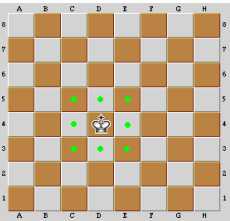
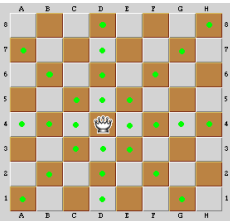
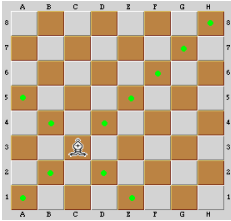
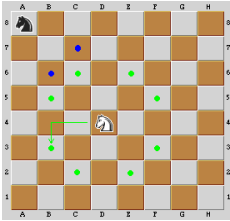
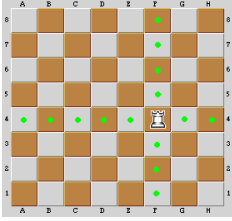
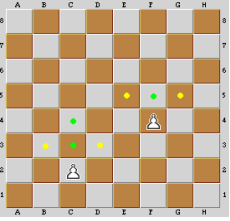
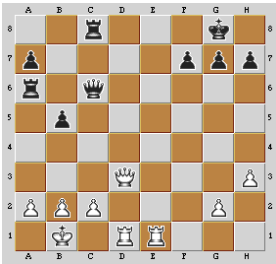


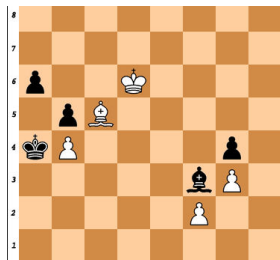
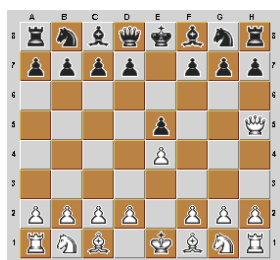
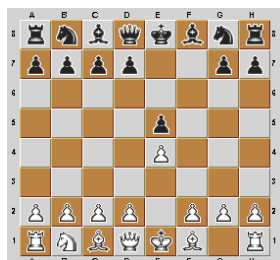


Chess

Rules Analysis

Operational Rules	Equipment: Basic knowledge related to the usage of physical pieces Board Black and white chessboard Pieces • 1 King • 2 Rooks • 2 Horses • 1 Queen • 2 Bishops • 8 Pawns	
Foundation Rules	Disposition White: • 8 Pawns in row 2 • King = D1 • Queen = E1 • Bishops = C1, F1 • Horses = B1, G1 • Rooks = A1, H1 Black: • 8 Pawns in row 7 • King = E8 • Queen = D8 • Bishops = C8, F8 • Horses = B8, G8 • Rooks = A8, H8	

	<u>Movement:</u>	Specific movement rules of every piece  <u>King</u>  <u>Queen</u>  <u>Bishops</u>  <u>Horses</u>  <u>Rooks</u>  <u>Pawns</u>
	Raffle	Players raffle for white or black pieces White moves first
	Movements	Making a move is required and skipping it is considered an irregularity
	Capture pieces	Every piece except pawns can capture enemy pieces located on accessible squares
	Pawns capture	A pawn can capture pieces located on either 2 squares diagonally located in front of the pawn
	<u>Promotion</u>	Whenever a pawn reaches the 8th row it can be upgraded into an earlier captured allied piece
	<u>Victory conditions</u>	The game ends when a king is captured on every movement or in a draw
	<u>Checkmate</u>	Checkmate is the unavoidable defeat due to the king resulting captured without possibility to escape 

	Moving pieces	Movements has to be done with one hand. Once the hand is taken off the move can't be undone
	Timing Moves record	Players must make their moves within the time control or forfeit the game In formal competitions players are required to record played moves as played in a Chess Notation
	Irregularities: illegal position	Certain movements are not allowed and considered irregularities if done on purpose Consequence of an illegal move or incorrect starting position 
	Movement skipping	Players are not allowed to skip movements. Avoiding this action consists in an irregularity
Advisory Rules	Player based strategies: Sacrifice Apertura Patzer - Parnham	Made-up strategies related to famous and historical matches Sacrifice a piece on purpose (or bait an enemy move) resulting in an andvantaging outcome Focus on queen agency in order to control a side of the board 
	Gambetto Damiano	Sacrificing the horse on purpose, player white can rely on queen agency to control the board 
	Difesa Siciliana	Player black's statistically most used opening strategy to defend from player white's early movements 

House Rules	Community rules	Popular community suggestions
	Fast Chess	Similar to competitive chess rules, this variation is based on shorter time given to players to consider their moves

Enforcer

Complexity	Standard	Players rules knowledge. Pieces position can be analyzed to check irregularities
	Competitive	Official arbiter. Its mansions comprends: ● Warning the offending player ● Increasing the remaining time of the opponent ● Reducing the remaining time of the offending player ● Declaring a game to be lost ● Reducing the points scored in a game by the offending player ● Increasing the points scored in a game by the opponent ● Expulsion of the offending player from the event
Arbitrariness	Arbitrariness is always absolute and do not advantage any player. The system is checked at all times by either players, official arbiter or software	
Enforcing	Squares on the board will always be occupied by a piece that has the right to be moved on that square. All movements are observed by players that can check the regularity. Competitive rules enhance the rigidity of enforcing	