

The end of the game

The game can end in a number of ways. **Checkmate**, as described above, is the most common in casual games played between friends. **Stalemate** occurs when one side cannot make a move without placing the king in check, but where the king is not in check already. (White is to move in the bottom left example, Black in the three others).

A draw can also occur if one side is giving checks after every move and the opponent cannot escape them. This is called **perpetual check**. This is covered by the rule of **threefold repetition** that says that if the same position is about to arise for the third time, with the same side to move, than that player can claim a draw. This can also happen without any checks.

In tournament play it is common for a player to **resign** the game, when he feels that mate is inevitable, sooner or later. As stalemate is always a possibility, it is not recommended to resign a game unless your opponent is already an accomplished player.

It is also possible for the two players to **agree on a draw**. A player can offer a draw while making a move (and only then). The opponent can then either accept the offer or say “No thank you” and play a move (recommended!). Once a move has been played, the draw offer no longer stands.

Scoring

The winner is awarded one point and the losing side zero points. 1–0 means that White won the game, 0–1 that Black won the game.

A game can end in a **draw** where each player is awarded half a point (½–½) if one player is **stalemated** (see below) or if there are insufficient pieces left on the board for one side to checkmate the other.

Chess notation

Chess moves are recorded with a symbol or letter representing the pieces and nothing representing the pawns. So 1.e2–e4, or the short version 1.e4, means that the pawn on e2 moves to e4. In modern times, short notation is more common,

with an addition needed to avoid confusion if two pieces could potentially go to the same square. So Rae1, means that the rook from the a-file (it must be on a1) moves to e1 and not the rook on f1, g1 or h1. The piece symbols are self-explanatory, but some books and newspapers use letters: King=K, Queen=Q, Rook=R, Bishop=B, Knight=N and nothing for the pawn. Many sources use ‘figurines’ these days, with symbols that look like the pieces.

Castling is described as 0–0 for castling towards the king’s side of the board (‘kingside castling’ or ‘short castling’) and 0–0–0 for castling to the queenside (or long castling).

Promotion is described like this: 20.c8=Q or 20.c8Q.

Check is described with a + or a †. e.g. 2.Qh5+ or 2.Qh5†.

A capture is described with an x as above. e.g. Rxh7 – meaning the rook takes whatever is on h7.

En passant is described as taking the pawn on the square it passed. So 11.e4 dxe3 means that the pawn on d4 took the e4-pawn, but landed on the e3-square.

Other rules worth knowing

In tournament play it is not allowed to discuss your game with others while the game is underway.

In friendly games it is common to say “check”. In tournament play this is frowned upon, as an experienced player will always notice when their king is under attack. You should only talk to your opponent when you are offering or declining a draw. In short, you are not allowed to disturb the opponent with anything other than good moves.

Tournament games are played with a chess clock which in fact is made up of two clocks – where one clock will stop when pressed, while the other side simultaneously starts. Only after completing a move is a player allowed to press the clock. If a player runs out of time, he has lost the game, unless his opponent does not have enough pieces to checkmate, in which case the game is a draw.

Mobile phones are not allowed at most tournaments. Even the few that allow them, require them to be turned off and stored away.

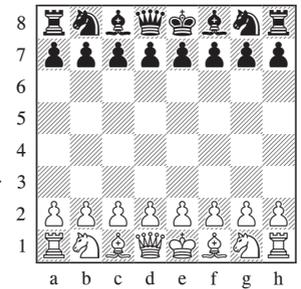


The Rules of Chess (excerpt)



The board

Chess is a game for two players, played on an 8x8 board – 64 squares. In the starting position, both sides have eight pawns, seven pieces and a king. The objective of the game is to trap the opponent’s king, also known as “Checkmate”.



Each square has a name, based on the coordinates. Note that the bottom left corner (‘the a1-square’) should be a dark square, and that the queens are placed on squares of their own colour.

Only one piece is allowed on a square at a time.

Vertical lines are called ‘files’ while horizontal lines are known as ‘ranks’. So a1 to a8 is the a-file, while a3–h3 is the third rank.

How the pieces move

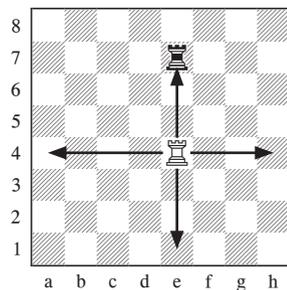
The two sides take turns to make a move, with White always starting. It is not allowed to ‘pass’ – each side must make a move when it is their turn.

Moves and captures

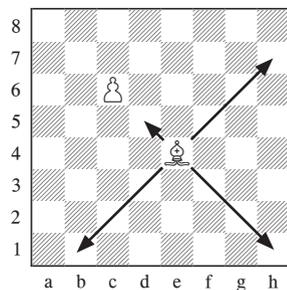
A simple ‘move’ is when a piece moves from one square to a square that is empty. If instead there is an enemy piece on the arrival square then a ‘capture’ is possible. A capture ends with removing the enemy piece and putting your own piece on that square.

It is thus not possible to take an opposing piece on the way to another square. The only exception is *en passant* (see below). It is not possible to capture your own pieces.

The rook moves along straight lines. It can go in all directions.

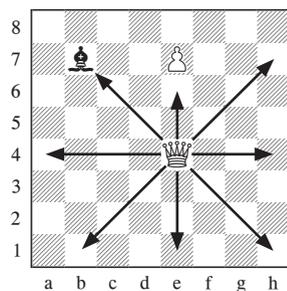


The bishop moves diagonally in all directions. Because of this, a bishop will only be able to move on one colour of squares throughout the game, meaning that bishops in the starting position are referred to as the “light-squared” or the “dark-squared” bishop.

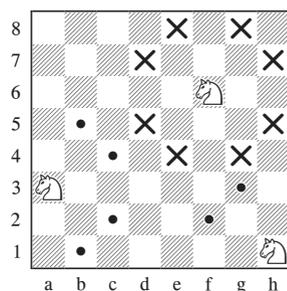


The queen can move like the rook or the bishop.

Notice that the rook, queen or bishop can only move in one direction in a single move. These straight-line pieces can move to any square along the trajectory.

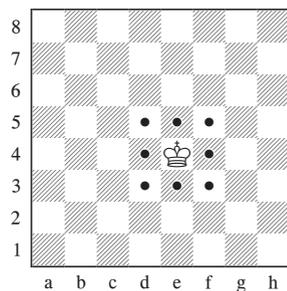


The knight moves like a banana, two steps in a straight line in any direction and then one to either side. In the middle of the board, the knight can access eight squares, while at the sides it can be three or four, and in the corner only two. The knight is able to jump over the other pieces; it is the only piece that can do this.

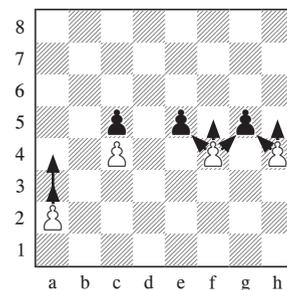


The king moves one square in any direction. The only exception is *castling* (see later).

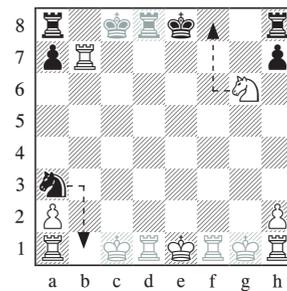
The king is not allowed to go to a square where it can be taken.



The pawn is different from the pieces, as it can only move forward. It moves straight and captures diagonally. It cannot capture straight or move diagonally. It is allowed to move one *or* two squares forward the first time it moves (from the 2nd rank for white pawns, or the 7th rank for black pawns). After this it can only move one square forward, even if on its first move it did not use its right to move two squares.

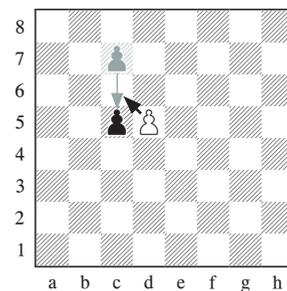


Castling is performed by moving the king two squares to the side (right or left) and the rook moves over the king to the first of these two squares. It is the only move in chess that allows you to move two pieces at the same time and it is only possible for each side to castle once in a game. Castling is possible if three conditions are met: 1) Neither the king nor the rook have moved earlier in the game. 2) All the squares between the king and rook are vacant. 3) The king cannot currently be in check and none of the squares it passes or lands on are threatened by an opposing piece. Castling cannot include a capture.



Promotion happens when a pawn reaches the opponent’s side of the board (the 8th rank for a white pawn, the 1st rank for a black pawn). The player then has to remove his pawn and replace it with any new piece he chooses – a queen, rook, knight or bishop. This means it is theoretically possible for a player to reach a position with nine queens on the board.

En passant is French and literally means “in passing”. It is allowed when a pawn moves two squares from its starting position and there is an enemy pawn on an adjacent file next to its destination square. The moving pawn has passed over the capturing square,

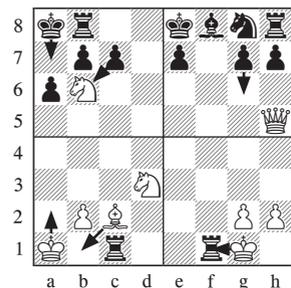


but the enemy pawn can capture it “in passing”. However, this can only be done on the very next move, otherwise the chance to capture en passant is gone.

Note that the pawn does not take sideways, but ends up as if it had taken a pawn moving one, not two, squares forward

Check – a threat to the king

Since it is forbidden to leave your king under attack from an enemy piece, any attack on your king must be immediately prevented. Threats to the king are known as ‘checks’. There are three ways of reacting to a **check**: 1) Move the king to a safe square (but not by castling). 2) Put a piece in between the checking piece and the king to block the attack. 3) Capture the piece delivering the check.



A check is normally given by moving a piece so it threatens the opponent’s king. However, a check may also be delivered by moving a piece to open a line of attack from another piece towards the opponent’s king. This is called a **discovered check**. It is in this way possible to make a move where two pieces are threatening the king at the same time. This is called a **double check**. The only way to react to this is to move the king.

It is not allowed to ignore a **check**. It is also forbidden to move your king into check. This also means that the opposing kings can never move close enough to capture each other.

Checkmate – the aim of the game

A game of chess is won if the opponent’s king is attacked and has no means of escape. This is referred to as **checkmate**.

Here are a few typical checkmates:

Notice that a typical way of checkmating is for one piece to protect another, which then threatens and traps the king.

Note it is not allowed to capture the opponent’s king if he has not realized it is in **check**.

