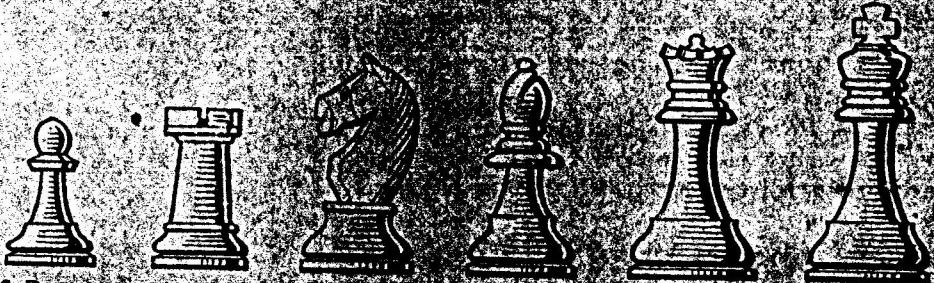


# CHESS

Chess is an intellectual and scientific pastime entirely free from the element of chance. It gives every opportunity for the use of mental skill and the logical process of reasoning. It has been one of the pastimes of many of those names are famous in history.

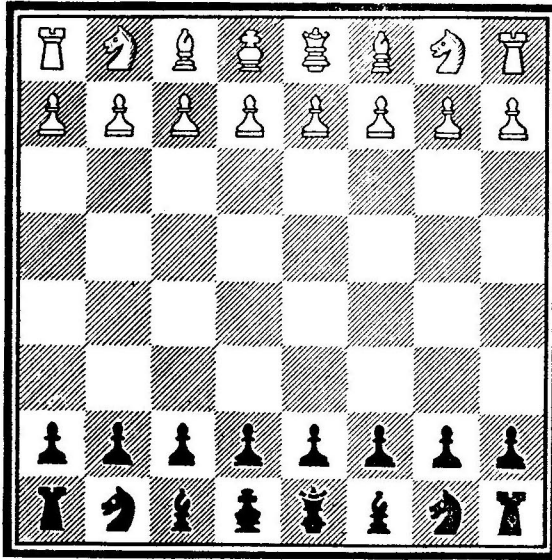
It is impossible in the space allowed by this pamphlet to give any detailed rules for the game. In the following text we shall simply attempt to explain the names of the various pieces and the principle of the game. Those who wish more extended instructions we would recommend the purchase of a beginner's book of Chess which may be obtained from almost any book dealer or stationer. More of these relative treatises upon Chess may also be found in up-to-date Encyclopedias if they are available.

Chess is played upon a board of 64 squares (8 squares x 8). A checkerboard is entirely suitable for the game providing the squares are of a size larger in area than the bases of the men. The board should be placed upon the table so that the light-colored square is in the corner to the right of each player. Thirty-two pieces are used in the game. These are divided equally into two colors usually black and white and consist of the following:

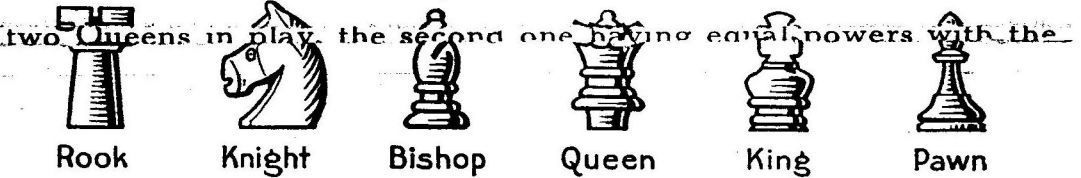


16 Pawns    4 Rooks    4 Knights    4 Bishops    2 Queens    2 Kings

Each player has all the pieces of one color, arranged at the beginning of the game as is shown below.



The symbols used on this diagram represent the different pieces, i.e.



It will be noted that the Queen is always placed upon the square of its own color which will bring it in the same vertical row as that of the opposing player and would in consequence bring the Kings directly opposite as well. The moves of the pieces are varied but with the exception of the Knight they can pass over only unoccupied squares unless they move with intent to capture an opponent's piece in which case the captured piece is removed from the board and the capturing piece replaces it.

To win the game a player must put his opponent's King in Check which means that if the King were an ordinary piece it could be captured upon the next move. A player who puts his opponent's King in check is required to call his attention to this play by calling "Check." If the King thus attacked cannot be protected from capture either by moving the King, or interposing a piece between the King and the checking piece, or by capturing the checking piece, the King is said to "checkmated" and the game is ended.

## MOVEMENT OF THE PIECES

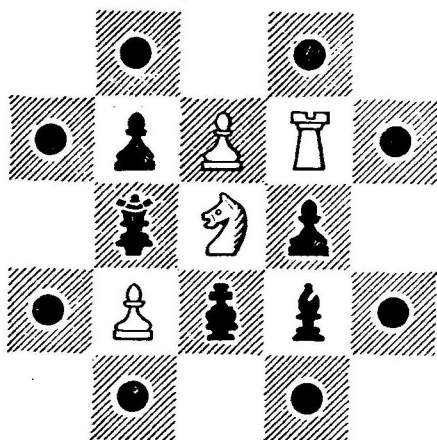
The King can only move a distance of one square at a time but may make this move in any direction vertically, horizontally, or diagonally on the board and may capture any unprotected piece upon a square adjoining the one on which it stands. Once and only once during the game the King may "Castle." A player makes this move by placing either of his Rooks on the square next to his King and then crossing over with the King to the square beyond the Rook. This move may be made only if neither the King nor the Rook have been moved previously in the game, when no piece intervenes between the King and the Rook, when the King is not in check, not moving into check nor passing any square threatened by an opponent's piece.

The Rook (or Castle) moves and captures vertically and horizontally in any direction and over any number of unoccupied squares in a straight line. It cannot be moved diagonally under any circumstances.

The Bishop moves and captures diagonally in any direction and over any number of unoccupied squares in a straight line but cannot be moved either in a vertical or horizontal direction.

The Queen moves and captures horizontally, vertically and diagonally in any direction over any number of unoccupied squares in a straight line. The Queen is the most powerful piece of all and as will be seen combines the powers of the Rook and Bishop.

The Knight's move is peculiar and is made as indicated in the following diagram:



The White Knight illustrated may move to any squares upon which dots are shown regardless of whether there are any intervening pieces between. It is the only piece which has the power of moving over an intervening piece or Pawn. Its move may perhaps best be explained as combining a move one square either vertically or horizontally and then one square diagonally which always lands the piece upon a square of the color opposite to that of the starting point.

The Pawn moves forward only one square at a time in a vertical direction, except that upon its first move it may be advanced either one or two squares at the option of the player. All other pieces capture in the same way in which they move but the Pawn may capture only on one of the two diagonal squares in front. It cannot capture a piece directly in front of it where it would ordinarily be moved if there were no piece upon the square. There is one exception to this rule which is called "taking a Pawn in passing" or "en passant." This may be done when a Pawn stands upon the fifth vertical square of the board which would be the third square in advance of its original position and the opponent, in accordance with his option mentioned above, moves one of the adjoining Pawns two squares forward upon its first move. This Pawn which has moved two squares may then be captured in the same way as if the opponent had not availed himself of his option and had only moved one square in advance. The privilege of capturing "en passant" and the liability of being captured in this way is absolutely confined to Pawns.

Should a player succeed in advancing any one of his Pawns to the eighth square which is in the row corresponding to the King row in Checkers, he may assign to this Pawn the value and power of any other piece in the game. As an example we will suppose that a player reaches the space in question and as is his privilege for so doing, promotes this Pawn to a Queen. He may thus have two Queens in play, the second one having equal powers with the first. If his Queen has been previously captured by his opponent it is convenient to remove the Pawn in question from the board and substitute the Queen. If, however, his Queen has not been captured he will have two Queens in play. It will be well to take some action which will distinguish this Pawn representing a Queen from the others having only their original value. The Pawn in question may be laid on its side or may have a string or elastic or some little clip put on it to accomplish this result. In practically all cases the player will wish his Pawn promoted to a Queen as this is the most powerful piece on the board but under exceptional circumstances it may seem well in this way to secure an additional Knight in which case he may so promote the Pawn. The value of this piece decided upon by the player may not be changed thereafter during the game.

It is hoped that the above instructions will be sufficient to enable those unacquainted with the game to commence its play and give an understanding of its fundamentals, thereby forming a groundwork for the absorption of the more extended treatises which may be secured as mentioned above.

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