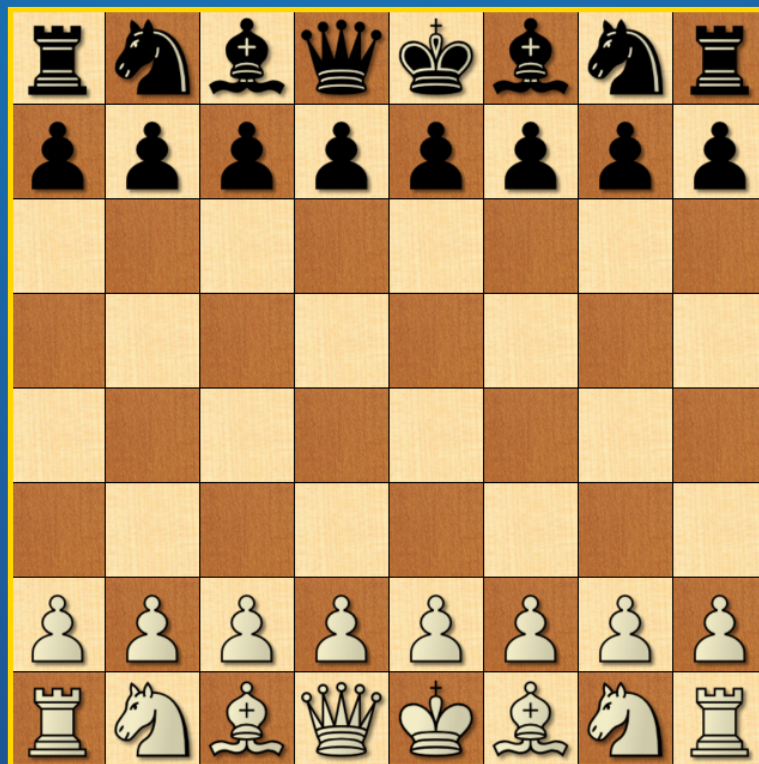
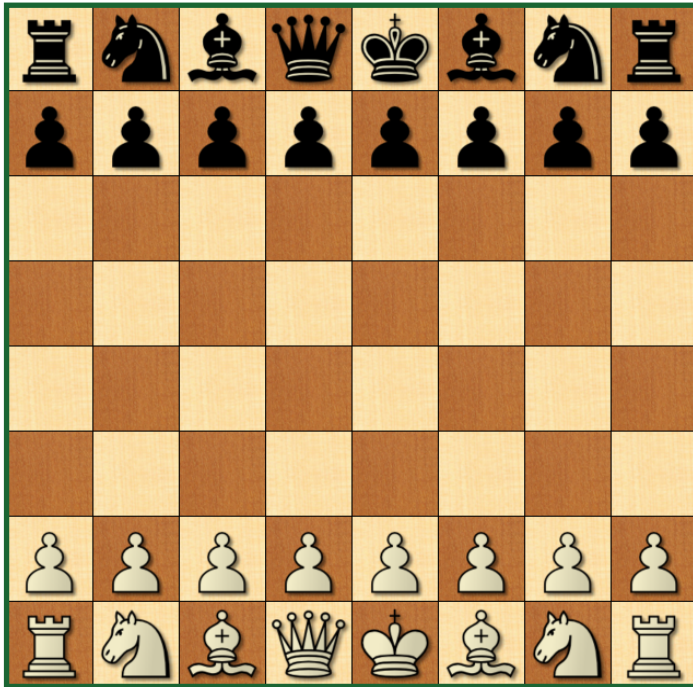


CHESS CHEAT SHEETS

HOW TO PLAY CHESS GUIDE



chesscheatsheets.com



BOARD SETUP

To prepare the board for a game of chess, you need to place the pieces to follow the image to the left. Ensure the bottom-right square is White so that the pieces get set up correctly.

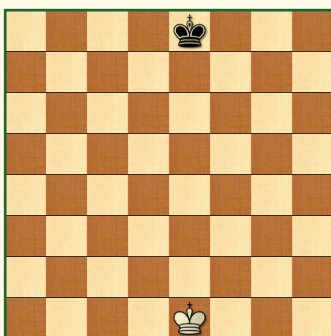
Each board initially contains:

- 16 Pawns, 8 for White and 8 for Black
- 4 Rooks, 2 for White and 2 for Black
- 4 Knights, 2 for White and 2 for Black
- 4 Bishops, 2 for White and 2 for Black
- 2 Queens, 1 for White and 1 for Black
- 2 Kings, 1 for White and 1 for Black

More information can be found below.

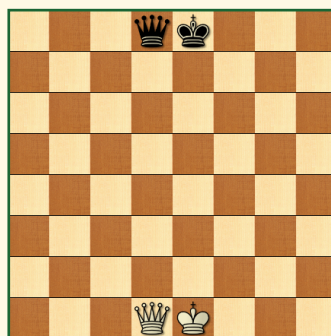
PLACING THE PIECES

KINGS



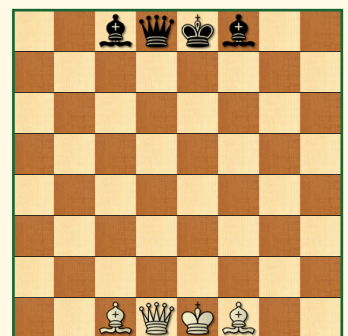
Kings go in the center on its opposing colour

QUEENS



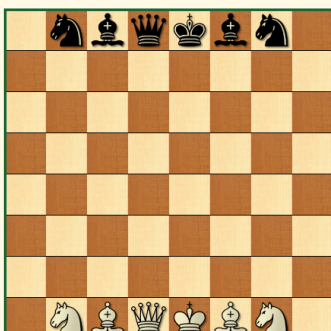
Queens go in the center on its same colour

BISHOPS



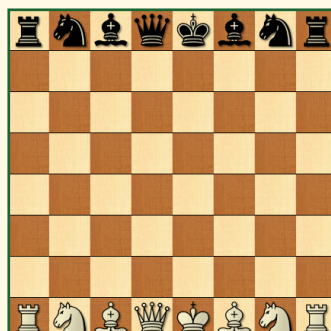
Bishops go next to the King and Queen

KNIGHTS



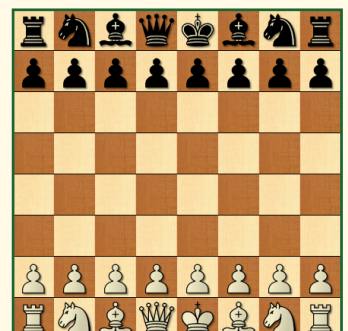
Knights go next to the Bishops

ROOKS

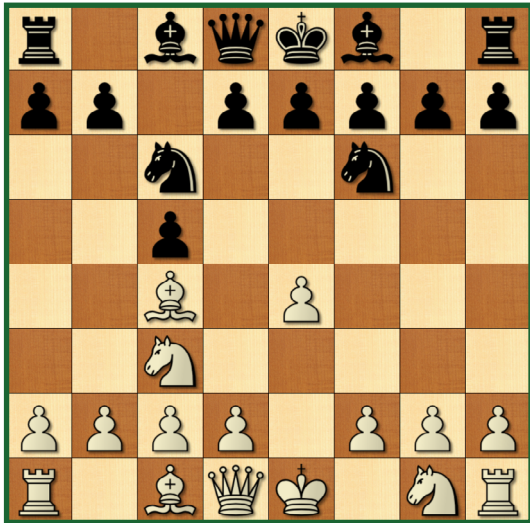


Rooks go next to Knights, in the corners.

PAWNS



Pawns fill in the rank in front of the pieces



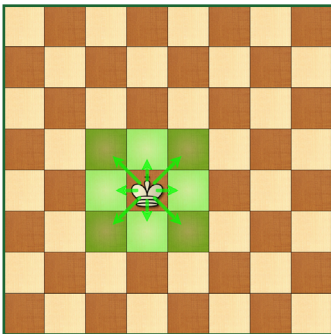
HOW THE PIECES MOVE

Each chess piece has a specific, unique way of moving and interacting with the board and other pieces on the board.

Understanding how the pieces move is critical to being able to play chess. Otherwise, you'd be breaking the rules!

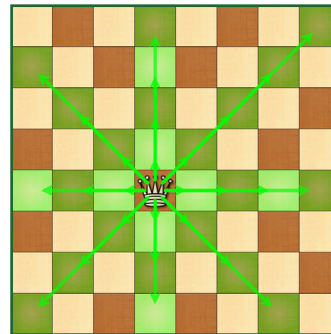
Here's how each piece moves and interacts with other pieces and the board.

THE KING



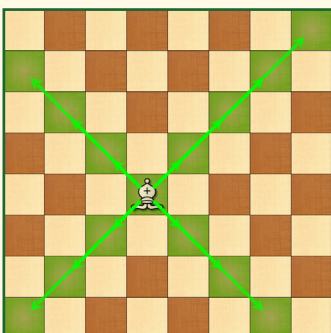
The most important piece in the game, without the King, you lose! The King can move only one square in any direction, as long as it's not putting itself into harm (more on that later).

THE QUEEN



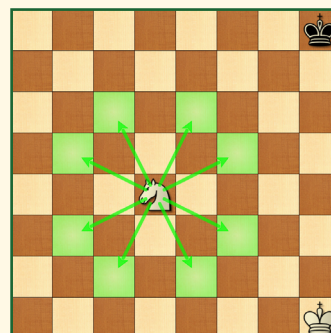
The Queen is the most powerful piece in the game. It can move any number of squares in any direction, like a Rook and Bishop combined!

THE BISHOP



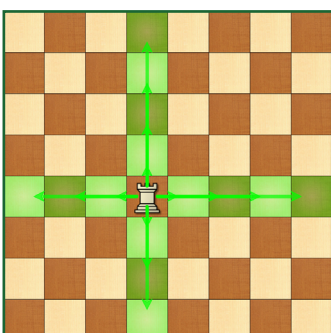
The Bishop can move as many squares as it wants diagonally. Each player has two Bishops, one on each colour square, so you'll start with a Bishop that can move on Black squares and one on White squares.

THE KNIGHT



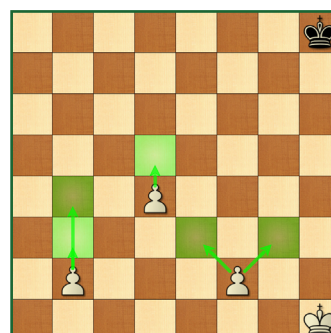
The Knight is a fun piece that can jump over other pieces in an "L" shape; two squares in one direction, one square in another. It's one of the only pieces you can move at the start of the game.

THE ROOK



The Rook can move as many squares as it wants in horizontal or vertical directions. It starts the game locked in, so you'll usually have to make a few moves before you can use it.

THE PAWN



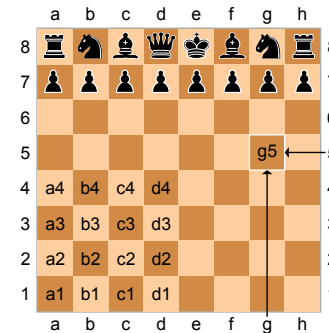
Pawns are simple yet powerful. On their first move, they can move either one or two squares. After that, they can only move one square. They can only attack diagonally. More info later on.

PLAYING THE GAME

Now that you know how each of the pieces move, it's time to learn the core concepts when playing the game.

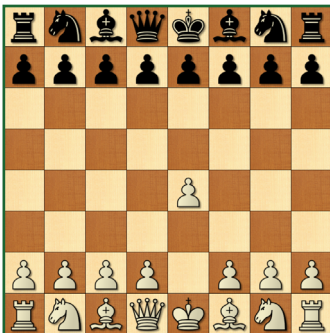
Players take turns to move a piece, and are able to move any piece of their own that they want, so long as it is a legal move as shown earlier.

PRO TIP: BOARD ANNOTATION



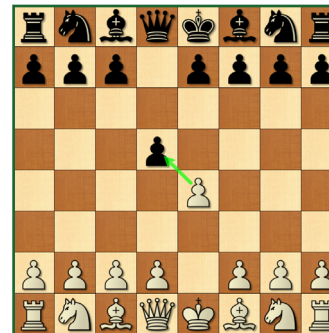
The board is made up of 8 'ranks' and 8 'files', numbered 1 through 8 and named a through h respectively. A rank is a horizontal row, and a file is a vertical column.

THE FIRST MOVE



White is always the first player to move in chess. On turn 1, White can move any of the 8 Pawns or either of the 2 Knights. Typically, the best first move is 1. e4

TAKING PIECES



After Black's move, White can now take pieces. A player can take a piece by legally moving one of their pieces onto a square that is occupied by an opponent's piece.

CHECK



If a King is being attacked by another piece that is threatening to take it, it's called "check". It's a warning to let the player know they are being attacked and must respond or lose.

ESCAPING CHECK 1



The first way to escape a check is by simply moving the King out of check. This means that the King is no longer threatened by that piece, and so the game is safe to continue.

ESCAPING CHECK 2



The second way to escape check is by blocking the check with another piece, effectively shielding the King from the attack.

ESCAPING CHECK 3



The third way to escape check is by capturing the piece that is threatening the check.

ENDING THE GAME

There are 3 possible ways that a game of chess can end. Either White wins, Black wins, or the game ends in a draw.

There are also 3 ways that a player can win a game: Checkmate, Resignation, or Flagging (running out of time).

There are 5 ways in which a game can result in a draw, which will be covered in more detail below.

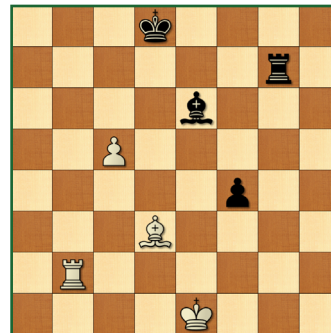
These are: Draw by agreement, Stalemate, Threefold repetition, having insufficient material, and the fifty-move rule.

CHECKMATE



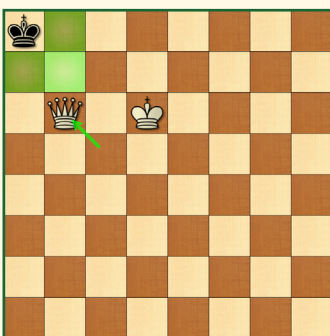
Checkmate is the most common way that chess games are won. Here, you've delivered a check, but your opponent's King has no legal moves so they lose the game.

DRAW BY AGREEMENT



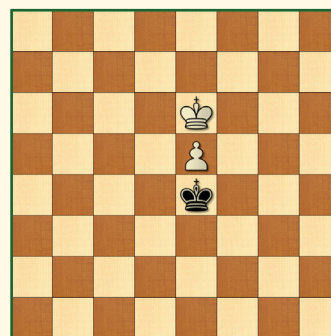
At any point in the game, either player can offer a draw. This is common when positions are relatively even and no side has a clear advantage. If agreed, the game is a draw.

STALEMATE



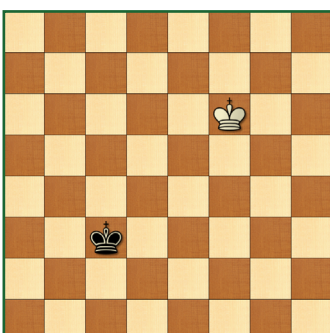
A stalemate occurs when a player has no legal moves left to play, but isn't threatened by a check or checkmate. A common mistake new players make is triggering stalemate from a winning position.

THREEFOLD REPETITION



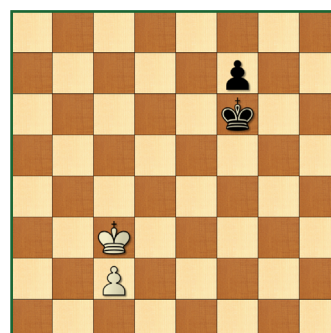
A draw can be triggered when the same board position is repeated three times, not necessarily in a row. This often happens when players don't want to make a given move for whatever reason, but can be used to claim a draw from a losing position..

INSUFFICIENT MATERIAL

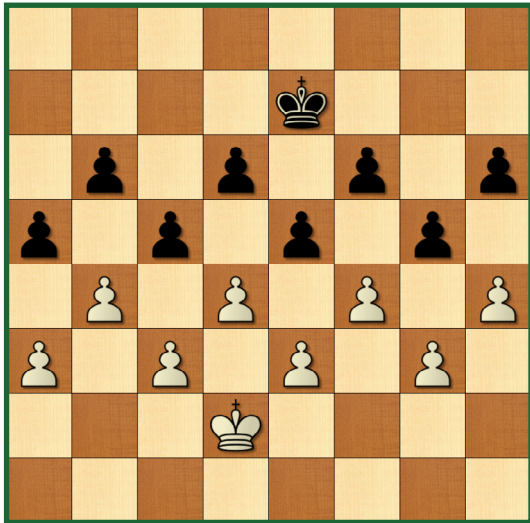


If there aren't enough pieces on the board for one side to force a checkmate, such as only having two Kings, then the game is drawn by insufficient material.

FIFTY-MOVE RULE



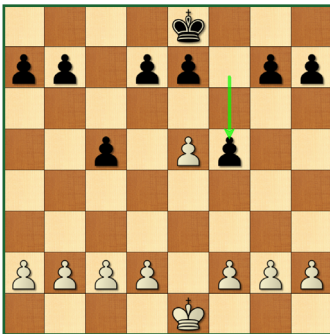
The final way to draw a game is rare, but happens when fifty turns have passed where neither player has captured a piece or moved a pawn.



SPECIAL PAWN MOVES

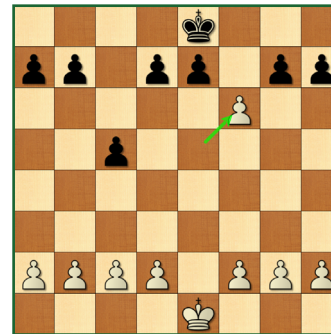
Pawns may seem like the weakest piece on the board, but they actually have some specific moves that can make them powerful. Let's break them down here.

EN PASSANT



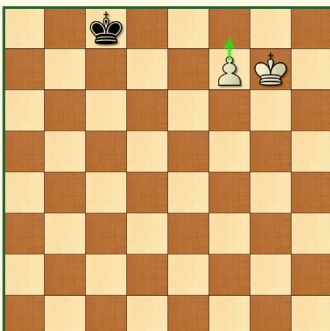
En Passant is a special rule in chess that allows pawns to capture without taking the square the opposing Pawn is on. To do this, your opponent must first move their Pawn two places.

TAKING THE PAWN



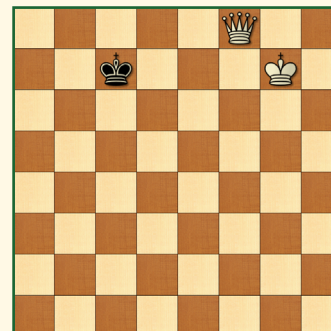
If your Pawn is now next to the Pawn they moved, you can now capture diagonally *behind* their Pawn using En Passant. Your Pawn lands behind the square the opponent's Pawn was on.

PAWN PROMOTION



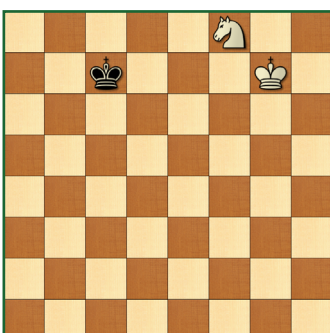
If a Pawn fully reaches the opponent's side of the board, it can be 'promoted' into a better piece. The piece you choose will depend on the state of the board.

QUEEN PROMOTION



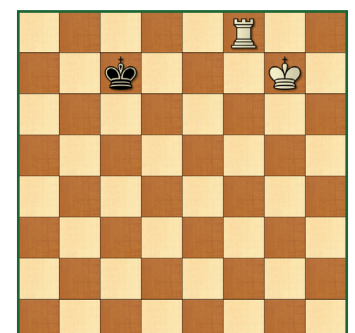
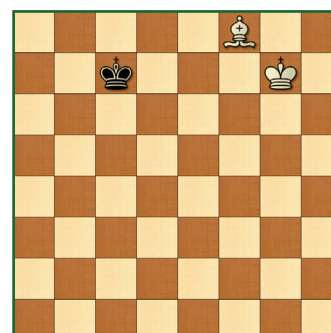
You're almost always going to want to promote to a Queen, given it's the most powerful piece in the game. But, there are some situations in which doing so would result in stalemate, so...

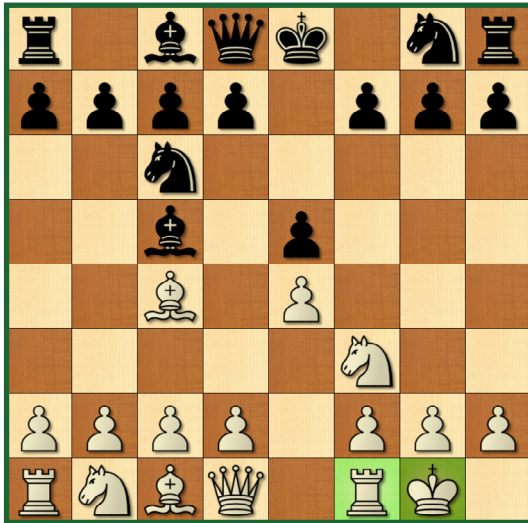
UNDER PROMOTION



Under promotion is used to prevent the game from entering stalemate, or to give a more advantageous piece for a given position, such as a Knight.

THE PAWN





CASTLING

Castling is the last special move you need to know about before you're ready to jump into a game!

Castle is a defensive moved used to protect your King and bring your Rook into the game in a single move. It can be performed on either the Kingside or Queenside and has a few requirements.

KINGSIDE CASTLE



When you castle King-side, the King moves two squares towards the corner, and the Rook moves over the King and lands next to it.

TAKING THE PAWN



As long as you haven't moved either piece this game, you can castle at any time. Once you've moved either the King or Rook you plan to castle however, you can no longer castle.

QUEENSIDE CASTLE



The same is true of Queenside castling. Here, the King again moves 2 squares towards the corner and the Rook jumps over, but both are closer to the center of the board.

QUEEN PROMOTION



Queenside castling can leave your King more exposed but be useful when you want to bring your Rook into a more central position, or when you can't castle Kingside for whatever reason.

CASTLING RULES



Aside from not having moved your castle pieces as mentioned before, you can only castle when you're 1) not in check and 2) not moving into or through check.

POSITION EXAMPLES



CHESS CHEAT SHEETS

Congratulations! You now know everything you need to know before playing your first game of chess.

Of course, there's a lot more that goes into it than that, such as tactics, openings, and making the best move from any given board position.

Luckily, Chess Cheat Sheets has you covered! On our website, you'll find cheat sheets to help you learn the different openings, puzzles to help you master certain board states, and a free tactics & motifs cheat sheet bundle. We recommend you get started with the openings bundle found here:

<https://chesscheatsheets.com/product/the-complete-chess-openings-bundle/>

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