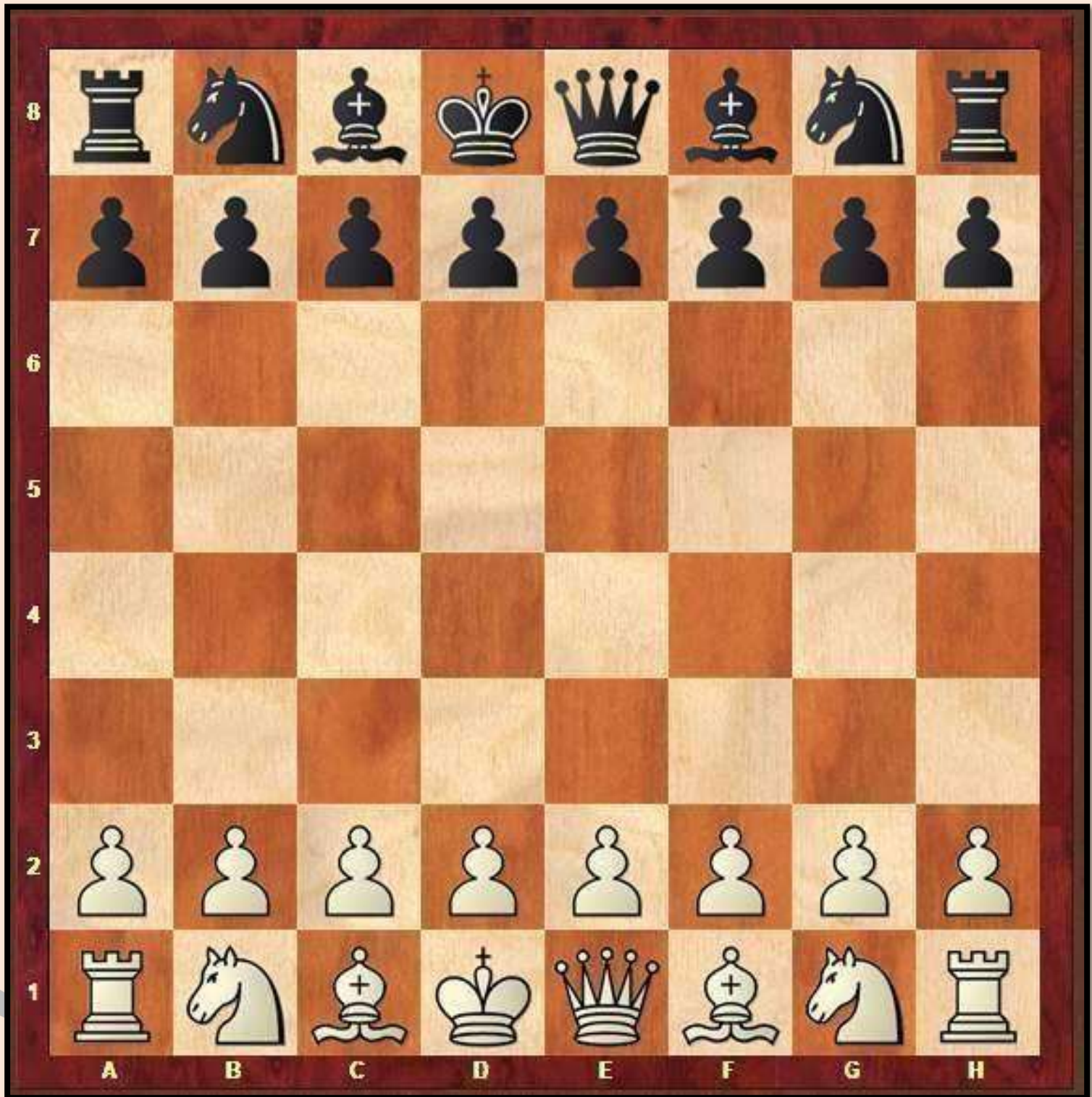
ROOK



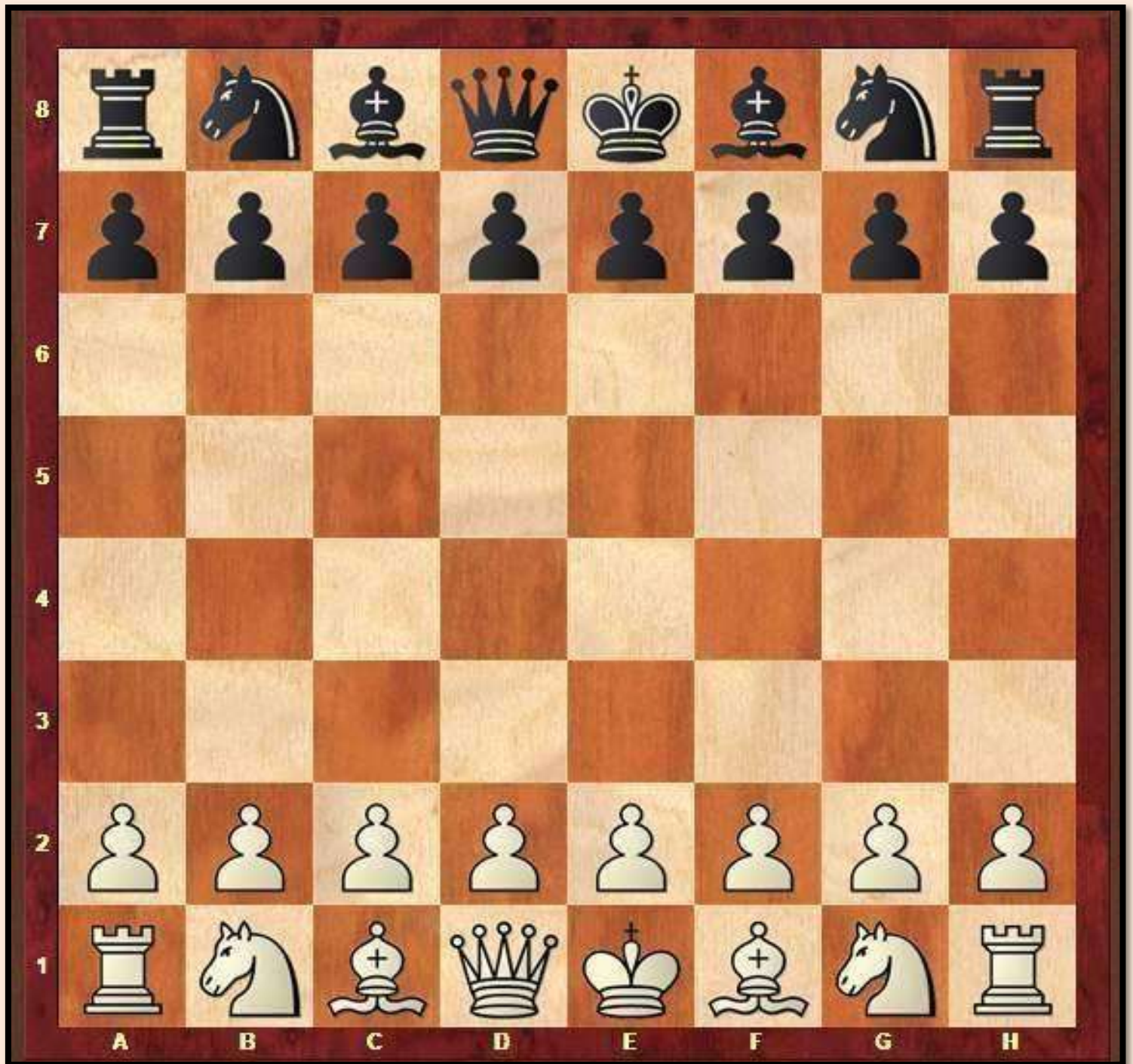
PAWN



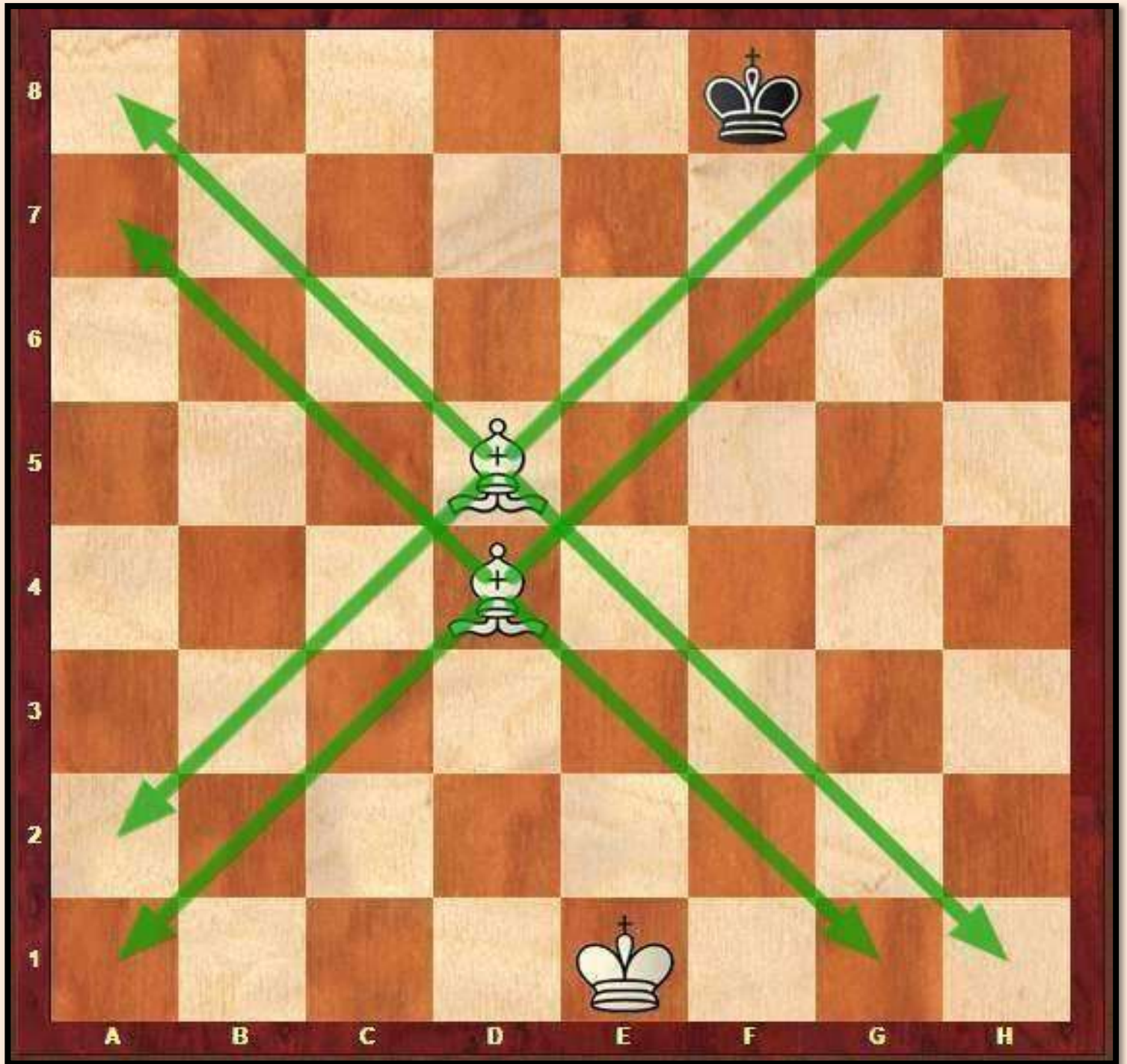
Wrong Set up of Chess Board



Right Setup of Chess Board



BISHOP MOVEMENT



Bishop moves in 'X' Shape or Diagonal manner



Kings Cannot be next to each other so not possible to move on the red marked squares



King's Movement

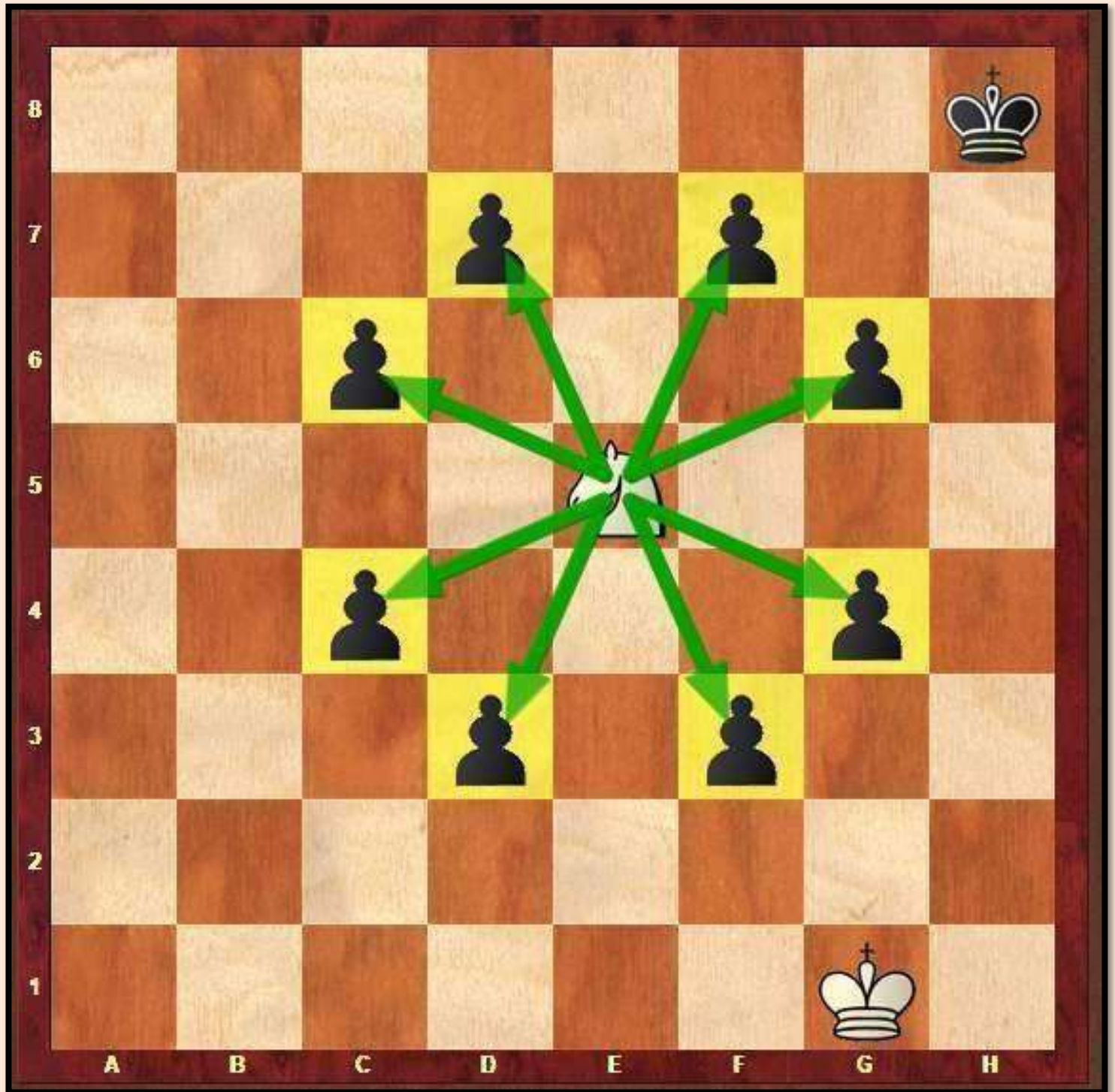


King moves 1 square on any square of the board



Knight Movement

Knight moves in “L” Shape & Number of Steps 2.5 Steps

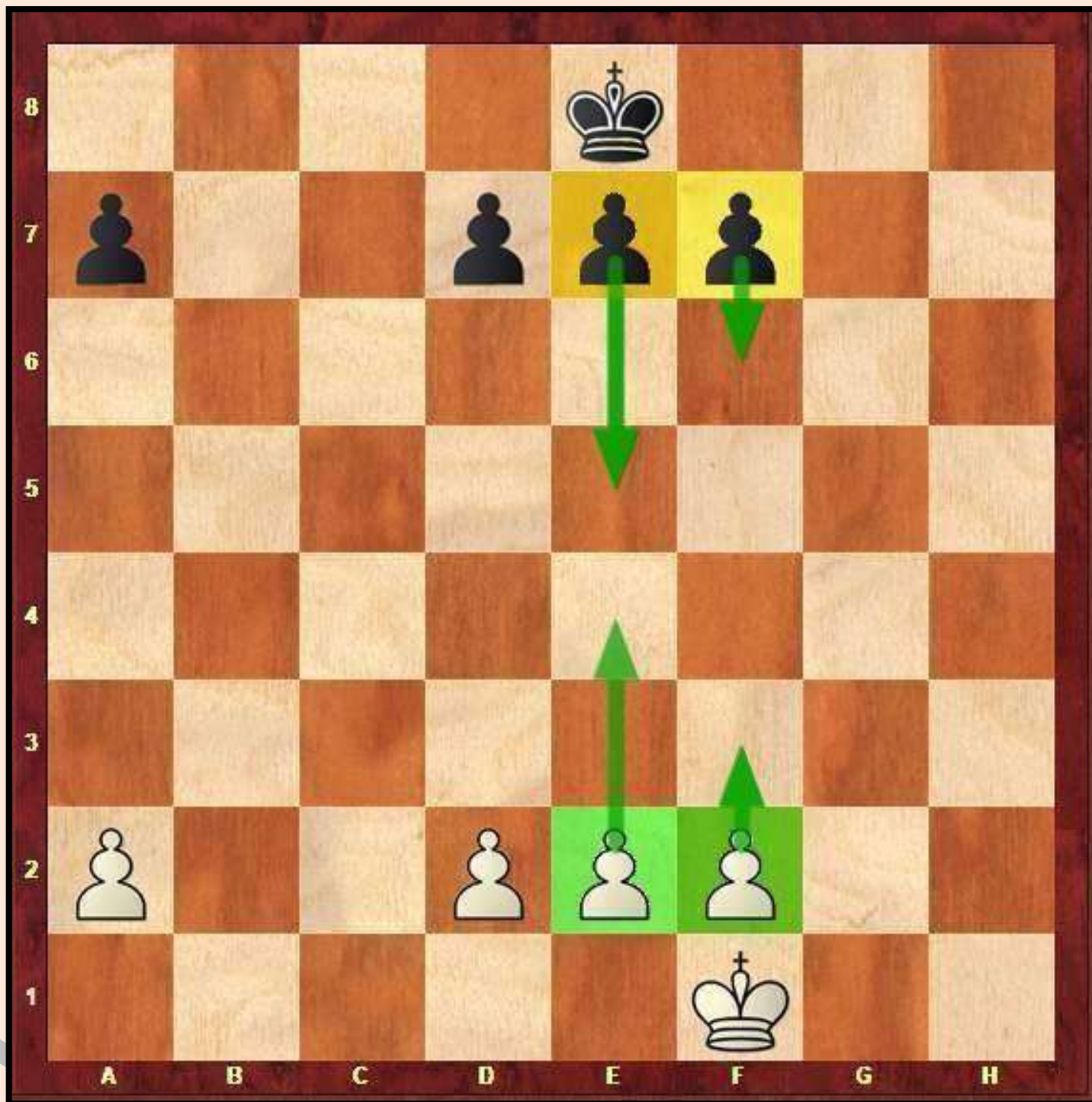


Knight Movements



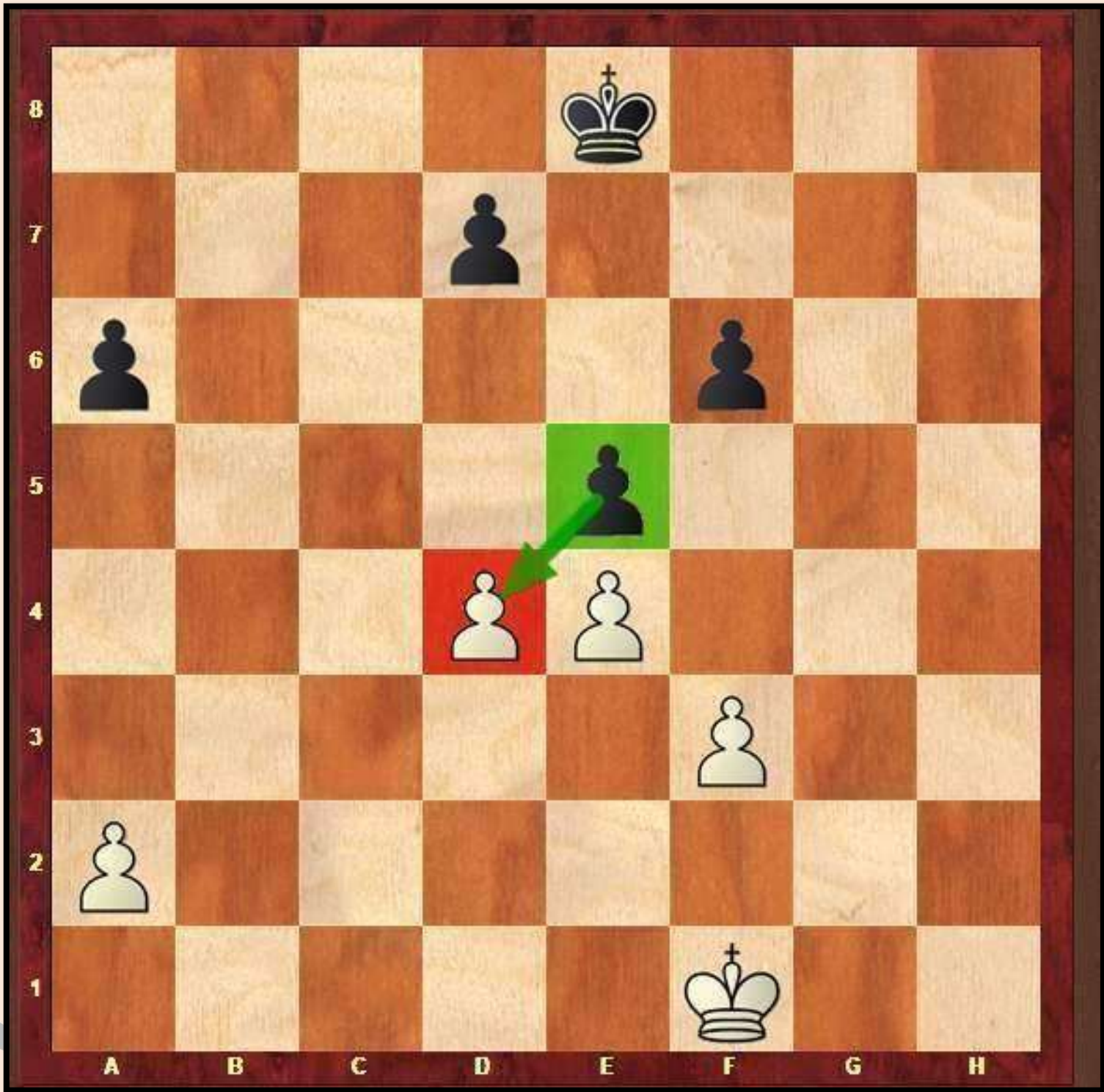
Pawn Movement

Pawn moves straight, once they are pushed ahead, they cannot come back or return to the last square



Initially, Two steps or One Step
but once two steps are played cannot move two
steps again

Pawn Capture

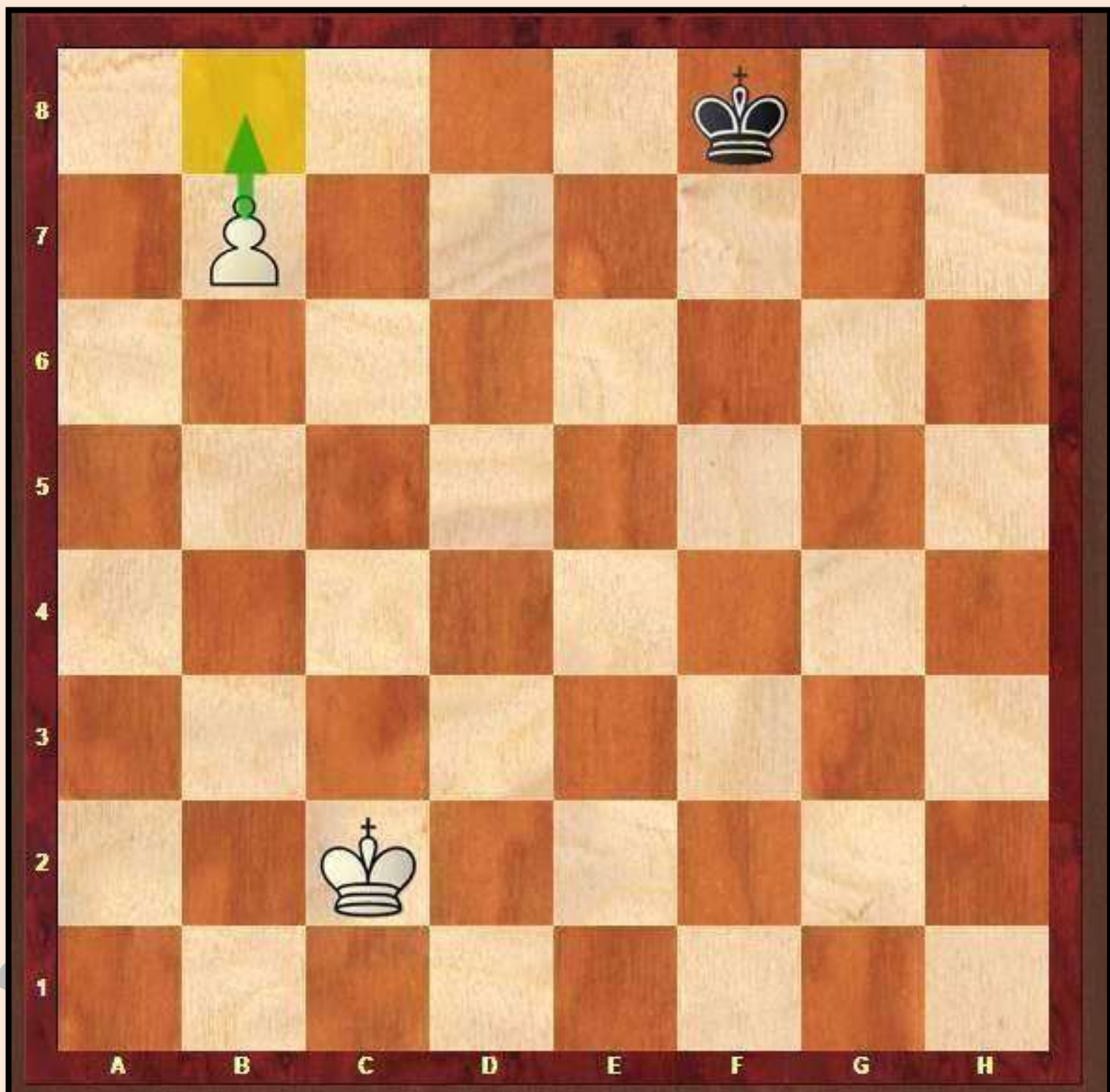


*Pawn Captures in diagonal way
(crossway)*



Pawn Promotion

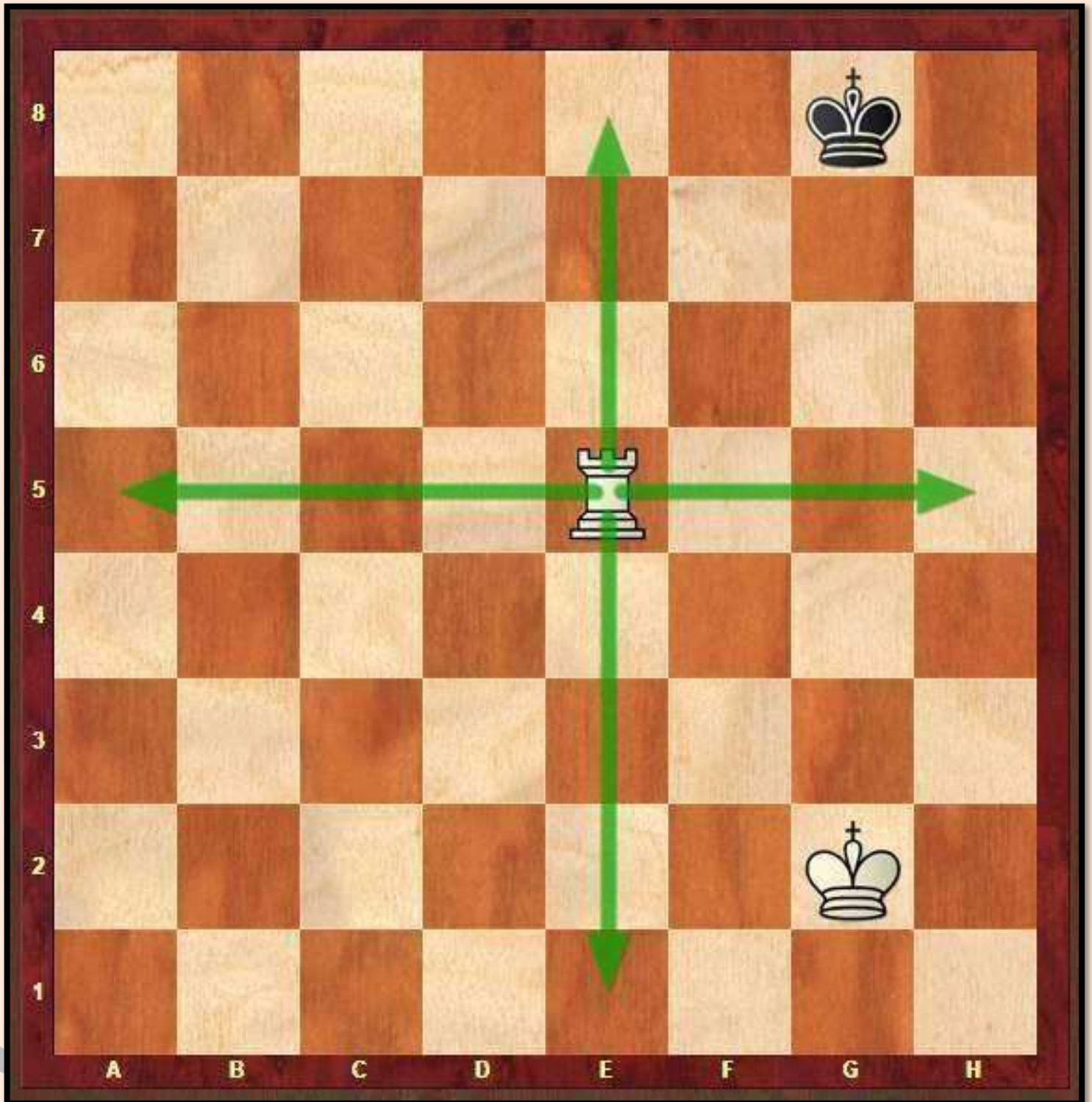
Once the Pawn reach the last square of the board(opponent's territory) it get's the chance to promote



Pawn can promote in 4 options/choices and the choices are Queen, Rook, Bishop or Knight . Any 1 from the 4 options

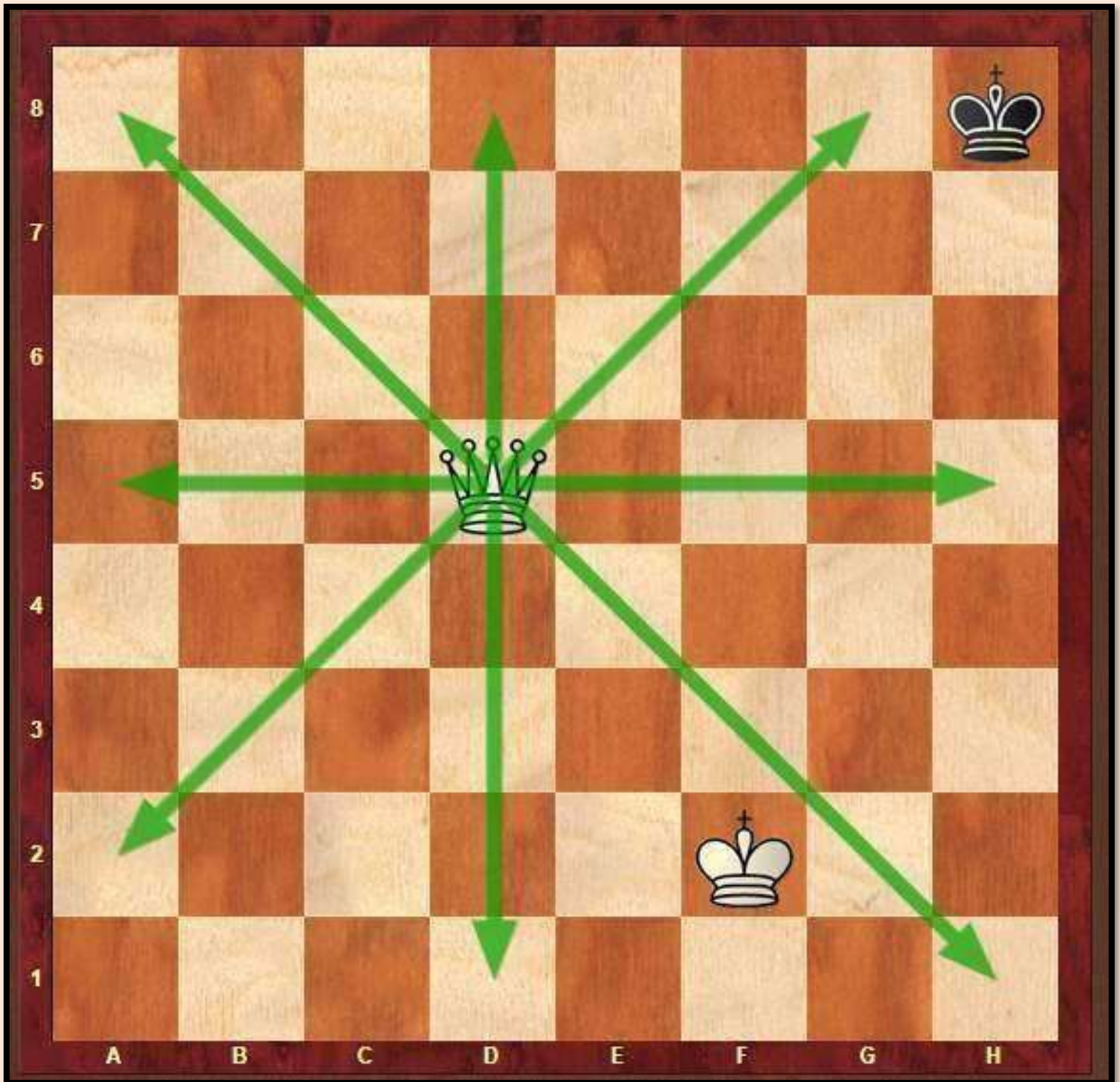


Rook movement



*Rook moves on any square straight, horizontal i.e
(+ PlusShape)*

Queen Movement



Queen moves in any direction straight, horizontal, diagonal shape (+,/ Plus & Diagonal Shape, just like the Rook & Bishop)



CHECK

Check in chess means your opponent's piece has attacked your King and you have the choice of :

- A. Away: - Move your King away from the Check.
- B. Blocking the Check: - Bring your piece in middle of the checked squares to save your King from the Attack.
- C. Capture the opponent's piece: - You must capture the opponent's piece which is attacking your King. Then you're saved from the check.

You cannot ignore the check and play different moves so if you're in check you have to save your King first using above choices.

Check Example



Bishop direct attacks to the King it's a check



Check Example



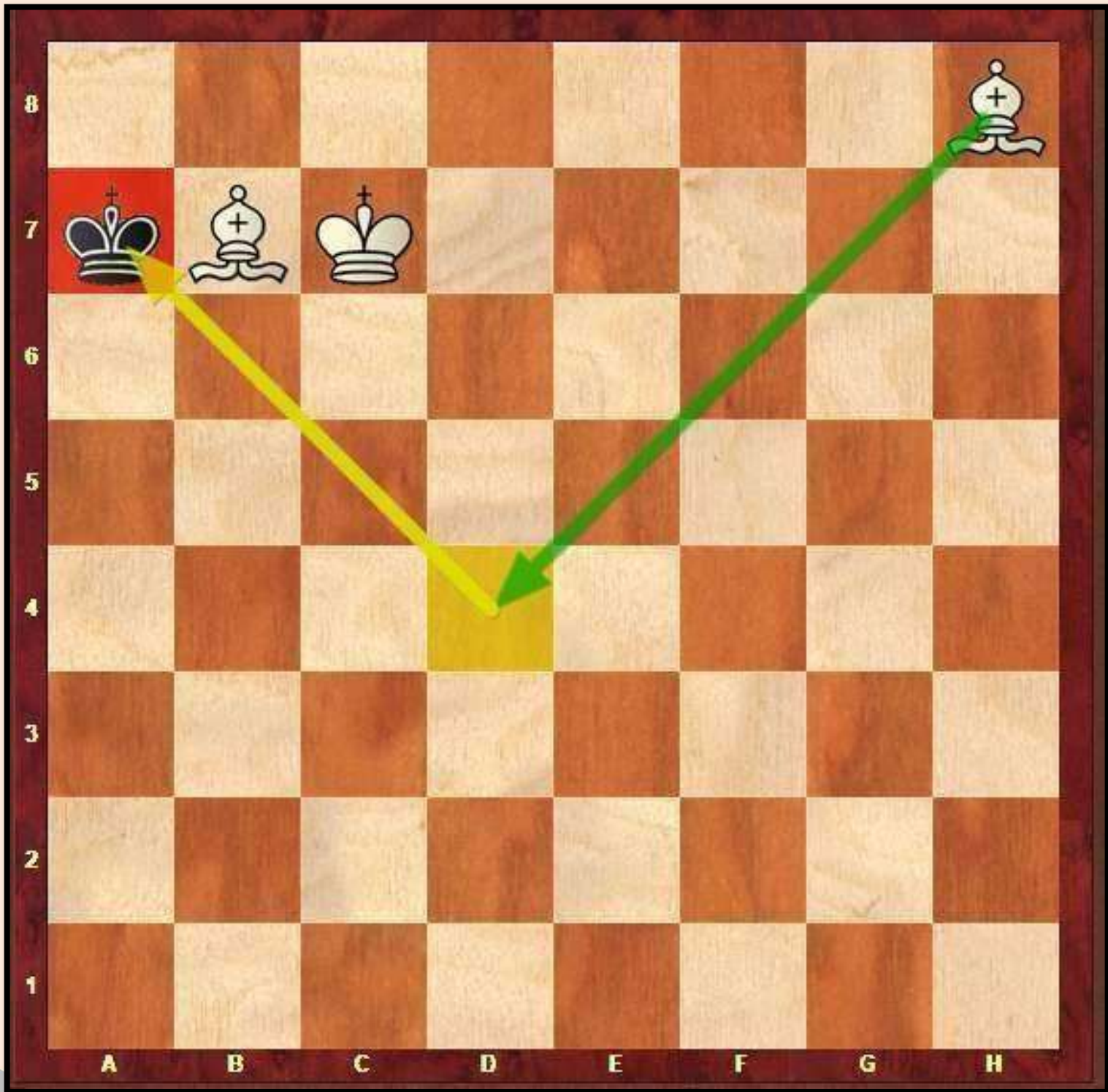
Bishop gives check to the King

CHECKMATE

Checkmate in chess is when you or your opponent's king is in check, the king cannot move, and nothing can capture the piece giving check.

The game is ended once we checkmate and the one who checkmates wins the game.

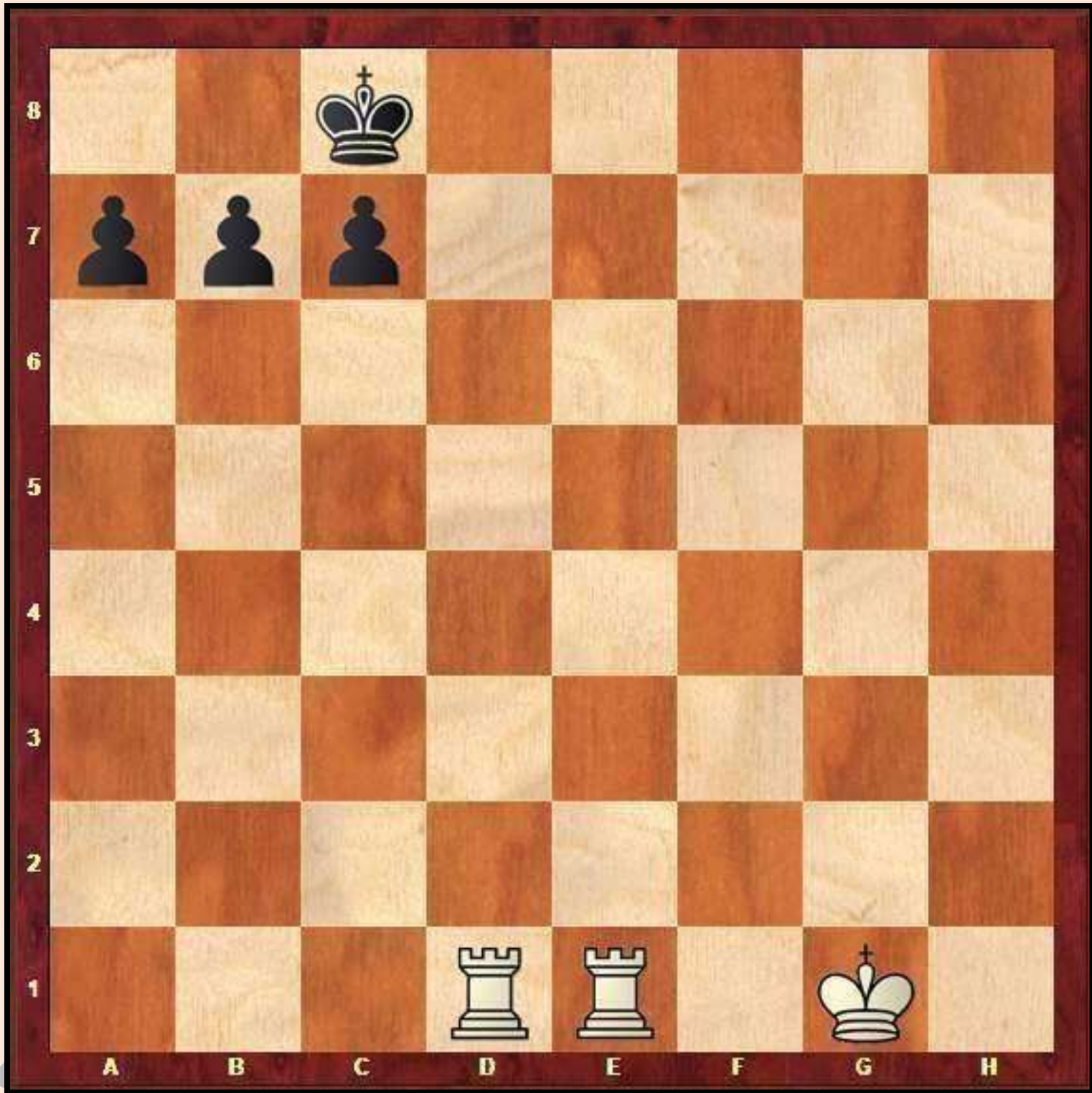
Checkmate Example



Bishop can go to the marked square and gives a check to the King and the Black King is left with no square to go



Checkmate Example



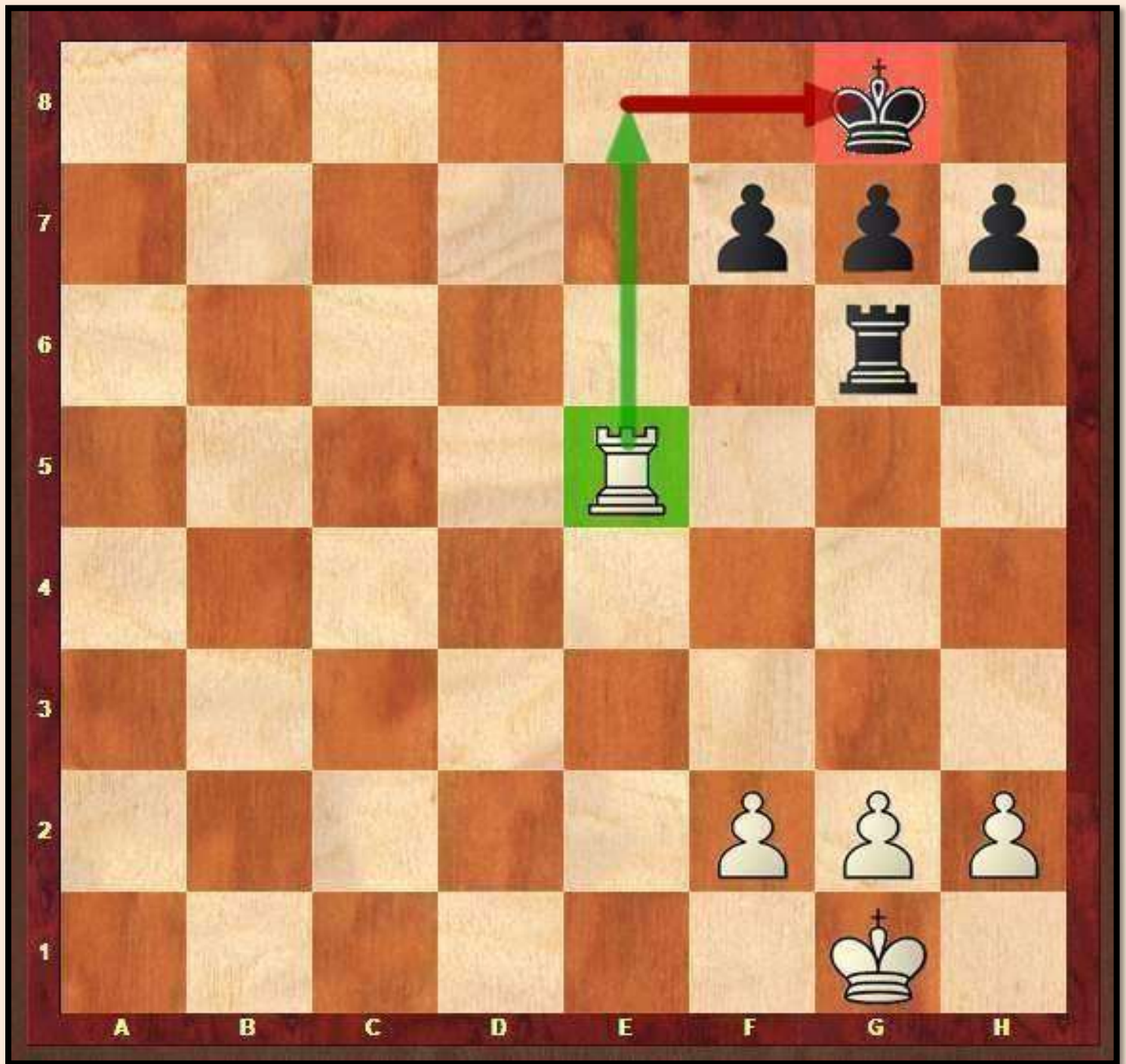
White to Play and Checkmate Black King

Checkmate Example



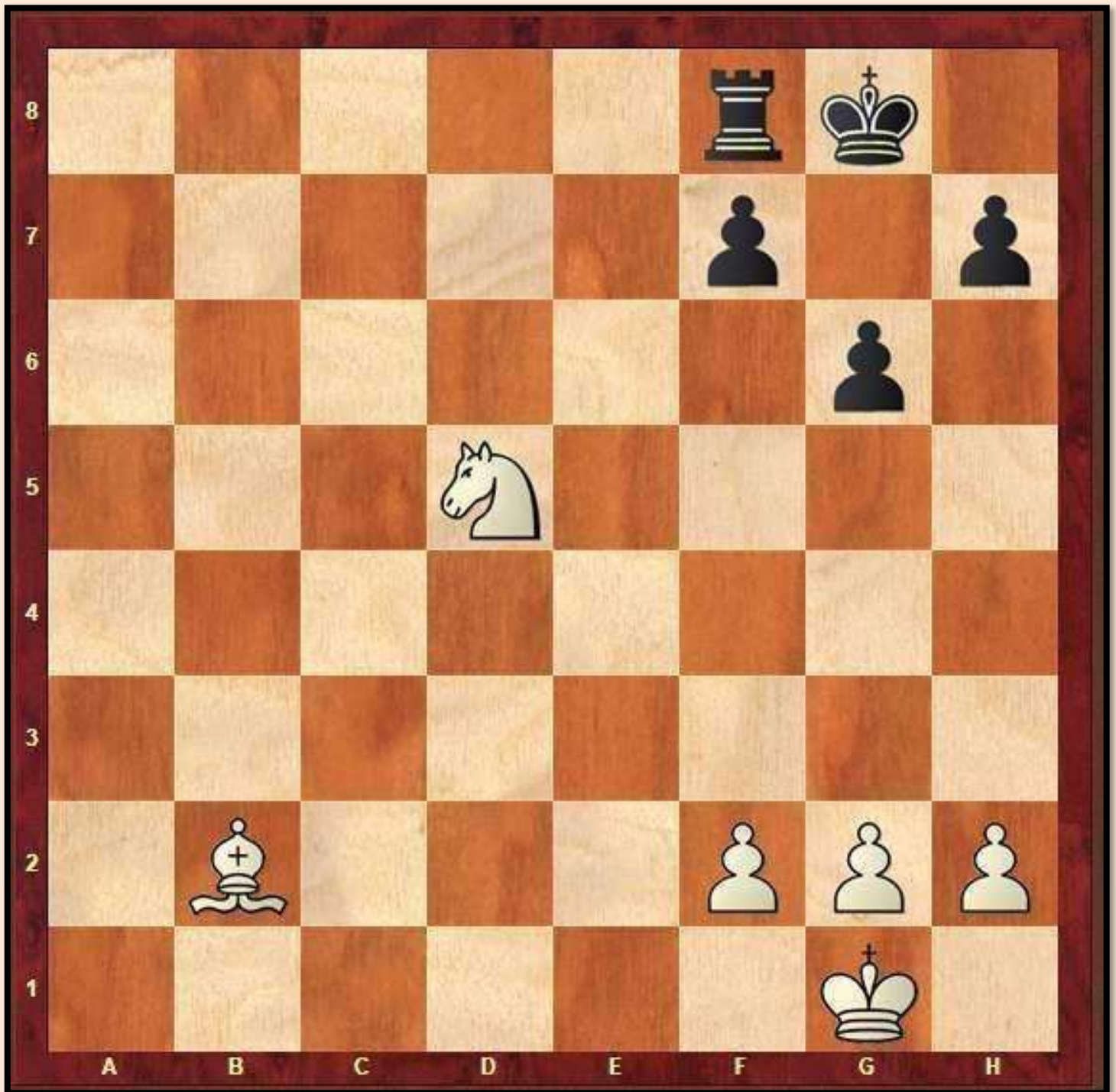
White to Play & Checkmate Black King

Checkmate Example



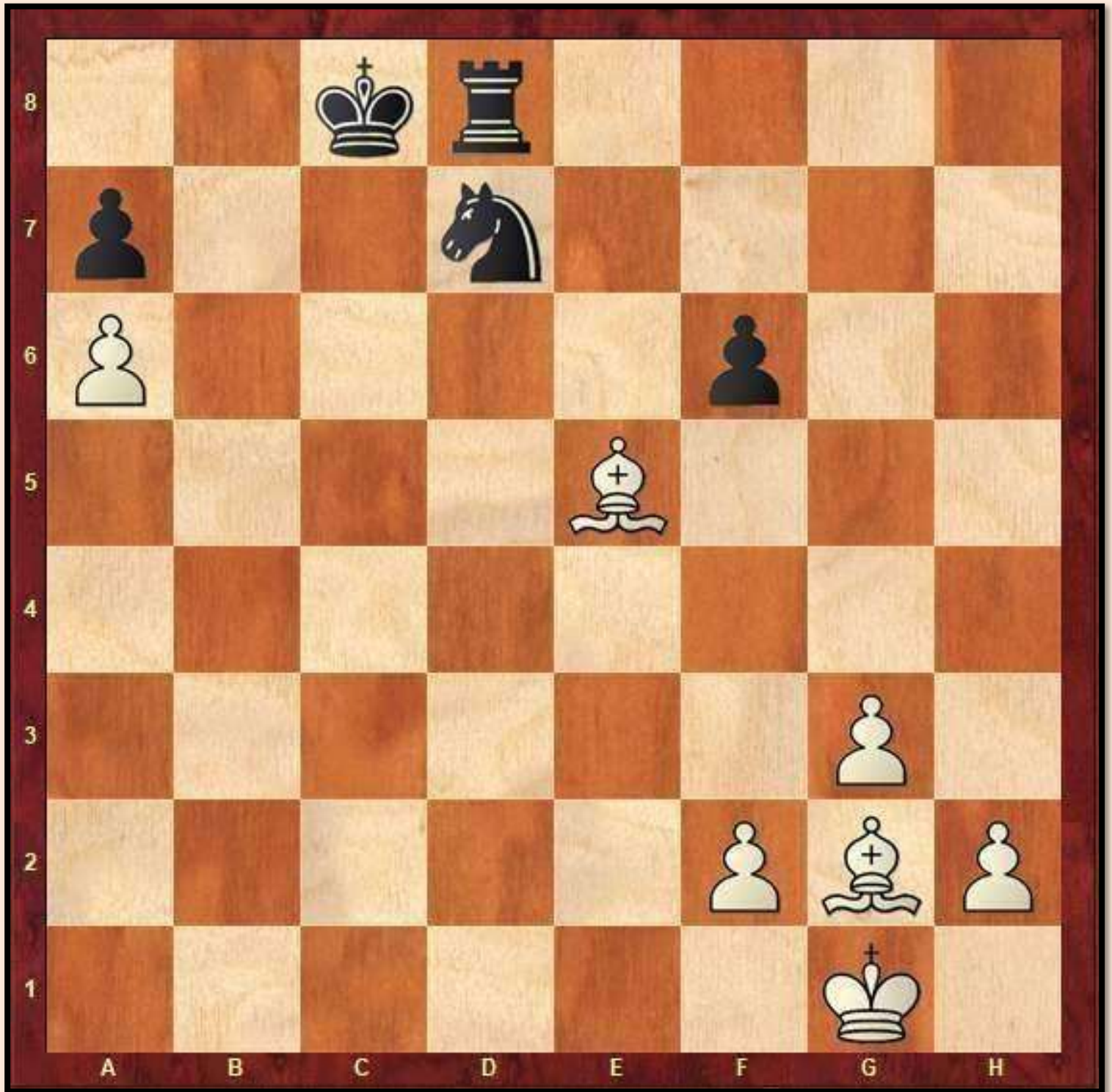
Rook delivers a Checkmate by going to the last square ,Black king has no square to go !

Checkmate Example



White to Play & Checkmate Black King

Checkmate Example



White to Play and Checkmate Black King

STALEMATE

Stalemate is a position in chess when the player whose turn to move is not in check and has no legal move.

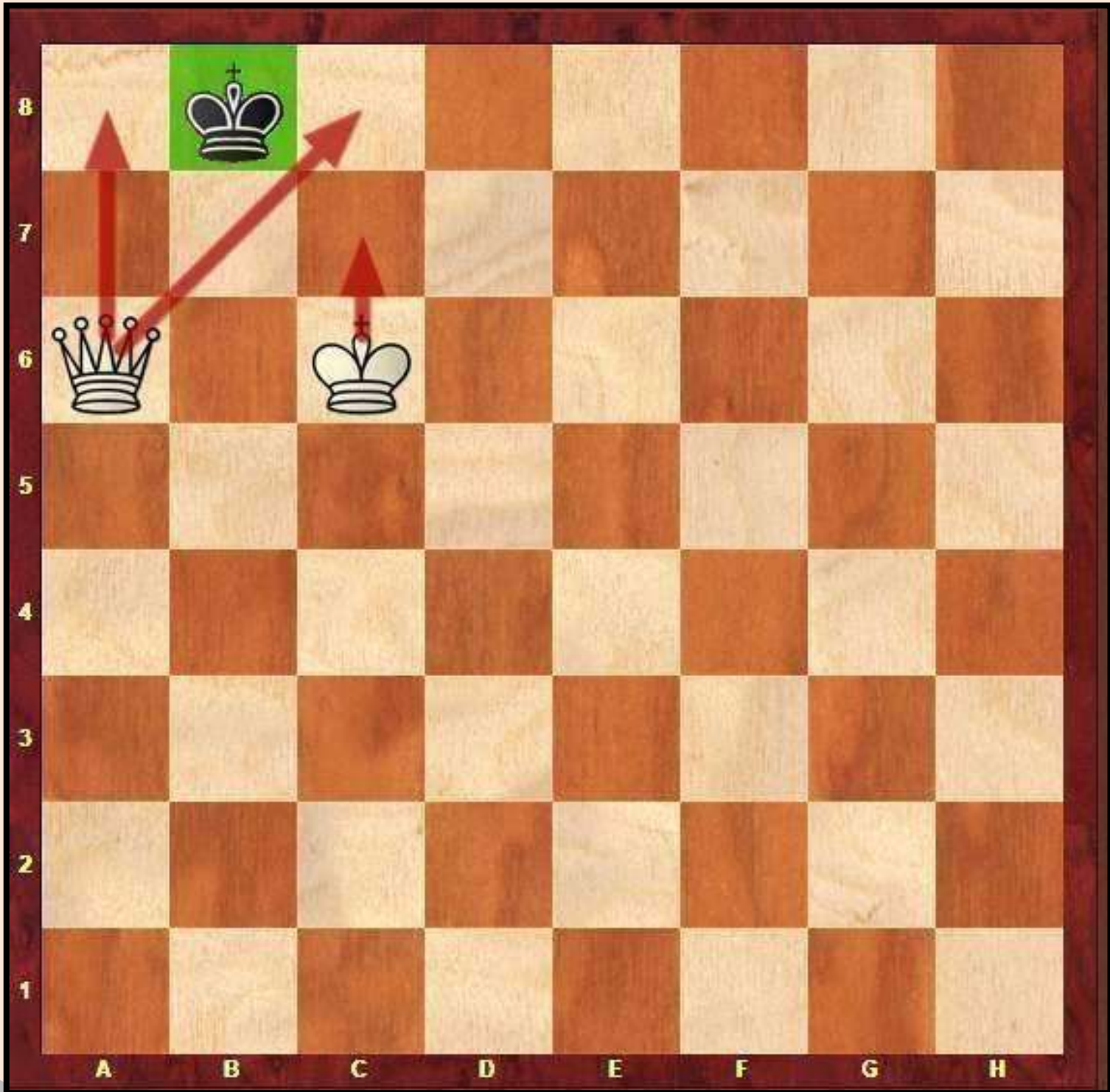
Also, there are no other chess pieces on the board which can be moved.

The game ends as a DRAW.

If you or your opponent have any piece on the board which can be moved then it's not stalemate



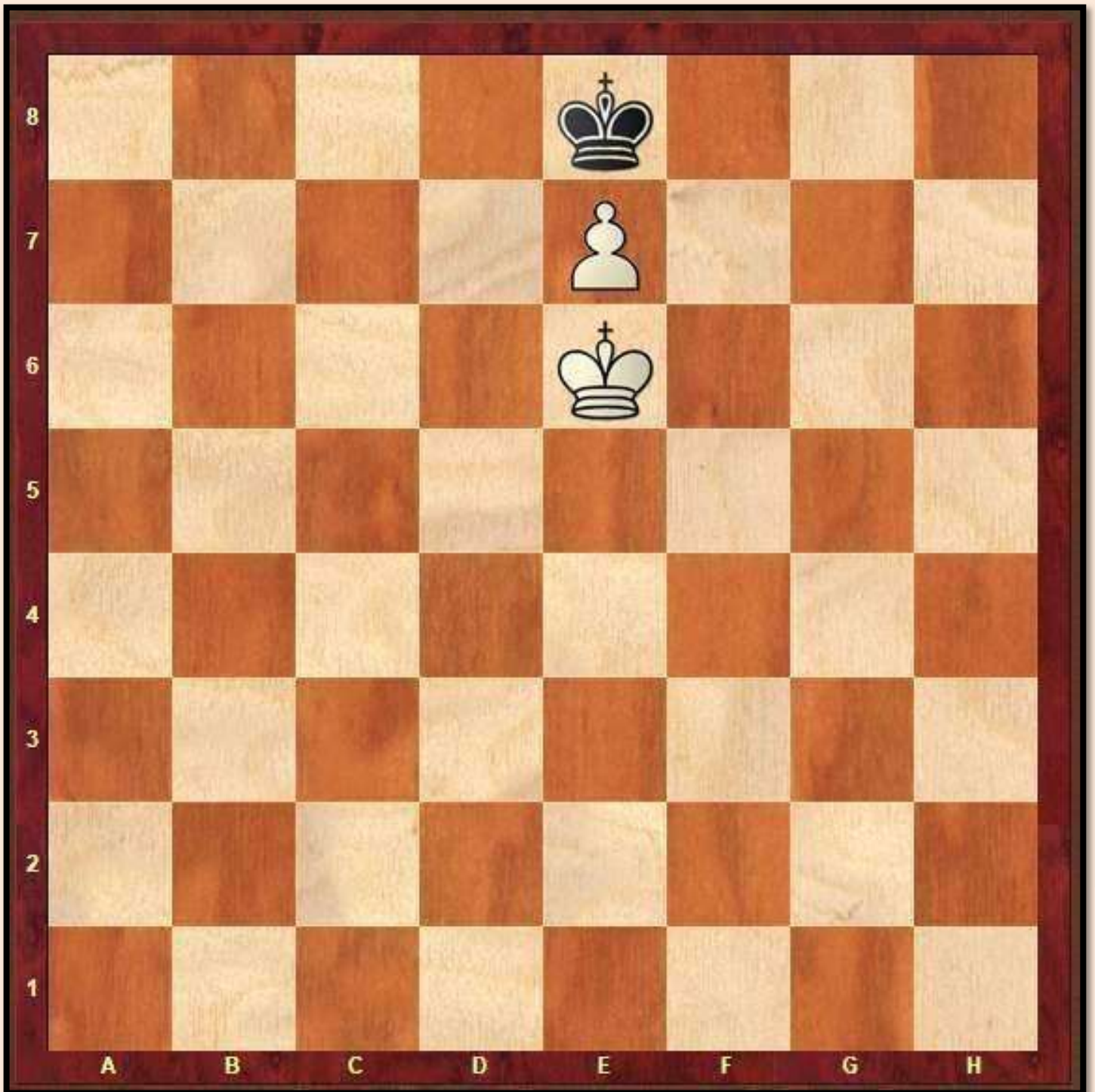
Stalemate Example



It's Black to play and here the Black King has no square to move as all the squares where the King can move are already controlled by White Queen and King so it's called a Stalemate

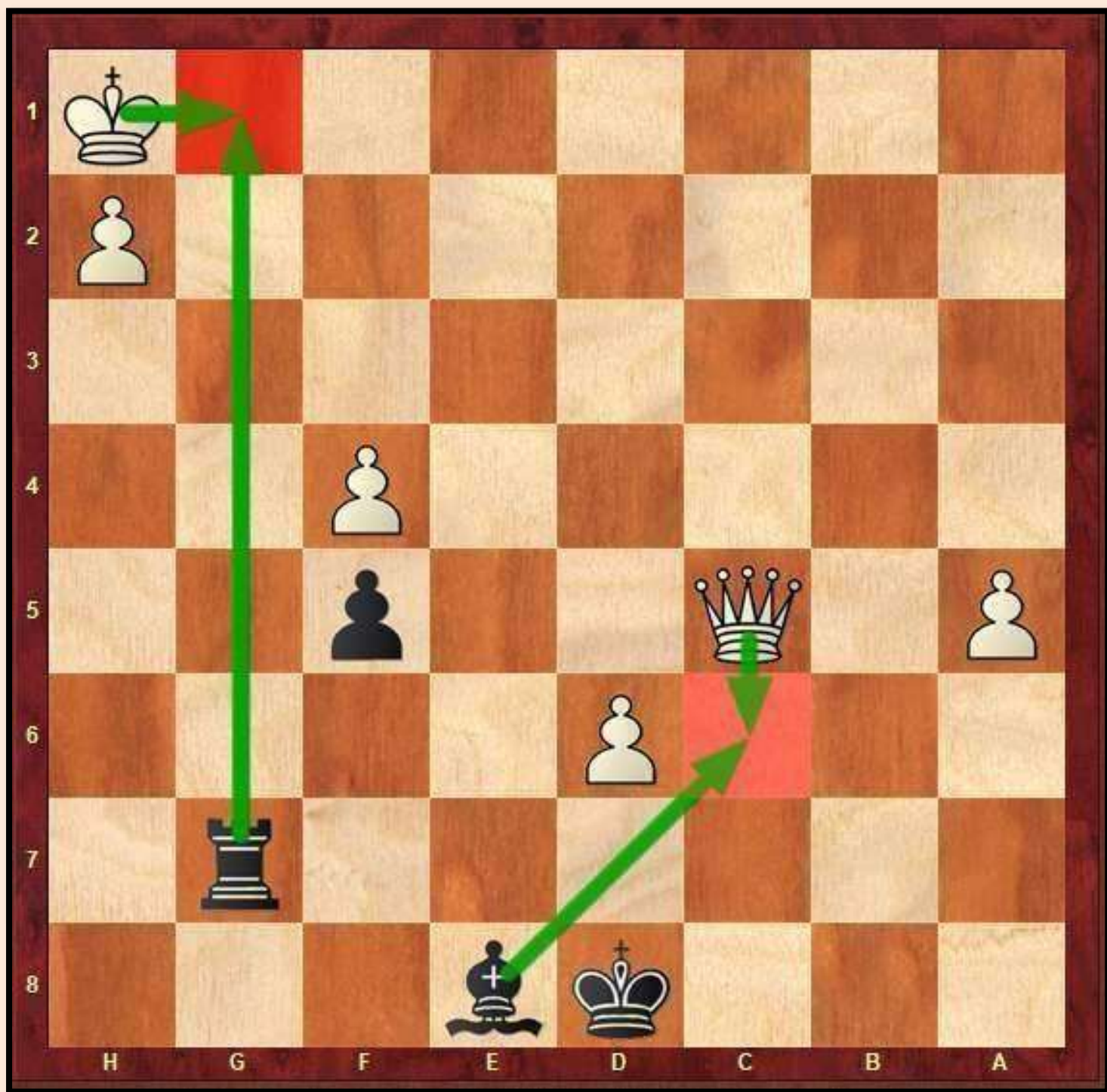


Stalemate Example



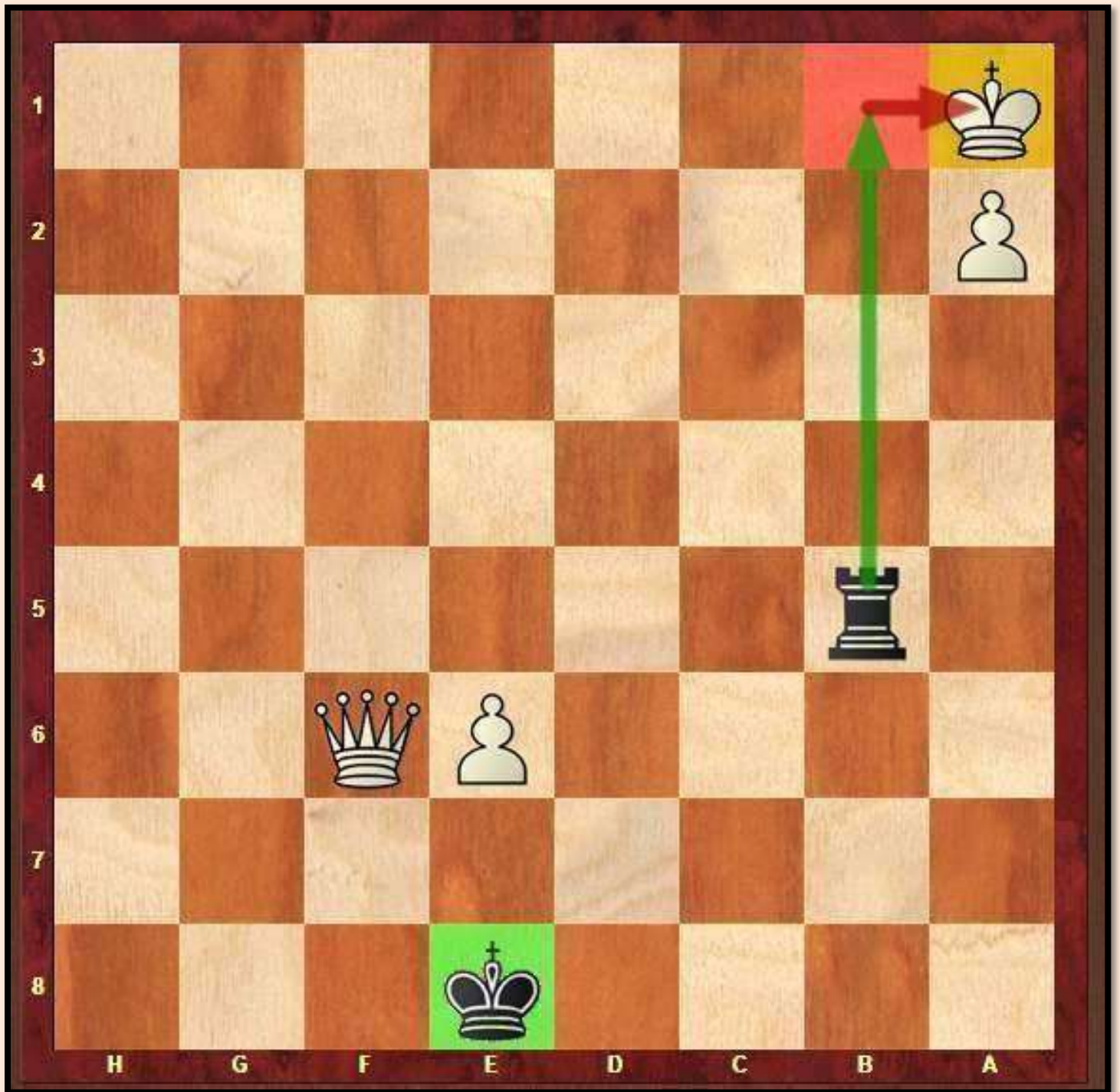
It's Black to play and here the Black King has no square to move as all the squares where the King can move are already controlled by White Pawn & King so it's called a Stalemate

Stalemate Example



Black to move , 1) Black Bishop gives Check to White King , 2) Queen kills the Black's Bishop, Rook gives Check to White King and now White King is forced to capture the Rook, Next is Black's turn to play but the Black King is left with no square to move . Hence Stalemate

Stalemate Example



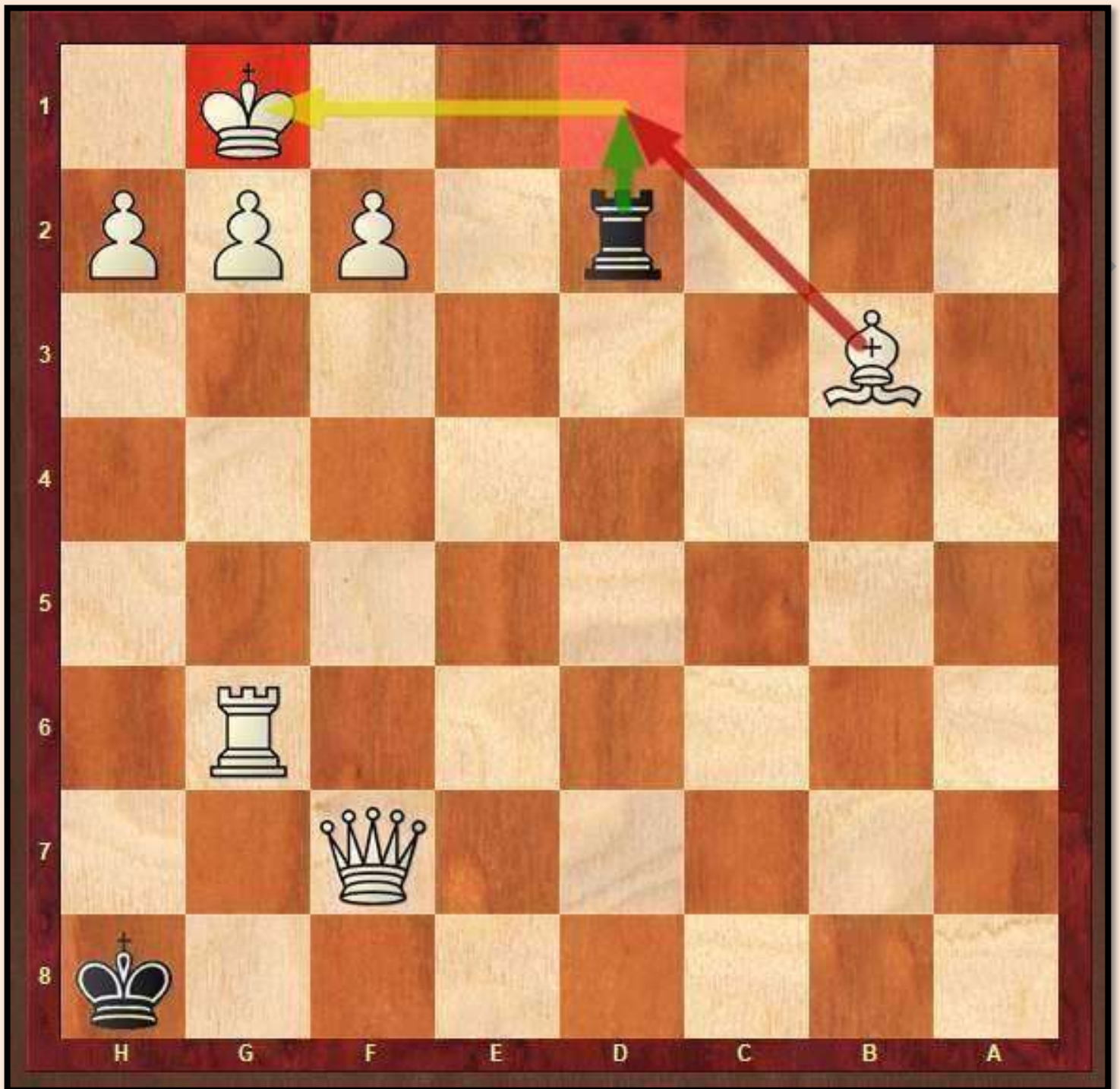
Black to play , Black pushes his rook to the last square and gives a check to the White King , White captures the Rook now the Black King has no square to go as all squares are controlled by White Pieces so it's a Stalemate

Stalemate Example



Black Queen gives a Check if King captures then it's stalemate , if it moves away then again the Black Queen will give check till it gets captured .

Stalemate Example



Black to play , Black pushes the Rook to the last square and the Bishop is forced to capture the Black Rook as Check cannot be skipped , Next again Black has to move but the King has no square to go so it's a Stalemate

TOUCH TO MOVE RULE

If it is your turn to play and you touch one of your chessmen, you must move the chessman you have touched and if you touch your opponent's piece or pawn, you must capture it.

A move is considered completed when you have put the piece on a new square and released your hand from it.

To become a good player, try to get into the habit of playing without letting your hand float above a chessman.

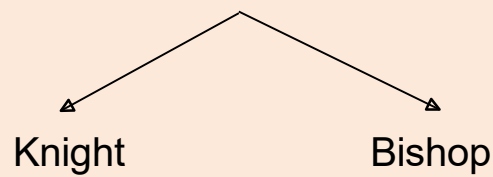
Exception is:

If a Move is not possible and not according to the rules of the game. Then you get a warning.

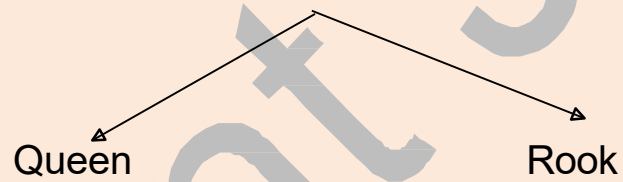


Minor & Major Pieces

MINOR PIECES



MAJOR PIECES



Points

VALUE OF CHESS PIECES

Pawn :- 1 Point

Bishop :- 3 Points

Knight :- 3 Points

Rook :- 5 Points

Queen :- 9 Points

King :- Uncountable/Unlimited

Pawns are total 8 in count so total 8 Points

2 Bishops on board so total 6 Points

2 Knights on board so total 6 Points

2 Rooks on board so total 10 Points

1 Queen so 9 Points

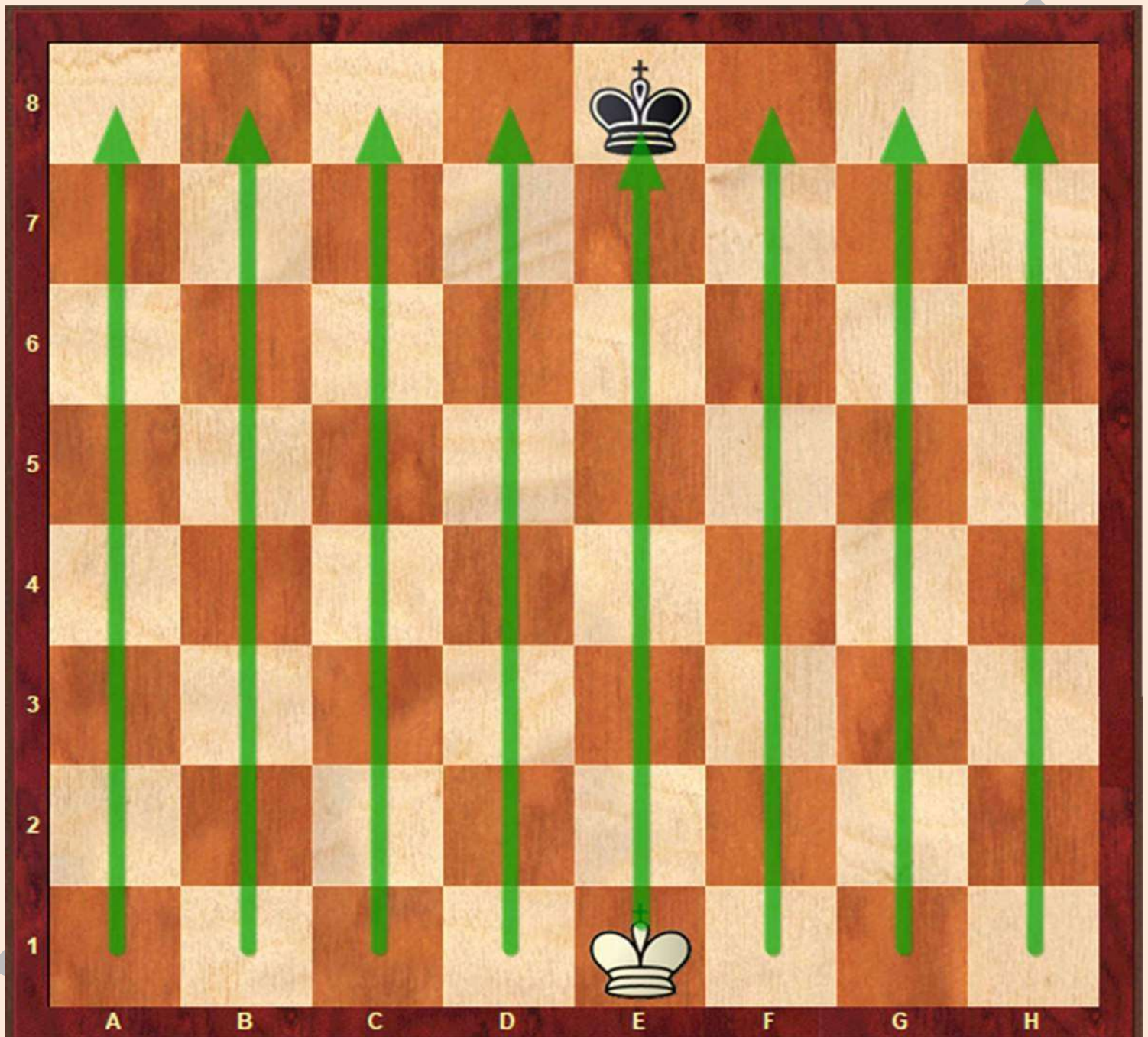
King Uncountable!



Files

Straight Lines are Files

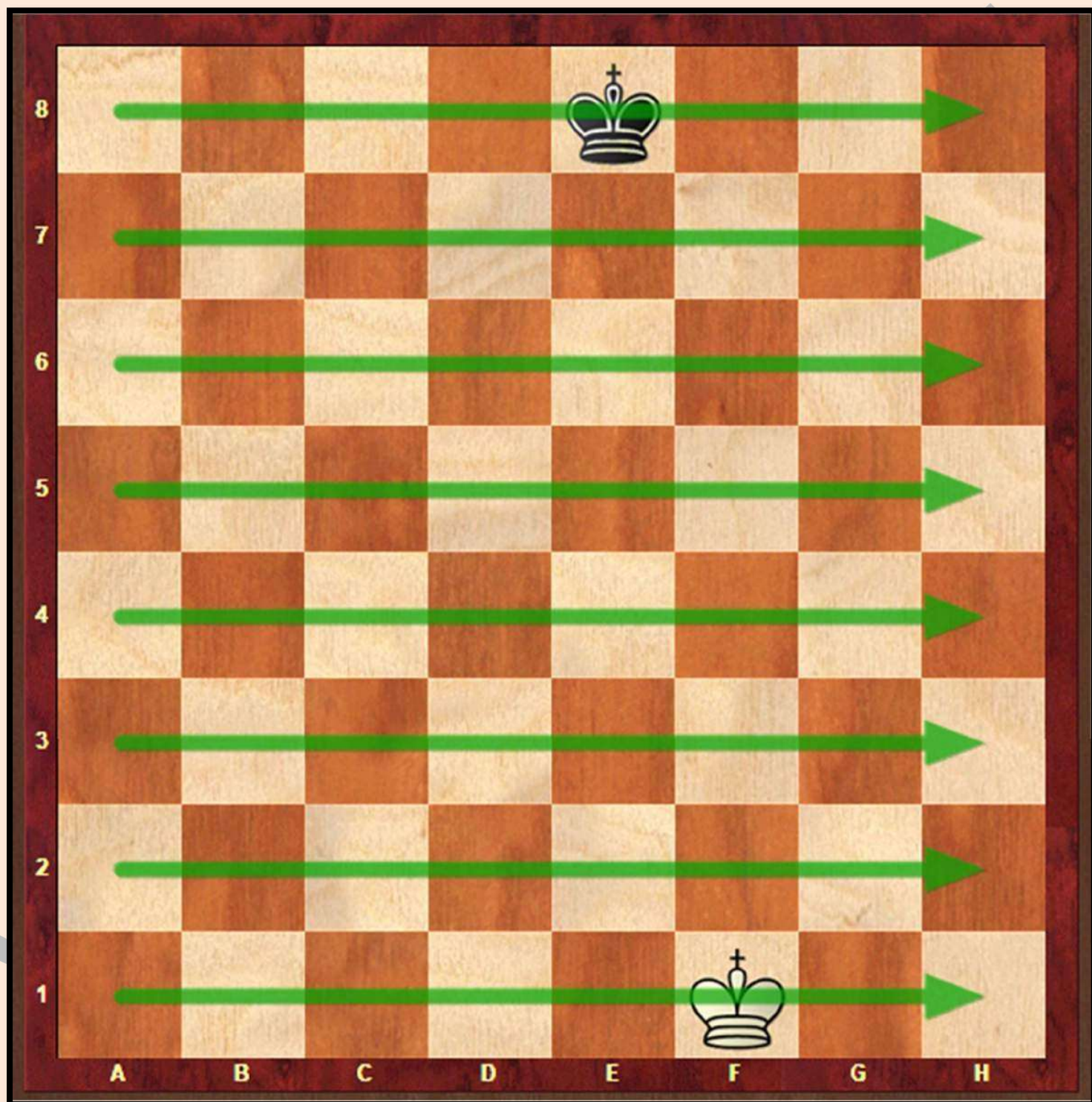
Described by the Alphabets a,b,c,d,e,f,g,h



Ranks

Horizontal/Sleeping Lines

Described by the Numbers 1,2,3,4,5,6,7,8

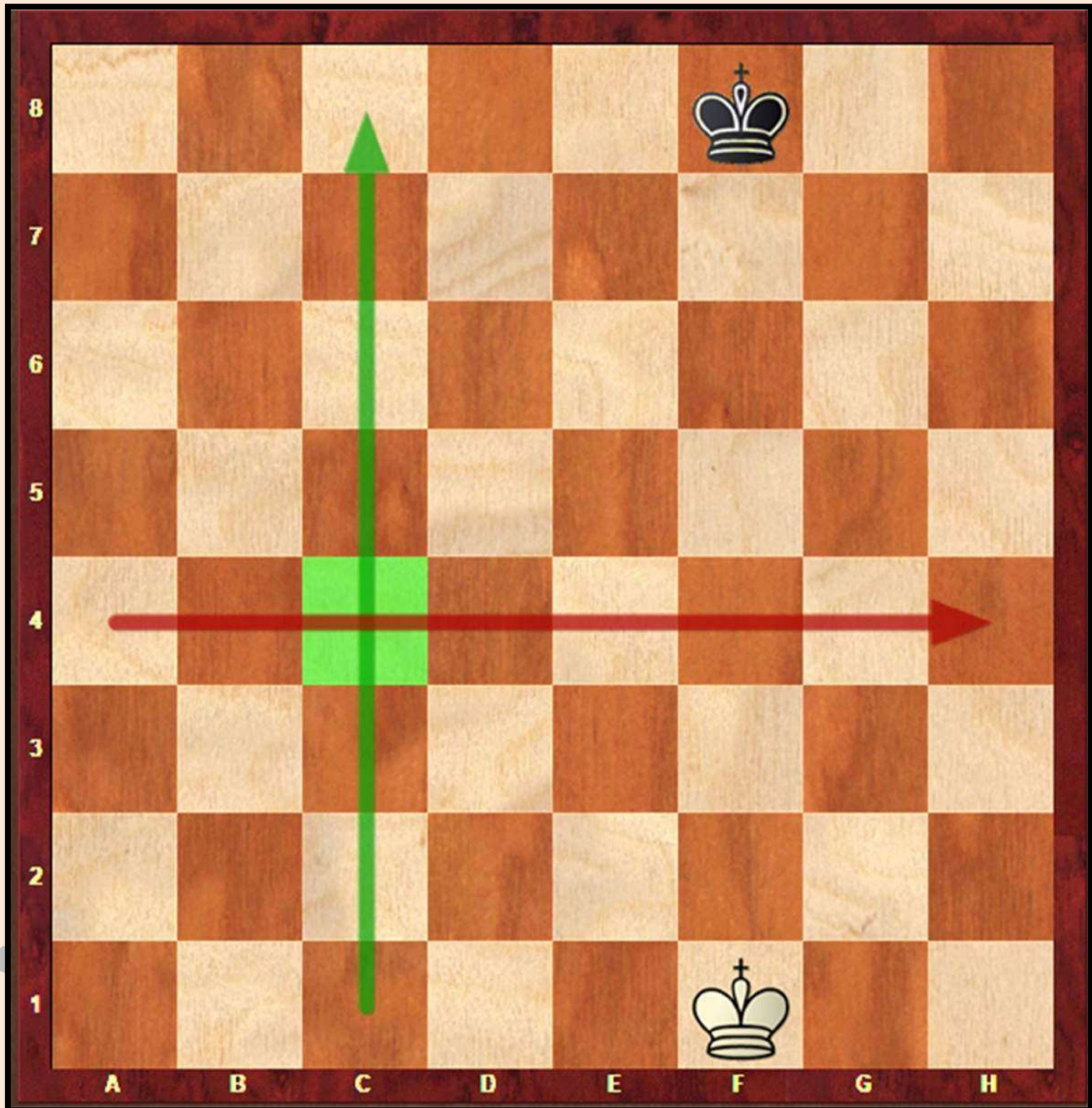


Name of square

Find the File Name, then search for Rank number,

Where the File & Rank both meet will be the name of square

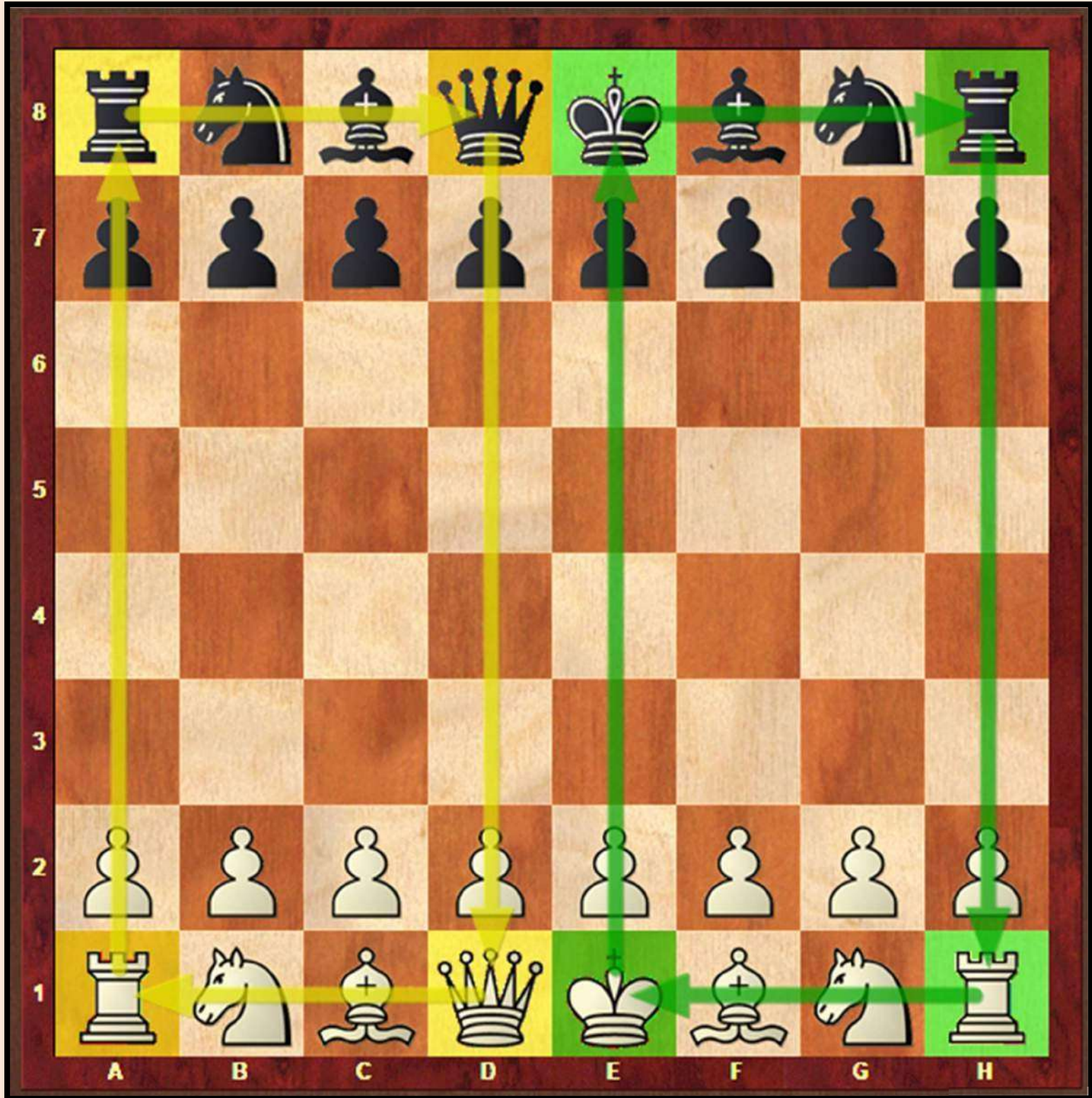
Eg:- c4 here



King & Queen Side

Green marked arrows Include King Side

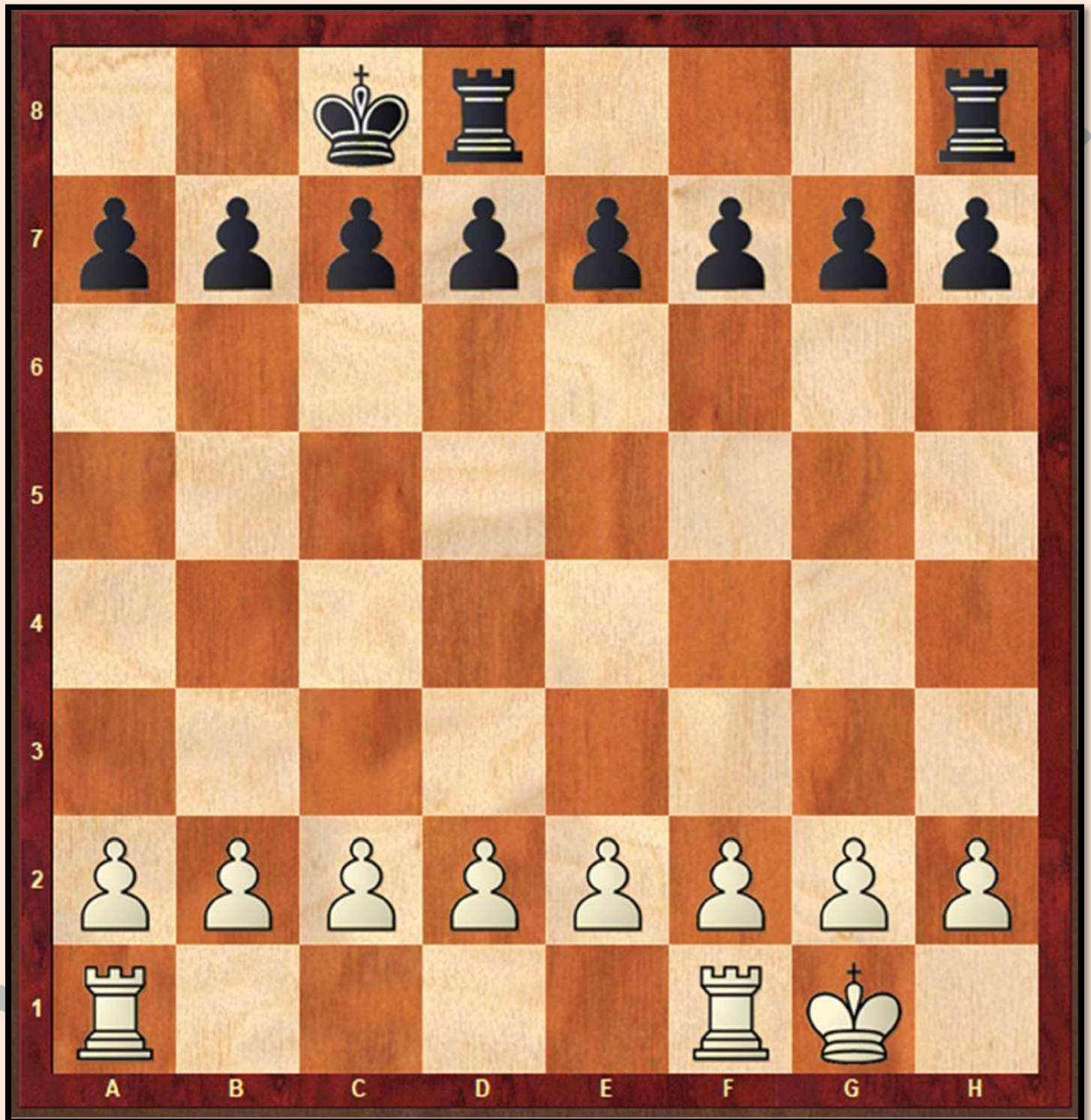
Yellow marked arrows Include Queen Side



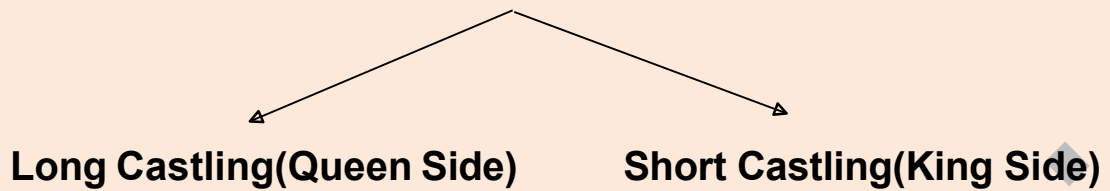
Castling

Short Castling (King Side)

Long Castling (Queen Side)



CASTLING



The king and the Rook may not have moved from their starting squares if you want to castle.

To do the Castling:-

Touch the King, pick it up and shift it two squares to the Castling square (box), Then pick up the Rook keep it at the side of the King.

All spaces between king and the Rook must be empty.

The King should not be in Check.

The squares that the King passes over must not be under Attack, nor the square where it lands on.



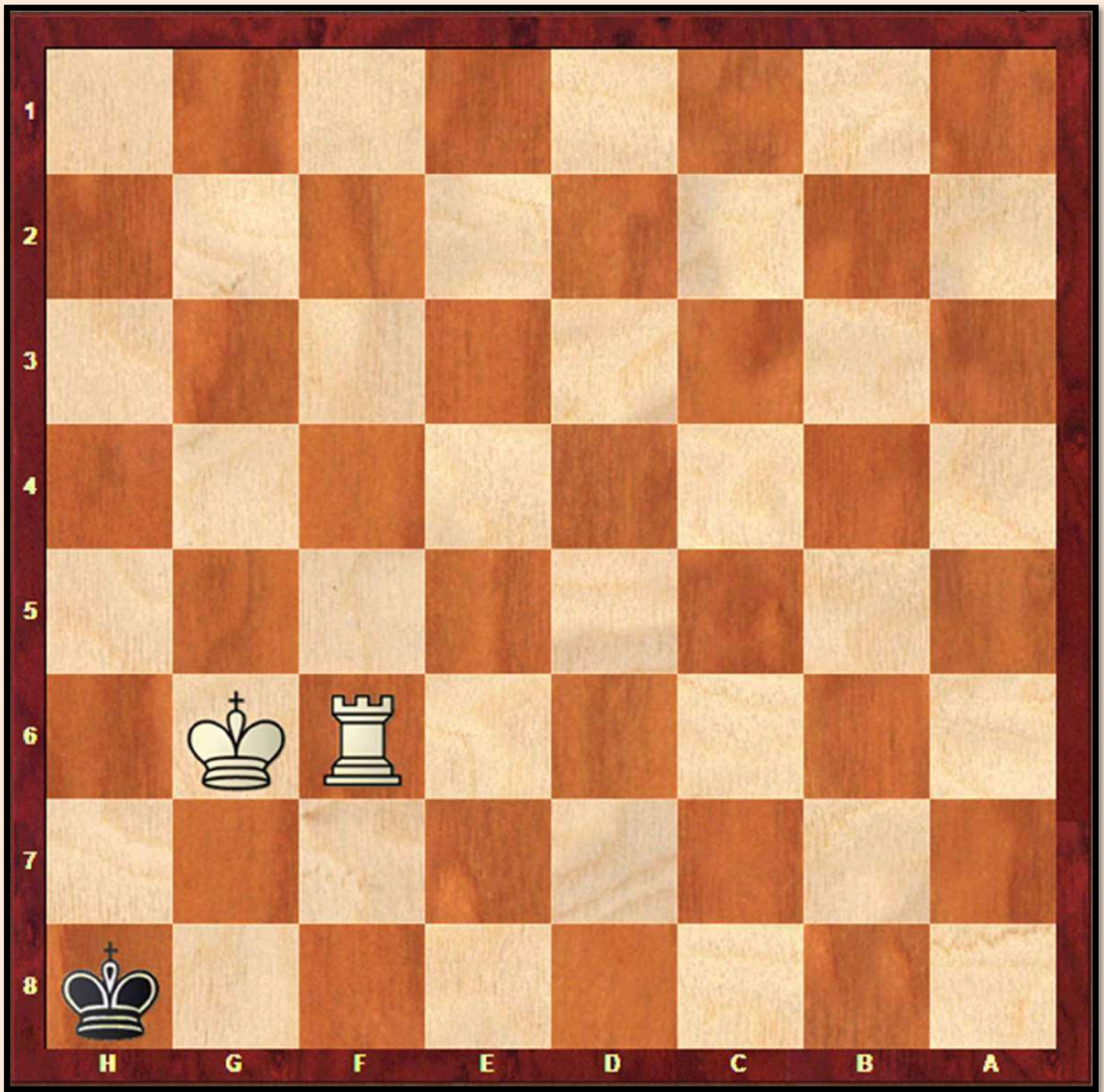
Eg:- Black King Cannot Castle as Bishop attacking Castled Square



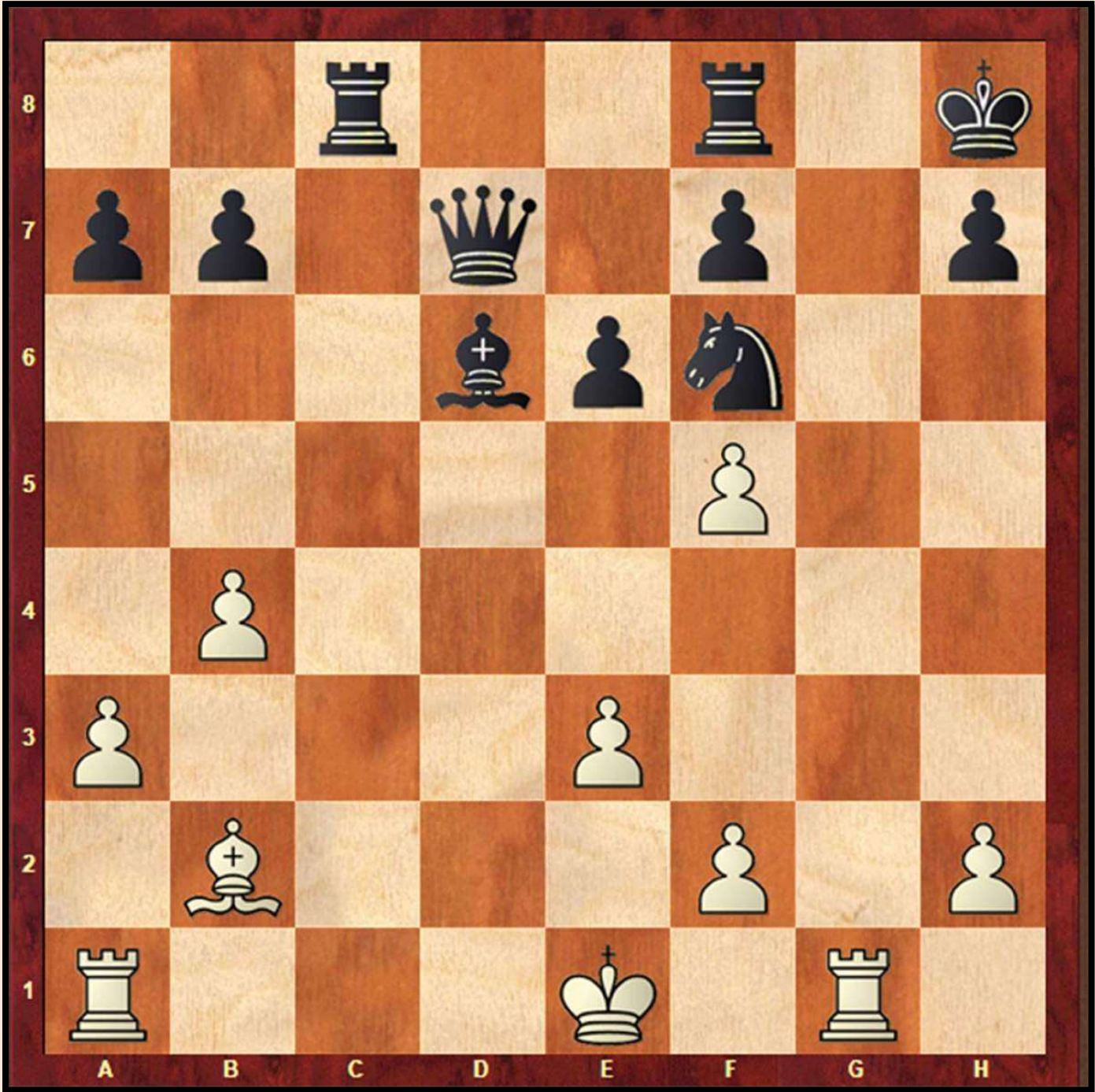
Eg:- Black King Cannot Castle as Bishop attacking Castled Square



Checkmate in One (White to Play)



Checkmate in One (White to Play)



“ADJUST”

If you do not wish to move a Chess piece but feel like the piece is not properly kept On the square. So to keep the piece properly you will say “ADJUST” or “I ADJUST” Infront of your Opponent.

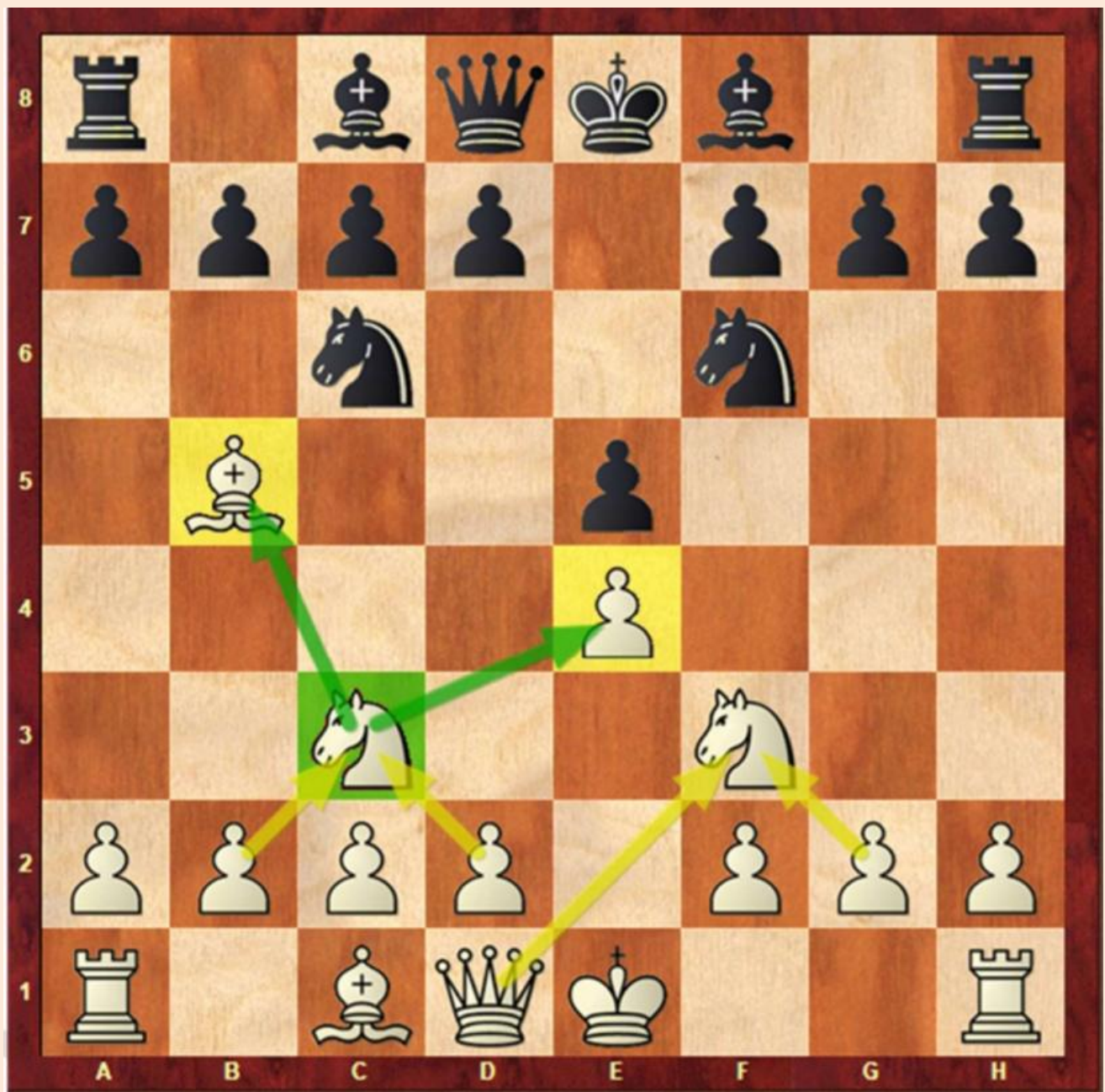
Eg:- Any Piece falls down or is not properly placed

You have to use the word ADJUST only then you can Keep the piece where it was.



Support of pieces

Here White's Pieces are Supporting Each other,
White's Bishop & Pawn comes in direction of Knight then the White's Knight is supporting the Bishop & Pawn.



Exchange of Pieces

When you Exchange Pieces having same Value it's Exchange of Pieces

For Eg :- White Bishop(3points) captures Black Bishop(3 points) and then the White Bishop is also killed by some Black piece.

But When you capture Black Rook (5 points) with your White Bishop (3 Points) you earn 2 more points as you have given 3 & took 5 .
This is called **Exchange Up** for **White**
This is called **Exchange Down** for **Black**.



Notation

Use the following letters to write the Notation

Q for Queen

K for King

R for Rook

B for Bishop

N for Knight

Just use the squares name when you move the Pawn

(Never use P for Pawn)

So if Bishop moves to c4 square you will write :- Bc4

If Queen moves to f5 square you will write :- Qf5

If Rook moves to g4 square you will write :- Rg4

If Knight moves to h6 square you will write :- Nh6

If King moves to a3 square you will write :- Ka3

If Pawn moves to b5 square you will write :- b5 only



Thank you !

Vedant Joshi

