# Movement of the pieces

Rook

The rook moves in a straight line, horizontally or vertically. The rook may not jump over other pieces, that is: all squares between the square where the rook starts its move and where the rook ends its move must be empty. (As for all pieces, when the square where the rook ends his move contains a piece of the opponent, then this piece is taken. The square where the rook ends his move may not contain a piece of the player owning this rook.)
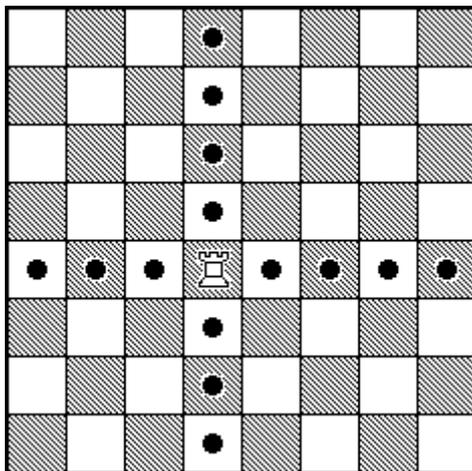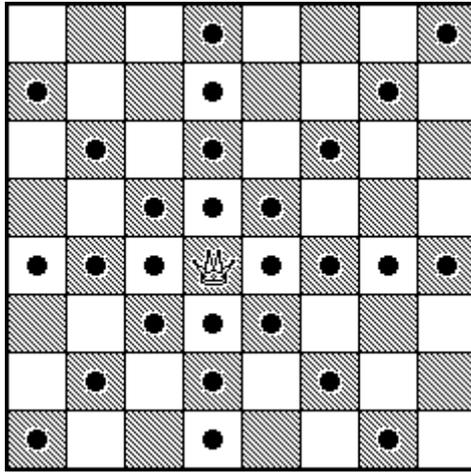
Bishop

The bishop moves in a straight diagonal line. The bishop may also not jump over other pieces.
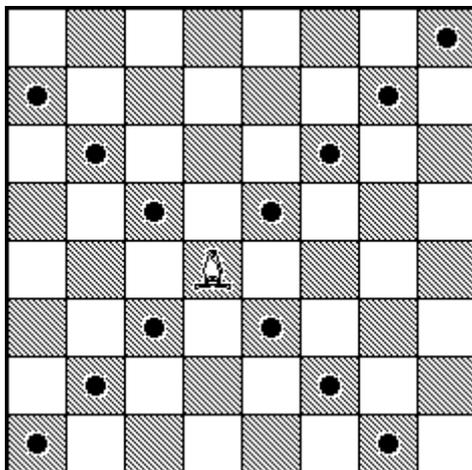
Queen

The queen has the *combined* moves of the rook and the bishop, i.e., the queen may move in any straight line, horizontal, vertical, or diagonal.

Knight

The knight makes a move that consists of first one step in a horizontal or vertical direction, and then one step diagonally in an outward direction. The knight *jumps*: it is allowed that the first square that the knight passes over is occupied by an arbitrary piece. For instance, white can start the game by moving his knight from b1 to c3. The piece that is jumped over is further not affected by the knight: as usual, a knight takes a piece of the opponent by moving to the square that contains that piece.
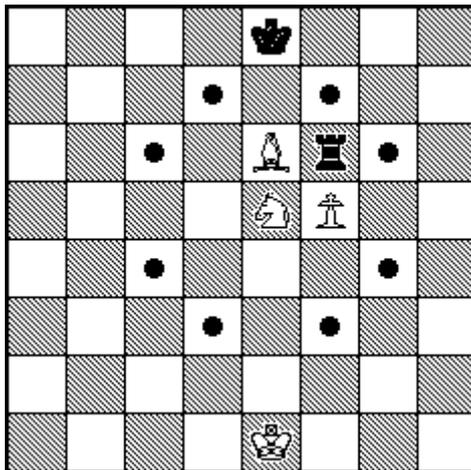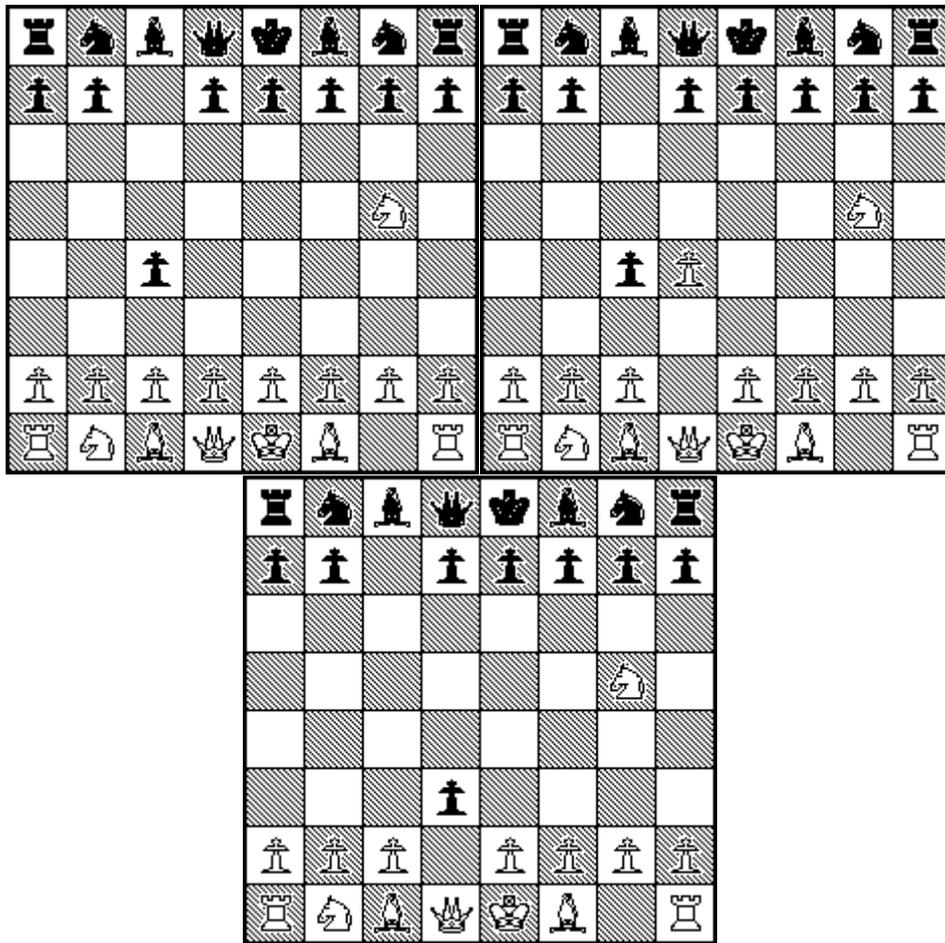
Pawn

The pawn moves differently regarding whether it moves to an empty square or whether it takes a piece of the opponent. When a pawn does not take, it moves one square straight forward. When this pawn has not moved at all, i.e., the pawn is still at the second row (from the owning players view), the pawn may make a double step straight forward. For instance, a white pawn on d2 can be moved to d4.

When taking, the pawn goes one square diagonally forward.
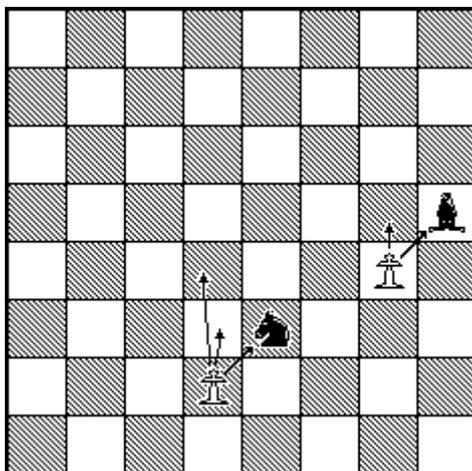
There is one special rule, called *taking en-passant*. When a pawn makes a double step from the second row to the fourth row, and there is an enemy pawn on an adjacent square on the fourth row, then this enemy pawn inthe next move may move diagonally to the square that was passed over by the double-stepping pawn, which is on the third row. In this same move, the double-stepping pawn is taken. This taking en-passant must be done directly: if the player who could take en-passant does not do this in the first move after the double step, this pawn cannot be taken anymore by an en-passant move.

A double pawn step, and a following en-passant capture

Pawns that reach the last row of the board *promote*. When a player moves a pawn to the last row of the board, he replaces the pawn by a queen, rook, knight, or bishop (of the same color). Usually, players will promote the pawn to a queen, but the other types of pieces are also allowed. (It is not required that the pawn is promoted to a piece taken. Thus, it is for instance possible that a player has at a certain moment two queens.)
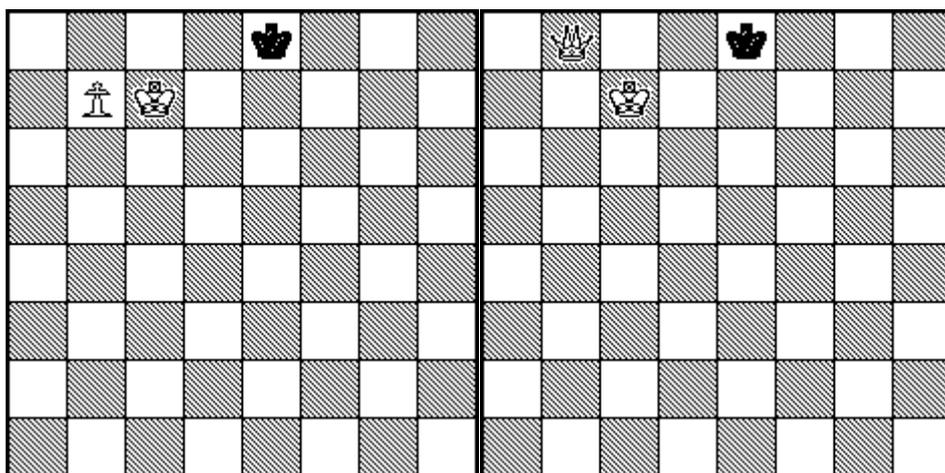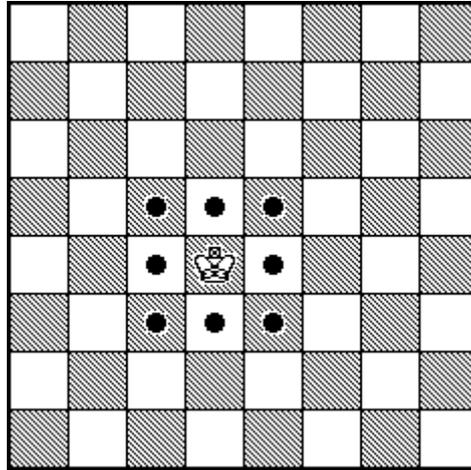
Before and after a promotion

King

The king moves one square in any direction, horizontally, vertically, or diagonally. There is one special type of move, made by a king and rook simultaneously, called *castling*: see below.

The king is the most important piece of the game, and moves must be made in such a way that the king is never in check: see below.
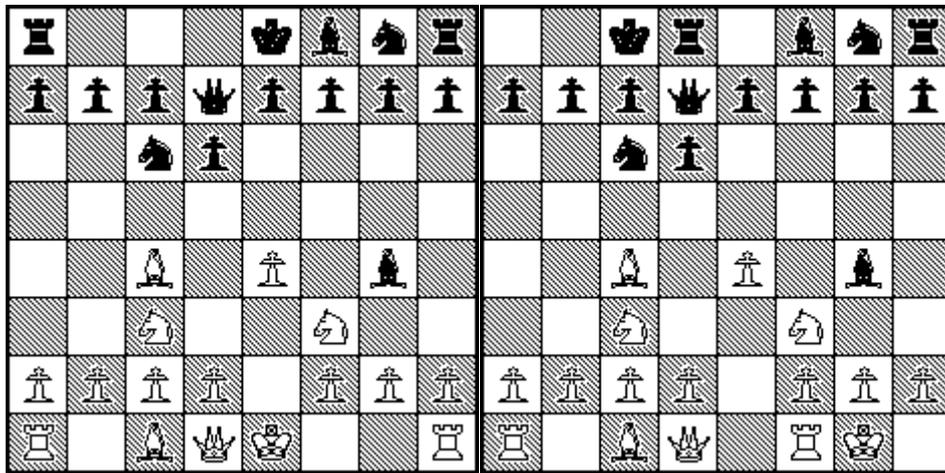

Castling

Under certain, special rules, a king and rook can move simultaneously in a *castling* move.

The following conditions must be met:

- The king that makes the castling move has not yet moved in the game.
- The rook that makes the castling move has not yet moved in the game.
- The king is not in check.
- The king does not move over a square that is attacked by an enemy piece during the castling move, i.e., when castling, there may not be an enemy piece that can move (in case of pawns: by diagonal movement) to a square that is moved over by the king.
- The king does not move to a square that is attacked by an enemy piece during the castling move, i.e., you may not castle and end the move with the king in check.
- All squares between the rook and king before the castling move are empty.
- The King and rook must occupy the same rank (or row).

When castling, the king moves two squares towards the rook, and the rook moves over the king to the next square, i.e., black's king on e8 and rook on a8 move to: king c8, rook d8 (*long castling*), white's king on e1 and rook on h1 move to: king g1, rook f1 (*short castling*).

position before and after castling: white short, and black long
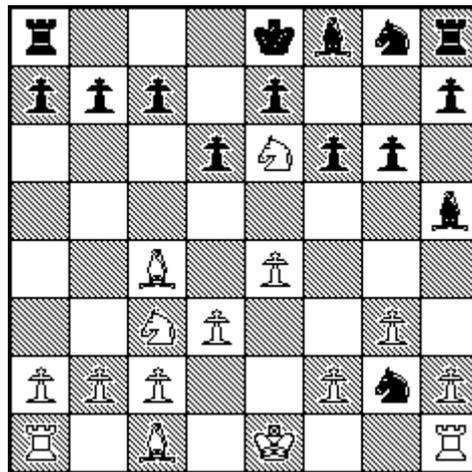
Neither white nor black may castle: white is in check, and the black king may not move over d8

Check, mate, and stalemate

Check

When the king of a player can be taken by a piece of the opponent, one says that the king is *in check*. For instance, the white player moves his rook to a position such that it attacks the black king, i.e., if black doesn't do anything about it, the rook could take the black king in the next move: we say that the white rook *gives check.* It is considered good manners to say *check* when one checks ones opponent.

It is not allowed to make a move, such that ones king is in check after the move. If a player accidently tries to make such a move, he must take the move back and make another move (following the rules that one must move with the piece one has touched, see below.)
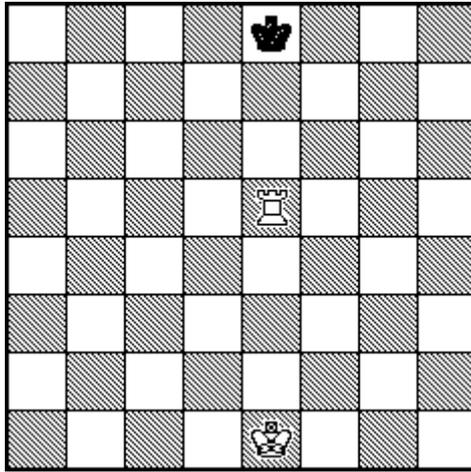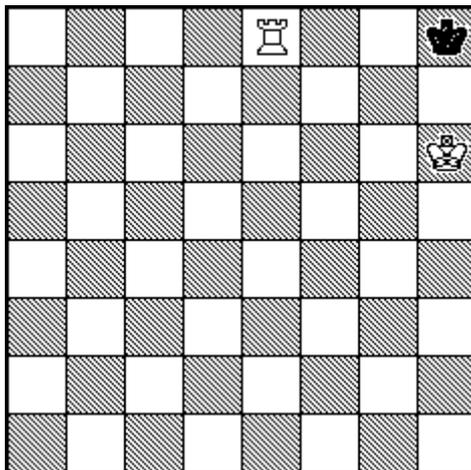
Mate

When a player is in check, and he cannot make a move such that after the move, the king is not in check, then he is *mated*. The player that is mated lost the game, and the player that mated him won the game.

Note that there are three different possible ways to remove a check:

1. Move the king away to a square where he is not in check.
2. Take the piece that gives the check.
3. (In case of a check, given by a rook, bishop or queen:) move a piece between the checking piece and the king.

Stalemate

When a player cannot make any legal move, but he is not in check, then the player is said to be *stalemated*. In a case of a stalemate, the game is a draw.
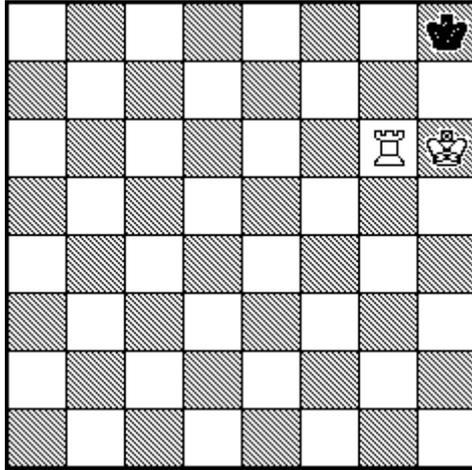
When black must move, the game is a stalemate