

## Additional Resources

- [www.ludism.org/ppwiki/Chess](http://www.ludism.org/ppwiki/Chess)
- [boardgamegeek.com/boardgame/171](http://boardgamegeek.com/boardgame/171)
- [www.chessvariants.com/d.chess/chess.html](http://www.chessvariants.com/d.chess/chess.html)
- [www.cynningstan.com/game/398](http://www.cynningstan.com/game/398)
- [en.wikipedia.org/wiki/chess](http://en.wikipedia.org/wiki/chess)

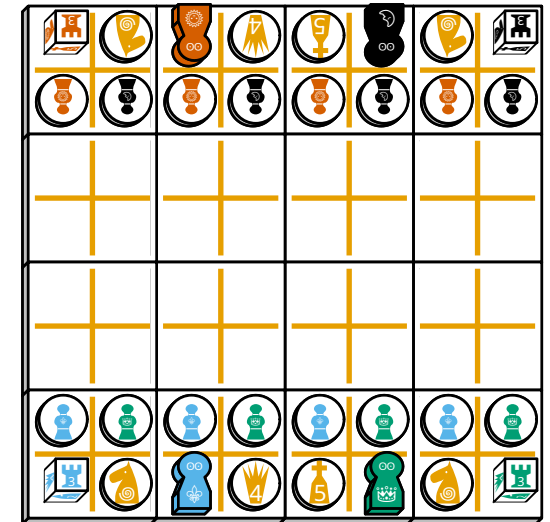
# (International) Chess

**Players** 2

**Length** 30–180 minutes

**Equipment** one standard piecepack

**Version** 2.1 (2022-07-25)



## Credits

**Game design:** Traditional, adapted by Ron Hale-Evans, Mark A. Biggar, and Trevor L. Davis

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# (International) Chess

## Description

(International) chess is a classic board game playable with a single piecepack.

## Objective

Win by *checkmating* the opponent's *king*:

- When a piece threatens to capture the opponent's king on their next turn then that king is in *check*.
- If an opponent can't get out of check on their turn then they are in *checkmate*.
- A player is *stalemated* if they are not in check but cannot make a legal move—in such a case the game ends in a draw.<sup>1</sup>

## Setup

International chess is played on an 8-by-8 board made with the backs of 16 tiles. Have each player sit across from each other and give each player all the pieces of two suits<sup>2</sup> and place them as in Figure 1 making sure that the two “4” coins used as pawns are placed in the left column so they can be easily found if necessary for queen promotion.

## The Order of Play

The player *without* the (black) Moons' pawn goes first.<sup>3</sup> Players take turns moving one of their pieces to another cell possibly capturing an opponent's piece located at that cell.

## The Moves

### Pawn

- Only the pawn has a different capturing and non-capturing move.

<sup>1</sup>Tournament play includes other draws: “threefold repetition”, “fifty-move rule”, and “dead position”.

<sup>2</sup>For example “astronomical” versus “power” suits or “dark” versus “light” suits.

<sup>3</sup>In modern international chess tournaments *White* moves first and then *Black* moves second.

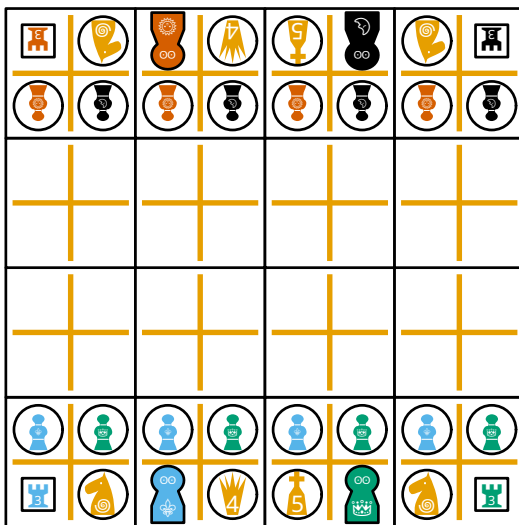


Figure 1: (International) chess starting diagram







Piece	Name	Betza
	Pawn (P)	
	Knight (N)	N
	Bishop (B)	B = FF
	Rook (R)	R = WW
	Queen (Q)	Q = BR
	King (K)	K = FW

Table 1: Chess pieces with Betza funny notation


- The pawn's non-capturing move is to move forward orthogonally one cell. On a pawn's first move in the game the pawn may move forward orthogonally two cells.
- The pawn's capturing move is to move forward diagonally one cell. If an opponent's pawn moved two cells forward in the previous move and you could have captured it if it instead had moved one cell forward then you still capture it by moving diagonally one cell (where it would have gone)—this is called an *en passant* capture.
- When a pawn reaches the last rank it must


*promote* to a non-king, non-pawn piece.<sup>4</sup>

### Knight

- Only the knight may jump over other pieces during its move.
- The knight moves diagonally one square (“jumping” over any piece on this square) and then orthogonally one square (further away from its original position).<sup>5</sup>

**Bishop**  The bishop moves diagonally in a straight line.

**Rook**  The rooks moves orthogonally in a straight line. The rook may also participate in a *castling* move (see King section).

**Queen**  The queen moves in a straight line either orthogonally or diagonally.

### King

- The king moves one square either orthogonally or diagonally.
- The king may not end its turn in *check* (inability to do so is a *checkmate*).
- May participate in a *castling* move with one of the rooks:
  - Only move in chess where two pieces may move in same move.
  - Move the king two cells towards the rook, move the rook 2–3 cells just pass the king (on the square it just passed over).
  - Neither the rook nor the king may have previously moved.
  - The cells in between the rook and king must be empty.
  - The king can not start the move in *check* nor cross a cell “attacked” by an opponent's piece (nor end the move in *check*).

<sup>4</sup>Normally one chooses to promote to a queen. Remember that you placed the “4” coins used as pawns in the left column so they could be easily found.

<sup>5</sup>This description is equivalent to moving two cells horizontally and one cell vertically OR one cell horizontally and two cells vertically (jumping over any pieces).