

# **RULES TO CHESS**

- 1. HOW DO YOU WIN THE GAME OF CHESS?**
  - A. CAPTURE THE OPPONENT'S KING.**
  - B. CAPTURE ALL OF YOUR OPPONENT'S PIECES?**
  - C. PUT YOUR OPPONENT IN CHECKMATE.**
  - D. PUT YOUR OPPONENT IN CHECK.**
  
- 2. WHAT CAN YOU DO WHEN IN CHECK?**
  - A. ATTACK**
  - B. BLOCK**
  - C. RUN**
  - D. ALL OF THE ABOVE**
  
- 3. WHAT IS AN ILLEGAL MOVE?**
  - A. WHEN YOU MOVE YOUR KING INTO CHECK.**
  - B. WHEN YOU MOVE A PIECE WRONGLY.**
  - C. WHEN YOU BREAK THE RULES OF CHESS.**
  - D. ALL OF THE ABOVE**
  
- 4. WHEN AN ILLEGAL MOVE HAPPENS, YOU MUST:**
  - A. LET YOUR OPPONENT KNOW AND RE-MOVE.**
  - B. SCREAM AND SHOUT FOR A TEACHER.**
  - C. YELL AT YOUR OPPONENT.**
  - D. REFUSE TO PLAY YOUR OPPONENT.**
  
- 5. WHEN YOUR OPPONENT IS UNDER CHECK AND CANNOT ESCAPE, HE IS UNDER:**
  - A. STALEMATE**
  - B. ILLEGAL MOVE**
  - C. CHECKMATE**
  - D. ALL OF THE ABOVE**
  
- 6. A STALEMATE IS WHEN:**
  - A. YOU CANNOT MOVE ANYWHERE, BUT AREN'T UNDER CHECK.**
  - B. NEITHER PLAYER HAS ENOUGH PIECES TO WIN.**
  - C. BOTH PLAYERS REPEAT THE SAME MOVE 3 TIMES.**
  - D. ALL OF THE ABOVE.**
  
- 7. WHAT IS A CHECK?**
  - A. WHEN THE QUEEN IS UNDER ATTACK.**
  - B. WHEN THE KING IS UNDER ATTACK.**
  - C. WHEN A PLAYER LOSES.**
  - D. THE LAST MOVE OF A CHESS GAME.**
  
- 8. WHEN A PLAYER MOVES INTO CHECK, IT IS CALLED AN:**
  - A. CHECKMATE**
  - B. STALEMATE**
  - C. ILLEGAL MOVE**
  - D. LOSE**