



# CHESS IN SCHOOLS



**BOOK 1**



## Preamble

It gives us immense pleasure in bringing out Volume I of the Chess manual for our ambitious “Chess in Schools” project. With the spectacular performance of Viswanathan Anand over last three decades, a lot of awareness and curiosity about Chess has been generated in Indian society. Yet, a common Indian is still out of the network of the Chess fraternity. Since Chess does not require expensive infrastructure, we decided to find out the reasons that were keeping a common Indian away from learning this royal sport. Our research reveals that it is the lack of availability of study material that has been responsible for the relative Chess illiteracy in the country. This triggered the idea of our project “Chess in Schools” and to come out with an ‘easy to learn, easy to teach’ Chess syllabus. With this publication, we wish to reach out to every school, every school teacher and every school-going child in the country. In fact, it is our intent to reach everyone who is desirous of learning Chess and deriving pleasure of playing it.

The game of Chess, or Chaturanga as it was then called, originated in India roughly 1600 years ago. It was named “Chaturanga” as it comprises four types of military divisions, namely Elephantry, Camelry, Cavalry and Infantry. Chess is a warfare game played between two players, who start the play with equal army and try to defeat the opponent by superior warfare skills. As the game of Chess went to Persia (Iran), it became known as “Shatranj”, with some alterations in rules taking place. The Persians brought in concepts of “Shah”(Check to King) and “Maat” (Checkmate, arrest of a King) as the alternative to the original way of conclusion of a game - death of one of the two Kings. Through Arabs, the game spread further and went to Europe. In England it became known as ‘Chess’. In the 15th and 16th centuries, Chess was dominated by Italy, Spain and France, who made several modifications to the rules of play, changing it to its present form - a much faster and thrilling version of the original game.

Chess is intellectually beneficial to every individual – irrespective of age and gender - who plays it on a regular basis. Great people such as Benjamin Franklin, Leo Tolstoy, Blaise Pascal, Sigmund Freud have spoken very highly of the game. In most of the developed countries, Chess is already a part of school curriculum. Studies in America and Europe reveal that playing Chess on a regular basis stimulates the brain and develops several intellectual faculties in the player. Our vision is to ascertain that India becomes a ‘100 % Chess literate country’ in 10 years. We look forward to co-operation from all.

— All India Chess Federation.

---

## **CONTENTS**

---

MESSAGE FROM VISWANATHAN ANAND

MESSAGE FROM AICF PRESIDENT

MESSAGE FROM AICF GENERAL SECRETARY

INTRODUCTION TO CHESS COURSE/SYLLABUS

1)	The Chess Board	...	5
2)	The Chessmen	...	12
3)	Movement of Chessmen	...	15
	a) Rook	...	16
	b) Bishop	...	23
	c) Queen	...	25
	d) King	...	29
	e) Knight	...	35
	f) Pawn	...	37
	g) Illustrative examples of capture	...	42
4)	'Touch and Move' rule	...	47
5)	Threat and Defence	...	54
6)	Check and Getting out of the check	...	62
7)	Captures	...	68
8)	Profitable and loss-making exchanges	...	71
9)	Checkmate	...	73
10)	Commonly Occurring Checkmates	...	76
11)	Stalemate	...	101

**the symbols used in the book, along with their meanings, are as follows:**

**! Good Move**

**!! Excellent Move**

**? Bad Move**

**?? Blunder**

**+ Check**

**# Checkmate**

## I . What is Chess

Chess is a game played between two players on a Chess Board. It is a turn based game wherein the players make moves alternately. The game is based on warfare. The players start with identical forces and try to use their strategical skills to outwit the opponent. The object of the game is to arrest the opponent's King. When a player's King is arrested, it is called Checkmate.

Chess is a form of mental stimulation to strengthen the ability to take decisions regarding which actions are likely to be beneficial to us. Developing this ability is useful in all aspects of life.

## II. Famous Quotes on Chess

"The game of chess is not merely an idle amusement. Several very valuable qualities of the mind, useful in the course of human life, are to be acquired or strengthened by it, ready to be used at all times, as life is a kind of chess, in which we have often points to gain, and competitors or adversaries to contend with." – **Benjamin Franklin**

"He who hopes to learn the fine art of the game of chess from books will soon discover that only the opening and closing moves of the game admit of exhaustive systematic description, and that the endless variety of the moves which develop from the opening defies description; the gap left in the instructions can only be filled in by the zealous study of games fought out by master-hands". – **Sigmund Freud**

"Chess gives an outlet to the violent spirit and curbs violence in humans" — **Sigmund Freud**

"As proved by evidence, [chess is] more lasting in its being and presence than all books and achievements; the only game that belongs to all people and all ages; of which none knows the divinity that bestowed it on the world, to slay boredom, to sharpen the senses, to exhilarate the spirit." – **Stefan Zweig**

"In life, as in chess, forethought wins." – **Charles Buxton**

"Chess makes men wiser and clear-sighted." – **Vladimir Putin**

"Chess is the gymnasium of the mind." – **Blaise Pascal**

"While all artists are not chess players, all chess players are artists." - **Marcel Duchamp**



### **III. Benefits of playing Chess –**

- 1) Improves general intelligence.
- 2) Improves Memory.
- 3) Teaches planning.
- 4) Reduces impulsive behavior and thinking.
- 5) Improves patience.
- 6) Reduces decay of Brain cells and prevents Alzheimer.
- 7) Improves Emotional Quotient.
- 8) Reduces violent spirit and behavior.
- 9) Teaches Time Management.
- 10) Brings about Mental Discipline in children.
- 11) Increases imagination and creativity.
- 12) Improves cognitive skills.

## CHAPTER 1 The Chess Board

The game of chess is played on a chess board with 32 chessmen (chess pieces) between two players.

As can be seen below, the chess board is square shaped and consists of 64 equal sized smaller squares alternatively coloured white (light colour) and black (dark colour). Although in many of the chess books, the squares are mentioned as white and black, but in practice colours can vary in many shades but the constant is light shade squares and dark shade squares.

The chess board is placed in such a way between the two players that the nearest rightmost corner square of both players should always be white.

### The right way to place the board

Diagram 1.1

Player with Black pieces

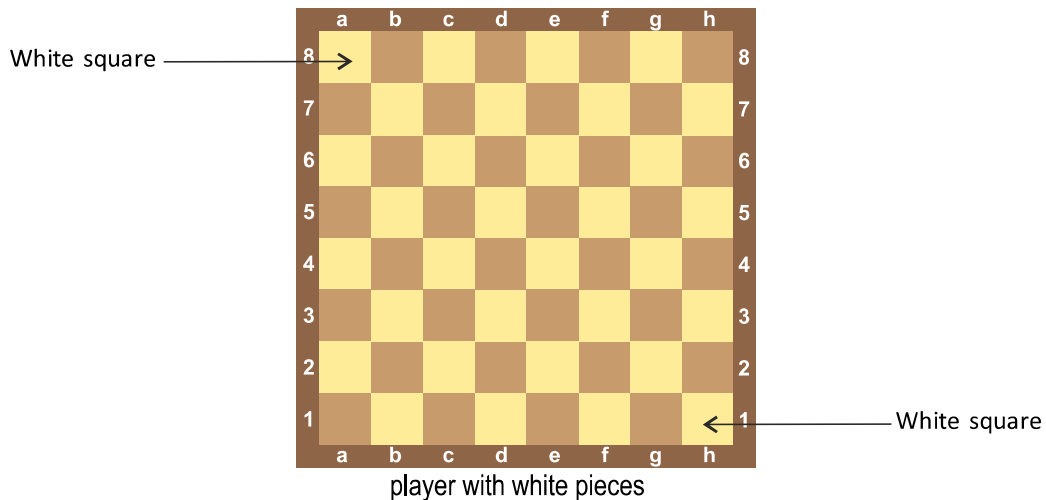
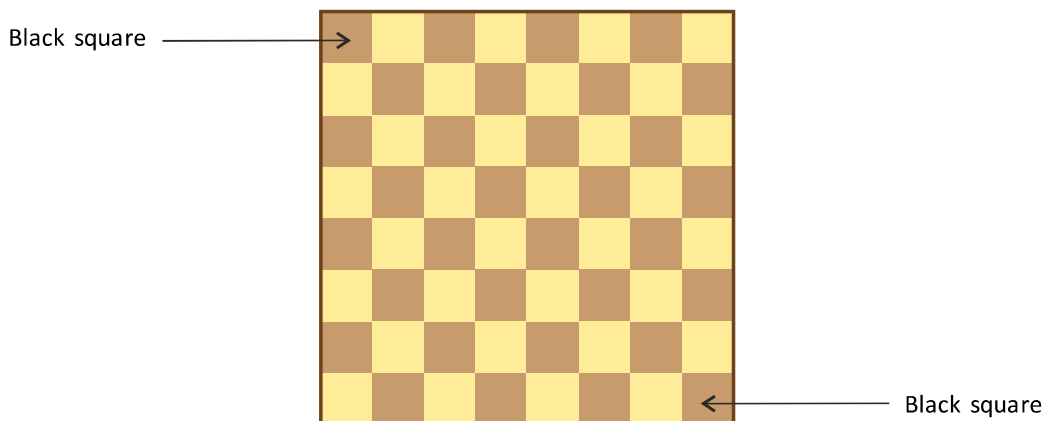


Diagram 1.2

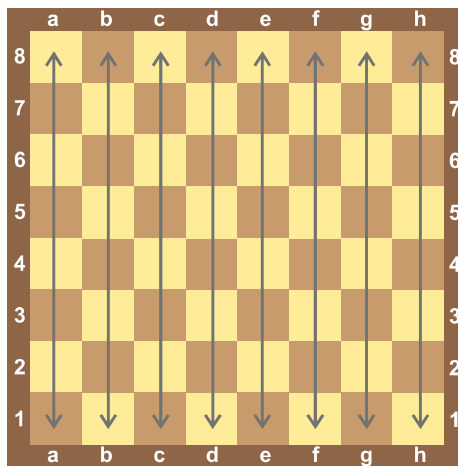
### The wrong way to place the board



## Files, Ranks & Squares

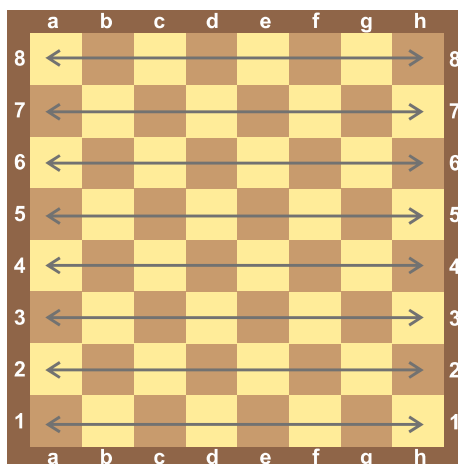
There are eight rows of squares going vertically from the side of one player to the other player and are called "files," while another set of eight rows of squares go horizontally that is sideways and are called 'ranks.' Each rank and file has specific name which can be better understood by seeing the following diagrams:

Diagram 1.3



a-file, b-file, c-file, d-file, e-file, f-file, g-file & h-file.

Diagram 1.4



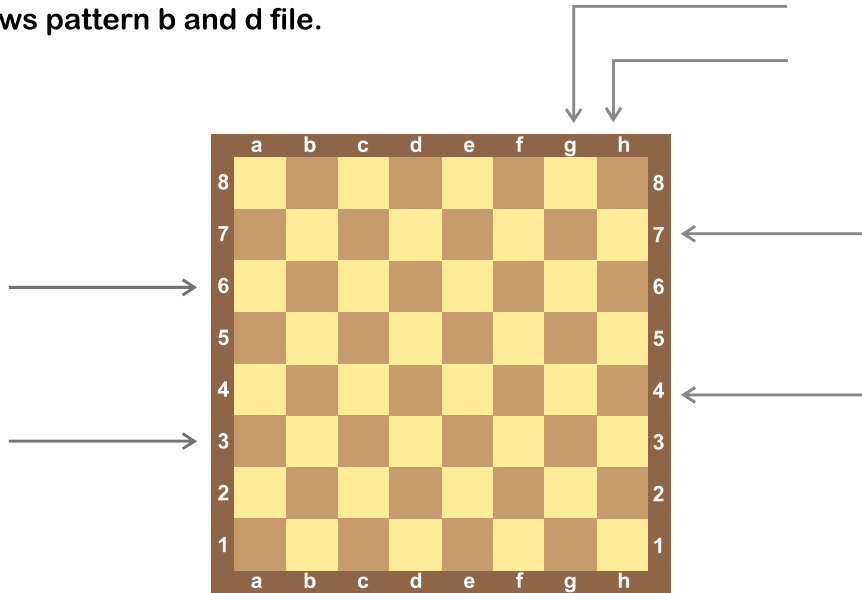
1st rank, 2nd rank, 3rd rank, 4th rank, 5th rank, 6th rank, 7th rank & 8th rank.

The numbering of ranks that is the 1st rank starts from white's side (bottom side). Similarly naming of files (a-file) starts from White's left hand side.

Ques: Write the names of the marked files and ranks.

Diagram 1.5

add arrows pattern b and d file.



Intersection of the file and rank becomes the name of the square. For example, in diagram 1.6 the intersection of the g file and the 5th rank will be called 'g5' square.

Diagram 1.6

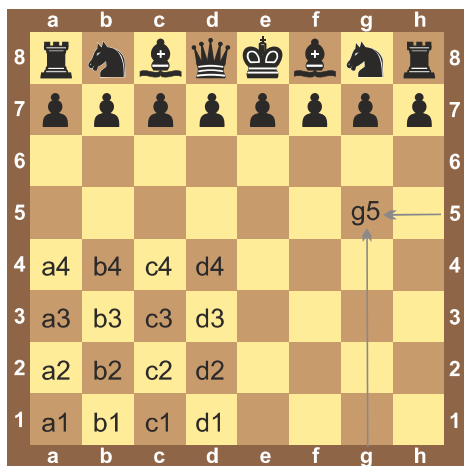
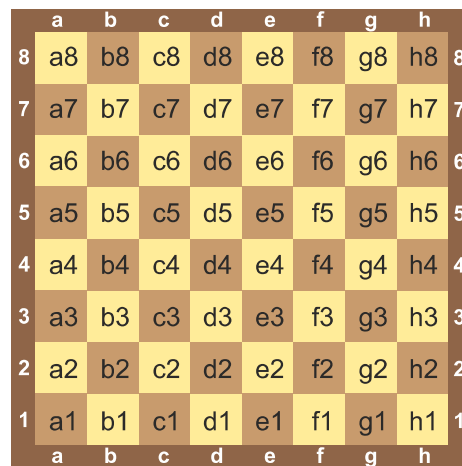
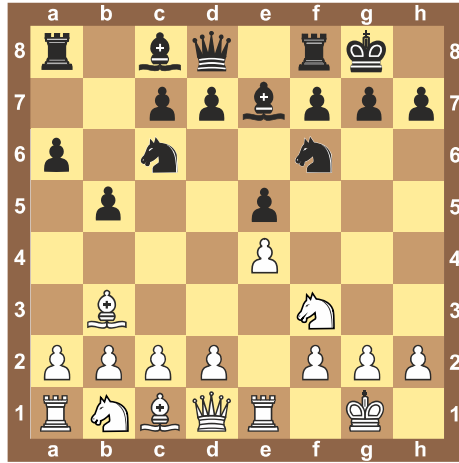


Diagram 1.7



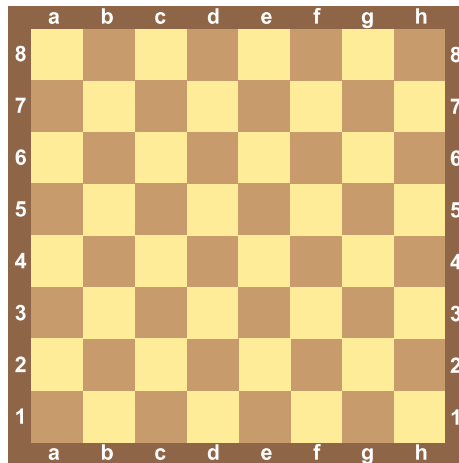
**Exercise 2.** Write the names of any 10 of the vacant squares in the diagram below.

**Diagram 1.8**



**Exercise 3.** Let's do some visualization exercises. Write down the colour of the squares mentioned below. Initially the students can answer after looking at the board but gradually it should be encouraged to tell the colour without looking at any chess board. W for white, B for black. (To be used as mainly verbal exercise):

**Diagram 1.9**

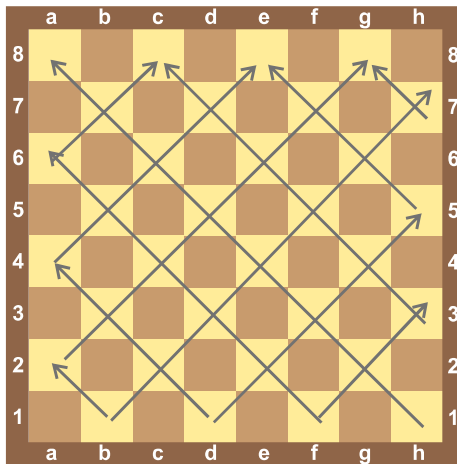


a1	B	a2	W	g5	
a4		d7		h7	
d3		h4		h8	

## Diagonals

Apart from ranks and files, there is another type of slanting row called Diagonal. Unlike ranks and files, the diagonals are uneven in length and consist of the same colour of squares, either white (light) coloured or black (dark) coloured.

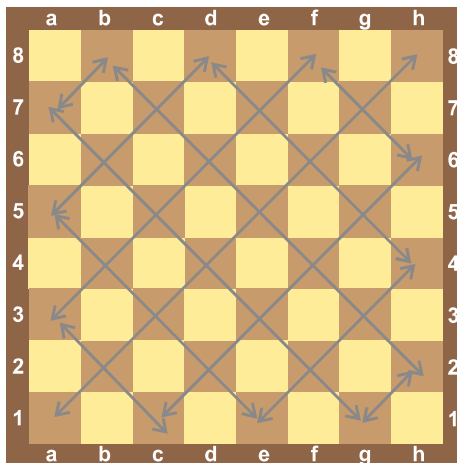
**Diagram 1.10**



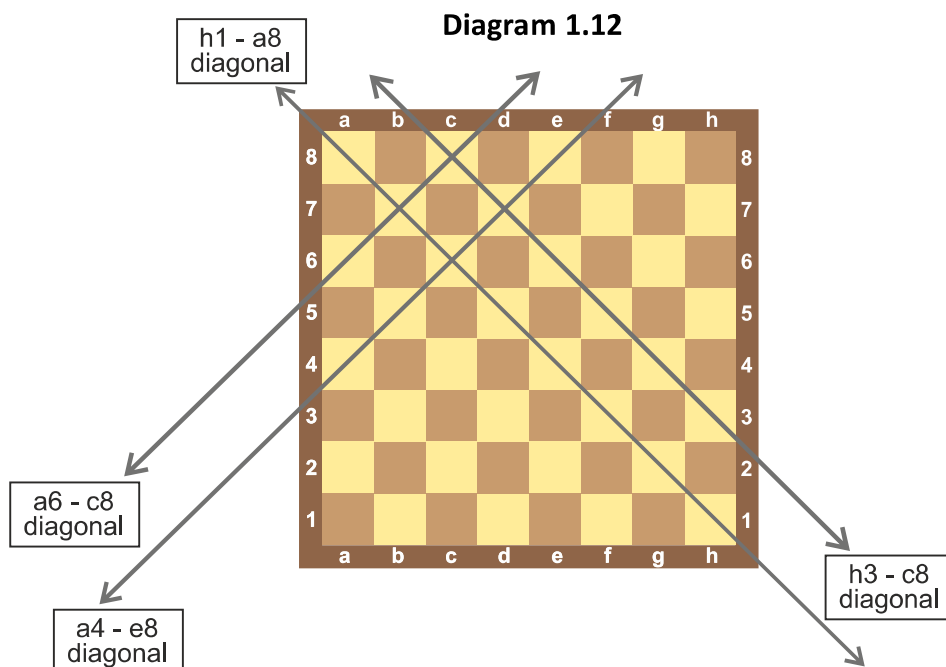
**The light squared diagonals**

A diagonal is named with the first square and last square of the diagonal as example:

**Diagram 1.11**

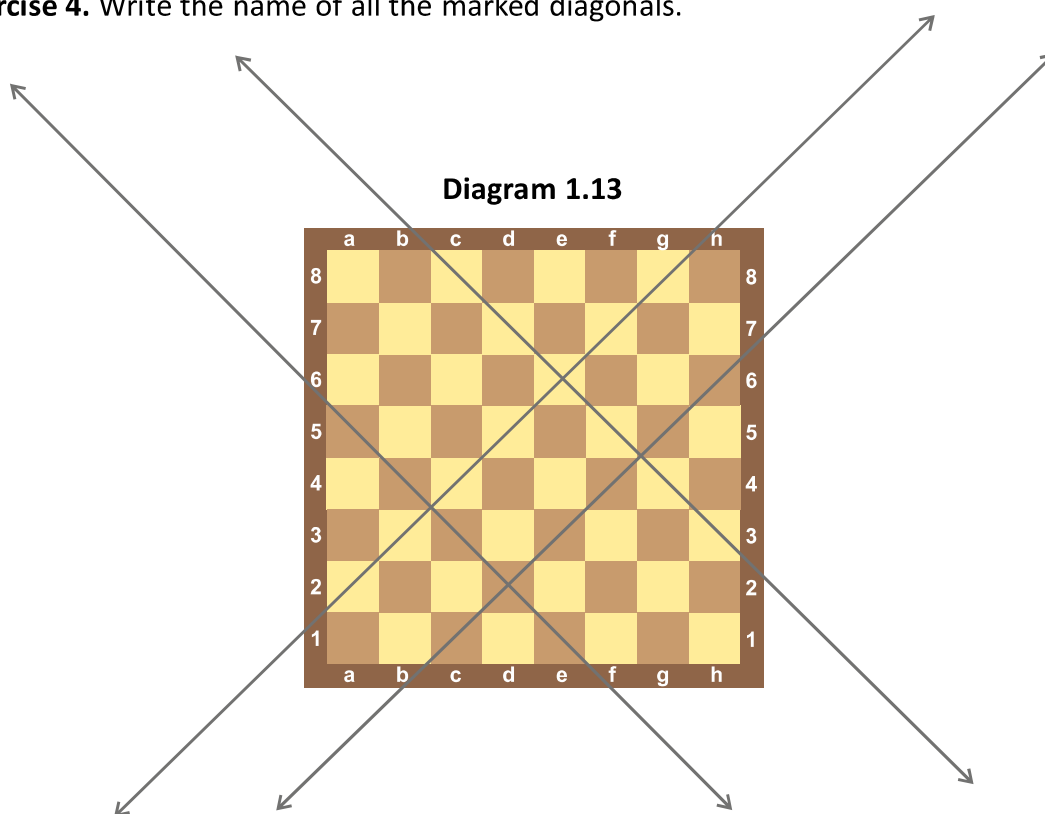


**The dark squared diagonals**

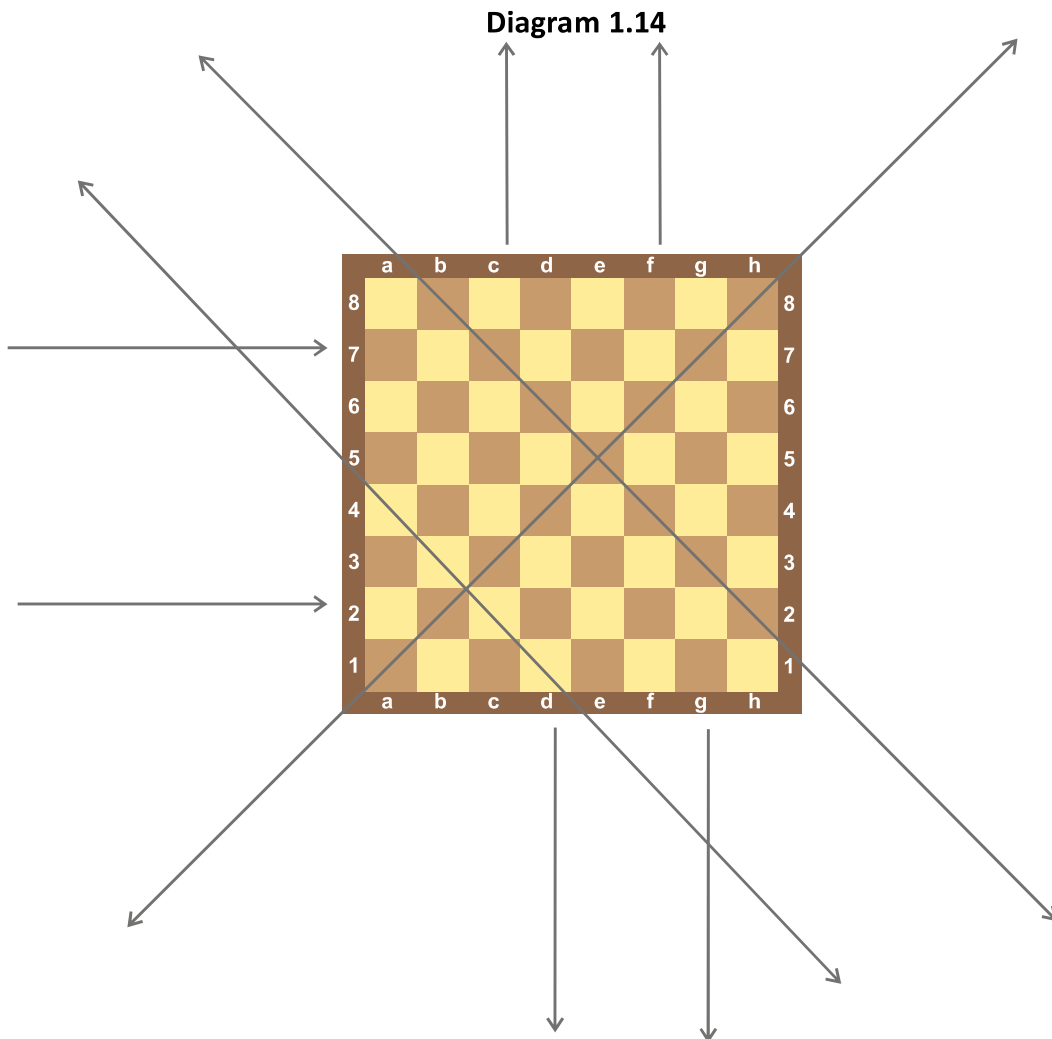


The diagonal can be called the a6-c8 or c8-a6 but in practice, the square with smaller numerical is mentioned first. Hence it may be more proper to say a6 - c8 diagonal.

**Exercise 4.** Write the name of all the marked diagonals.



**Exercise 5.** Write the names of all the marked files, ranks, diagonals and any 10 squares.



**Exercise 6.** Write down the colour of the squares. W for white, B for black:

d8		h7	
f1		e3	
a5		d5	
c1		g6	
b2		e4	

Till now we have learned how to name files, ranks, diagonals and squares on a chessboard. Now we move on to chessmen.













**(2) Introduction to Chessmen:**

**Starting Placement, Abbreviation & Comparative Value of Pieces.**

Both the players have an army of chessmen of the following six types:

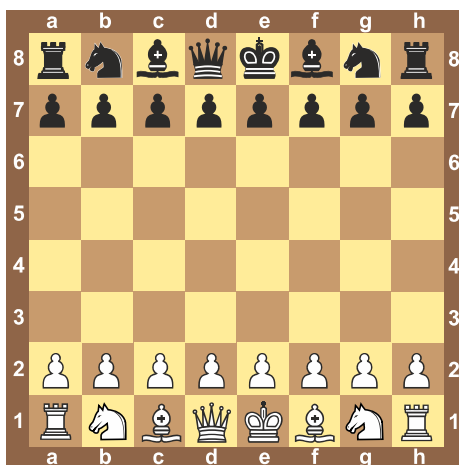


**Their symbols, names and quantity are given below:**

		King	1 each side
		Queen	1 each side
		Rook	2 each side
		Bishop	2 each side
		Knight	2 each side
		Pawn	8 each side
Total no. of chessmen			16 each side

The start of a game always happens from the position as shown below:

**Diagram 2.1**



Rooks are placed at both the outermost squares. Next to the Rooks, the Knights are placed, then the Bishops and finally King and Queen on the two middle squares. The eight Pawns are placed on the Rank in front of the pieces.

**It must be kept in mind that the nearest right hand corner square of both the players must always be a white square.**

It's quite easy to remember the placement of Rooks, Knights, Bishops and Pawns. Difficulty, if any, can only happen in case of King and Queen. One will never make any mistake in their placement if the following point is kept in mind:

**White Queen on white square and black Queen on black square. King on the remaining square in the middle.**

### Comparative Value of Pieces

Different chessmen move in different ways. Some are long ranged and others short ranged. In the due course of the game some pieces disappear from the board by way of captures. Only the Kings can never be captured. One of the Kings has to be checkmated which signals the end of the game. We will learn more about this in following chapters. Based on their relative power, the comparative value of pieces and their abbreviations are given below:

King	K	Infinite
Queen	Q	9
Rook	R	5
Bishop	B	3
Knight	N	3
Pawn	P *	1

P \* - For the time being lets keep 'P' for Pawn. However, it is not used while writing the notation of the game. This will be explained in detail in later chapters.

Chessmen in general are also called 'material'.

**Golden rule for beginners: Never lose your own material for free, not even one single pawn. On the contrary, always try to capture opponent's material for free. Superior material advantage will help in winning the game.** Easier said than done, nonetheless one has to aim for the same!

Let's undergo some simple maths to understand the relative value of pieces. As given in the chart above we know Queen (9) is more valuable than a Rook (5), Bishop (3), Knight (3) or Pawn (1). A Rook (5) should not be exchanged for a Bishop or a Knight because each has less value of 3 points.

Suppose one has to give up a Rook for a Bishop, one should also gain two pawns to have material parity. Similarly a Knight can be given for three Pawns and the material will be equal.

**Exercise 7:** Fill in the blanks:

a)  $Q + \boxed{\phantom{000}} = R + R = 10$

b)  $Q = \boxed{\phantom{000}} + \boxed{\phantom{000}} + \boxed{\phantom{000}} = 9$

c)  $R = \boxed{\phantom{000}} + P + P = 5$

d)  $B + N = R + \boxed{\phantom{000}} = 6$

e)  $R + B + \boxed{\phantom{000}} = Q = 9$

f)  $N = \boxed{\phantom{000}} + \boxed{\phantom{000}} + \boxed{\phantom{000}} = 3$

g)  $Q = R + B + \boxed{\phantom{000}} = 9$

h)  $B = \boxed{\phantom{000}} + \boxed{\phantom{000}} + \boxed{\phantom{000}} = 3$

i)  $R + \boxed{\phantom{000}} = B + B = 6$

**Very young children who are still not into additions, may skip this set of exercises. It is enough if they just identify the value of the pieces in ascending and descending order.**

### CHAPTER 3 Movement of Chessmen

By this time we already know that Chess is a game played between two players on a chess board containing 64 squares and each side having 16 chessmen (chess pieces). The 16 chessmen are made up of six types of pieces, namely King, Queen, Rooks, Bishops, Knights and Pawns.

Each of these six pieces moves in a particular way. Same type of pieces move the same way.

By a 'move', we mean that the intended piece leaves the square where it is presently located to a vacant square. The piece can also move to a square where an enemy piece is located. This is known as a 'capture'.

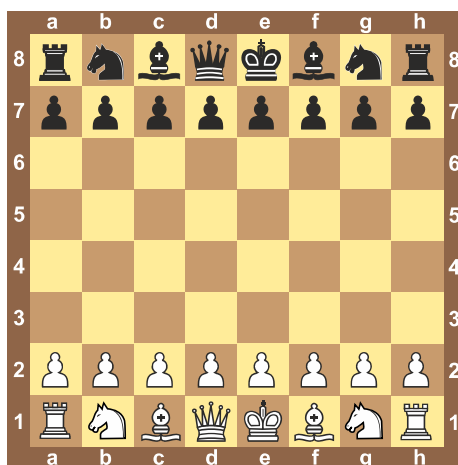
**Legal Move:** The move permitted as per chess rules is called a legal move.

**Illegal Move:** The move not permitted by chess rules is called an illegal move.

It is mandatory to move when it is one's turn and the move can be made by one piece only. Exception to this is while 'castling' when two pieces King and Rook can move in one single move. The details of 'castling' will be explained in later chapters. In chess, as per the rules of the game, unlike some card games, there is no provision of saying 'pass' (i.e. I don't want to make a move on this particular turn). At the same time no player can make more than one move at a time. Both sides must alternatively move their pieces, that is turn by turn, one move at a time by each player.

Always without any exception, it is the player with the white pieces who makes the first move in a new game from the starting position which is shown below:

Diagram 3.1



By 'capture' we mean moving to a square where an enemy piece other than King is placed. While making the capture, the enemy piece is removed from the chess board and the capturing piece occupies that particular square. As per chess rules, King can never be captured. All other pieces including the mighty queen can and may be captured when opportunity arrives. One more important point to remember is that one can never capture one's own pieces.

The ultimate aim in a chess game is checkmating (arresting) the rival King with a direct threat on the king which cannot be defended. The game ends the moment one of the Kings is Checkmated. We will learn more about checkmates later in the book.

Important points to remember:

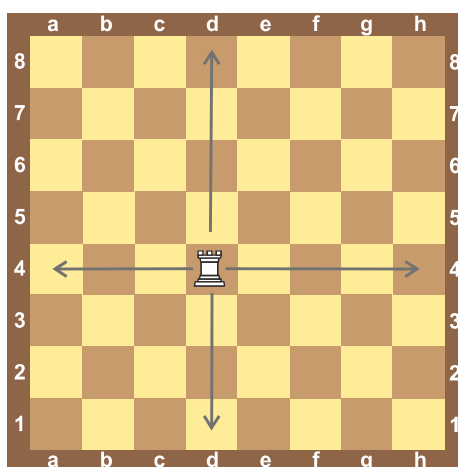
- It is mandatory to make a move when it is one's turn.**
- Both the players make one, and only one, move at a time, turn by turn.**
- A player can only move his/her own pieces, never opponent's.**
- All the Opponent's pieces, except the King can be captured.**
- One's own pieces can never be captured.**
- The Kings can never be captured. They can only be checkmated.**
- The first move in a new game is always made by the player with the white pieces.**

We will now, one by one, go through and learn, how the six types of pieces 'move' and 'capture'. Also we will learn the chess notation i.e. how chess moves are written down.

### Rook

Rook is a piece which moves and captures only on files or ranks. It is a piece which moves in a straight line.

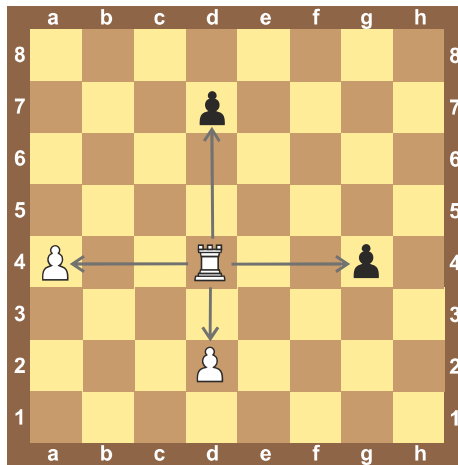
Diagram 3.2



The white Rook is placed on 'd4' square. From here it can move to any of the squares on the 4th rank or on the d-file, because all the squares on these lines are vacant. From 'd4' in one move the rook can move to 'c4' or 'b4' or 'a4' left, or to 'e4' or 'f4' or 'g4' or 'h4' on the right. On the file it can go to either 'd3' or 'd2' or 'd1' or 'd5' or 'd6' or 'd7' or 'd8' in just one move. How to write down the moves which the rook on d4 can make? We know rook is mentioned as capital letter 'R'. Square names are always mentioned in small letters. Accordingly all the moves the Rook on 'd4' can make shall be written down as follows: Rd3; Rd2; Rd1; Rd5; Rd6; Rd7; Rd8; Rc4; Rb4; Ra4; Re4; Rf4; Rg4 & Rh4.

In the following position, the Rook has four obstructions on its paths - two white and two black pawns are restricting its free movement unlike the previous position. Let's see what possible options the White rook now has.

**Diagram 3.3**

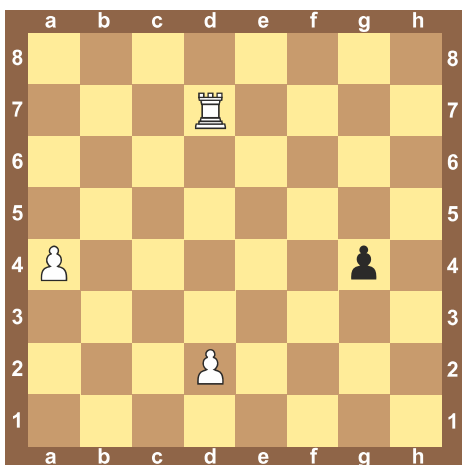


Now the rook has fewer moves compared to the previous position, but here the Rook has two moves which are 'captures'.

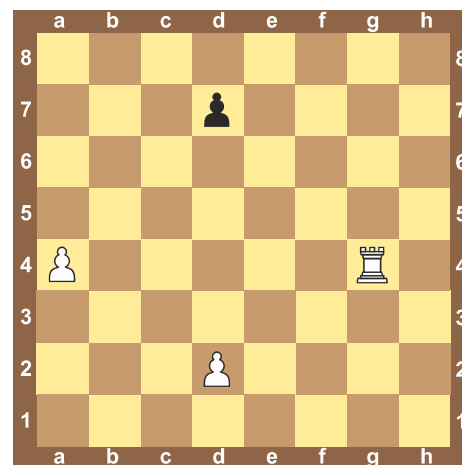
The Rook can move to the vacant squares b4, c4, e4 and f4 in the 4th Rank and d3, d5 and d6 in the file. The Rook can also make two captures viz 1. Rxd7 and 1. Rxd2.

The Rook can capture either of the two black pawns on 'd7' and 'g4'. These moves will be written as Rxd7 and Rxd2. However the Rooks cannot capture the Pawns on 'a4' and 'd2' as it is not permitted to capture your own pieces. Captured rival pieces are removed from the board. Captures in chess are denoted by 'x'. However, the Rook cannot move to the vacant squares 'd1', 'd8' or 'h4'. Although these squares are in the File and Rank, the Rook would have to jump over Pawns to reach these squares, No Chess pieces other than a Knight can jump over other pieces.

**Diagram 3.4a**

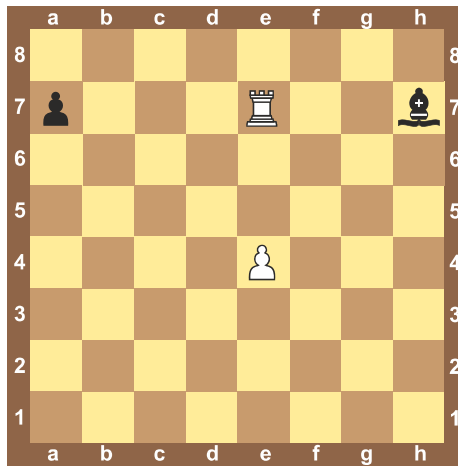


**Diagram 3.4b**



Positions after Rxd7 and Rxd2

Diagram 3.5



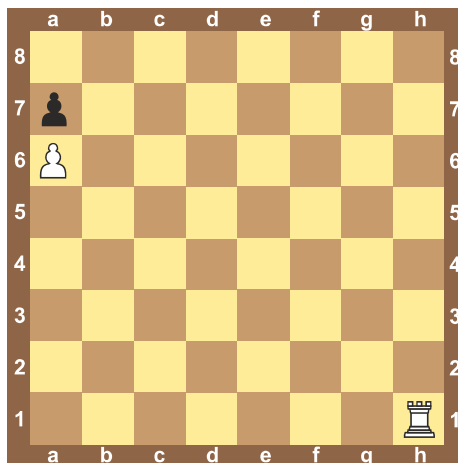
White Rook in the above position has the following legal moves at it's disposal:

Non-capture moves - Rb7, Rc7, Rd7, Rf7, Rg7, Re5, Re6 and Re8.

Capture moves - Rxa7 and Rxh7.

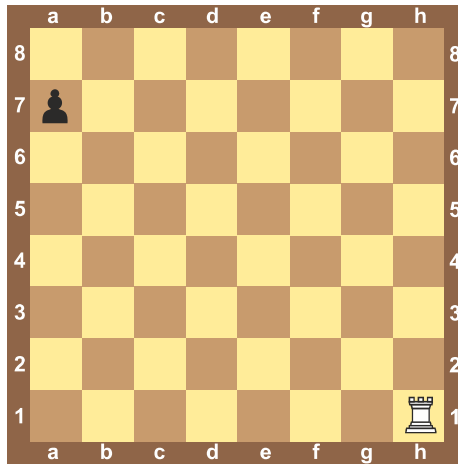
It will be illegal to move anywhere else. The 'e4' square is occupied by White's own Pawn and the Rook can not jump over it to 'e1', 'e2' or 'e3'.

Diagram 3.6



The White Rook placed at 'h1' square wants to capture the Black Pawn on 'a7' square. Let's find out the number of moves and the routes available to the white player to accomplish this task in the least number of moves. By this time, we have learned that the Rook can't capture the black pawn on 'a7' in one move, as it will be illegal to do so. It will take a minimum of two moves to capture the 'a7' pawn. There is one only route to do so in two moves - **1.Rh7** followed by **2.Rxa7**. The numerical '1' and '2' before the moves denotes the move numbers.

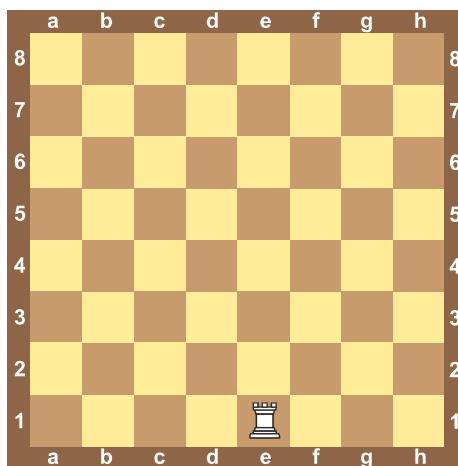
Diagram 3.7



We have a similar position to the previous diagram but without a White Pawn on 'a6'. This allows White an additional route to capture the black pawn on 'a7'. Now white has two routes to capture the pawn in two moves. The routes and moves are as follows: (A) **1.Rh7** & **2.Rxa7** as in the previous position. (B) **1.Ra1** & **2.Rxa7**. Because there is no white pawn on 'a6', the Rook has an additional path to attack the black pawn.

**Exercise 8:** The Rook in the diagram below has **14 legal moves**. Write down all these moves.

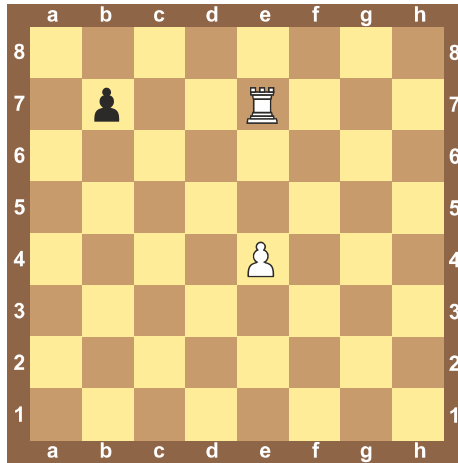
Diagram 2.8



- |     |                      |     |                      |     |                      |     |                      |     |                      |
|-----|----------------------|-----|----------------------|-----|----------------------|-----|----------------------|-----|----------------------|
| 1.  | <input type="text"/> | 2.  | <input type="text"/> | 3.  | <input type="text"/> | 4.  | <input type="text"/> | 5.  | <input type="text"/> |
| 6.  | <input type="text"/> | 7.  | <input type="text"/> | 8.  | <input type="text"/> | 9.  | <input type="text"/> | 10. | <input type="text"/> |
| 11. | <input type="text"/> | 12. | <input type="text"/> | 13. | <input type="text"/> | 14. | <input type="text"/> |     |                      |

**Exercise 9:** Write down all the 9 legal moves possible by the white Rook.

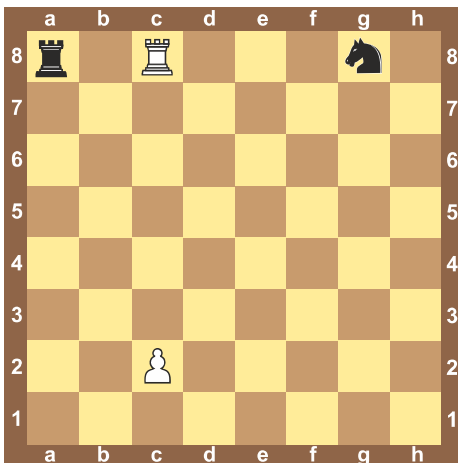
**Diagram 3.9**



1.  2.  3.  4.  5.   
 6.  7.  8.  9.

**Exercise 10:** Give all the legal moves by white rook.

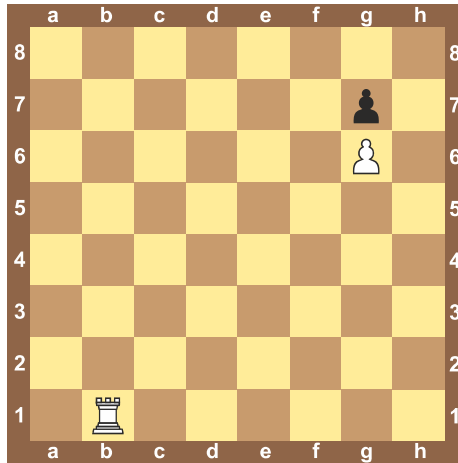
**Diagram 3.10**



1.  2.  3.  4.  5.   
 6.  7.  8.  9.  10.   
 11.  12.

**Exercise 11 :** What is the shortest number of moves required for white Rook to capture the black Pawn on 'g7'? Explain.

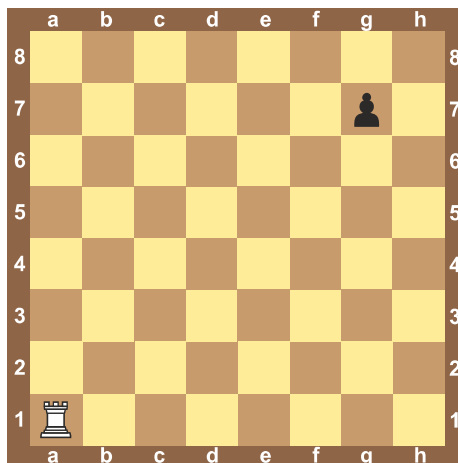
**Diagram 3.11**



Ans.: \_\_\_\_\_

**Exercise 12:** There are two routes for the white Rook to capture the black pawn in two moves. Write down both of them.

**Diagram 3.12**



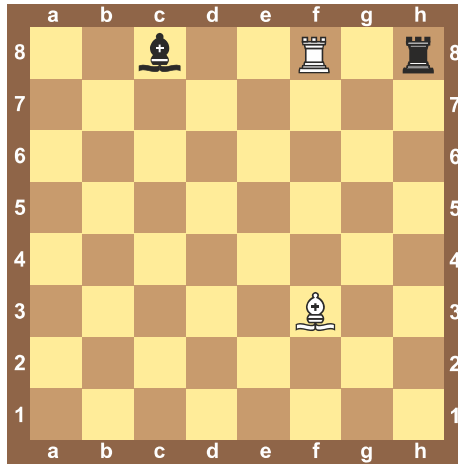
(A) \_\_\_\_\_

(B) \_\_\_\_\_

**Exercise 13 :** Which of the moves given below are legal and illegal.  
Tick (✓) for the legal moves and cross (×) for the illegal moves.

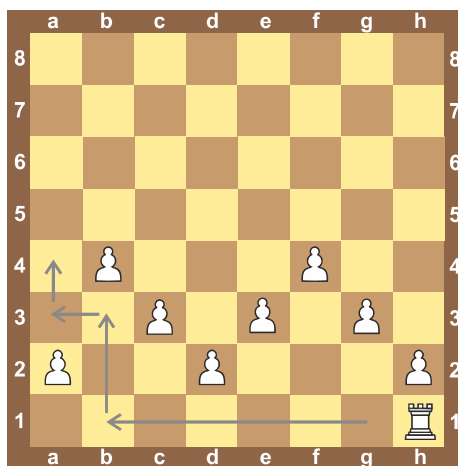
- 1.Rg8    2.Rxh8    3.Ra8    4.Rf4    5.Rf1    6.Rf7    7.Rxc8    8.Rd8  
 2.9.Rxf3    10.Re8    11.Rf5    12.Re8    13.Rf6    14.Rf2    15.Rb8    16.Ra3

**Diagram 3.13**



**Exercise 14 :** How many moves must the rook make to go to a4?

**Diagram 3.14**

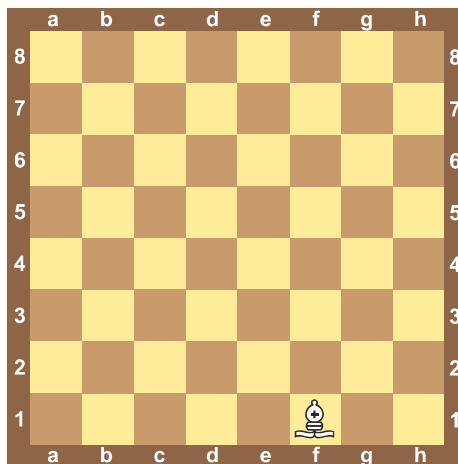


Answer 14: \_\_\_\_\_

### Bishop

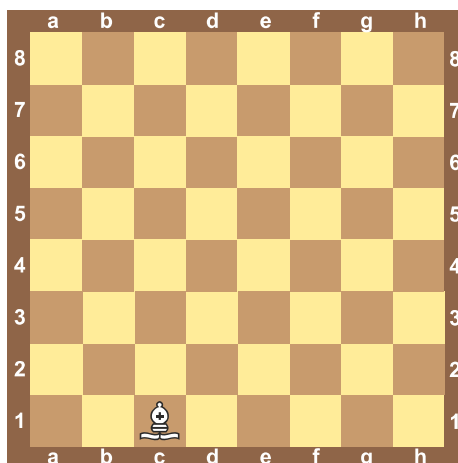
Bishop is the only chess piece which is deprived of a whole colour complex on the board. All other pieces can move to both white (light) and black (dark) squares. Please note that in the initial starting position, the two bishops stand on squares of contrasting colours. One Bishop is placed on a dark square while the other on a light square. The one on light square can move only on white squares and similarly the bishop placed on dark squares can move only on dark squares. **Bishop moves only on diagonals. One Bishop moves on light diagonals and the other one on dark diagonals.**

Diagram 3.15



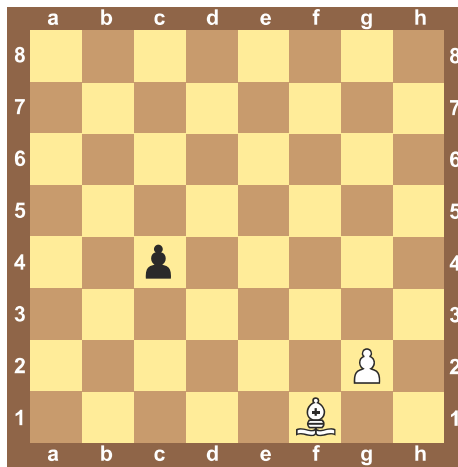
As explained earlier, the Bishop can move only on the two light diagonals 'f1 - a6' and 'f1 - h3'. It can never move on ranks or files. Let's write down all the legal moves by the Bishop in the above diagram. As both the diagonals are free without any obstruction, the Bishop has 7 legal moves. **The Bishop is denoted by the capital letter 'B' and the squares by the small letters**, hence the moves will be written as: Be2, Bd3, Bc4, Bb5, Ba6, Bg2 and Bh3.

Diagram 3.16



In the position, in Diagram 3.16, the Bishop stands on a dark square 'c1', hence it can move only on the two dark diagonals 'c1 - a3' and 'c1 - h6'. The moves will be written as: Bb2, Ba3, Bd2, Be3, Bf4, Bg5 and Bh6.

Diagram 3.17

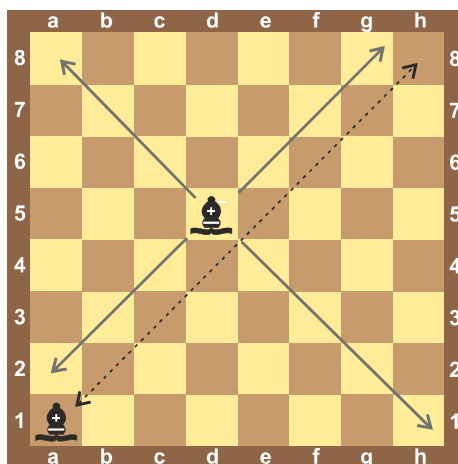


In diagram 3.17, there are two obstructions in the paths of the Bishop at 'c4' and 'g2.'

We already know that, **except Knights, no other, chess piece can jump over other pieces irrespective of whether it is one's own or opponent's. We also know that enemy pieces except the King can be captured but under no circumstances one can capture one's own pieces.**

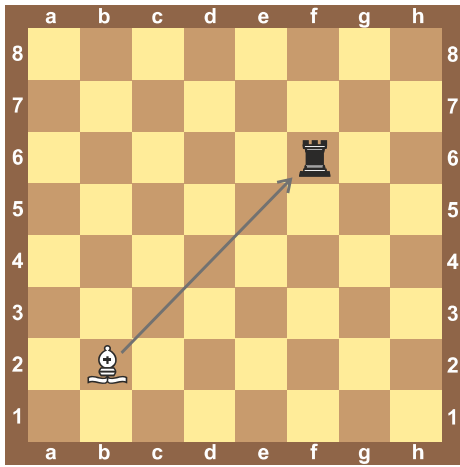
Based on the above observations white Bishop has the following three legal moves at it's disposal; normal moves - **Be2** and **Bd3** and the capture - **Bxc4**. The capture **Bxc4** will involve removing the black pawn on 'c4' from the board and placing the Bishop on the 'c4' square. The Bishop has no legal moves on the 'f1 - h3' diagonal as white's own pawn at 'g2' blocks the path. It will be illegal to move Bb5, Ba6 or Bh3 as all these moves involve a jump over another piece. Bxg2 will be illegal because it would be capturing one's own piece.

Diagram 3.18



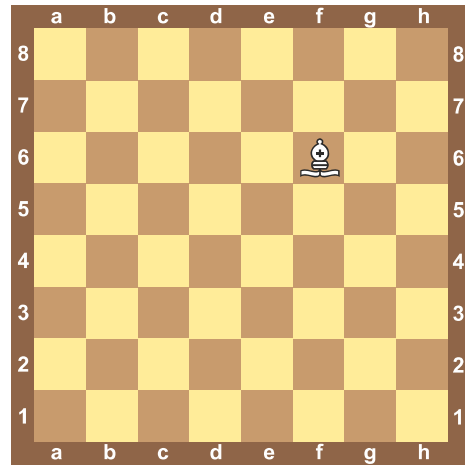
The number of squares that the Bishop may go depends on the placement of the Bishop. If the Bishop is on a central square, it can go to 13 squares. If it is in the corner, it can go 7 squares.

Diagram 3.19a



The Bishop attacks the Rook.

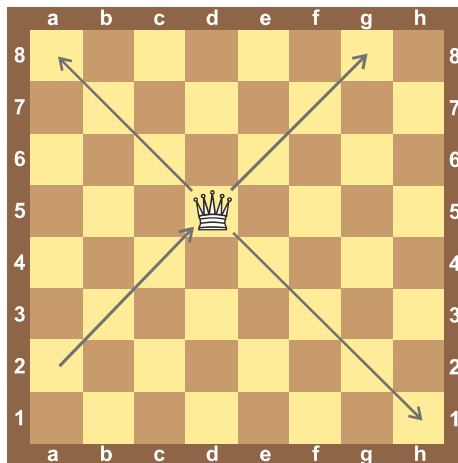
Diagram 3.19b



The Bishop after capturing the Rook

### Queen

Diagram 3.20

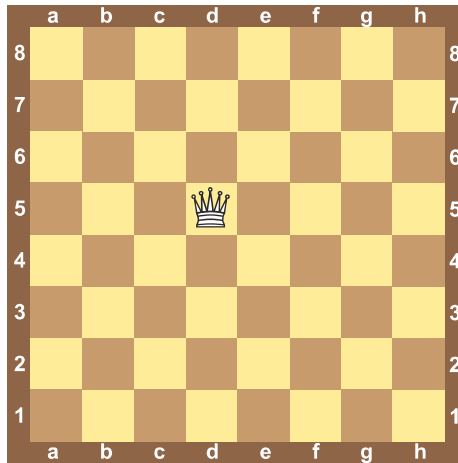


for file an arrow and ranks should be added.

After having learned the movements of the Rook and the Bishop, we will now learn the movement of the Queen. Queen can move along the file and rank, like a Rook and also diagonally like a Bishop. From the square d5, the Queen can move any one of 27 squares on an empty board. Thanks to its immense mobility, the queen proves to be stronger than a rook and bishop combined.

## Diagonal Changing ability

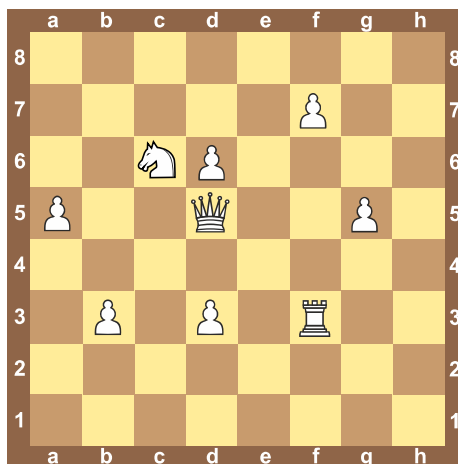
Diagram 3.21



This Queen standing on 'd5' is controlling the light diagonal a2-g8 and h1-a8 like any Bishop. However the Queen can move like a Rook to 'd4' after which it will control the dark diagonal a1-h8 and g1-a7.

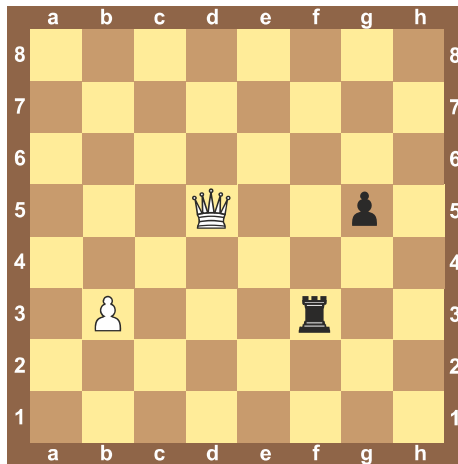
## Restrictions created by own pieces

Diagram 3.22



Like the Rook and the Bishop, the Queen too, is not allowed to jump over own or opponent's pieces. It also cannot go the squares occupied by its own pieces. Here the Queen cannot go to 'a5', 'b3', 'c6', 'd3', 'd6', 'f3', 'f7' and 'g5'.

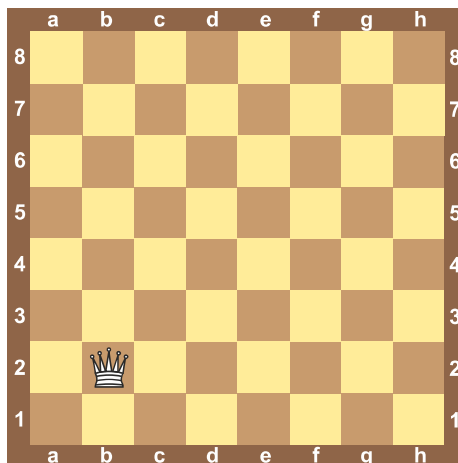
**Diagram 3.23**



In the above diagram, the movement of the Queen is restricted by it's own Pawn on 'b3' and the opponent's pieces on 'f3' and 'g5'. The Queen can go to the squares occupied by the opponent's pieces by capturing them, whereas it cannot go to the square occupied by the White's Pawn.

## QUEEN

**Diagram 3.24**



Question: How many squares can the Queen move to in one turn? Name the squares.

Answer : Twenty three. The Queen can go to the following squares from b2 - 'b1', 'b3', 'b4', 'b5', 'b6', 'b7', 'b8' on the b-file; 'a2', 'c2', 'd2', 'e2', 'f2', 'g2', 'h2' on the second rank and 'a1', 'c3', 'd4', 'e5', 'f6', 'g7', 'h8' on the a1-h8 diagonal and 'a3' and 'c1' on the c1-a3 diagonal.

### Exercise - 15

Diagram 3.25

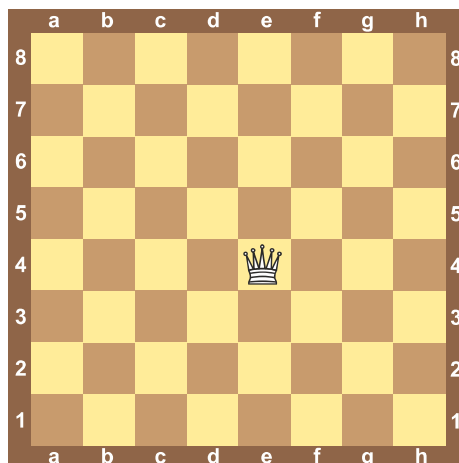


Question: What is the least number of moves required for the white Queen to reach the 'b8' square? Show the path which the Queen should take.

Answer: Two moves. 1. Qh2; 1.Qb8.

### Exercise - 16

Diagram 3.26



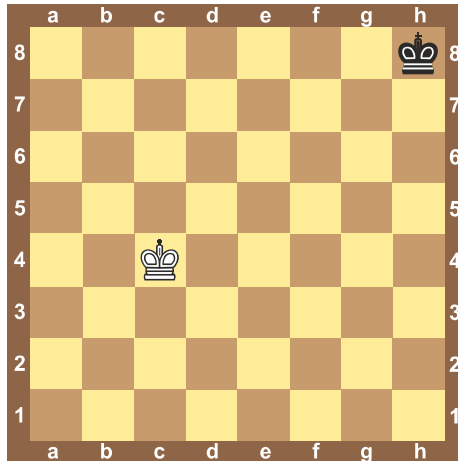
Question : Find out all the possible ways of moving the |Queen to b2 in just two moves

Answer : 1. Qb7-b2; Qb4-b2; Qb1-b2; Qc2-b2; Qe2-b2; Qg2-b2; Qd4-b2 and Qe5-b2.

## King

The King moves in any direction on the neighbouring squares along the file, rank or diagonal, but only one square at a time.

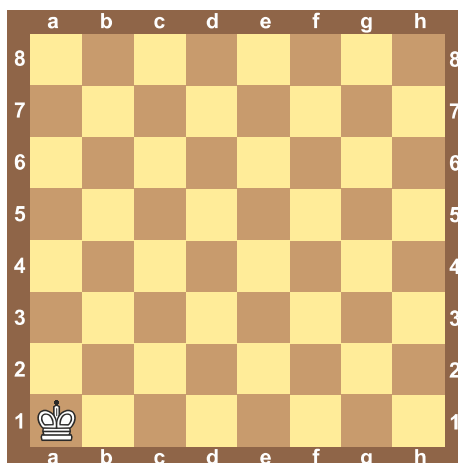
Diagram 3.27



The maximum number of moves available to the King is eight. Apart from the simple movements of the King, there is a special move of the King which is allowed only once in a game. This move is called Castling which also involves a Rook. We shall learn more about Castling at later stage.

In the diagram we can see that the white King is near the center of the board while the black King is in the corner. Due to this the white King can move to any of the eight adjacent squares, 'b3', 'b4', 'b5', 'c3', 'c5', 'd3', 'd4', and 'd5' but the black King has access to only three squares 'g7', 'g8' and 'h7'.

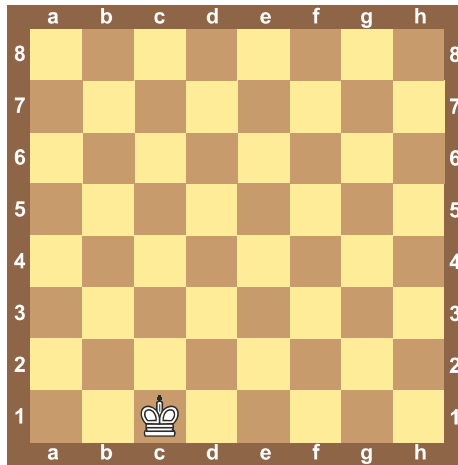
Diagram 3.28



On a vacant board King standing on a corner will take the same number of moves to reach any of the corner squares. The king on a1 can go to 'a8' or 'h1' or 'h8,' in 7 moves.

**Exercise - 17**

**Diagram 3.29**

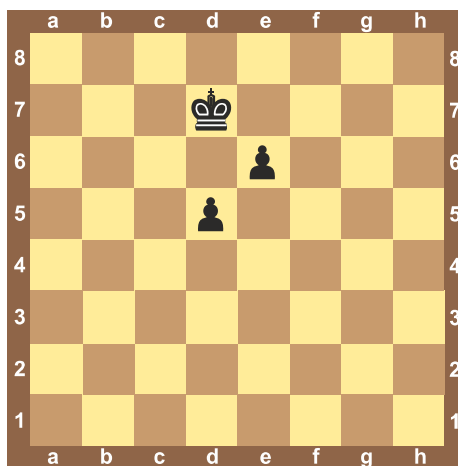


Question: Find the minimum number of moves in which the King can go to 'e7' square?

Answer : 6 moves

**Exercise - 18**

**Diagram 3.30**



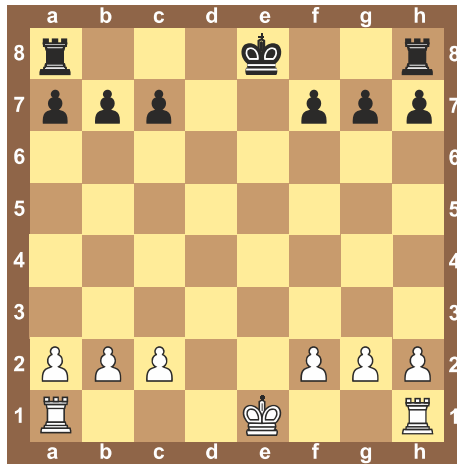
Question : What is the minimum number of moves required to reach the 'g4' square.

Answer : 4 moves.

## CASTLING

Castling - A special move of the King also involving a Rook.

Diagram 3.31

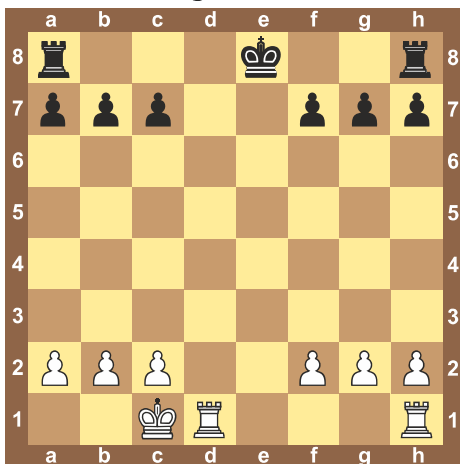


Castling is a special move of the King in which a player moves his King and a Rook simultaneously. It can be done with either of the Rooks. Castling is the only move in which a player can move two pieces on the same turn. Despite two different pieces moving, it is considered as one move. Each player is allowed to castle only once in a game. Castling can be done whenever a player wants to, provided certain conditions are met.

### How to Castle :

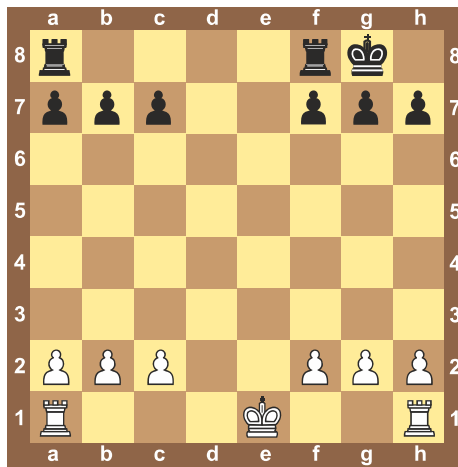
When White castles on the King side, he/she should move the King two squares towards the Rook (h1) and placing it on g1, pick the h1 Rook and put it on f1. When Black castles on the King side, he/she should move the King to g8 and then the h8 Rook should be brought to f8. King side castling is to be written as 0-0. When White castles on the Queen side, he/she should move the King two squares towards the Rook (a1) and after placing the King on c1, pick the a1 Rook and put it on d1. When Black castles on the Queen side the King has to be moved to c8 and the a8 Rook should be brought to d8. Queen side castling is to be written as 0-0-0. Castling has two aims: the safety of the King and to provide a way for the Rook to get into the game quickly.

Diagram 3.32



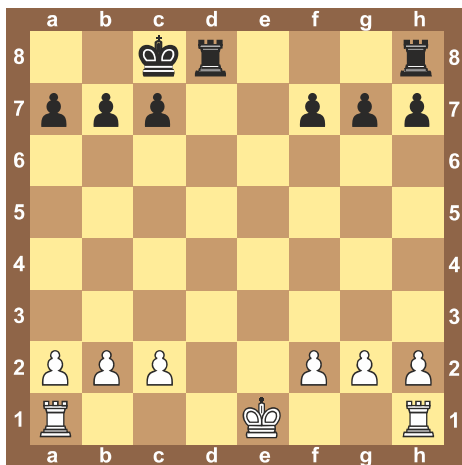
Placement of the King and Rook after Queen side Castling by White.

**Diagram 3.33**



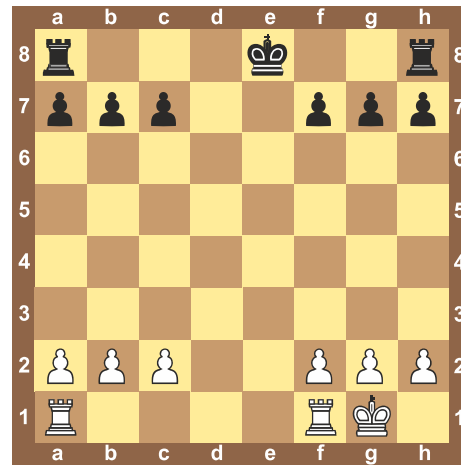
Placement of the King and Rook after King side Castling by Black.

**Diagram 3.34**



Placement of the King and Rook after Queen side Castling by Black.

**Diagram 3.35**



Placement of the King and Rook after King side Castling by White.

### CONDITIONS WHICH PREVENT CASTLING

Under certain conditions, 'Castling' is not permitted. Some of the conditions are permanent while some may be temporary in nature.

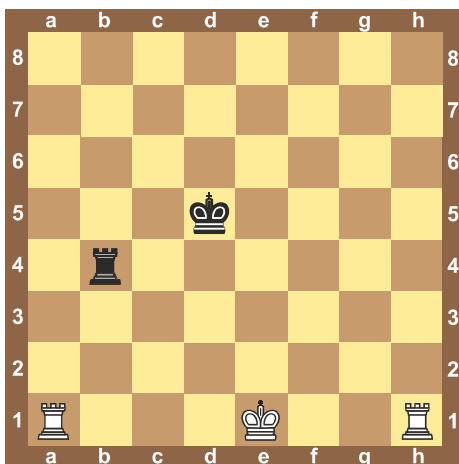
#### Permanent Conditions

Conditions which permanently prevent castling are:

1. If the King has already moved.
2. If a rook has moved, castling is not possible with that Rook. If both the Rooks have moved then the right to castle is lost permanently.
3. When a Rook has been captured, Castling is not possible on that side. When both Rooks

have been captured, the right to castle is permanently lost. Let us take a look at the diagram below:

**Diagram 3.36**



In this diagram, White can castle on either side, provided the King or Rooks have not already moved. The right to castling is permanently lost even if the King or Rooks have returned to their original squares after having moved.

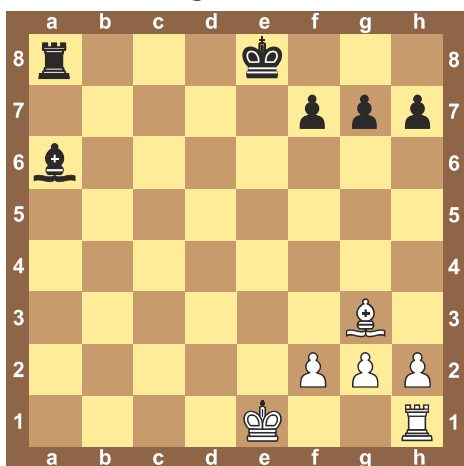
### Temporary conditions preventing castling

There are certain conditions under which Castling is temporarily prevented but the right to castle is not permanently lost. These are,

1. When all the squares between the King and the Rook are not vacant.
2. When the King is under Check.
3. When the square which the king is supposed to occupy after Castling is under attack by an enemy piece.
4. When the square through which the King is suppose to pass while castling, is under attack by an enemy piece.

Under above circumstances the player needs to first remove the obstacles. Only then castling is possible.

**Diagram 3.37**

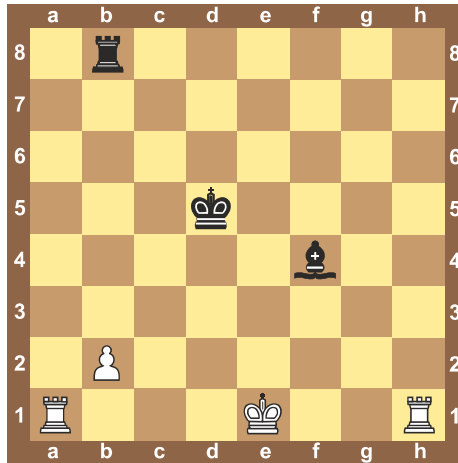


In this diagram, White cannot Castle as the f1 square is controlled by the Black Bishop.

By playing **1.Bh4** White controls the 'd8' square with his Bishop. Black's Castling is temporarily stopped. **1...Bb7** After this move the f1 square is no longer controlled by Black and White is free to Castle **2.0-0**

Exercise - 19

Diagram 3.38



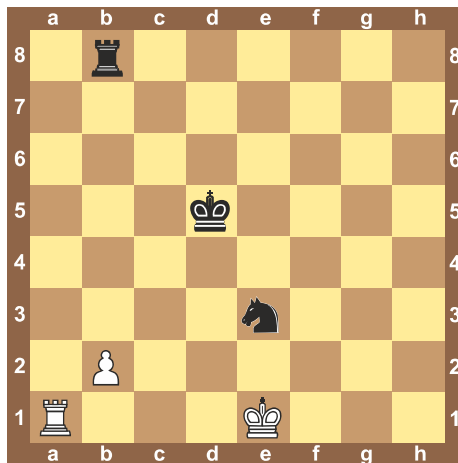
White to play.

Question : On which side can White castle, if the King and both the Rooks have not moved?

Answer: King side only **1. 0-0**, Queen side castle with 1. 0-0-0 is not possible as the Black Bishop is controlling the c1 square.

Exercise - 20

Diagram 3.39

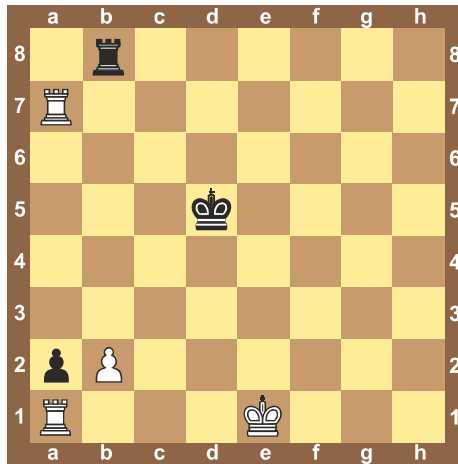


Question : Can White castle if his King and Rook have not moved?

Answer : No. While castling the White King will need to pass through the d1 square, which is controlled by the Black Knight.

### Exercise - 21

Diagram 3.40

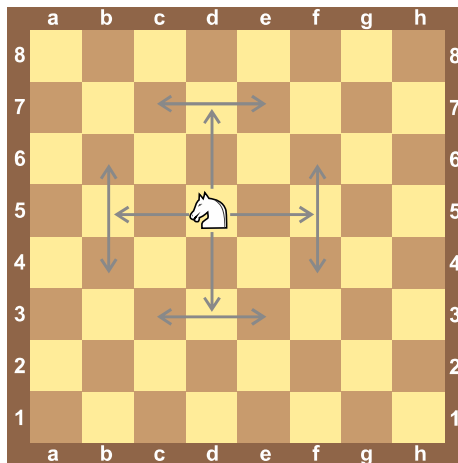


Question: Can White Castle?

Answer : Yes. The King is neither passing through a controlled square, nor landing on a controlled one.

### Knight

Diagram 3.41



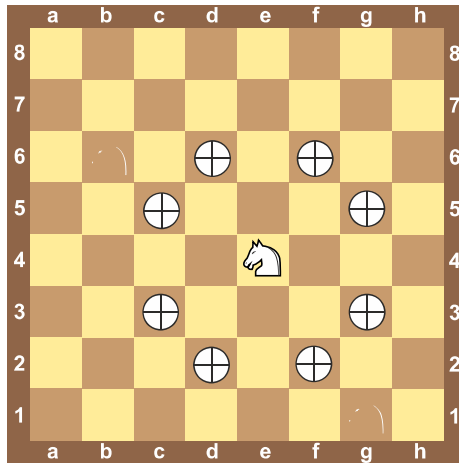
The move of the knight is different from the other pieces. The Knight's move can be described in two parts.

1. It goes two squares along a rank or file.
2. In the next part of the move the Knight moves one square perpendicular to its previous direction.

The Knight always moves to a square that is the opposite coloured of its current square.

**Exercise - 22**

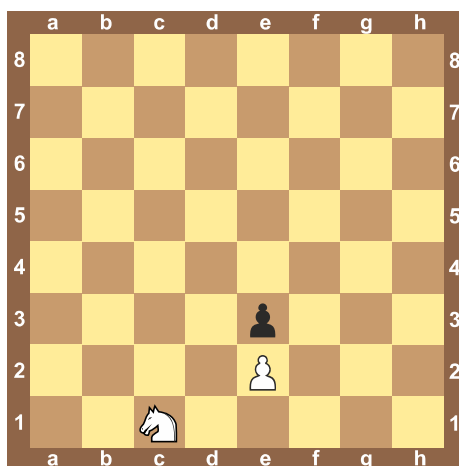
**Diagram 3.42**



The Knight on 'e4' can move to any one of the eight marked squares.

**Exercise - 23**

**Diagram 3.43**



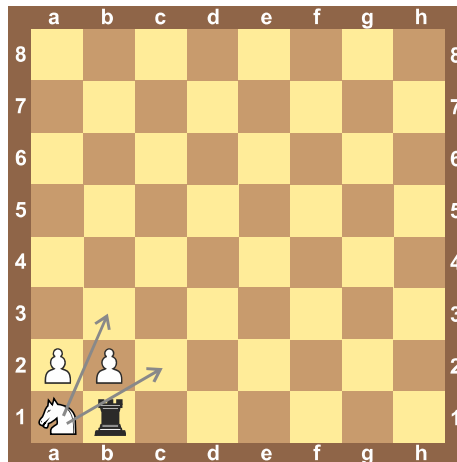
Question: Name the squares, the Knight can move to.

Answer: 'a2', 'b3', 'd3'. The Knight can not go to 'e2' square as it is occupied by a White Pawn.

### The Special Ability of the Knight

Knight is the only piece that can jump over other pieces. This includes pieces of the opponents as well as it's own army.

Diagram 3.44

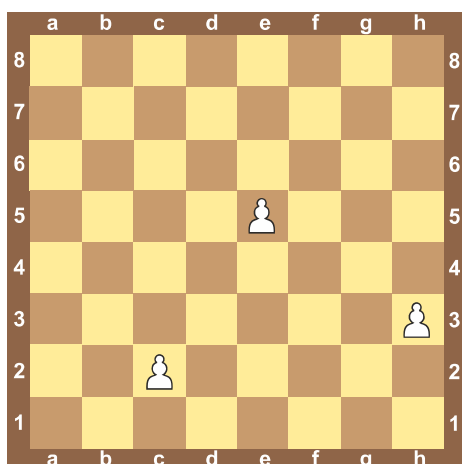


### Pawn

After finishing learning the Piece Movements (Rook, Bishop, Queen, King and the Knight), it is now time to know about the movements of the Pawns. The pawn is quite different from the other Chessmen due to the complex nature of its movements.

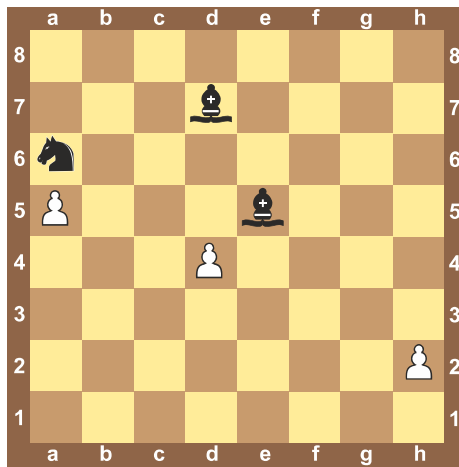
1. Unlike other pieces, Pawns cannot move backwards.
2. Pawn moves straight ahead on the file it is occupying but when capturing an enemy piece, it moves one square diagonally forward.
3. The pawn moves straight one square at a time; however, it has the option to move two squares, from its initial position.
4. Pawn also has the special move of 'En Passant Capture.'
5. Pawn is the only chessman which can be promoted to any piece other than King once it reaches the eighth rank.

Diagram 3.45



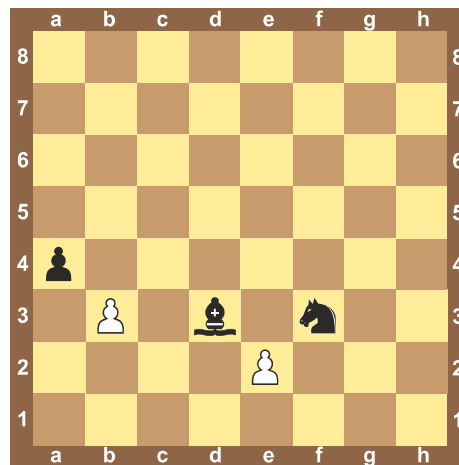
The pawn on 'c2' in the Diagram may be moved either one or two square forward. The pawn on 'e5' has lost its right to move two squares forward and can only move one square forward. The pawn on 'h3', too, can only move one square forward.

Diagram 3.46



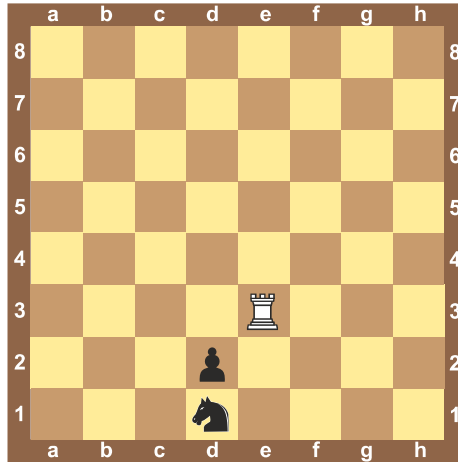
Let us now learn how a pawn captures. The pawn can capture one square diagonally forward on either side. This makes the pawn the only chess piece that captures differently from the way it moves. In the above diagram, different possibilities are illustrated. The d-pawn may capture the black Bishop on e5 or move forward to d5. The pawn on h2 may move one or two squares forward. The pawn on a5 cannot move, because its path is blocked by the knight on a6.

Diagram 3.47



Here is another example showing the possible movements of the Pawn. The Pawn on 'b3' can move one square forward to 'b4' or it can capture the Black Pawn on 'a4' by moving forward one square diagonally. As the Pawn on 'e2' is still on its initial position it has an option of moving forward one square to 'e3' or two squares to 'e4'. It can also capture the Black Bishop on 'd3' or the Black Knight on 'f3' by moving forward diagonally. The Black Pawn on 'a4' has the option of moving forward to 'a3' or capturing the White Pawn on 'b3'.

Diagram 2.48

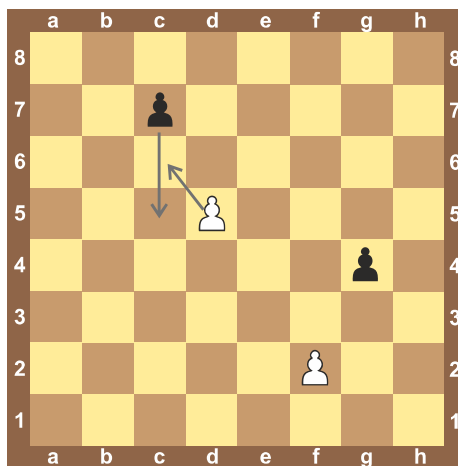


Question: Does the Black Pawn has any legal move?

Answer: No. As the square ahead of the Pawn is blocked and Pawns don't move backwards. The Pawn is not able to make a capture as there is no White piece on either 'c1' or 'e1'.

### En-Passant Capture - A special move of the Pawn

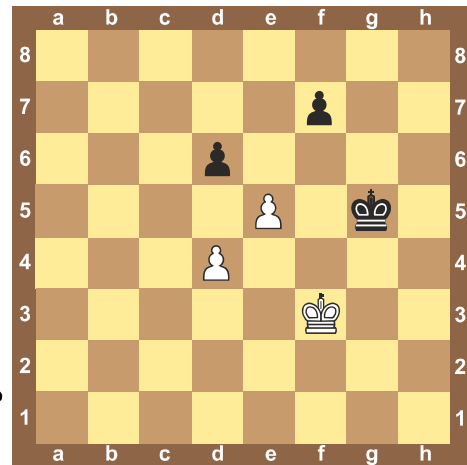
Diagram 3.49



En-passant is special move of the Pawn in which if any white pawn reaches 5th rank and if any of the opponent's pawns on the the neighbouring files moves two squares from the initial position, then the white pawn may capture the black Pawn as if the latter had moved only one square. After the capture the white Pawn will occupy the square which it would have occupied if the opponent's Pawn had moved only to one square. It should be done immediately on the next turn (move). The En-Passant Capture is optional. If White plays **1. f4** then Black has option of capturing it now. If Black chose to play **1... c5** He loses the option of **gxf3** 'en passant' in subsequent play. **2.d5xc6** White uses his option of 'En-passant'.

### Exercise - 24

Diagram 3.50



If Black plays **1...f5**

Question 1 - Is White allowed to capture the f-pawn?

**Answer :** Yes.

Question 2 - Where will the White pawn stand after capturing the f-pawn?

**Answer:** On f6.

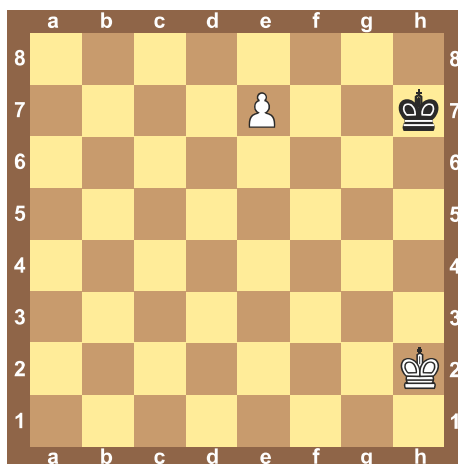
If Black plays **1...d5**

Question 3 - Can White capture either of the neighbouring Pawns?

**Answer :** No. The d-Pawn has moved to 5th rank by moving only one square. Hence, En Passant capture is not permissible.

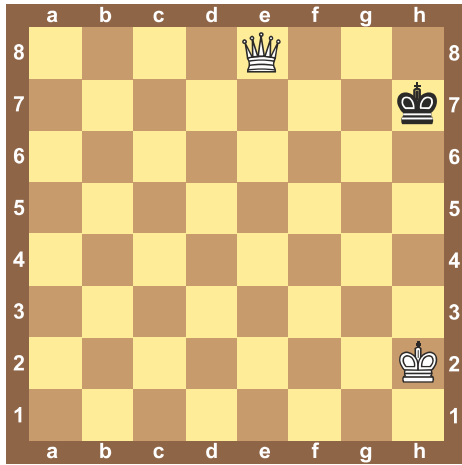
### Another Special Move of the Pawn - Pawn Promotion

Diagram 3.51



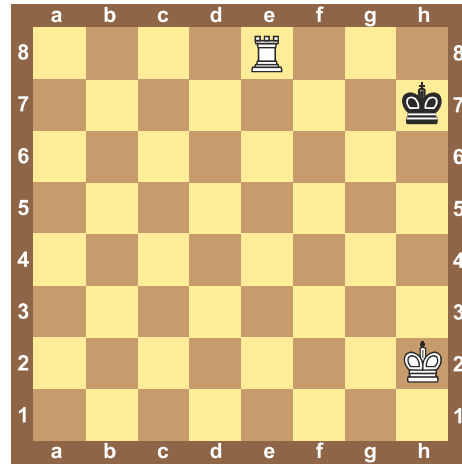
On reaching the last rank, the pawn's journey comes to an end. The pawn which reaches the last rank either by moving forward or by a capture, must be replaced by a piece other than the King. This is called pawn promotion. Each pawn, which reaches the last rank, has to be promoted to any one of the four pieces, a queen, a rook, a bishop or a knight of its own colour. The piece chosen will replace the Pawn on the square of promotion and the pawn will be removed from the board. **1.e8=Q or 1.e8=R or 1.e8=N or 1.e8=B.**

Diagram 3.52



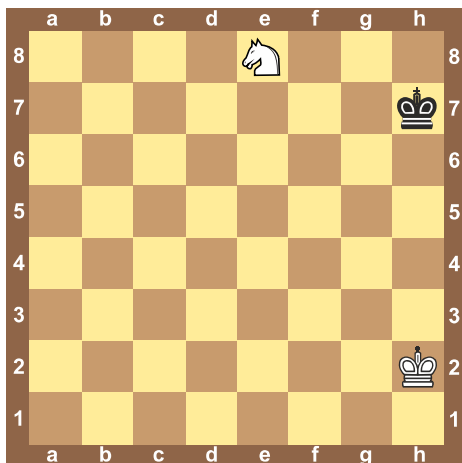
After 1. e8=Q

Diagram 3.53



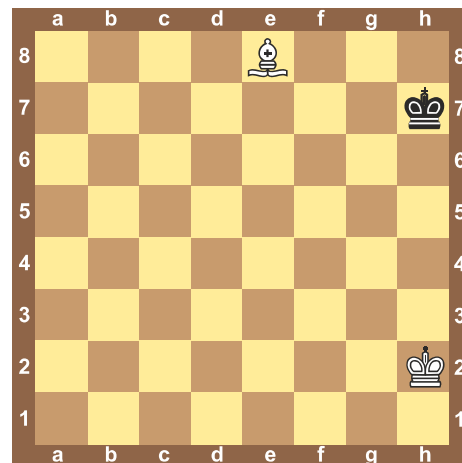
After 1. e8=R

Diagram 3.54



After 1. e8=N

Diagram 3.55



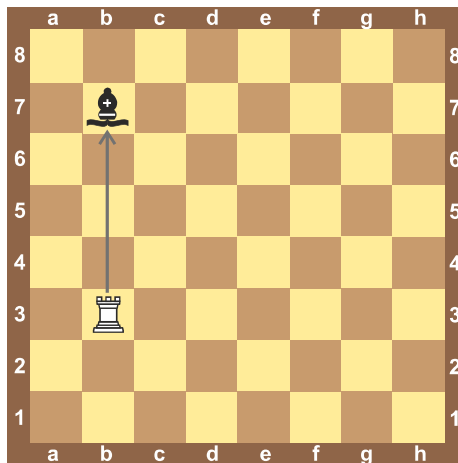
After 1. e8=B

### Illustrative example of capture

In this lesson, we are going to learn about capturing opponents Chessmen (Except the King). We can capture any 'opposing Chessmen' which stands in the path of the movement of our pieces.

#### Capture by Rook

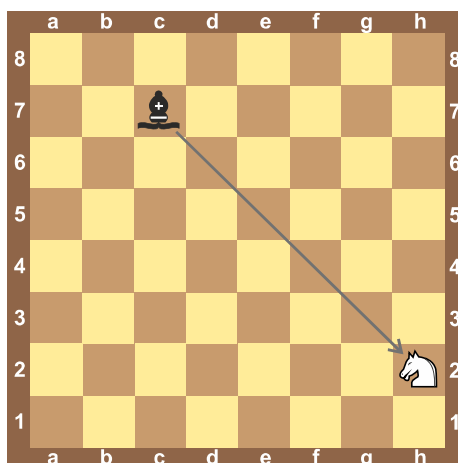
Diagram 3.56



The above diagram shows that the Black Bishop is in the path of Rooks' movement on the b-file. Which means, the Rook is allowed to capture the Bishop. The captured piece (here it is the Bishop) will be removed from the board and the White Rook will be placed on 'b7'.

#### Capture by Bishop

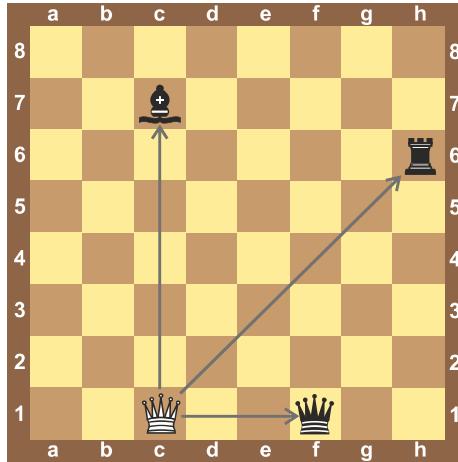
Diagram 3.57



The Black Bishop here in the above diagram is ready to capture the Black Knight on 'h2' as and the square in question is situated in the dark diagonal b8 -h2. So Black will play **1...Bxh2**.

## Capture by the Queen

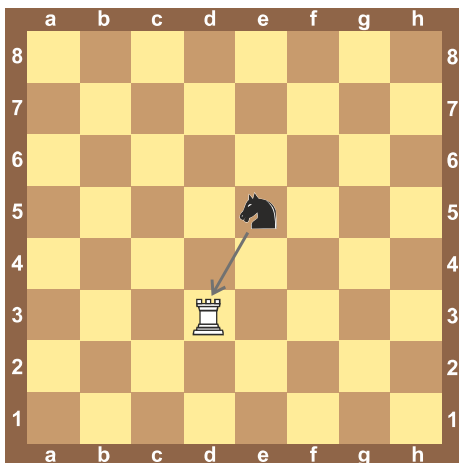
Diagram 3.58



Here the White Queen can capture any one of the three Black pieces by **1. Qxf1** or **1. Qxc7** or **1. Qxc6**.

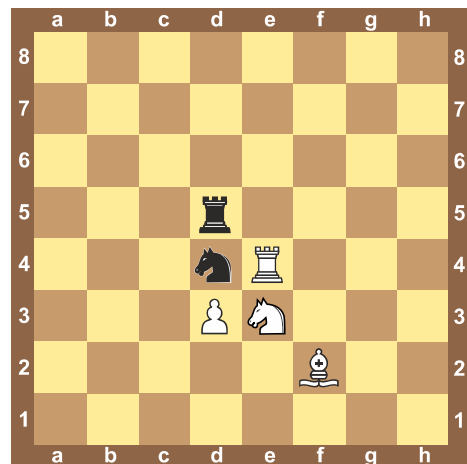
## Capture by the Knight

Diagram 3.59



Here the Black Knight can capture the White Rook by **1...Nxd3**.

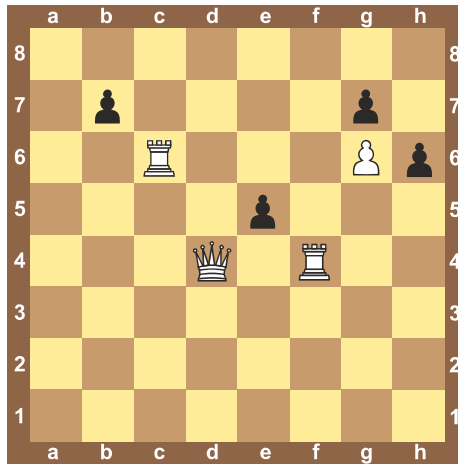
Diagram 3.60



Knight's movement cannot be restricted by the pieces standing on the surrounding squares. Here the Knight on 'e3' can capture Rook on 'd5' in spite of 'd3', 'd4' and 'e4' squares being occupied.

### Exercise - 25

Diagram 3.61

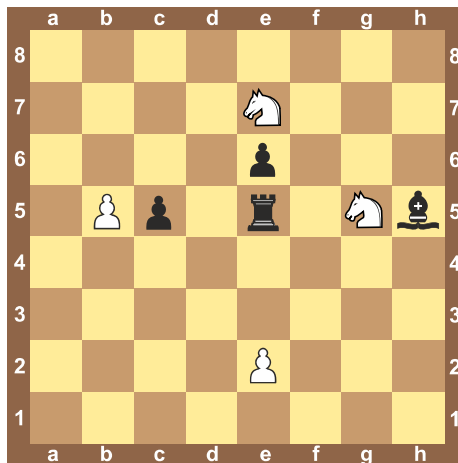


Question: Find out how many captures are possible by the Black Pawn here.

Answer : Black has three possible captures here. He can capture the Queen by 1. ... exd4; the Rooks by 1. ... exf4 and 1. ... bxc6.

### Exercise - 26

Diagram 3.62

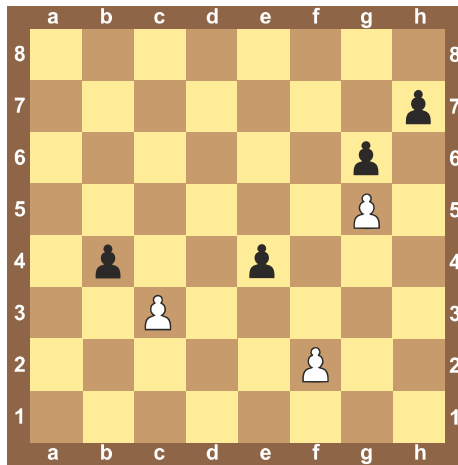


Question: Which pieces can be captured by Black's Rook?

Answer: The Knight with 1. ... Rxg5 and the Pawn by 1. ... Rxe2.

### Exercise - 27

Diagram 3.63



In the above diagram White has three pawn advances, **1. c4**, **1. f3** and **1. f4**.

Question - 1 : Which of these move will permit Black to capture the Pawn 'En Passant'?

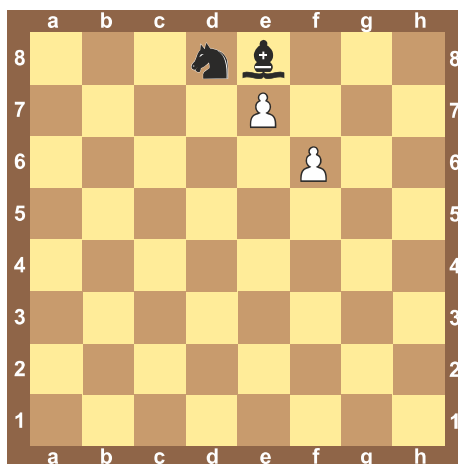
Question - 2 : And if it is Black to play, can he play **1. ... h5**? If yes, can that Pawn be captured?

Answer - 1 : Black can use the rule 'En Passant' to capture white's f-Pawn if it moves to two squares forward. Black will remove Whites f4 Pawn from the board and put his e4 Pawn on f3 square. In the notation will be written as **1. ... exf3**. After **1. c4** Black cannot capture the Pawn as it has moved only one square 'c3' to 'c4'.

Answer - 2 : Yes. Black can play **1. ... h5**. The Pawn may be captured 'En Passant' by White Pawn on 'g5' - **1. gxh6**.

### Pawn Promotion

Diagram 3.64

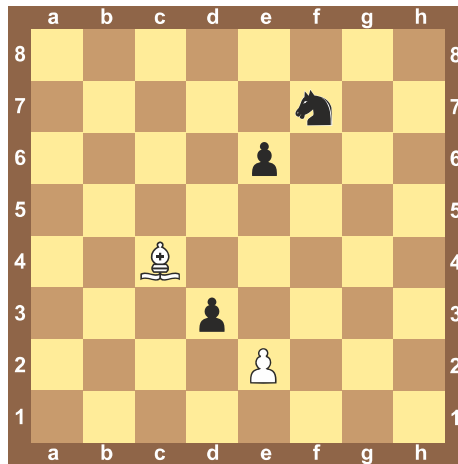


Here the Pawn can be promoted to a piece of the player's choice by capturing **1. exd8=Q** or **1. exd8=R** or **1. exd8=B** or **1. exd8=N**

However the Pawn cannot capture the Bishop on 'e8' as the Pawns can only capture diagonally.

Exercise - 28

Diagram 3.65



Question : Which chessmen can be captured by the White Bishop?

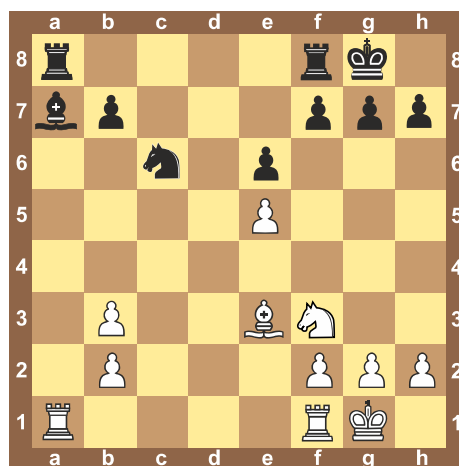
Answer : **1. Bxd3** and **1. Bxe6**

## CHAPTER 4

### 'Touch and Move' rule

Let us now see what the "Touch and Move" rule is. It is a very important rule of Chess movements. If a player touches any of own Chessmen, then it is compulsory to move the same Chessman on that move, though the choice of the moving square is with the player. However, if this particular Chessman has no legal move, then touching it is called an 'Illegal move'. Here the player is free to move some other Chessman to any square of choice. Similarly, if a player touches an enemy Chessman, then it is compulsory to capture it on the same move. If there are multiple ways to capture the Chessman, the player has a right to make the capture with any one of own Chessmen. However, if capturing the touched Chessman is not permissible by rules, then this is known as an illegal move. In such a case, the player can make any legal move, irrespective of the touched Chessman. If a player touches more than one Chessman, the Chessman touched first must be moved or captured. Let us now see a few examples of 'Touch and Move'.

Diagram 4.1

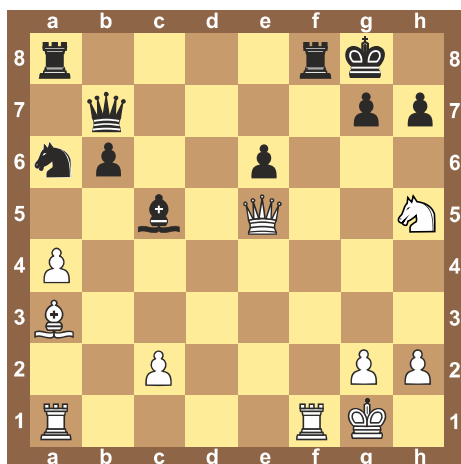


It is White's turn to play in the diagram (4.1).

- (1) If White touches the Rook on 'f1', then he/she must move the Rook to any legally permissible square, say 'b1' or 'c1' or 'd1' or 'e1'.
- (2) If White touches the 'b3' Pawn, then White must move the Pawn to 'b4'.
- (3) If White touches any of the Pawns on 'b2','e5' or 'f2', then this 'Touch' has no validity as these Pawns do not have any legal move. White will, therefore, have a choice to make any legal move.
- (4) If White touches the Bishop on 'e3', then White may move the Bishop to any one of the vacant squares 'b6','c1','c5','d2','d4','f4','g5' or 'h6'. Or White may capture the Black Bishop on 'a7'.
- (5) If White touches the Black Bishop on 'a7', then White must capture the Bishop but he/she may choose between the captures **1.Bxa7** or **1.Rxa7**.

- (6) If White touches a Black Chessman that can't be legally captured, say the Knight on 'c6' or any of Black Pawns or Black Rooks, then White has a chance to make any legal move.

**Digaram 4.2**



Here is a more complex example of the “Touch and Move” rule. It is White’s turn to play. The White King is under check by the Black Bishop and it is obligatory for White to get out of the check. The legal moves which save the White King from check are **Bxc5, Qxc5, Qd4, Qe3, Rf2** or **Kh1**.

Let us see how the touch and move rule can affect the course of the game:

- (1) White touches the White Queen and tries to play **Qxe6+**. The intended move is illegal as it does not guard against the check. In this case, White must get out of the check only by moving the Queen. Therefore, the options would be **Qxc5** or **Qd4** or **Qe3**.
- (2) White touches the Black Pawn on 'e6' first and tries to take it with the Queen. In this case, too, the move is illegal but since there is no way of stopping the check by capturing 'e6' Pawn, White has the option of making any move which removes the check.
- (3) White touches the Knight on 'h5'. This is illegal, so White can get out of the check by any move that removes the check.
- (4) White touches the Rook on 'f1' and tries to capture Black Rook on 'f8'. Since there is one legal way to get of check by moving the Rook, that specific option **1. Rf2** must be exercised.

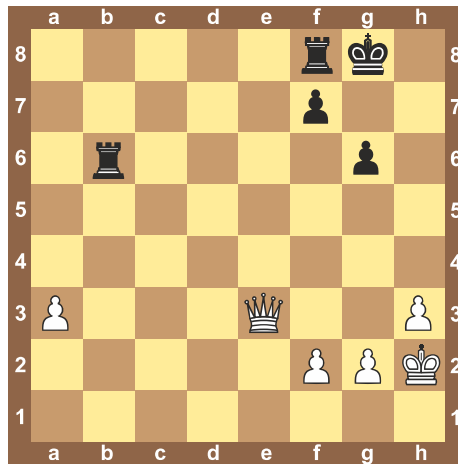
The move is said to be completed only after the touched piece is released from the hand on the destination square. Till the piece remains in contact with the player’s hand, the player has the right to move it to a square of his/her choice.

If a player wishes to ‘adjust’ a Chessman, he/she may do so by announcing “I adjust” or “Adjust” clearly, making it audible to the opponent. In such a case, the “Touch and Move” rule is not applicable.

## CHAPTER 5

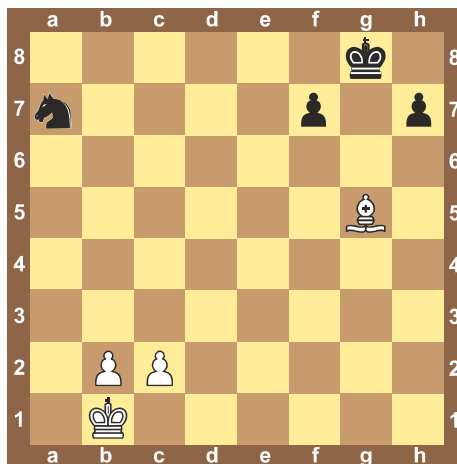
### THREAT

Diagram 5.1



The white queen is attacking the Black rook. The rook is under threat. White wants to capture the rook on his next move. When any piece attacks the opponent's piece, it creates a threat which can be carried out on the next move. If it is white's turn to play, he/she can simply capture the rook with the Queen. **1.Qxb6**.

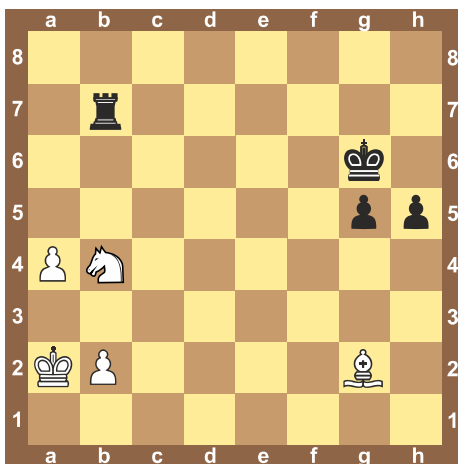
Diagram 5.2



Question : Can white give a threat here?

Answer : The Black Knight is on a square of the same colour as the white Bishop. White can play **1.Be3** attacking the Black Knight. This will put the the Black Knight under threat. If black does not save the Knight, white may capture it on the next move.

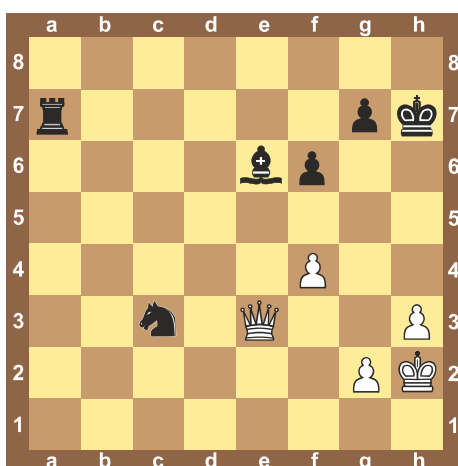
Diagram 5.3



Here, two pieces are under threat. The white Bishop on g2 attacks the black Rook on b7, which in turn attacks the White Knight on b4. Both, the rook and the Knight are threatened. The player who has the move will be able to execute the threat by capturing the opponent's piece. White, to move, may capture the Rook with his Bishop. **1.Bxb7.**

Black, to move, may capture the Knight with his Rook. **1. ... Rxb4.**

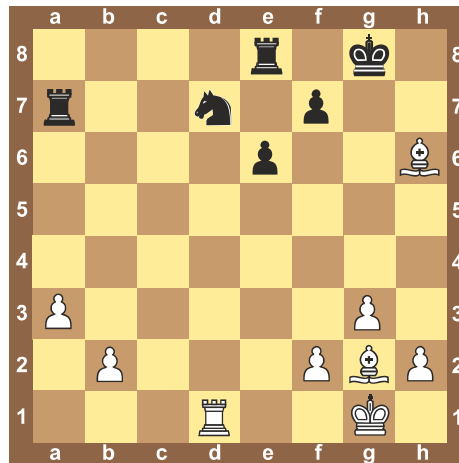
Diagram 5.4



The white queen is attacking three of black pieces. If it is his turn to play, he can capture either of the pieces. **1.Qxa7** or **1.Qxe6** or **1.Qxc3**.

### Exercise 1

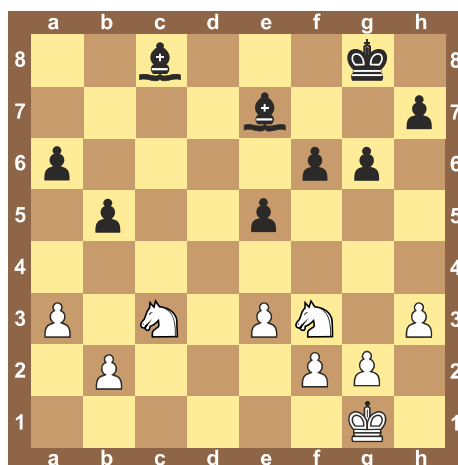
Diagram 5.5



Question : White to play. Attack the black rook with your bishop.  
Answer : **1.Be3.**

### Exercise - 2

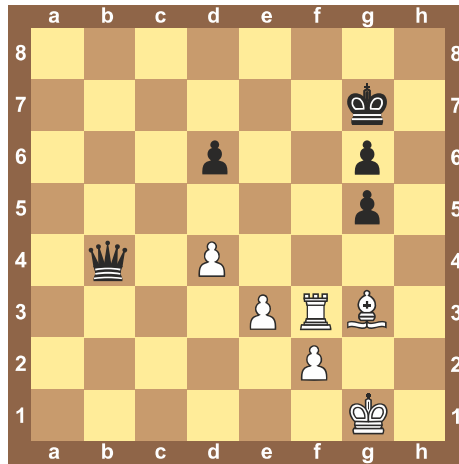
Diagram 5.6



Question : White to play. Attack Black Bishop with your Knight.  
Answer : **1.Nd5.**

### Exercise - 3

Diagram 5.7

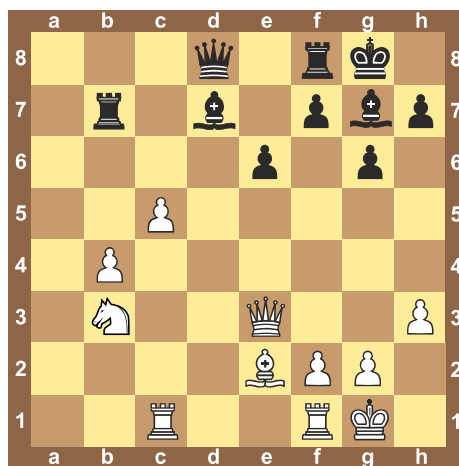


Black to play. Attack white's rook with your queen.

Answer : **1...Qb7** .

### Exercise - 4

Diagram 5.8

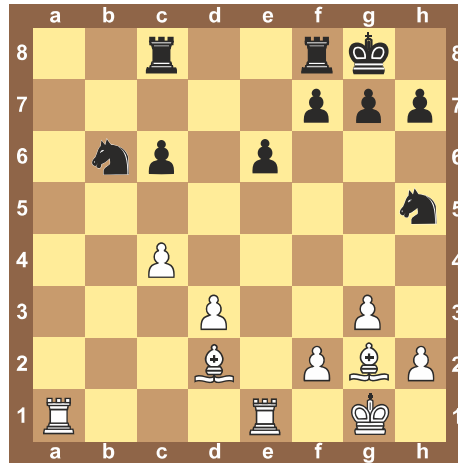


Question : White to play. Find all the moves which attack the Black Rook.

Answer : **1.c6**; 1.Na5; 1.Bf3; 1.Ba6; 1.Qf3; 1.Qe4 .

### Exercise -5

Diagram 5.9

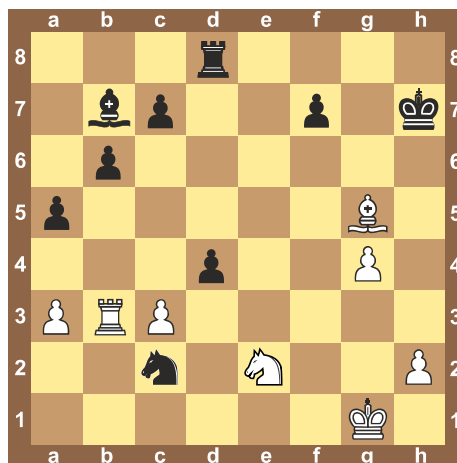


Question : White to play. Find all the moves which attack a Black Knights .

Answer : **1.c5**; 1.Be3; 1.Ba5; 1.Reb1; 1.Rab1; 1.Ra6; 1.g4; 1.Bf3; 1.Re5; 1.Ra5.

### Exercise - 6

Diagram 5.10



Black to play. Find all the moves which attack a White piece .

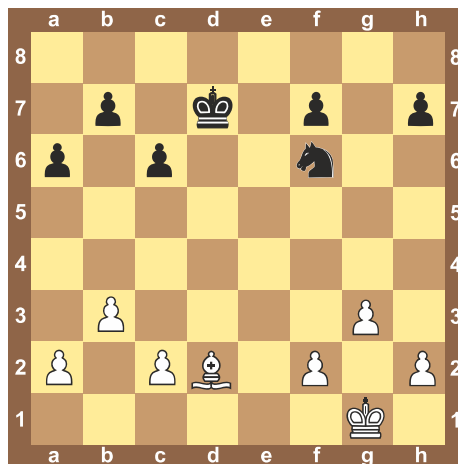
**1...Bd5**; 1...a4; 1...Na1; 1...Kg6; 1...f6; 1...Rg8; 1...d3; 1...Bf3; 1...Ba6; 1 ...Bc8; 1... Ne3; 1... Rd5; 1... Re8.

## DEFENCE AGAINST A THREAT

Chess is a 'turn-based sport' which means that after one player makes a move, there won't be a second chance for the same player to make the next move till the opponent has replied by making a move. This offers both the players an opportunity of guarding against opponent's threats throughout the game. This opportunity may be used for Defence or for Counter-attack. In the initial phases of learning Chess, players are extremely happy, excited and thrilled when they make an attack against an enemy piece or in other words, when they 'give a threat'. However, this joy is often short lived when the opponent successfully guards against the threat.

In Chess, just like in a war, there are two major ways to guard against enemy attack — Defence or Counter-attack. Let us see some examples of the concept of 'defence'.

Diagram 5.11



**White plays 1.Bc3 here.** This move attacks the Black Knight on 'f6'. However, now it's Black's turn to play and this offers black an opportunity to guard against the threat easily. Therefore, giving a threat, in itself, isn't a great achievement here as Black has opportunity and time to guard against the threat.

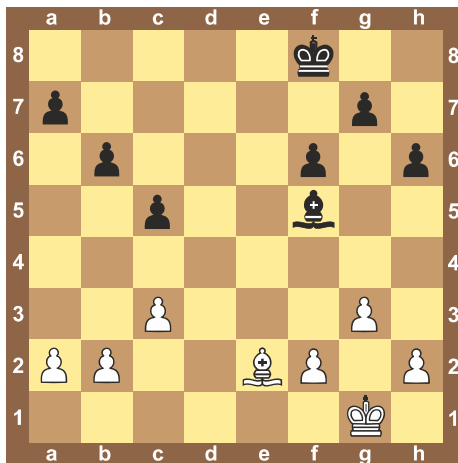
**There are four different ways to defend an attacked piece:**

1. Capturing the attacking piece.
2. Moving away the attacked piece.
3. Protecting the attacked piece.
4. Blocking the path of the attacking piece.

## 1. Capturing the attacking piece.

### (a) Capturing the attacking piece by the attacked piece.

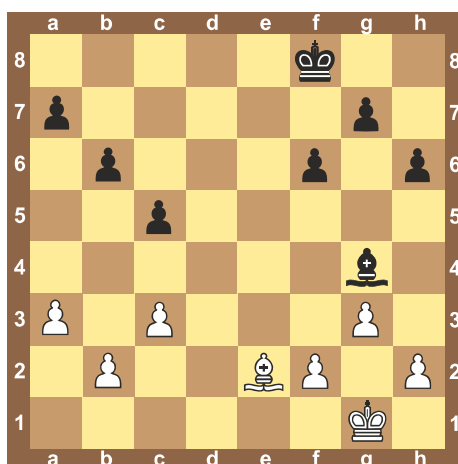
Diagram 5.12



We will now see an important aspect of a defence against an attack — the capture of attacking piece by the attacked piece. **1.Bd3??** White attacks the Black Bishop, but now it will be Black who will have the chance to make the move. **1...Bxd3!** Black has successfully repulsed White's attack against its Bishop.

**1.a3** is a useless but harmless alternative and let's see what can happen if Black then decides to attack the White Bishop with his move. **1...Bg4??**

Diagram 5.13

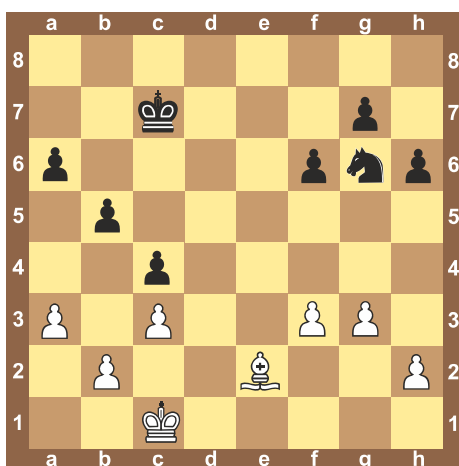


White replies **2.Bxg4** averting the threat and Black has paid a penalty for unprepared adventure.

**(b) Capturing the attacking piece by a piece other than the attacked piece.**

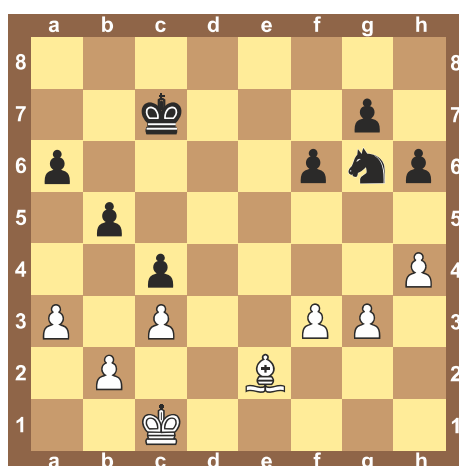
Here is an example of guarding a piece by capturing the attacking enemy piece not by the attacked piece, but by some other piece.

**Diagram 5.14**



**1. Bd3??** seems to be a good attacking move at the first glance as it attacks the Black Knight, which, in turn, can't capture the White Bishop. However, the Black Pawn on 'c4' comes to the rescue of the Black Knight and removes White's threat by capturing the Bishop. **1...cxd3.**

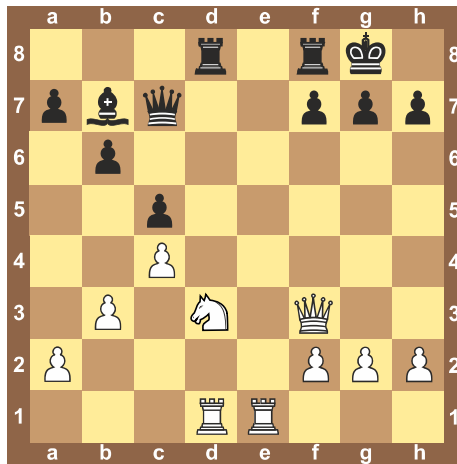
**Diagram 5.15**



White has just played 1.h4. If Black attempts to attack the White Bishop with 1...Nf4??, then White has 2.gxf4 capturing the Black Knight.

## Capturing attacking piece by attacked piece - bad choice

Diagram 5.16

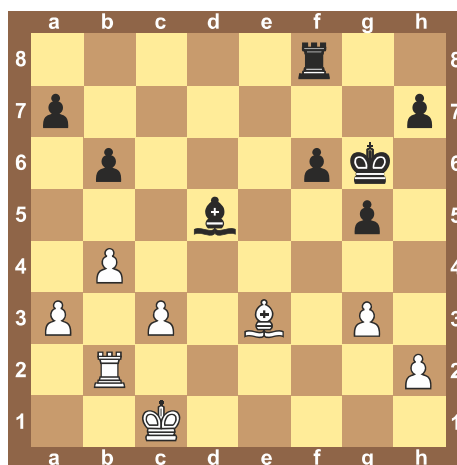


Here we will see an example when capturing the attacking piece by the attacked piece is a mistake. 1.Qxb7?? 1...Qxb7 White has lost the Queen for a Bishop due to a wrong choice. We will learn more about this in the topic “Profitable Exchanges”.

### (2) Defending by moving away the attacked piece

Now we will see yet another way of guarding against the enemy attack: Moving away the attacked piece. In the diagram, White creates an attack against the Black Bishop with the White Rook but this doesn't turn out dangerous for Black as the Bishop can avoid being captured by moving to one of the many different squares which aren't threatened by White forces.

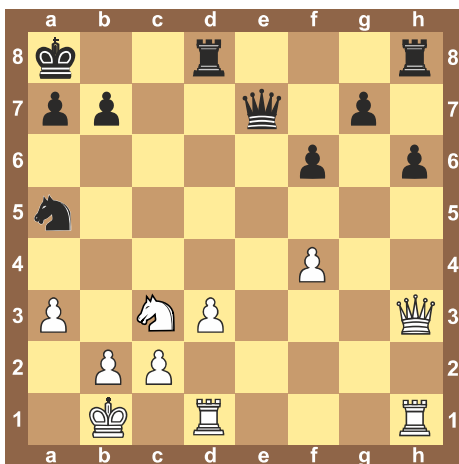
Diagram 5.17



White plays 1.Rd2 here, attacking the Black Bishop on d5. The attacking piece, Rook on d2, cannot be captured by any of the Black pieces. But Black can safely move the Bishop to any squares other than 'g2' or 'a2'. 'Ba2' and 'Bg2' would be mistakes as the Bishop can be captured by the white rook on these squares too.

We will now see another example of defending against an attack by moving away the attacked piece to a safe square.

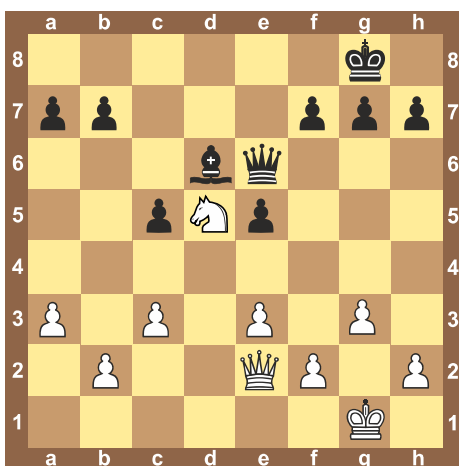
**Diagram 5.18**



White attacks the Black Knight on 'a5' with 1.Qf5 and now Black has three choices of moving the Knight. The only correct Knight move is 1...Nc6! (Readers can find out why 1... Nb3?? and 1 Nc4?? are incorrect).

**(3) 'Protecting' or 'Supporting an attacked Chessman'**

**Diagram 5.19**

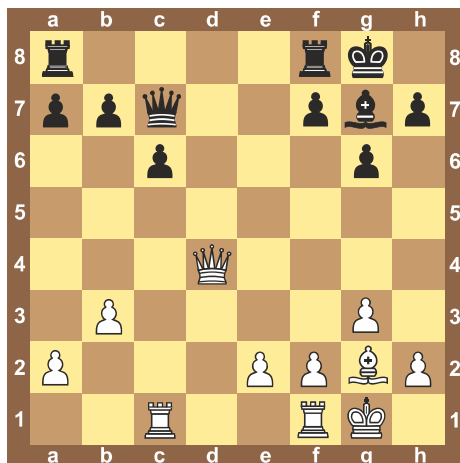


In the diagram position, the White Knight has been attacked by the Black Queen and White needs to take some steps to save it. The Knight has as many as six moves but they are all unsafe for the Knight. There is no way of capturing the attacking piece (the Black Queen). However, there is one possible method to save the Knight, "To protect the attacked piece". Let's see how a Chessman is 'Protected'. 1.e4! White has safeguarded the Knight as capturing the Knight would now lead to heavy loss of material. We will learn more about this when we study the concept of 'exchanges and the loss/profit resulting from such exchanges. Other possible ways to protect the knight are

1.c4!; 1.Qd1; 1.Qd2; 1.Qd3; 1.Qf3; 1.Qc4

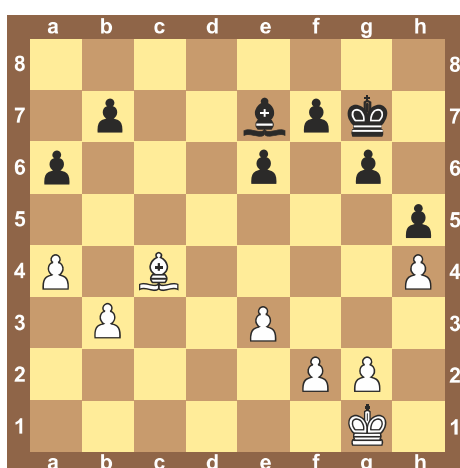
## Wrongly protecting the attacked piece

Diagram 5.20



The White Queen is under attack by the Black Bishop and it would be a blunder to support the Queen. For example, 1.Rfd1?? Bxd4 11.Rcd1?? Bxd4; 1Rc4?? Bxd4; 1.e3?? Bxd4 All the above options lose 9 points for 3 points, By these examples, we see that it's illogical to support the attacked piece if the attacked piece is of higher value than the attacking one.

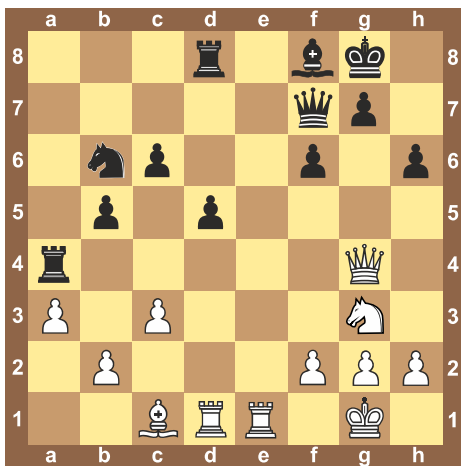
Diagram 5.21



The White Pawn at "h4" is under attack by the Black Bishop. The options of (1) capturing the attacking piece, (2) moving the attacked piece or (3) blocking the path of the attacking piece are not available in this position. However, the option to protect/support the attacked piece is available. 1.g3! If Black still goes ahead with capturing the attacked pawn, it will result in a 'Loss making exchange for black. 1...Bxh4?? 2.gxh4 etc.

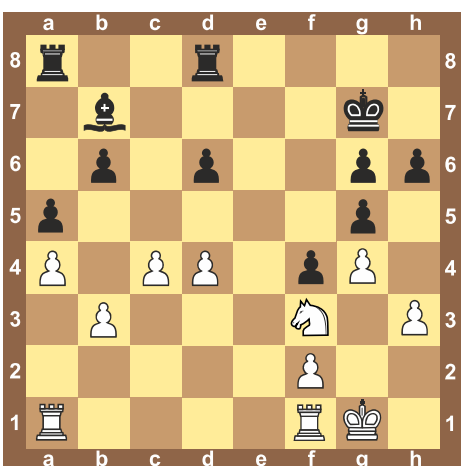
(4) Defence by 'Blocking the Path of the attacking piece'

Diagram 5.22



The Black Rook on 'a4' is attacking the White Queen on g4. Capturing the rook with the queen or supporting the queen would lead to a loss of 9 points for 5 points. Clearly a bad bargain. Of course, White can move the Queen to a safe square but there is an additional option of blocking the path of the Black Rook. Identify ways of blocking the Rook's attack on the Queen.

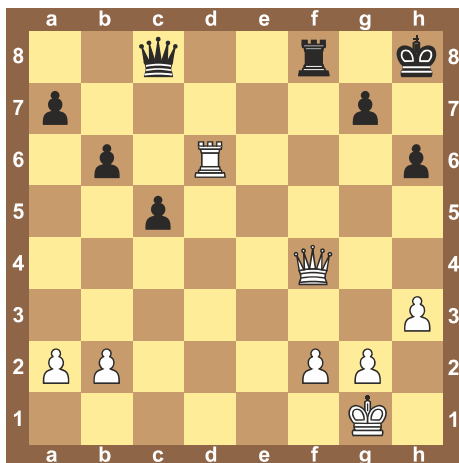
Diagram 5.23



The Black Bishop is attacking the White Knight. There is no way of capturing the attacking piece. "Moving the Knight" or "Protecting the Knight" are possible but there is a much better option, Blocking the diagonal of the Bishop, thereby guarding the White Knight from the attack by the Black Bishop. 1.d5! The White Knight is safe and well placed.

## When blocking the attacking piece is a wrong option

Diagram 5.24



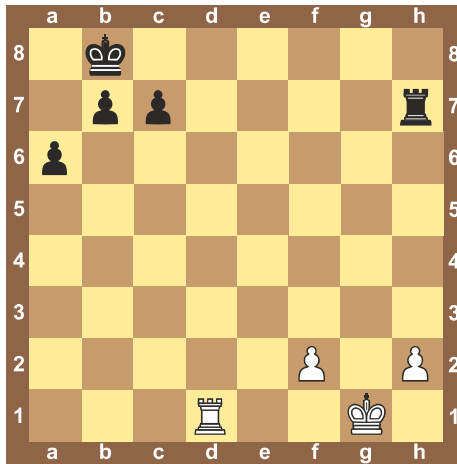
The White Queen has been attacked by the Black Rook and there are several safe options of moving the Queen. Here capturing the attacking piece, protecting the attacked piece and blocking the path of the attacking piece turn out to be disastrous. 1.Qxf8??. Capturing the attacking piece is bad due to 1... Rxf4. 1g3??. Supporting the attacked piece is equally bad due to 1... Rxf4. Blocking the attacking Rook with 1.Rf6? is also wrong here due to the variation 1... Rxf6 2.Qxf6?? gxf6 when black has gained 14 points for 5. The correct option would be to move the Queen to a safe square.

## CHAPTER 6

### Check

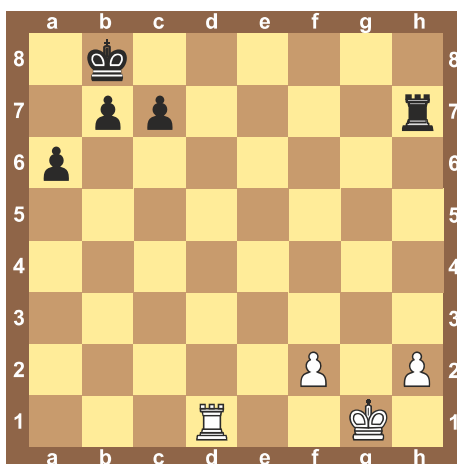
a check is an attack/threat to king by enemy chessmen. it is mandatory for a player to get rid of check on immediate move. Check is denoted by the sign +.

Diagram 6.1



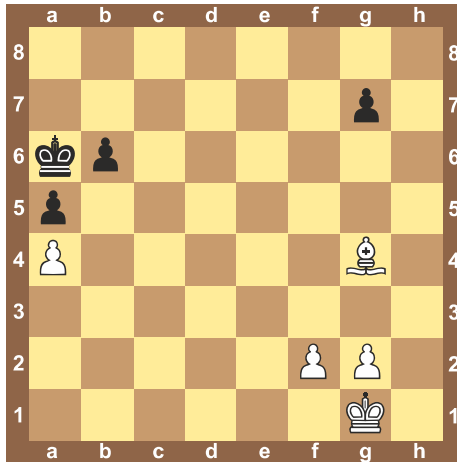
In the diagram position White moves **1.Rd8+** With this move, white attacks the Black king.

Diagram 6.2



We have the same position but this time it is black's turn to play. Black can give a check to the white king by attacking it with his rook **1...Rg7+**

Diagram 6.3



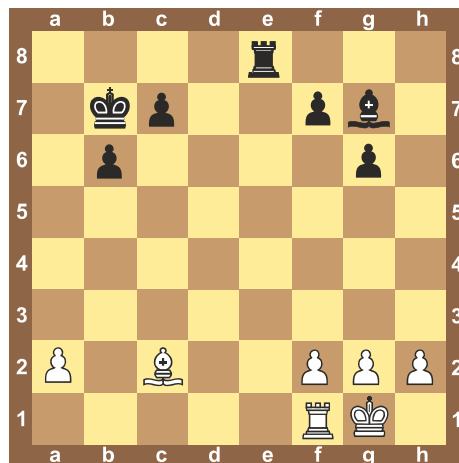
The White Bishop has two ways to give a check to the Black King. Both moves attack the Black King, putting him in check. **1.Bc8+** [Also possible is 1.Be2+]

### Getting out of Check

There are 3 possible ways to get out of a check They are:

1. Capturing the checking piece.
2. Blocking the path along the check
3. Moving away the king to a square which is not under control by opponent's pieces.

Diagram 6.4



**1. Be4+** The White Bishop has given a cheque to the Black King. All three defences are available to black to get out of the check **1...Rxe4** Capture. When the Bishop is captured, the Black King is no longer under check .

**1...c6** Blocking. The Black Pawn has come between the King and the White Bishop.

**1...Kb8** Moving away. The King moves away to a square where it is on a safe square..

Black has got out of the check.

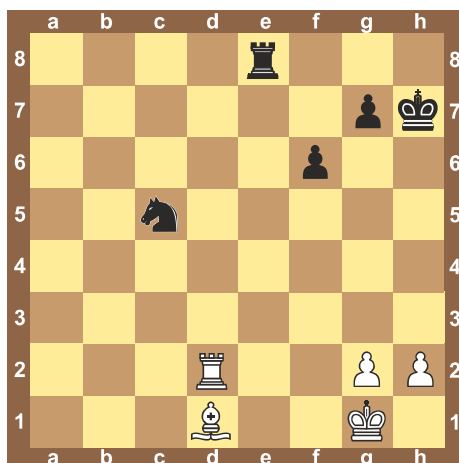
Diagram 6.5



**1...axb5 (Capture); 1...c6 (blocking); 1...Nc6 (blocking); 1...Bd7 (blocking); 1...Qd7 (blocking); 1...Ke7 (Moving away).**

Exercise 1

Diagram 6.6

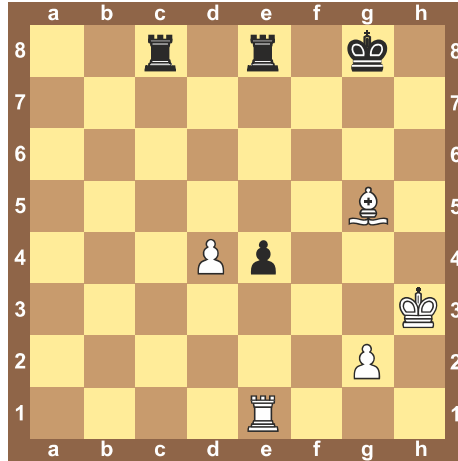


Question : White to play. Give a check to the Black King.

Answer : **1. Bc2+**

### Exercise - 2

Diagram 6.7

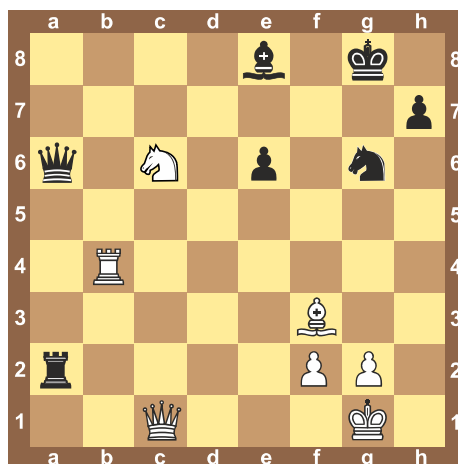


Question : Black to play. Give a check to the White King.

Answer : **1...Rc3+**

### Exercise - 3

Diagram 6.8

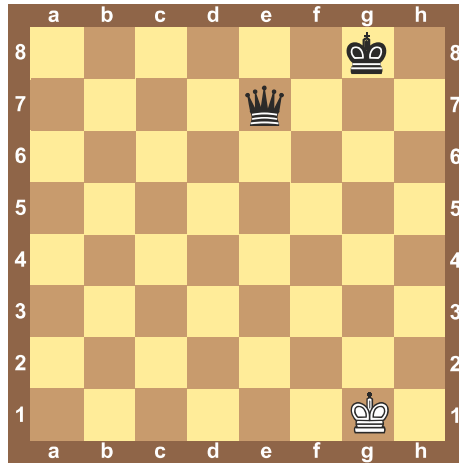


Question : White to play. Give a check to the Black King.

Answer : **1. Ne7+**

### Exercise - 4

Diagram 6.9

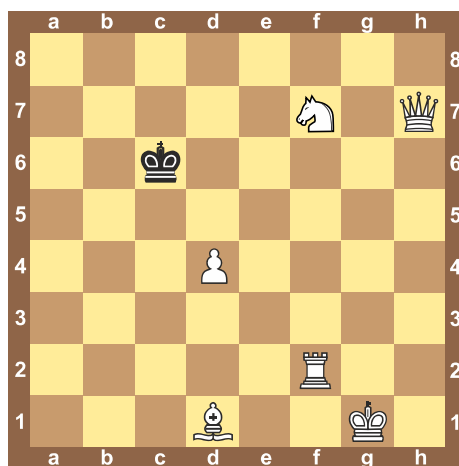


Question : It is black's turn to play. Show all the possible checks which black can give.

Answer : **1...Qg5+** [1...Qg7+; 1...Qe1+; 1...Qe3+; 1...Qc5+; 1...Qa7+] **remove bracket and add ; to 1st**

### Exercise - 5

Diagram 6.10

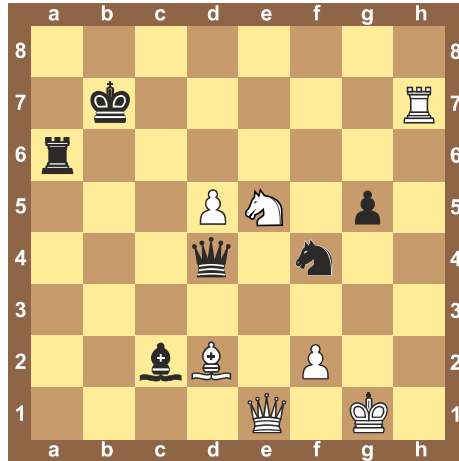


Question : It is White's turn to play. Show all the checks he can give to the Black King.

Answer : **1.d5+**; 1.Nd8+; 1.Ne5+; 1.Bf3+; 1.Ba4+; 1.Rf6+; 1.Rc2+; 1.Qh6+; 1.Qg6+; 1.Qh1+; 1.Qe4+; 1.Qc2+

### Exercise - 6

Diagram 6.11

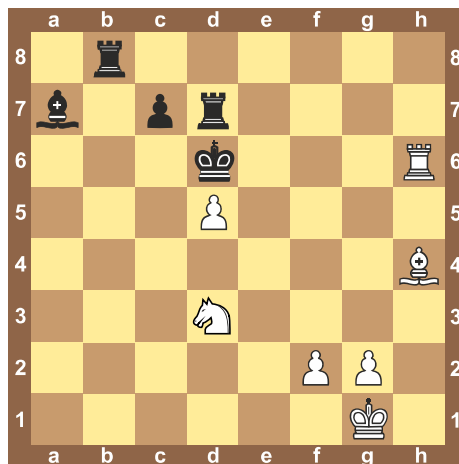


Question : White has just played R-h7 and given a check to the Black King. Find all the possible replies by Black to save from the check.

Answer : **1...Bxh7!** black can also get out of the check by moving his king to any of the four safe squares, but the option to block the check is not available in this position  
1...Ka8; 1...Kb8; 1...Kc8; 1...Kb6 are the only other available moves but the text 1...Bxh7 is by far the best as it wins the rook that is giving check.

### Exercise - 7

Diagram 6.12



Question : White has given a check to the Black King. How can the Black save himself by getting out of the check?

Answer : **1...Kxd5** This is the only way to get out of the check. The options of capture and block are not available in this position and the King has no other safe square to move to.

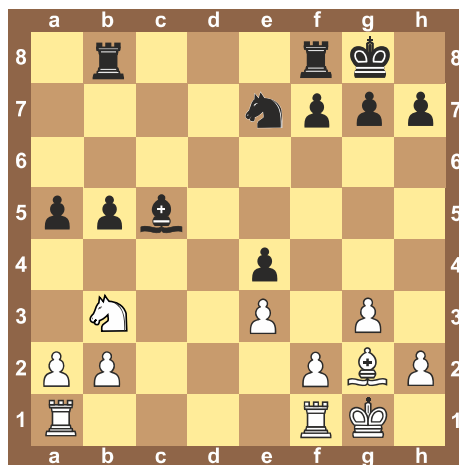
## CHAPTER 7

### Captures

#### Logic behind captures and Making the best choice

In a chess game, after the safety of King, the most important factor is the material superiority or higher value of one's Chessmen. The logic behind this is obvious. Chess is a game of warfare and though it has limitations of movement of pieces, all the general rules of warfare apply to Chess as well. Under normal circumstances, a player with material advantage is more likely to win the game and therefore, it is very important to try to gain material superiority over the opponent. To capture opponent's piece is an optional move and in general, the option should be exercised only when beneficial. Let us now see a few examples of simple captures. It is white turn to play in the following diagram.

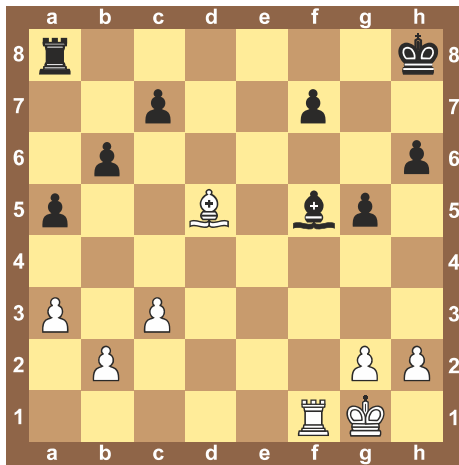
Diagram 7.1



White has a choice of capturing any one of the three Black Chessmen which have been exposed to attack by White. White can take the Black Pawn on 'a5' with his Knight or can take the Black Bishop on 'c5' with his Knight or can take the Black Pawn on 'e4' with his Bishop. Taking the Pawn on 'a5' or 'e4' would give White an advantage of 1 point, whereas taking the Bishop with Nxc5 would lead to a gain of three points. It is, therefore preferable and correct to capture the Bishop, though the moves Nxa5 or Bxe4 can not be said to be bad moves.

**1.Nxc5!**

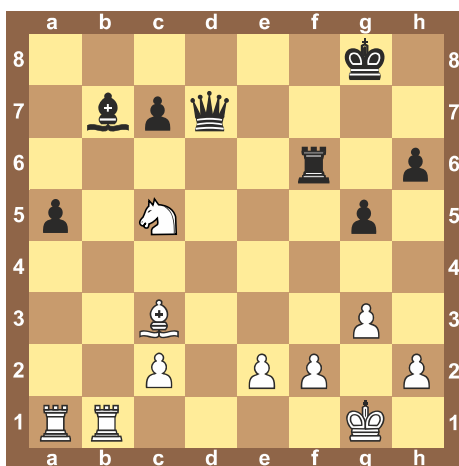
Diagram 7.2



Here, too, White has three possible captures. Let's see which of the three is the strongest. Bxa8 gains a Rook which is equivalent to 5 points. Bxf7 leads to gain of a Pawn, i.e.1 point. Rxf5 gives an advantage of 3 points.

**1.Bxa8!** is, therefore, the best move.

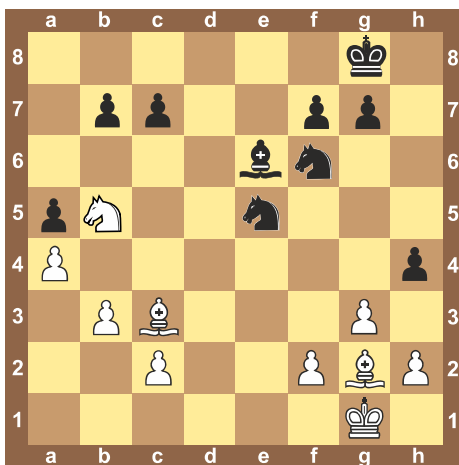
Diagram 7.3



Q: How many choices of captures does White have in the diagram position? Which one is the best?

A: **1.Nxd7!** is the best. Other possible captures are 1.Nxb7; 1.Bxf6; 1.Bxa5; 1.Rxa5; 1.Rxb7. Readers can themselves find out the relative gain in all the above captures.

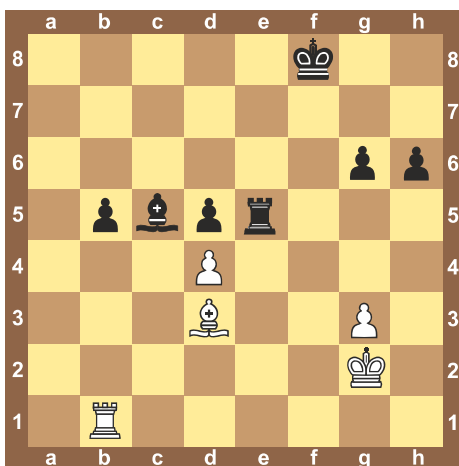
Diagram 7.4



Question: How many captures are possible for White? Which one is the best and what is the logic behind it?

Answer : White has five options. While Bxa5, Bxb7, Nxc7 and gxh4 each lead to gain of a Pawn, Bxe5 gains a Knight. **1.Bxe5**, gaining three points, is therefore the best option among the five available captures.

Diagram 7.5



Question : How many captures are possible for White? Which one is the best?

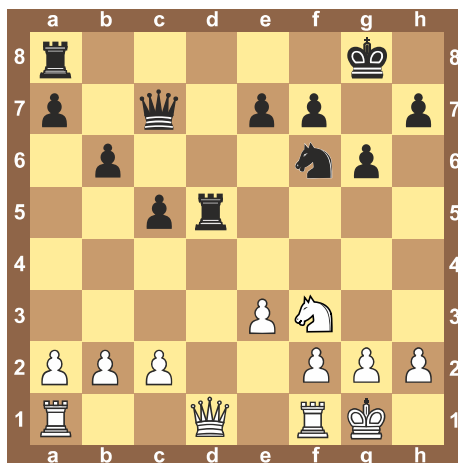
Answer : White has five possible captures. 1.dxc5; 1.Bxb5; 1.Rxb5; 1.Bxg6 and **1.dxe5**. The last option is the best as it wins five points.

## CHAPTER 8

### Profitable and loss-making exchanges

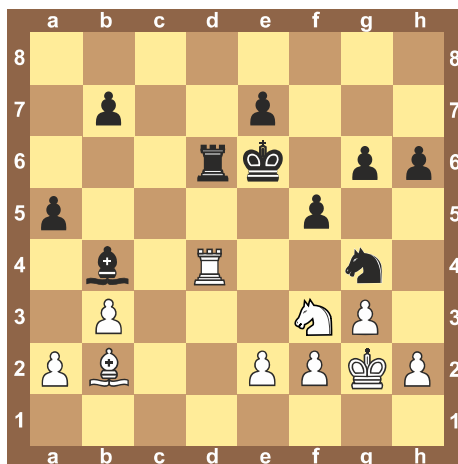
In previous lessons we saw that a player who has the stronger army is more likely to win a Chess game if he/she is able to keep the King safe. Since the players can capture only each other's Chessmen, it is obvious that whenever there is a material imbalance it must have been a result of free captures or unequal exchanges. Let us see a few examples of unequal exchanges.

Diagram 8.1



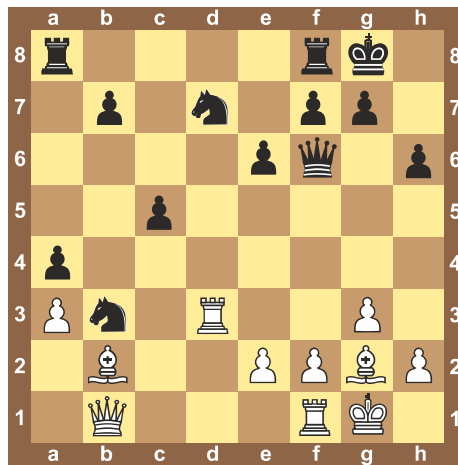
In the diagram position, the White Queen has been attacked by the Black Rook on 'd5' and the Black Rook on 'd5' is also under attack by the White Queen. Both the attacked pieces are supported. However, due to the difference in their relative value, an exchange of these two Chessmen will benefit Black.

Diagram 8.2



In the diagram position White has option of three captures with his Rook. Let's try to evaluate these captures. 1. Rxb4? bxb4 is a loss-making exchange for White as White loses 5 points whereas Black loses only 3. Similarly, 1. Rxd6? is also a loss-making exchange after 1...axb4. The third option of exchange 1. Rxd6+ Bxd6 results in an equal (non-profitable, non loss-making) exchange.

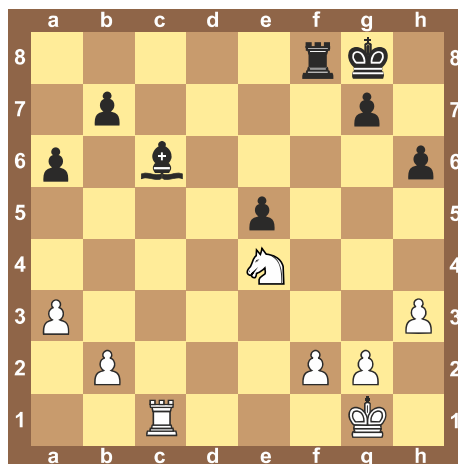
Diagram 8.3



White has four possible captures. Let us analyse and assess these. 1.Rxd7 is a free capture and is not an exchange, White gains 3 points by the capture. 1.Bxb7 is also a free capture and not an exchange. White stands to gain 1 point by this capture. 1.Rxb3 axb3 is a loss making exchange for White as he loses 5 points for 3. The best and most profitable capture/exchange is to take the Black Queen with the White Bishop on 'b2'. After 1.Bxf6 Nxf6 White gains 9 points for 3.

**Loss making exchange to defend a different piece.**

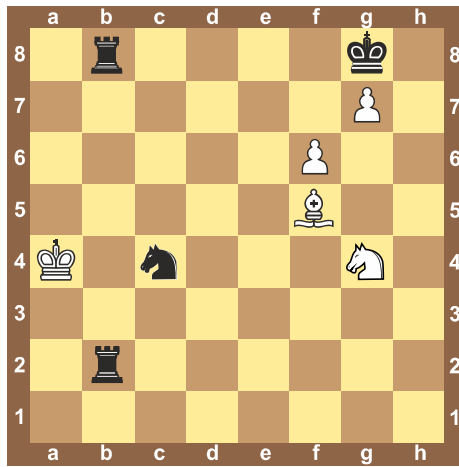
Diagram 8.4



Here we have an example of an incorrect choice of 'Saving the attacked piece by eliminating attacking piece wrongly' leading to a 'Loss making exchange'. The White Knight has been attacked by the Black Bishop. Let's see the result of capture of Bishop by White Rook 1.Rxc6? bxc6 White has lost a Rook (5 points) for a Bishop (3 points). Instead, White should opt for a different method of saving the Knight, such as moving away to a safe square or supporting the Knight.



Diagram 9.1a



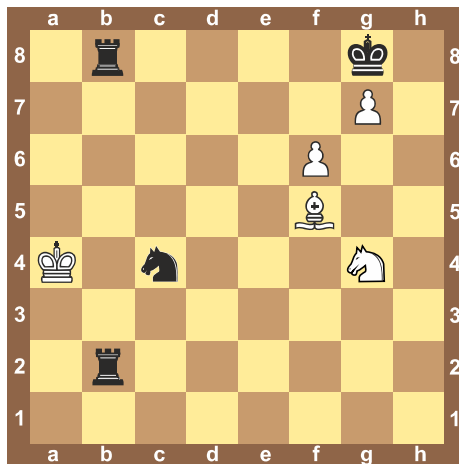
1.Nh6#

The Black King has been attacked by the White Knight. The Knight can't be captured by any of the Black Pieces. The Black King has no escape squares. 'f8' and 'h8' are controlled by White Pawn on 'g7'. The square 'g7' is controlled by the White Pawn on 'f6'. The square 'h7' is under attack by the White Bishop on 'f5'. Finally, the escape to 'f7' is prevented by the same White Knight which is attacking the Black King. Therefore, the Black King has no way to get out of check. The Black King has been 'Checkmated': White has won the game.

Please note that White King is also under a threat of immediate Checkmate by Black forces. Can you find different ways to Checkmate the White King if it were Black's turn to play?

**Dil-Aaram's Mate Threatened - Counter-Checkmate!**

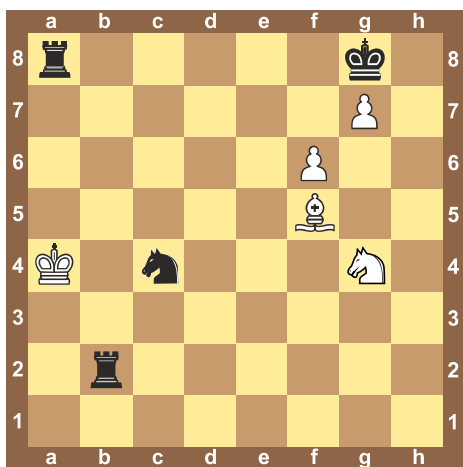
Diagram 9.1b



Question : Black to play, how many possible ways does Black have to Checkmate White in just one move?

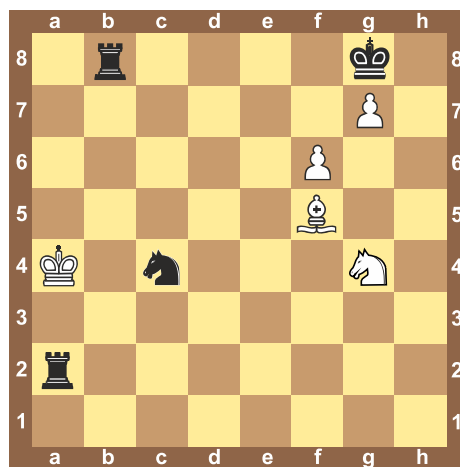
Answer :

**Diagram 9.1c**



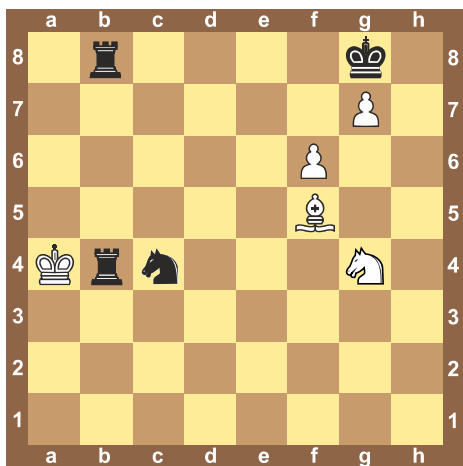
1...Ra8#

**Diagram 9.1d**



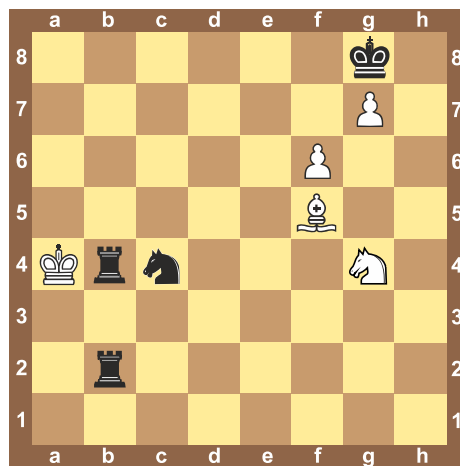
1. ..Ra2# is also a checkmate.

**Diagram 9.1e**



1. ..R2b4#

**Diagram 9.1f**



1. ..R8b4#

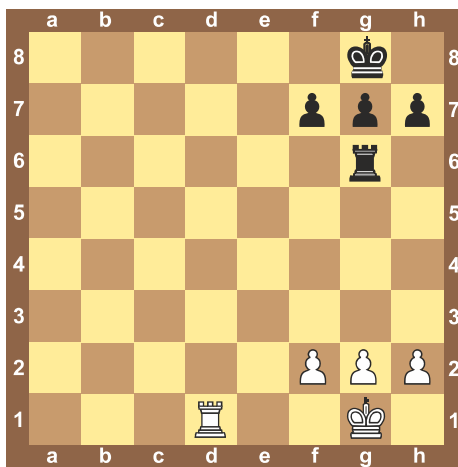
## CHAPTER 10

### Commonly occurring checkmates

#### (1) Back Rank Checkmate

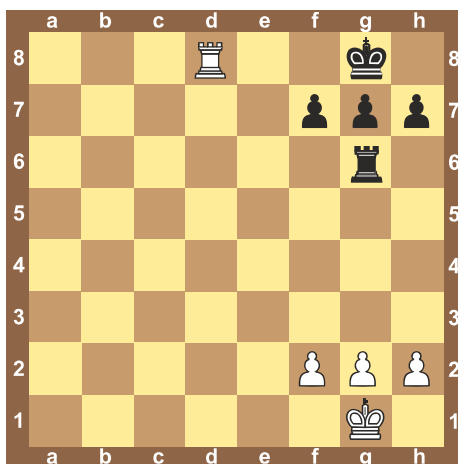
A common checkmate possibility is the 'Back Rank Mate' or 'The Back Row Mate'. When a Player's King is restricted to the Back Rank due to presence of own Chessmen (especially Pawns) in next Rank, a check by the enemy Queen or Rook can result in Checkmate.

Diagram 10.1a



In the diagram position, the Black King seems to be safe as it is surrounded with other Black Chessmen. However, the same Chessmen block the escape routes of the Black King against an attack by a White Rook from the Back Rank. White creates an attack against the Black King with a Rook Check delivering Checkmate. 1.Rd8#

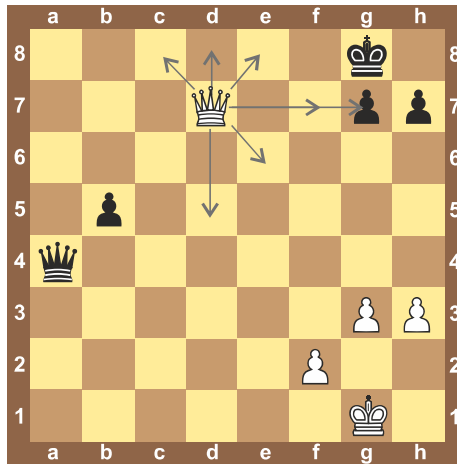
Diagram 10.1b



Black has been checkmated as there is no way of getting out of the check. This Checkmate is known as Back Rank Mate or Back Row Mate.

## Back Rank Mate by Queen

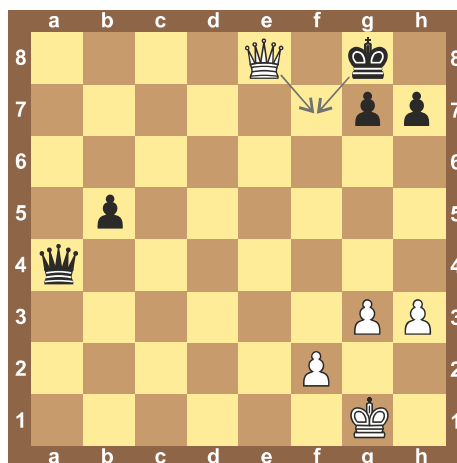
Diagram 10.2



Question: White can give seven different checks as indicated in the above diagram. How many of the checks can result in checkmate in one move? Show with explanation.

Answer : Only 1.Qe8 is checkmate.

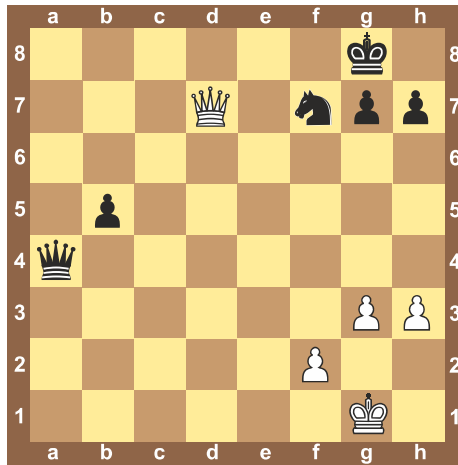
Diagram 10.3



After the correct move chosen by White, **1. Qe8** the Black King has no way of getting out of the Check. Hence, a Checkmate.

Any other check by the queen will allow the Black King to move to a safe square.

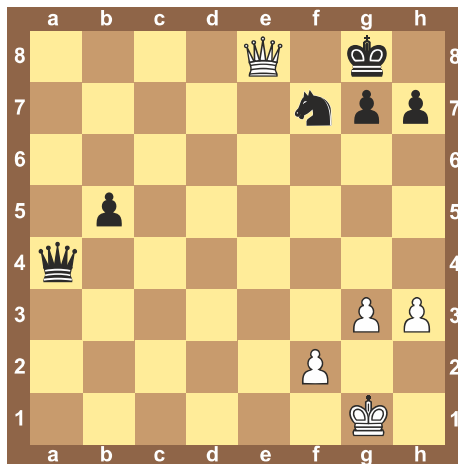
Diagram 10.4



Question : Can White Checkmate the Black King in one move?

Answer : Yes. **1.Qe8#** This is the only way to checkmate. For example, **1.Qd8+?? Nxd8** or **1.Qc8+ Nd8 2.Qxd8+ Kf7** and Black King is safe.

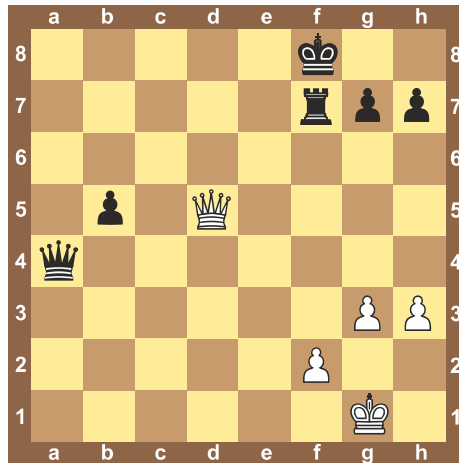
Diagram 10.5



Black has been checkmated.

## Back Rank Mate by Queen

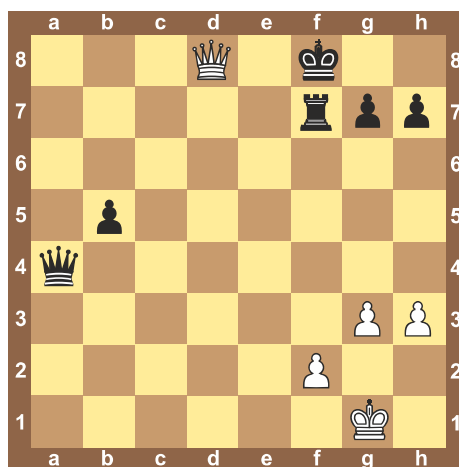
Diagram 10.6



Question : White can give a check to the Black King in five possible ways. Some of them are bad and some are ineffective. But one Check is distinctly better than others. Which one? Why?

Answer : **1.Qd8#1** is the only correct check. Black is Checkmated. Any other queen check will allow black a successful defense.

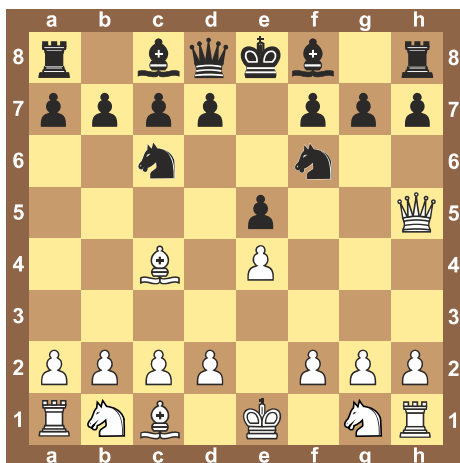
Diagram 10.7



Black has been checkmated.

## (2) Scholar's Mate

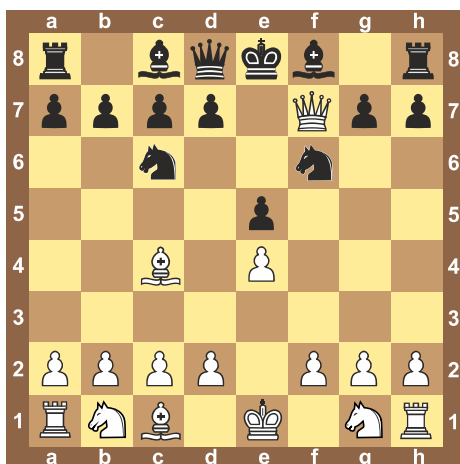
Diagram 10.8



This is one commonly occurring Checkmate at the beginners' level. Black overlooks that the 'f7' square has been attacked twice - by the White Queen and the White 'King Bishop'.

1. **Qxf7#** Checkmate

Diagram 10.9

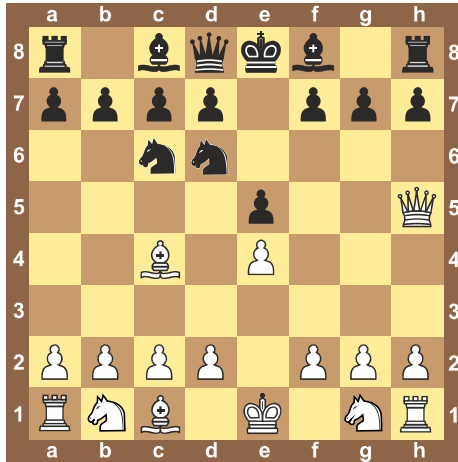


Black would like to capture the White Queen with the King (**1....Kxf7**) but it can't be done as the White Queen is supported by the White Bishop on 'c4'. The Black King doesn't have any square to escape from the check. Black is checkmated. This Checkmate is known as Scholar's Mate. Please note that **1.Bxf7+** is also a check but Black can defend with **1...Ke7**.

**1.Qxe5+?** is also a check but can be met with the capture **1...Nxe5**.

### A flawed attempt to checkmate

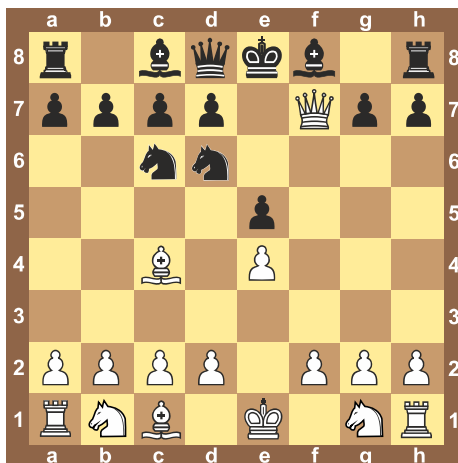
Diagram 10.10



Here is an example of a flawed attempt to checkmate. White has prepared an attack against 'f7' but Black has adequately guarded the square by placing a Knight at 'd6'. Hence it would be wrong for White to give a check by capturing the pawn on 'f7.'

1. Qxf7+??

Diagram 10.11



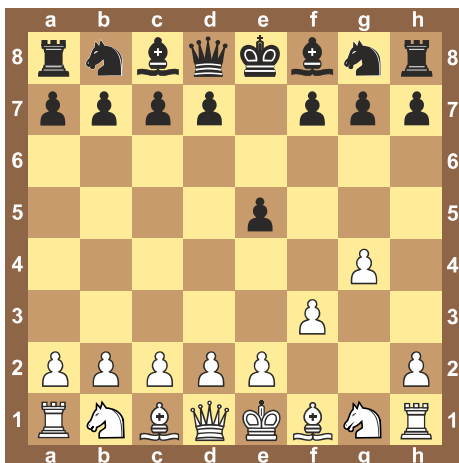
1.. Nxf7 2. Bxf7+ Kxf7.

The Black King is safe and White has suffered a heavy loss of his material.

### (3) Fool's Checkmate

The quickest possible mate from the starting position can take place in just two moves if White plays very badly. **1.f3 e5 2.g4??** a very bad move in an otherwise harmless position.

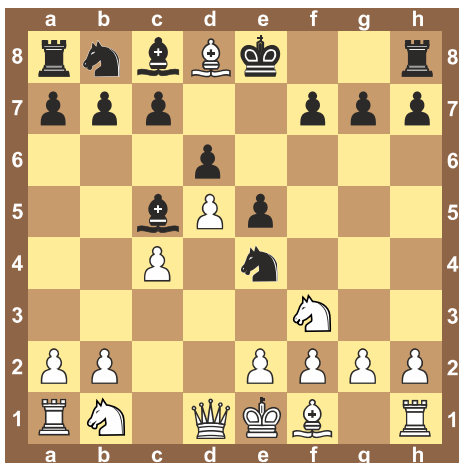
Diagram 10.12



**1. ..Qh4#** The move 2. g4 is the decisive mistake as the 'g' pawn has crossed the 'g3' square and can no longer block a Queen check from 'h4'. Instead, a move like 2. b3 would keep white safe from harm as 2...Qh4+ can now be met with 3. g3.

### (4) Typical Checkmates on f2/f7

Diagram 10.13

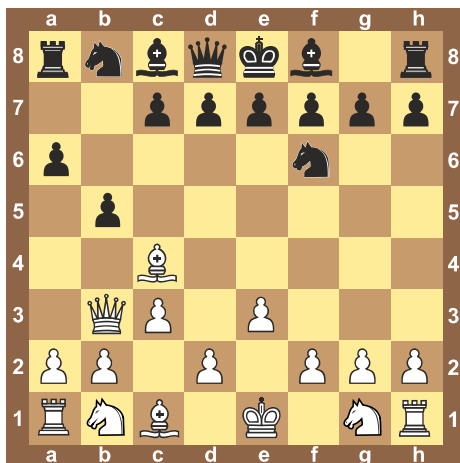


Black To Play.

What is the Best Move here? **1...Bxf2#** White has been checkmated. **1...Bb4+?** is not good as white can defend with **7. Nbd2** and the White King is safe.

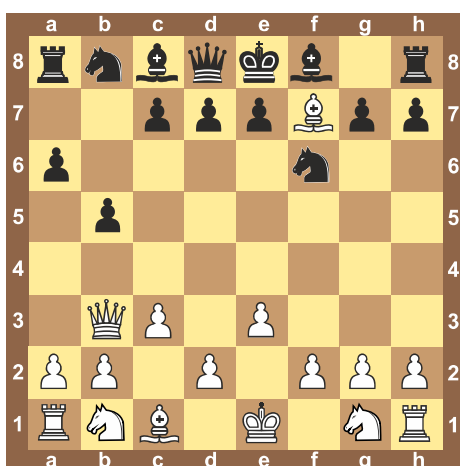
A similar Checkmate can happen with the Bishop supported by Queen instead of the Knight.

**Diagram 10.14**



The Black King might seem safe as none of White's pieces are close to it. However, White can win the game with 1.Bxf7#

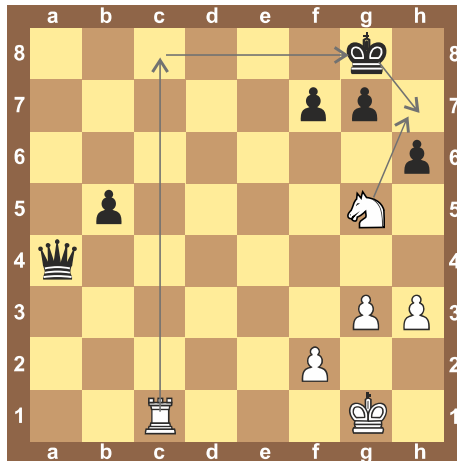
**Diagram 10.15**



The Black King can't capture the White Bishop as it is supported by the White Queen on 'b3. The Bishop, Queen and Rook are long-range pieces which can suddenly penetrate into the enemy territory from the other side of the Board.

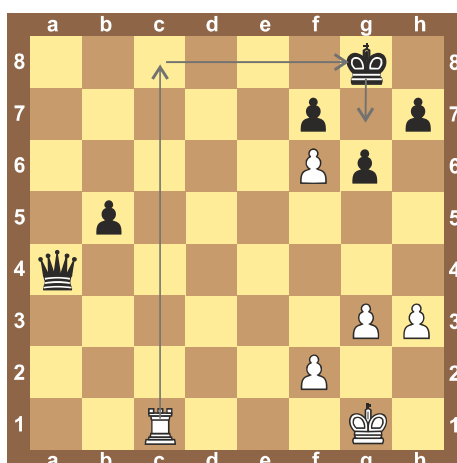
(5) Back Rank Checkmate with help from other chessmen

Diagram 10.16



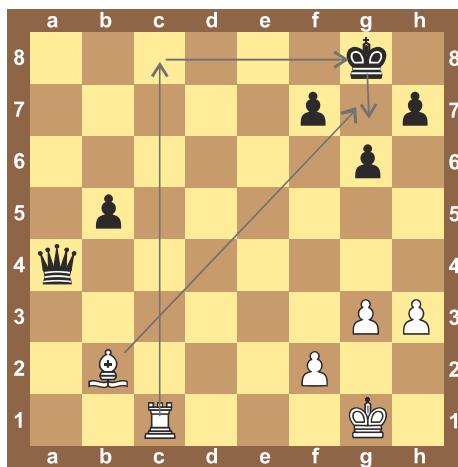
The Black King's escape route to h7 has been blocked as it is controlled by the White Knight. Therefore, a Check by White Rook from the Black Rank results in Checkmate. **1.Rc8#**

Diagram 10.17



The Black King's escape route to 'g7' has been blocked as it is controlled by the White Pawn. Therefore, a Check by White Rook from the Black Rank results in Checkmate. **1.Rc8#**

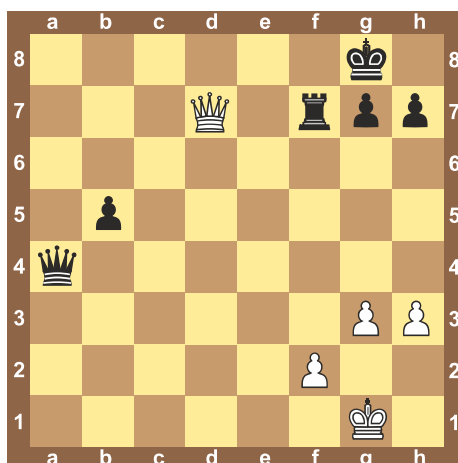
Diagram 10.18



**1. Rc8#**

Here 'g7' square is controlled by the White Bishop on 'b2'. Therefore, White checkmates Black with Rc8.

Diagram 10.19

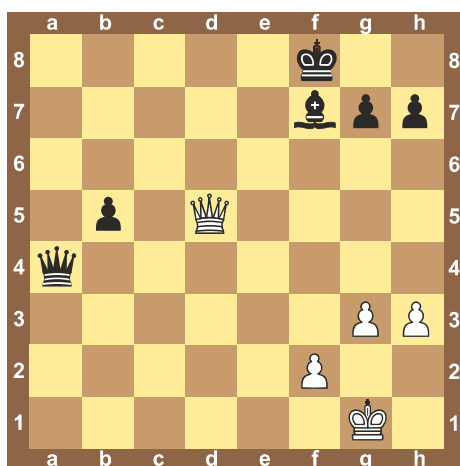


Question : Can White checkmate Black in one move?

Answer : No. Black can defend against the check from back rank. **1.Qe8+ Rf8 2.Qe6+ Kh8** etc.

Worse is **1.Qxf7+ Kxf7**.

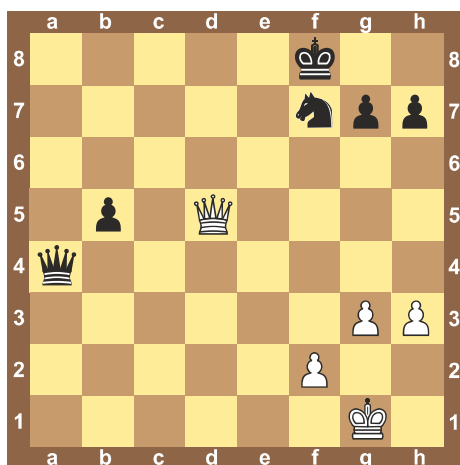
Diagram 10.20



White has five possible checks, but the Black King remains safe.

1. Qd6+ Ke8! (1...Kg8?? Would be a blunder as black gets checkmated after 2.Qd8+ Be8 3. Qxe8#)

Diagram 10.21



In the above position, Black King is safe from Back rank Checks. For example, 1. Qc5+ Ke8  
2. Qc8+ Ke7 or

1. Qa8+?? Qxa8; or

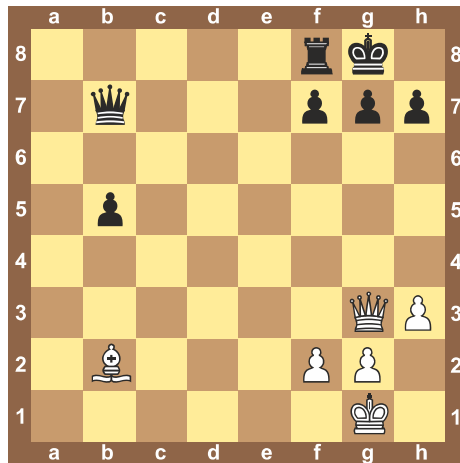
1. Qd6+?? Nxd6; or

1. Qxf7+?? Kxf7; or

1. Qd8+?? Nxd8

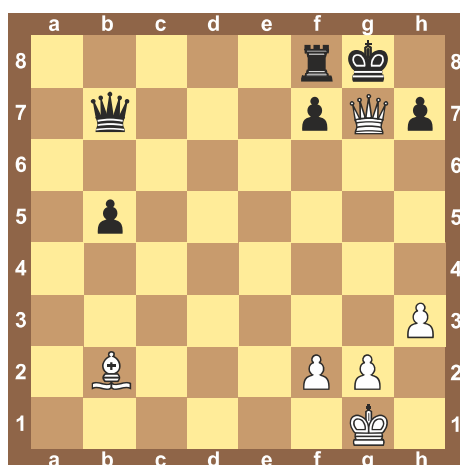
(6) Checkmate with Queen + Bishop

Diagram 10.22



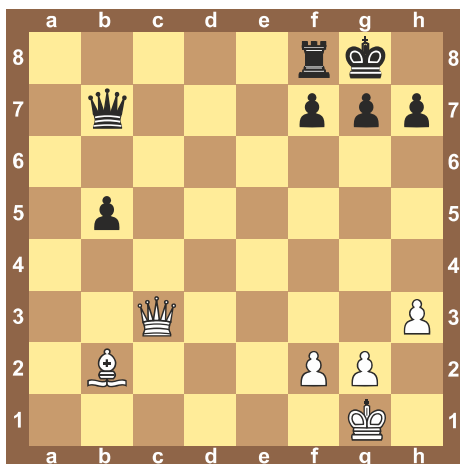
White can checkmate the Black King on the move with **1.Qxg7#**

Diagram 10.23



The Black King can't capture the White Queen as it is supported by the Bishop on 'b2'; nor can it escape to 'h8' as it is controlled by the White Queen.

Diagram - 10.24



White can checkmate the Black King with **1.Qxg7#**

Diagram 10.25

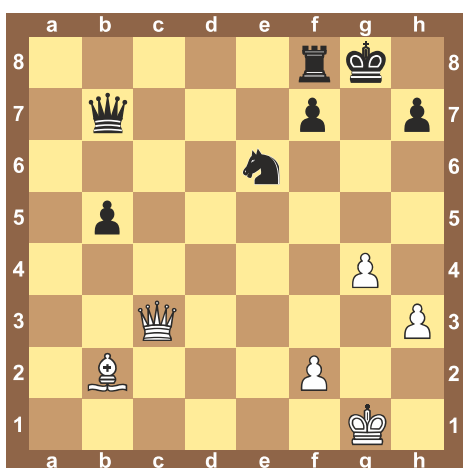
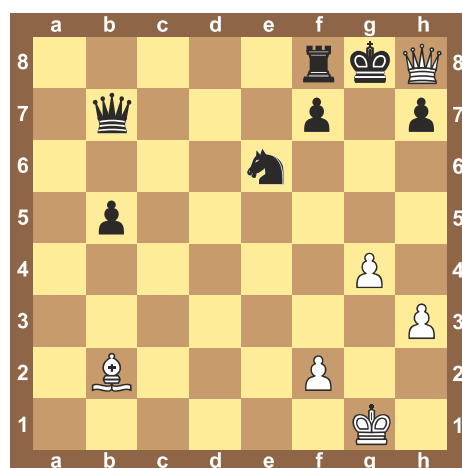


Diagram 10.26



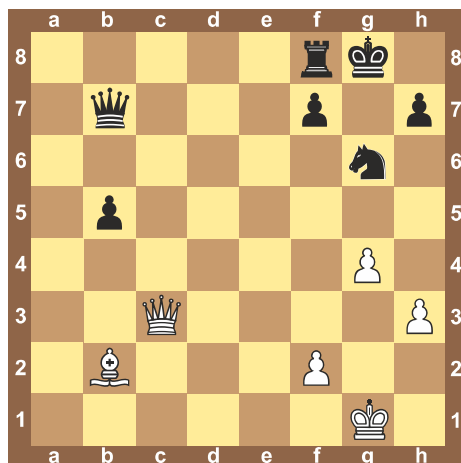
Question : Can White (to play) checkmate Black in one move?

Answer : Yes, by placing the Queen at 'h8'. 1. Qh8#

But not 1. Qg7?? in view of 1 ...Nxg7

(7) Greco's Mate with Queen and Bishop

Diagram 10.27

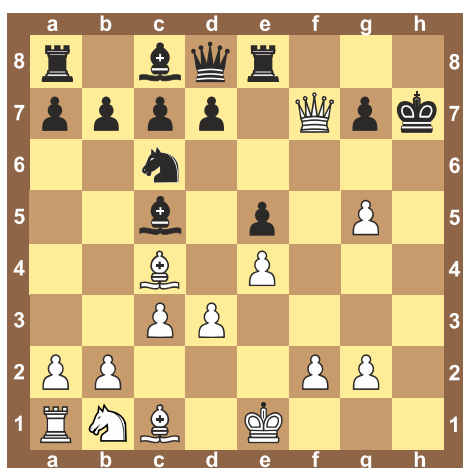


Question: Can White (to play) checkmate Black in one move?

Answer : Yes, by placing the Queen at 'g7'. **1. Qg7#**

Here 1.Qh8+?? fails to 1...Nxf8 and black wins the queen.

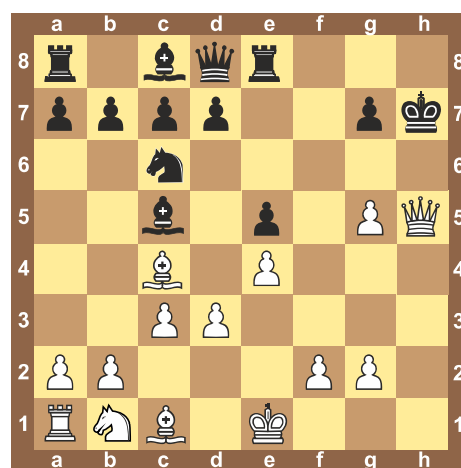
Diagram 10.28



Q: Can White Checkmate Black in one move?

A: Yes. With **1. Qh5#**

Diagram 10.29



Black has been checkmated.

Diagram 10.30

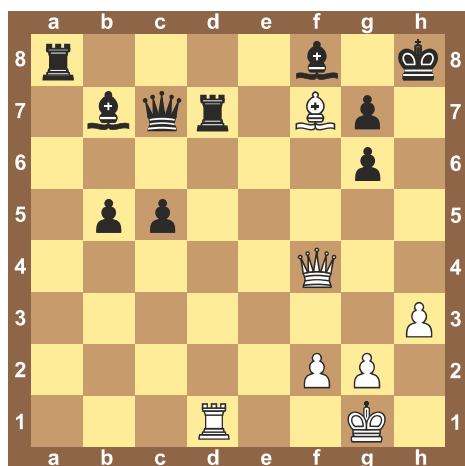
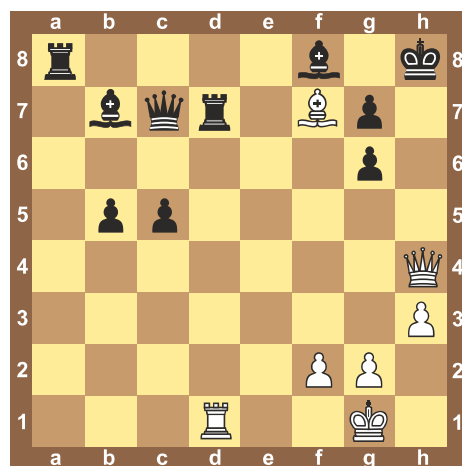


Diagram 10.31

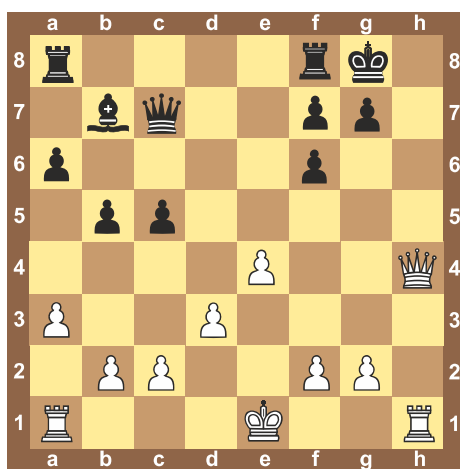


Q: White to play and checkmate in one move?

A: 1.Qh4#

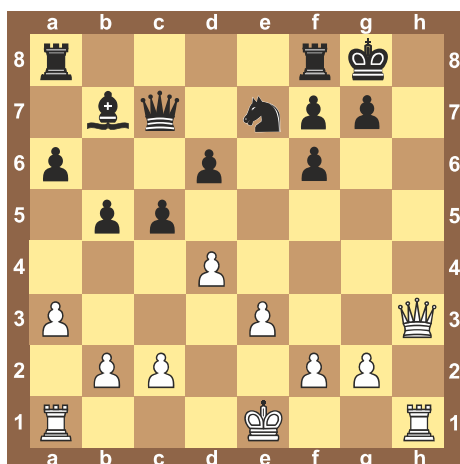
(8) Checkmate along open file

Diagram 10.32



1. Qh8# or 1Qh7#

Diagram 10.33



Black to play.

White is threatening two checkmates, Qh7 Mate and Qh8 Mate. Black can prevent only one of them at a time. Black does not have the option of (1) Capturing the White Queen or White Rook. (2) Blocking the 'h' file to prevent the White Queen from reaching 'h7' or 'h8'.

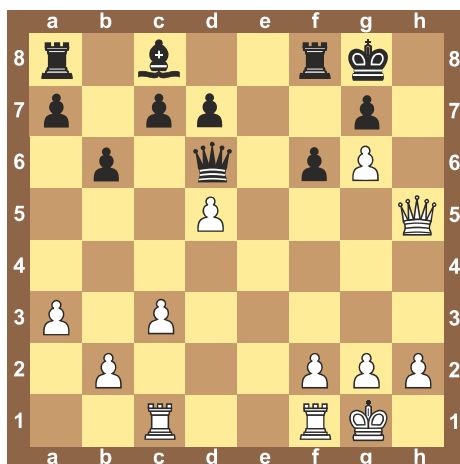
Vacating a square for the King to move is not useful here. For Example, **1...Rfc8** Vacates the 'f8' square for the Black King but then **2.Qh8#** is a checkmate anyway.

Black must try to stop the mate by defending the squares where the Checkmate is threatened. For example, **1...Ng6** defends the 'h8' square but White has another way to checkmate, **2. Qh7#**

**1...Be4** prevents Qh7 mate by defending 'h7' square but allows **2.Qh8#**

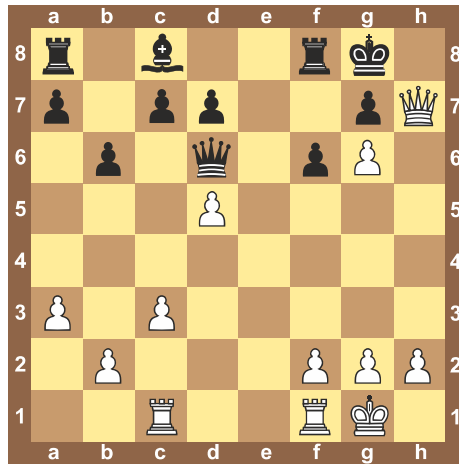
### (9) Damiano's Mate - With Queen + Pawn

Diagram 10.34



1. Qh7#

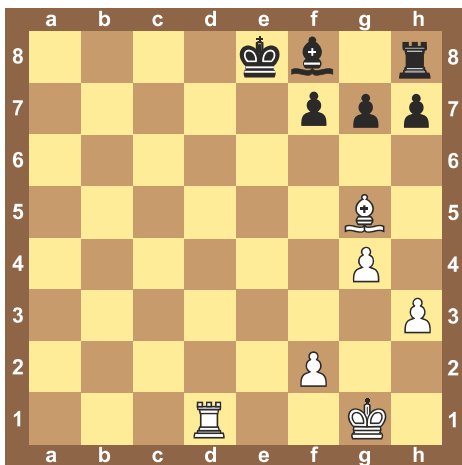
Diagram 10.35



The White Pawn on 'g6' not only Protects the White Queen but also prevents the Black King from escaping to 'f7'. Black is checkmated.

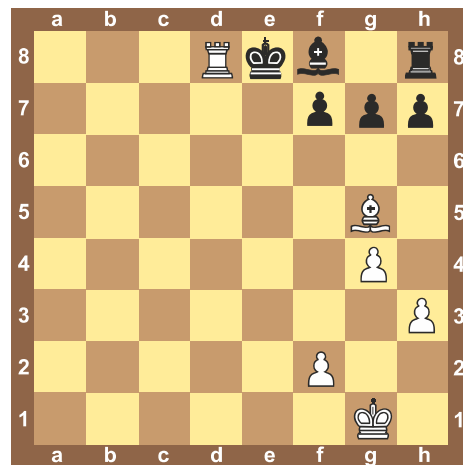
(10) Morphy's Mate - With Rook + Bishop

Diagram 10.36



1.Rd8#

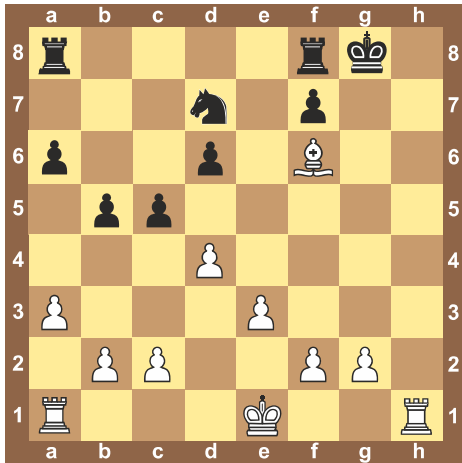
Diagram 10.37



Black has been checkmated.

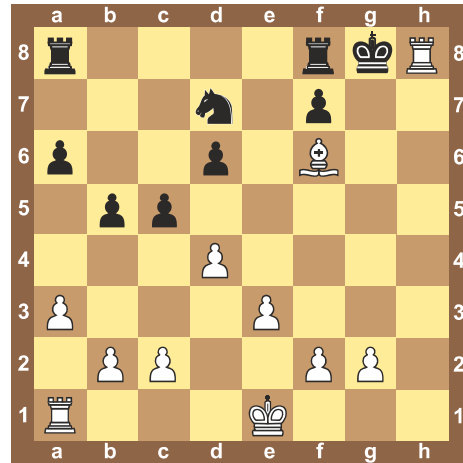
**Morphy's Mate against Castled King**

**Diagram 10. 38**



1. Rh8#

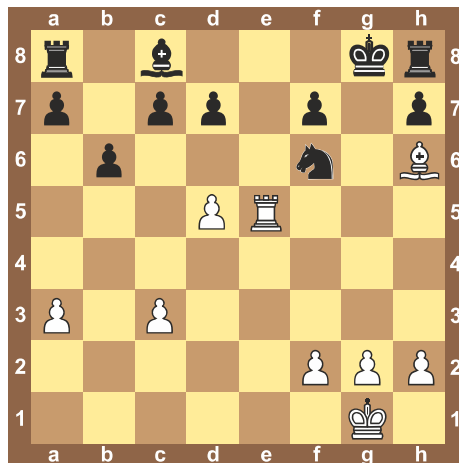
**Diagram 10.39**



Black King has been checkmated.

**(11) Greco's Mate in Italian game**

**Diagram 10.40**



Black to play

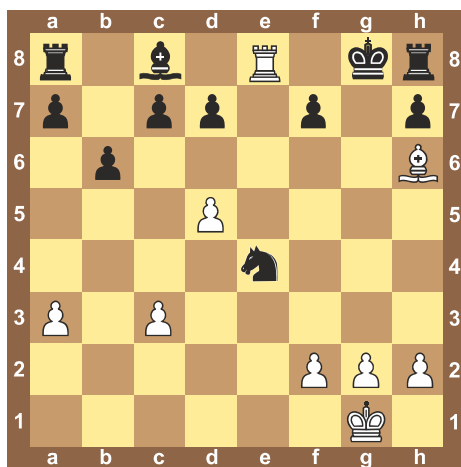
Question 1: What is White's threat?

Answer : 2. Rg5#

Question 2: How does Black stop 1. Rg5#?

Answer : 1...Ne4 guards against 2. Rg5# but now white can deliver Checkmate with 2. Re8#

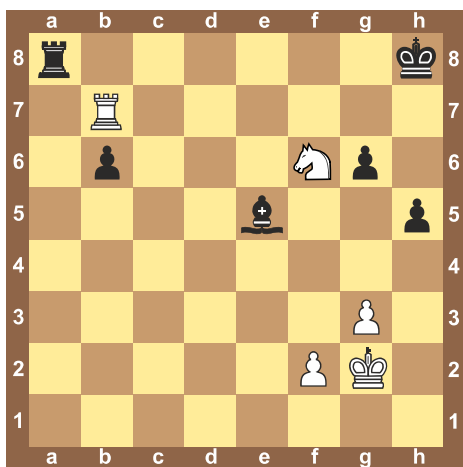
Diagram10.41



Black has been checkmated

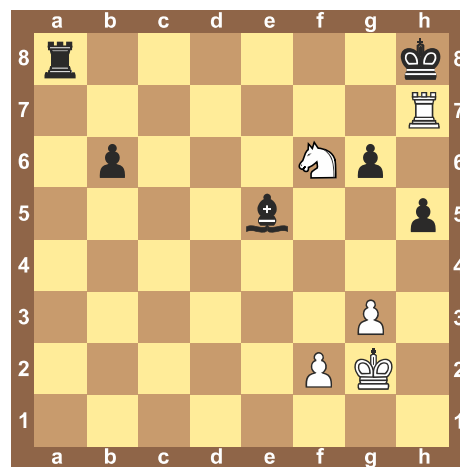
(12) Arabian Mate with Rook and Knight

Diagram 10.42



1. Rh7#

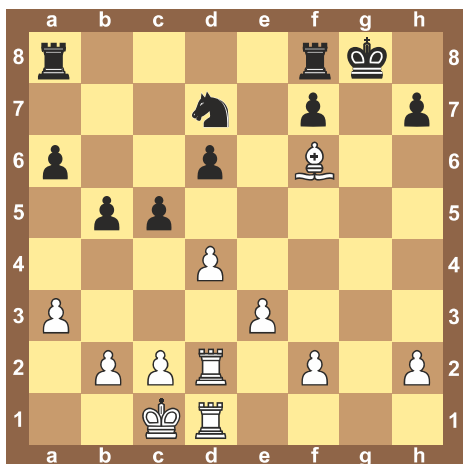
Diagram 10.43



This is known as Arablan mate

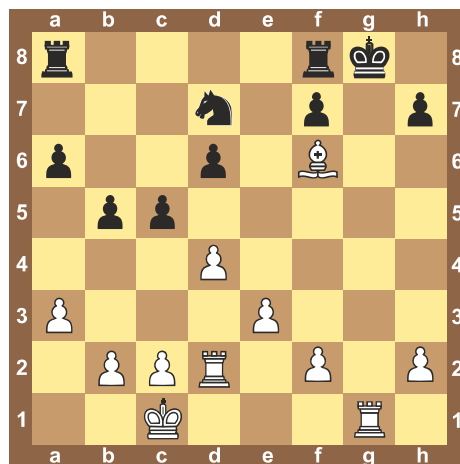
(13) Pillsbury's Mate - With Rook + Bishop

Diagram 10.44



1. Rg1#

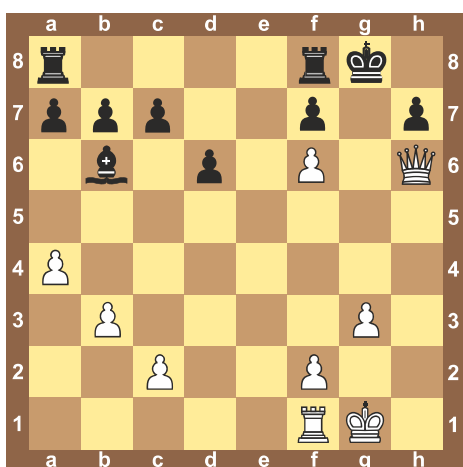
Diagram 10.45



Pillsbury's Mate

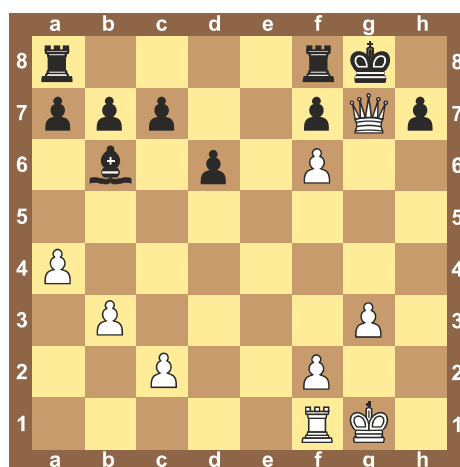
(14) Mate with - Queen + Pawn

Diagram 10.46



White mates with 1. Qg7#

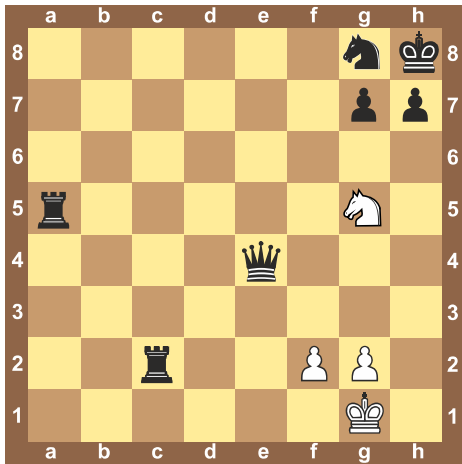
Diagram 10.47



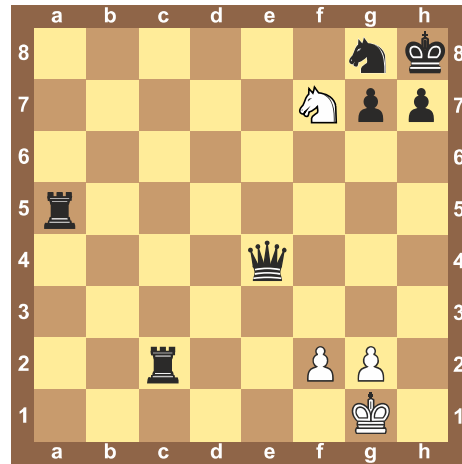
(15) **Smothered Checkmate**

When a King is surrounded with own pieces, making it impossible for it to move, it can be checkmated by one single enemy piece (particularly a Knight). This type of checkmate is known as Smothered Mate.

**Diagram 10.48**



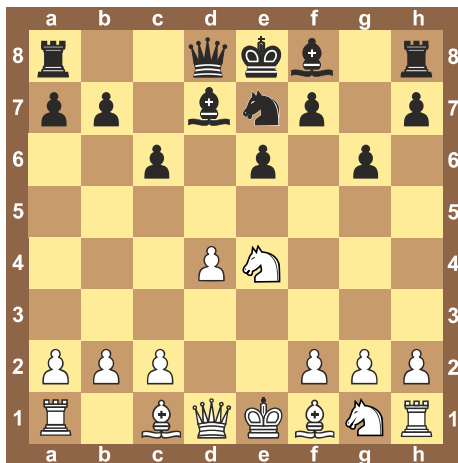
**Diagram 10.49**



Black has huge advantage in material but the Black King has nowhere to move : A check by White could lead to an unexpected Checkmate.

**1.Nf7#** The Black King is Checkmated.

**Diagram 10.50**

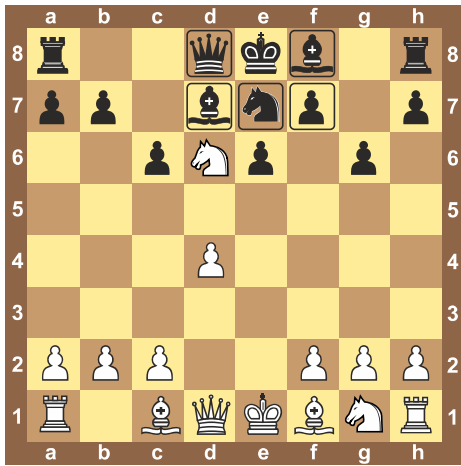


White to play.

Question : The Black King is Smothered by its own Chessmen. Can White mate in one move?

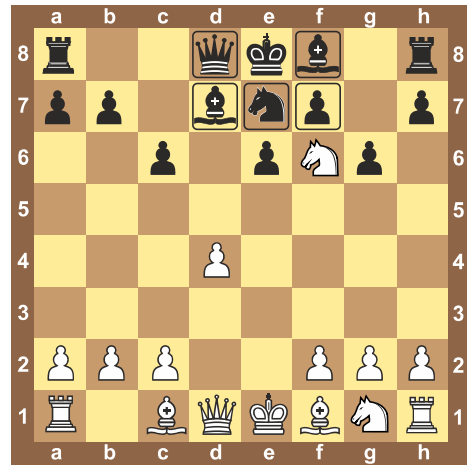
Answer : Yes with **1.Nd6#** or **1. Nf6#**

Diagram 10.51



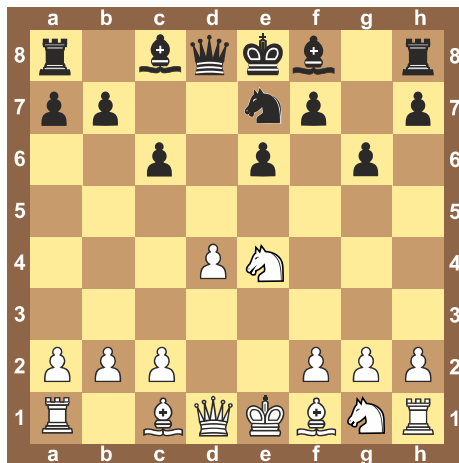
Position after 1. Nd6#

Diagram 10.52



Position after 1. Nf6#

Diagram 10.53

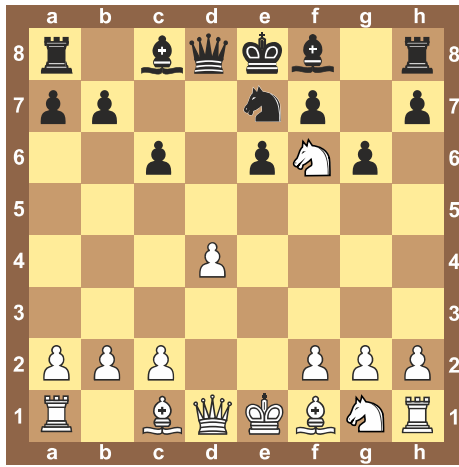


White to play

Question : The Black King has been surrounded by its own pieces but it has one escape square. Can White still bring about smothered mate?

Answer : Yes, with 1. Nf6#

Diagram 10.54



The escape square 'd7' has also been controlled by the checking Knight

Diagram 10.55

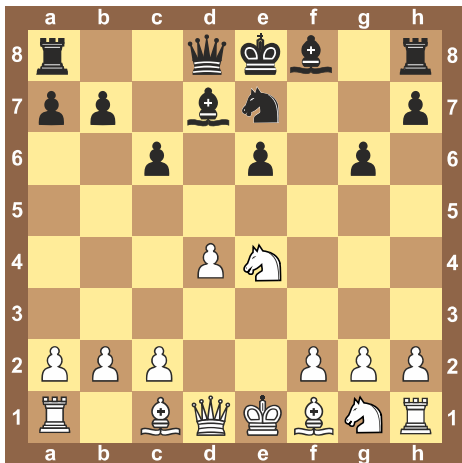
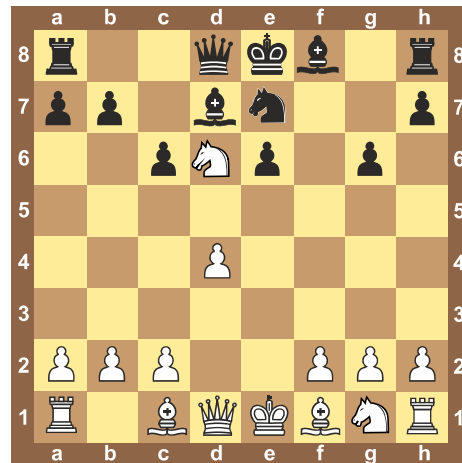


Diagram 10.56



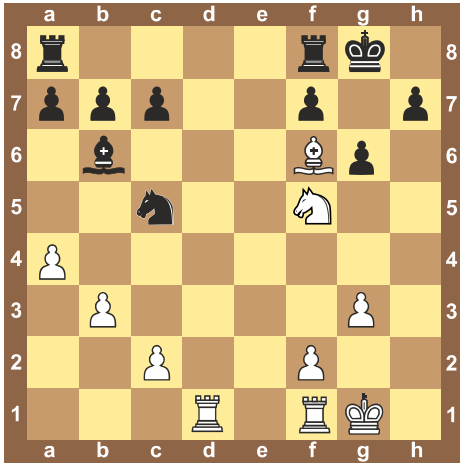
Question : Here the Black King is in a situation similar to the previous diagram and it has one escape square. Can White still checkmate?.

Answer : Yes, with 1.Nd6#

Position after 1.Nd6#

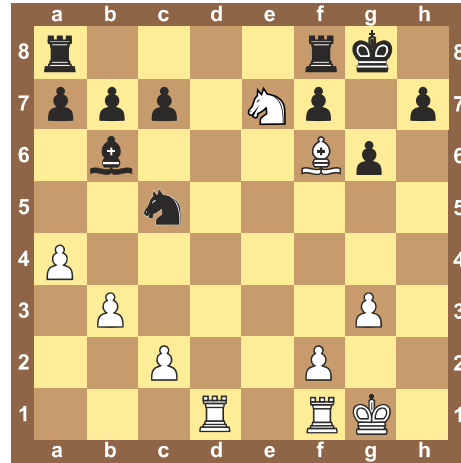
(16) Mate with - Bishop + Knight

Diagram 10.57



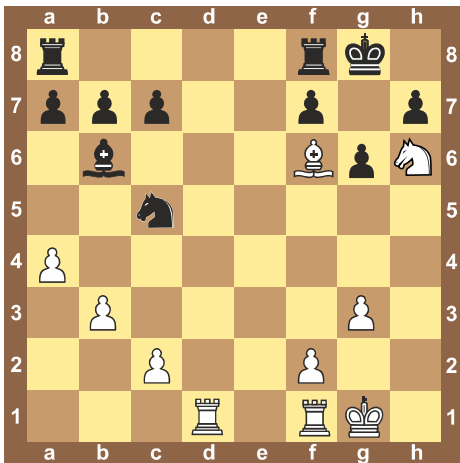
White can checkmate Black in one move in two different ways.

Diagram 10.58



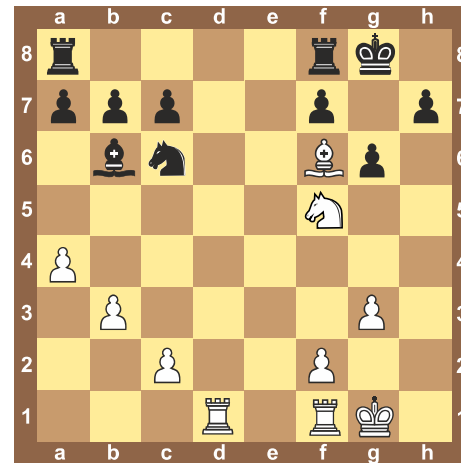
Option 1 : 1. Ne7#

Diagram 10.59



Option 2 : 1. Nh6#

Diagram 10.60



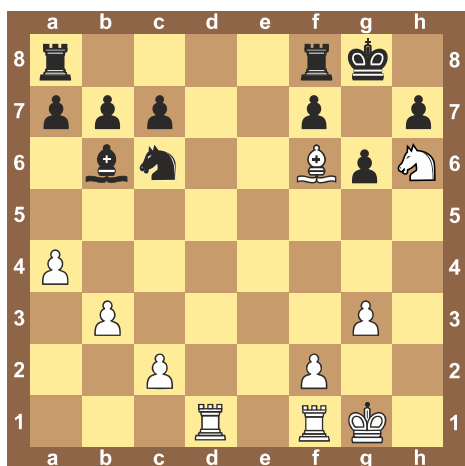
White to play.

Question : In Diagram 10.60, Choose between 1. Ne7+ and 1. Nh6+

Answer : The correct option is 1. Nh6#

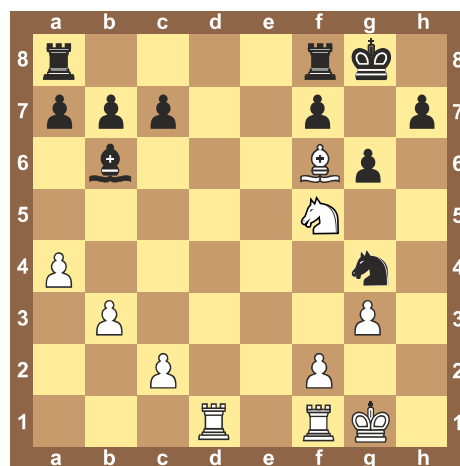
Not 1. Ne7+?? Nxe7

Diagram 10.61



Black is checkmated

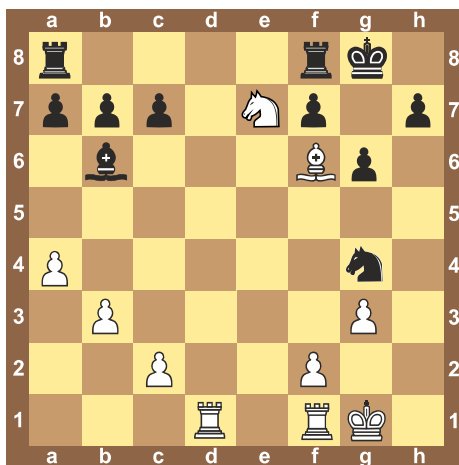
Diagram 10.62



White to play.

A: In Diagram 10.62 the correct option is 1. **Ne7#**

Diagram 10.63

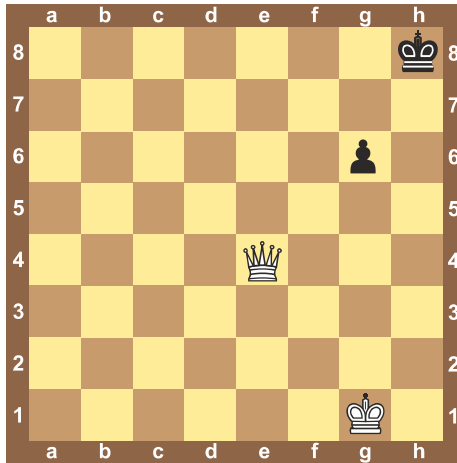


But not **1.Nh6+??** on account of **1... Nxh6**.

## CHAPTER 11

### Stalemate

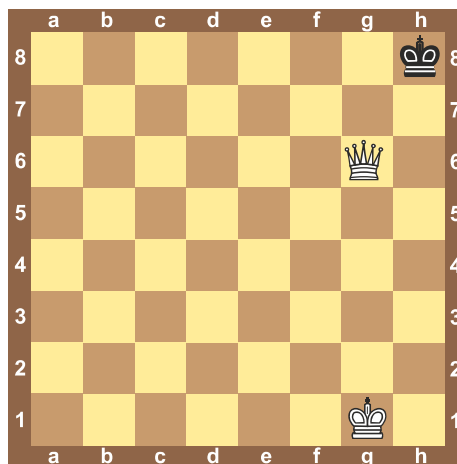
Diagram 11.1



When a player is unable to get the King out of check, he/she is said to have been checkmated. However, sometimes a situation arises when the player to move has no legal moves available but his/her King is not under check. This situation is known as 'Stalemate'. When Stalemate occurs, the game is over and the result is a draw. Let us see a few examples of stalemate.

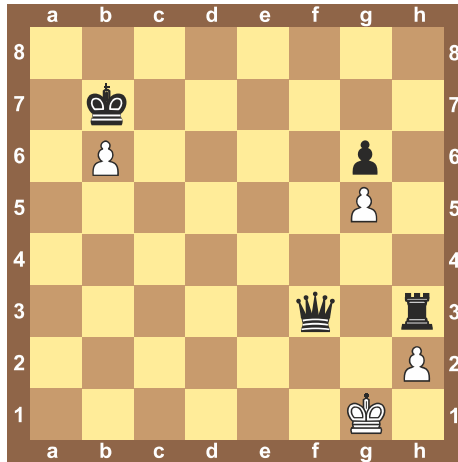
In the following position, if White captures the Pawn with **1.Qxg6?**, then Black, who is supposed to make a move, has no legal moves left. Therefore the game ends in a draw.

Diagram 11.2



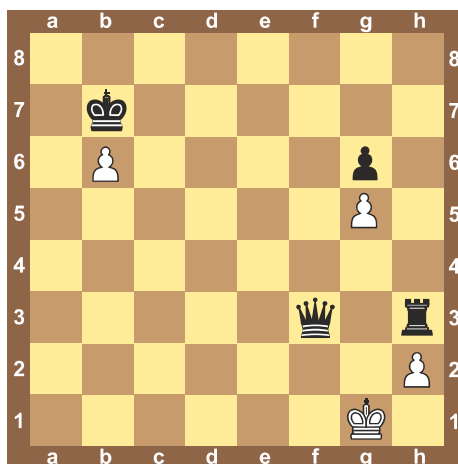
**Black has been stalemated**

Diagram 11.3



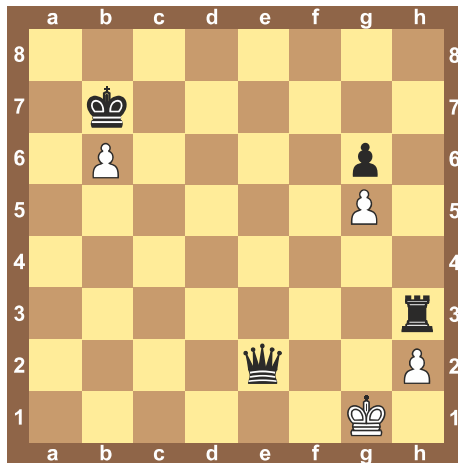
In this position, White has no legal move possible, so if it is his/her turn to play, the game is drawn by stalemate. However, if it is Black's turn to play, the game will continue normally. See next diagram.

Diagram 11.4



This time it is Black's turn to play, so the game has not resulted in a stalemate. Black can make a move of his/her choice and the outcome of the game will be decided by the further course of the game. For example, **1...Qe2!** creates a square for the White King on 'h1'. After **2.Kh1** Black can checkmate White, with **2. ... Qf1#**.

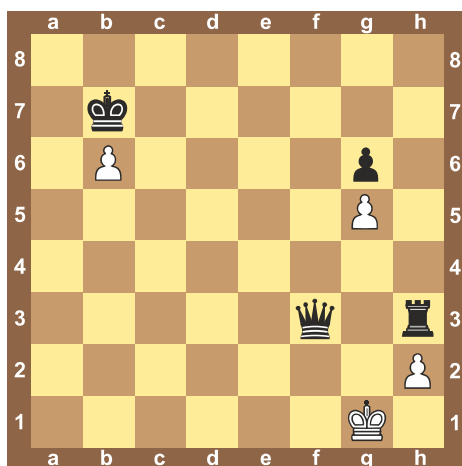
Diagram 11.5



After winning move 1... Qe2

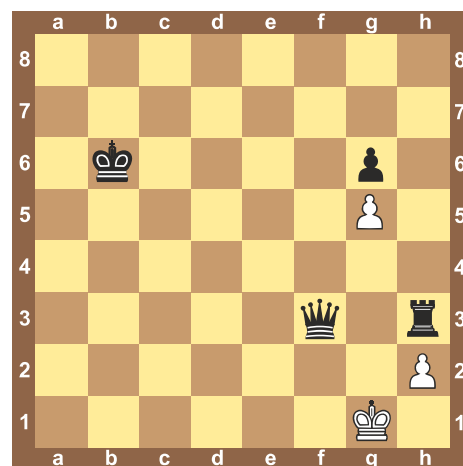
Let's us now see result of different moves by Black

Diagram 11.6



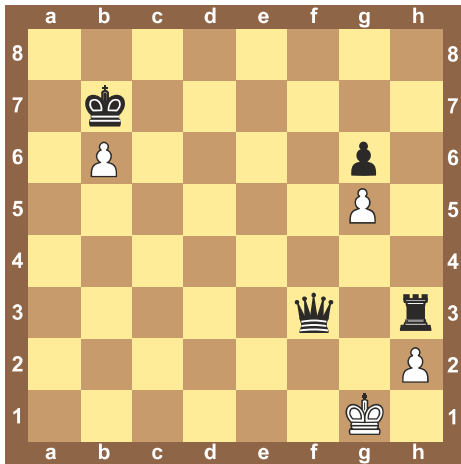
Instead, 1...Kxb6? will be a serious mistake.

Diagram 11.7



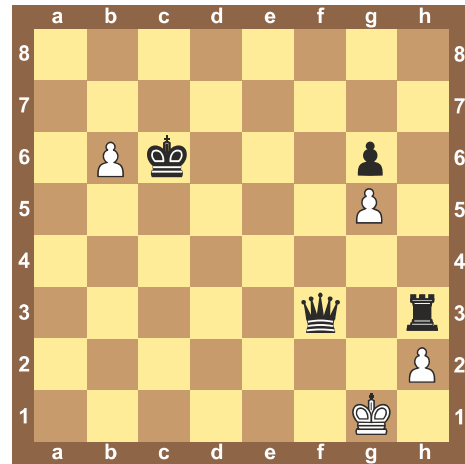
White has no legal move left, so the game has ended in a draw by stalemate

Diagram 11.8



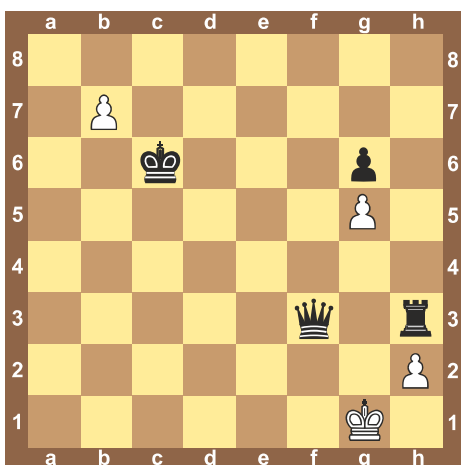
1. ..Kc6 does not result in Stalemate.

Diagram 11.9



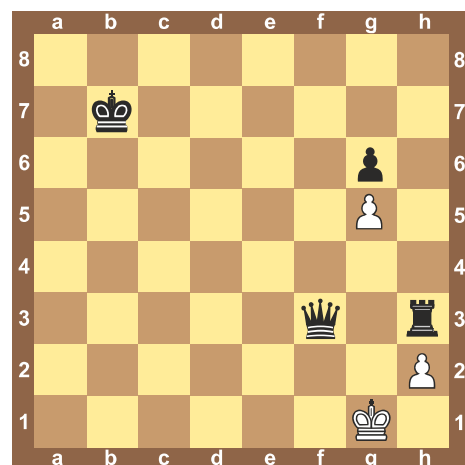
White has a move possible. 2.b7.

Diagram 11.10



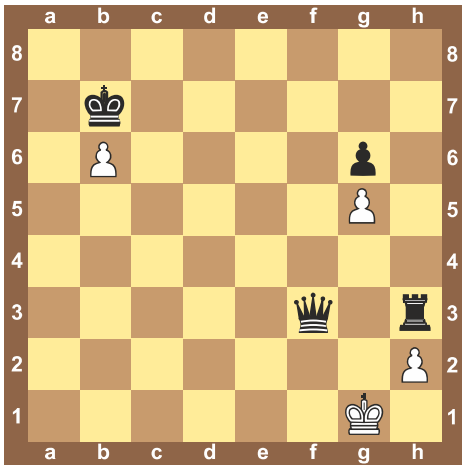
But now 2... Kxb7?? again leads to a Stalemate.

Diagram 11.11



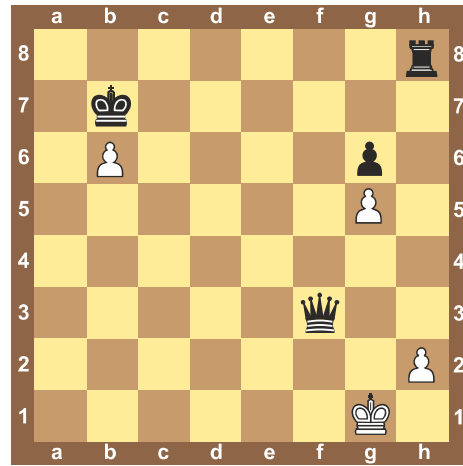
White has been Stalemated.

Diagram 11.12



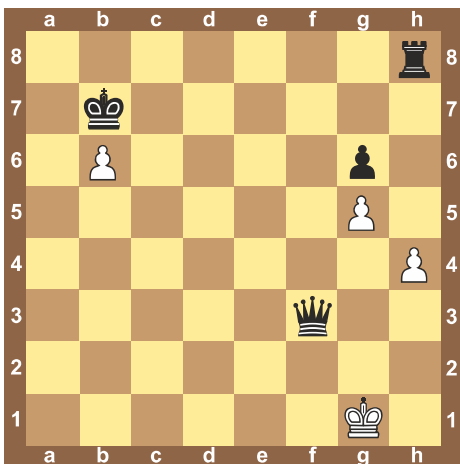
Similarly 1. ... Rh8 isn't Stalemate as White can move the Pawn on 'h2'

Diagram 11.13



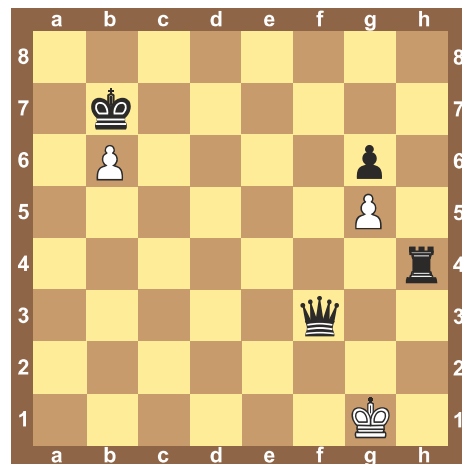
For example, 2.h4 and if Black chooses to capture the Pawn with the Rook, the game results in a stalemate.

Diagram 11.14



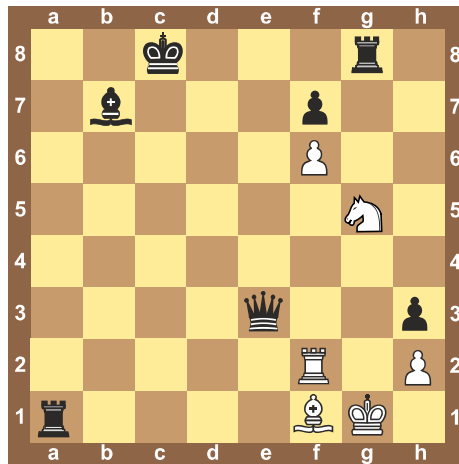
2...Rxh4??

Diagram 11.15



Draw by Stalemate!

Diagram 11.16



White to play. In this position, White has several Chessmen on the board but none of them can move as per the Chess rules. Reader must bear in mind that a move that leaves own King in check is 'Illegal' or 'not permissible'. Therefore, with White's turn to play, the game has ended in a draw by stalemate.

**H**ere we conclude the volume one, "Easy to learn, Easy to play" [Name to be decided by AICF] of the course for our 'Chess In Schools' initiative. We feel that despite the easy availability of a large amount of material on how to play Chess, it isn't easy for a novice to learn all the complex rules of the game. We, therefore, felt the need to explain the complex rules of the game in greater detail. While explaining the Chess rules and concepts elaborately, we have also given lots of examples to make the things easier to understand.

We are soon going to come out with another volume, a book which will deal with the more advanced aspects of chess tactics, strategy and technique. Our best wishes to the readers.

## GLOSSARY

1. Chessman/Chessmen: chess pieces and pawns
2. Mate: checkmate
3. Material: the chessmen
4. Material Advantage: chessmen of higher value than the opponent
5. King side: half the area of the chessboard covering squares in the e, f, g and h files
6. Queen side: half the area of the chessboard covering squares in the a, b, c and d files
7. Centre: the squares d4, d5, e4, and e5
8. Central Files: the d and e files, also known as Queen and King file respectively
9. Bishop File: either c or f file
10. Knight File: either b or g file
11. Rook File: either a or h file
12. White's Side: half of the board's covering squares in ranks 1, 2, 3 and 4
13. Black's Side: half of the board covering squares in ranks 5, 6, 7 and 8
14. Development of pieces : moving the pieces to more useful squares from initial positions
15. Move: Turn to play when referred to say 'white's move' or 'black's move'. A move can mean a movement of chessmen made by one player or by both players in one turn
16. Dark squares: black squares
17. Light squares: white squares
18. Exchange: capture and recapture of chessmen
19. Retreat: backward movement of chessmen towards their own side