

Chess Rules Cheat Sheet

A one-page reference for beginners, from chessbharat.org

Meet the Pieces

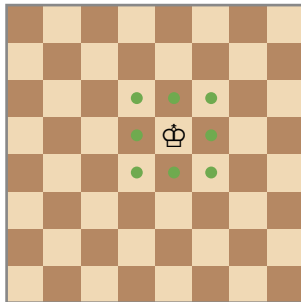
Before you learn how they move, learn how to spot them on the board.

					
King	Queen	Rook	Bishop	Knight	Pawn

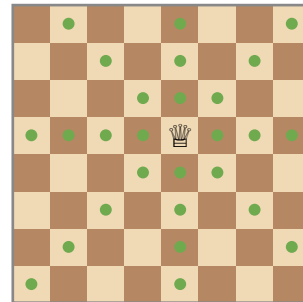
How Each Piece Moves

Green dots show every square the piece could move to from here on an empty board.

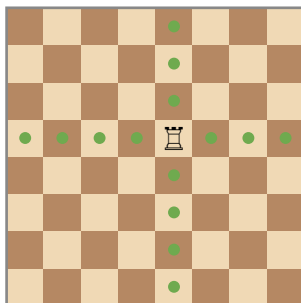
King: one square, any direction



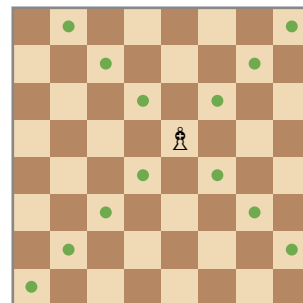
Queen: any distance, any direction



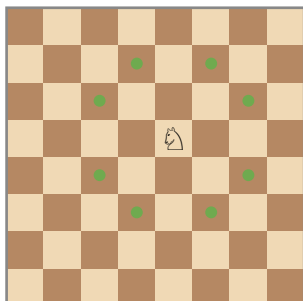
Rook: any distance, straight only



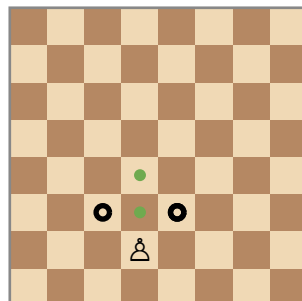
Bishop: any distance, diagonal only



Knight: jumps in an L-shape



Pawn: forward to move, diagonal to capture



Note: the Pawn moves two squares only on its very first move, and only straight ahead, never diagonally unless capturing.

Three Special Moves

Castling	King moves two squares toward a rook; the rook jumps beside it. Only once per game, and only if neither piece has moved and the king is not in check.
En Passant	A special pawn capture. If an enemy pawn jumps two squares and lands beside yours, you may capture it as if it had moved only one, but only on your very next move.
Promotion	A pawn reaching the far end of the board becomes any piece except a king, almost always a queen.

Check, Checkmate, and Stalemate

Check	The king is under direct attack and must be moved, blocked, or the attacker captured.
Checkmate	The king is in check with no legal way out. The game ends immediately, and the attacker wins.
Stalemate	The player to move has no legal moves, but their king is NOT in check. The game ends in a draw.

Want the full guide with examples and explanations? Read "How to Play Chess for Beginners: Explained Like You're 4 Years Old" at chessbharat.org
Chess Bharat, chessbharat.org