

CHESS

The History of Chess

-The Basics-

*This short piece is borrowed from [chess.com](https://www.chess.com)
<https://www.chess.com/article/view/the-history-of-chess>*

Today we know that chess originated from the Gupta Empire (600CE), of India. However, many people firmly believe that chess was played by the ancient Egyptians, but the game we think of as chess and what the Egyptians used to play are completely different. Simply put, the Egyptians played something different that resembled chess. Despite this, we really don't know who first came up with the game, but it can be traced officially back to India.

The pieces come from the primary military elements of that time: the infantry, the elephants, the cavalry and the chariots. (see *Shaturanga* <https://a4games.company/shaturanga-2/>)

Global trade eventually brought the game to Europe, and around 1200CE the game undertook dramatic changes to become what it is today. In Italy and Spain, such changes gave their pawns the ability to move two squares on the first move, bishops their dominance over diagonals and queens their ability to move anywhere.

During the 18th century, the centre of the chess world switched to western Europe to areas like France. Matches were played in large coffee-houses in cities such as London and Paris. It wasn't until the 19th century that chess became widely known.

The **first chess tournament** was held in London (1851). The winner was a German by the name of Adolf Anderssen. Adolf Anderssen was also the winner of the "**Immortal Game**".



"Cafe de la Regence" in Paris during XIX century.

The text below comes from https://en.wikipedia.org/wiki/Rules_of_chess

The **rules of chess** (also known as the **laws of chess**) are rules governing the play of the game of chess. While the exact origins of chess are unclear, modern rules first took form during the Middle Ages. The rules continued to be slightly modified until the early 19th century, when they reached essentially their current form. The rules also varied somewhat from place to place. Today, the standard rules are set by FIDE (Fédération Internationale des Échecs), the international governing body for chess. Slight modifications are made by some national organisations for their own purposes. There are variations of the rules for fast chess, correspondence chess, online chess, and Chess960.

Chess is a two-player board game using a chessboard and sixteen pieces of six types for each player. Each type of piece moves in a distinct way. The object of the game is to checkmate (threaten with inescapable capture) the opponent's king. Games do not necessarily end in checkmate; players often resign if they believe they will lose. A game can also end in a draw in several ways.

Besides the basic moves of the pieces, rules also govern the equipment used, time control, conduct and ethics of players, accommodations for physically challenged players, and recording of moves using chess notation. Procedures for resolving irregularities that can occur during a game are provided as well.

The text below comes from <http://www.chesscoachonline.com/chess-articles/chess-rules>

The Goal of the Game of Chess

The ultimate aim in the **chess game** is delivering a checkmate – trapping your opponent's king. The term checkmate is an alteration of the Persian phrase "Shah Mat", meaning literally, "the King is ambushed", and not "the King is dead", that is a common misconception.

General Chess Rules

White is always first to move and players take turns alternately moving one piece at a time. Movement is required. If a player is not in check but has no legal moves, this situation is called "Stalemate", and it ends the game in a draw. Each type of piece has its own method of movement. A piece may be moved to a vacant position or capture an opponent's piece by removing it and replacing it with their own piece (en passant being the only exception).

With the exception of the knight, a piece may not move over or through any of the other pieces. When a king is threatened with capture (but can protect himself or escape), it is called: check. If a king is in check, then the player must make a move that eliminates the threat of capture and cannot leave the king in check. Checkmate happens when a king is placed in check and there is no legal move to escape. Checkmate ends the game and the side whose king was checkmated loses.

The Initial Position Setup

The chessboard is made up of eight rows and eight columns for a total of 64 squares of alternating colours. Each square of the chessboard is identified with a unique pair of a letter and a number. The vertical files are labeled a through h, from White's left (i.e. the queenside) to White's right. Similarly, the horizontal ranks are numbered from 1 to 8, starting from the one nearest White's side of the board. Each square of the board, then, is uniquely identified by its file letter and rank number. In the initial position setup, the light

queen is positioned on a light square and the dark queen is situated on a dark square. The diagram below shows how the pieces should be initially situated.



Chess Moves

- *King can move exactly one square horizontally, vertically or diagonally. At most once in every game, each king is allowed to make a special move, known as castling.*
- *Queen can move any number of vacant squares diagonally, horizontally, or vertically.*
- *Rook can move any number of vacant squares vertically or horizontally. It also is moved while castling.*
- *Bishop can move any number of vacant squares in any diagonal direction.*
- *Knight can move one square along any rank or file and then at an angle. The knight's movement can also be viewed as an "L" or "7" laid out at any horizontal or vertical angle.*
- *Pawns can move forward one square, if that square is unoccupied. If it has not yet moved, the pawn has the option of moving two squares forward, provided both squares in front of the pawn are unoccupied. A pawn cannot move backward. Pawns are the only pieces that capture differently from how they move. They can capture an enemy piece on either of the two spaces adjacent to the space in front of them (i.e., the two squares diagonally in front of them) but cannot move to these spaces if they are vacant. The pawn is also involved in the two special moves en passant and promotion.*

Castling

Castling is the only time in the [chess game](#) when more than one piece moves during a turn. This chess move has been invented in the 1500's to help speed up the game and improving balance of the offence and defence. During the castling, the king moves two squares towards the rook he intends to castle with, and the rook moves to the square through which the king passed. Castling is only permissible if all of the following conditions hold:

- *neither king nor rook involved in castling may have moved from the original position,*
- *there must be no pieces between the king and the rook.*

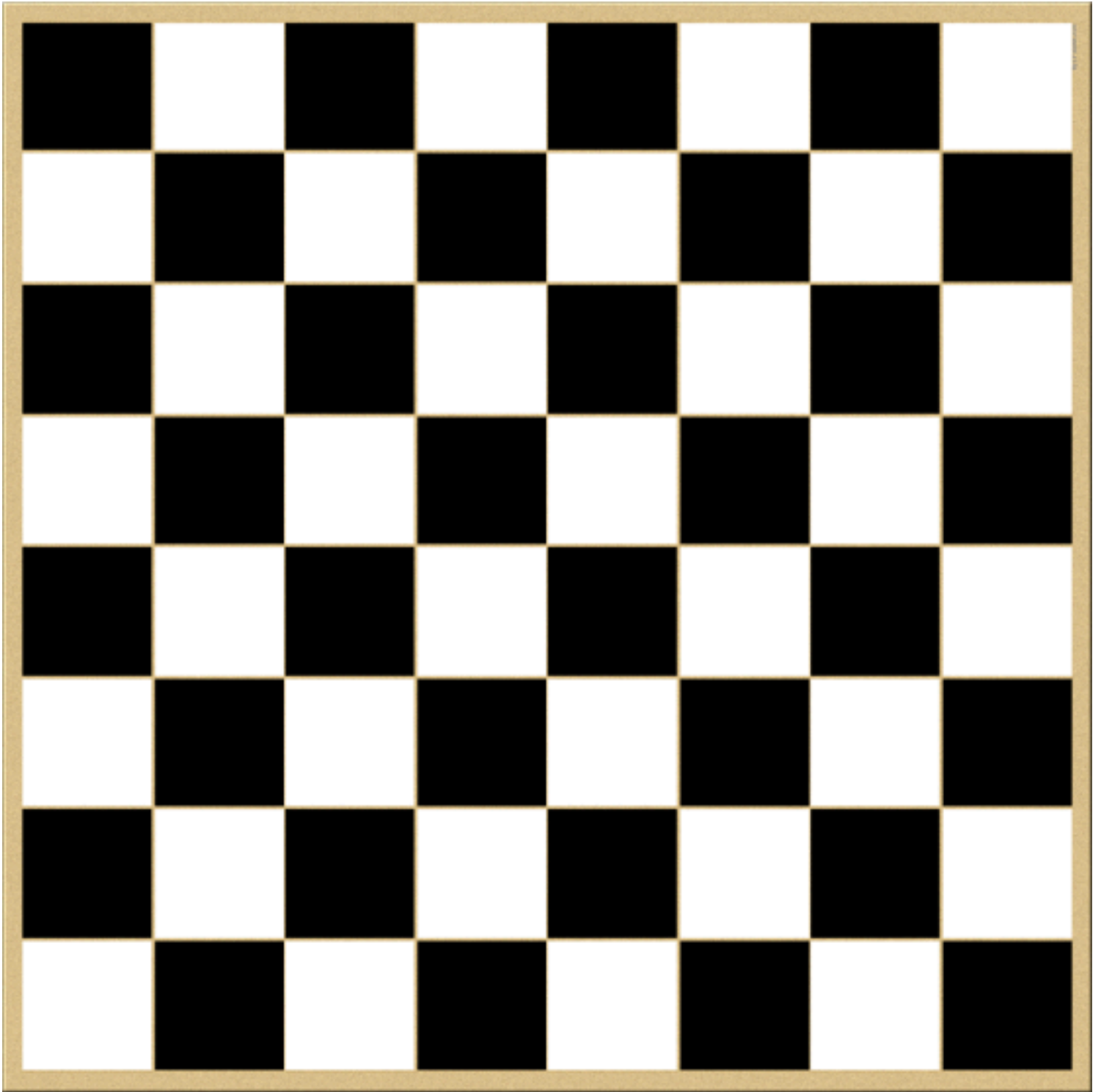
The king may not currently be in check, nor may the king pass through or end up in a square that is under attack by an enemy piece (though the rook is permitted to be under attack and to pass over an attacked square)

En Passant

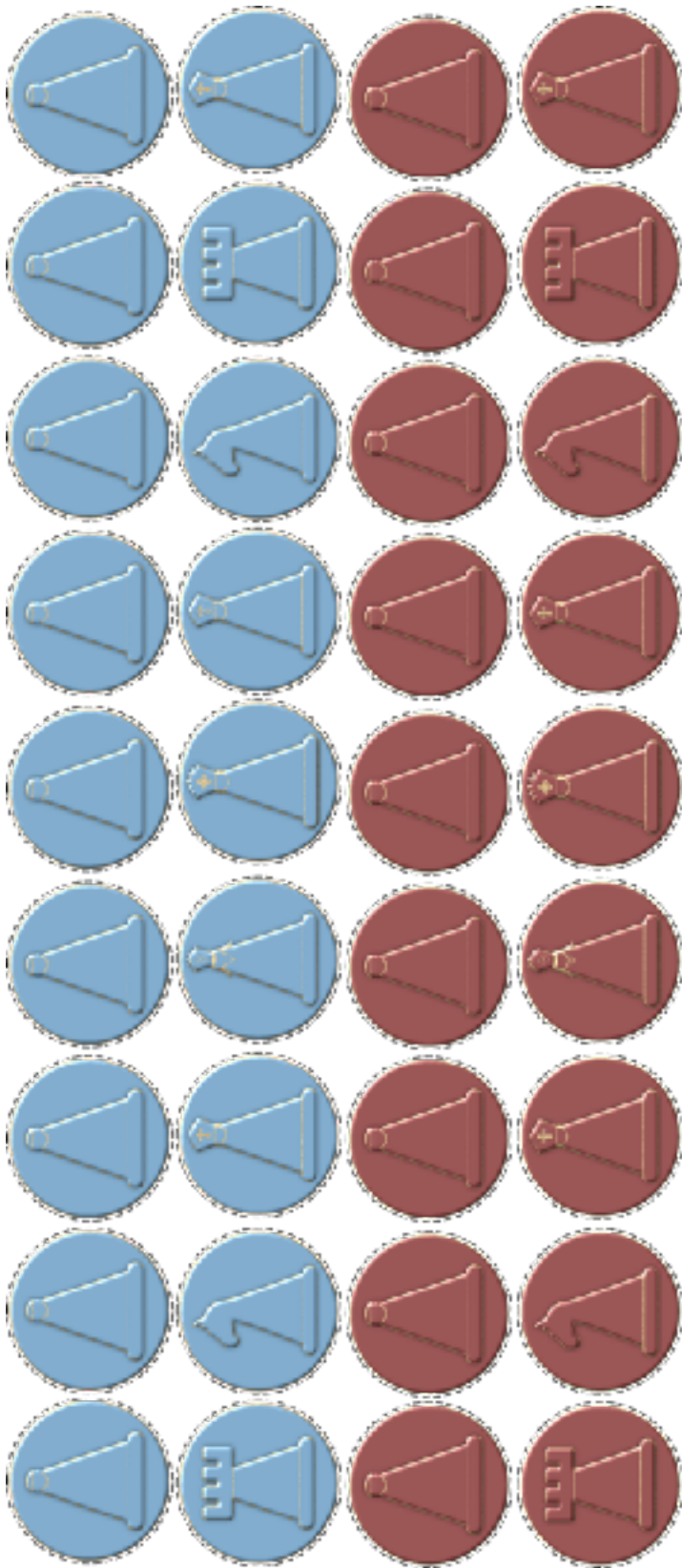
En Passant may only occur when a pawn is moved two squares on its initial movement. When this happens, the opposing player has the option to take the moved pawn “en passant” as if it had only moved one square. This option, though, only stays open for one move. The En Passant move was developed after pawns were allowed to move more than one square on their initial move. The idea behind this rule was to retain restrictions imposed by slow movement, while at the same time speeding up the game.

Pawn promotion

If a pawn reaches the opponent’s edge of the table, it will be promoted – the pawn may be converted to a queen, rook, bishop or knight, as the player desires. The choice is not limited to previously captured pieces. Thus it is theoretically possible to have up to nine queens or up to ten rooks, bishops, or knights if all pawns are promoted.



Cutout Chess Pieces
Embossed Figures



Cutout Chess Pieces
Gold Letters

