At the beginning of the game, each player has 16 pieces, or men.

(*Some chess books do not consider Pawns to be pieces)*

There are only **six unique pieces**, and these pieces are called 'major' or 'minor' based on their strength and ability.

Surrounding the King are four different pieces or “men” (even though the Queen would be a lady!): **The Queen, Bishops, Knights, and Rooks.**

Beginners and “non-chess players” often think chess is a hard and complex game. However, there are just a few basic rules.

Each piece has a unique purpose and has their own individual strength.

However, to get started, you **DO NOT** need to know how all the pieces move at this time. Start with learning how to use each piece and then add more pieces.

Most Games have three (3) parts: **Opening** (Beginning), **Middle** and **End** Game.



Now an important question:

WHO’S THE MOST IMPORTANT PIECE BOARD?

Answer:

**ALL OF THE PIECES ARE IMPORTANT!**

|  |  |
| --- | --- |
| Queen | Every King needs a Queen.  A Queen starts the game on a square that “matches her dress”. (Queen goes on her own color).  The Queen is often given a value of **9 points.** |
| Rook | Rooks are sometimes called Castles, (but use the word ROOK).  The Rooks go in the corners.  A Castle is a fortress, strong and sturdy.  They were made of Rock.  Kings lived in castles. ROOK is close to ROCK.  The Rook is often given a value of **5 points**. |
| Knight | The Knights are next to the Rooks.  Knights rode horses, so the ***horse*** is the symbol for the Knight.  Horses can jump over things.  The Knights also protected their King.  The Knight is often given a value of **3 points.** |
| Bishop | The Bishops are part of the Church.  The early Kings thought they were appointed by God.  The Bishops are near the King and Queen.  The Bishop is often given a value of **3 points.** |
| Pawn | The Pawns are the most numerous but considered the weakest piece. However, at the end of the game, they may be the only pieces that remain.  If a Pawn crosses the board, it may be exchanged or promoted for another piece. (but not a King)!  Pawns are assigned a value of **1 point**. |
| King | Without a King there could be no game.  The objective of the game is to *capture* your opponent's King.  This is called **CHECKMATE.** (The King cannot escape)  However, the **King is *never removed*** from the board.  **The King is not assigned a value. He is Priceless!** |

Quick Value of Pieces:

When deciding what to move and what to capture, each piece can have a value assigned to it based on its strength**. These point values *have no meaning* in regard to who is winning the game.** The “point value” should only be used to ***help identify*** if a move **may have** merit. The situation on the board will determine the value of a piece. (Location – Location – Location)!