

CHESS

- The goal is to checkmate your opponent's king
- Each Player will be given 5 minutes to complete the Game. If one fails to checkmate in the given time then winner will be decided on points based algorithm

◆ Game Setup

Each player starts with:

- 1 King
- 1 Queen
- 2 Rooks
- 2 Bishops
- 2 Knights
- 8 Pawns
- The board is set so that a white square is on each player's right-hand corner
- White moves first, then players alternate turns

◆ How Pieces Move

- Pawn: Moves forward 1 square; first move can be 2; captures diagonally
- Rook: Moves any number of squares vertically or horizontally
- Knight: Moves in an L-shape (2 + 1); jumps over pieces
- Bishop: Moves diagonally
- Queen: Moves any number of squares in any direction
- King: Moves 1 square in any direction

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◆ Special Moves

- **Castling:** King and rook move together; king moves 2 squares, rook jumps over
 - Only if neither has moved and no check
- **En Passant:** A pawn captures another pawn that just moved 2 squares as if it moved 1
- **Promotion:** A pawn reaching the last rank is promoted (usually to a queen)

◆ Check & Checkmate

- Check: King is under attack
- Checkmate: King is in check and has no legal moves to escape
- Game ends immediately

◆ Draw Conditions

- Stalemate: Player has no legal move, but not in check
- Threefold repetition: Same position appears 3 times
- 50-move rule: 50 moves without a pawn move or capture
- Mutual agreement between players
- **No Argument with the REFEREE, if it is followed then that Player will be DISQUALIFIED from the Tournament.**