

CHESS

The object of the game is for one player to put the opposing player's King in a position where it may not make a safe move. When the King is in danger, the player must warn the opposition by saying "**check**". That player must then move its king to safety. When the King is vulnerable and there is no safety position available, that is known as "**check-mate**" and the game is over.

The objective is to checkmate your opponent's King.

There is no value to the other pieces. Players may also reach a *stalemate* -the King may not currently be in check, but would be forced to move into a "**check**" position.

A player can never put his/her King into a check position; hence there would be no legal move available.

A *stalemate* is a draw - neither player is victorious.

The Board is placed between the players with the light-colored square at the right corner.

One player holds one light colored pawn in one hand and a dark colored pawn in the other hand behind his/her back. Then moving his/her closed hands in front, the other player choses one of the hands. The player reveals the content of both hands. The player that chose the piece plays with that colored team. i.e., if the player choses the left hand, and the left hand held the dark piece, he/she is assigned the dark team.

The pieces are set up as shown in the diagram.

The player with the light-colored team moves first.

The players move their chess pieces, in accordance with the standard moves.

One move at a time alternating between the players.

When a player is able to land his/her piece on the space of an opposing piece, that piece is "**captured**" and removed from the board and play.

Plays continue in order.

When a player is able to place the opposing King in danger of capture, he/she must say "**check**" to warn the other player to move his/her King to safety.

The King may not be captured. When the player has maneuvered the opposing King into a position where the King is in danger, and any permitted move will be in danger, that player must announce "**Check-Mate**". The mated player must indeed review the position to seek a safe passage out. If in fact there is no legal way out, the game is over.

High standards of etiquette and ethics are expected. Players may not distract each other during play and should shake hands before and after the game.

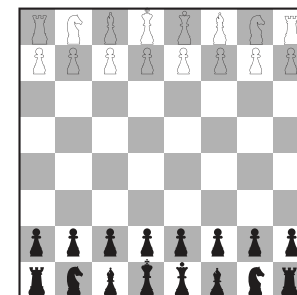
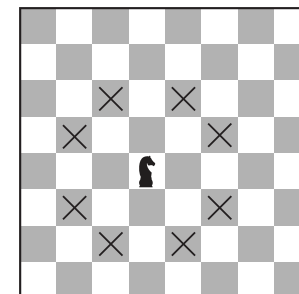
The light color chess team goes first; Players alternate their move;

A player must make a move in his/her turn, even if it is detrimental to his/her position; The movement of pieces is to be done with one hand.

Once the player touches a certain piece, his/her move must be with that piece;

The player may change his/her move until removing his/her hand from the piece; Once the hand is taken off a piece after moving it, the move cannot be changed or retracted;

In the event that a player may not legally move one's King or any move will only place the King in jeopardy, the game is over declaring the opposing player the victor.



A king is in **check** when it is under attack by at least one enemy piece. A piece unable to move because it would place its own king in check may still deliver check to the opposing player.

It is illegal to make a move that places or leaves one's own king in check.

The possible ways to extricate oneself of check are:

- **Move the king** to a square where it is not in check
- **Capture the checking piece** (possibly with the king)
- **Block the check** by placing a piece between the king and the opponent's threatening piece.

If it is not possible to get out of check, the king is **check-mated** and the game is over.

A dead position is defined as a position where neither player can win the game by any sequence of legal moves.

Hence the game is declared a draw.

Either player may resign at any time, conceding the game to the opponent.

Play continues until a king is in check-mate, a player resigns, or a draw is declared; **GAME OVER!**



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