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## Chess pieces moves and rules

The above position shows three pawns estate, blocked Pawn: g3, g4 and f7. Pawn g3 is blocked by g4 because Pawn does not shoot straight forward but diagonally. The position shows nine Pawns standing on the squares where they stand at the top of the game: a2, b2 e2, f2, h2, a7, b7, c7, f7; they haven't moved yet; Seven other pawns have progressed over the course of the game. Pawn d4 has two possible moves: to advance to d5 or to capture e5. Pawn c3 has only one possible move: to advance to c4. About four centuries ago, rules were introduced that Pawns in their original and unblocked positions could proceed one or two steps as planned by the player. This rule makes the game more vivid, and therefore the Chess world accepts it from time to time. For example, a2 pawns can proceed to a3 or a4 in one move. With this rule, a difficulty arises. Its goal is to speed up chess events and add to their diversity, but sometimes it betrays the obvious rights of opponents. To illustrate this point, look at two pawns f2 and g4. Pawn G4 stands guard on the F3 track. If f2 progresses to f3, g4 can capture it; therefore it has been for centuries; After the introduction of the new rule, pawn f2 can evade pawn g4 by advancing at the same time to f4 and then can harass Black with impunity. Naturally, the G4 pawn on guard feels deceived, as hostile pawns creep through previous posts. There are hotly contested scenes. It cannot be the sense of innovation to make pawn advance immunity. And finally justice was won: pawns standing on guard were acceded arrest rights, just as if pawns trying to slip through took a step forward only; but pawn on guard can not delay this movement but must implement it without losing time as an immediate answer to the attempted progress. For example, if in the above position, White moves f2-f4 Black can answer G4 captures f3, thus carrying out his original intention is to catch pawns on f3. This captured species is named shooting in passing or, with French expression captured en passant. If the pawn, after f2-f4, is not immediately caught by the G4 in passing, it remains unmolested on f4 and then has then to contend only with hostile pawns of files f and e. The Pawns only move forward to, in the advance of the last row to the eighth row , where according to the rules they will come to a barrier and will be estate. Should this show their death? Now should they become useless after having done their mission and fighting their way through the ranks of the enemy? That would not be consistent with justice. For in a struggle, it is an honor to draw the fire of the enemy himself and harm him, Pawn advances to the last row rewarded by becoming an officer in his army, it is changed for a Queen, Rook, Bishop or Knight, at the player's will; it was promoted to the higher ranks because of the officers mobility and higher values than Pawns. It's never too late to learn how to play chess - the most popular game in the world! Learning the rules of chess is easy: Step 1. How to set up the Chessboard At the beginning of the game, the chessboard is set so that each player has a white square (or light) at the bottom right. The pieces are then arranged the same way each time. The second row (or rank) is filled with good children. The rooks go in the corners, then the knights next to them, followed by the bishops, and finally the queen, who always goes on her own matching colors (white queen on white, black queen on black), and king on the remaining square. Setting up pieces at the beginning of the game will be really easy. Recommended tools -&gt; Train your vision of the Step 2 board. How the chess pieces move each of the 6 different types of pieces move differently. Pieces cannot move through other pieces (although the knights can jump over other pieces), and can never move up a square with one piece of their own. However, they can be moved to replace the opponent's piece which is then captured. Pieces are usually moved into positions where they can capture other pieces (by landing on their squares and then replacing them), defending their own pieces in case of capture, or controlling important squares in the game. How to move the king in Chess is the most important piece, but the weakest one. The king can only move one square in any direction - up, down, to the sides and diagonally. The king may never move himself into check (where he may be captured). When the king is attacked by another piece, this is called checking. How to move the queen in chess Queen is the strongest piece. She can move in any straight direction - forward, backward, tilt or diagonally - as much as possible as long as she doesn't move through any piece of her own. And, like with all pieces, if the queen captures the piece of her moving opponent is over. Notice how the white queen catches the black queen and then the black king is forced to move. How to move Rook in Chess The rook can move as far as it wants, but only forward, backward, and to the sides. The rooks are particularly powerful pieces when they are protecting each other and working together! How to move bishops in Chess Bishop can move as far as it wants, but only diagonally. Each bishop begins on a color (light or dark) and must always stay on that color. Bishops work well together because they cover each other's weaknesses. How to move the Knights in Chess Knights moves in a very different way from the other pieces - take two squares in one direction, and then one moves more at a 90 degree angle, like the figure Of a Knight L. is also the only piece that can move through other pieces. How to move pawns in chess pawns is unusual because they move and shoot in different ways: they move forward, but shoot diagonally. Pawns can only move One square at a time, except for their first move, where they can move forward two squares. Pawns can only capture one square diagonally in front of them. They can never move or shoot backwards. If there is a piece directly in front of a good one, he cannot move through or grasp that piece. Recommended tool -&gt; Solitaire Chess (capture all your pieces) Step 3. Discover the special rules of chess There are a few special rules in chess that may not seem reasonable at first. They were created to make the game more interesting and enjoyable. How to promote a pawn in chess pawn has a special ability and that is if a pawn reaches the other side of the board it can become any other chess piece (called promotion). A good one can be promoted to any piece. A common misconception is that pawns can only be exchanged for a piece that has been captured. That's not true. A good one is often promoted to a queen. Pawn promotions are only possible. How to make en passant in Chess Final Rule on pawns is called en passant, which is French for in passing. If a pawn moves out two squares on its first move, and by doing so lands on the side of the opponent's pawn (effectively jumping over the ability of another pawn to capture it), that other pawn has the option of shooting the pawn first as it passes by. This particular move must be made immediately after the first good child has moved through, otherwise the option to capture it is no longer available. Click through the example below to better understand this quirky but important rule. How to Castle in Chess Another special chess rule is called castling. This move allows you to do two important things all in one move: get your king to safety (hopefully), and get your rook out of the corner and into the game. At the turn of a player, he can move his king two squares to the side and then move the car from the corner of that side to right next to the king on the opposite side. (See example below.) However, in order for the castle, the following conditions must be met: it must be the king's first move it must be the first move of rook can not have any piece between the king and rook to move the king may not be checked or go through check Notice that when you castle a direction the king is closer to the side of the assembly co-administrators. That's called castling kingside. Castling to the other side, through where the queen sits, is called castling queenside. Regardless of the side, the king always moves only two squares when castling. Step 4. Find out who makes the first move in chess players with white pieces always moving first. Therefore, players often decide who will get white by chance or luck such as flipping a coin or having The player guesses the color of the well-being hidden in the hands of other players. White then makes a move, followed by black, then white again, then black and so on until the end of the game. Being able to move first is a small advantage that gives white players a chance to attack Go. Step 5. Review the rules of how to win a chess game There are several ways to end a chess game: by checking, with a draw, by resigning, by losing on time ... How to Checkmate in Chess The aim of the game is to test the opponent's king. This happens when the king is put to the test and can not get out of the test. There are only three ways a king can get out of check: move out of the way (though he can't castle!) block the check with another piece or capture the king's menacing pieces. If a king can't escape the checkmate then the game is over. As usual, the king is not captured or removed from the board, the game simply declares the end. Checkmate can occur in the early stages of the game if one of the players does not act carefully. Below, you will find an example of mate fools, a checkmate that occurs in just 2 moves. How to draw a chess game Sometimes chess games do not end with a winner, but with a draw. There are 5 reasons why a chess game can end in a draw: Position reaches a stalemate where it is one player who turns to move, but his king is not in check and yet he does not have a legal move: With the move Qc7 , black is not threatened and can not move. The match was declared a draw by stalemate. Players can simply agree to a draw and stop playing There are not enough pieces on the board to force a room friend (e.g. a king and a bishop vs a king) A player declares a draw if the exact same positiion is repeated three times (although not necessarily three times in a row) Fifty consecutive moves have Be played without any player who has moved a good one or caught a piece of Step 6. Basic Chess Strategy Research There are four simple things that every chess player should know: Protect your king Get your king into the corner of the board where he is usually safer. Don't give up castling. You should usually castle as quickly as possible. Remember, it doesn't matter how close you are to test your opponent if your own king is checked first! Don't Give Pieces Away Don't Carelessly Lose Your Pieces! Each piece is valuable and you can't win a game without pieces to checkmate. There is an easy system that most players use to track the relative value of each chess piece. How much are the pieces worth? A good child is worth 1 A knight is worth 3 A bishop is worth 3 A car is worth 5 A queen is worth 9 Kings of infinite value At the end of the game, these points do not mean anything - it is simply a system you can use to make decisions while playing , help you know when to capture, exchange or perform other actions. Control the center of your chessboard Try and control the center of the board with your pieces and pawns. If you control the center, you will have more room to move your pieces and will make it harder for your opponent to find good squares for his pieces. In the example above white makes good moves to control the center while black plays bad moves. Use all your chess pieces in the On white there are all his pieces in the game! Your pieces don't do any good when they're sitting back on the first row. Try and grow all your pieces so you have more to use when you attack the king. Using one or two pieces to attack will not work against any decent opponents. Lectura Recomendada -&gt; common mistake among Step 7 beginners. Practice by playing a lot of games The most important thing you can do to get better at chess is to play a lot of chess! It doesn't matter if you play at home with friends or family, or play online, you have to play so many games to improve. These days it's easy to find a chess game online! How to play chess variations While most people play standard chess rules, some people prefer to play chess with changes to the rules. They are called chess variants. Each variant has its own rules: Chess960: In Chess960 (Fischer Random), the original position of the pieces is randomly placed. Pawns hold their normal original position but the rest of the pieces are randomly arranged. King of the Hill: In this format, the goal is to get your king into the center of the board or hilltop. Bughouse: This format is played in pairs. When a player captures a piece from an opponent, this piece becomes available to his teammates. For example: If I played White and my teammate, the Blacks, took a white knight from my opponent, in turn, I would have a knight that I could put on any free square on my board. I can do so in any of my future variables. Crazyhouse: This is a very interesting format, as it allows you to use the pieces you take from your opponent. That is, if I play as white and I take a black pawn from my opponent, that pawn will turn into a white pawn that I can put on the board as part of my army. I can do so in any of my future variables. 3-Check: In this format, the first player tests the opponent's king three times, wins. Enjoy chess with amazing chess variations. Recommended Article -&gt; 5 Great Chess Variations How to play Chess960 Chess960 follows all the rules of standard chess, except for the starting position of troops in the back rank, which is randomly placed in one of the 960 possible positions. Castling is made the same as in standard flags, with King and Rook landing on their usual castled squares (g1 and f1, or c1 and d1). 960 play like standard chess, but with more variety in the open. Recommended tools -&gt; Play Chess960 vs Computer Recommended Tool -&gt; Play Chess960 with Friends How to Play with Chess Tournament Rules Many tournaments follow a set of general, similar rules. These rules do not necessarily apply to playing at home or online, but may want to practice with them anyway. Touch-move - If the player touches one of their own pieces, they must move that piece as long as it is a legal move. If a player touches the opponent's piece, they must capture that piece. A player who wants to touch a piece just to adjust it on the board must first notify usually by saying adjustments. Clocks and timers - Most leagues use timers to adjust the time spent per game, not on each move. Each player has the same time to use for their entire game and can decide how to spend that time. Once the player performs a move, they then tap a button or press a lever to start the opponent's clock. If the player runs out of time and the opponent calls time, then the player who runs out of time loses the game (unless the opponent does not have enough pieces to check, in case it is a draw). Chess FAQ (FAQ) Maybe all this information can overwhelm you a little. That's why we put at your lied the frequently asked questions that occur in people who are starting to enter the world of chess. We hope they are useful to you! How do I get better at chess? Knowing the basic rules and strategies is just the beginning – there's so much to learn in chess that you can never learn all in your life! To improve you need to do three things: Play a lot of chess - Just keep playing! Play as much as possible. You should learn from each game - who you win and who you lose. Learn with chess lessons - If you really want to improve quickly then you should do some online chess lessons. You can find chess lessons online here. Have fun - Don't be discouraged if you don't win all your games right away. Everyone loses - even the world champions. As long as you keep having fun and learning from the games you missed then you can enjoy chess forever! What are the Recommended Article -&gt; 7 Tips to Get Better at Chess The Best First Move in Chess? While no one agrees to move best in chess, it is important to try to control the center immediately. This usually results in most players playing one of their central goodies (in front of the king or queen) forward two squares with either 1. d4 or 1. e4. Some other players prefer 1. c4 or 1. Nf3. Most other actions are not good. Bobby Fischer believes in moving king-pawn 1. e4 is the best. What color starts with chess? The players with the white pieces always move first. Can a good one move backwards? The good one can't move back. However, when a good one gets to the other side of the board, you must promote it to another piece (such as a queen). Then it moves like that piece, and can move backwards. Can you move more than one piece at a time in chess? You can only move one chess piece at a time when it's your turn to move - with one exception! As you castle, you move both the king and the rook in one move. That's the most important piece of chess? The King is an important chess piece. If you lose the king, you lose the game. But the Queen is the strongest chess piece. When was chess invented? The origins of chess are not exactly clear, although most believe it evolved from games like chess that were previously played

in India nearly two thousand years ago. The chess game we know today has been around since the 15th century where it became in Europe. What are the 10 Most Important Moments in Chess History What is the Longest Game in Chess History? The longest league chess game (on the move) ever played was Nikolić vs. Arsović in 1989 and played in Belgrade, Serbia. What is the longest chess game in the history (article) Chess? Numbers are invented so that we can analyze chess games after playing them. Thanks to this, we can register the entire game in writing and reproduce it as many times as we want. We only have to write down our movement and the opponent's actions correctly. Chess sightseeing will allow you to host all your games... Each square has one coordinate and each piece is represented by an original (N for knight, B for bishop, Q for queen, R for rook, and K for king). Recommended Article -&gt; Chess Symbol - What is the language of the Game Goal of Chess? Chess is a game played between two opponents on opposite sides of a board containing 64 squares of alternating colors. Each player has 16 pieces: 1 king, 1 queen, 2 rooks, 2 bishops, 2 knights, and 8 good children. The objective of the game is to test the other Kings. Checkmate occurs when the king is in a position to be captured (in check) and cannot escape capture. Are you ready to start playing chess? Sign up for free Chess.com you start enjoying the game! Games!

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