




RULES FOR ANGLO-SAXON CHESS




The Pawn. The Pawn may move forward, only one square at a time. It may not move two spaces forward on the first move. The Pawn may only capture by moving one square diagonally. En passant moves are not allowed.




The Castle. The Castle, the most powerful piece on the board, moves in the same manner as the modern rook. The Castle may move along any rank or file for any distance as long as it is unobstructed.




The Knight. The Knight moves exactly in the same manner as the modern Knight. A move is one square orthogonally and one square diagonally in an L-shape. The Knight jumps over any intervening pieces but does not capture them.



The Bishop. The Bishop moves only two squares diagonally, jumping over the first square which it passes. The Bishop does not capture any jumped piece.



The Councillor. The Councillor may move only one square diagonally in any direction.



The King. The King moves in much the same manner as the modern King, except that castling is not allowed. The game ends when the King is captured.

Some Important Points. The object of the game is to capture the opponent's King. You do not call out "check", but you may try to capture your opponent's King while he is offguard.

Point values for the Pieces.

Pawn	1
Bishop	2
Councillor	2
Knight	3
Castle	5
King	—

*Good
Luck!*