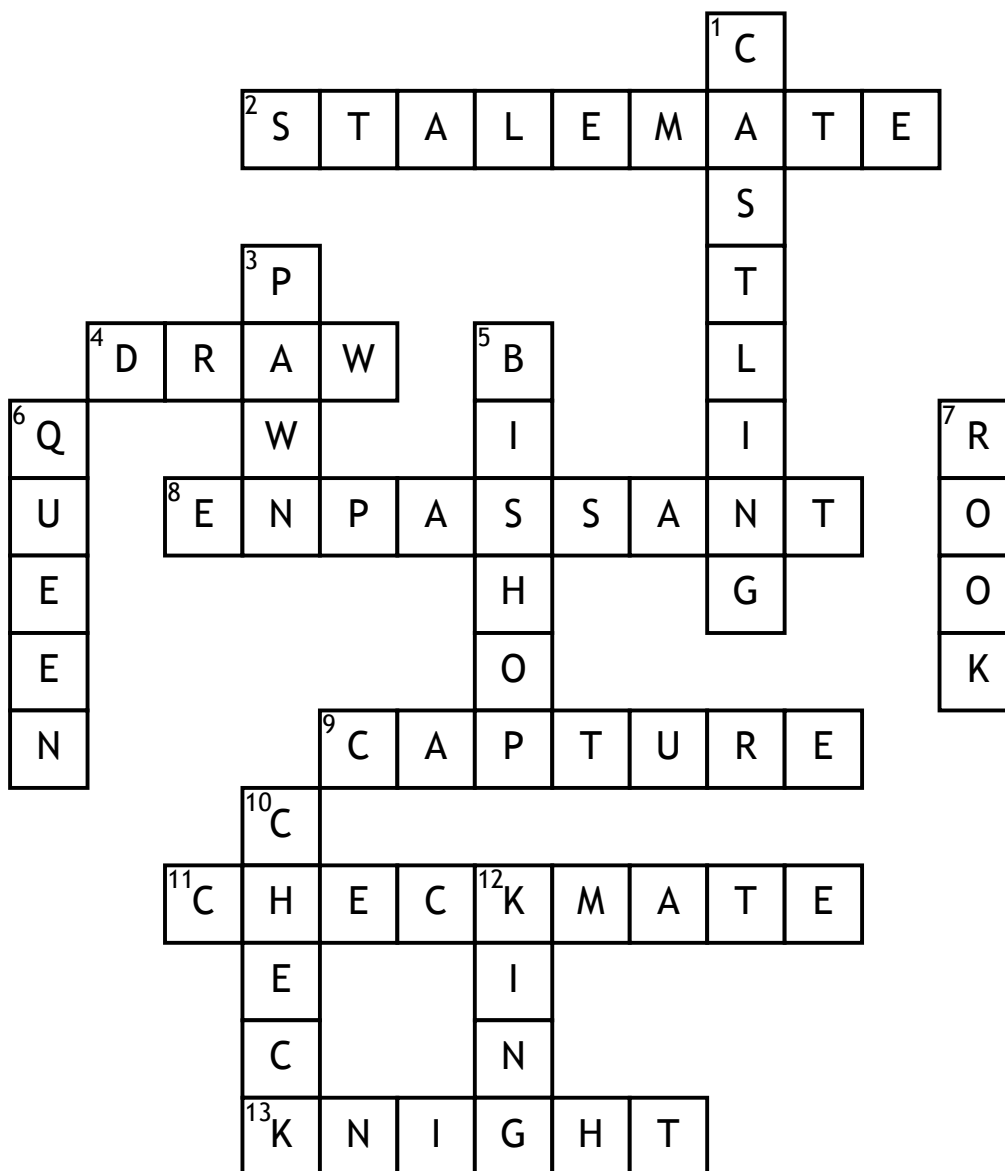


Name: _____

Chess Crossword



Across

2. a situation in the game of chess where the player whose turn it is to move is not in check but has no legal move. The rules of chess provide that when stalemate occurs, the game ends as a draw (i.e. having no winner).

4. A game that ends without victory for either player. Most drawn games are draws by agreement. The other ways that a game can end in a draw are stalemate, threefold repetition, the fifty-move rule, and insufficient material. A position is said to be a draw (or a "drawn position" or "theoretical draw") if either player can, through correct play, eventually force the game into a position where the game must end in a draw, regardless of the moves made by the other player. A draw is usually scored as ½ point, although in some matches only wins are counted and draws are ignored.

8. The rule that allows a pawn that has just advanced two squares to be captured by an enemy pawn that is on the same rank and adjacent file. The pawn can be taken as if it had advanced only one square.

9. To remove the opponent's man from the board by taking it with one's own man.

11. A position in which a player's king is in check and the player has no legal move (i.e. cannot move out of or escape the check). A player whose king is checkmated loses the game.

13. can move only in an L-shape, one square up and two over, or two squares over and one down, or any such combination of one-two or two-one movements in any direction.

Down

1. A special move involving both the king and one rook. Its purpose is generally to protect the king and develop the rook. Castling on the kingside is sometimes called "castling short" and castling on the queenside is called "castling long"; the difference is based on whether the rook moves a short distance (two squares) or a long distance (three squares).

3. can only move forward. On their first move, they can move one or two squares. Afterwards, they can move only one square at a time. They can capture an enemy piece by moving one square forward diagonally.

5. can move any number of squares diagonally.

6. an move any number of squares along ranks, files and diagonals.

7. can move any number of squares, up and down and side to side

10. A direct attack on the king by an enemy man. The attacked king is said to be in check. In casual games a player usually announces "check", however this is not a requirement in tournament games.

12. can move one square at a time in any direction.