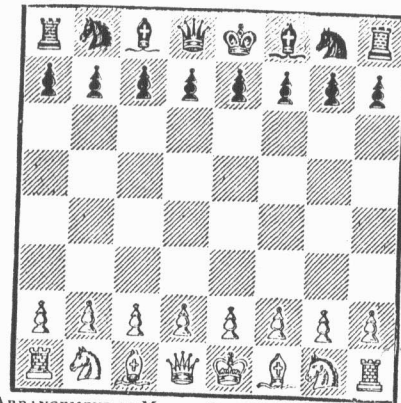


Rules of Chess.

Two persons may play at chess. The board is like the ordinary checker board consisting of sixty-four squares of contrasting colors.

The board is so placed that each player has a white corner square at the right-hand side. The men or pieces are sixteen in number for each player, all of those on one side are of the same color and in contrast to those of the opposing side.

The names of the men are as follows:



ARRANGEMENT OF MEN AT COMMENCEMENT OF GAME.

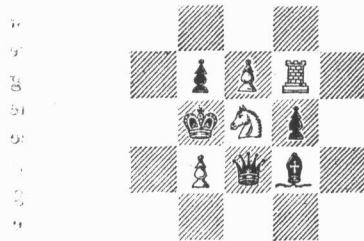
The term piece is more particularly applied to those men in the first row to distinguish them from the Pawns in the second row.

A strong or experienced player sometimes gives "Odds" to a weaker player by removing one of his men at the beginning of the game.

This concession is made according to the relative difference in skill between the players and the piece removed may accordingly be a Knight, Castle, or

Pawn. The person giving "Odds" has the first move. When no "Odds" are given the first move is decided by lot. If a series of games is being played the first move alternates. The object of the game is to checkmate your opponent, that is, place his King in such a position that he cannot help himself and would be subject to capture, but the King is never taken. When a checkmate is secured the game is ended. The Pawn's first move may be one or two moves straight forward, his subsequent moves are but one square at a time, and never backward. The Pawn cannot move diagonally except to capture a man and cannot capture on a direct forward move. Upon arriving at the opposite edge of the board (the eighth square) the Pawn may change its value to that of any piece except the King. The Bishop moves diagonally to any clear distance, forward or backward, keeping upon a square of its original color and capturing wherever it has a right to move. The Knight's move is one square to either the right, left, forward or backward, and thence to a second square diagonally in the same general direction. Thus in the diagram, although the Knight is completely sur

rounded, he can move to either of the out-lying darker squares.



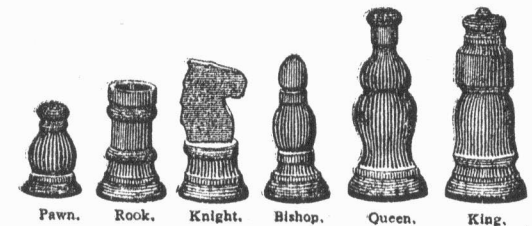
The Rook or Castle can move in any direction forward or backward except the diagonal and can capture wherever it has a right to move. The Queen has the move of either the Bishop or Rook and can therefore move any distance in a straight line in any direction and can capture wherever she has a right to go. The King is a very helpless but a very important piece, as the game depends upon his safety. He can never be taken. He can move one square in either direction and may capture.

Once during the game (and some advise it be done early) a move may be made that is called Castling. This move which is for the better protection of the

King may be accomplished in one of two ways. First, the King is moved to the King's Knight's square and the King's Rook is placed in the King's Bishop's square. In the second method the King is played to the Queen's Bishop's square and the Queen's Rook is played to the Queen's square. The following from the rules of the London Chess Club limits the process of Castling.

"A player cannot castle in the following cases: 1st. If the King or Rook has been moved. 2nd. If the King be in check. 3rd. If there be any piece between the King and Rook. 4th. If the King pass over any space attacked by one of the adversary's pieces or Pawns."

Unlike checkers a chessman captures by landing upon the square occupied by his opponent instead of jumping over the man removed as in checkers. Excepting in the move of the Knight as above described no chessman can jump over another man in making a move. These rules can but briefly give the outline of the game of Chess as volumes have been written on the combinations and possibilities of this royal game.



In the various styles of chessmen as sold in the market as "the Staunton" and under other names, the forms of the several pieces are not uniform, i. e. the Kings in the several styles are not exactly alike and the same is true of the other pieces.

The above illustrations show the names of the pieces in the set of STANDARD CHESSMEN which these rules accompany.

Anonymous
ACCA has original