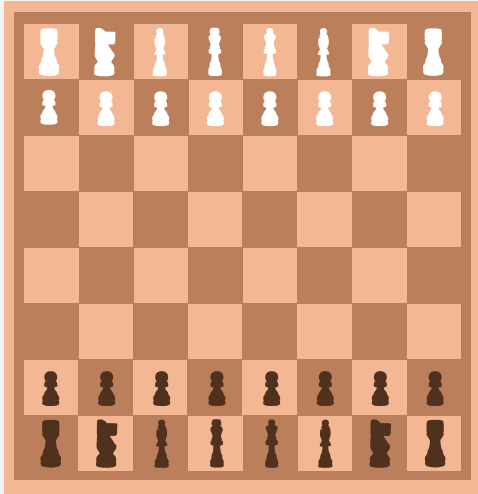








# ropoda Chess



## ● Each play controls sixteen pieces

| Piece   | King  | Queen   | Rook   | Bishop  | Knight  | Pawn  |
|---------|---|---|--|---|---|---|
| Number  | 1   | 2   | 2  | 2   | 2   | 8   |
| Symbols |  |  |  |  |  |  |

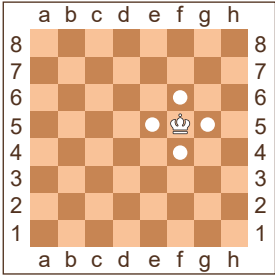
## ● Setup

Chess game pieces are divided into white and black sets, each set consists of 16 pieces, The chessboard is placed with a light square at the right-hand corner nearest to each player. Each queen starts on a square of its own color.

## ● Goal

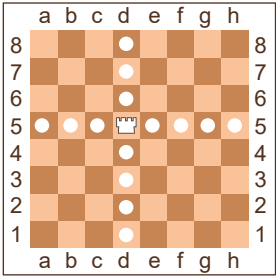
To trap the opponent's king so that its escape isn't possible(ckeckmate). If a player's king is threatened with capture, it is said to be in check, the player must remove the threat of capture on the next move. If this can't be done, theking is said to be in checkmate

## ● Basic Movement



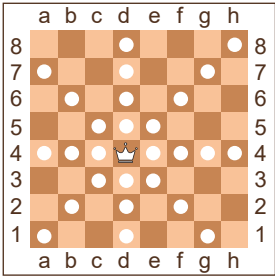
### The King

moves one square in any direction. The king also has a special move called castling that involves also moving a rook.



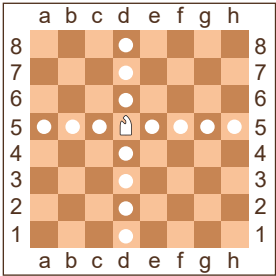
### A Rook

move any number of squares along a rank or file, but can't leap over other pieces. With the king, a rook is involved during the king's castling move.



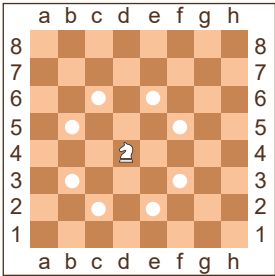
### A Queen

combines the power of rook and bishop, move any number of squares along a rank, file, or diagonal, can't leap over other pieces.



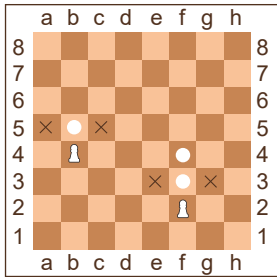
### A Bishop

can move any number of squares diagonally, but cannot leap over other pieces.



### A Knight

moves to any of the closest squares that are not on the same rank, file, or diagonal. (Thus the move forms an "L"-shape: two squares vertically and one square horizontally, or two squares horizontally and one square vertically.) The knight is the only piece that can leap over other pieces.



## A Pawn

can move forward to the unoccupied square in front of it on the same file, or on its first move it can advance two squares along the same file, provided both squares are unoccupied (white dots); or it can capture an opponent's piece on a square diagonally in front of it on an adjacent file, by moving to that square (black "x"s).

### ● Summary

Each piece type moves differently, with the most powerful being the queen and the least powerful the pawn. The objective is to checkmate the opponent's king by placing it under an inescapable threat of capture. To this end, a player's pieces are used to attack and capture the opponent's pieces, while supporting one another. During the game, play typically involves exchanging pieces for the opponent's similar pieces, and finding and engineering opportunities to trade advantageously or to get a better position. In addition to checkmate, a player wins the game if the opponent resigns, or in a timed game, runs out of time. There are also several ways a game can end in a draw.

# WARNING

CHOKING HAZARD -- Small Parts