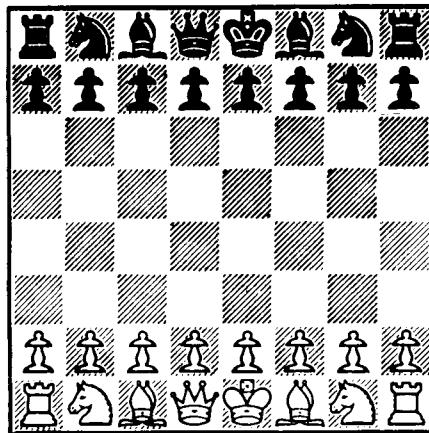


# CHESS



*Arrangement of Men at Commencement of Game*

or "men." One set being white and the other red or black, but always referred to as "black."

A toss decides the possession of white which always starts.

The names of the men are as follows:



Rook      Knight      Bishop      Queen      King      Pawn

The term *piece* is more particularly applied to those men in the first row to distinguish them from the Pawns in the second row.

A strong or experienced player sometimes gives 'odds' to a weaker player by removing one of his men at the beginning of the game.

This concession is made according to the relative difference in skill between the players and the piece removed may accordingly be a Knight, Rook or Pawn. The person giving 'odds' has the first move.

**PREAMBLE.** Chess, one of the oldest board games, originated in the Orient and has a recorded history dating prior to 400 A.D.

From time to time in the early days, the value of the pieces and their moves were the subject of changes but the game as we know it today dates from the sixteenth century.

The board consists of sixty-four squares in eight rows of eight. Each player has a set of sixteen pieces

## OBJECT OF THE GAME

**CHECKMATE.** The object of Chess is the capture of the opponent's King, no matter how many pieces are lost in doing so, nor how many other opposing pieces remain uncaptured. If the King could be captured on the next move, it is in check. It must then immediately move out of check and, if unable to do so, it is checkmate, and the game is over.

**STALEMATE.** If the King, though not in check, cannot move without placing himself in check, a stalemate occurs and the game is a draw.

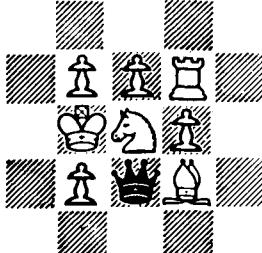
Games may also be drawn if insufficient pieces are left to force a victory.

## THE MOVES

**PAWN.** The Pawn's first move may be one or two moves straight forward, his subsequent moves are but one square at a time, and never backward. The Pawn cannot move diagonally except to capture a man and cannot capture on a direct forward move. Upon arriving at the opposite edge of the board (the eighth square) the Pawn may change its value to that of any piece except the King.

**KNIGHT.** The Knight moves, or jumps, as shown in the diagram below. Although surrounded he may move to any of the vacant black squares shown. The jump is made one square vertically or horizontally and one square in an oblique direction. N.B.—Except in the case of the Knight, no other chessman can jump over a piece in making a move.

All chessmen capture by landing upon the square occupied by an opponent.



**ROOK.** The Rook can move any number of squares in any clear distance — forward, backward, or sidewise to left or right, but not diagonally, and capturing wherever it has a right to move.

**BISHOP.** The Bishop moves diagonally to any clear distance, forward or backward, keeping upon a square of its original colour and capturing wherever it has a right to move.

**QUEEN.** The Queen has the move of either the Bishop or Rook and can therefore move *any distance in a straight line* in any direction and can capture wherever she has a right to go.

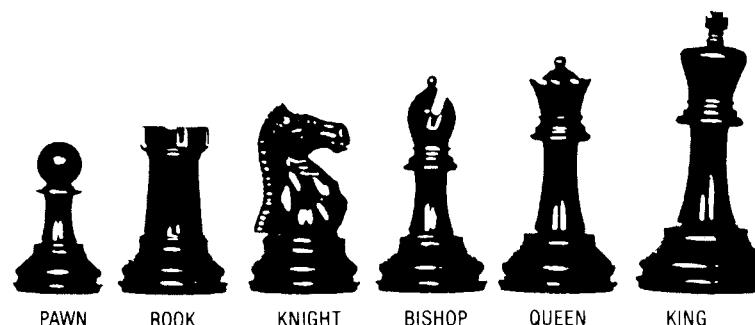
**KING.** The King is a very helpless but a very important piece, as the game depends upon his safety. He can never be taken. He can move one square in any direction and may capture.

## CASTLING

Once during the game (and some advise it be done early) a move may be made that is called "castling." This move, which is for the better protection of the King, may be accomplished in one or two ways. First, the King is moved to the King's Knight's square and the King's Rook is placed in the King's Bishop's square. In the second method, the King is played to the Queen's Bishop's square and the Queen's Rook is played to the Queen's square. The following from the rules of the London Chess Club limits the process of castling:

"A player cannot castle in the following cases: 1st: If the King or Rook has been moved. 2nd: If the King be in check. 3rd: If there be any piece between the King and Rook. 4th: If the King pass over any space attacked by one of the adversary's pieces or Pawns."

These rules can but briefly give the outline of the game of Chess, as volume have been written on the combinations and possibilities of this royal game.



The above illustration shows the names of the pieces in this set. However, in the various styles of chessmen sold in the markets as "the Staunton" and under other names, the forms of the several pieces are not uniform, i.e. the Kings in several styles are not exactly alike and the same is true of the other pieces.

Marketed in New Zealand by:  
THOS. HOLDSWORTH & SONS LTD, AUCKLAND