

LEARN TO PLAY CHESS

Terry Marris December 2004

CONTENTS

- 1 Kings and Queens
- 2 The Rooks
- 3 The Bishops
- 4 The Pawns
- 5 The Knights
- 6 How to Play

1 INTRODUCTION

Chess is a game of war. You have pieces that include a King, a Queen, and Knights on horses. Each piece moves in its own special way. You capture your enemy's pieces to weaken his or her defences. Your aim is to attack your enemy's King so that it cannot escape.

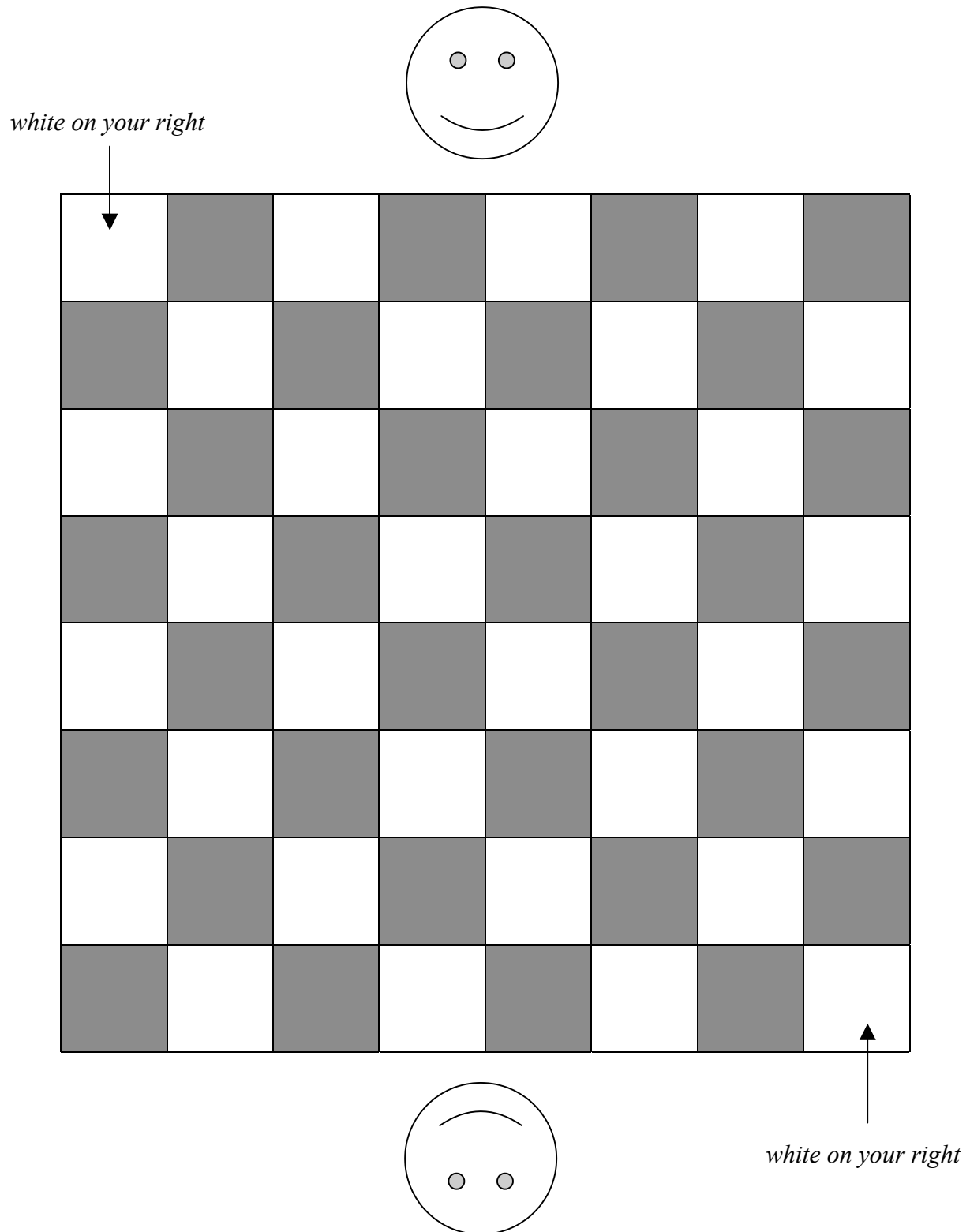
Chess started in India in the fifth century and it is now played all over the world. There are club, county, country and world competitions to find champion chess players.

An ability to play chess is highly rated by university admissions tutors because successful chess players can concentrate, think logically and solve problems.

THE BOARD

The two players face each other on opposite sides of the board.

Rule The square on your right must be white.



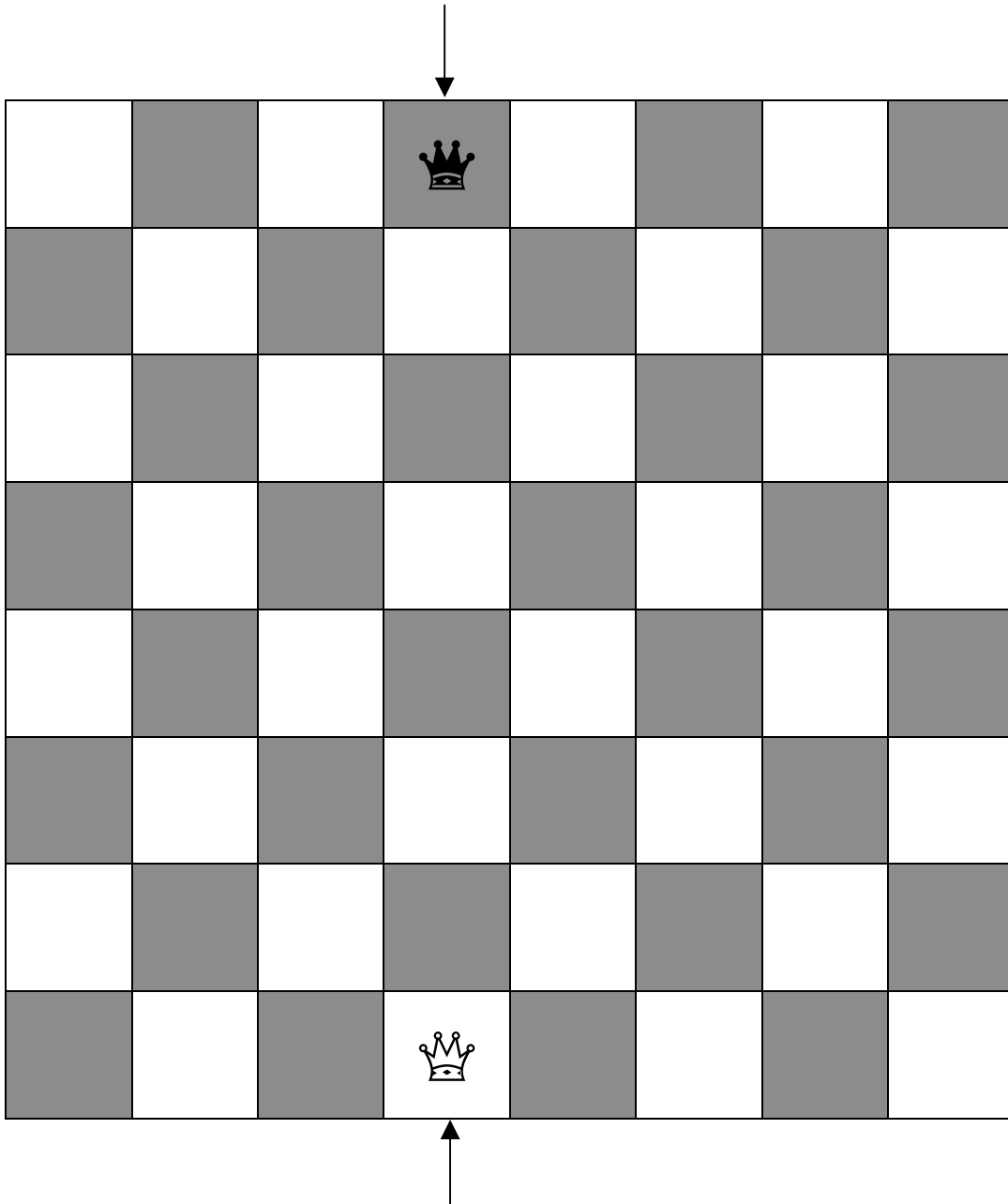
THE QUEEN

The Queen is the second tallest piece in your chess set. We use a pointed crown to represent a Queen.



Rule The Queen starts on the centre of the back row on her own colour.

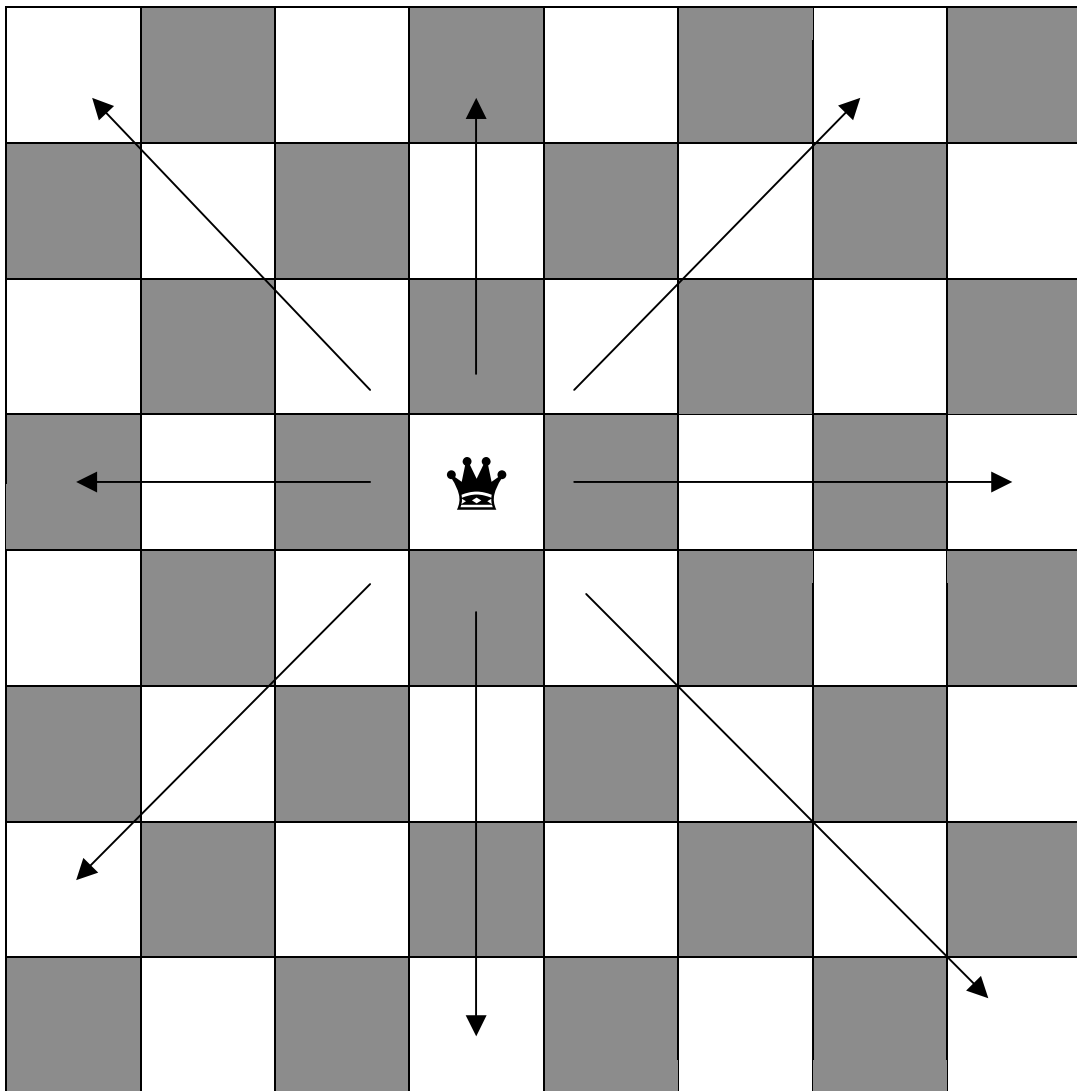
Black Queen starts on the black square.



White Queen starts on the white square.

The two Queens start by facing each other. We always show white playing up the board.

Rule The Queen may move any number of squares in a straight line - provided there is no other piece blocking her way. A Queen, like nearly all other pieces, cannot jump.



The Queen's moves.

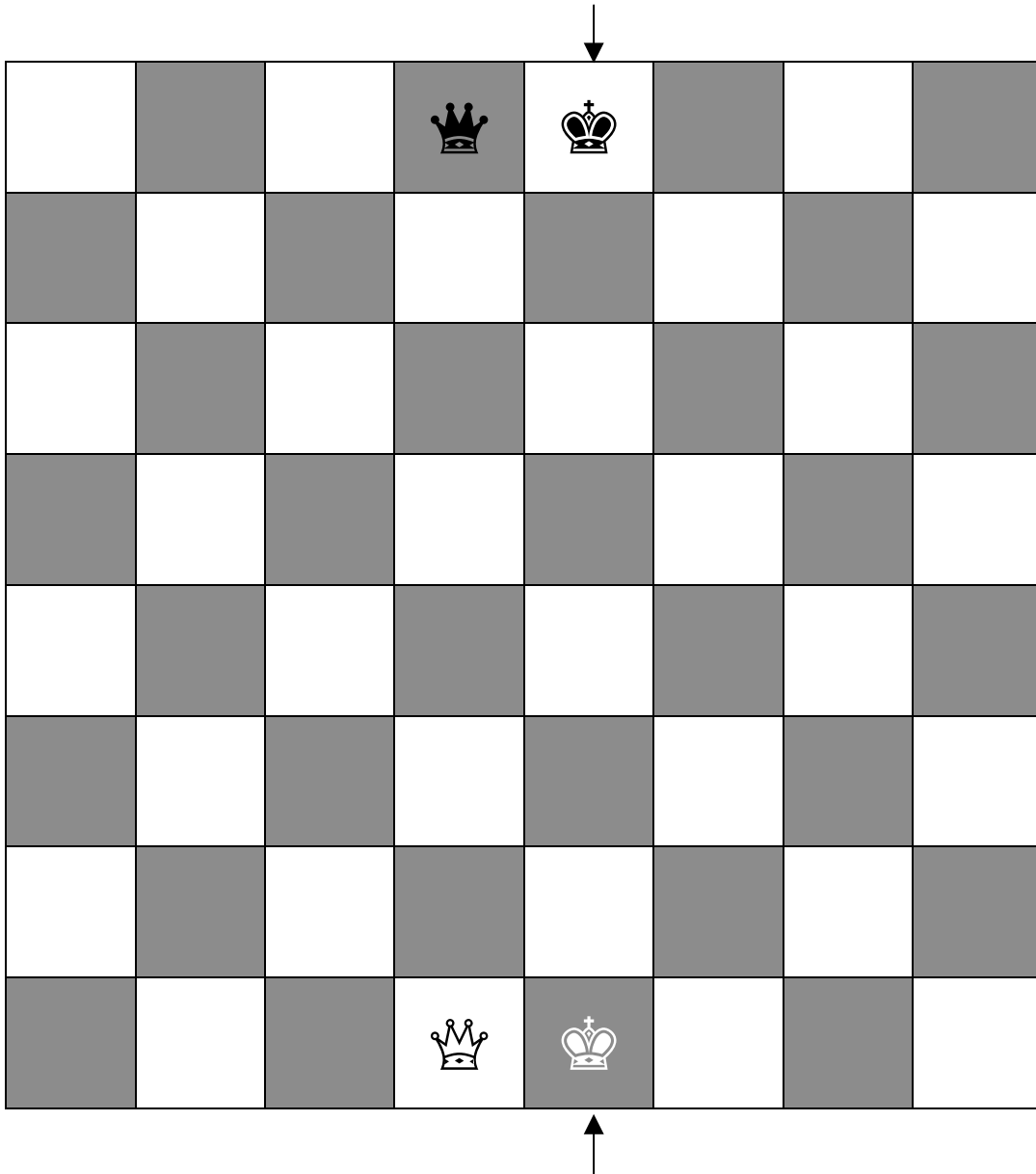
THE KING

The King is the tallest piece in your chess set. It usually has a cross on its head. We use a crown with a cross to represent a King.



Rule The King starts on the centre of the back row next to its Queen.

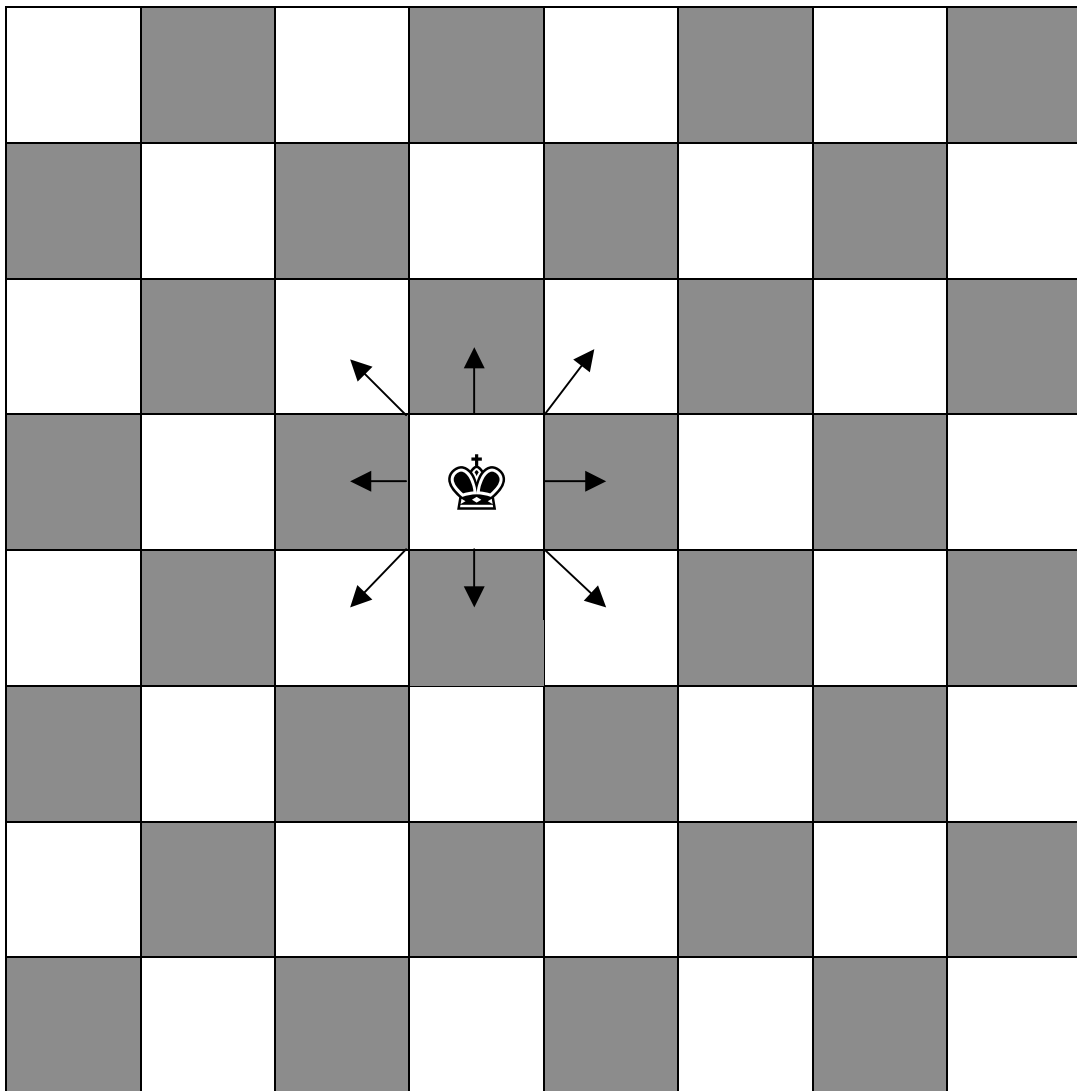
The King starts next to its Queen.



The King starts next to its Queen.

The two Kings start by facing each other.

Rule The King moves just one square at a time in any direction.

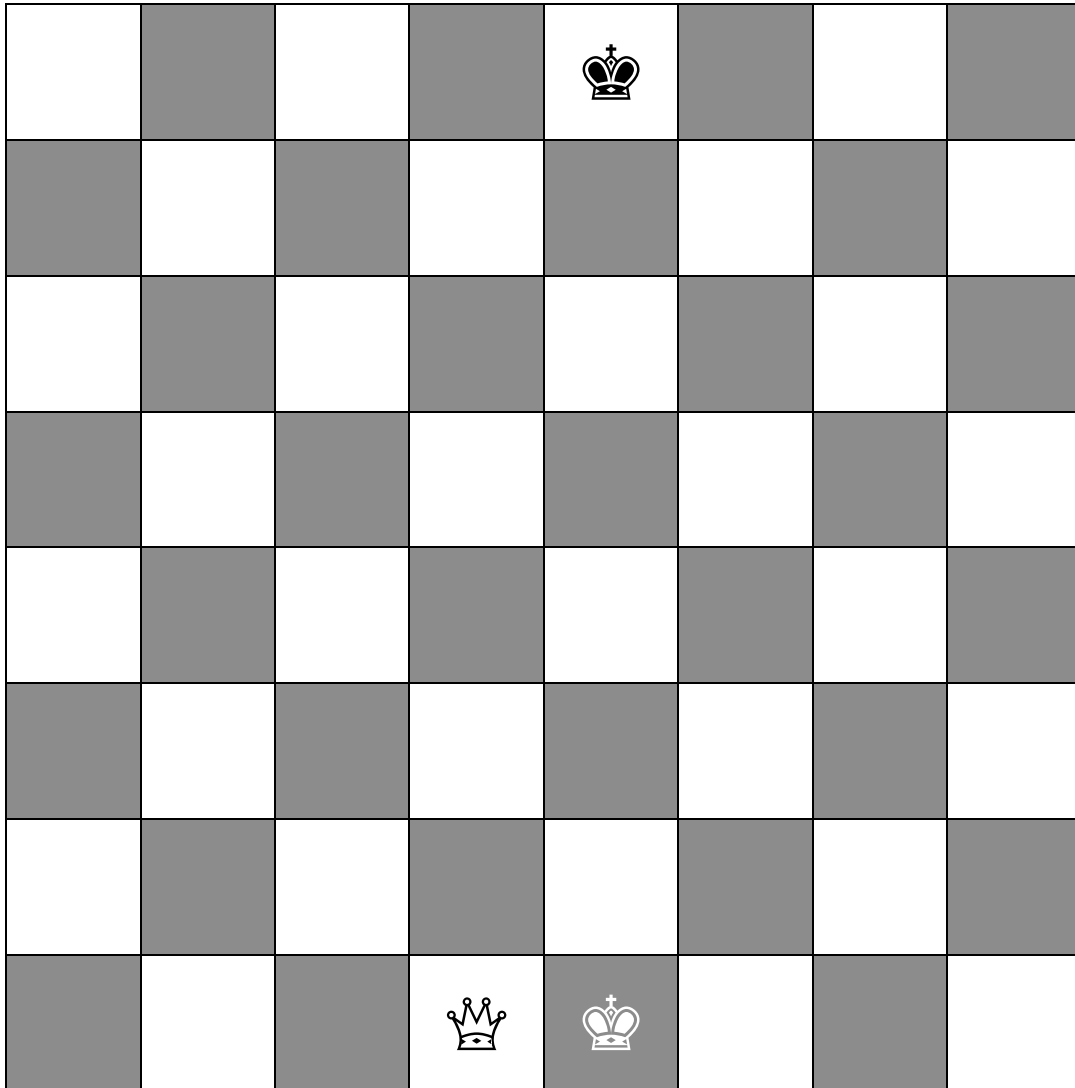


The King's moves.

GAME ONE - A QUEEN AND TWO KINGS

Rule Toss a coin to decide who has White.

Set up the board with a White King, a White Queen and a Black King.



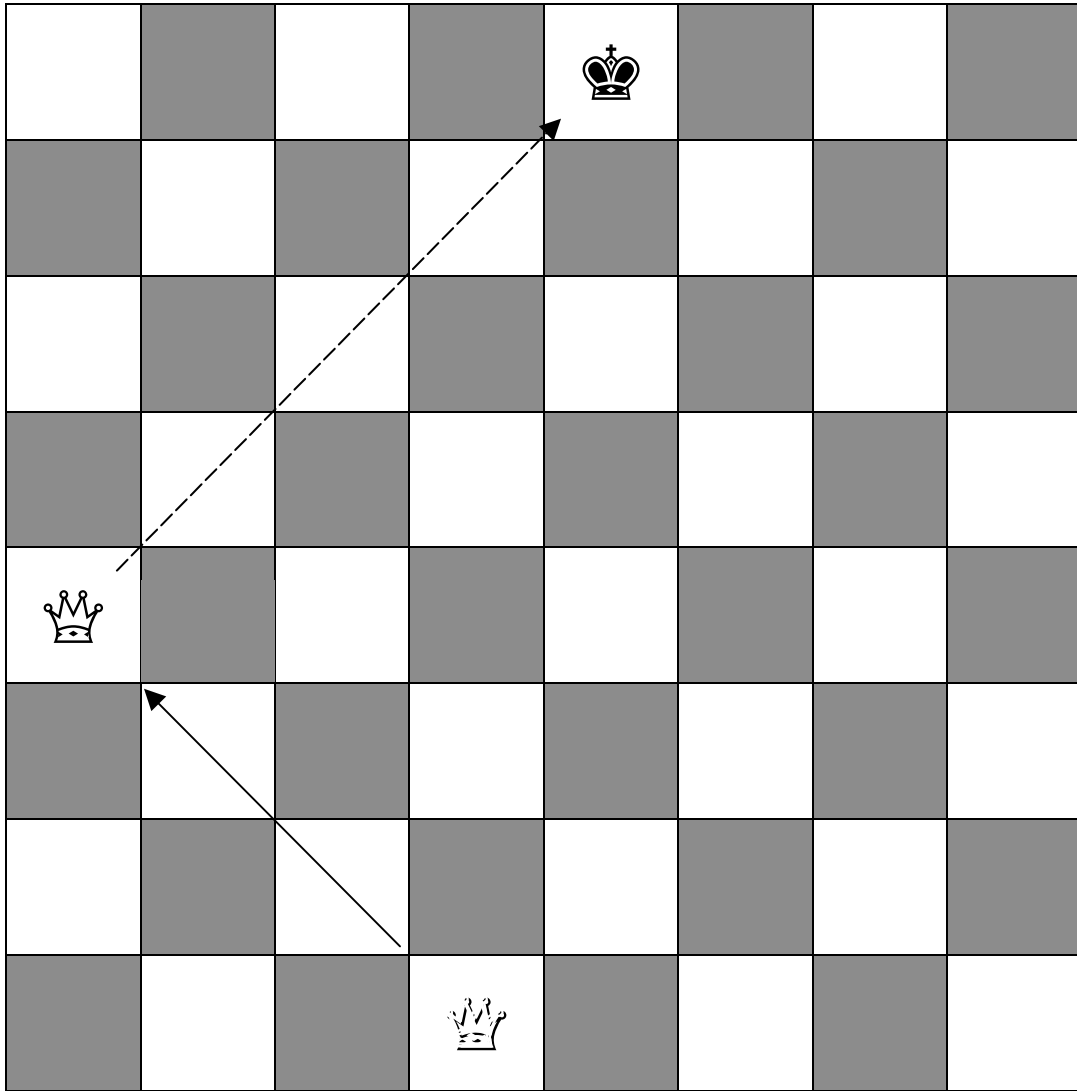
The starting position.

Rule White always makes the first move.

Rule Take it in turns to make a move.

Check

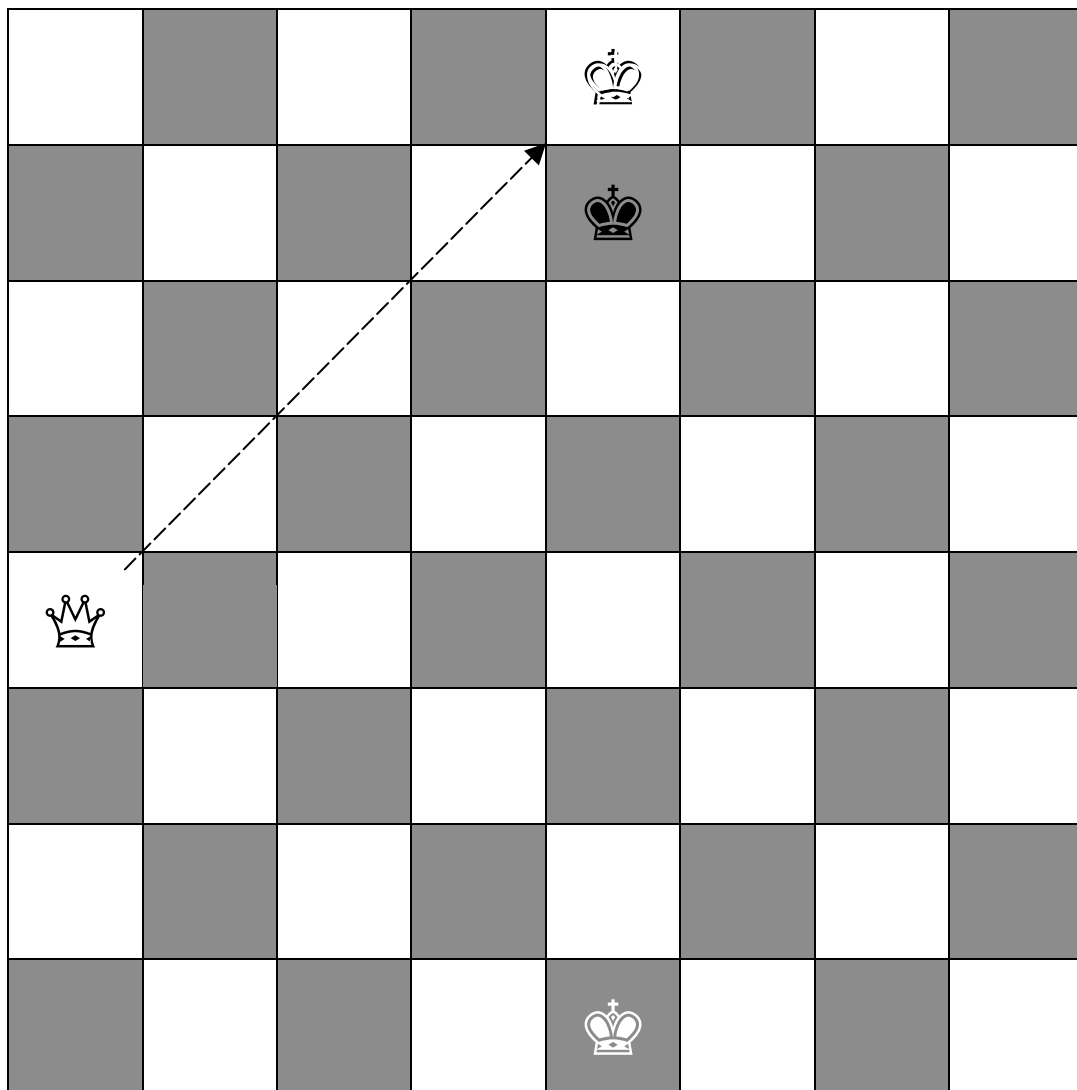
Rule If you move your piece to directly attack your enemy's King you say *Check*.



Check.

The line of attack is from the White Queen diagonally to the Black King because the Queen can move along this line to reach the King. The White Queen's player says *Check*.

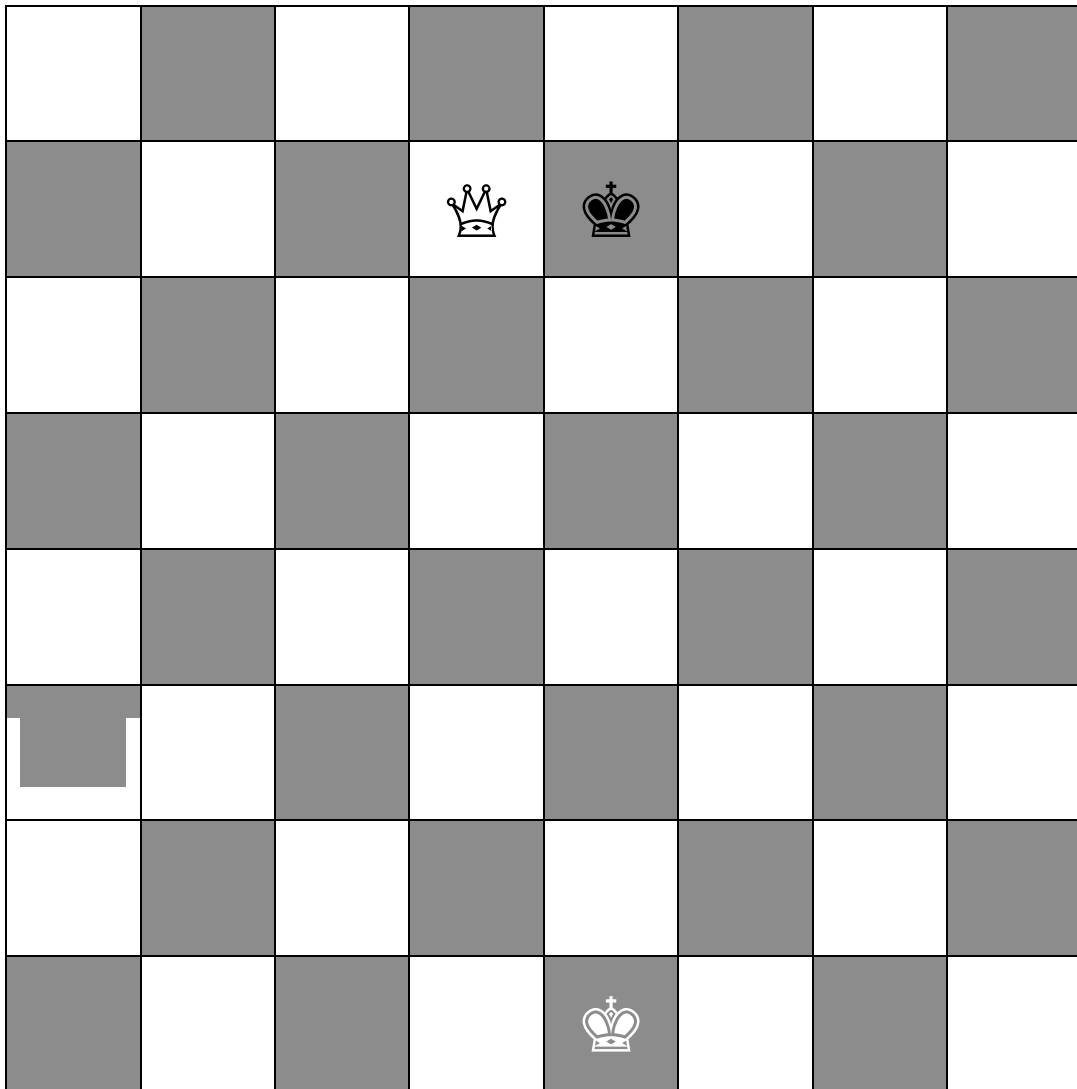
Rule If your King is in check, you must, on your next move, get your King out of check.



Black moves his or her King out of check.

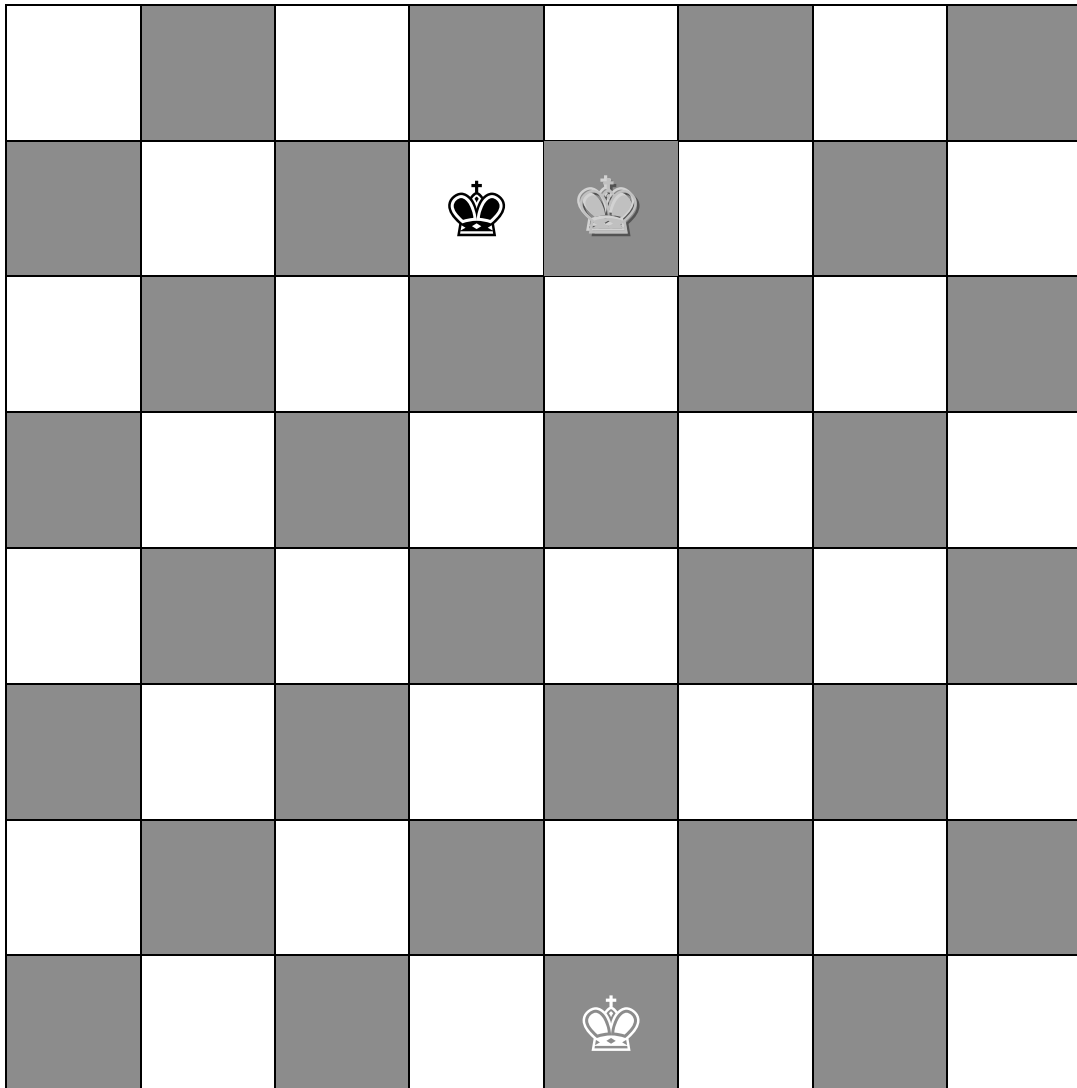
You can move your King out of check.

Check. Black's turn to move.



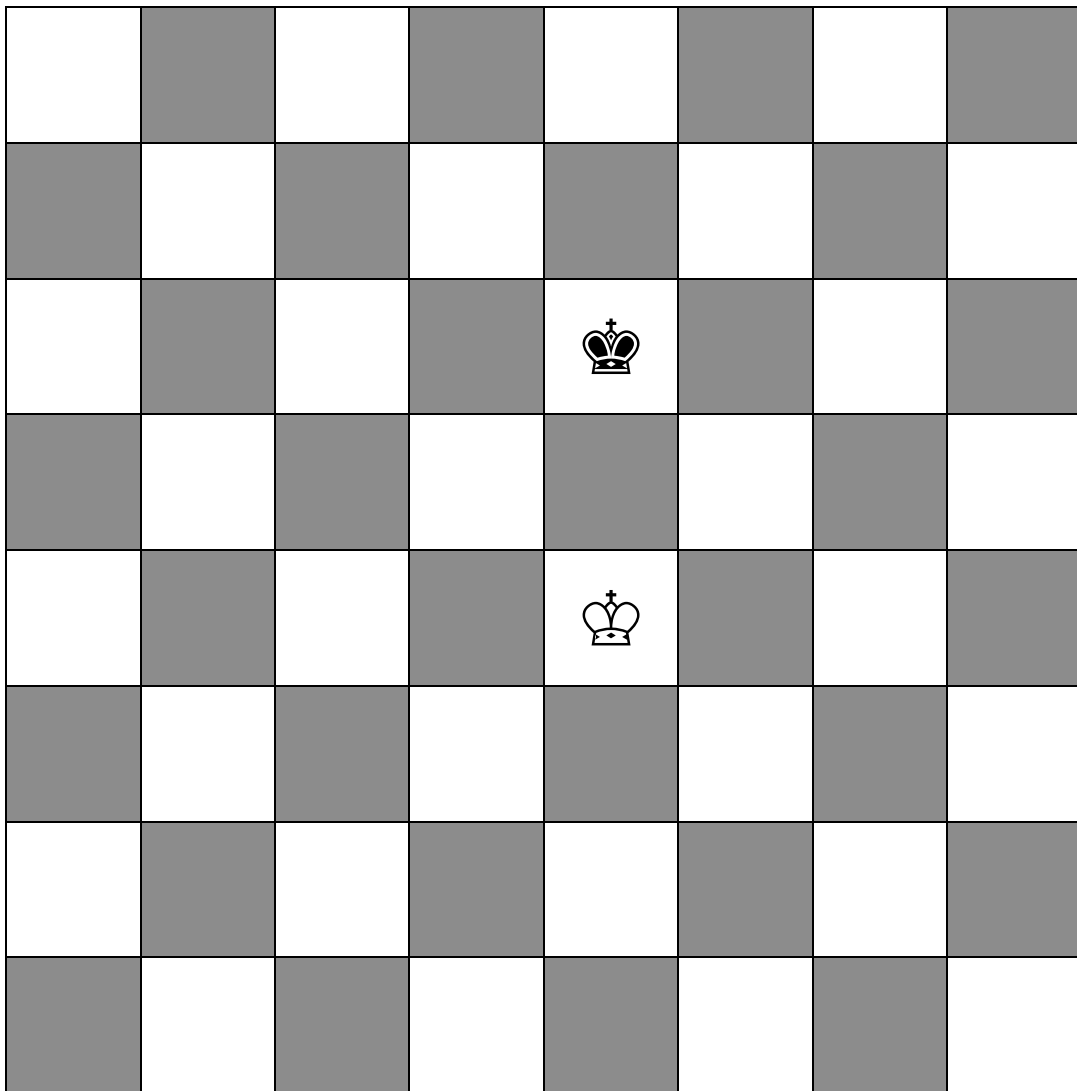
Check.

You can capture the enemy Queen to get out of check: just take the Queen off the board and move your King onto the square where the enemy Queen was.



Black King captures White Queen.

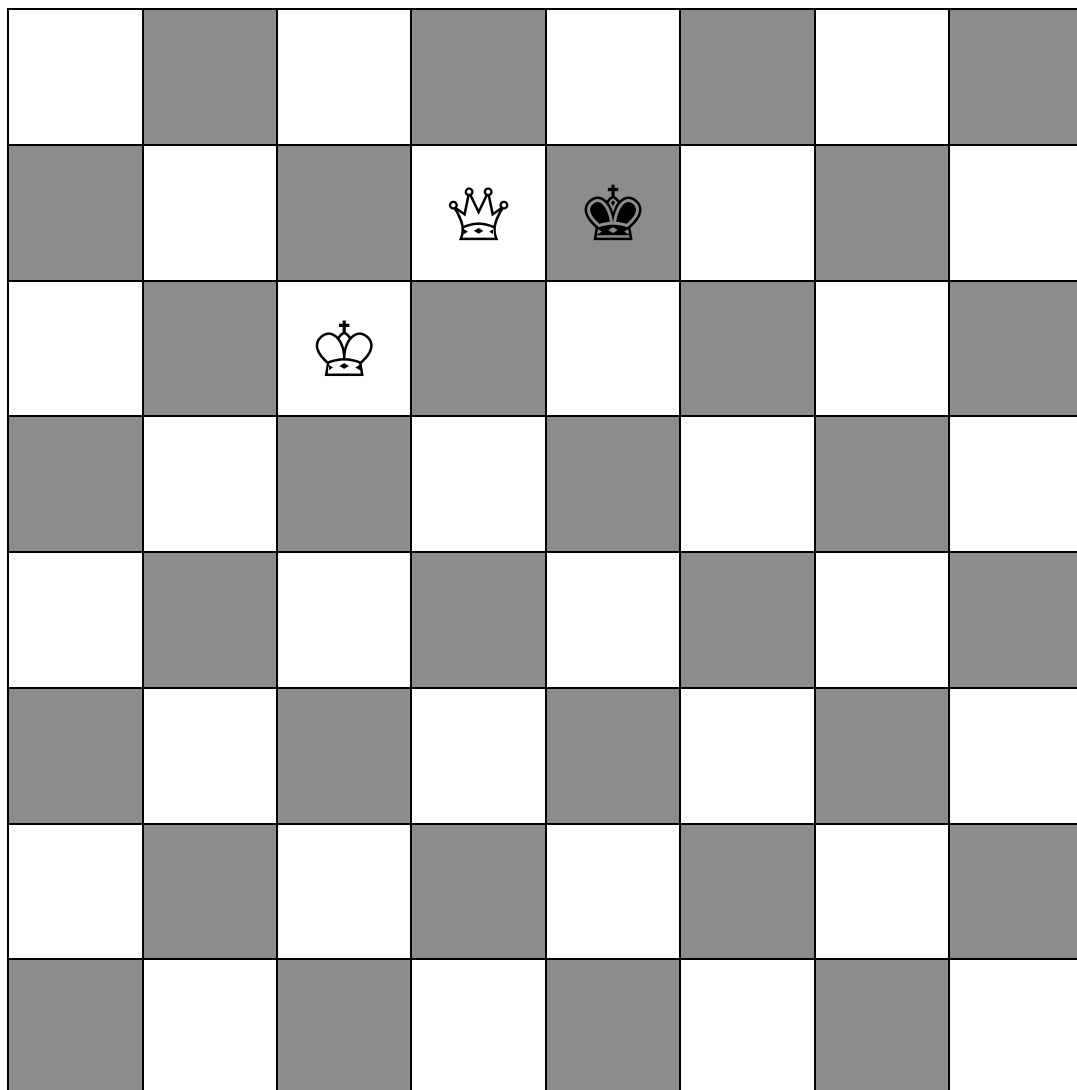
Rule Kings cannot kiss each other. Two Kings can never be placed side by side.



Kings cannot kiss.

This is the closest two Kings can get to each other. There must always be at least one square between the two Kings.

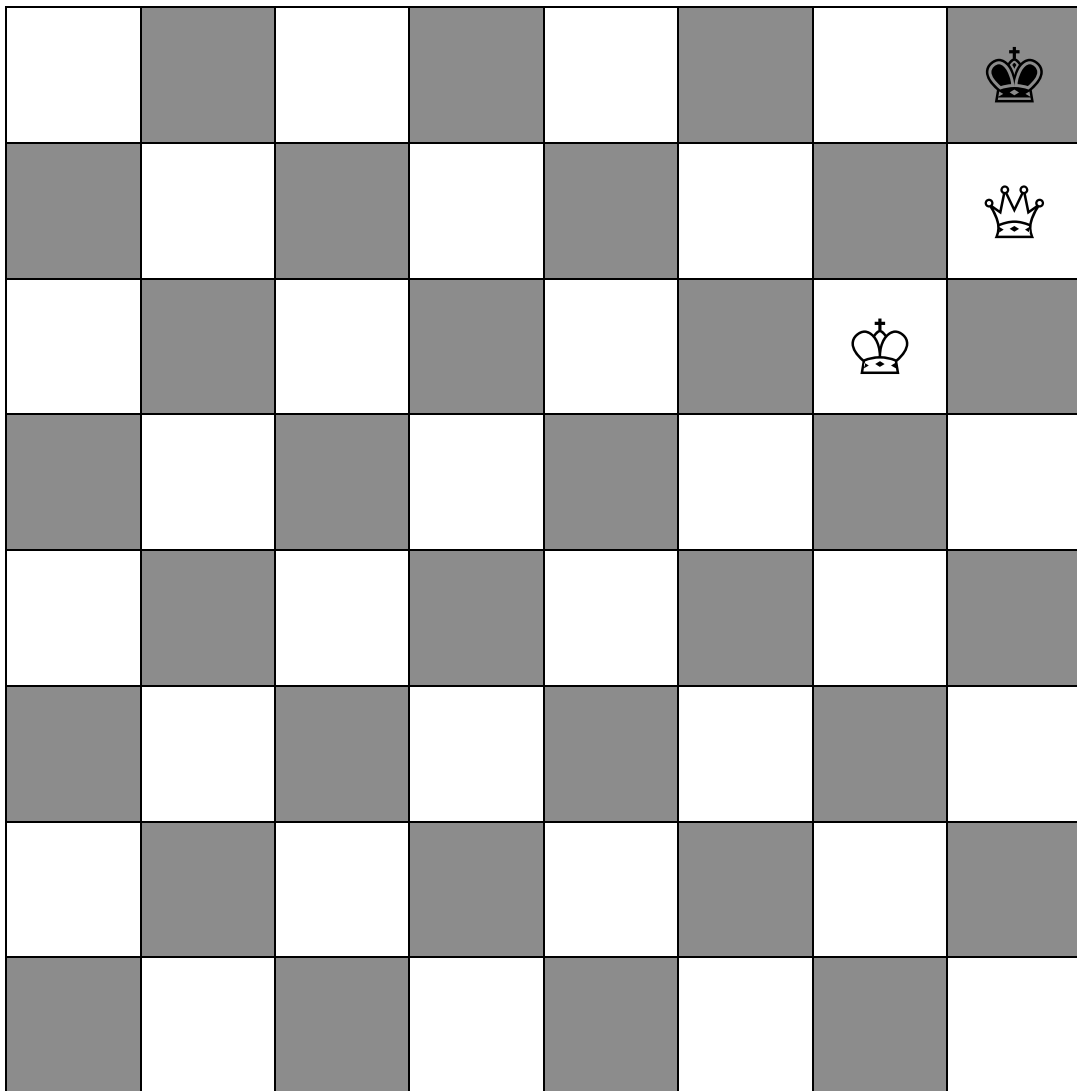
Check. Black's turn to move.



Black King must move out of check.

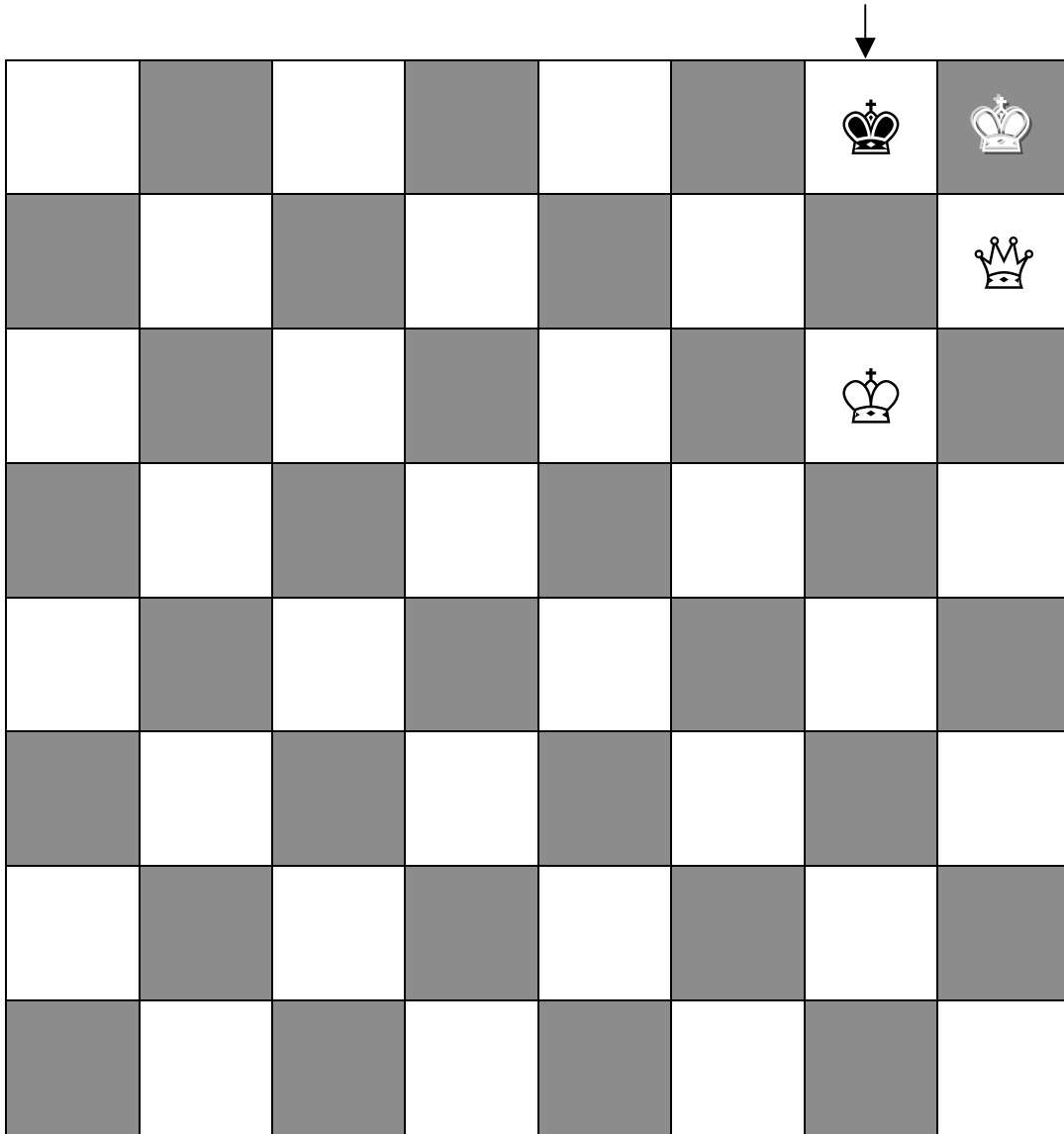
The Black King cannot capture the White Queen because the Queen is protected by its King and two Kings can never meet. The Black King has no choice but to move out of check.

Checkmate. Black King is in check and cannot get out of it.



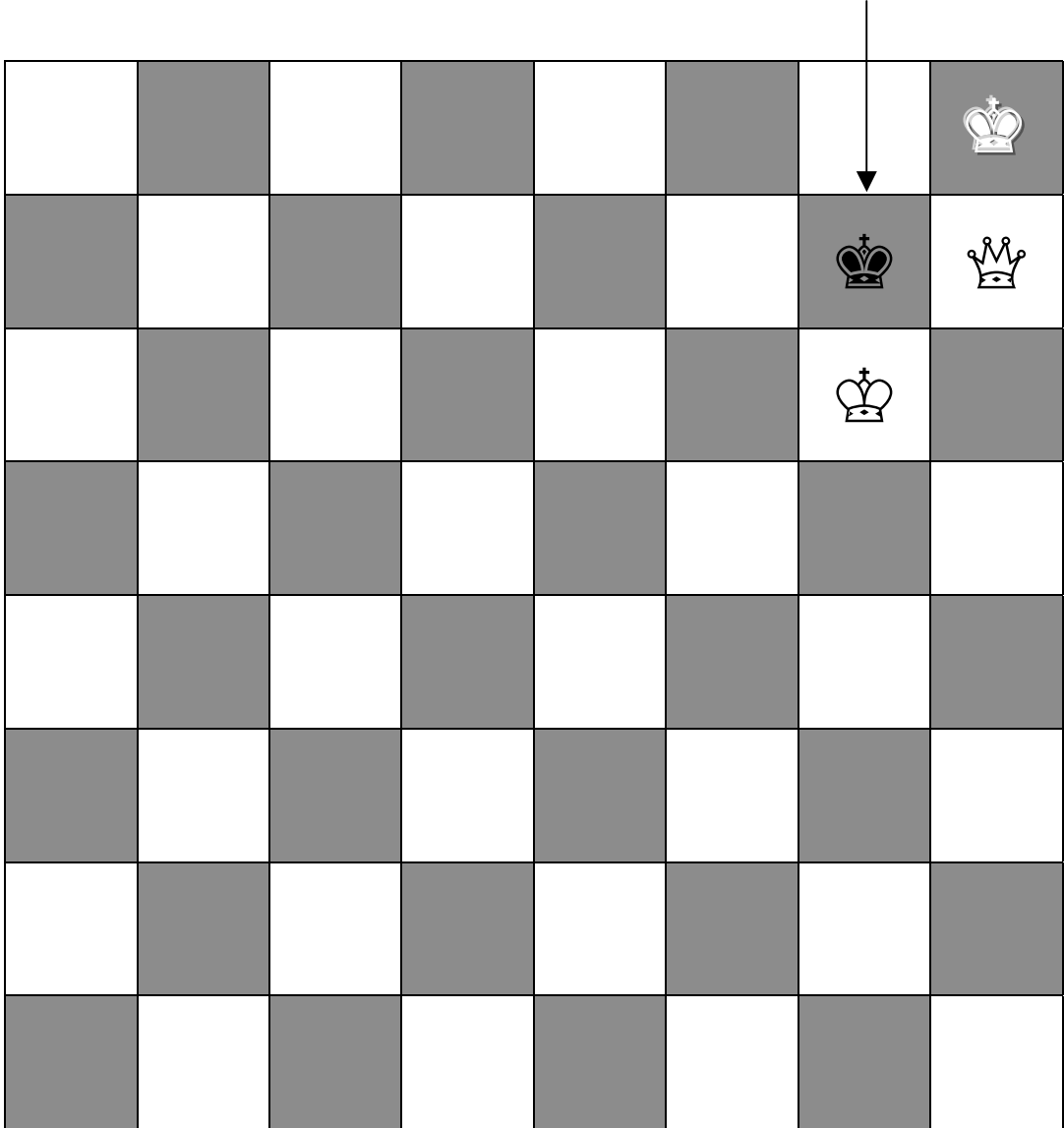
Checkmate.

Black King cannot move here because it is still in check from the Queen.



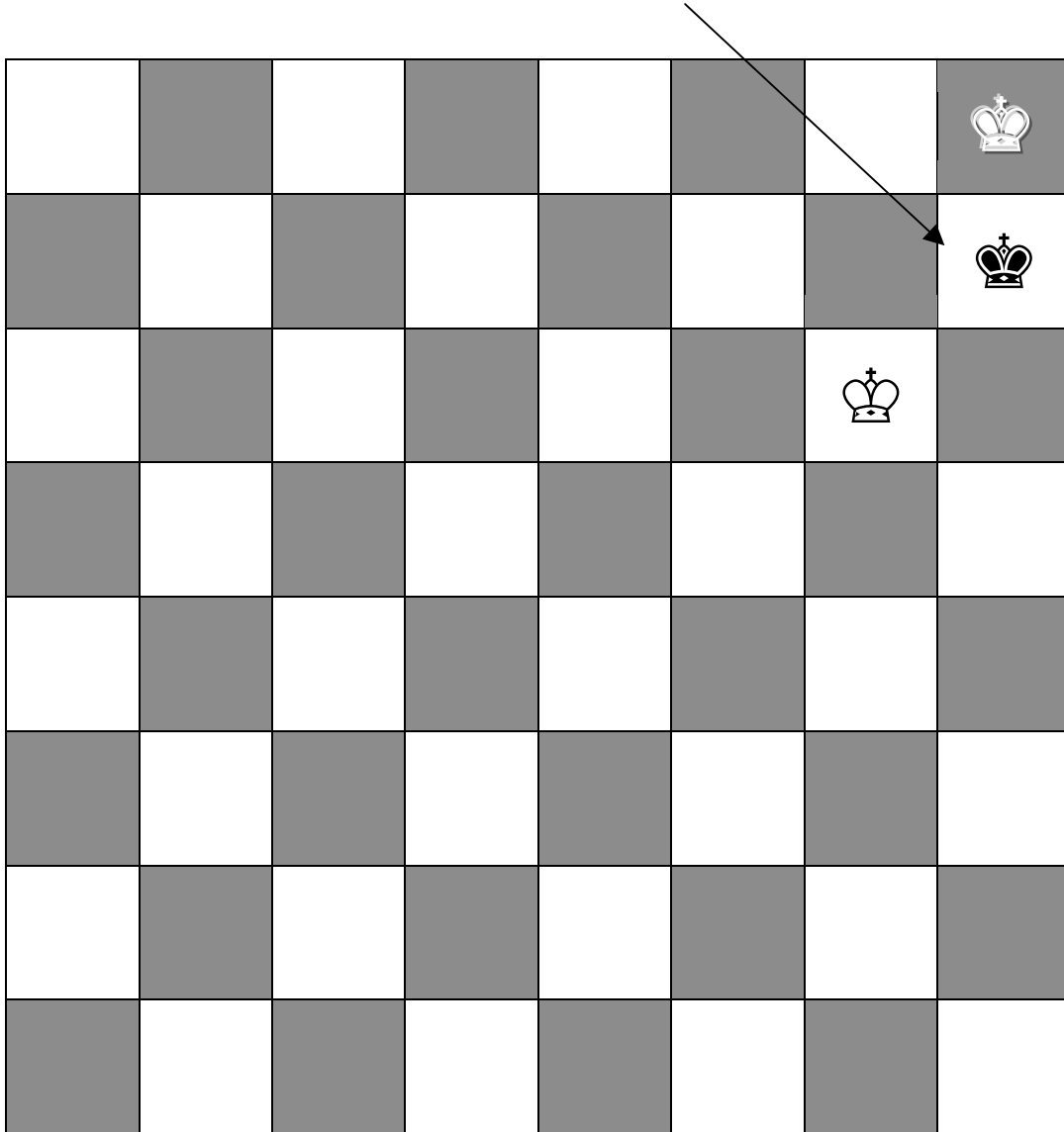
Checkmate.

Black King cannot move here because Kings cannot kiss.



Checkmate.

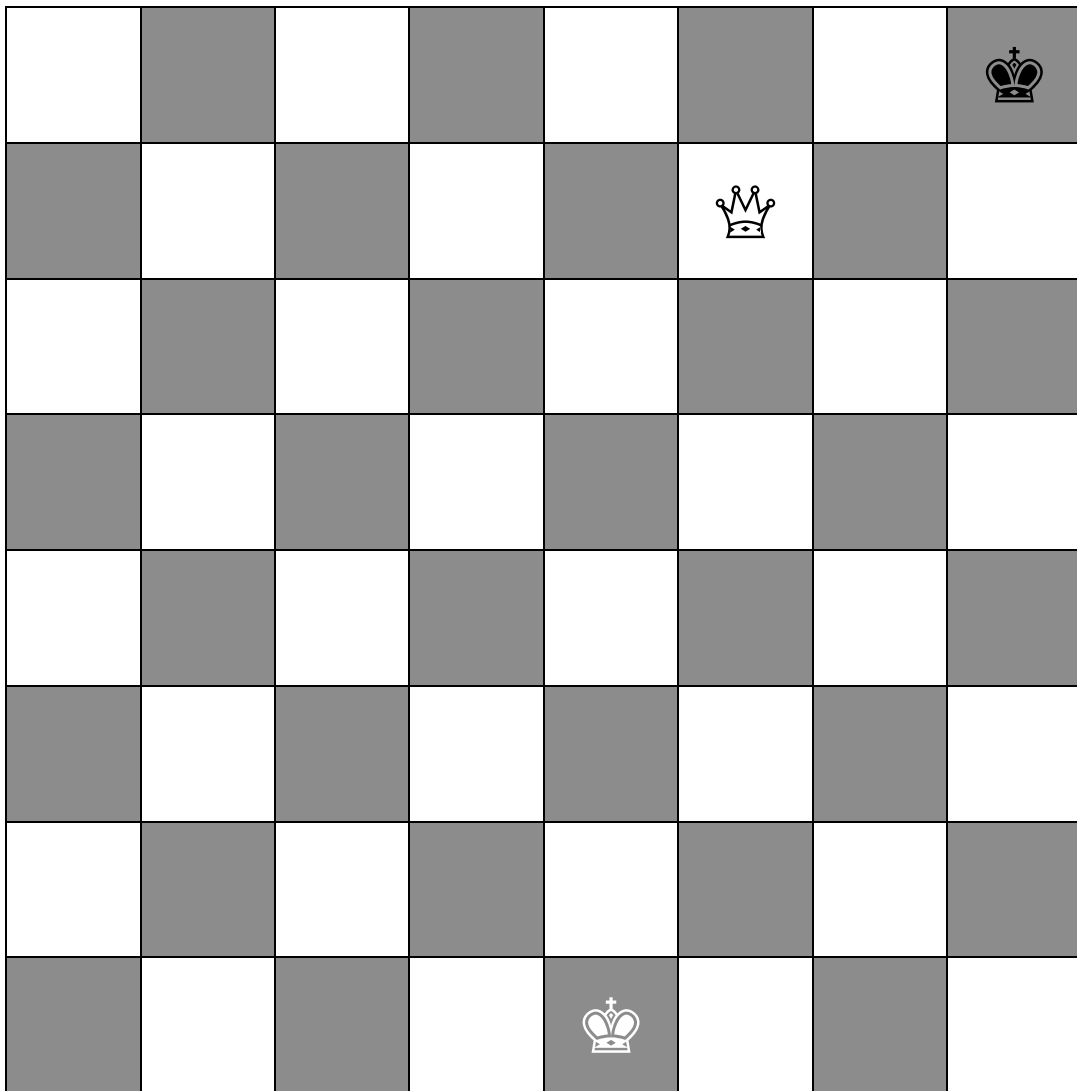
Black King cannot move here and take the Queen off the board because Kings cannot kiss.



Checkmate.

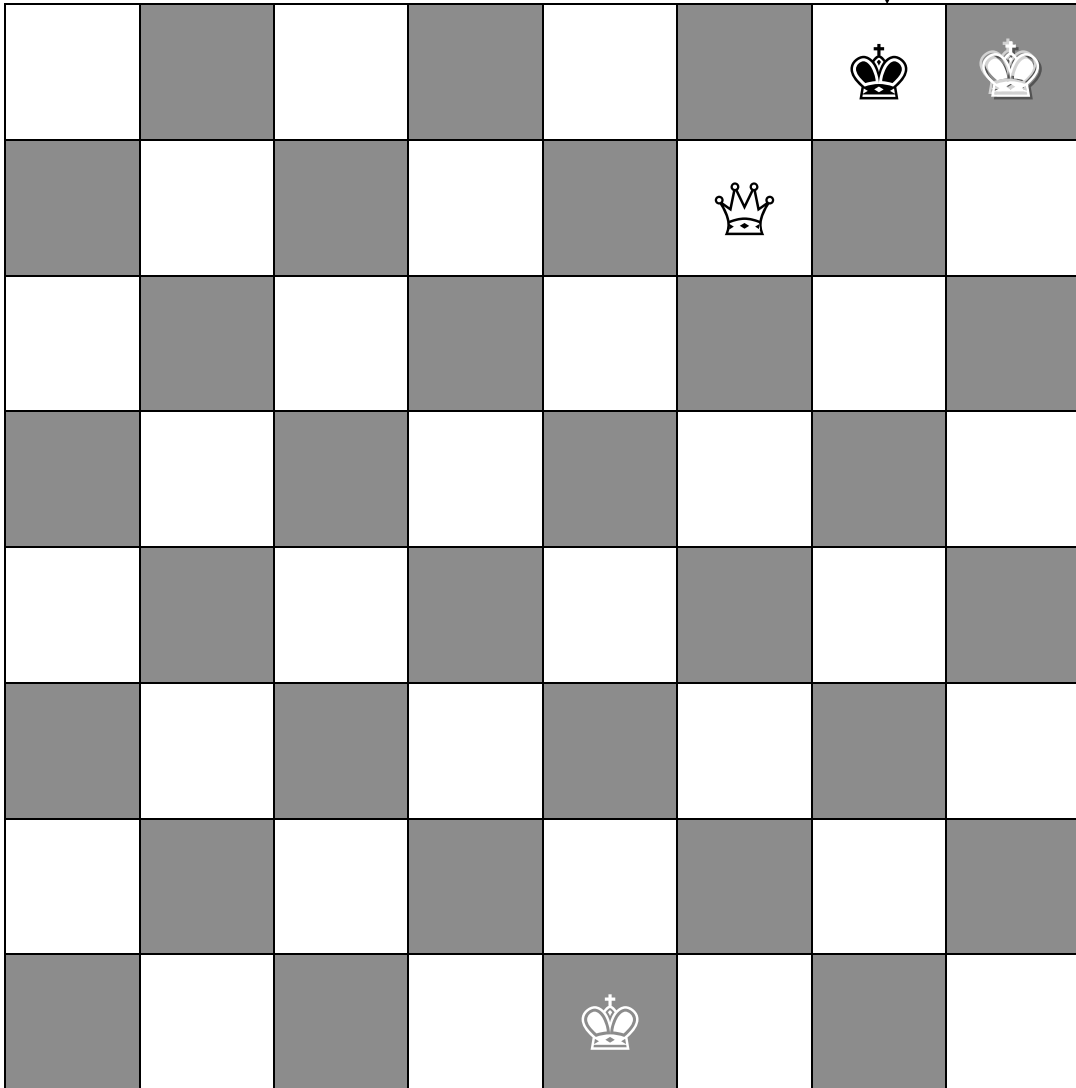
Rule If a King is in check and cannot get out of it, he has lost the battle; this is *checkmate*.

Stalemate. Black's turn to move. Black King is not in check and cannot move without getting into check.



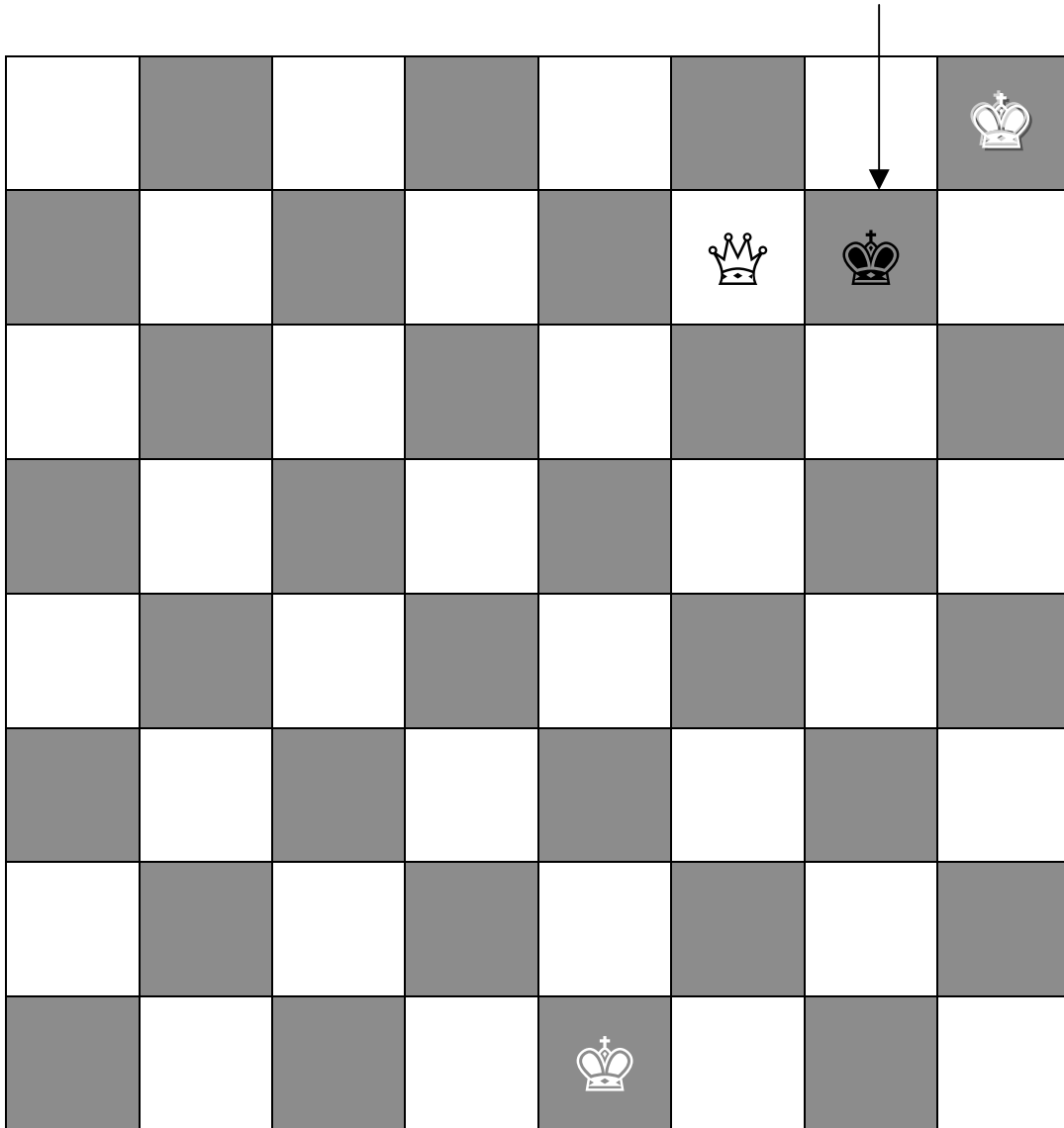
Stalemate.

Cannot move here - check.



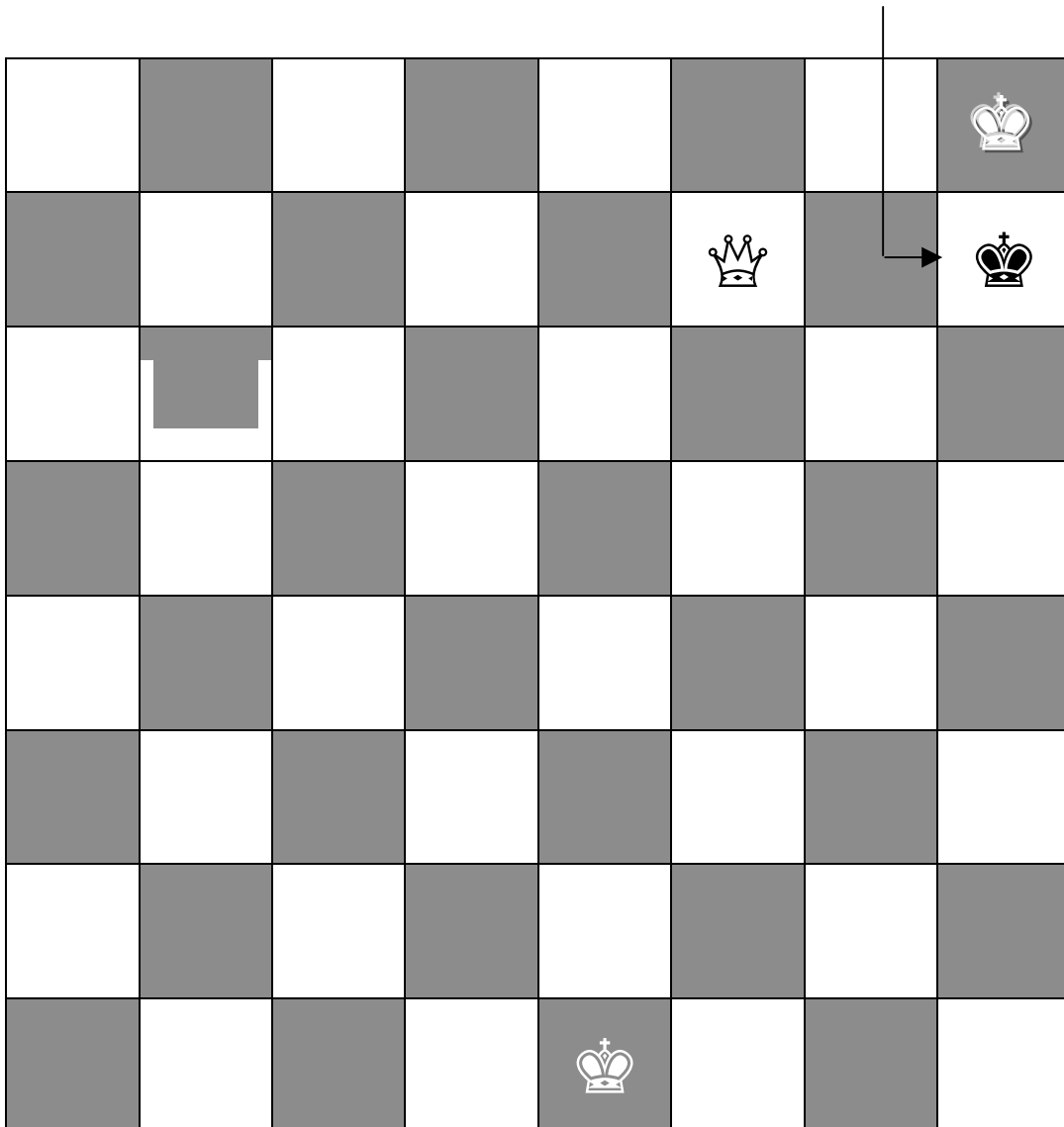
Stalemate.

Cannot move here - check.



Stalemate.

Cannot move here - check.



Stalemate.

Rule You cannot move your King into check.

Rule If it is your turn to move and you cannot make any legal move without putting your King into check, then the battle is over: it is a draw - neither side wins. This is called *stalemate*.

Play the game. Set up the pieces as shown on page 7. Toss a coin to decide who has White and who has Black. White makes the first move. Take it in turns to move a piece. White wins if Black is checkmated within 20 White moves or less. Black wins if White cannot checkmate the Black King in 20 moves or less. It is a draw if Black cannot move their King without getting into check (stalemate). Best of four games. Take turns to be White. Cunning trick: White - move your Queen close to the Black King so that it cannot move very far, then bring your King up step by step to help the Queen.

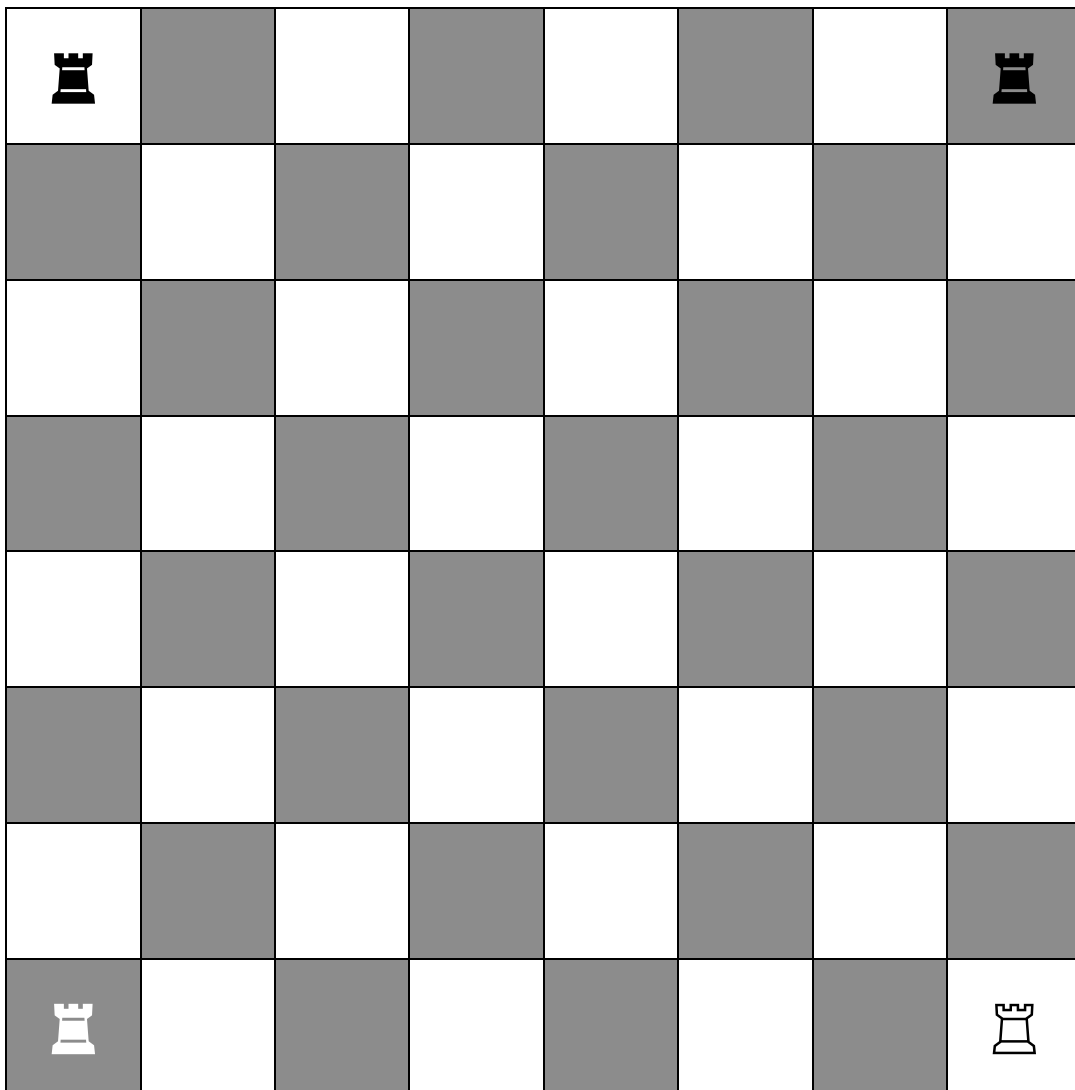
2 THE ROOKS

A Rook looks a bit like a castle.



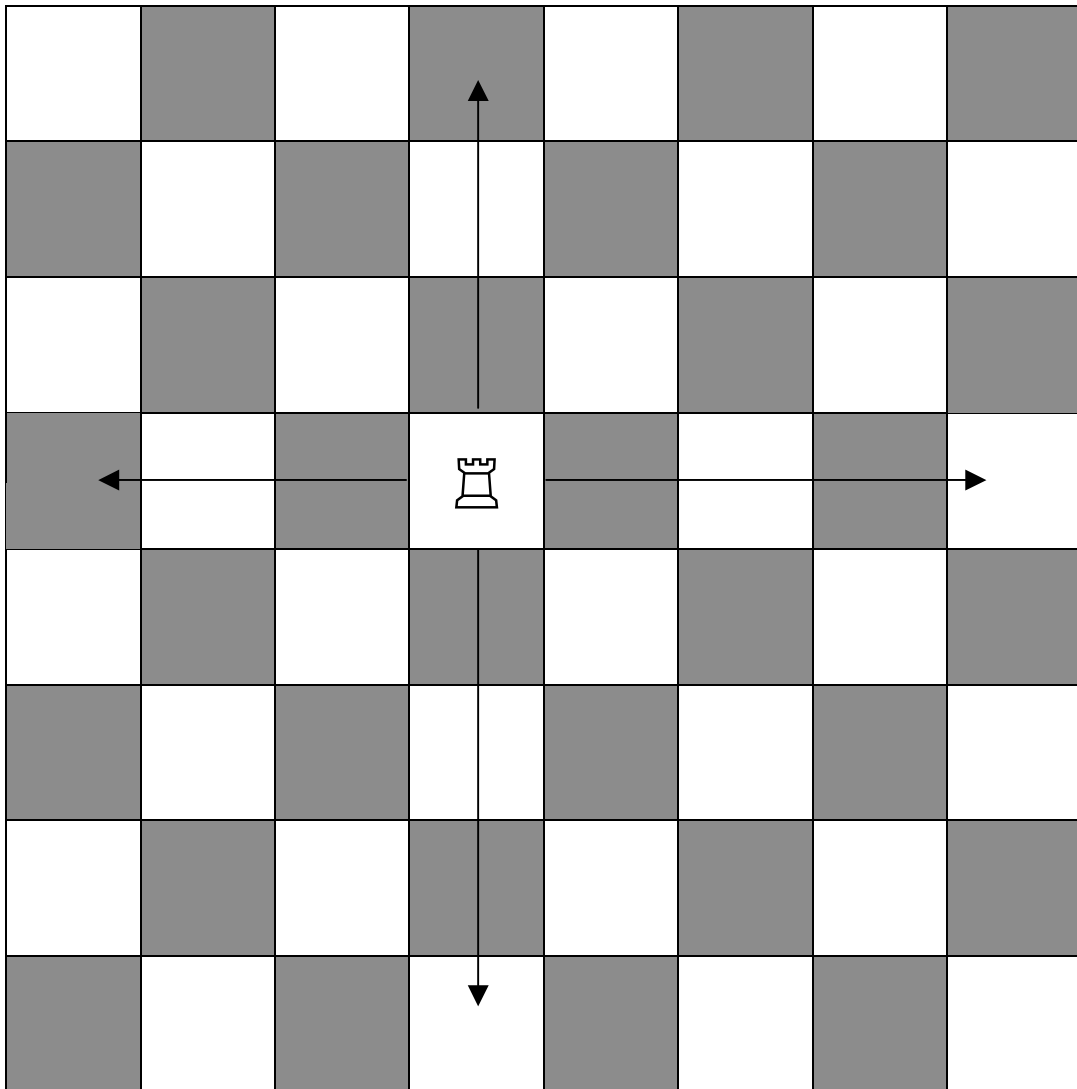
Rule Each player starts with two Rooks.

Rule Rooks start at the corners of the board.



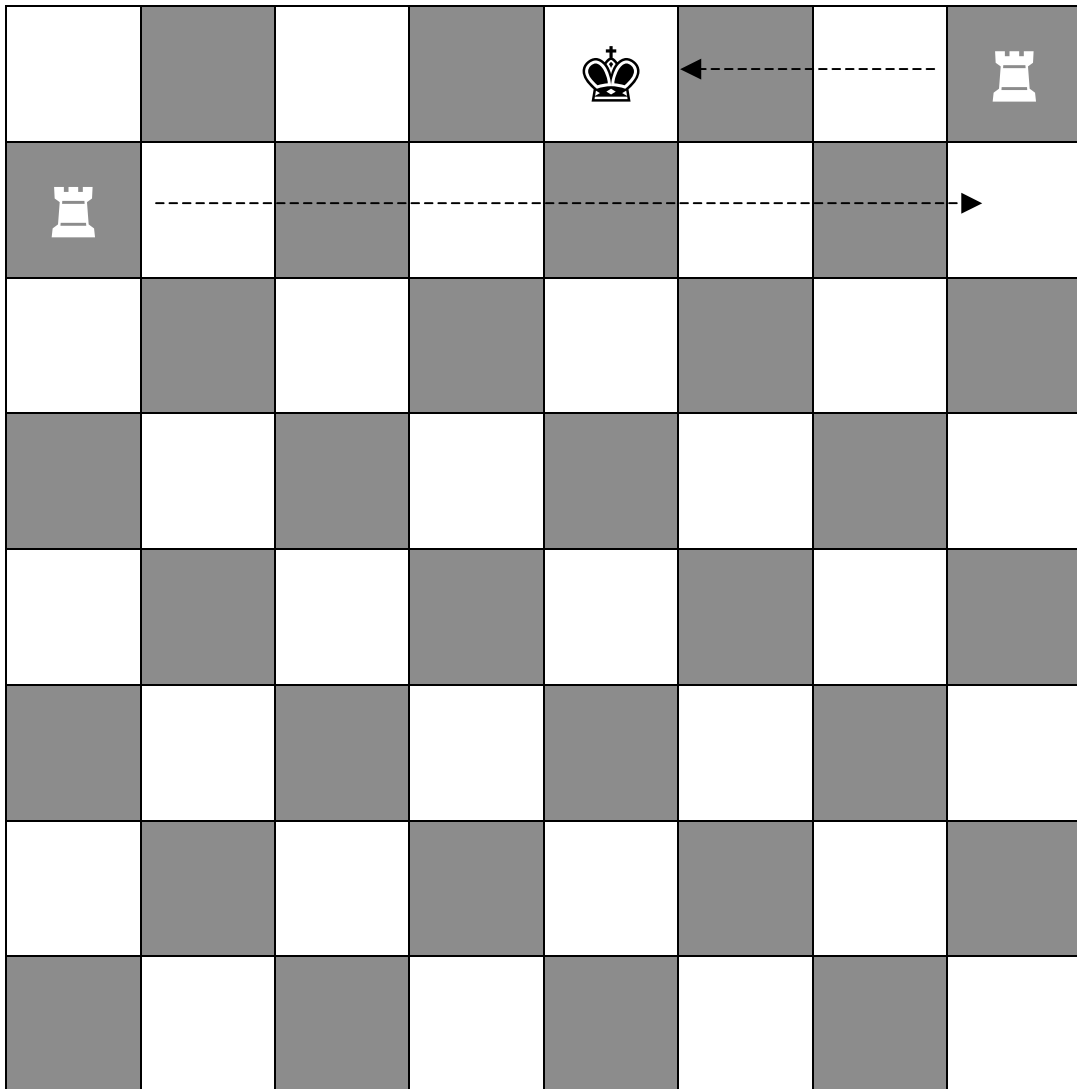
Rooks start at the corners.

Rule Rooks move any number of squares in a straight line, forwards, backwards or sideways.



The Rook's Moves.

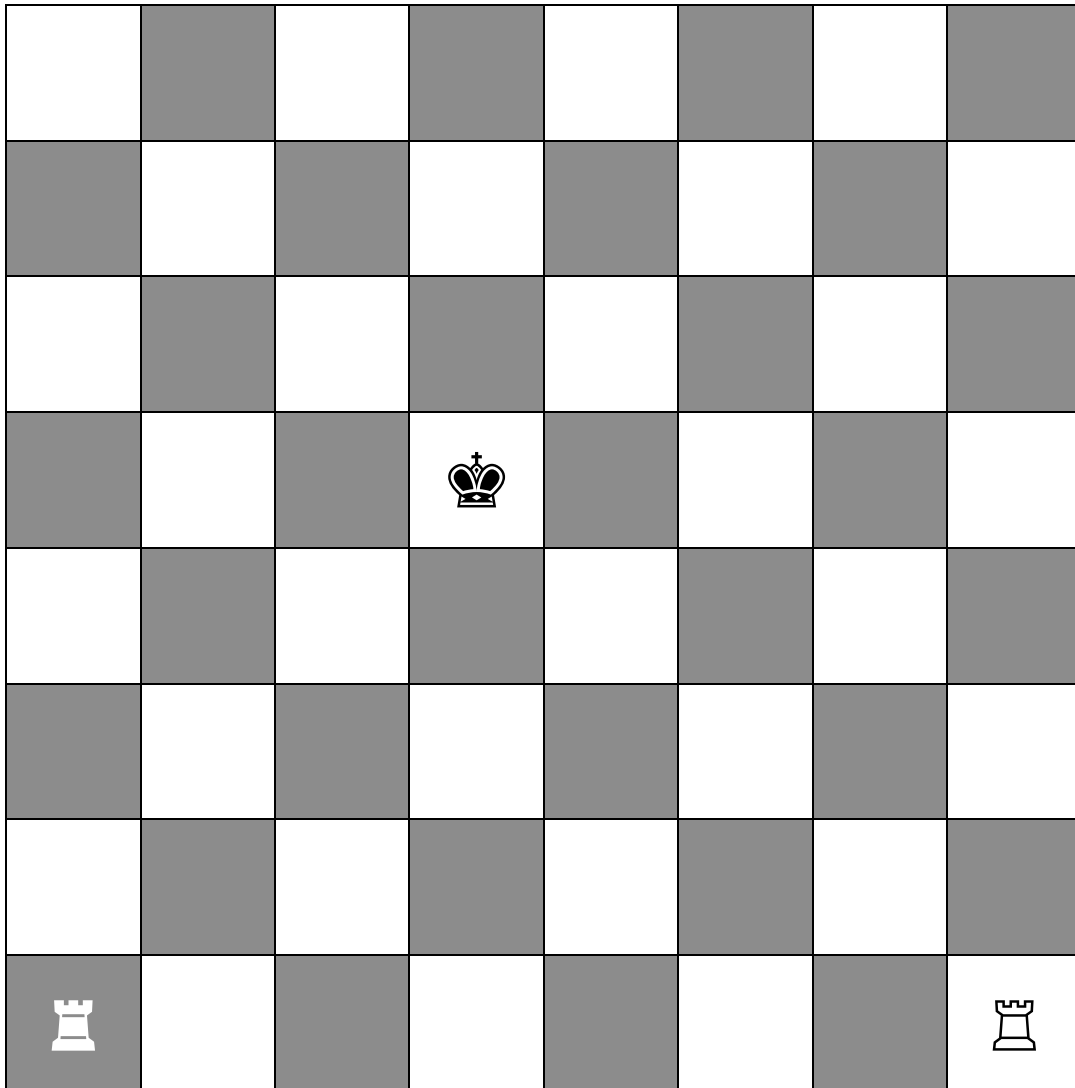
Two Rooks together can easily checkmate a King at the edge of the board.



Checkmate.

GAME TWO - TWO ROOKS AND A KING

Set up the board with two White Rooks and a Black King. Start with the Black King in the middle of the board and the two Rooks in their proper starting positions.

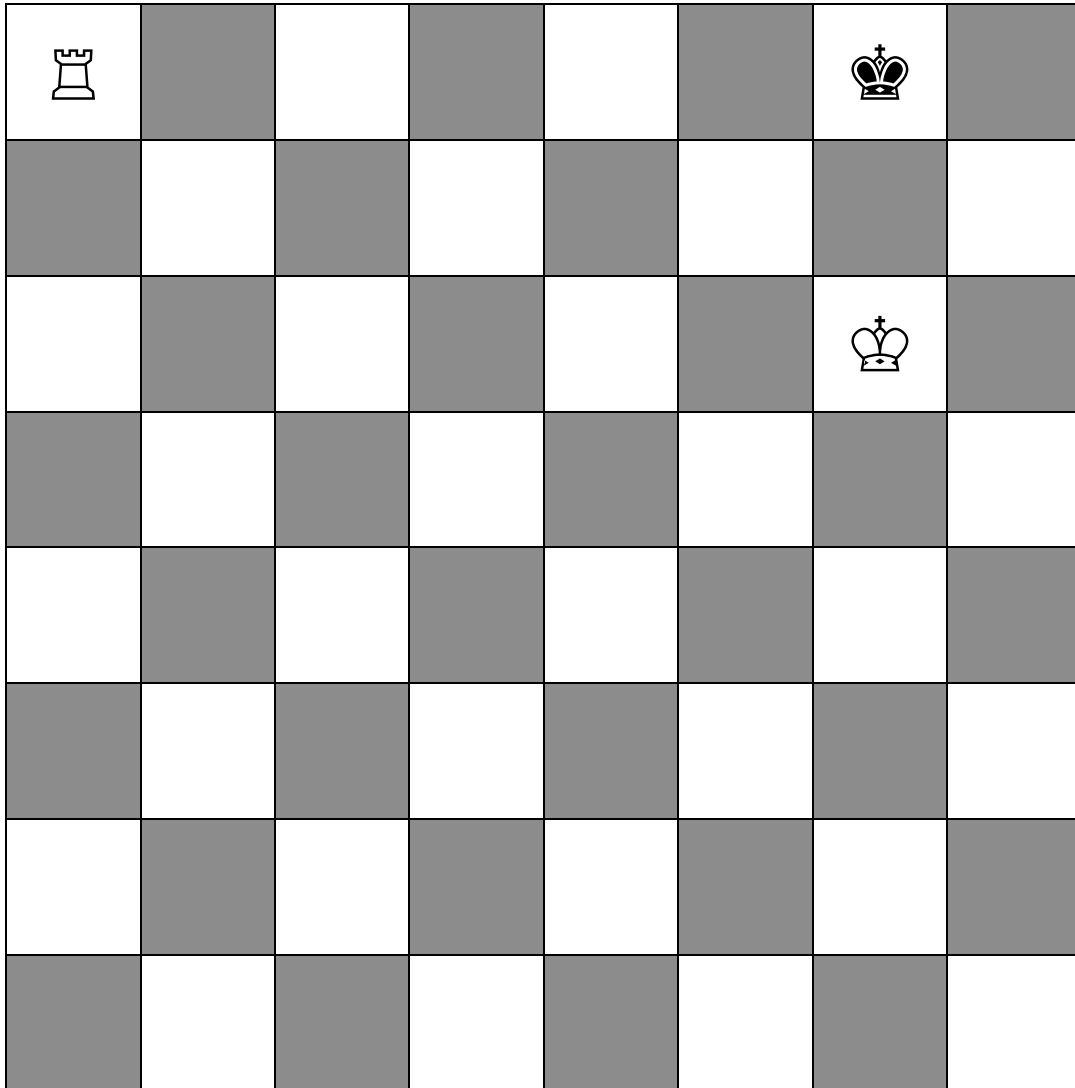


The Starting Position for Game Two.

Toss a coin to decide who plays white. White makes the first move. Take it in turns to move. White wins if Black is checkmated in ten White moves or less. Best of four games. Take turns to be White. Cunning trick: White - force the Black King to the side of the board step by step.

GAME THREE - A ROOK AND TWO KINGS

Set up a Black King, a White King and a White Rook in their normal starting positions. White wins if the Black King is checkmated in twenty-five white moves or less. Best of four games.



Checkmate.

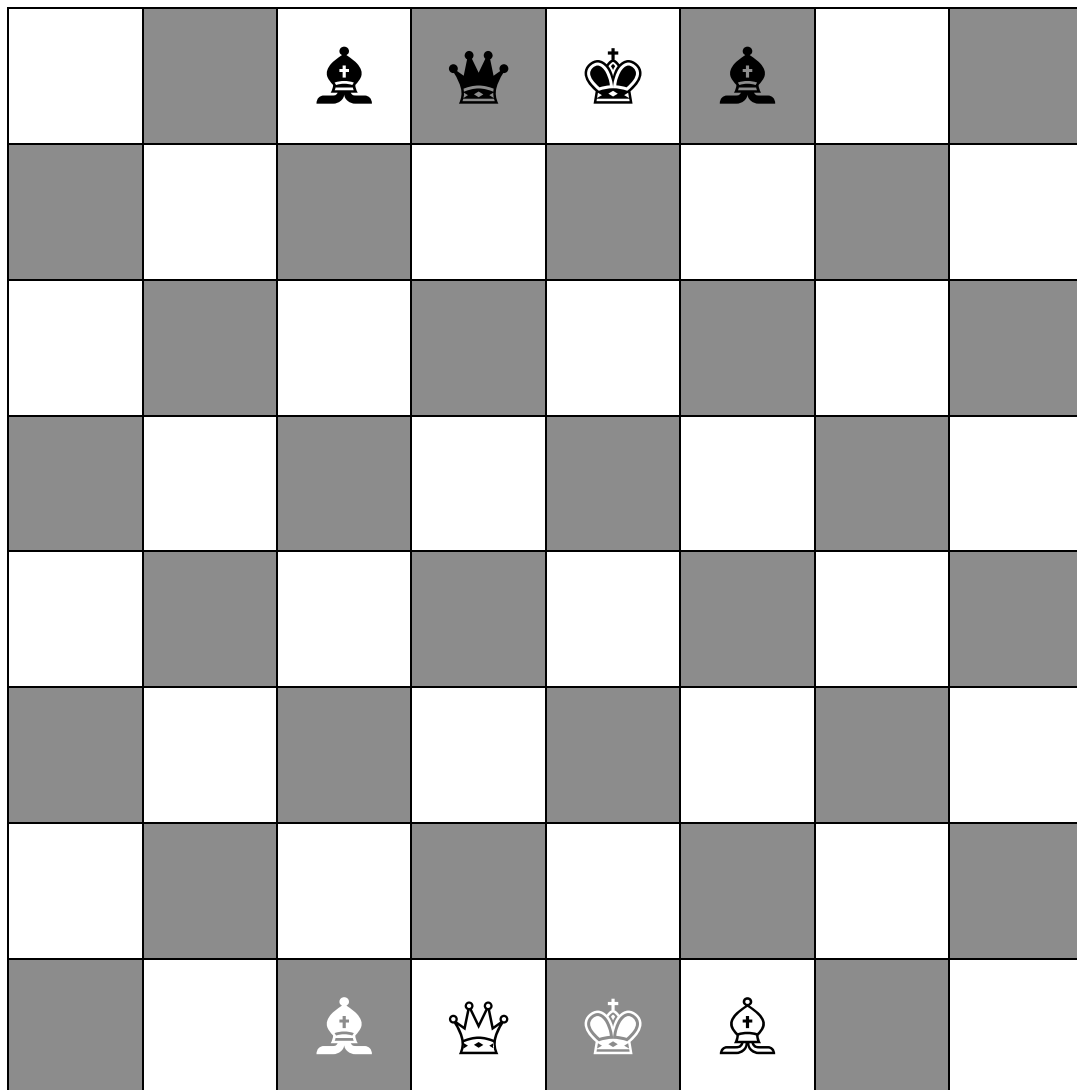
3 THE BISHOPS

A Bishop often has a slot cut down one side of its top. We shall represent bishops with



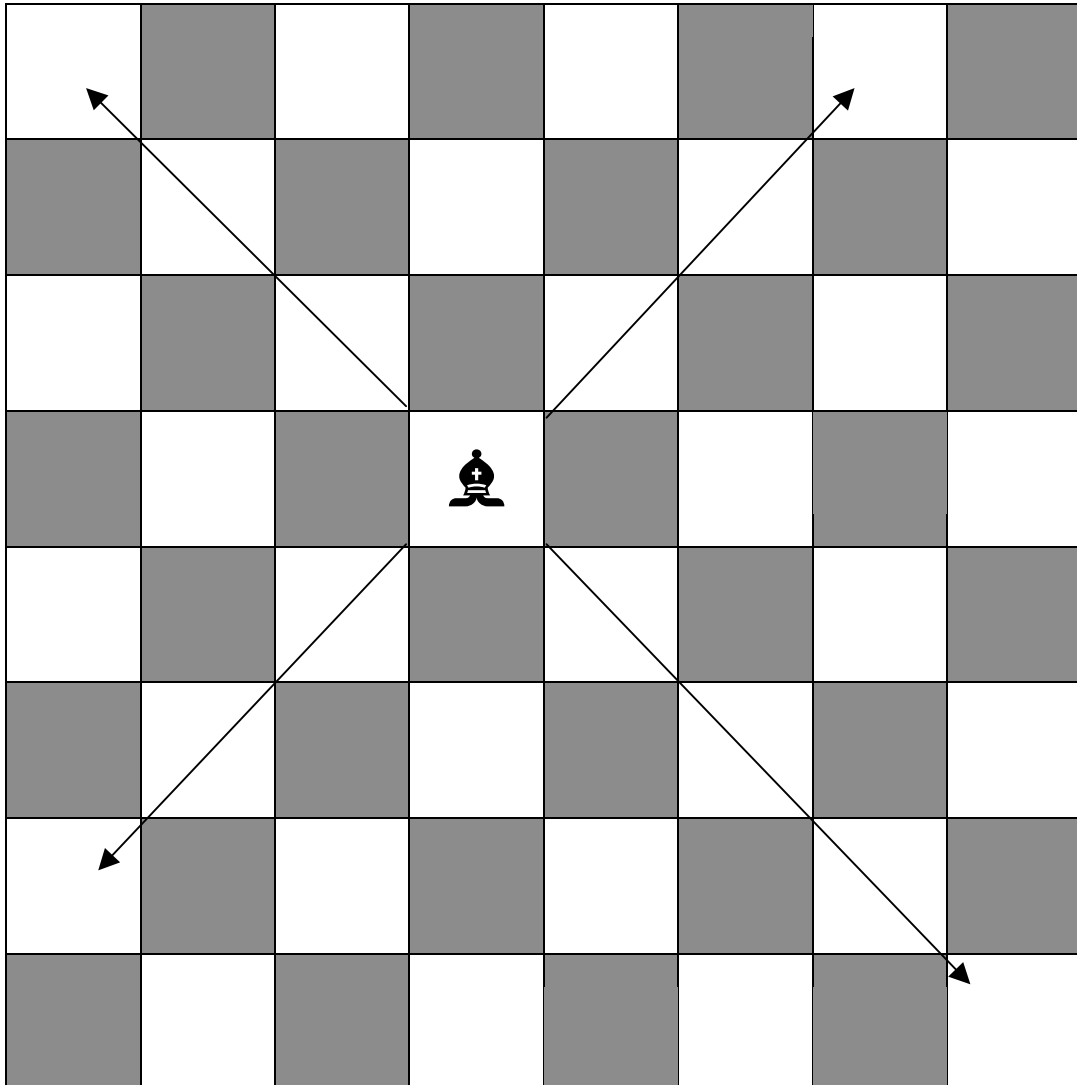
Rule Each player starts with two Bishops.

Rule Bishops start alongside their King and Queen.



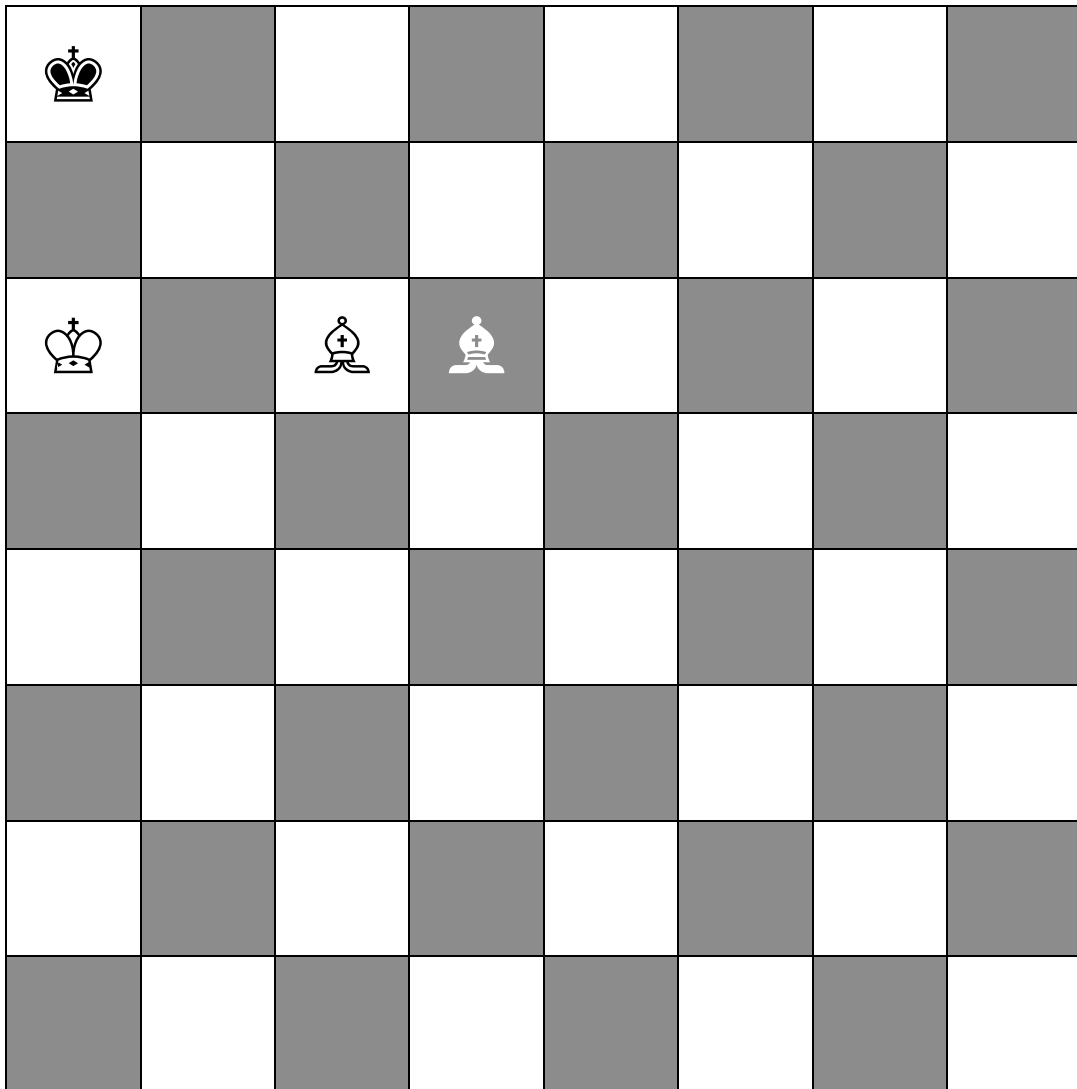
Bishops start alongside their King and Queen.

Rule Bishops move any number of squares in a straight line diagonally. A Bishop that starts on a black square stays on a black square. A Bishop that starts on a white square stays on a white square.



The Bishop's Moves.

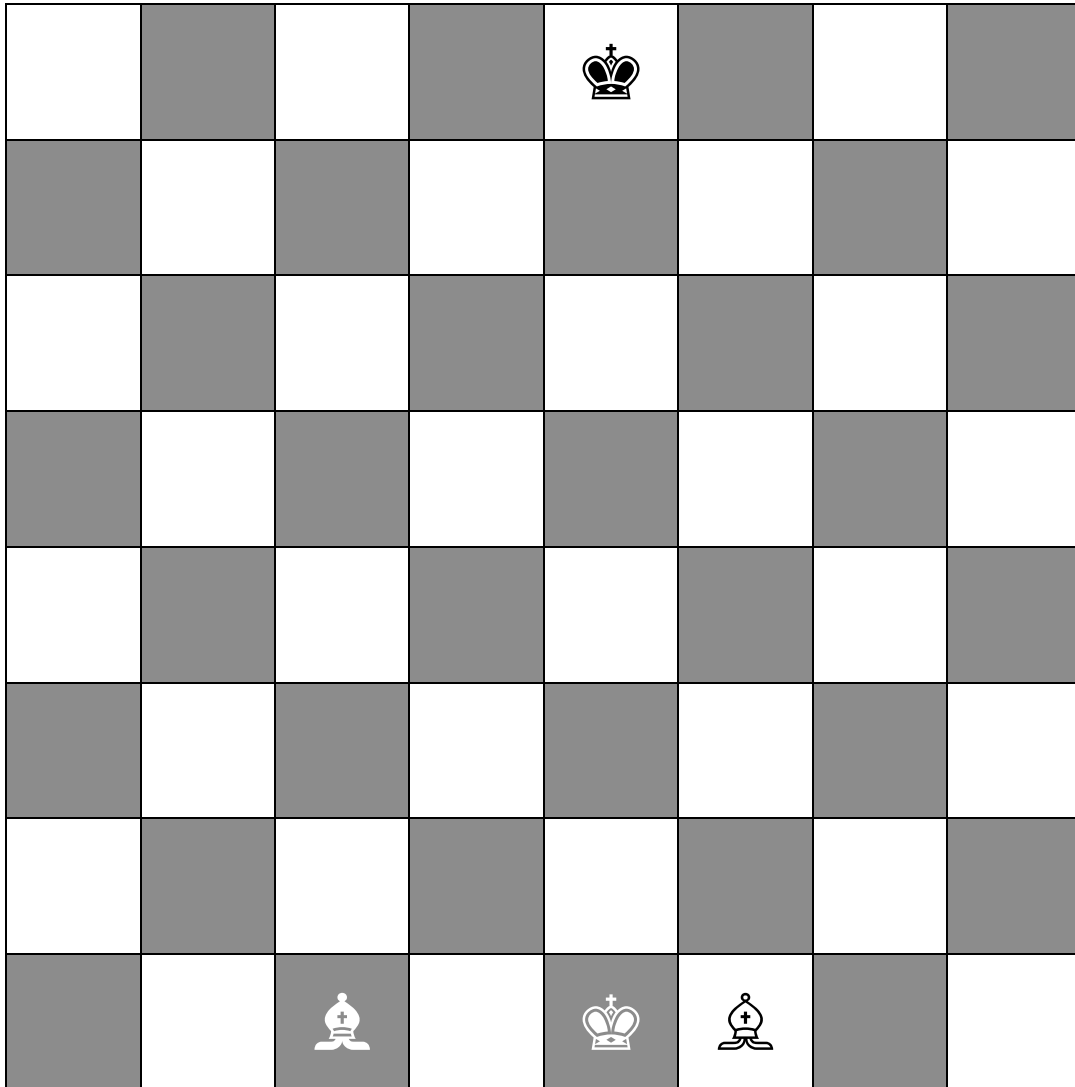
Two Bishops and their King together can checkmate an enemy King at a corner.



Checkmate.

GAME FOUR - TWO BISHOPS AND TWO KINGS

Set up the board with two White Bishops, a White King and a Black King.



The Starting Position for Game four.

Toss a coin to decide who plays white. White makes the first move. Take it in turns to move. White wins if Black is checkmated in thirty White moves or less. Best of four games. Take turns to be White. Cunning trick: White - force the Black King step by step into a corner.

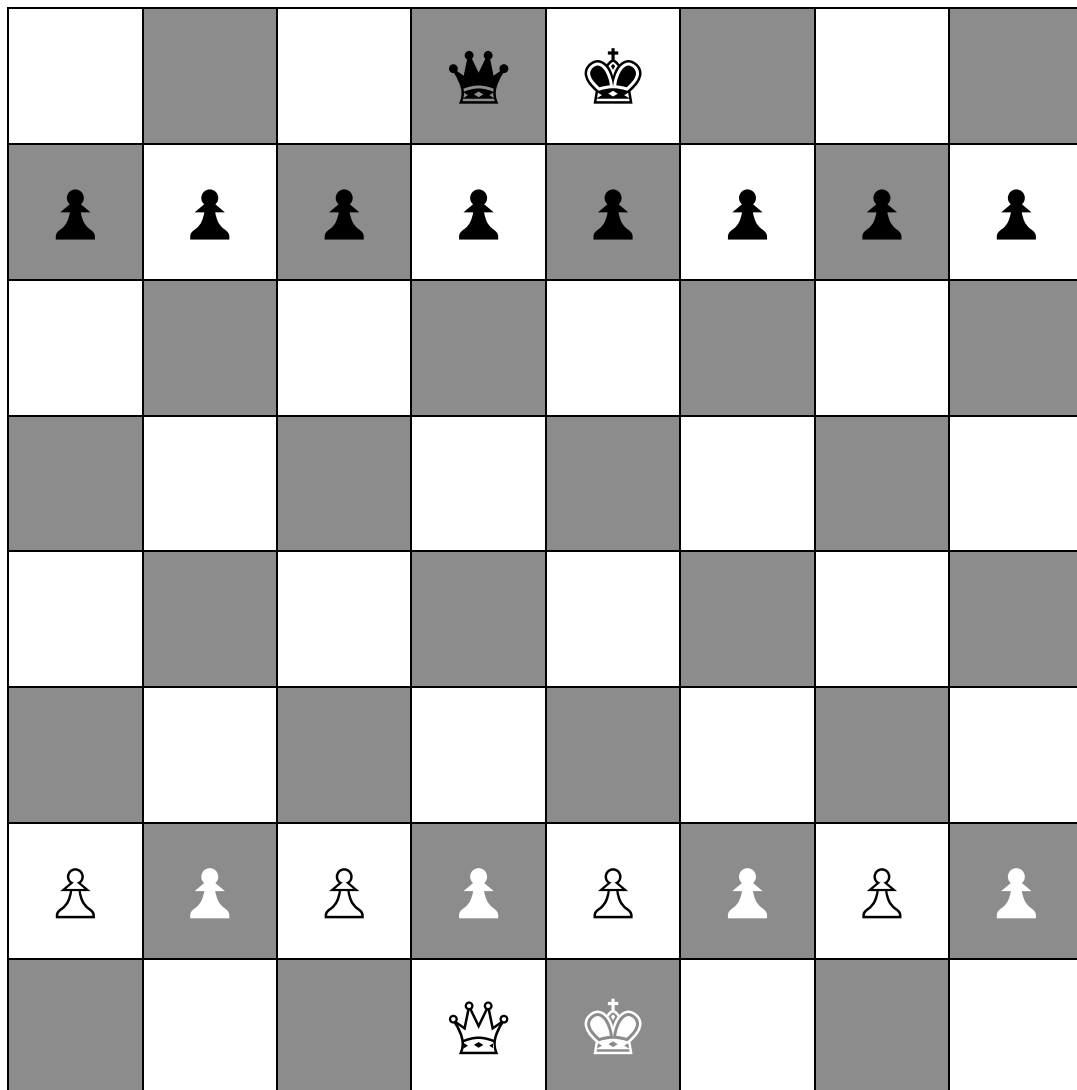
4 THE PAWNS

A Pawn is the smallest, simplest piece in your chess set.



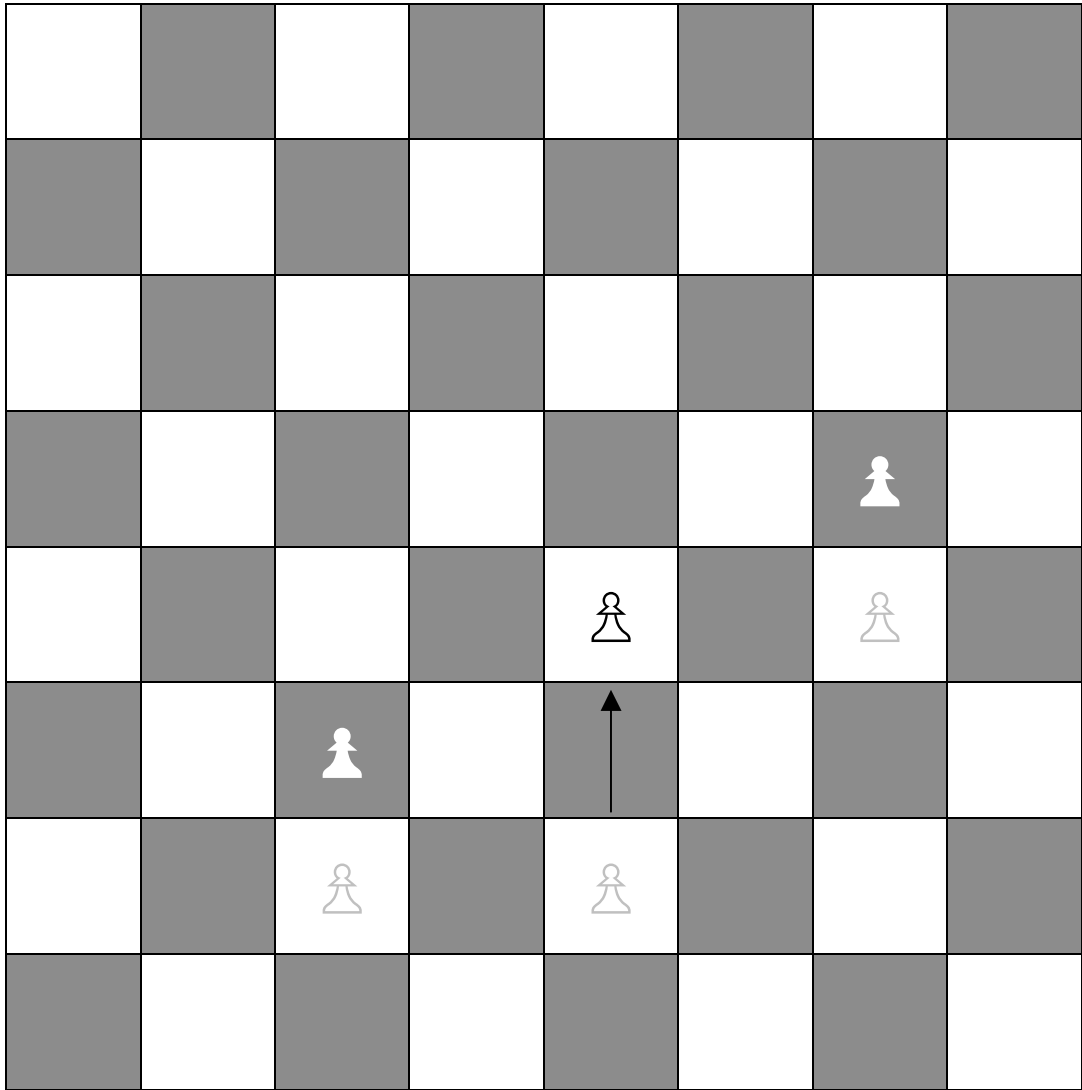
Rule Each player starts with eight Pawns.

Rule Pawns start on the row in front of their King and Queen.



Pawns Start in Front of their King and Queen

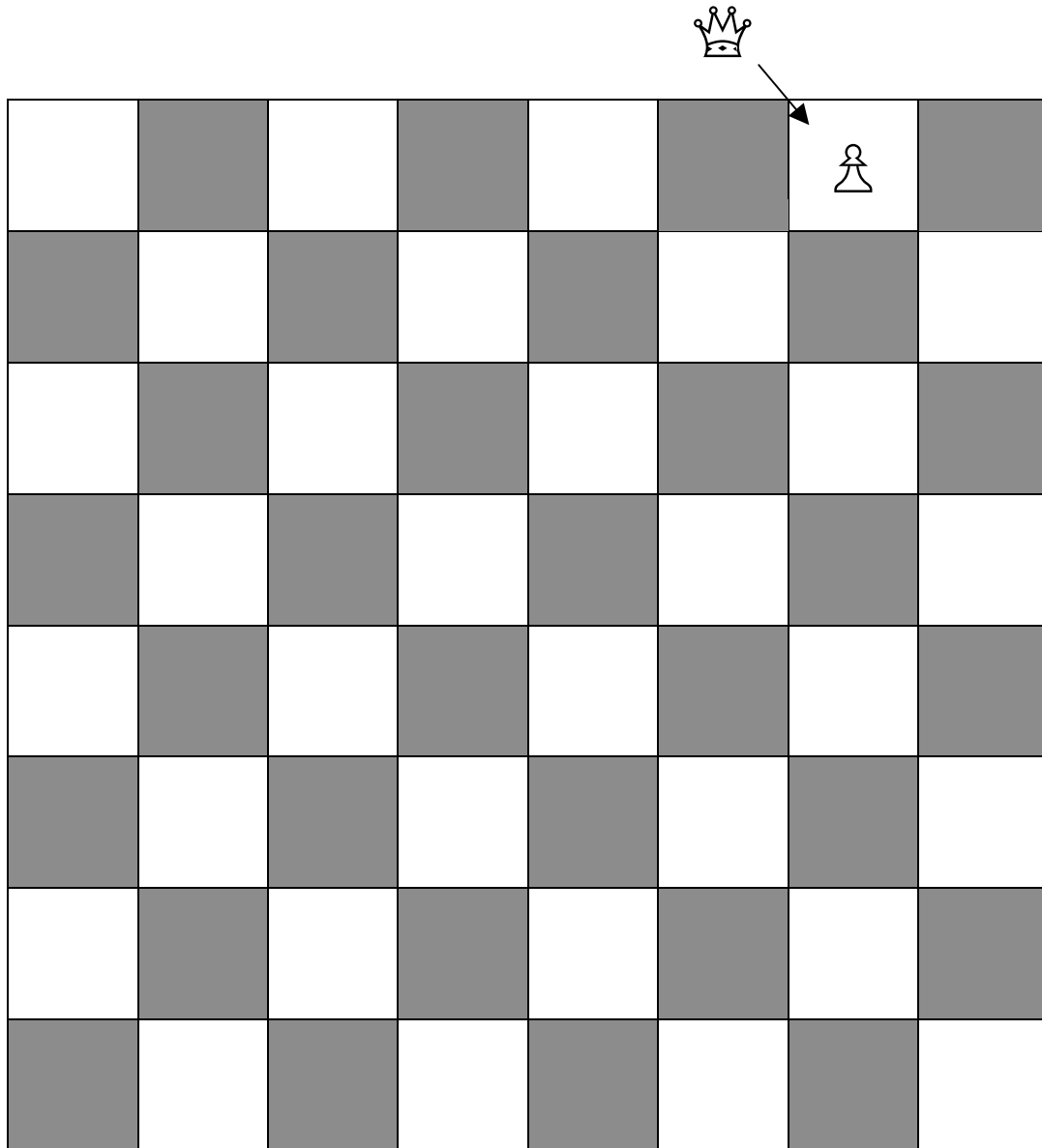
Rule A Pawn usually moves forward just one square at a time. But it can move forward two squares on its first move. A Pawn can never move backwards.



The Pawn's Moves.

Rule A Pawn that reaches the enemy's back line is promoted to a Queen (or to any piece that the player chooses).

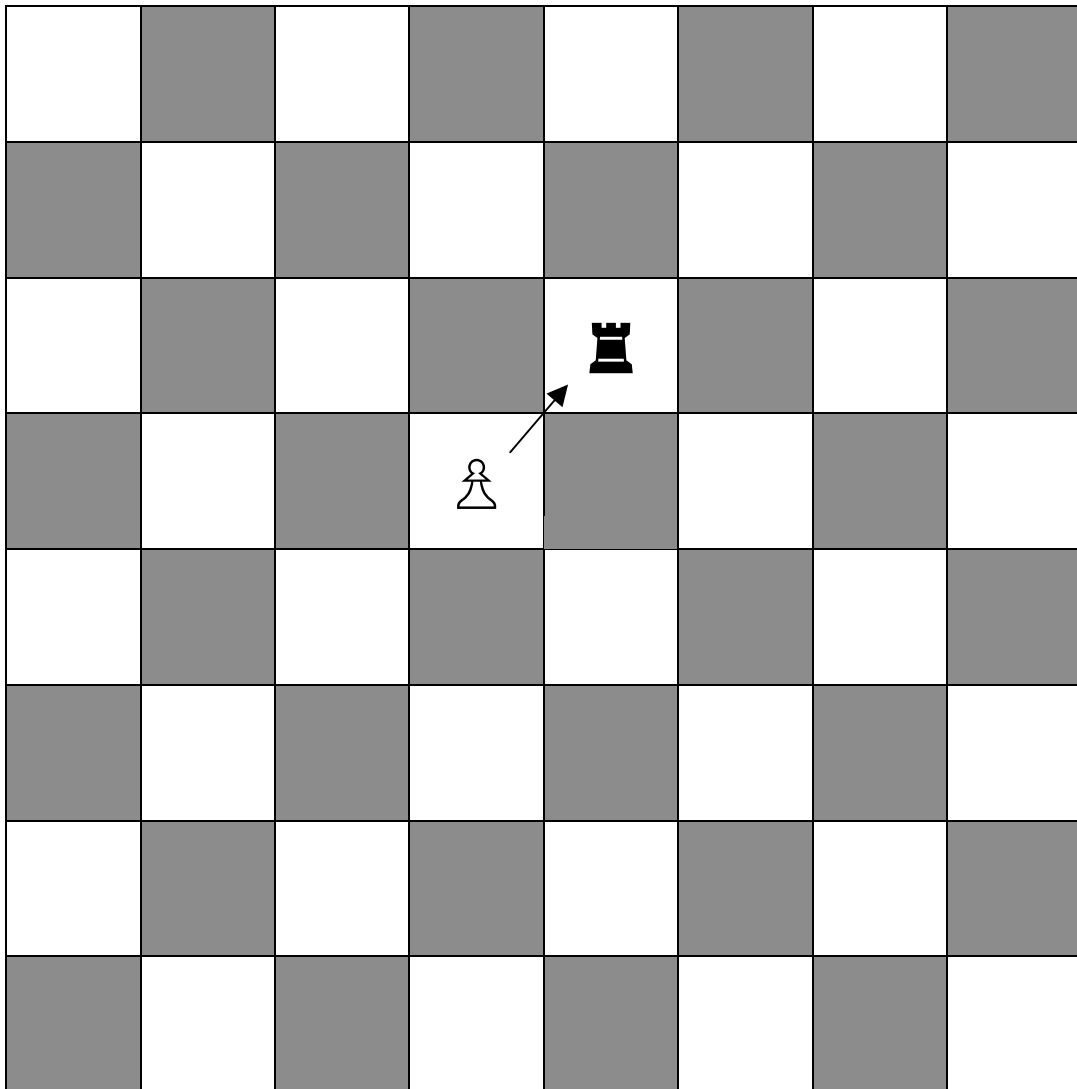
This White Pawn has reached Black's back line. Replace it with a White Queen.



Pawn Promoted to Queen.

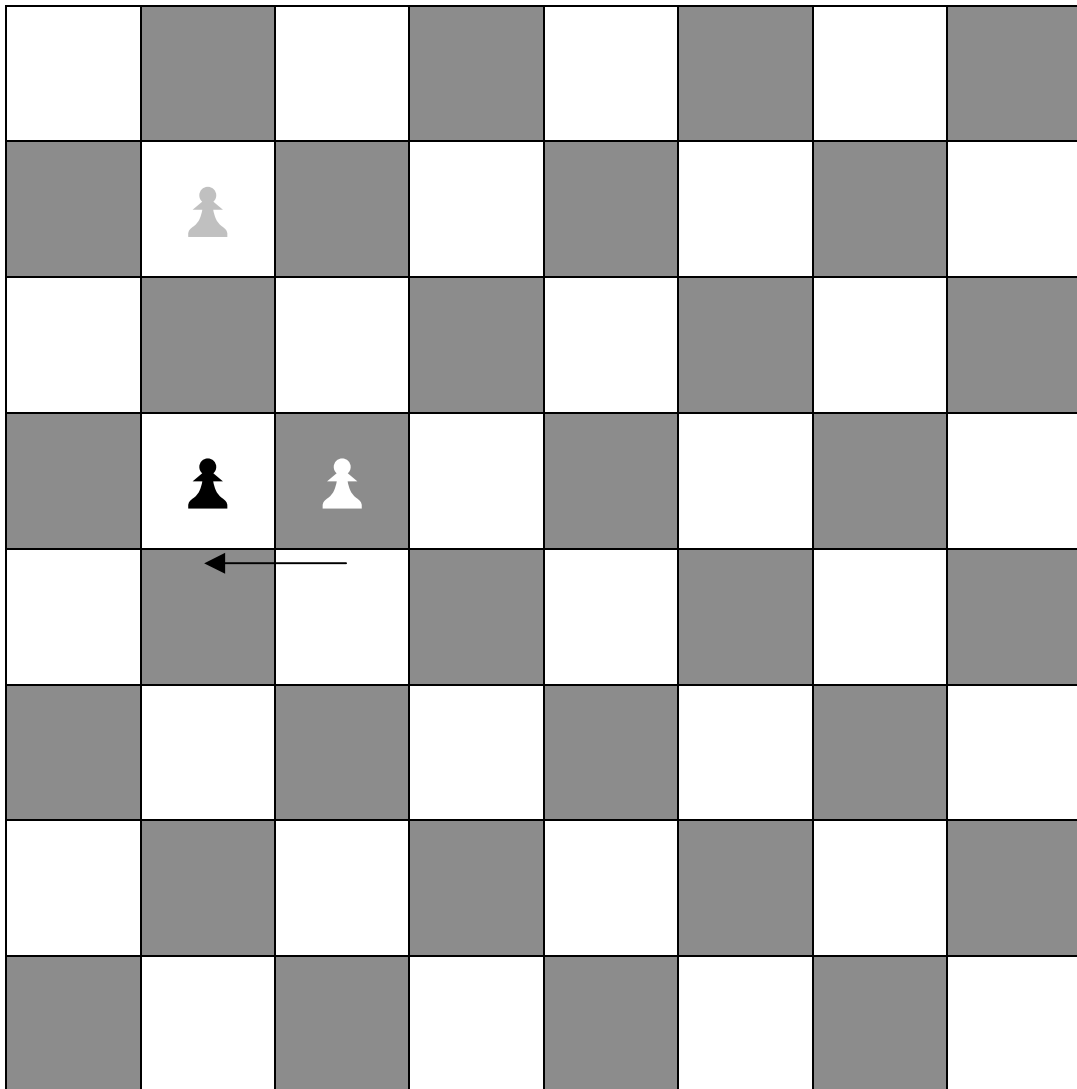
A player may have more than one Queen on the board at the same time. You could use an upside down Rook to represent a Queen.

Rule A Pawn usually captures an enemy piece by moving one square diagonally forward..



White Pawn Captures Black Rook.

Rule An adjacent Pawn may capture a Pawn that has just made a two-squares forward first move.

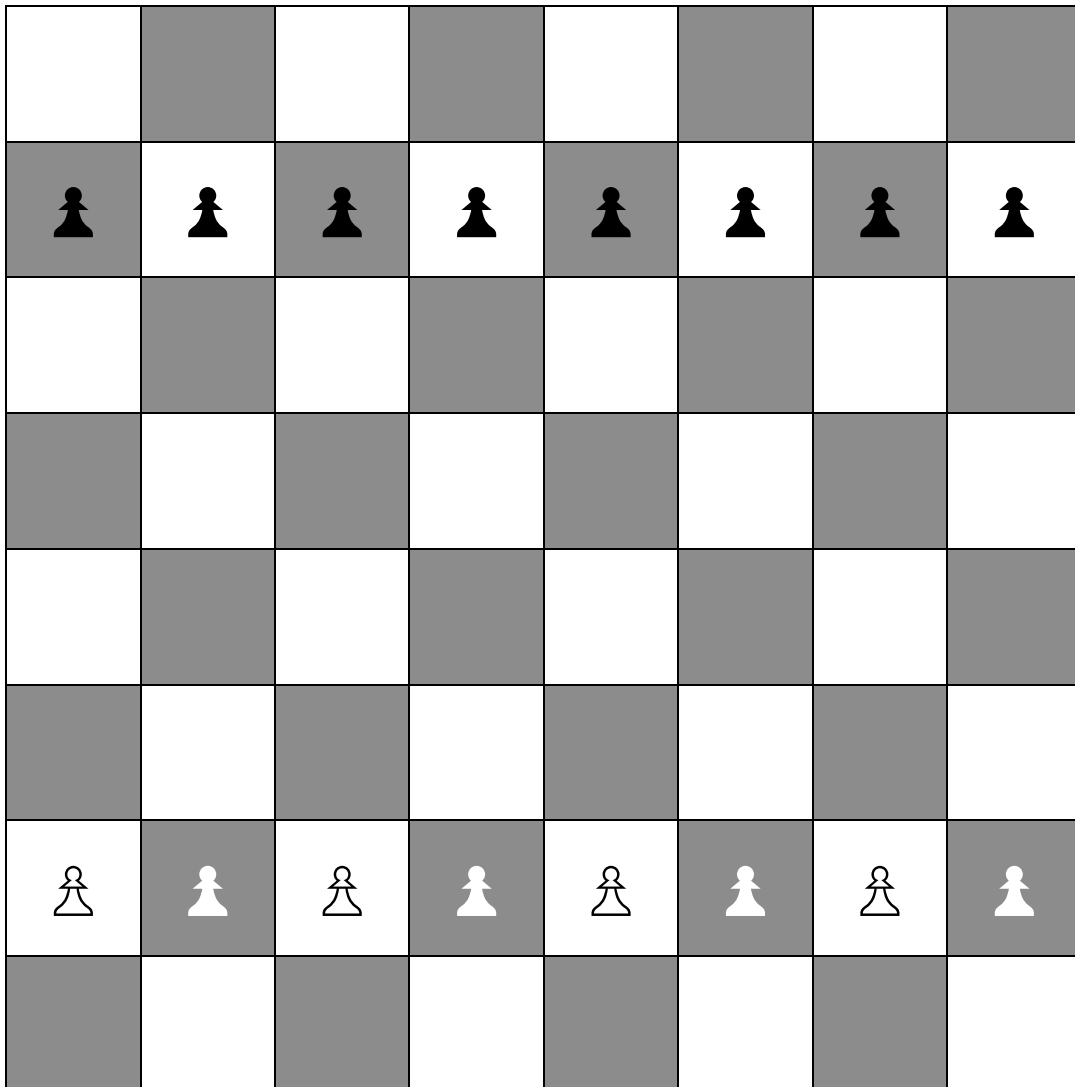


White Pawn Takes Black Pawn.

This is known as taking *en passant* (in passing).

GAME FIVE - THE PAWN GAME

Set up the board with two rows of Pawns.



The Starting Position for Game Five.

Toss a coin to decide who plays white. White makes the first move. Take it in turns to move. You win if

- you capture all your enemy's Pawns or
- your Pawn reaches the enemy's back line or
- your enemy cannot make a legal move but you can.

The game is drawn if

- you both agree to a draw or
- neither of you can make a legal move.

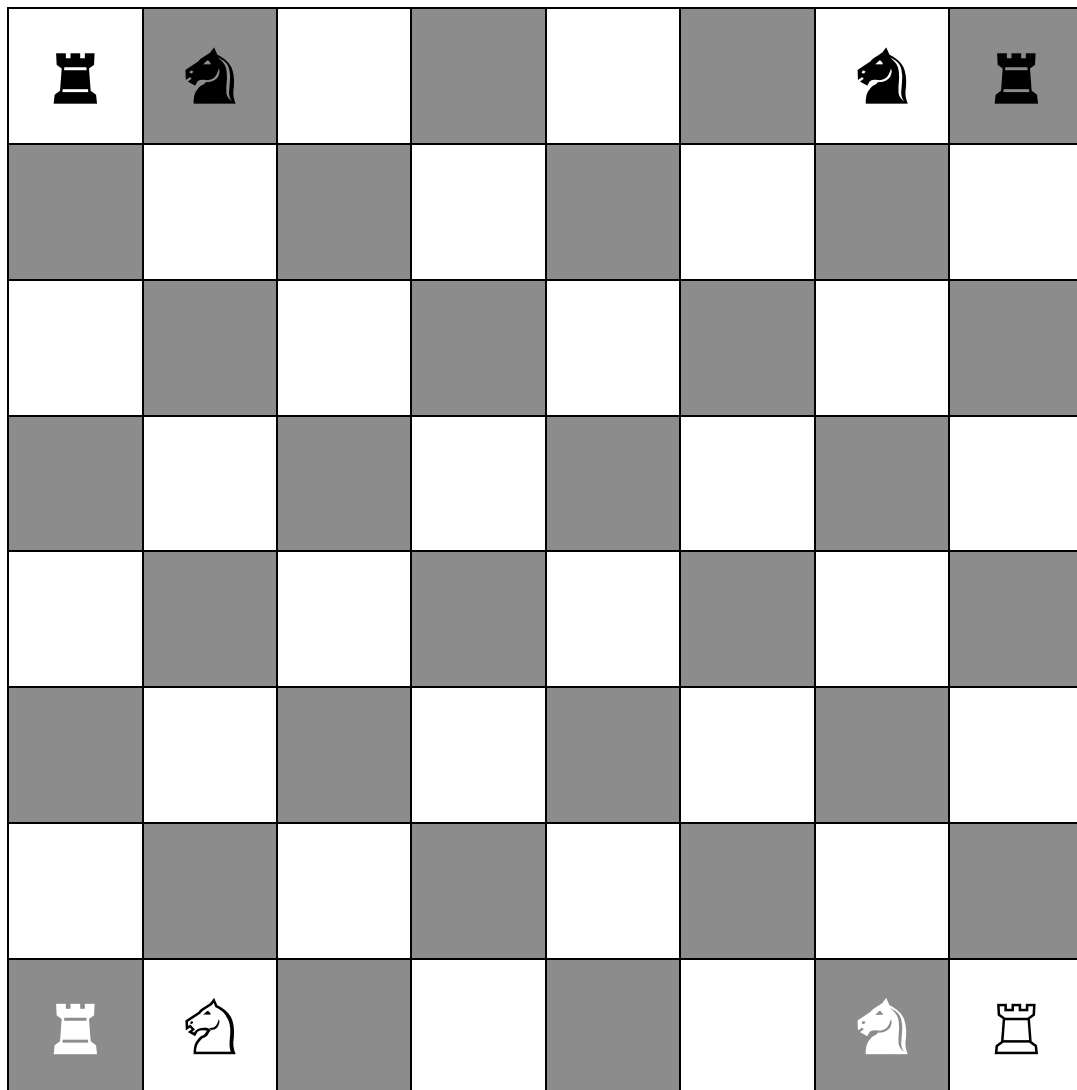
5 THE KNIGHTS

The Knights are on horseback. We represent a Knight with



Rule Each player starts with two Knights..

Rule Knights start next to the Rooks.

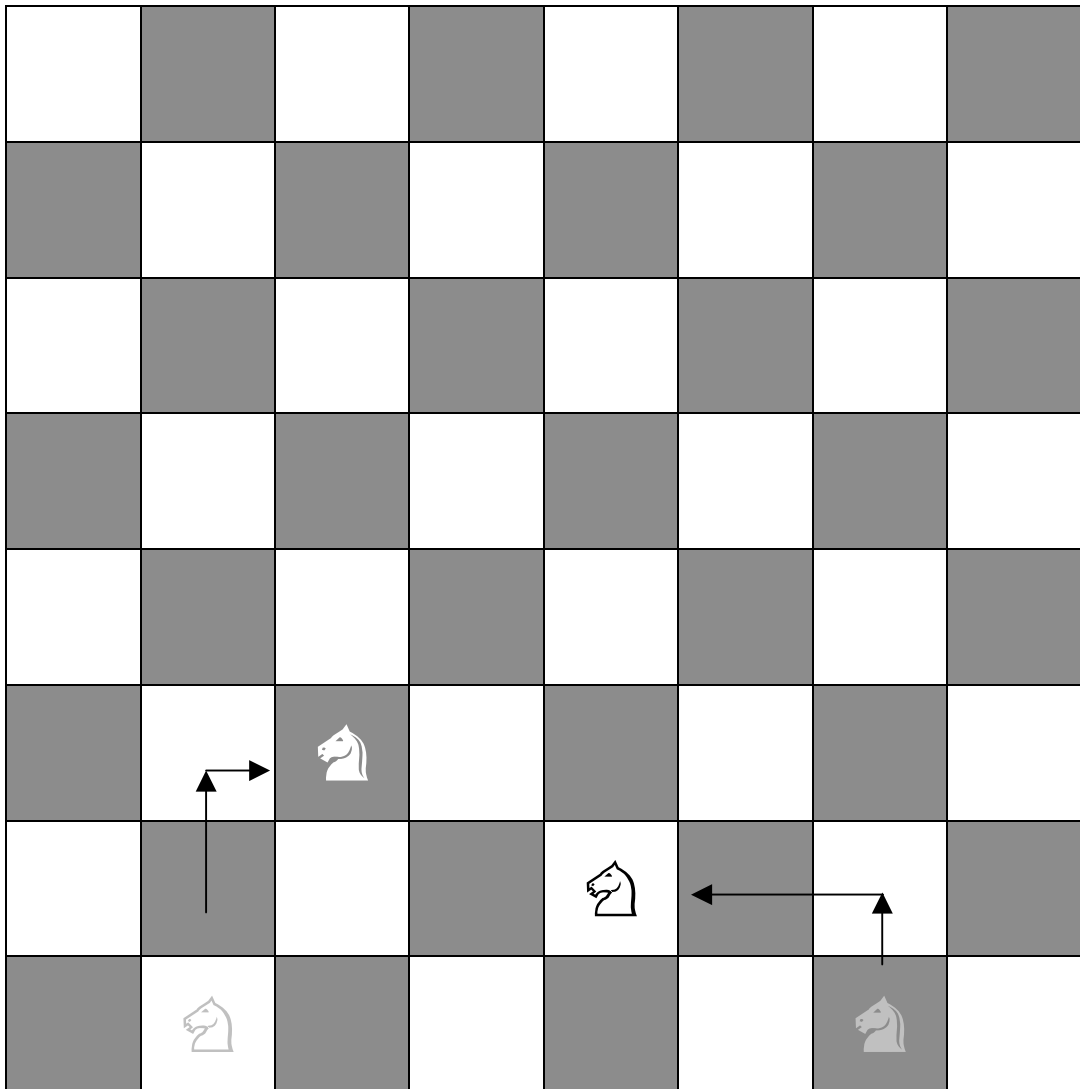


Knights Start Next to Their Rooks.

Rule A Knight moves

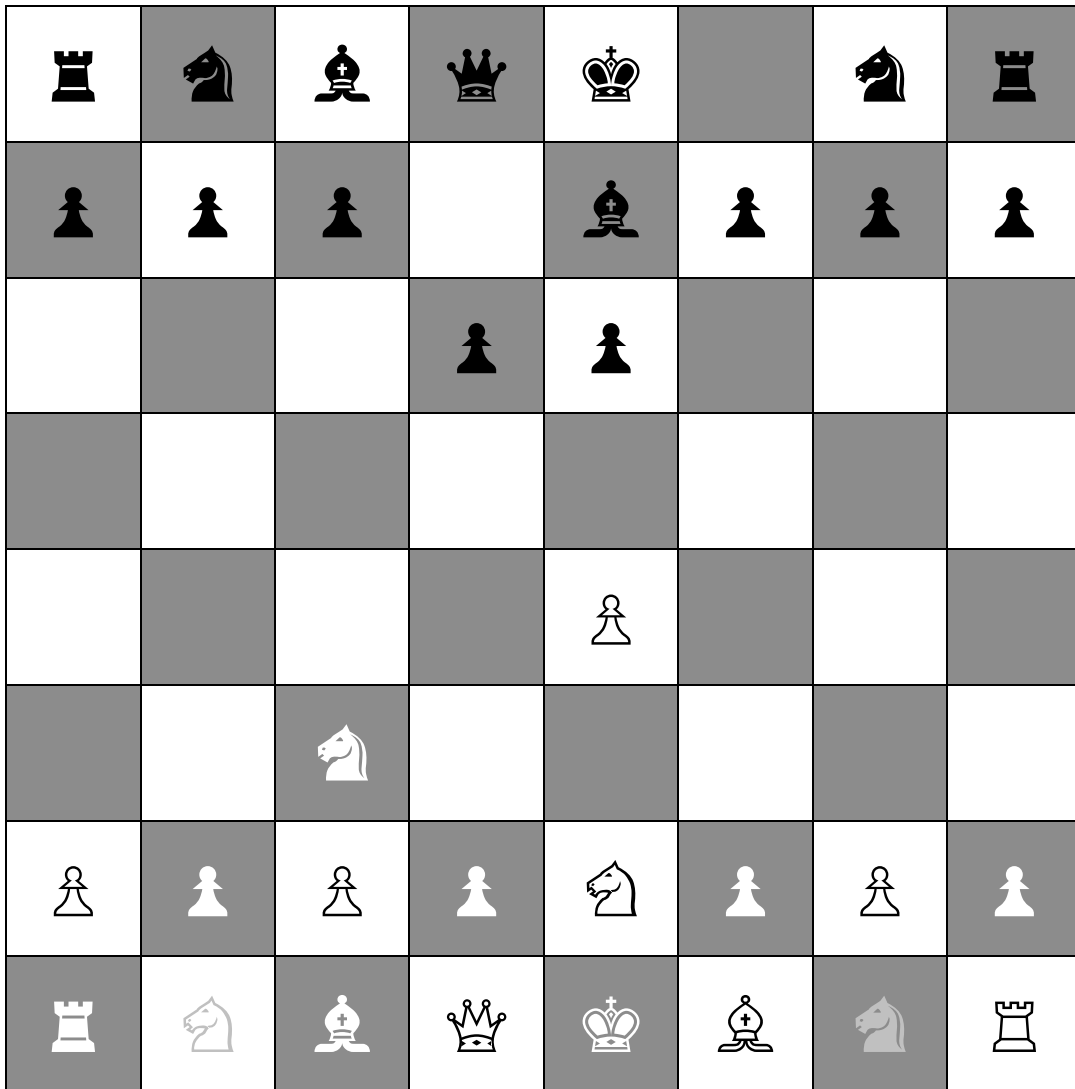
two squares forward (or backward) then one to either side OR

one square forwards (or backwards) then two to either side.



The Knight's Moves.

Rule A Knight is the only piece that can jump over another piece.



Knights can jump.

Here, the White Knights have jumped over the pawns in front of them. But pawns have to be moved out of the way to let other pieces such as Bishops out.

GAME SIX

Each player has two Rooks and a King.

GAME SEVEN

Each player has two Bishops and a King.

GAME EIGHT

Each player has two Knights and a King.

GAME NINE

Each player has a Queen and a King.

GAME TEN

Each player has two Knights, two Bishops and a King.

GAME 11

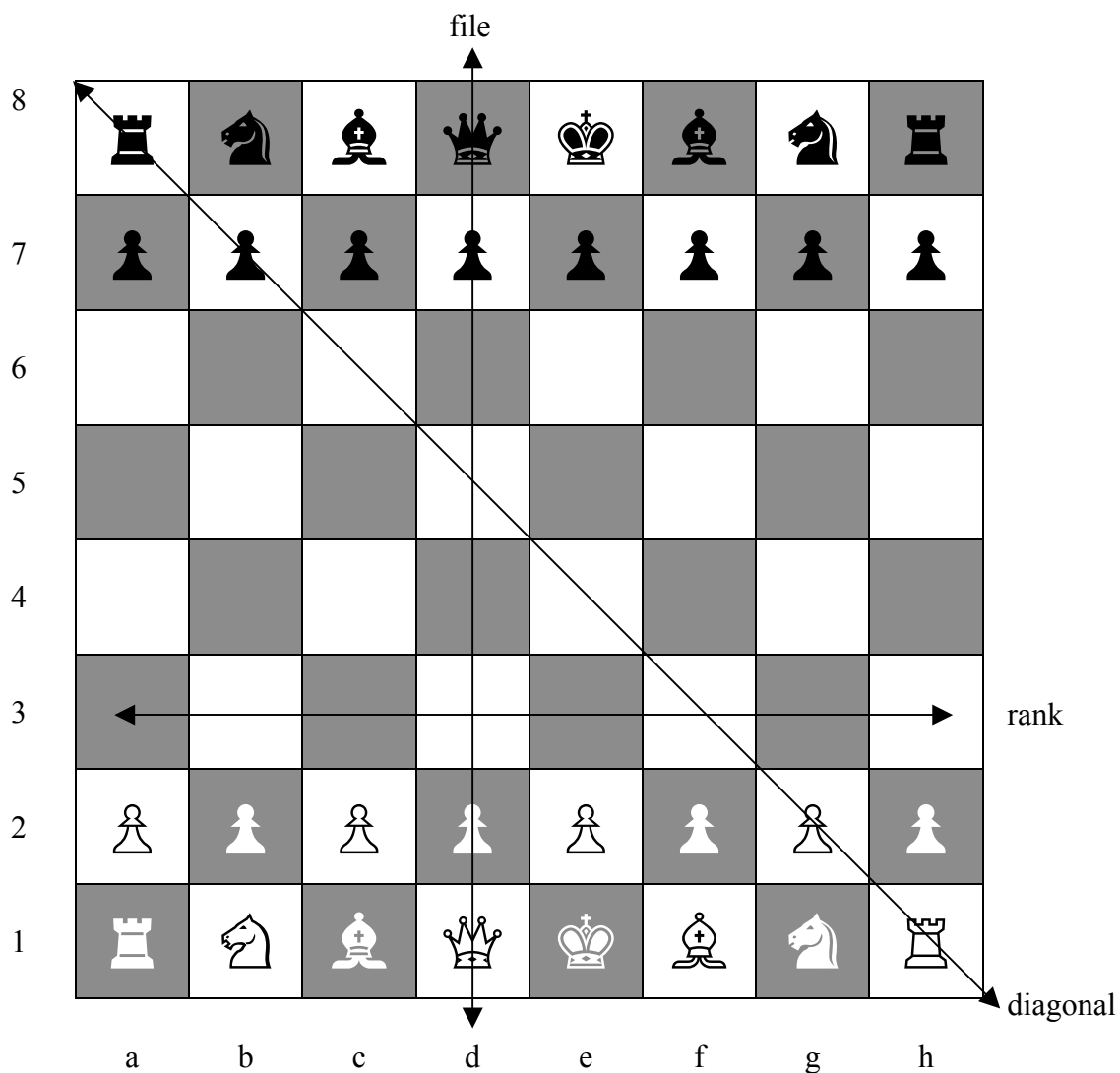
Each player has a Queen, two Rooks and a King.

6 HOW TO PLAY adapted from [REGIS]

RANKS AND FILES

The rows of squares are called *ranks*, and the columns are called *files*. The diagonals of light and dark squares are called *diagonals*.






Each square has a label according to a system of letters and numbers. The ranks are numbered from 1 up to 8 from White's side of the board. The files are numbered from a up to h.



The light square bottom right is called *h1*. White's left half of the board is the Queen's-side, and the right side is the King's-side. The Queen's-side is the side that the two Queens start on.

VALUE

A chess piece is worth a number of Pawns.

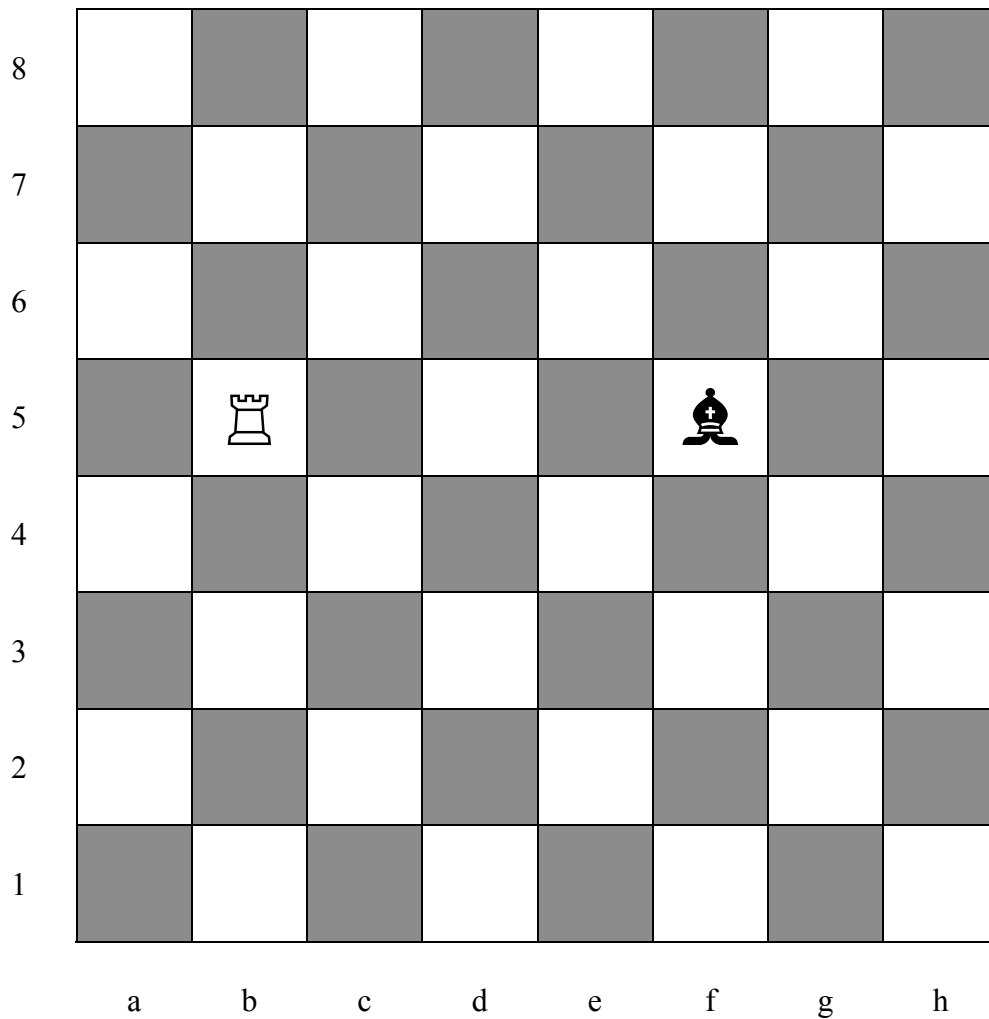
			<i>Value</i>
The Queen	Q		9
The Bishop	B		3
The Knight	N		3
The Rook	R		5
The Pawn	P		1

A Knight and a Bishop have equal value - three Pawns. A Rook is worth more than a Bishop. A King (K) is beyond value.

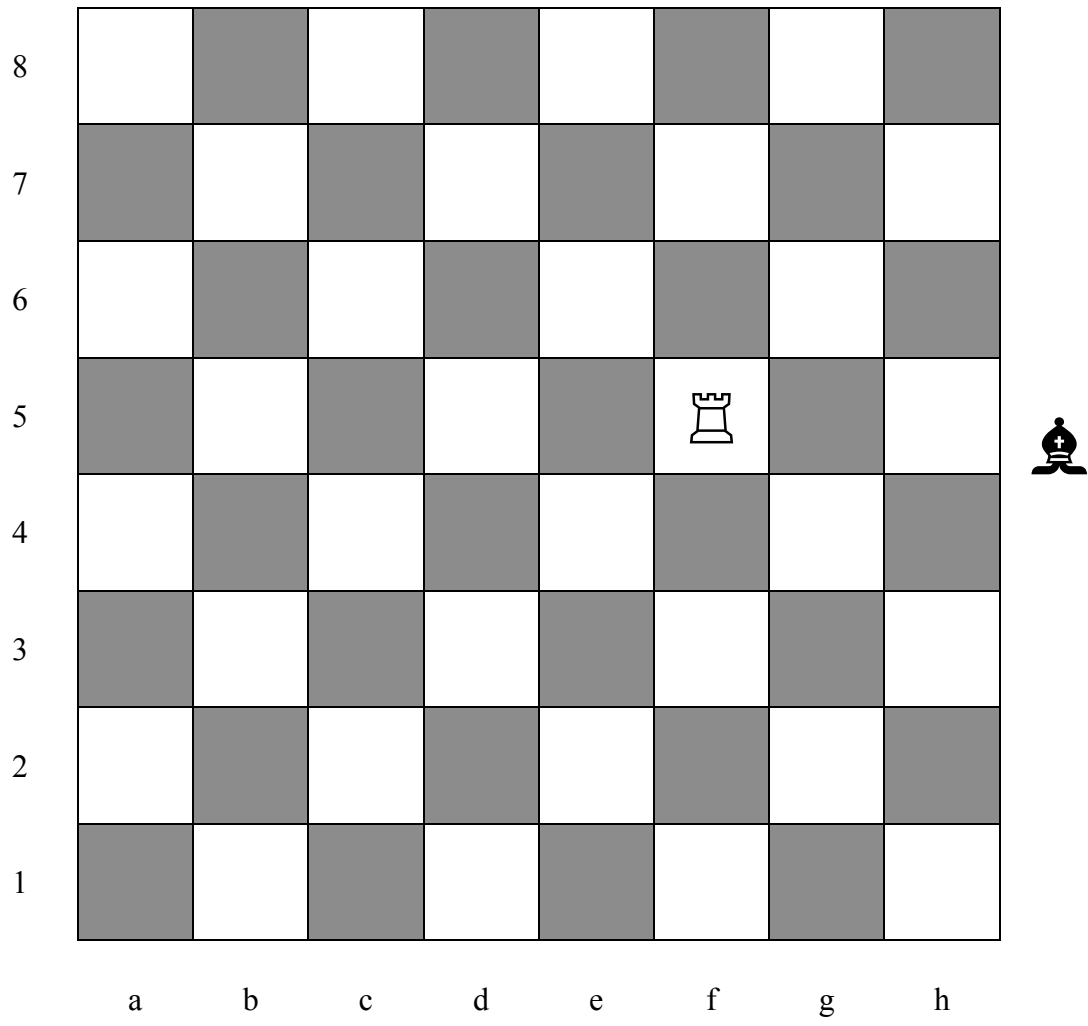
ATTACKING, CAPTURING AND DEFENDING

The aim of the game is to take your opponent's King. You can weaken your opponent's defences by capturing his or her pieces.

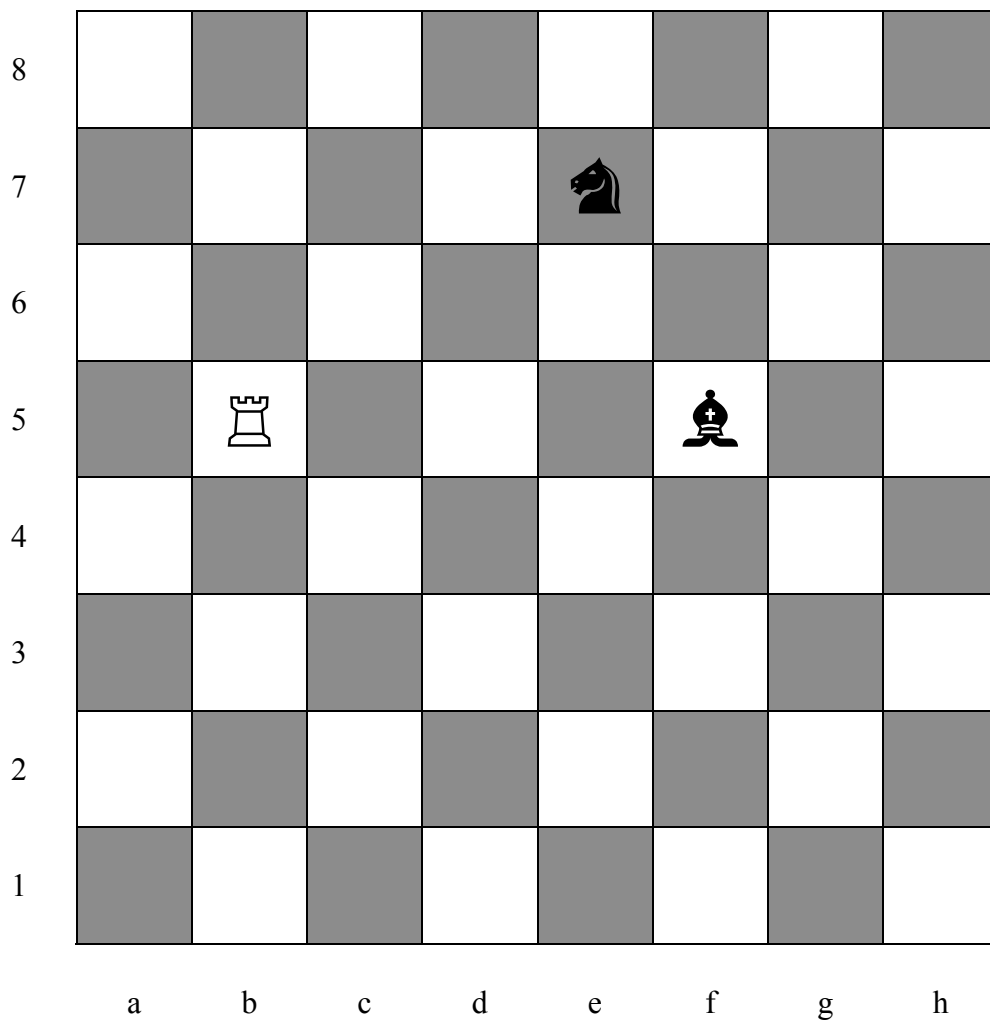
In the following diagram, the White Rook can take the black Bishop.



The White Rook can move to c5, d5 or e5 . It cannot move to g5 or h5. But it can *capture* the Black Bishop on f5. The Bishop is removed from the board and the Rook stands in its place.



The White Rook in the next diagram can also take the Bishop on f5, but might not want to because the Knight defends the Bishop.



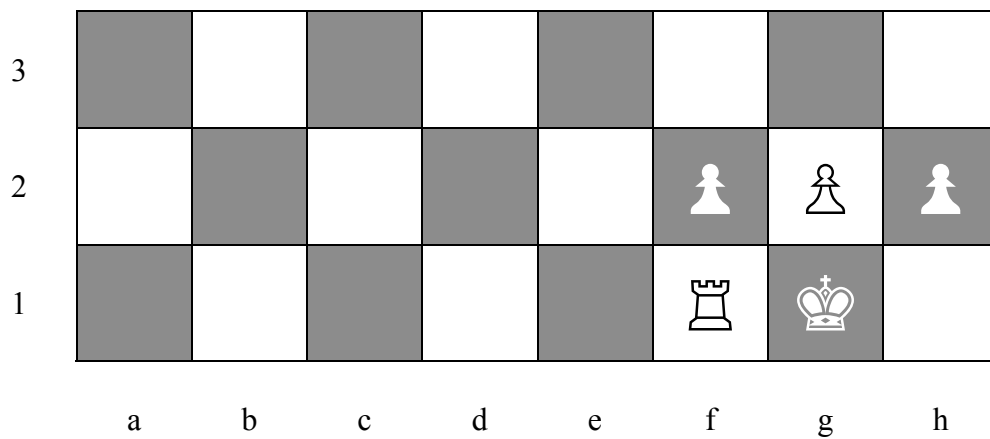
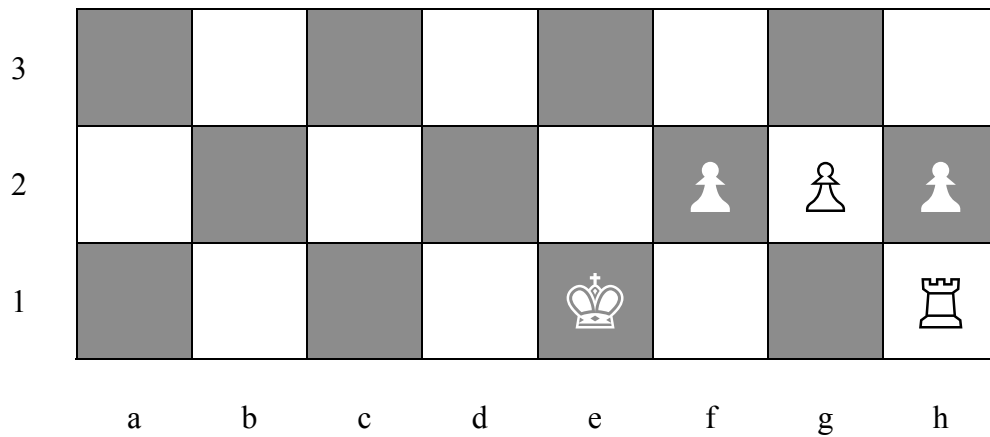
If White captured the Bishop, the Black Knight would capture the White Rook on f5. White would have swapped or *exchanged* a Rook for a Bishop. A Rook is worth five Pawns, and a Bishop only three, so White would lose the equivalent of two Pawns.

All the pieces capture the same way that they move except Pawns. Pawns move forwards, but capture diagonally.

CASTLING

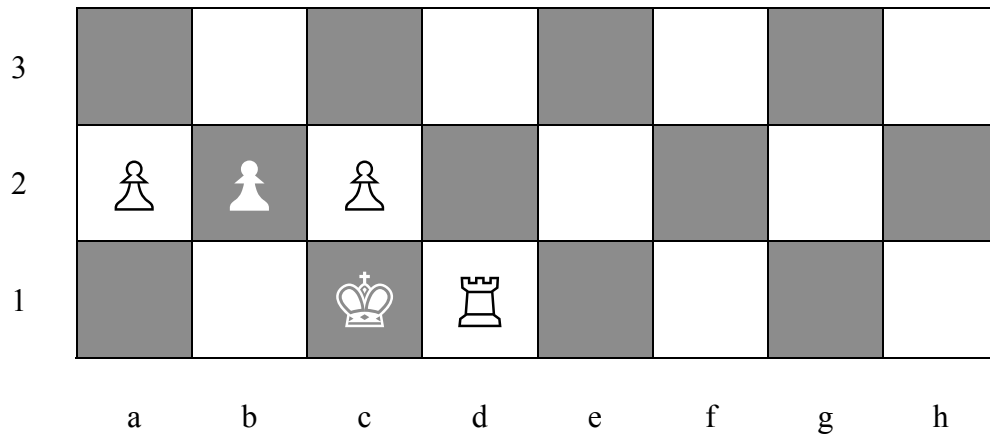
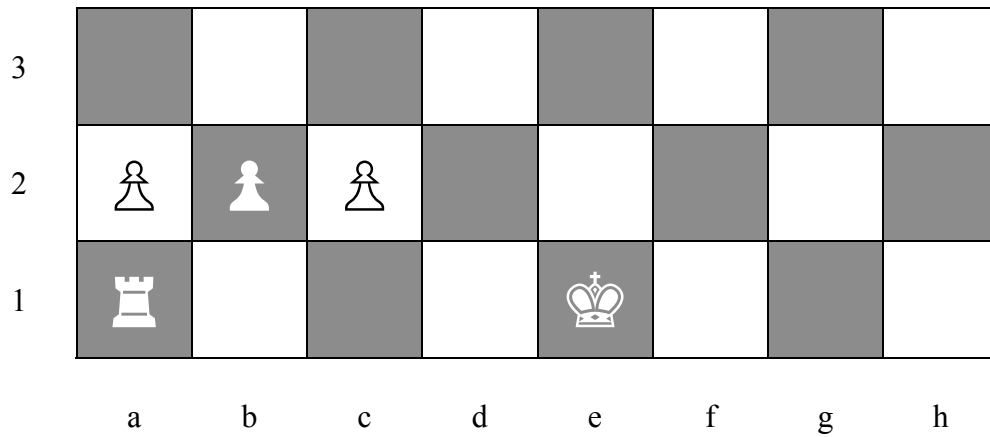
Castling gets the King into safety and the Rook into play in just one move.

You move the King two squares towards the Rook, and hop the Rook over the King to land beside it. This counts as only one move.



The King is safely tucked away, and the Rook can now join the battle.

You can do this on either side.

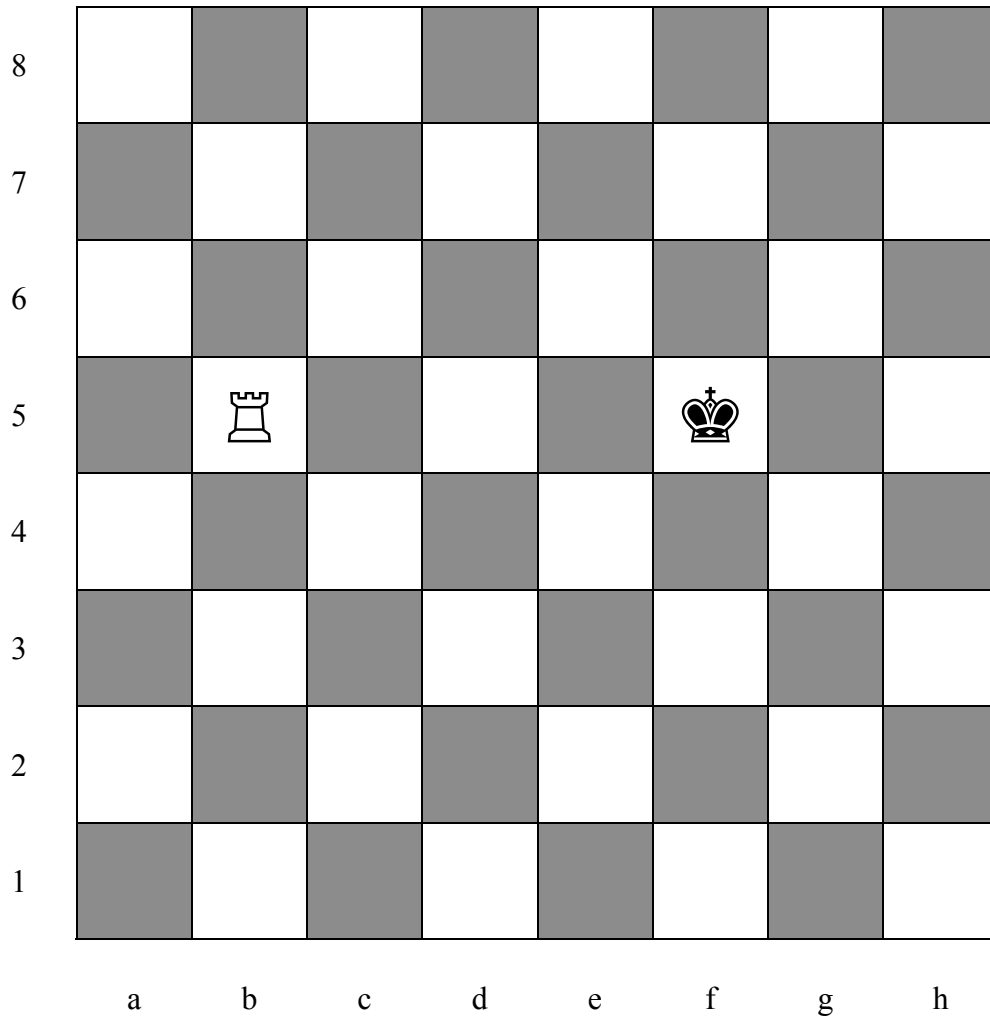


You can castle if

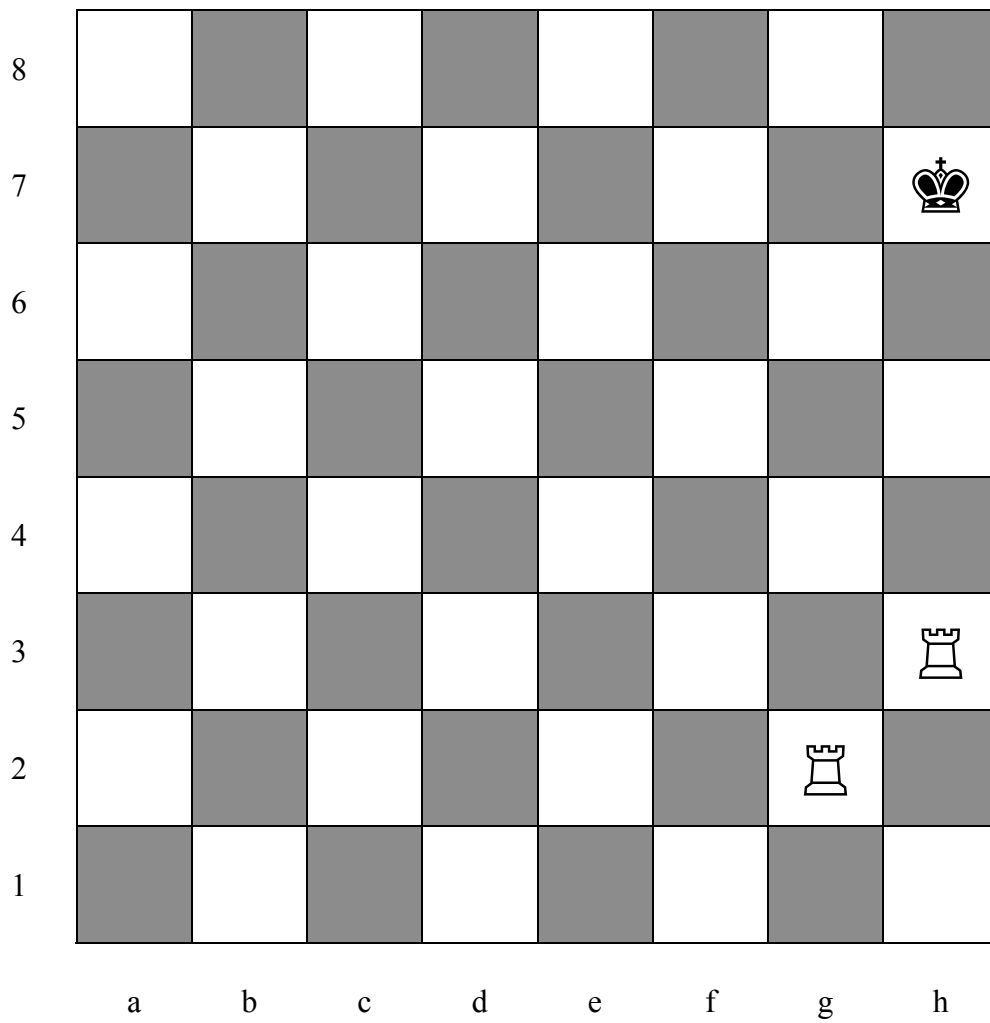
- neither the King nor the Rook has moved
- the King is not in check, does not move into check, and does not hop over a checked square.

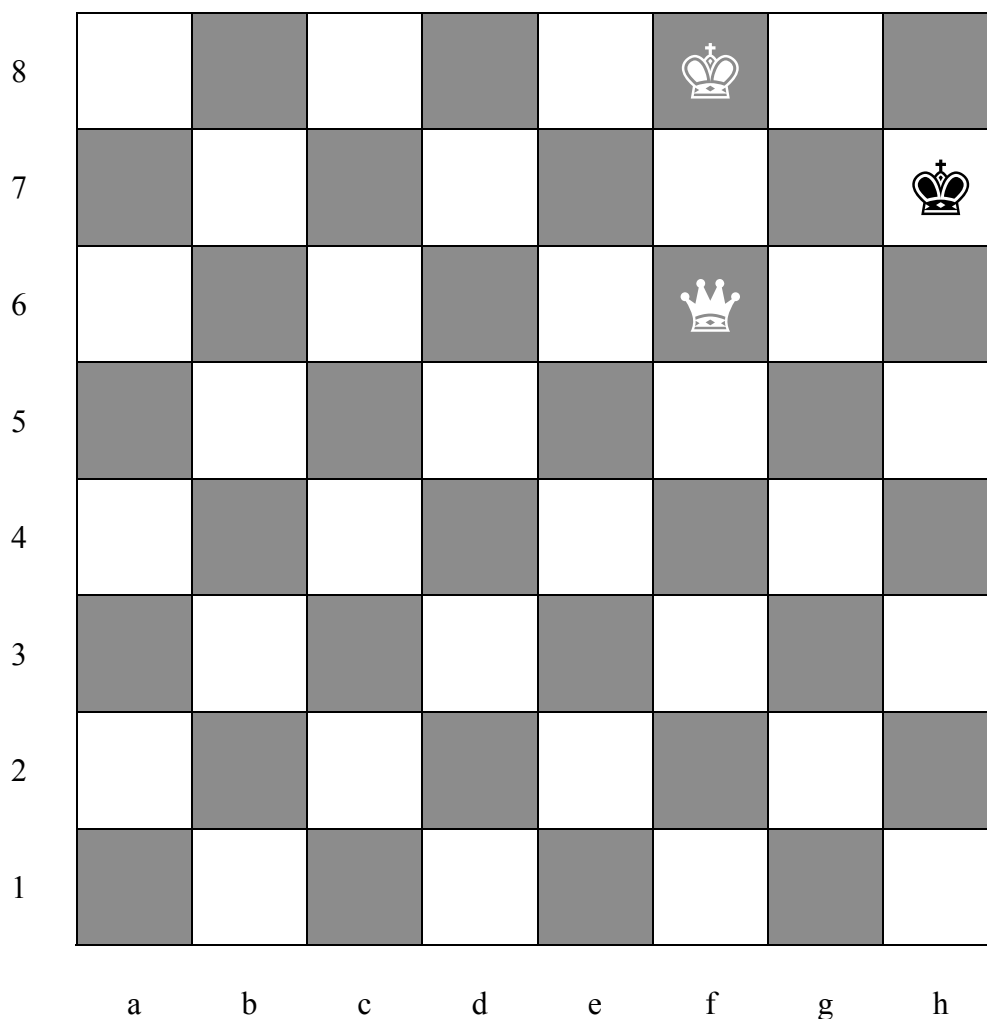
WINNING, LOSING AND DRAWING

If a piece attacks a King, the King is in check. You must get out of check if you can. You cannot move into check.



This King is in check and cannot get out of it. This is checkmate and White wins the game.





If it were White's move here, White would play the Queen into g7: checkmate.

And if it was Black's move... but Black has no move. Only the Black King can move, and all the squares that the King could move to are attacked. Black cannot move into check, although it is Black's turn. We call this *stalemate*, it is the end of the game, and it is a draw.

You can also have a draw in chess if

- neither side has enough material to force checkmate, bare King versus bare King, bare K vs. K+N or K+B or K+N+N
- the same position is reached in the game three times (with the same side to move, and with the same moves available)
- there are 50 moves played (50 by White and 50 by Black) without a capture being made and without a Pawn being moved.

Sometimes you get a position where one side is giving a whole string of checks that the opponent cannot get out of. This is sometimes called a draw by *perpetual check*, but it is

really a draw by agreement, as you know that soon you will either have a draw by three-fold repetition or by the 50-move rule.

If you have lost lots of pieces, and you know your opponent will checkmate you in the end, you are allowed to give up. In chess, we say *resign*. It is sometimes good manners to resign when you know your situation is hopeless.

CHESS MANNERS

If you touch a piece, you *must* move it. If you move it and let go of it, the move *cannot* be taken back.

Pick up a piece only when you know where you are going to put it down, just move it there, and let go straightaway

Put the pieces down in the middle of the squares. If you really want to touch a piece but don't want to move it, you should say *I adjust* (or *j'adoube*) before you touch it.

Shake hands before you start and again when you finish. Remain quiet, and seated. Don't do anything that might disturb your opponent's concentration. The only words you should say are: *check* or *checkmate* or *I resign*.

THE PHASES OF THE GAME

We call the first few moves, when each player is getting their pieces off the back row and into play, the *opening*. In the opening, you should get all your pieces out quickly and try to control the centre.

The next phase of the battle is the *middlegame*, where the pieces are out and fighting. Keep control of the centre, try and win your opponent's pieces (for nothing or for good exchanges) and try and checkmate the King by attacking it.

The last phase is the *endgame*. The endgame is when many pieces have been exchanged and neither side can hope to force checkmate with their pieces. Instead, the players try to promote their Pawns, so that they can again start an attack on the opponent's King.

NEXT STEPS

You will get better at chess if you practise, study the games of experts, and learn cunning tricks and traps. You could look at

GILLAM T *Simple Chess Tactics* and *Simple Checkmates*
CHERNEV & REINFELD *Winning Chess*

BIBLIOGRAPHY

REGIS D Exeter Chess Club <<http://www.ex.ac.uk/~dregis/DR/>> accessed 9 December 2004
Noresundby Chess Club <<http://www.enpassant.dk/>> accessed 9 December 2004