



Intro to Chess



1. Like a checkerboard, there are _____ squares on a chess board.
2. A row is called a _____.
3. A column is called a _____.
4. A _____-colored square on the board is always at your right.
5. The player with _____ - colored pieces always moves first.
6. Each player starts with this number of pawns _____
7. Each player starts with this number of bishops, rooks, and knights _____
8. The most important piece is the _____.
9. If you _____ a piece, you must _____ it.
10. When you get your opponent's king in jeopardy, you must say, _____.
11. The goal of the game is to capture your opponent's _____.
12. You state _____ when capturing your opponent's king.
13. When one's king is not in check and has no legal moves, it is considered a _____ or a draw (tie).
14. Players may decide to end the game in a _____ or tie.

Pawn



If this piece gets to the other side, you can swap it for a knight, bishop, rook or queen that has previously been taken.

Knight



This piece can jump over other pieces.

Bishop



Rook



Queen



King



'Castling'

- If the rook and king haven't been moved at all, and there is empty space between them, then these two pieces can be swapped around in a 'teleport' move.

- If you put the enemy king within range of being taken, you must call out 'check'.

- If this piece is then taken, the game is over. The winner is the person who takes their enemy king first and declares 'checkmate'.

Setup



Rook, Knight, Bishop, Queen, King, Bishop, Knight, Rook
Queen is on same color.

Fair Play Rules



1. The player with the white pieces always starts the contest.
2. Players are not allowed to touch enemy pieces unless taking them.
3. Once a player has touched their piece, it must be moved unless moving this piece would place their own king in check. This is called the "touch-move rule".
4. An agreement between the two players is made before the game starts on how long each is allowed for each move.
5. All play should be conducted with respect for the opponent. A player should not distract or annoy her opponent in any way.
6. Ending a game:
 - Checkmate - captured king
 - Stalemate - when a king is not in check but the player has no legal moves; a tie
 - Draw - when players agree to end a game as a tie, or when such a tie is forced