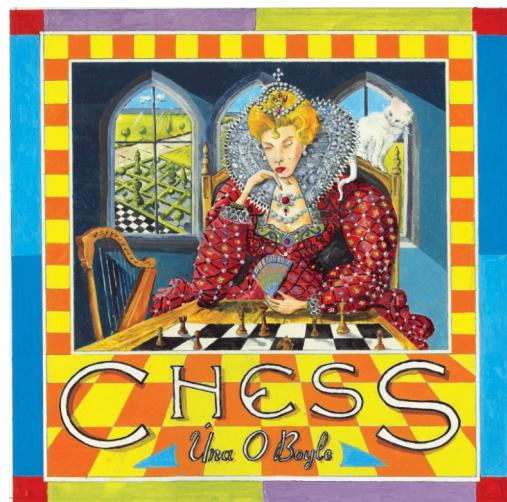


[unaoboyle.net](http://unaoboyle.net)

Shortlisted for Children's book of the year  
Ghradam Réics Carló 2011



[gingergm.com](http://gingergm.com)

Name:

School:

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# Chess



WCM Úna O Boyle





## **10 - INTERNET SITES**

Chess in Schools and Communities - [www.chessinschools.co.uk](http://www.chessinschools.co.uk)

4 Nations Chess League - [www.4ncl.co.uk](http://www.4ncl.co.uk)

[www.chesskids.com](http://www.chesskids.com)

[www.chess.com](http://www.chess.com)

[www.chess.about.com](http://www.chess.about.com)

[www.chesscafe.com](http://www.chesscafe.com)

[www.chessdrum.net](http://www.chessdrum.net)

[www.chessgames.com](http://www.chessgames.com)

[www.chessbase.com](http://www.chessbase.com)

[www.play.chessbase.com](http://www.play.chessbase.com)

### **CHESS FEDERATIONS AND WEBSITES:**

FIDE - Federation Internationale des Echecs

World Chess Federation - [www.fide.com](http://www.fide.com)

ECU - European Chess Union - [www.europechess.net](http://www.europechess.net)

ECF - English Chess Federation - [www.englishchess.org.uk](http://www.englishchess.org.uk)

ICU - Irish Chess Union - [www.icu.ie](http://www.icu.ie)

ICO - Irish Chess Organisation - [www.irishchess.org](http://www.irishchess.org)

UCU - Ulster Chess Union - [www.ulsterchess.org](http://www.ulsterchess.org)

WCU - Welsh Chess Union - [www.welshchessunion.com](http://www.welshchessunion.com)

CS - Chess Scotland - [www.chessscotland.com](http://www.chessscotland.com)

Jersey Chess - [www.jerseychessclub.com](http://www.jerseychessclub.com)

Guernsey Chess - [www.guernseychessclub.org.gg](http://www.guernseychessclub.org.gg)

Isle of Man Chess - [www.iomchess.com](http://www.iomchess.com)

USCF - The United States Chess Federation - [www.uschess.org](http://www.uschess.org)

For more information visit [www.worldchesslinks.net](http://www.worldchesslinks.net)

### **PLAYING CHESS ONLINE:**

The best way to improve your chess is to play and play again and again. You can play chess on the internet with people from around the world throughout the day, round the clock. People of all ages and skills play online.

Be sure you have a parent or guardian with you when conversing or playing online.

**unaoboyle.net**

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# **CONTENTS**

<b>1. CHESS - THE GAME</b>	<b>1</b>
<b>2. BASIC TERMS</b>	<b>2</b>
<b>3. AIM OF THE GAME</b>	<b>2</b>
<b>4. THE PIECES</b>	<b>4</b>
<b>5. POINTS OF THE PIECES</b>	<b>9</b>
<b>6. SPECIAL MOVES</b>	<b>10</b>
<b>7. DRAWN GAMES</b>	<b>14</b>
<b>8. NOTATION</b>	<b>17</b>
<b>9. CHESS TERMS</b>	<b>18</b>
<b>10. INTERNET SITES</b>	<b>20</b>

## **1 - CHESS - THE GAME**

Down through the millennia (thousands of years, tens of centuries) people have been playing chess. Chess originated in India and through the years found its way to every corner of the world. Over the years many rules of the original game have changed to create the game that exists today. Some say that chess is the most played game on the planet. There are even stories about the legendary Irish warrior, Cuchullann, playing chess! Well, that's why I love chess. It's a crazy and wonderful game: Two teams battling each other and skirmishes everywhere - the whole fight just to protect the king! Thanks be to goodness we don't have to do these things in real life to protect our presidents or prime ministers!

Chess is one of the oldest board games in the world. There are 32 pieces and a chess board in a chess set. The pieces represent the armies and the board represents the battlefield; there are no trees, rivers, valleys or buildings behind which to hide. This means you can control the events of the battle far better than any army general. It is how you manoeuvre your pieces that determines eventual victory - or defeat. There are two armies, one white and one black. The armies move towards each other and then the fight begins. Attacking and defending strategies are played out as though the players are real generals overseeing a real battle. The general with the best strategy and tactics should win the game.

The opposing armies are made up of the same number of pieces and pawns so the game begins on an equal footing:

**Eight Pawns, Two Knights, Two Bishops,  
Two Rooks, King and Queen.**

## 2 - BASIC TERMS

Firstly, here are a few important chess terms.

### File, Rank, Diagonal

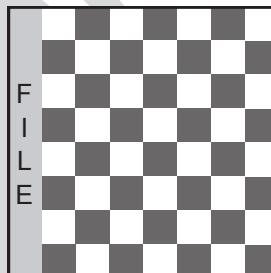
#### **File**

The squares that run up and down the chess board.



#### **Rank**

The squares that run up across the chess board.



#### **Diagonal**

The squares that run diagonally across the chess board.



## 3 - AIM OF THE GAME

Put simply, the aim of chess is to trap your opponent's king and deliver checkmate. However, actually doing this is not so simple. Chess is a battle of wits between two players, each controlling his / her own army. The battle can last for hours or end very suddenly and quickly. You can gain the advantage by steady pressure, building up your attack slowly by capturing enemy pieces while keeping your own pieces safe. A well aimed blow after only a few moves can also end a game.

Though checkmate is the aim of the game, one of the ways you can achieve this is by weakening your enemy's army through capturing their pieces or restricting the movement of their pieces. The idea is that your opponent will then be too weak to resist attack, and will not be able to defend the king easily. Players must first compete for a good position in the **middle of the board**. One player will get the upper hand and will then be able to invade enemy territory, capture weak enemy pieces, or open up a decisive attack on the enemy king.

## ...CHESS TERMS

### **Pin**

### **Rank**

### **Stalemate**

### **Zwischenzug**

### **Zwischenschach**

### **Zugzwang**

A piece is pinned when it cannot move without exposing another piece (usually of higher value) to attack.

The squares across the chess board.

A position in which the player to move cannot make a legal move. The only options are illegal moves; this is a drawn game.

A Zwischenzug is a common chess tactic where a player, instead of playing the expected move (commonly a recapture of a piece), first makes another move posing an immediate threat that the opponent must answer. The expected move is then played.

This in-between move is called a Zwischenzug.

A Zwischenzug is a chess tactic where a player, instead of playing the expected move, first makes a check that the opponent must answer. The expected move follows.

This in-between move is called a Zwischenzug.

A player must move even though it will make his/her position worse; it would be much better to pass on the move, although we know that is not allowed in chess.

## Chess Titles

### **Title**

GM

WGM

IM

WIM

NM

FM

WFM

CM

WCM

Grandmaster

Woman Grandmaster

International Master

Woman International Master

National Master

FIDE Master

Woman Fide Master

Candidate Master

Woman Candidate Master

## 9 - CHESS TERMS

**Capture**  
**Counter Attack**

**Check**  
**Checkmate**  
**Defend**

**Development**

**Discovered check**

**Discovered attack**

**Double attack**  
**Double check**

**En Passant**  
**En Prie**

**Exchange**  
**Fianchetto**

**File**  
**Forced Move**  
**Fork**  
**Gambit**

**Illegal Move**

**J'adoube**

**Minor Piece**  
**Major Piece**  
**Open File**  
**Opening**  
**Passed Pawn**

**Pawn Promotion**

**Protected Passed Pawn**

When a piece is captured and removed from the game.  
An attack which is implemented when an enemy attack is underway.

When the king is under attack from an enemy piece.  
If the king cannot escape from check.

The protection of a piece in the face of an attack or a potential attack.

Taking pieces out where they are more mobile and more powerful.

A position where a piece moves to expose a check from another piece.

A position where a piece moves to expose an attack from another piece.

Two pieces under attack from the same enemy piece.

A position where the king is in check from two different pieces.

A special pawn move where an enemy pawn is captured.

Pronounced *en-pree*. A piece is "en prise" when it is under attack by an enemy piece and is unprotected.

Where both sides capture pieces.

A pattern where the developed bishop is on the second rank on the knight's file.

The squares up and down the chess board.

The only possible move.

A type of double attack.

An opening in which a piece (usually a pawn) is offered as a sacrifice, to get an advantage later in the game.

A move that is not allowed; one that breaks the rules of chess.

Said by chess players when they wish to let their opponent know that they are settling a piece correctly in its square and don't wish to move it.

Bishop or knight.

Queen or rook.

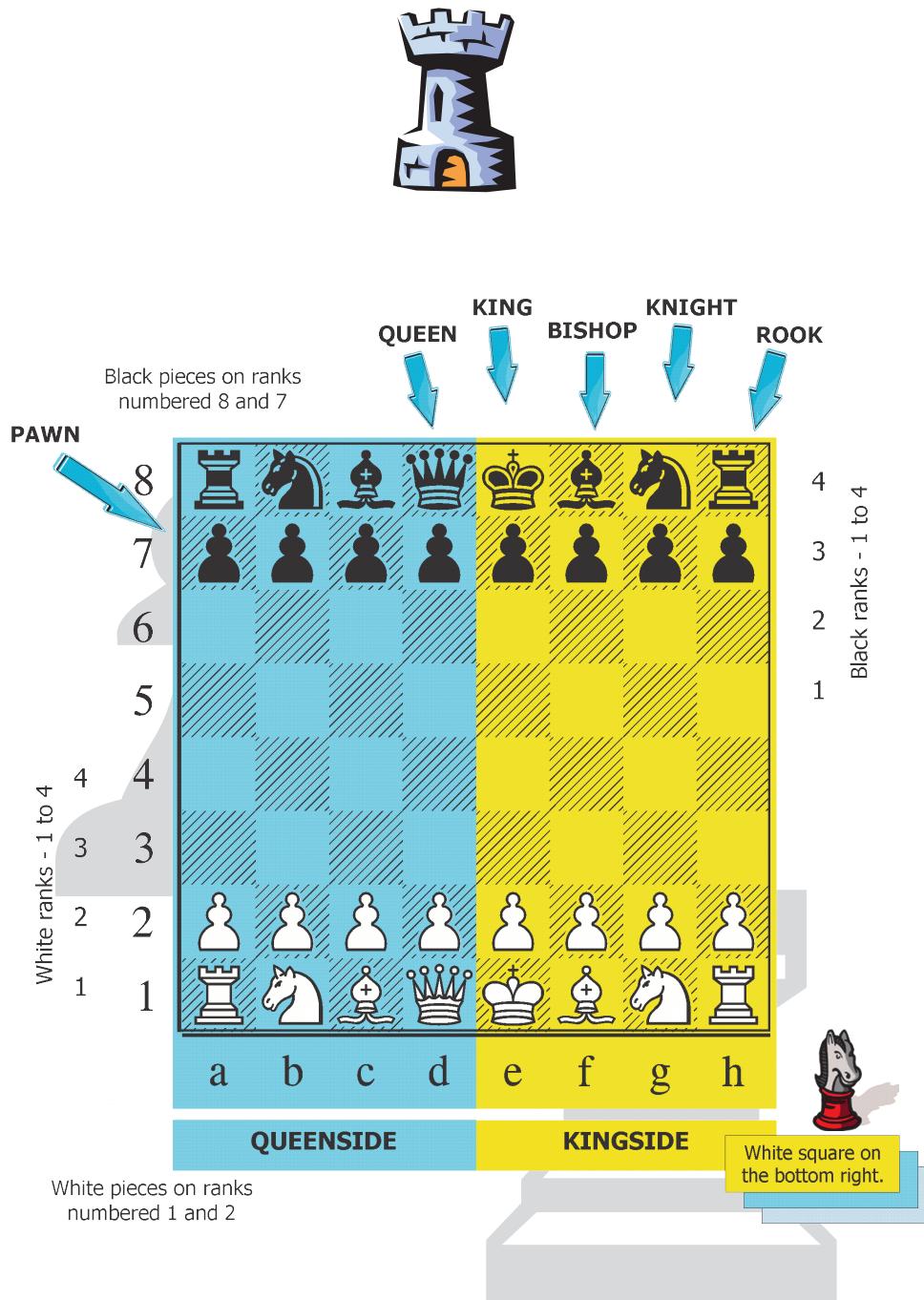
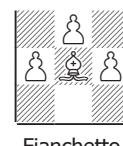
A file without pawns.

The opening moves.

A pawn that is free from enemy pawns directly or diagonally in front of it. The objective of a passed pawn is to promote.

When a pawn reaches the end of the board and changes to another piece.

A passed pawn that is protected by another pawn.



## 4 - THE PIECES & HOW TO CAPTURE PIECES

Chess is one of the oldest board games in the world. There are 32 pieces and a chess board in a chess set. The pieces represent the armies and the board represents the battlefield; there are no trees, rivers, valleys or buildings behind which to hide. This means you can control the events of the battle far better than any army general. It is how you manoeuvre your pieces that determines eventual victory - or defeat. There are two armies, one white and one black. The armies move towards each other and then the fight begins. Attacking and defending strategies are played out as though the players are real generals overseeing a real battle. The general with the best strategy and tactics should win the game.

The opposing armies are made up of the same number of pieces and pawns so the game begins on an equal footing:

The game begins on equal terms but a win or a loss depends on how the players move their pieces around the battlefield.

(Often chess players will use the word "piece" for every chess piece except the pawn.)



1 King

1 Queen

2 Bishops

2 Knights

2 Rooks

8 Pawns

There are 16 black and 16 white pieces in a chess set.

In your army you have:

Eight Pawns, Two Knights, Two Bishops, Two Rooks, King and Queen.



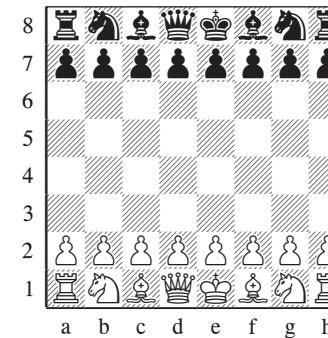
## HOW TO CAPTURE A PIECE

Naturally two pieces cannot occupy the same square. So what happens if there is already a piece on a square that you wish to occupy? If an enemy piece occupies the square that you want to move to, you may remove this enemy piece from the game and place your piece in that square. This is called capturing or killing. If the square is occupied by another of your own pieces then you cannot place your piece in that square. You are not allowed to capture your own pieces, that's your opponent's privilege!

**Capturing a piece:** In order to capture a piece, you may place your own piece in the square that an opponent's piece occupies and remove that



## 8 - NOTATION



On the chess board you will see that there are numbers **1** to **8** on the left and letters **a** to **h** on the bottom of the board. We use one letter and one number for each square.

For example: **a1** is the square on the bottom left. It is quite easy to notate or write the moves.

Write a capital letter for each piece:

K: King Q: Queen

R: Rook B: Bishop N: Knight.



Note that there is no letter for the pawn.

Take notice of two things here:

1. There is no letter for the pawn, chess players don't use any;
2. Use "K" for the king and "N" for the knight.

If there is no capital letter written then it is a pawn move.

For example, **e4** is a pawn move.

(The pawn on the "e" file is moving to the **e4** square)

The pawn could be on **e2** or **e3** before moving to **e4**.

You are nearly ready to begin notating games.

The white king begins on **e1**. The black rooks begin on **a8** and **h8**. If we begin a game where the pawn in front of the king moves two squares forward, we write **e2-e4**, or easier again **e4**. For a move in which the knight moves from **g1** to **f3**, we write **g1-f3** or **N-f3**.

Write "x" when a piece is captured. For example, **Nxe4** means that the knight moves and captures whatever piece is on **e4**.

Here are a few extra notes:

x	Capturing
O-O	Castling kingside
O-O-O	Castling queenside
+	Check
++ or #	Checkmate
!	Good move
?	Bad move
??	Whoops a Daisy! Very bad move.

Capturing
Castling kingside
Castling queenside
Check
Checkmate
Good move
Bad move
Whoops a Daisy! Very bad move.

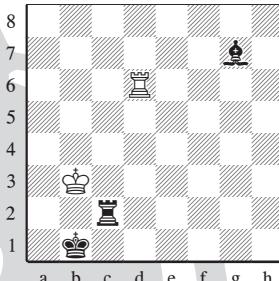
## 50 MOVE RULE

If a game continues for fifty moves without a capture or a pawn move this is a draw.

That is, 50 moves for White and 50 moves for Black.

The diagram on the right illustrates a game with a rook and a bishop opposite a rook. If White can continue the game for 50 moves without a capture, this is a draw.

Note: To count the moves correctly and make your claim you must have your moves notated.



Is this a draw?

If a game continues for 50 moves without a pawn move or a capture this is a draw and a half point to each player.



## DECLARING A DRAW

A draw must be declared in the following situations:

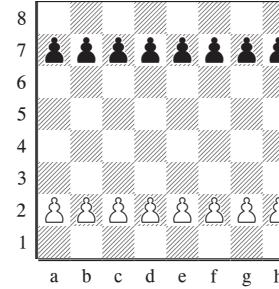
1. Stalemate.
2. Not enough material to win.
3. A three-time repetition of position (including perpetual check).
4. Mutual agreement of the players.
5. Fifty moves in a row without a capture or a pawn move.



## THE PAWN

Each side has EIGHT PAWNS.

Here is where they are positioned at the beginning of the game.



When moving for the first time, each PAWN can move one square ahead or two squares ahead, you have a choice. But after the first move, the PAWN can only move one square ahead on any move. PAWNS cannot jump over other pieces.



**How the PAWN moves:** On the first move each PAWN may move one or two squares ahead. After the first move it may only move one square ahead.

### How The PAWN captures:

The PAWN captures in a different way to the way it moves. The PAWN must move one square diagonally forward in order to capture.

In Diagram 1 on the right you can see how the White PAWN moves, and how it can capture an enemy piece:

1. Bishop capture (diagonally to the left).
2. Knight capture (diagonally to the right).
3. It can move forward one square.



Diagram 1

At the same time WHITE must be careful as the BLACK PAWN is at the bottom of the board. BLACK is hoping to push the pawn to the final square where it can be converted to another piece. This a special pawn rule in chess which you will learn more about on page 60 "Pawn Promotion". Usually players change a pawn to a queen as it is the most powerful piece but you can also change it to a knight, bishop or rook.



Diagram 2

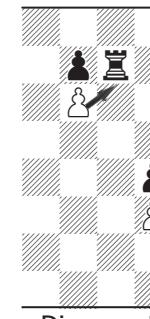
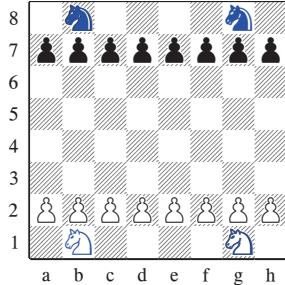


Diagram 3

In diagram 2 the white PAWN can capture the rook or the knight but it cannot move one square ahead in the direction of the bishop because the square is occupied.

In diagram 3 none of the PAWNS can move except the WHITE pawn on the top which can capture the BLACK rook.



## KNIGHT

This is where the **KNIGHTS** are positioned at the beginning of the game.

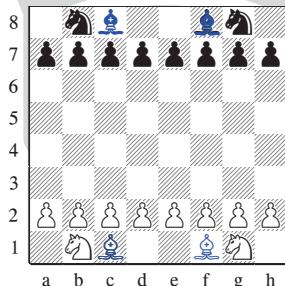
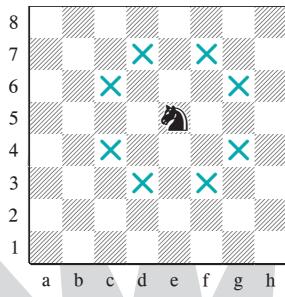
The **KNIGHT** is the only piece that can jump over other pieces. In the diagram on the right the **KNIGHT** can jump over the pawns.

This is how the **KNIGHT** moves:

The **KNIGHT** moves in an "L" shape. It moves two squares in one direction and one square in another direction.

On the diagram on the right you can see how the **KNIGHT** may move into any square that has a **CROSS**.

The knight works best in the centre of the chess board. A knight on the side of the board has much less power. It is the only piece that can jump over other pieces.



## BISHOP

This is where the **BISHOPS** are positioned at the beginning of the game.

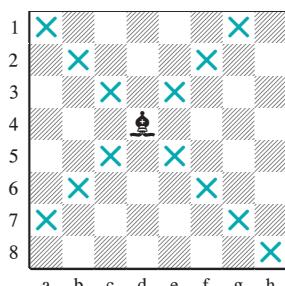
They cannot jump over other pieces.

The **BISHOP** moves **diagonally**.

On the diagram on the left you can see how the **BISHOP** may move into any square that has a **CROSS**.

A **BISHOP** on an unblocked diagonal, anywhere on the board, is a very powerful piece.

The bishop works well on a diagonal that is not blocked by black or white pawns.



## REPETITION & PERPETUAL CHECK

A drawn game is declared if the same position appears on the chess board **three times in the game**. This is called **Repetition**. If the same position happens **three times in a row** on the chess board this is called **Threefold Repetition**. If the same position occurs **three times in a row with checks** this is called **Perpetual Check**.

In the position below, White has a lot more material and is much better placed than Black. Nonetheless Black can get a **Perpetual Check**. After three repetitions of the position, it is declared a draw and the end of the game.

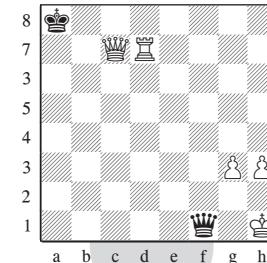


Diagram 1

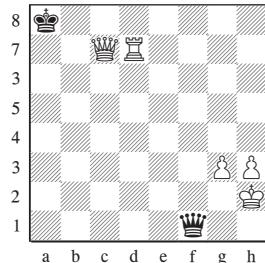


Diagram 2

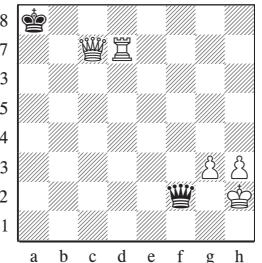


Diagram 3

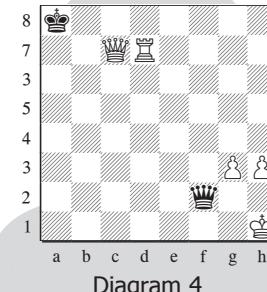


Diagram 4

1.  $\text{Q} - f1+$ ,  $\text{K} - h2$
2.  $\text{Q} - f2+$ ,  $\text{K} - h1$
3.  $\text{Q} - f1+$ ,  $\text{K} - h2$
4.  $\text{Q} - f2+$ ,  $\text{K} - h1$

The same position occurs **three times in a row**, this is

**Perpetual Check**: the end of the game and a half point to each player.



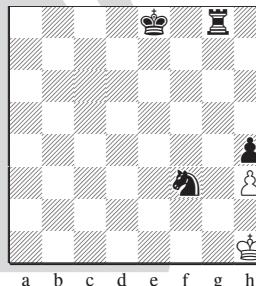
If the same position occurs **three times in a game**, this is the end of the game and a half point to each player.

## 7 - DRAWN GAMES

### STALEMATE

If the king is not in check and he/she cannot move into any square that is free from check and no other piece can make a legal move, this is STALEMATE. This is a DRAWN game. It doesn't matter how many pieces each player has on the board. In the diagrams below it is White's move, but in each case the two pieces that White has left cannot make a legal move. In the first example the only squares available for White's king are controlled by the black knight (g1 and h2) and the black rook (g1 and g2). The white pawn is blocked by the h4 black pawn.

This is **STALEMATE**.



If a player cannot make a legal move on his / her turn, this is called **STALEMATE**.  
– The game is declared a draw and a half point is awarded to each player.



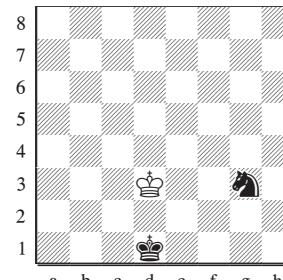
### NOT ENOUGH PIECES

If there are not enough pieces on the board to checkmate, an end must be put to the game and a draw declared. In the diagram on the right the game is drawn as it is impossible to deliver checkmate with only a KING and KNIGHT.

In order to checkmate your opponent who has only a KING remaining, you must have at least the following combination of pieces to work with your KING:

1. Queen; or
2. Rook; or
3. Two Bishops; or
4. A Bishop and a Knight; or
5. Three Knights.

Obviously, the more pieces you have the easier the task!



A drawn game

You cannot deliver checkmate with a king and knight alone.

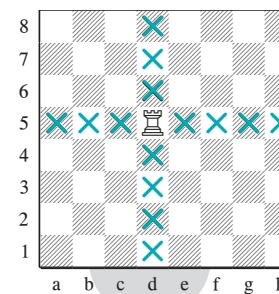


If there are not enough pieces on either side to deliver checkmate, then the score is a draw. In tournament chess each player gets a half point.



### ROOK

This is where the **ROOKS** are positioned at the beginning of the game. They cannot jump over other pieces.



This is how the **ROOKS** move:  
The **ROOK** can move up, down or across the chess board, always in a straight line.

On the diagram on the left you can see how the **ROOK** may move into any square that has a **CROSS**.

Rooks that work together on a file or rank are very powerful.

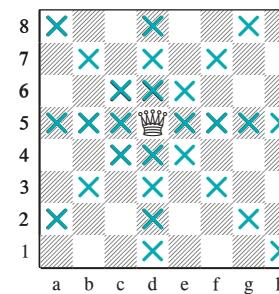


### QUEEN

Here is where the **QUEENS** are positioned at the beginning of the game. The **QUEEN** cannot jump over other pieces.



Take note that each **QUEEN** is positioned on the same coloured square as herself.



At the beginning of a game  
the black QUEEN starts on a black square.  
the white QUEEN starts on a white square.

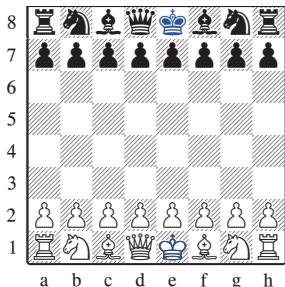


This is how the **QUEEN** moves:  
The **QUEEN** can move up, down, across or diagonally on the chess board.

As you can see, she is the most powerful piece.  
On the diagram on the left, the **QUEEN** can move into any square that has a **CROSS**.

The queen works very well with rooks on a file or rank or with a bishop on a diagonal.

## THE KING



This is where the **KINGS** are positioned at the beginning of the game.

The **KING** cannot jump over other pieces..

This is how the **KING** moves: One square in any direction.

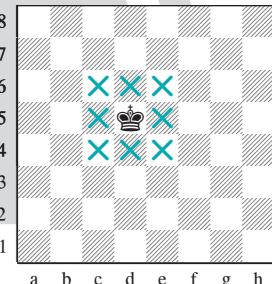
On the diagram on the right you can see how the **KING** may move into any square that has a **CROSS**.

When the king is attacked by an enemy piece, this is called **check**. The **KING** cannot move into **check**.

This means that the **KING** cannot move into a square that the enemy is attacking.

### You cannot move into check.

If you have made this move by mistake, you must return the move and make another move instead.

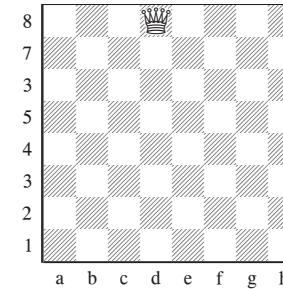
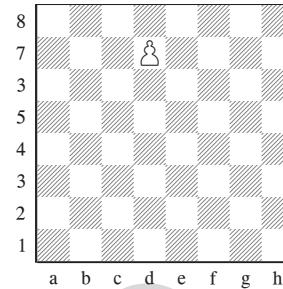


- A KING cannot be positioned on a square directly beside the opposing KING.
- There must be at least one square between the WHITE and BLACK KING
- You cannot capture the KING at any time during the game.
- A KING can never move to a square that is being attacked or controlled by an enemy piece.
- **The KING – The game:** The king is not the most powerful piece but it is without doubt the most important piece. The aim of the game is to place the enemy king in a **CHECK** that he cannot escape from, this is called **checkmate**. If an enemy piece is attacking a king, this is called "check". See Chapter 6, page 39, "Check & Checkmate", for full details on rules. The following page will give you some basic knowledge. On your journey in searching for a **CHECKMATE** you will be capturing your opponent's pieces and employing different strategies and tactics to give you stronger powers to do this.
- **The Aim of the game:** To trap the enemy king and deliver the final attack of "checkmate", an attack on your opponent's KING from which he cannot escape.



## PAWN PROMOTION

When a pawn succeeds in negotiating enemy territory and lands on the final rank you may change the pawn into whatever piece you wish. It cannot remain as a pawn, you must change it. Usually the pawn is transformed into a queen as she is the most powerful piece in chess. You can also, however, change it to a knight, a bishop or a rook.



You can have **LOTS OF QUEENS** on the board at the same time.



Here is a pawn on d7 hoping to be promoted.

The pawn moves to the final rank and converts to a queen (or a knight, bishop or rook) and remains in the same square. The pawn is removed from the game.

## "TOUCH PIECE"

If you touch a piece, you must move it. When you have moved a piece and *your hand is removed from the piece*, your move is deemed to be finished or completed and it is then time for your opponent to move. If you place your hand on your opponent's piece you must capture it, if there is a legal way to do so.

It is very important to keep your hands away from your pieces until you are completely certain of your move.

If you see a good move, wait a moment as there may be a better move. Look around the chess board and investigate further before you move.

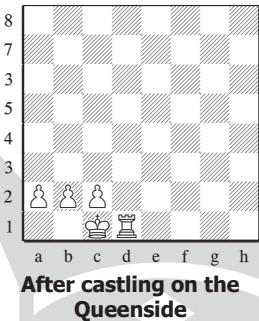
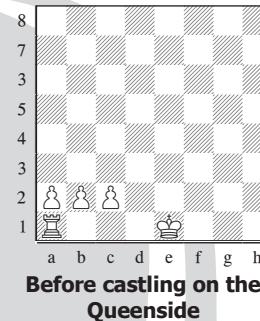
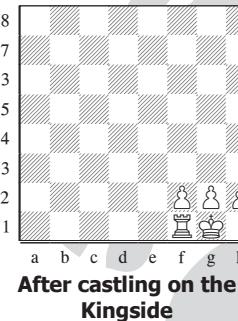
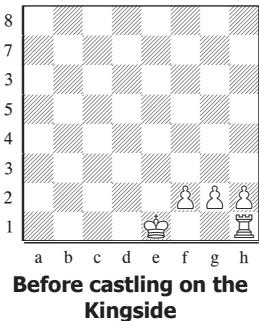
**If you wish to settle a piece in a square correctly without actually moving it, you must first say the word "j'adoube".** This means "I adjust" in French. You may also say "I adjust" or "adjusting". It is important that your opponent knows that you are adjusting the piece correctly in its square and are not about to move it.

- If you touch a piece you must move it.
- If you touch your opponent's piece you must capture it if possible.
- "j'adoube" = I adjust



## 5 - POINTS OF THE PIECES

### CASTLING



Here are a few rules you must take note of if you wish to castle:

You cannot **castle** if you have previously moved the KING. This is why we recommend blocking checks rather than moving the KING early in the game, if possible.

You cannot **castle** if you have previously moved the ROOK with which you wish to **castle**.

You cannot **castle** if you are in CHECK.

You can **castle** if your ROOK is being attacked.

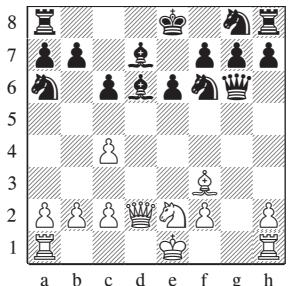
While **castling**, the KING cannot pass through a square which an enemy piece is attacking = you cannot move **through** check.

While **castling**, the KING cannot enter a square that is under attack by an enemy piece. You cannot ever move **into** check.

You cannot **castle** if there is any piece between the KING and the ROOK.



### Look at the diagram on the left:



- White cannot castle on the kingside as he/she would be moving into check from the black queen on g6.
- White can castle on the queenside.
- Black cannot castle on the queenside as he/she would be passing through check from the bishop on h4.
- Black can castle kingside after the knight has been moved out.



**KING** The most important piece. The King remains in hiding most of the time.

(= The game)



**QUEEN** The Queen is the strongest and most powerful piece.  
(Well, she is a woman after all!?)

**Nine** points



**BISHOP** The Bishop must get out of bed and be at work very early.

**Three** points



**KNIGHT** The Knight must be ready to hop into battle at a moment's notice.

**Three** points



**ROOK** Rooks work well together or with the Queen.

**Five** points



**PAWN** The smallest and least powerful piece. The pawns take very good care of the king.  
One point

Pawns can also change into queens, rooks, bishops or knights,  
so look after them well!

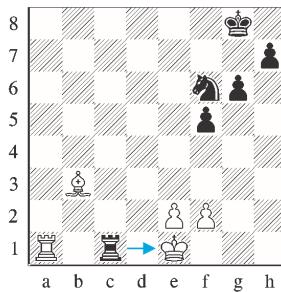
### What are the missing pieces below?

- |                              |                          |                          |
|------------------------------|--------------------------|--------------------------|
| 1 ♜ = ♜                      | 2 ♞ = ♞                  | 3 ♔ = ♔ + ♜ + ♛          |
| 4 ♚ = ♚ + ? + ?              | 5 ♕ = ? + ? + ?          | 6 ♙ + ♑ = ? + ?          |
| 7 ♜ + ♑ = ♜ + ? + ♛ + ♜      | 8 ♚ + ♑ = ♚ + ♚ + ? + ?  | 9 ♜ + ♜ = ♜ + ?          |
| 10 ♜ = ♜ + ♜ + ?             | 11 ♜ = ♜ + ♑ + ?         | 12 ♚ + ♜ + ♜ = ?         |
| 13 ♚ + ♜ = ? + ♑             | 14 ♜ + ♜ + ♑ = ♜ + ? + ? | 15 ♜ + ♜ = ? + ?         |
| 16 ♜ + ? = ♜ + ?             | 17 ♜ + ♜ = ? + ?         | 18 ♜ + ♑ = ♜ + ? + ? + ? |
| 19 ♜ + ♜ + ♑ + ♜ + ♜ = ♜ + ? |                          |                          |

Answers: 4 ♜ + ♜, 5 ♜ + ♜ + ♜, 6 ♜ + ♜ or ♜ + ♜ or ♜ or ♜ + ♜, 7 ♜, 8 ♜ + ♜ or ♜ + ♜ or ♜ + ♜,  
9 ♜, 10 ♜, 11 ♜, 12 ♜, 13 ♜ or ♜, 14 ♜ + ♜, 15 ♜ + ♜, 16 ♜ & ♜ or ♜, 17 ♜ + ♜, 18 ♜ + ♜, 19 ♜

## 6 - SPECIAL MOVES

### CHECK & CHECKMATE



In the diagram on the left the **black rook** is attacking the **white king**. There is a special term for an attack on the king, it is called "**CHECK**". It's not absolutely necessary to say it, but if both players are just starting out, it's no harm to say "check" to your opponent.

If the king is in **check** it must be moved from the attacking position **immediately**.

In the example on the left the black rook on c1 is checking the white king on e1.

If the king cannot escape from **CHECK**, this is **CHECKMATE** and the game is over, the winner is the player who has delivered **CHECKMATE**.

**You can never capture a king during a game.**

**There are three ways to safely get out of check:**

1. Move the king to a safe square (**Move**): The white king can move to the square d2.
2. Capture the attacker (**Capture**): – The white rook on a1 can capture the black rook on c1.
3. Move a piece to a square between the enemy attacker and the king (**Block**): The white bishop on b3 can move to d1 and block the check on the white king.

### CAPTURING A PAWN "EN PASSANT"

**En passant** (from the French: "in passing" [the pawn]).

The name "En passant" is given to a special type of capture. In this move a pawn can capture an enemy pawn under specific rule.

Here's how it works:

In Diagram 1 on the following page, it is Black's move. The d-pawn can move one or two squares forward as it has not yet moved. If Black moves d7-d5 the pawn is now directly beside the white pawn on White's **fifth rank**. In this case White can diagonally take the black pawn on d5 if he or she wishes. In the rule "en passant" this move must be made immediately after the **d5** move here. In this example if you wish to use the "en passant" rule, you must do so immediately after Black plays **d7-d5**.

### ..."**EN PASSANT**"

1. You cannot wait for the next turn. If you wish to capture the pawn "en passant", you have to take immediately.
2. The pawns are the only pieces that can capture "en passant".
3. As with any other capture, this move is optional.
4. The move "en passant" can be used many times in a game.

This move is unusual in chess as your piece is moving into a different square than that of the pawn you are capturing.

In chess notation we write "e.p." for *en passant*.

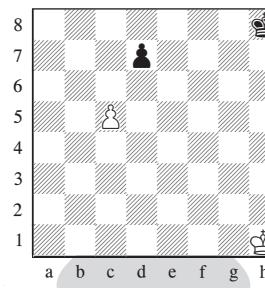


Diagram 1

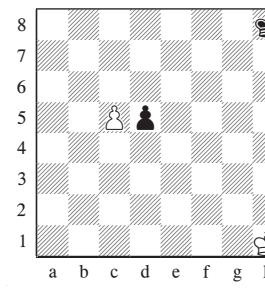


Diagram 2

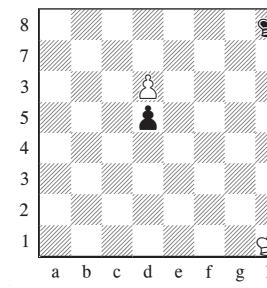


Diagram 3

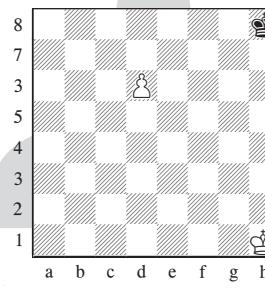


Diagram 4

### The rule and the capture "**EN PASSANT**"



- A player moves the pawn two squares forward, from the second to the fourth rank.
- The opponent's pawn is sitting right beside the first pawn on its fifth rank; therefore both pawns are on the same rank, beside each other.
- The second player may capture the pawn with one move diagonally forward in the next move.
- The name of this capture is "en passant".
- Note that you are not moving directly into the square in which the enemy pawn is sitting but the square which it has just passed. The enemy pawn is removed from the game.



When capturing "en passant" you must move **immediately** after your opponent's pawn moves two squares forward to the same rank beside your pawn.