

personal english



Semantic Field #32

Chess



King



Queen



Bishop



Knight



Rook



Pawn



Chessboard



Chess Clock

Chess is believed to have originated in **India** sometime before the **7th century** from the game **chaturanga**, which is also the likely ancestor of the Eastern strategy games *Xiangqi*, *Janggi*, and *Shogi*. The pieces assumed their current powers in **Spain** in the late **15th century**, and its rules were standardized in the 19th century. Chess is a two-player strategy board game played on a chessboard, that is, a checkered game board with 64 squares. The squares are arranged in eight rows (called **ranks** and denoted with numbers 1 to 8) and eight columns (called **files** and denoted with letters a to h). Each player begins with 16 pieces: one **king**, one **queen**, two **rooks**, two **knight**s, two **bishop**s, and eight **pawn**s. Each of the six piece types moves differently, with the most powerful being the queen and the least powerful the pawn. The objective is to **checkmate** the opponent's king by placing it under an inescapable threat of capture. To this end, a player's pieces are used to attack and capture the opponent's pieces, even while supporting each other. In addition to checkmate, the game can be won by voluntary resignation of the opponent, which typically occurs when too much material is lost or checkmate appears inevitable. There are also several ways a game can end in a **draw**. When a king is under immediate attack by one or two of the opponent's pieces, it is said to be **in check**. A response to a check is a legal move if it results in a position where the king is no longer under direct attack (that is, not in check). Once in every game, under specific conditions, each king is allowed to make a special move, known as **castling**. Castling consists in moving the king two squares along the first rank toward a rook (which is on the player's first rank) and then placing the rook on the last square that the king has just crossed.