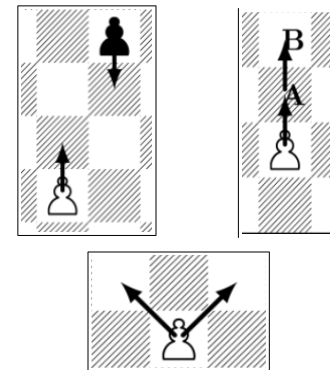
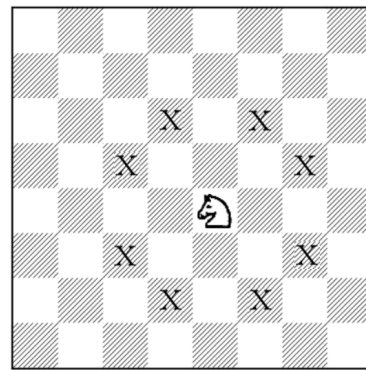
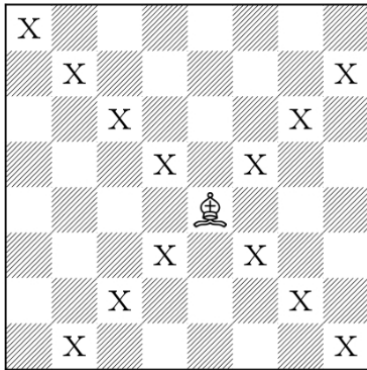
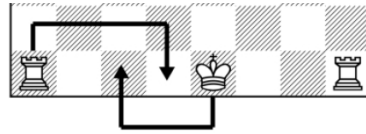
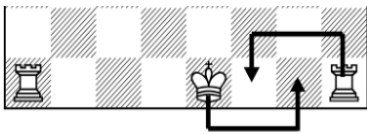


The King can NEVER be moved into or left in check (a position where it could be captured)!



How the Pawn captures

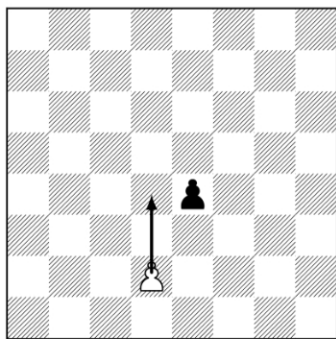
**CASTLING:**



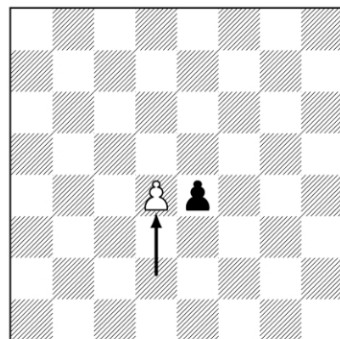
You may not castle into, through, or out of check, or if the King or Rook has moved. You may castle with the other Rook if it has not yet moved.

**PAWN PROMOTION:** When the Pawn reaches the other side of the board it **MUST** be promoted to a Queen, Rook, Bishop or Knight. It cannot remain a Pawn or be promoted to a King.

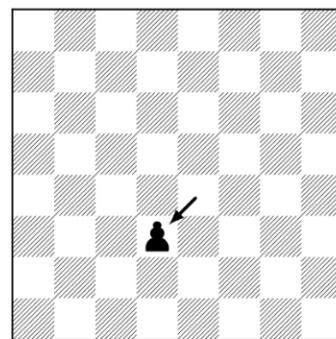
The special move of **EN PASSANT** allows you to capture an opponent's Pawn that just moved two squares as if it had only moved one square. EN PASSANT must be played on the turn immediately following the advance of the Pawn two squares or the option is lost. You cannot capture pieces EN PASSANT but only Pawns.



White moves.



Now it is Black's move..



After Black captures en passant.