

BEGINNERS' COURSE: 1 TERM

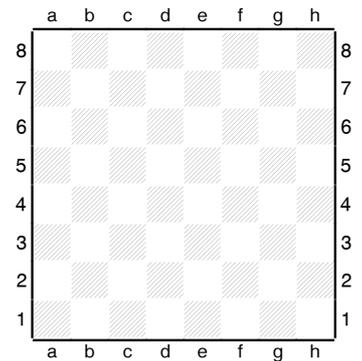
This is a fully structured course: children must start at the beginning.

Week	Lesson	Synopsis
1	<i>The Battlefield and the Armies</i>	Learn about the chess board, the names of the squares, the names of the pieces and how they move, then have a go at them yourself and see how you get on.
2	<i>How to Win at Chess</i>	Check, Checkmate and Stalemate: what they mean and what happens when they occur in the game. Learn the three ways of getting out of check.
3	<i>More about Checkmate</i>	More checkmate positions: we learn the three most common mating ideas: the Kiss of Death, the Firing Squad and the Guillotine.
4	<i>A Few More Rules</i>	The more complicated rules: how to castle, the <i>en passant</i> pawn capture, different types of draw. The Touch and Move rule.
5	<i>The Value of the Pieces</i>	How much the pieces are worth. the importance of having a stronger army than your opponent, how to win pieces and how not to lose pieces.
6	<i>Looking for Mates</i>	How to look for checkmates in your games. How to get Fool's Mate and Scholar's Mate. What happened when Paul and Misha played their first games.
7	<i>Attacks and Threats</i>	Learning to look for your opponent's threats before making a move. How to stop Scholar's Mate.
8	<i>Starting the Game</i>	What to do at the start of the game: an introduction to basic opening principles. How to read chess notation.
9	<i>Putting it all Together</i>	A recap of the last few lessons, and the nine letters which, if you remember them every move, will help you play better chess.
10	<i>Tournament</i>	Have a go at playing in your first chess tournament before moving on to the Intermediate Course.

THE BATTLEFIELD AND THE ARMIES

The diagram on your right shows you a chessboard as you will see it throughout this course.

Can you count the number of rows and columns on the chess board? That's right. There are eight rows and eight columns of small squares, making a larger square. The rows are called RANKS and the columns are called FILES. If you're good at maths you might be able to work out how many small squares there are on the chess board. Eight RANKS and eight FILES. Eight times eight is sixty four - that's how many squares there are on a chess board.



The squares alternate between light and dark. We call the lighter colour squares WHITE SQUARES or LIGHT SQUARES and the darker colour squares BLACK SQUARES or DARK SQUARES.

What sort of square is at the bottom right of the board? That's right: a WHITE SQUARE.

Every time you sit down at a chess board you must make sure that the square in your right hand corner is a WHITE SQUARE. Can you see the letters and numbers round the side of the board? Each FILE has a letter from a to h, starting on the left. Each RANK has a number from 1 to 8 starting at the bottom.

In this way we can give each square a name made up of the name of its FILE followed by the name of its RANK: a LETTER followed by a NUMBER.

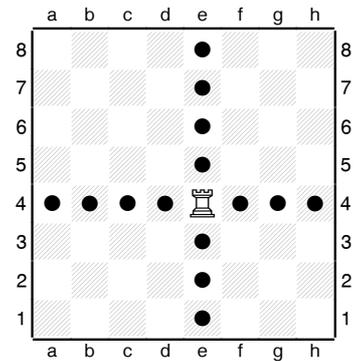
What are the names of the corner squares? That's right, a1, a8, h1 and h8. Perhaps you've played a game called Battleships. In that game you also name the squares from their ranks and files - their CO-ORDINATES.

If you have a chess board with the CO-ORDINATES round the side, like in our diagrams, it will help you if you set up the pieces with White on RANKS 1 and 2, and Black on RANKS 7 and 8.

Your chess pieces, like the squares on the board, are light and dark coloured. We call the lighter coloured pieces WHITE PIECES and the darker coloured pieces BLACK PIECES. Even if your pieces are yellow and red you still call them WHITE PIECES and BLACK PIECES.

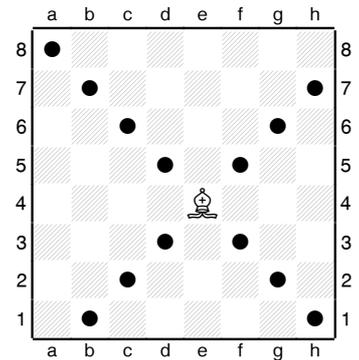
See if you can find a WHITE PIECE that looks like a castle. Some people call it a CASTLE but it's really called a ROOK, so that's what we'll call it in this course. In the book a White Rook looks like this: ♖ and a Black Rook looks like this: ♜.

Place a White Rook on the square named e4, which, with any luck, should be a WHITE SQUARE near the middle of the board. Your board should now look like this diagram.



In chess there are six different types of piece. Each one has its own way of moving. The ROOK can move as far as it likes, backwards, forwards, left or right. In the diagram the Rook on e4 can move to any of the squares marked with a black blob. It can move forwards to e5, e6, e7 or e8. It can move backwards to e3, e2 or e1. It can move left to d4, c4, b4 or a4. It can move right to f4, g4 or h4.

The Bishop is the piece that looks like a Bishop's mitre: the hat worn by bishops. It is a rounded piece with a slit in the top. In this book a White Bishop looks like this:  and a Black Bishop looks like this: . Find a White Bishop and place it on the e4 square, as in the diagram.



The Bishop can move as far as it likes diagonally in any direction, forwards or backwards, North West, North East, South East or South West. The Bishop in the diagram can move to any of the squares marked with a black blob. It can move North West to d5, c6, b7 or a8. It can move North East to f5, g6 or h7. It can move South East to f3, g2 or h1. It can move South West to d3, c2 or b1.

Do you see what all these squares have in common? That's right, they're all WHITE SQUARES. A Bishop that starts on a white square can only travel on white squares. A Bishop that starts on a black square can only travel on black squares. If you notice that you've got two Bishops on the same colour square you've almost certainly done something wrong.

You now know how both the Rook and the Bishop move: the Rook in straight lines up and down, left and right, and the Bishop along the diagonals.

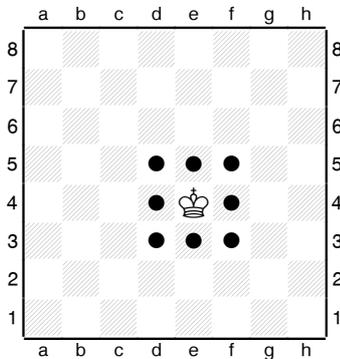
That makes it very easy to learn how the Queen moves.

The Queen is the second tallest piece in your chess set: the one with the coronet on top. In our book the White Queen looks like this:  and the Black Queen looks like this: .

The Queen can move like a Rook, or like a Bishop. It's a fantastically strong piece: the strongest one in your army. So when you play chess you must be really careful not to lose your Queen.

Place the White Queen on e4, as in the diagram.

Just look at how powerful the Queen is: she can move to almost half the squares on the board: 27 in all (count them!).



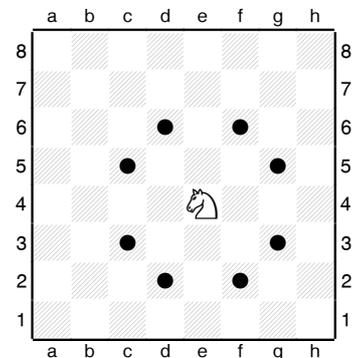
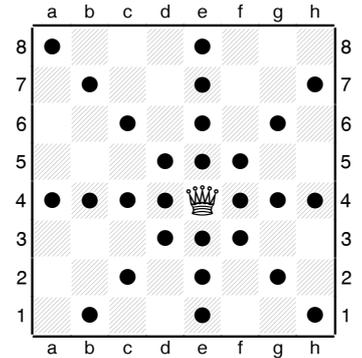
The King is the tallest piece in your chess set: the one with the cross on top. In our book the White King looks like this: ♔ and the Black King like this: ♚

The King can only move one square at a time in any direction. In the middle of the board, as in the diagram on your left, it can move to eight squares. He may not sound much use, but, as you'll find out in the next lesson, he's really the most important piece of all.

It's easy to find the Knight in your chess set. It's the piece which looks like a horse's head. In our book the White Knight looks like this: ♘ and the Black Knight like this: ♙. Remember: they're called KNIGHTS, not horses!

The Knight's move is the hardest to understand, but if you look at the next diagram you'll get the idea. It moves two squares like a rook and then one square round the corner, in an L-shape.

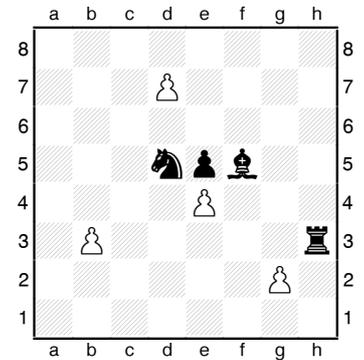
The Knight on e4 can move to eight squares: d2, c3, c5, d6, f6, g5, g3 and f2. Do you notice what all these squares have in common? That's right, they're all dark squares. One way to remember the Knight move is that it always moves to a different colour square. If you place a Knight on a1 it can move to only two squares: b3 and c2. A Knight on e8 can move to four squares: c7, d6, f6 and g7.



There is one other very special thing about a Knight. Horses like to jump, don't they? So it's only right that Knights should be able to jump too. If there was another piece on d5 in the diagram, either White or Black, the White Knight would still be able to move to either c5 or d6.

Spend some time practising moving the Knight round the board to get used to its move. How many moves does it take you to get a Knight from a1 to h8? You should be able to do it in six moves, for instance via c2, d4, f5, e7, g6, h8.

In your set you should find quite a lot of small pieces. They are called PAWNS. Not prawns - they're shellfish - but PAWNS. In this book White Pawns look like this: ♙ and Black Pawns look like this: ♚. The Pawns are the weakest pieces on the board. They move just one square forwards at a time. In the diagram on your right the White Pawn on b3 can move to b4.



Unlike other pieces, pawns do not capture the same way as they move. Pawns capture instead one square diagonally forwards. The pawn on e4 cannot move forwards: it is blocked by the Black Pawn on e5. But it could capture either the Black Knight on d5 or the Black Bishop on f5.

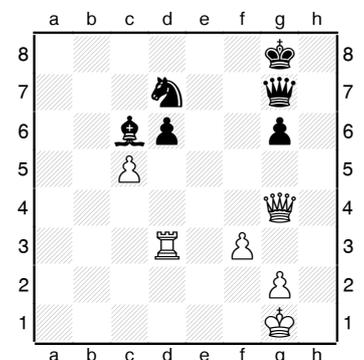
Because they are so weak pawns have some special privileges. One privilege is that on a pawn's first move it can move two squares instead of one. All the pawns start life on their second rank, so the pawn on g2 in the diagram has not yet moved. In this position it has a choice of three moves. It can move one square forward, to g3, it can move two squares forward, to g4, or it can capture the Black Rook on h3.

Pawns have another special privilege which makes them really important. When a pawn reaches the far end of the board you can exchange it for another piece, a Queen, a Rook, a Bishop or a Knight. Because, as you've probably realised, the Queen is the most powerful piece, you'll usually want to exchange your Pawn for a Queen. It doesn't matter if you've still got a Queen on the board - you can have another one if you like. If you get all eight pawns to the end of the board you can get eight Queens, which added to the one you started with makes nine! But you should never need more than two, or, at the most, three Queens to get checkmate.

In our diagram the White Pawn on d7 can move to d8, when you have to exchange it for a Queen, a Rook, a Bishop or a Knight. This is called PROMOTING A PAWN.

Now look at the next diagram. How many CAPTURES can you find?

We know how Pawns capture. Can you any of the Pawns in the diagram make a capture? Yes: the White Pawn on c5 can CAPTURE the Black Pawn on d6. And the Black Pawn on d6 can CAPTURE the White Pawn on c5. When you make a CAPTURE you move your piece onto the square previously occupied by your opponent's piece and you take your opponent's piece off the board.



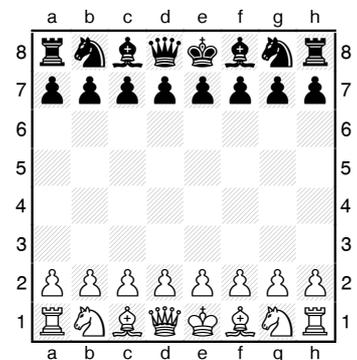
CHESS ISN'T LIKE DRAUGHTS. YOU DON'T CAPTURE BY JUMPING OVER A PIECE.

Other pieces CAPTURE the same way as they move. What can the White Rook on d3 CAPTURE? Yes, the Black Pawn on d6. What can the Black Bishop on c6 CAPTURE? That's right, the White Pawn on f3. The White Queen on g4 can CAPTURE two pieces. Can you find them? Correct: The Black Knight on d7 and the Black Pawn on g6. What about the Black Knight? What can that take? Yes, the White Pawn on c5, jumping over the Black Pawn and Bishop to get there.

Can the White Rook on d3 CAPTURE the White Pawn on f3? NO: YOU CAN'T CAPTURE YOUR OWN PIECES. Can the White Pawn on c5 CAPTURE the Black Bishop on c6? NO: PAWNS MOVE FORWARDS BUT CAPTURE DIAGONALLY FORWARDS. Can the White Queen on g2 CAPTURE the Black Queen on g7? NO: ONLY KNIGHTS CAN JUMP.

Now you know how the pieces move and capture, let's set the board up for the start of the game. Here's how to do it.

1. Make sure you have a WHITE square on your RIGHT.
2. Put the WHITE pieces on the RANKS numbered 1 and 2 and the BLACK pieces on the RANKS numbered 7 and 8.
3. Put the ROOKS in the CORNERS: a1 and h1, a8 and h8.
4. Put the KNIGHTS next to the ROOKS: b1, g1, b8, g8.
5. Put the BISHOPS next to the KNIGHTS: c1, f1, c8, f8.
6. Put the WHITE QUEEN on d1, a WHITE SQUARE, and the BLACK QUEEN on d8, a BLACK SQUARE. Remember that the QUEENS go on THEIR OWN COLOUR SQUARE.
7. Put the WHITE KING on e1, a BLACK SQUARE, and the BLACK KING on e8, a WHITE SQUARE.
8. Put the eight PAWNS for each side in front of the other pieces: the WHITE PAWNS from a2 to h2 and the BLACK PAWNS from a7 to h7.



Now you know how all the pieces move and can set up the pieces you're almost ready to start playing.

WHEN YOU PLAY A GAME OF CHESS WHITE ALWAYS MAKES THE FIRST MOVE. THE PLAYERS TAKE IT IN TURNS TO MAKE A MOVE. FIRST WHITE, THEN BLACK, THEN WHITE, THEN BLACK AND SO ON.

Look again at the starting position. Which pieces could White move to start the game. The only pieces he could move are his PAWNS, and his KNIGHTS. He can move any of his EIGHT PAWNS forward either ONE SQUARE or TWO SQUARES.

Each of his KNIGHTS has TWO SQUARES it can move to. He can choose one of TWENTY MOVES to start the game.

There are some VERY IMPORTANT RULES you still need to know before you can really say that you play chess. We'll look at those in our next lesson.

HOW TO WIN AT CHESS

At the end of the last lesson we told you that there were some more rules you needed to know before you can REALLY play chess.

There is one VERY IMPORTANT RULE about how the King moves, which is:

THE KING MAY NOT MOVE TO A SQUARE WHERE IT COULD BE CAPTURED NEXT MOVE BY AN ENEMY PIECE.

This also means that:

TWO KINGS MAY NEVER STAND NEXT TO EACH OTHER.

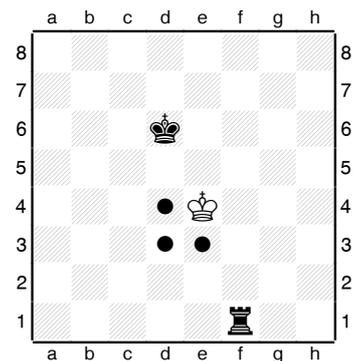
And again:

KINGS ARE NEVER CAPTURED: BOTH KINGS STAY ON THE BOARD THE WHOLE GAME.

The diagram will, we hope, make this clear. Place a White King on e4, a Black King on d6 and a Black Rook on f1.

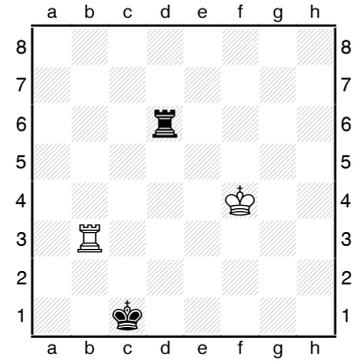
Let's go through each of the eight squares in turn and see whether the White King can move there.

- d5: No: next to the enemy King.
- e5: No: next to the enemy King.
- f5: No: the Rook on f1 could capture it.
- f4: No: the Rook on f1 could capture it.
- f3: No: the Rook on f1 could capture it.
- e3: Yes, the King is safe from capture.
- d3: Yes, the King is safe from capture.
- d4: Yes, the King is safe from capture.



Next you need to learn two new words.

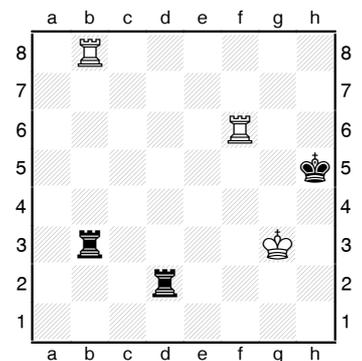
The first word is **ATTACK**. Set up the diagram on your board. Suppose Black moves his King from c1 to c2. If the White Rook stays where it is the Black King will be able to capture it next move. We say that the Black King **ATTACKS** the White Rook. Do you see where the White King could move to **ATTACK** the Black Rook? That's right, the White King could **ATTACK** the Black Rook by moving to e5.



The second word is **CHECK**. Suppose White moves his Rook from b3 to c3. Now the White Rook **ATTACKS** the Black King. If you **ATTACK** the enemy King this is called a **CHECK**. You say the word **CHECK** to your opponent to warn him. Can you see how the Black Rook can **CHECK** the White King? There are two ways to do it. Have you found them both? The Black Rook can **CHECK** the White King by moving to either d4 or f6.

If you are in **CHECK** you **MUST** do something about it. Look at the next diagram. Sarah is playing White against Tom. It's Sarah's move. Tom has just moved the Rook to b3 (not a good idea, as it happens) and said "**CHECK**". What can Sarah do about it?

First of all, where can she move her King? She has eight possible King moves but only one is safe. Can you help her by finding it? The answer is f4. Do you see why the King cannot move anywhere else?

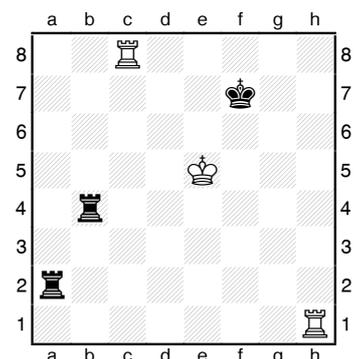


White to move

But there are two other ways in which Sarah can get out of check. Firstly, she can **BLOCK** the **CHECK** by moving her Rook from f6 to f3. Secondly, she can **CAPTURE** the **CHECKING** PIECE. Do you see how she can do that? By moving her Rook from b8 to b3, **CAPTURING** the Black Rook on b3 that was giving check.

So, Sarah has three ways of getting out of check. She can move her King from g5 to f4, her Rook from f6 to f3, or her Rook from b8 to b3, **CAPTURING** the Black Rook. Which move would you advise her to play? The best move is the last one: to take the Black Rook.

In our next diagram, Sarah is again playing White against Tom. Set up the position on your board. Sarah moves her King from e5 to d4. Tom's face lights up and with a gleeful shout he captures the King with his Rook on b4. "Yippee! I've captured your King. I've won the game!" he shouts. Is he right?



White to move

Tough luck, Tom! You're wrong. You haven't won the game at all. Yes, Sarah has made a mistake by moving her King to a square where it can be taken. But, no, you are not allowed to take it. What you must do instead is ask Sarah to take her move back and play something else instead.

Now set up the next position. Tom only has a King left: on e8. He's lost the rest of his pieces. Sarah still has two Rooks as well as her King. Her King is on e1 and his Rooks are on a7 and h8. She's just moved her Rook to h8, ATTACKING the White King. What does Sarah say when she ATTACKS Tom's King? That's right. "CHECK"!

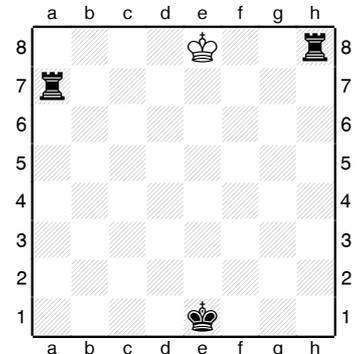
Can Tom get out of check. Remember, there are three ways you can try to get out of check. Can Black MOVE his King to a safe square? No: if he moves down to d7, e7 or f7, the Rook on a7 will zap him. And if he moves sideways to d8 or f8 the Rook on h8 will zap him. Can he BLOCK the check by sticking something in the way? No. Can he CAPTURE the Rook on h8? Again, no.

So what's happened? It's CHECKMATE! The game stops here. Sarah wouldn't say 'CHECK', she would say 'CHECKMATE'. CHECKMATE means 'The King is captured' or 'The King is dead'. Sarah has won the game!

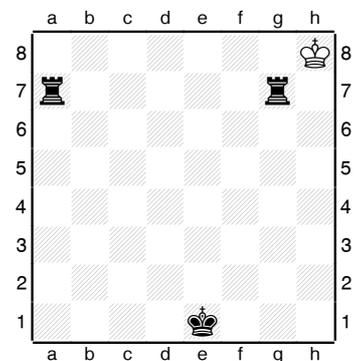
In our next diagram, David is playing White against Katie. It's David's move. What can he do? He can't move to h7: he'll be zapped by the Rook on g7. Nor can he move to g8: again the Rook on g7 will zap him. Perhaps he could CAPTURE the Rook on g7? No good: he'll get zapped by the Rook on a7 this time. And he's got no other pieces left that he can move.

"I can't move anywhere", says David. "What shall I do?" "It's checkmate, then", exclaims Katie. "I've won the game."

NO, SHE HASN'T WON THE GAME. Look again at the position. Is David in check from the Rook on g7 at the moment? No! Is he in check from the Rook on a7 at the moment? Again, no! Is he in check from anything else? Again, no! We need a new word for this sort of position. STALEMATE! STALEMATE is a draw: no one wins and no one loses.



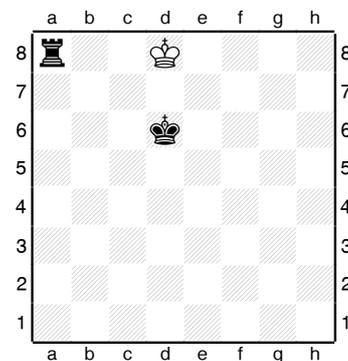
White to move



White to move

You've just seen how you can get CHECKMATE with TWO Rooks. You can also get CHECKMATE with just one Rook with the King's help.

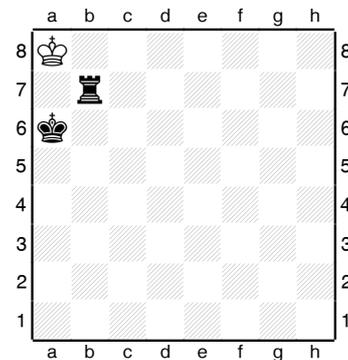
Here, Black's just moved his Rook to a8. Where can the White King go. If he moves down to the next RANK: to c7, d7 or e7, he'll be next to the Black King, which, you remember, isn't allowed. If he moves sideways, to c8 or e8, he'll still be in CHECK from the Rook. So, it's CHECKMATE with just a King and a Rook.



White to move

Now move the Black King from d6 to c6. Is this checkmate? No: the White King can safely move to e7. Move the Black King to e6. Is this checkmate? No: the White King can move to c7. Put the Black King back on d6 and move the Black Rook from a8 to c8. Is this checkmate? No: the White King can CAPTURE the Black Rook because it's on the next square.

STALEMATE is also possible with a King and a Rook against a King. Where can the White King go in this position? To b8? No: check from the Rook. To a7? No: check from both the Rook and the King. To b7, CAPTURING the Rook: No: again next to the King. But White is not in check, so again it's STALEMATE. Now move the Rook to b6. What's happening now? It's still STALEMATE. You can move the Rook back anywhere on the FILE from b5 to b1 and it's still STALEMATE. What's happening if we put the Rook on b8? Now it's CHECK, but the White King can take the Rook. Put the Rook on c7 and it's not CHECK, but nor is it STALEMATE: the White King can move to b8. Put the Rook back on b7 and move the Black King to b6 (or c6, c7 or c8). What's happening? STALEMATE again. Finally, put the Black King on a5. Is this STALEMATE? No: White can now CAPTURE the Rook on b7 safely.

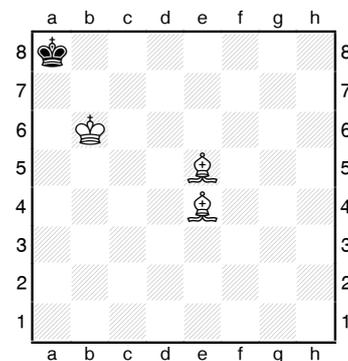


White to move

Finally, in this lesson, let's look at some positions with Bishops.

This one's a CHECKMATE position with King and Two Bishops. The Black King is in CHECK from the Bishop on e4. Let's see where he can go.

- b8: CHECK from the Bishop on e5.
- b7: CHECK from the Bishop on e4: also next to the White King.
- a7: next to the White King.



CHECKMATE

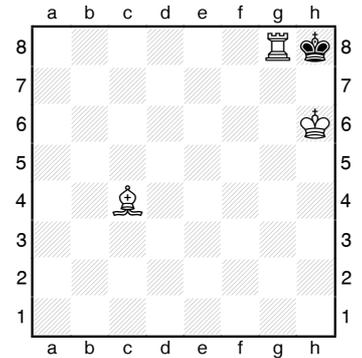
Now the Rook and the Bishop combine to get CHECKMATE.

Black is in CHECK from the Rook on g8. Where can he go?

h7: next to the White King

g7: CHECK from the Rook on g8, also next to the White King.

g8 (capturing the Rook): CHECK from the Bishop on c4.



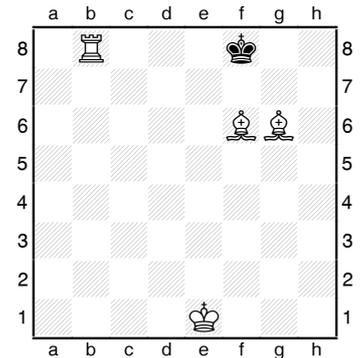
CHECKMATE!

Finally, a way of getting CHECKMATE with Rook and Two Bishops.

The Black King is in CHECK from the White Rook. Where can he go?

g8 or e8: CHECK from the Rook.

g7, f7 or e7: CHECK from a Bishop.



CHECKMATE!

See how the Bishops work together to control the squares on the seventh RANK.

REMEMBER: IF YOU ATTACK YOUR OPPONENT'S KING YOU SAY "CHECK"!

IF YOU ARE IN CHECK YOU MUST GET OUT OF CHECK. THERE ARE THREE WAYS OF GETTING OUT OF CHECK.

1. YOU CAN CAPTURE THE PIECE THAT IS CHECKING YOU.

2. YOU CAN MOVE YOUR KING TO A SAFE SQUARE.

3. IF YOU ARE IN CHECK FROM A QUEEN, A ROOK OR A BISHOP YOU CAN PUT A PIECE IN THE WAY.

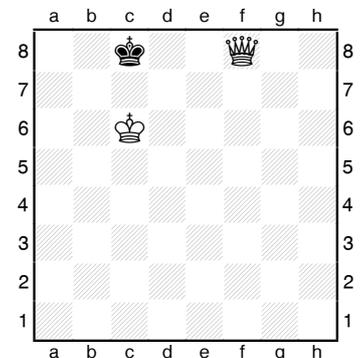
YOU ARE NOT ALLOWED TO PLAY A MOVE WHICH LEAVES YOUR KING WHERE IT CAN BE CAPTURED. BUT IF YOUR OPPONENT DOES THIS YOU CANNOT CAPTURE HIS KING. INSTEAD YOU MUST ASK HIM TO TAKE HIS MOVE BACK AND PLAY SOMETHING ELSE INSTEAD.

IF YOU ARE NOT IN CHECK BUT CANNOT MOVE ANY OF YOUR PIECES WITHOUT LEAVING YOURSELF IN CHECK IT IS STALEMATE: THE GAME IS DRAWN.

MORE ABOUT CHECKMATE

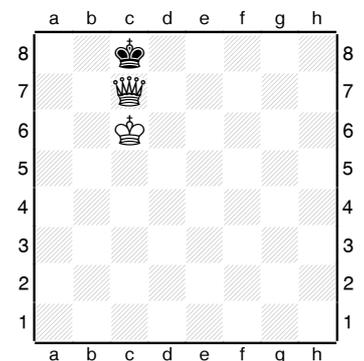
The Queen is the best piece of all for getting checkmate because it is so powerful and controls so many squares on the board. There are very many ways of getting CHECKMATE with a Queen. Let's have a look at some of them, and also some STALEMATE positions you must learn to avoid.

You've already seen how a Rook can get CHECKMATE with the help of a King. Put the Black King on the side of the board, the White King two squares away towards the middle, and a Rook or a Queen on any safe square on the same side of the board as the King will give CHECKMATE. In the first diagram the White Queen checks the Black King while the White King, two squares away, stops the Black King from escaping to b7, c7 or d7. If you move the Black King to d8 it's still CHECKMATE: the Queen stops the Black King moving to e7. But if you move the Black King to b8 is that CHECKMATE? No: the King can escape to a7. We call this sort of CHECKMATE the GUILLOTINE. The Queen comes down like a knife to chop off the Black King's head.



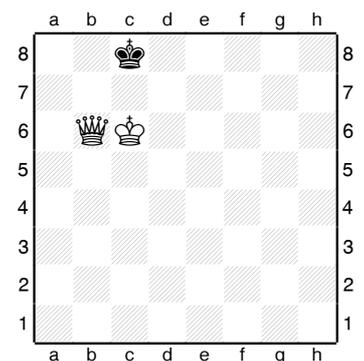
CHECKMATE!

But there's another sort of CHECKMATE that you can do with a King and Queen. We call this one the KISS OF DEATH. Put the Black King on the side of the board, the White Queen on the next square towards the middle and the White King where it defends the Queen and you get something like our next diagram. The White Queen KISSES the Black King while the White King holds her hand. But it's a POISONED KISS so the Black King dies. Move the White King to b6 or d6 and it's still CHECKMATE. But move the White Queen to d7 and the Black King can go to b8. Or move the White Queen to b7 and the Black King can go to d8. Now move the White Queen to b7 and the Black King to a8, with the White King still on c6. Is this CHECKMATE? Yes: it is. The King is trapped in the corner. Now go back to the diagram and move the White King back to c5. Is this CHECKMATE? Certainly not: the Black King can take the Queen. The Queen must have somebody to hold her hand before she can deliver the KISS OF DEATH.



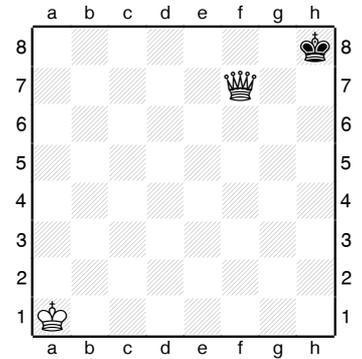
CHECKMATE!

The position on your right, with Black to move is not checkmate but STALEMATE - a draw. You should be able to work out for yourself that the Black King is not in check but has no moves. Move the White King to d6, e6, e7 or e8 and what happens? It's still STALEMATE!

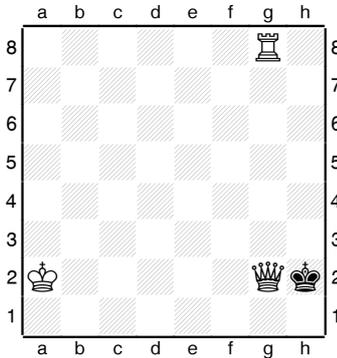


STALEMATE!

The next diagram is another STALEMATE position with Black to move. Here the White King could be anywhere on the board: it would still be STALEMATE!



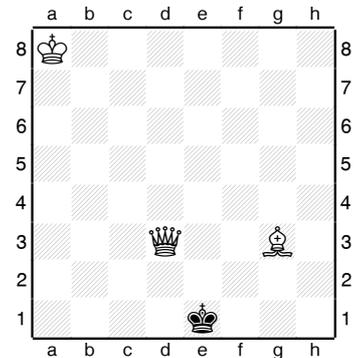
STALEMATE!



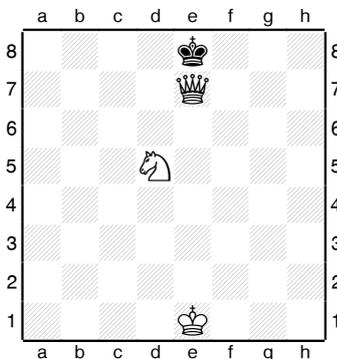
CHECKMATE!

On your left you see another KISS OF DEATH. This time it's the White Rook who holds the Queen's hand. Move the Rook from g7 to b2 and it's still CHECKMATE. Move the Queen from g2 to g1 and the King can go to h3. Put the Queen on g3 and the King can go to h1. Put the Queen back on g2, take the Rook off the board and replace it with a White Bishop on b7 and again it's a KISS OF DEATH, with the Bishop holding the Queen's hand.

Next, another Queen and Bishop CHECKMATE - rather a neat one. The Bishop on g3 checks the Black King and also stops him moving to f2. The White Queen controls all the other squares: d1, d2, e2 and f1. Again, make sure you agree that it's mate before moving on



CHECKMATE!

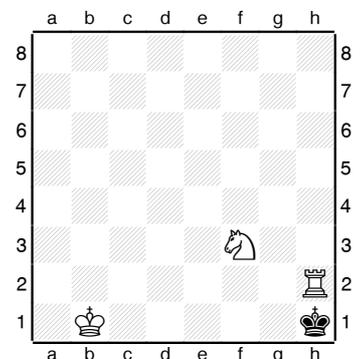


CHECKMATE!

Now to look at some CHECKMATES using a Knight, starting with the position on your left.

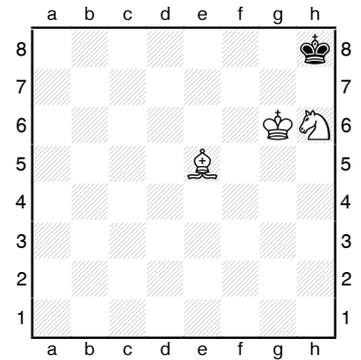
Surprise, surprise! It's the KISS OF DEATH again. This time the Knight holds the Queen's hand as she delivers the POISONED KISS.

A Rook and Knight can CHECKMATE a king in the corner, as shown in our next example. The Knight is two squares diagonally away from the corner and the Rook is on the next square to the King. With the Rook on g1 instead of h2 it would still be CHECKMATE. This sort of checkmate is called the ARABIAN MATE. (MATE is another word for CHECKMATE: they mean exactly the same thing.)

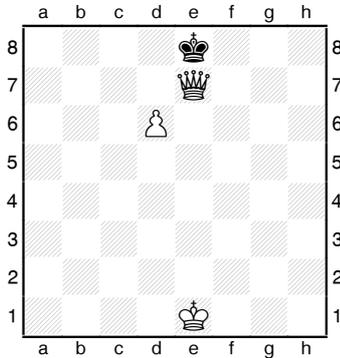


CHECKMATE!

A Bishop and Knight need the help of their King to get CHECKMATE. On your right you see how it can be done. The Bishop controls the squares on the diagonal: g7 and h8. The Knight stops the King going to g8. And the White King stops him going to h7.



CHECKMATE!

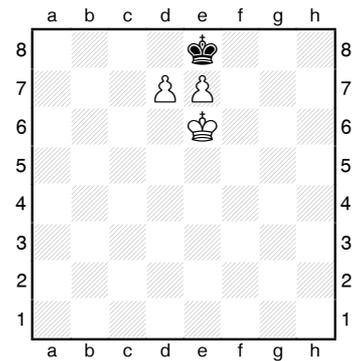


CHECKMATE!

Even a pawn can help in getting CHECKMATE. Here's another KISS OF DEATH. The Pawn on d6 holds the White Queen's hand while she CHECKS the Black King.

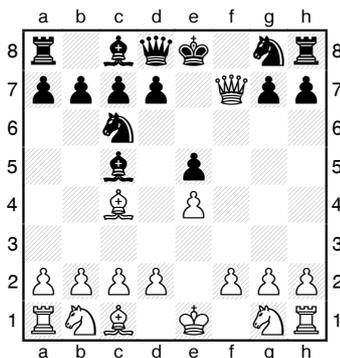
Two Pawns can get CHECKMATE with the King's help. Here, the White Pawn on d7 says "CHECK", the Pawn on e7 stops the Black King moving sideways and, as usual, the White King stops Black CAPTURING either Pawn or moving up the board. Remember that the White Pawns are on the SEVENTH RANK, one square away from PROMOTING.

With just a King and a Pawn you can't get CHECKMATE: you have to PROMOTE the Pawn to a Queen (or Rook) to do that, but you can construct a STALEMATE. Just remove the Pawn on d7 in the last diagram and, with Black to move, it's STALEMATE.



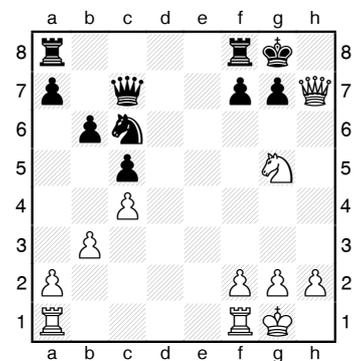
CHECKMATE!

You can also get a KISS OF DEATH with lots of pieces on the board. Sometimes the Queen is on the next square DIAGONALLY to the enemy King and his escape squares are blocked by friendly pieces. Here's an example, with the Bishop on c4 holding the Queen's hand.



CHECKMATE!

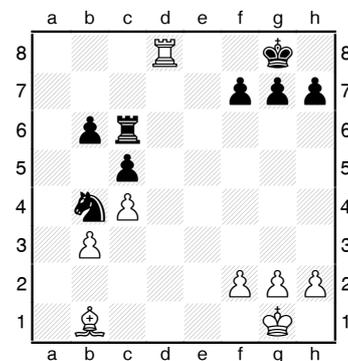
And now another one, with the Knight on g5 this time holding the Queen's hand. If you learn and understand this type of position you can use this idea to win lots of games.



CHECKMATE!

You can also use the idea of the GUILLOTINE with more pieces on the board. What often happens is that a Rook or Queen comes down to give CHECKMATE and the Black escape squares are blocked by Pawns. Here's an example.

Make sure you see why it's CHECKMATE. The Rook gives CHECK. Black's own Pawns stop his King escaping. He can't CAPTURE the Rook. He can't BLOCK the CHECK.

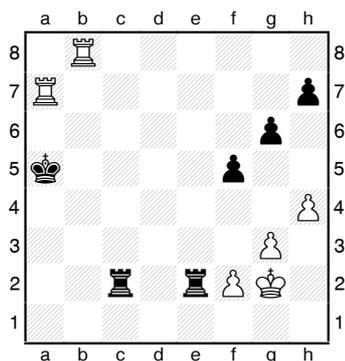


CHECKMATE!

Now try moving the Black Pawn from h7 to h6. Is this CHECKMATE? Yes, it's still CHECKMATE. Black can't move his King to h7. Why not? Because he'd be in CHECK from the Bishop.

Now put the Pawn back on h7 and move the Pawn from g7 to g6. Is it CHECKMATE this time? No, it's not. The Black King can escape to g7.

Going back to the diagram position, of course if White had a Queen instead of a Rook it would be just as good.



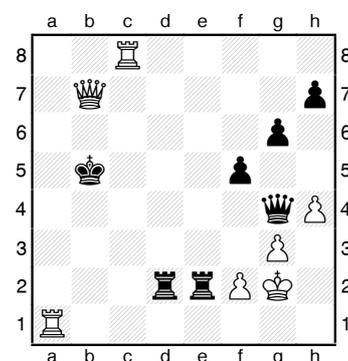
CHECKMATE!

Finally, you remember the CHECKMATE with two Rooks. Here it is again, this time on the side of the board. We call this CHECKMATE the FIRING SQUAD. The White Rook on a7 shoots the Black King. he cannot escape onto the b-FILE because there he'll be shot by the Rook on b8. Can Black BLOCK the CHECK or CAPTURE the Rook on a7? No, so it's CHECKMATE.

If the enemy King is away from the side of the board you need two Rooks and a Queen to form the firing squad. In this example, the Queen fires the fatal shot. If the King

tries to dodge the bullet by jumping either left or right he'll be shot by a Rook. Can Black CAPTURE the Queen or BLOCK the CHECK? No: again it's CHECKMATE.

There are thousands of different ways of getting CHECKMATE, but these three, the KISS OF DEATH, the GUILLOTINE and the FIRING SQUAD are the easiest to learn and remember, and the ones that will happen most often in your games.



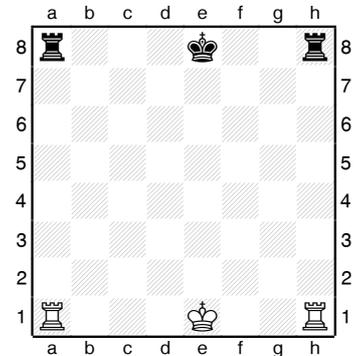
CHECKMATE!

A FEW MORE RULES

There are a few more rules you need to know before you are really ready to play a game of chess.

Castling is a special double move, with your King and one of your Rooks, that you are allowed to do once in every game.

The diagram shows the Kings and Rooks in their starting positions. The White King starts on e1 and the Black King on e8. The White Rooks start on a1 and h1 and the Black Rooks start on a8 and h8.



The left hand side of the board: the a, b, c and d files, is called the QUEEN-SIDE. The right hand side of the board: the e, f, g and h files, is called the KING-SIDE.

To castle you move your King two squares towards the Rook. Then, in the same move, the Rook jumps over the King to the next square.

You can castle on either side of the board as long as:

- ◆ There is no piece of either colour between your King and your Rook.
- ◆ Your King and Rook have not already moved.
- ◆ You are not in check at the time (it doesn't matter if you've been in check earlier in the game as long as you didn't move your King in reply).
- ◆ You are not moving into check.
- ◆ Your King does not pass over a square which is attacked by an enemy piece.

If White castles King-side his King moves to g1 and his Rook moves to f1.

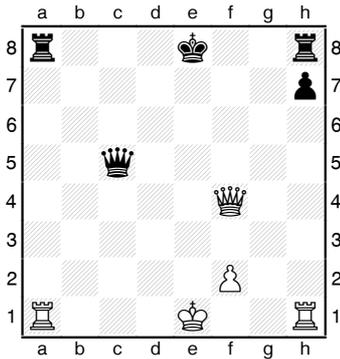
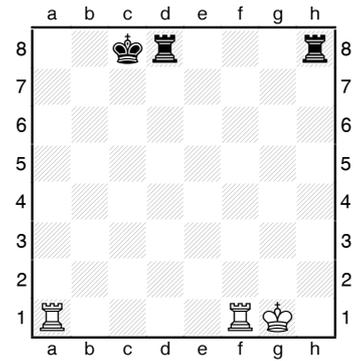
If White castles Queen-side his King moves to c1 and his Rook moves to d1.

If Black castles King-side his King moves to g8 and his Rook moves to f8.

If Black castles Queen-side his King moves to c8 and his Rook moves to d8.

Here you see the position when White has castled King-side and Black has castled Queen-side.

You see that Black's King is a bit nearer the centre than White's King.



Now look at the diagram on your left.

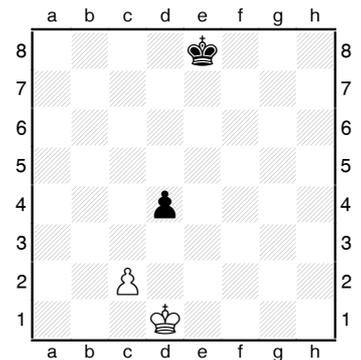
White CAN castle King-side: no problem.

White CANNOT castle Queen-side: he will be castling INTO CHECK. On c1 his King would be in check from the Black Queen.

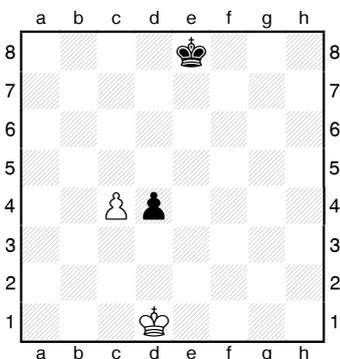
Black CANNOT castle King-side: his King would cross the f8 square where he would be in check from the White Queen (this is called castling THROUGH CHECK).

Black CAN castle Queen-side. The Rook crosses the b8 square where it is attacked by the White Queen but this doesn't matter.

There is one more, rather complicated, rule to learn, which is a special PAWN MOVE. Everyone finds this rule rather difficult. If you don't understand it at first don't worry too much.



White to move



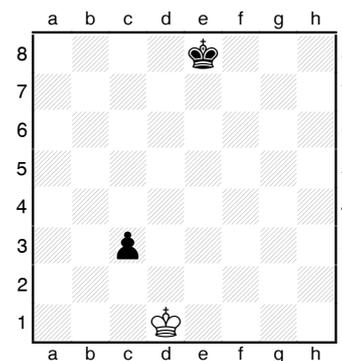
Black to move

Take a look at the diagram on the right.

Suppose that in this position White decides to move his pawn on c2 forward two squares, reaching the position on your left.

There is a special rule that says "If a pawn moves two squares forward, from its second rank to its fourth rank, an opponent's pawn on its fifth rank on the next file may capture it as if it moved only one square".

As the White Pawn passes c3 the Black pawn can say "Stop there! I'm going to capture you right there!" So Black removes the White Pawn from c4 and puts his pawn on c3, giving the Diagram on your right.



White to move

This rule is called *EN PASSANT*, which is French for 'in passing'. Only pawns can capture or be captured *en passant*. You don't have to capture *en passant* if the opportunity arises. You may only capture *en passant* the move after your opponent has moved his pawn two squares forward.

While we're talking about rules, there are a few more rules which really apply to tournaments, but you might find it useful to know them now.

There are five ways you can DRAW a game. The rules are actually slightly more complicated than they look here, but this is all you'll need to know until you start playing in really serious tournaments.

1. STALEMATE, a position where the player to move is NOT in CHECK but cannot move anything, is a DRAW.

2. It is a DRAW if neither player has enough pieces left to force CHECKMATE. If you reach KING AGAINST KING, KING AND KNIGHT AGAINST KING, KING AND BISHOP AGAINST KING, KING AND KNIGHT AGAINST KING AND KNIGHT, KING AND KNIGHT AGAINST KING AND BISHOP, KING AND BISHOP AGAINST KING AND BISHOP, or KING AND TWO KNIGHTS AGAINST KING you can stop play and call it a draw.

3. If you reach the SAME POSITION THREE TIMES with the same player to move the game is a DRAW. This usually happens when both players keep on playing the same moves. (Teachers and parents: please note that the rule is a draw by REPETITION OF POSITION, NOT REPETITION OF MOVES. Also, it is NOT a draw if JUST ONE PLAYER plays the same move three times.)

4. If the players play FIFTY MOVES EACH WITHOUT A PAWN MOVE OR CAPTURE the game is a DRAW. This usually happens at the end of the game when one player is trying to force checkmate with King and Queen against King or King and Rook against King. (Teachers and parents: please note that it is 50 moves, not 25 moves, you start counting again if a pawn move or capture takes place, and it can, in theory, occur any time in the game. It doesn't automatically come into operation only when one player comes down to a bare King.)

5. The game is DRAWN at any time by agreement between the two players.

There are three ways you can WIN (or lose) a game.

1. By CHECKMATE

2. By RESIGNATION. At any point a player may RESIGN a game if he thinks his position is hopeless. (Don't resign in your games: you'll learn more by playing on and, you never know, your opponent might make a mistake.)

3. If you are using a CHESS CLOCK (which you may have to do in a tournament) one player wins if his opponent runs out of time. (If both players run out of time before anyone notices it is a DRAW, which, I guess, is a sixth way of drawing.)

I suppose you can also win if your opponent is disqualified for cheating, or does not turn up for the game.

If you are playing in a real tournament you will have to play to the TOUCH AND MOVE rule.

This states that IF YOU TOUCH A PIECE WITH THE INTENTION OF MOVING IT YOU HAVE TO MOVE IT.

And that IF YOU TOUCH AN OPPONENT'S PIECE WITH THE INTENTION OF TAKING IT YOU HAVE TO TAKE IT.

If you knock a piece accidentally it doesn't count as touching. If you deliberately touch an opponent's piece with the piece you are thinking about capturing it with, that DOES count as touching.

If one of your pieces is not in the middle of the square, you can adjust it on the square if you say "Adjust" (or *j'adoube* in French) BEFORE you touch it. You are NOT allowed to pick up a piece, change your mind about moving it, say "Adjust" and put it back!

THE VALUE OF THE PIECES

You now know all the rules of chess. You've also seen some examples of CHECKMATE.

You probably realise that some pieces are stronger than others.

Before you go any further it's REALLY IMPORTANT that you know how much the pieces are worth.

HOW MUCH ARE THE PIECES WORTH?

 = 1 point

 =  =  +  +  = 3 points

 =  +  +  =  +  +  = 5 points

 =  +  +  =  +  +  =  +  +  = 9 points

 +  =  +  = 6 points

 +  =  +  = 10 points

The weakest piece is the PAWN: that is worth ONE POINT.

The KNIGHT is stronger than the Pawn: that is worth THREE POINTS.

The BISHOP is about as good as a Knight: it is also worth THREE POINTS.

The ROOK is stronger than a Knight or a Bishop: it is worth FIVE POINTS.

The QUEEN is fantastically strong: it is worth NINE POINTS.

How much is the King worth? Well, what's the biggest number you can think of? A hundred? A million? Infinity? That's how much a King's worth. As both players always have a King on the board, we don't give the King a value when counting points.

IN A GAME BETWEEN STRONG PLAYERS EVEN AN ADVANTAGE OF ONE PAWN, OR ONE POINT, IS OFTEN ENOUGH TO WIN. AN ADVANTAGE OF TWO OR MORE POINTS IS ALMOST ALWAYS ENOUGH TO WIN.

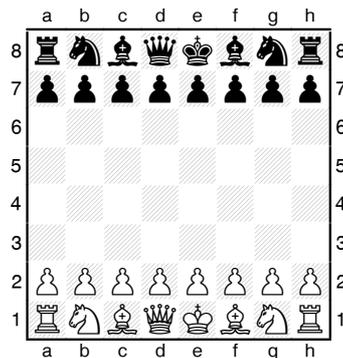
Suppose we've captured a Knight and our opponent's captured a Pawn. How much have we gained? Three points! How much have we lost? One point! We have an advantage of TWO POINTS. Another word we use is MATERIAL, which means pieces or points. If we have a Knight for a Pawn we are AHEAD ON MATERIAL. We have A MATERIAL ADVANTAGE.

So, when we are playing a game of chess the most important thing we are trying to do is GET CHECKMATE. If we can't do that what we try to do is GET AHEAD ON POINTS. If we have more pieces, or a stronger army, than our opponent we are more likely to get CHECKMATE.

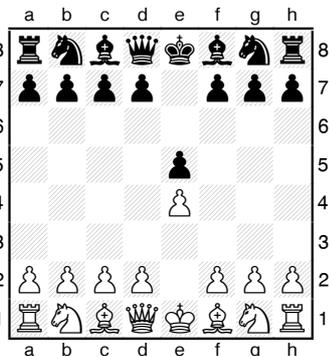
It's time to look at some moves.

Here's the starting position again. Who moves first? White! Which pieces can he move? His Knights and Pawns. Set up your board and play through the moves yourself.

We'll start by moving the pawn in front of the King two squares: from e2 to e4.



White to move

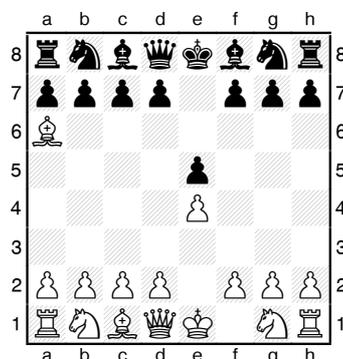


White to move

Now it's Black's move and we'll do the same thing: move the pawn in front of the King two squares, from e7 to e5, reaching the next diagram.

One reason why it's good to move the pawn in front of your King at the start of the game is that it opens up two paths. One path for the Bishop and one path for the Queen. Let's just suppose

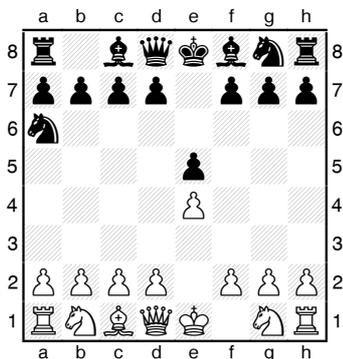
White decides to move his Bishop on f1 as far as it will go along the diagonal: all the way to a6. Here's the position.



Black to move

Before you go any further stop and decide what move you'd play next for Black. You've got a lot of moves to choose from. What do you think is best, and why?

Did you look at the White Bishop on a6? Did you see that you could take it? How many different pieces could you take it with? Two! What are they? The KNIGHT on b8 or the PAWN on b7. Don't forget that Pawns take a different way from the way they move!



White to move

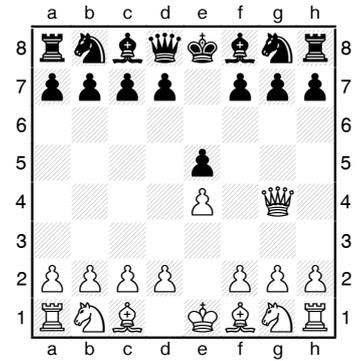
Let's take it with the Knight. Make sure the position on your board is the same as the diagram on your left. Have a look and see whether White can take the Knight which is now on a6? Can you find any White piece that can take the Knight? If you think you can you're wrong! Nothing can take the Knight. So what's happened? Black has won a Bishop for nothing! White's Bishop move was NOT a good idea!

So we have a helpful piece of advice for you as you play your first games:

LOOK TO SEE IF YOU MAKE ANY CAPTURES. IF YOU CAN TAKE SOMETHING FOR NOTHING, DO SO.

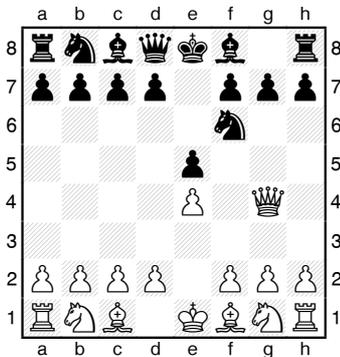
Set the pieces up and start again. Again White moves the pawn in front of his King two squares, from e2 to e4. And Black moves his pawn from e7 to e5.

This time White moves his Queen from d1 to g4. Play the move on your board and compare it with the diagram.



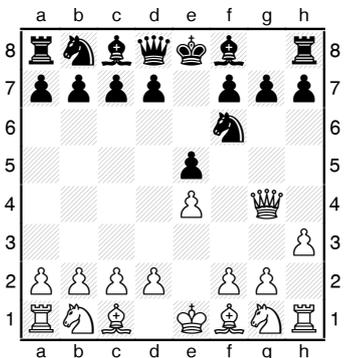
Black to move

Let's again suppose you're Black. Can you CAPTURE anything? No? I don't think you can. So let's move the Knight from g8 to f6, jumping over some pawns. Here's the diagram for you.



White to move

Now it's White's turn and he decides to move his pawn on the side of the board one square forward, from h2 to h3.



Black to move

Look at the position on your right and check that it's the same as the one on your board. Now stop and decide what you'd play for Black.

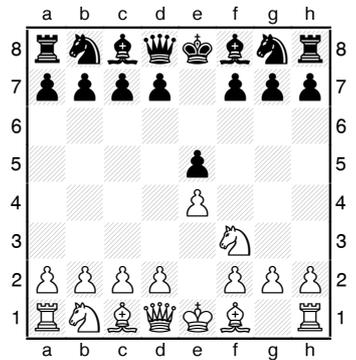
Did you find a CAPTURE here? In fact the Black Knight can make two captures, the Pawn on e4 or the Queen on g4. Did you find them both? Which one should we take? How much is the Queen worth? 9 points! But the pawn is only worth how much? 1 point! If we take the Knight, can White take us? Try to work this out before you make your move. Yes: he can take us with his Pawn on h3. So, we can win the Queen, but if we do so we lose the Knight in return. Is this a good idea? Yes! The Queen is worth much more than the Knight.

So: another piece of helpful advice:

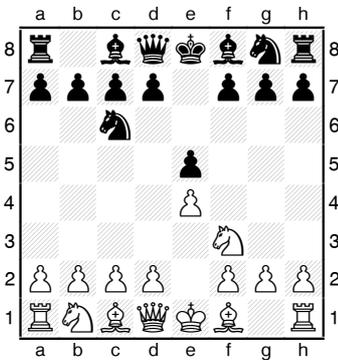
IF YOU CAN TAKE A STRONGER PIECE WITH A WEAKER PIECE, DO SO.

Set up the pieces once more. Yet again, we'll start by moving the White Pawn from e2 to e4 and we'll move the Black pawn from e7 to e5.

Now move the White Knight from g1 to f3. You'll see the position on your right. You'll soon learn that this is much better than the other two moves White tried.



Black to move

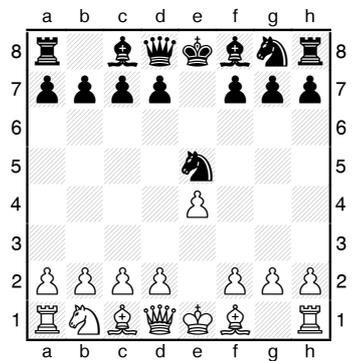


White to move

Black also plays a good move: he moves his Knight from b8 to c6. Compare your position with the diagram on your left and make sure they're both the same.

It's now White's move. Can he capture anything? Yes, he can. His Knight on f3 can take the Black pawn on e5. Would you advise him to take it? No - it wouldn't be a good idea to take

the pawn. Do you see why not? Because the Black Knight on c6 would take the Knight, leaving the position on your right.



White to move

White has won a Pawn and lost a Knight. How much is the Pawn worth? 1 point! And the Knight? 3 points! So, is it a good deal for White? NO!

Our final piece of helpful advice for this chapter:

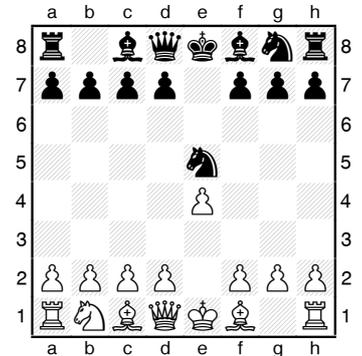
WHEN YOU'VE THOUGHT OF A MOVE STOP AND ASK YOURSELF 'IS IT SAFE?' BEFORE YOU PLAY IT.

LOOKING FOR MATES

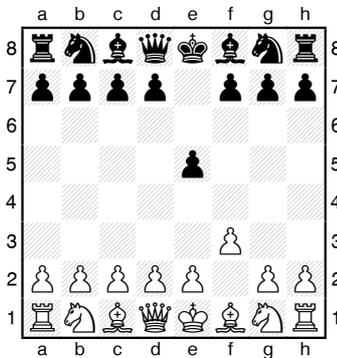
How do you win a game of chess? That's right: by getting CHECKMATE. And to get CHECKMATE you first need a CHECK. If you play a CHECK and your opponent cannot get out of it, then what is it? It's CHECKMATE. Let's look at a couple of games which finish with a very quick CHECKMATE.

The first one goes like this.

White moves his pawn from f2 to f3, giving our first diagram. This is one of the WORST ways to start a game of chess, as you'll see.



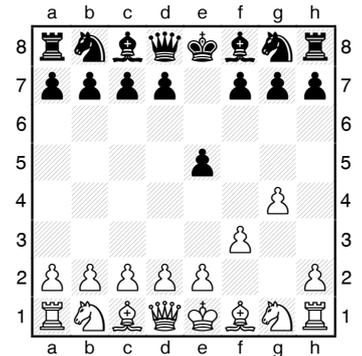
White to move



White to move

Black, on the other hand, plays an excellent move. He moves his pawn from e7 to e5. You'll see the position in the second diagram.

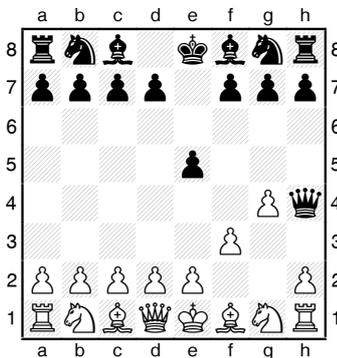
Now White plays a REALLY bad move. He moves his pawn from g2 to g4.



Black to move

Now stop and look at the position, Decide what move you think Black should play here.

Remember what we were talking about at the start of the lesson.



CHECKMATE?

You win a game by getting CHECKMATE. So it's always worth looking to see if you can find any CHECKS. You never know, they might just be CHECKMATE. Can you find any CHECKS for Black here? Yes - the Queen can move from d8 to h4, CHECKING the White King along the diagonal. Have a look at the position after Black has played this move.

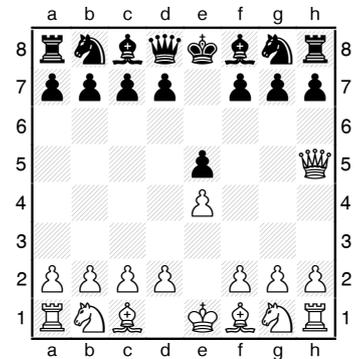
Do you remember the three ways of getting out of checkmate? CAPTURE the CHECKING piece, BLOCK the CHECK by putting a piece in the way, or MOVE the King. Let's see what White can do here? Can you find a way for White to CAPTURE the Black Queen? No! Can you find a way for White to BLOCK the CHECK by putting a piece on either f2 or g3? No! If you think you've found something you're moving a piece the wrong way! Can White MOVE his King to a safe square? What about f2? No - he's still in CHECK to the Black Queen. So,

what is it? It's CHECKMATE! Who's won the game? Black has!

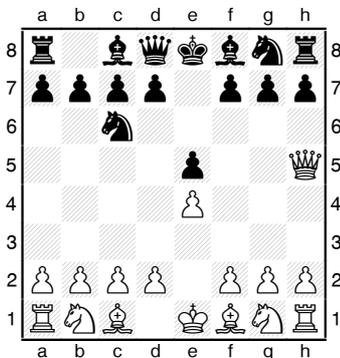
This is called FOOL'S MATE, because only a fool would lose like that. It's CHECKMATE in two moves. The quickest possible way of getting CHECKMATE in a game of chess. (When we count moves in chess we count a White move plus a Black move as one move.)

Set up the pieces and try again.

This time, White plays a much better move: he moves the Pawn in front of his King two squares, from e2 to e4. Black does the same thing: he moves his Pawn from e7 to e5. Now White moves his Queen as far as she can go along the diagonal: from d1 to h5. Let's look at the diagram before moving on.



Black to move



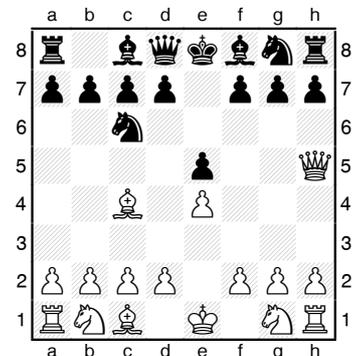
White to move

Black plays a Knight move: from b8 to c6. We'll look it this position again in the next lesson and explain why this is his best move.

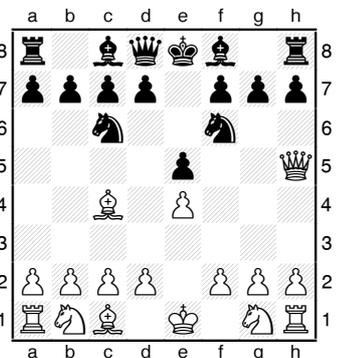
Stop and have a look for CHECKS in this position. White has two possible checks. Can you find them? He can move his Queen to take the Pawn on e5. That's CHECK. Is it safe? NO! The Black Knight on c6 can CAPTURE the Queen.

White can also move his Queen to take the Pawn on f7. That's also CHECK. Is it safe? NO! The Black King can safely CAPTURE the White Queen.

But this move gives White an idea about how to get a quick CHECKMATE. He moves his Bishop from f1 to c4, to give the diagram on your right.



Black to move



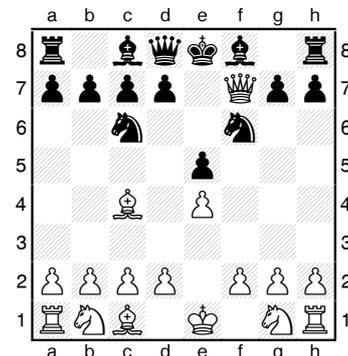
White to move

Now Black makes a mistake. He moves his Knight from g8 to f6. Have a look at the position and see if you can find a way for White to get CHECKMATE!

If you haven't found it yet and would like a clue, look at White's Queen and Bishop. Do you see how they are working together?

White's Queen and Bishop are both ATTACKING the Pawn on f7. Let's see what happens if White CAPTURES the Pawn. He might take it with the Bishop. It's CHECK. Is it safe, or can Black CAPTURE the Bishop? If you thought Black could capture the Bishop, look again at the White Queen on h5. If Black's King CAPTURES the Bishop on f7 he'll find himself in CHECK from the Queen. So taking the Bishop would be an ILLEGAL MOVE. But what Black CAN do is move his King to a safe square, from e8 to e7. Is that CHECK? No! So taking the Pawn on f7 with the Bishop is not CHECKMATE.

Now move the Bishop back to c4 and try taking the Pawn on f7 with the Queen. Have a look at the position. How can Black get out of CHECK?



CHECKMATE?

Can the Black King CAPTURE the White Queen? If you think the answer's YES, look again at the Bishop on c4. The Black King CANNOT CAPTURE the White Queen. It is an ILLEGAL MOVE. He will leave himself in CHECK from the White Bishop on c4. Can any other Black piece CAPTURE the White Queen? NO! Can Black BLOCK the CHECK? NO: there is no square between f7 and e8! Can Black MOVE his King to a safe square? NO. The only possible square is e7, and there he would still be in CHECK from the White Queen. He cannot CAPTURE, BLOCK or MOVE so it's CHECKMATE! Who's won the game? White has.

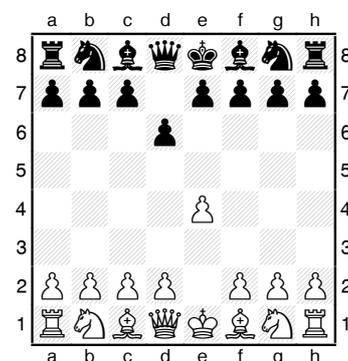
This CHECKMATE is called SCHOLAR'S MATE. A SCHOLAR is someone who goes to school, and everyone who plays chess at school loses lots of games like this. So make sure you know it. Remember it and try it out at home against your Dad or Mum and see if it works against them.

This really is important, so in the next lesson we'll look at how to stop SCHOLAR'S MATE.

Next, a story. Here's 10-year-old Paul, playing Black against Ann in his first game of chess at his school chess club.

Ann played a first move you've seen before: she moved her Pawn from e2 to e4.

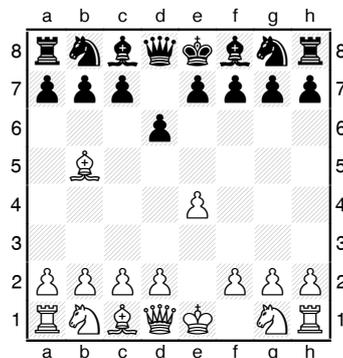
Paul moved his Pawn from d7 to d6, giving the position in the diagram.



White to move

Now Ann saw the chance to get in a quick CHECK. She moved her Bishop from f1 to b5. "It's check" she exclaimed, "and you can't move your King anywhere. So it's CHECKMATE. I've won the game."

Paul, a polite boy, shook her hand and said "Congratulations! Well played!" But was it really CHECKMATE? Let's have a look. Yes, Ann was right. The King has no safe squares. The only available square is d7, which would still be CHECK from the Bishop. Can we CAPTURE the Bishop? Again, NO! But Ann and Paul had both forgotten that you can also get out of CHECK from a Queen, Rook or Bishop by BLOCKING: putting a piece in the way. How many ways can you find to BLOCK the CHECK? There are FIVE in total: Paul could:



CHECKMATE?

- Move his Pawn from c7 to c6.
- Move his Knight from b8 to c6.
- Move his Knight from b8 to d7.
- Move his Bishop from c8 to d7.
- Move his Queen from d8 to d7 (NOT a good move!).

So it was nowhere near CHECKMATE! So, don't forget all THREE possible ways to get out of check: MOVE, CAPTURE or BLOCK.

(In fact, Ann's second move wasn't very good. If Paul had moved his Pawn to c6, her Bishop would have been in trouble and have had to move again.)

But there's more to the story than that. Paul grew up to become a Grandmaster, and play top board for Scotland. Ann, though, was never heard of again.

So if you're finding chess difficult at the moment, don't worry. If you keep working at it you might end up a Grandmaster yourself.

And one more story. Nearly 50 years ago, in a country called Latvia, a little boy called Misha, about your age, played his first game of chess against his older cousin. He lost in four moves: to SCHOLAR'S MATE. And he grew up to become World Champion, and one of the strongest players of all time.

Finally, this lesson provides us with another HELPFUL HINT.

Always look at every CHECK. It might just be CHECKMATE, or lead to CHECKMATE.

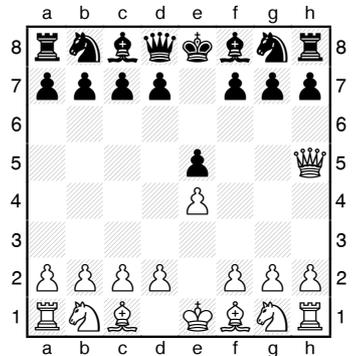
ATTACKS AND THREATS

We start by looking again at something from the last lesson. This really is important: do try to make sure you LEARN, REMEMBER and UNDERSTAND it.

White starts off by moving his Pawn from e2 to e4. Black replies by moving his Pawn from e7 to e5.

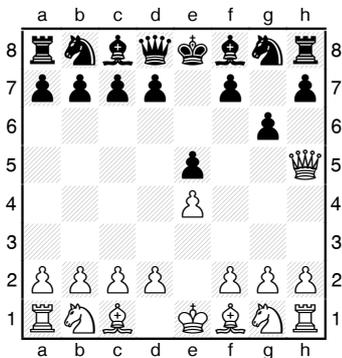
You should be getting used to these moves by now. These are the best moves for beginners to play at the start of the game so try to play them yourself.

Now White, as in the last lesson, moves his Queen out all the way from d1 to h5. Let's look at this position more closely.



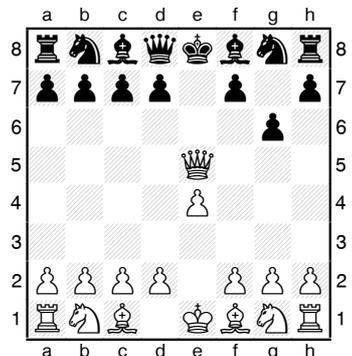
Black to move

Let's first suppose that Black decides he ought to ATTACK the White Queen. You never know, White might not notice! So he chooses to move his Pawn from g7 to g6, giving our next diagram.



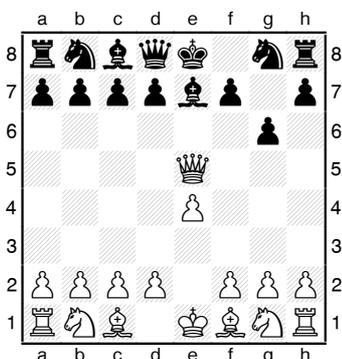
White to move

If you remember the last two lessons you should have found the right answer. Can you CAPTURE something for nothing? You probably saw that it wasn't safe to CAPTURE either the Pawn on g6 or the Pawn on h7. But it is safe to CAPTURE the Pawn on e5. It's also CHECK. So we'll take the Black Pawn on e5. Have a look and see how Black can get out of CHECK.



Black to move

Can he CAPTURE the Queen? NO! Can he move his King to a safe square? NO! But he can BLOCK the check by moving his Queen, his Bishop on f8, or his Knight on g8 to e7. The Queen move is best, but, to keep things simple, let's suppose he puts the Bishop in the way. Stop again and choose a move for White.



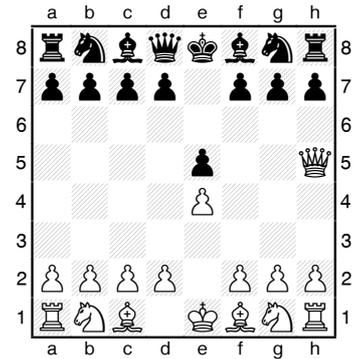
White to move

Did you remember to look to see if you could take something for nothing? If so you should have seen that the Queen could CAPTURE the Rook in the corner on h8. After that move White is

already a Pawn and a Rook ahead after just four moves. An advantage of six points!

So let's go back and see what Black did wrong. Set up your pieces and once again move the White Pawn from e2 to e4 and the Black Pawn from e7 to e5. Now again move the White Queen from d1 to h5. Here's the position again for you.

Once again, look at the White Queen. How many Pawns is she ATTACKING? Count them all. Remember that she is ATTACKING any Pawn she could CAPTURE NEXT MOVE.



Black to move

The answer is THREE: the Pawns on e5, f7 and h7. But which one does White really WANT to play next move? Which of them would be a SAFE capture? Would it be safe to take the Pawn on h7? NO! - the Rook on h8 would take the Queen. Would it be safe to take the Pawn on f7? NO! - the King would take the Queen - she's not defended at the moment! Would it be safe to take the Pawn on e5? YES! - as we've just seen.

Now we have a new word for you to learn: THREAT. An ATTACK is something that COULD be done next move. A THREAT is something that you WANT to play next move. So in this position which of White's ATTACKS is also a THREAT? The ATTACK on the Pawn on e5!

Chess is a game of ATTACK and DEFENCE. If you make a THREAT I usually have to DEFEND against it. If I make a THREAT, you usually have to DEFEND against it. Let's see if we can find a DEFENCE to White's THREAT.

Can we CAPTURE the piece making the THREAT? NO!

Can we MOVE the THREATENED Pawn? NO - it's blocked by the Pawn on e4!

Can we BLOCK the THREAT by putting something in the way? Yes - we could move our Pawn from g7 to g5, but as you'll learn in the next lesson it's not especially good. We could also move the Queen from d8 to g5, but that certainly wouldn't be good. Do you see why? Yes - the White Queen could just take it off. Do you see why we cannot BLOCK the THREAT by moving the Pawn from f7 to f5?

We can also DEFEND against a THREAT by MOVING another piece so that, if our opponent captures our piece we can take him back. How many different ways can you find for Black to DEFEND the Pawn on e5?

He can DEFEND by moving his Knight from b8 to c6.

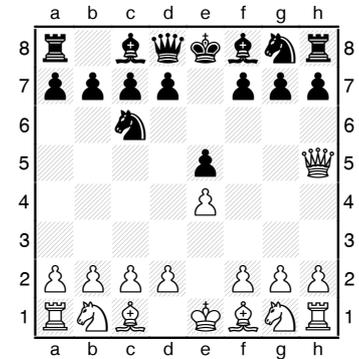
He can DEFEND by moving his Bishop from f8 to d6.

He can DEFEND by moving his Queen from d8 to either e7 or f6.

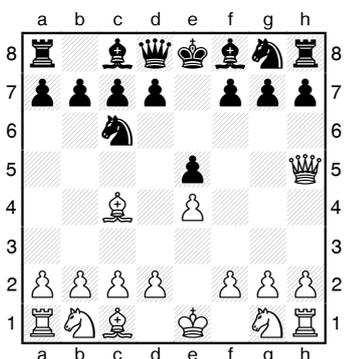
He can DEFEND by moving his Pawn from d7 to d6.

But he CANNOT defend by moving his Pawn from f7 to f6! Do you see why? Because it will leave him in CHECK from the Queen on h5. We say that the Pawn on f7 is PINNED.

So - lots of ways for Black to DEFEND. You'll learn more in the next lesson about how to choose between these moves. For the moment, we'll tell you that the Knight move from b8 to c6 is best, so play that move on your board.



White to move



Black to move

Do you remember what White played here in the last lesson? He moved his Bishop from f1 to c4, so we'll play that move and stop and look at the position.

It's always a good idea to STOP and LOOK at your opponent's last move before you do anything. So take a close look at White's Bishop on c4? Why did White play this move? Is there a THREAT?

The Bishop is ATTACKING the Pawn on f7 which is DEFENDED by the King. But hang on a minute, the Queen is also ATTACKING the Pawn on f7. So, how many White pieces are ATTACKING the Pawn on f7? Two! And how many Black pieces are DEFENDING the Pawn on f7? Only one! So we need to do something about it. If you remember the last lesson Black played his Knight from g8 to f6 here, and White's Queen CAPTURED the Pawn on f7, which was CHECKMATE!

What can we do about it?

Can we MOVE the Pawn? NO - it's PINNED!

Can we CAPTURE either of the ATTACKING pieces, Sadly, NO!

Can we BLOCK either of the ATTACKING pieces? Yes - we can move our Pawn from g7 to g6, to BLOCK - and THREATEN - the Queen. This is a good move. Or we can BLOCK and THREATEN the Bishop by moving our Pawn from d7 to d5. Is this move safe? No: White can CAPTURE it: he has TWO pieces ATTACKING d5 and Black has only ONE piece DEFENDING it.

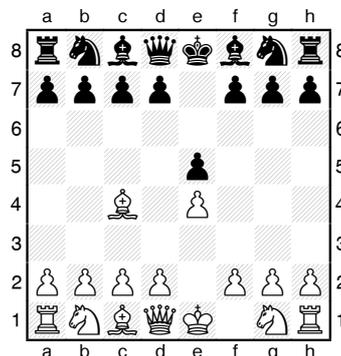
Can we DEFEND the Pawn on f7? Yes: there are several moves. We could move the Queen from d8 to either e7 or f6. We could also move the Knight from g8 to h6 (which, as it happens, isn't a good move). If Black plays any of these moves, he will be able to RECAPTURE should White CAPTURE on f7.

There you are: that's how to stop SCHOLAR'S MATE. Make sure you remember it!

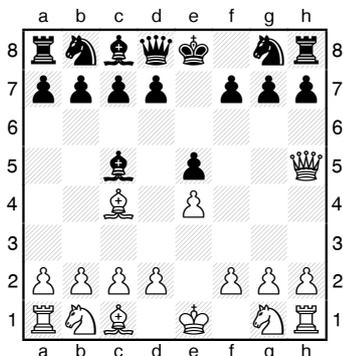
Sometimes White tries for SCHOLAR'S MATE a different way. Set the pieces up and start again.

White moves his Pawn from e2 to e4 and Black moves his Pawn from e7 to e5. This time White moves his Bishop from f1 to c4, giving our next diagram.

If you reach this position with Black I would recommend you to play your Knight from g8 to f6. Now if White moves his Queen to h5, what would you do? You'd take it, of course! And if White tries to ATTACK f7 in a different direction, by moving his Queen to f3, you're still safe as long as you keep your Knight on f6.



Black to move



Black to move

But there's also nothing wrong with copying White and moving your Bishop from f8 to c5. Now suppose White moves his Queen from d1 to h5. Stop and think of a move for Black here? Remember to look carefully at White's last move.

The White Queen is ATTACKING the Pawn on h7? Is it a THREAT? NO! The White Queen is also ATTACKING the Pawn on e5? Is it a THREAT? YES! The White Queen is also ATTACKING the Pawn on f7? It is a THREAT? YES! - it's a THREAT of CHECKMATE. So, White's Queen is making TWO THREATS at the same

time. A move like this, where one piece makes TWO OR MORE THREATS at the same time is called a FORK!

Can we find a move which DEFENDS both e5 and f7 at once? Yes - there are two to choose from. Black can move his Queen to either e7 or f6, so the FORK was not dangerous.

But suppose Black was foolish enough to move his Pawn from g7 to g6. Then, the White Queen would be able to CAPTURE the Pawn on e5, CHECKING Black and THREATENING the Rook on h8 at the same time. Another FORK, and this time Black has no way out. Next move White will take the Rook in the corner.

Our HELPFUL HINTS for this lesson:

1. When your opponent makes a move, STOP and LOOK for his THREATS.
2. Look for moves you can play which make a THREAT. You might, for example, THREATEN MATE, THREATEN your opponent's Queen, or play a FORK THREATENING two or more pieces at once.

STARTING THE GAME

You should have learned from the last two lessons all about SCHOLAR'S MATE and how to stop it. At this point we should tell you that if you try for SCHOLAR'S MATE against a strong opponent your Queen will end up in trouble. Moving the Queen out like that at the start of the game may well work against a beginner, but against a strong player it's not worth playing.

So, how should you start a game of chess? Imagine you're the manager of a football team. The King is the goal. The other pieces on the back rank, Queen, Bishops, Knights and Rooks, are the players in your team. At the moment they're in the changing room, waiting to come onto the pitch.

And that's the first thing we have to do at the start of the game, which we call the OPENING. (A game of chess can have three parts, the OPENING, the MIDDLE GAME and the ENDING or ENDGAME.) Moving our pieces off the back rank and onto the field of play is called DEVELOPMENT.

Your Queen is your most valuable striker: Michael Owen, perhaps. Do you really think it's a good idea to bring out your most valuable player and start attacking while most of the rest of your team are still in the changing room and there's an open goal at the other end of the pitch? Of course not! So don't play chess like that either. DEVELOP ALL your pieces before you start attacking.

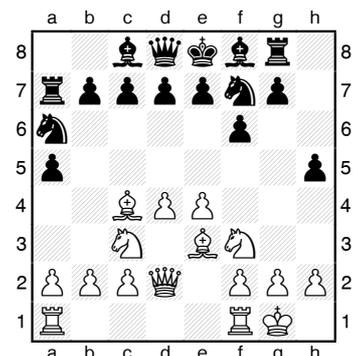
The first thing we have to do, then, is DEVELOP our pieces.

What's the most important part of the football field? The goal areas, yes, but before you can get anywhere near your opponent's goal you have to CONTROL THE MIDFIELD.

It's exactly the same in chess: you have to CONTROL the CENTRE OF THE BOARD, the squares e4, d4, e5 and d5. You CONTROL them either by occupying them or by DEVELOPING your pieces where they ATTACK those squares.

The other thing you have to do when you play football is to DEFEND the GOAL. Again, it's exactly the same in chess. If you advance your CENTRE PAWNS and leave the King behind them it's the same thing as leaving the other team with an OPEN GOAL in football. So to keep the King safe we CASTLE, usually on the King-side because it's further away from the centre, where the action is. We keep three Pawns in front of the King, at least one Rook on the BACK RANK, and, if possible, a Knight on f3 or f6. That will give you a good DEFENCE.

Look at the diagram and see for yourself how White has followed these rules while Black has broken them. We repeat the three most important things you are trying to



do in the opening:

1. DEVELOP your pieces.
2. CONTROL the CENTRE (Remember, A KNIGHT ON THE RIM IS DIM!)
3. Get your KING SAFE.

A few more pieces of advice:

4. Don't bring your Queen or Rooks out early on without a very good reason.
5. Don't move a piece twice early on without a very good reason.
6. Don't develop a piece where it stops you developing another piece.
7. Don't develop a piece where your opponent can THREATEN it while playing a DEVELOPING move.

Now let's play through a few moves of an opening and see how these rules apply.

At the same time we'll show you how to read and write chess. Each piece except the Pawn has a letter: K for King, Q for Queen, R for Rook, B for Bishop, N for Knight. When we write down a move we write:

1. The letter of the piece, unless it's a pawn move.
2. The name of the starting square of the piece.
3. If it's an ordinary move we write a minus sign (-), and if it's a CAPTURE we write a times or multiplication sign (x).
4. We write the name of the square where the piece ends up.
5. If it's check we write a plus sign (+) and if it's CHECKMATE we write this sign: #.
6. Castles King-side is 0-0 and Castles Queen-side is 0-0-0.

You'll see as we go along how we number the moves.

1. e2-e4

White moves his Pawn from e2 to e4. This is a good move because:

1. It helps CONTROL the CENTRE.
2. It opens up lines for White to DEVELOP his Bishop and Queen.

- 1... e7-e5

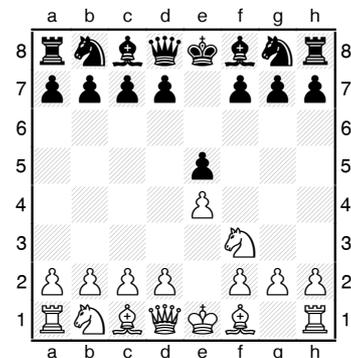
Black moves his Pawn from e7 to e5. Why is this a good move?

1. It helps CONTROL the CENTRE.
2. It opens up lines for BLACK to DEVELOP his Bishop and Queen.

2. Ng1-f3 (Diagram)

Why is this a good move?

1. It DEVELOPS a PIECE.
2. It helps CONTROL the CENTRE.
3. It helps White get ready to get his KING SAFE by CASTLING.
4. It THREATENS the Black Pawn on e5.



Black to move

What moves might Black consider here?

Black MUST do something about his Pawn on e5. Can he move it? No: it's BLOCKED by the Pawn on e4. Can he CAPTURE the Knight on f3? NO! Can he BLOCK the THREAT? No - you can't BLOCK an ATTACK from a Knight. So he must find a move that DEFENDS the Pawn.

We'll look at each possible move in turn:

- a) f7-f6. A bad move for at least three reasons:
 - a) It doesn't help DEVELOPMENT (Rule 1)
 - b) It weakens the King's defences (Rule 3)
 - c) f6 is the best square for the Knight on g8 (Rule 6)
- b) Qd8-f6. This breaks two of our rules:
 - a) Don't bring your Queen out too soon (Rule 4)
 - b) f6 is the best square for the Knight on g8 (Rule 6)
- c) Qd8-e7. This also breaks two of our rules:
 - a) Don't bring your Queen out too soon (Rule 4)
 - b) It blocks in the Bishop on f8 (Rule 6)
- d) Bf8-d6. This breaks one rule:
 - a) It blocks in the pawn on d7 and so also the Bishop on c8 (Rule 6)
- e) d7-d6. This breaks one rule, but not so badly:
 - a) It blocks in the Bishop on f8 slightly, but it can still go to e7. This move also helps with DEVELOPMENT (by opening a line for the Bishop on c8) and CENTRE CONTROL, so it's not bad.
- f) Nb8-c6. This is the only way to DEFEND the Pawn on e5 which doesn't break any of our rules. It also DEVELOPS a piece and helps CONTROL the CENTRE.

(Another good move for Black, which you'll meet later in the course, is Ng8-f6, THREATENING the White Pawn on e4.)

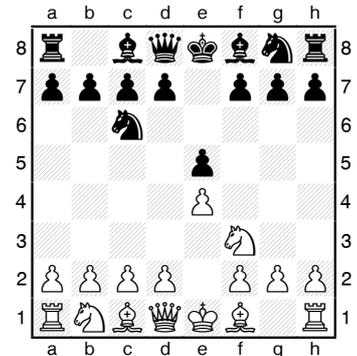
So, the move we'll play is...

2... Nb8-c6 (Diagram)

Now choose a move for White.

Is Black THREATENING anything? NO! So we have a wide choice of moves.

There are FOUR good moves here which obey all our rules.



White to move

Before we look at them, let's explain something. Chess in its current form has been played for more than 500 years. In that time the best players have worked out the best ways to start a game and given names to them. Some openings are named after a player who played or wrote about them. Some are named after a place or country where they were played. Some openings have names which describe them in some way.

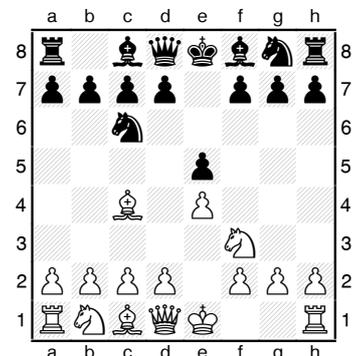
As you learn more about chess you'll learn many of these openings and be able to try them out yourself. If you get an idea for playing an opening it's a good idea to discuss it with your teacher first or look it up in a book to find out whether or not it's good.

Back to the diagram, and let's look at our four good moves.

White could play 3. Bf1-c4 (Diagram)

An excellent move. Why?

1. It DEVELOPS a piece.
2. It CONTROLS the CENTRE.
3. It helps White get his KING SAFE by CASTLING.
4. It ATTACKS (but doesn't THREATEN) the Pawn on f7.

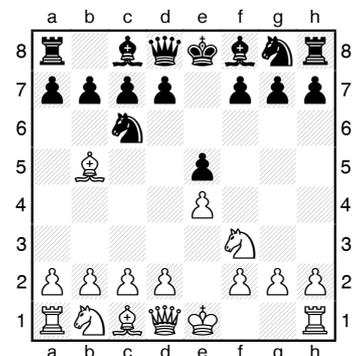


Black to move

This is called the ITALIAN GAME. Black's two most popular replies are:

3... Bf8-c5 (turning into the GIUOCO PIANO, which means Quiet Game in Italian) and 3... Ng8-f6 (the TWO KNIGHTS' DEFENCE - Black defends with two Knights!).

Going back again, White could also play 3. Bf1-b5 (Diagram)



Black to move

Another excellent move. Why?

1. It DEVELOPS a piece.
2. It helps White get his KING SAFE by CASTLING.

3. It **ATTACKS** the Knight that **DEFENDS** the Pawn on e5.

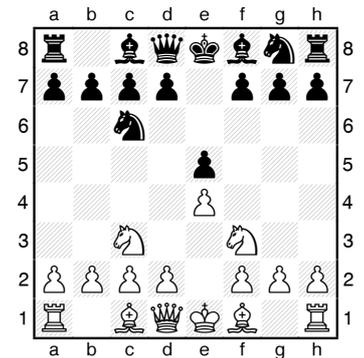
The idea is to tie Black down to **DEFENDING** his Pawn on e5.

This is called the **SPANISH OPENING** or **RUY LOPEZ**. Ruy Lopez was a 16th century Spanish priest who wrote about the opening.

Another good move for White is 3. Nb1-c3 (Diagram)

Another excellent move:

1. It **DEVELOPS A PIECE**.
2. It **CONTROLS** the **CENTRE**.
3. It **DEFENDS** the Pawn on e4.



Black to move

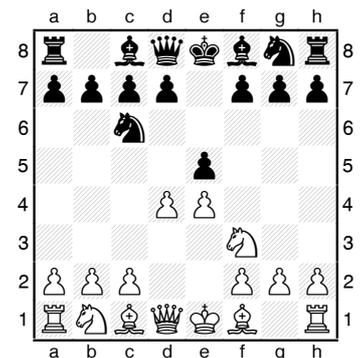
Now if Black plays his usual move, Ng8-f6, it's called the **FOUR KNIGHTS GAME** (for obvious reasons) and if he does anything else it's the **THREE KNIGHTS GAME!**

This is not quite as aggressive as Bf1-c4 or Bf1-b5 but is very safe and solid. A good choice for beginners.

Finally, White can play 3. d2-d4 (Diagram)

Yet again, an excellent move.

1. It opens a line to **DEVELOP** the Bishop on c1.
2. It **CONTROLS** the **CENTRE**.
3. It **ATTACKS** the Black Pawn on e5, a second time, forcing Black to do something about it.



Black to move

If Black captures the Pawn: 3... e5xd4 (his best move), White can take back with the Knight: Nf3xd4. Then if Black takes the Knight by playing Nc6xd4 (not his best move) White can play Qd1xd4.

The move is safe because, while Black has **TWO PIECES ATTACKING** d4, White has **TWO PIECES DEFENDING** d4. Make sure you understand this before trying out this opening.

This is called the **SCOTCH GAME** or **SCOTCH OPENING**. It was first played in a postal match between London and Edinburgh in the 1820s.

You will learn much more about chess by trying out these openings in your games than you will by playing for **SCHOLAR'S MATE** all the time.

PUTTING IT ALL TOGETHER

You now KNOW everything you need to know to play a good game of chess. But you also need LOTS AND LOTS OF PRACTICE.

In this lesson we go over again what we've learned in the last few lessons. In the next lesson you will be able to play your first CHESS TOURNAMENT.

To remind you, in chess tournaments you play TOUCH AND MOVE.

That is: if you TOUCH a piece deliberately you MUST MOVE IT.

And, if you TOUCH an opponent's piece deliberately, either with your hand or your piece, you MUST TAKE IT.

That means you must be VERY CAREFUL when you play.

What parts of the body do you use when you play chess?

You use your HANDS to make the move.

You use your BRAIN to think about the move.

You use your EYES to look at the board.

FIRST, you use your EYES to look at the board. Look at EVERY PIECE and see where it can go. Most importantly, LOOK AT YOUR OPPONENT'S LAST MOVE. Ask yourself why the move was played.

THEN you use your BRAIN to work out what's going on and decide on your move.

OK, you've thought of a move. Do you play it? NO! You stop and ask yourself IS IT SAFE? IF I GO THERE WILL I GET TAKEN?

Only then, when you are certain you've found the best move, do you use your HANDS to make the move.

DON'T pick up a piece and wave it round the board trying to find a good square. If your opponent says CHECK DON'T pick up the King and wave it round trying to get out of check. There might be a better move, like a CAPTURE, anyway.

If your hands are hovering over the board, you can't SEE all the board. Learn to SIT ON YOUR HANDS until you're ready to move. Then make your move in one action

To get it in the right order remember the letters EBH.

EYES

BRAIN

HANDS

What do you do before you cross the road?

You STOP, LOOK BOTH WAYS, LISTEN and only cross if it's ALL CLEAR.

You should play chess the same way that you cross the road. You've already seen how easy it is to lose very quickly.

So, it's your move. What do you do?

You STOP.

You LOOK IN ALL DIRECTIONS.

You LOOK AT YOUR OPPONENT'S LAST MOVE.

But what sort of moves do you look for?

The object of the game is to get CHECKMATE so the first moves you look at are CHECKS. Not all CHECKS are worth playing, but ALL CHECKS are worth looking at, just in case one of them might be CHECKMATE.

If you have a stronger army than your opponent you are more likely to get CHECKMATE, so you should try to get an advantage in MATERIAL, in POINTS, in PIECES. Remember how much the pieces are worth: Pawn, 1 point, Knight and Bishop, 3 points each, Rook 5 points, Queen 9 points.

So you must look for CAPTURES. Can you CAPTURE a piece for nothing? Can you CAPTURE a stronger piece with a weaker piece? If you can, it's usually right to do so. Look for your opponent's CAPTURES as well. If your opponent wants to CAPTURE one of your pieces you must do something about it: MOVE, DEFEND or BLOCK if you cannot capture it yourself.

If you can't find any good CHECKS or CAPTURES try looking for THREATS. Moves which THREATEN something. Can you THREATEN CHECKMATE? Or THREATEN your opponent's Queen? Can you THREATEN two pieces at once - A FORK?

If none of these help you find a good move, look for a piece (not a pawn) which isn't doing much and try to get it into the game.

One further piece of advice. If you are a general in command of an army of 1000 men and the other army has 999 men, there's not a lot in it. But if your army has two men and the other army has one man you're twice as strong. So: IF YOU'RE AHEAD ON MATERIAL TRY TO EXCHANGE PIECES, IF YOU'RE BEHIND ON MATERIAL TRY TO AVOID EXCHANGES.

But most of all remember the three letters CCT.

CHECKS

CAPTURES

THREATS

If you get the opening - the first few moves of the game - right, then everything else will be much easier.

Remember the rules of good opening play.

LEARN, REMEMBER AND UNDERSTAND SCHOLAR'S MATE.

Make sure you know how to do it and how to stop it. Practice it over and over again until you get it right. Lots of children in Primary School Chess Clubs try it all the time. If you play in a tournament, or in a match against another school, there's a good chance that you'll meet someone who'll try it against you. So make sure you KNOW it.

Once you know how to stop it don't try it in your own games. You'll learn far more about chess by trying out the openings in the last lesson instead.

When you move onto the Intermediate Course, you'll have the chance to try out these and other exciting openings.

For the moment, start by moving the Pawn in front of your King two squares.

Get your Knights and Bishops out as quickly as you can.

Castle as quickly as you can, usually King-side.

Don't bring your Queen out until you've got something really good to do with her.

Rooks are usually the last pieces to come out. They like FILES with no Pawns on - OPEN FILES - so wait until some pawn exchanges have happened or might happen before deciding where to put them.

But the three most important things to remember start with the letters DCK.

D EVELOPMENT

C ENTRE

CONTROL

K ING SAFETY

INTERMEDIATE COURSE: 1 YEAR

This is a partially structured course lasting a year: children can come in at any time but will usually do so at the beginning of a term. Although each term lasts 10 weeks the course itself lasts only 24 weeks. Other weeks will be used for inter-school matches, simultaneous displays and other special events.

Week	Opening	Lesson	Synopsis
1	1. e4 e5	<i>Space Invaders</i>	In this course we start by sticking a pawn in the middle of the board. Learn what happens if you don't do this: those Space Invaders come down and zap you.
2	1. e4 e5	<i>How Not to Lose in Four Moves</i>	Scholar's Mate is a sad opening in which sad players beat even sadder players in four moves. Learn how to demolish anyone who dares to try it against you.
3	1. e4 e5 2. Nf3 Nc6	<i>The Black Queen Goes Walkabout</i>	In which the Queen goes for a walk and eats a pawn for lunch. It's not a good idea to move your Queen round the board in the opening: here's how to beat anyone who tries it.
4	1. e4 e5 2. Nf3 Nc6	<i>The Firing Squad</i>	The Firing Squad is one of our three basic mating ideas. Learn how to win if you've got two Rooks left at the end of the game, and how you can use the same idea in the middle game.
5	Four Knights	<i>Caught in the Snare</i>	Sometimes you can win a piece which has no safe squares to go to. Learn how you can do this right from the opening. There's also a reminder of what you learnt in Lessons 1 and 3.
6	Four Knights	<i>The Queen's Lunch Break</i>	It CAN be good to bring your Queen out early if you can zap an undefended enemy piece by means of a FORK. Here's how you can do this in your own games.
7	Giuoco Pianissimo	<i>The Double Freddie</i>	Astound your friends by learning a simple attacking technique that can win you game after game in just a few moves with absolutely no risk. It works, believe me!
8	Giuoco Pianissimo	<i>Explosion on f7</i>	Learn how to put a bomb under his weakest square and detonate the enemy position. If you know what to look for you'll win games regularly by using these ideas.
9	Scotch Four Knights	<i>The Two Champions</i>	We look at a simple, easy to understand opening suitable for beginners, and then travel back in time to see what happened when two World Champions tried it out.
10	Scotch Four Knights	<i>The Fork Trick</i>	A tactical idea you can use to get a good opening time and time again, plus another idea to win a piece which comes up regularly in games at this level.
11	Giuoco Piano	<i>Charlie Lends a Hand</i>	Learn how to build up a strong pawn centre, drive your opponent's pieces back and score a quick victory in this dynamic opening
12	Giuoco Piano	<i>The Kiss of Death</i>	How to win with King and Queen, and how you can use the same idea to mate in the middle game or opening: another of our three basic mating ideas.
13	Two Knights	<i>Fried Liver: it's Offal for Black</i>	This opening leads to more quick wins than anything else in top level primary school chess. Learn how to sacrifice your Knight for a vicious attack often leading to a swift mate.
14	Two Knights	<i>The Guillotine</i>	Look at two of the most famous and brilliant finishes in chess history as you learn about the third of our basic mating ideas: one you can use to win many of your own games.
15	Ruy Lopez	<i>The Spanish Torture</i>	The strongest opening in the world. Understand it and you're well on the way to becoming a master. Stand back and watch in amazement as a Prime Minister shows you how.
16	Ruy Lopez	<i>Trouble on the e-file</i>	You'll often meet players who just try to copy your moves. Here's how to beat the Copycat Defence, together with more about the Spanish Torture.
17	Petroff Defence	<i>Voyage of Discovery</i>	Join us in another voyage to the exciting world of Tactics as we learn about Discovered Attacks, Discovered Checks and Double Checks, ideas you can use in your own games.
18	Danish Gambit	<i>Time Bandits</i>	The best opening we know to develop your attacking technique. Sacrifice two pawns for a raging attack with your Bishops. We travel back to the 19th century to see how it's done.
19	Danish Gambit	<i>Decoy and Destroy</i>	Another trip to Planet Tactics as we investigate ideas about how to get rid of enemy defenders. Plus a Special Bonus: how to beat the World's Worst Opening.
20	King's Gambit	<i>Freddie Takes a Trip</i>	Perhaps the scariest ride in the Chess Openings Theme Park. Are you brave enough to try out the opening more likely than any other to lead to quick wins - for either side?
21	King's Gambit	<i>The Fatal Diagonal</i>	Find out more about the King's Gambit as you learn how to score stunning victories against opponents who move their King-side pawns at the start of the game.
22	Vienna Game	<i>Boys will be Girls</i>	Eddie wants to become Queen Edwina - how can we help him? Learn how - and when - a pawn can become a queen, and see how even just one extra pawn can win you the game.
23	1. e4 e5	<i>The King Goes to Jail</i>	King and Rook against King - it happens a lot. Many players don't know how to win with it but it's easy if you know how. Learn the technique and you won't regret it!
24	1. e4-e5	<i>A Night at the Opera</i>	Travel back in time again to watch the most instructive game ever played, and see if you can help Paul Morphy win one of the games that made him so famous.

SPACE INVADERS

What are Pawns for? At the end of the game Pawns are there to become Queens. But earlier in the game, Pawns exist to carve out territory behind which you can DEVELOP your pieces. They exist to take squares away from enemy pieces. If you have pawns in the middle of the board and your opponent doesn't he's going to find it very difficult to put his pieces on good squares.

In this game Black decides to curl up in a ball like a hedgehog in the belief that it will make him safe from attack. Watch what happens.

1. e2-e4 e7-e6

Black plays the FRENCH DEFENCE.

2. d2-d4

Why not? If your opponent plays a move which lets you stick a second pawn in the middle of the board you shouldn't hesitate to do so.

2... Ng8-f6?

THREATENING the e-pawn, but this isn't how you play the FRENCH DEFENCE. The correct move here is d7-d5, to attack White's centre.

3. Bf1-d3 Nb8-c6
4. Ng1-f3 Bf8-e7 (Diagram)

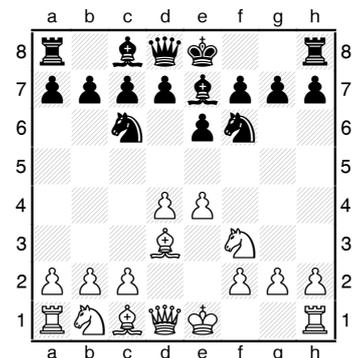
Black's already having problems finding good squares for his pieces. If he'd played Bf8-d6 instead, what would you have done? I hope you'd have played e4-e5, a PAWN FORK winning either Bishop or Knight. See how White uses his Pawns to attack the Black pieces. Bf8-b4+ would have been a waste of time - c2-c3 would just drive it back again. So Black tries to play safe.

5. h2-h4

Hardly the best move, but White's seen a plan if Black castles.

5.... 0-0?
6. e4-e5

Using his pawns to drive away the opposing pieces again.



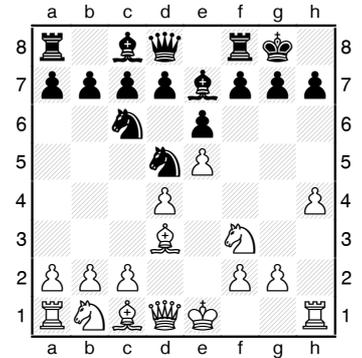
White to move

6... Nf6-d5 (Diagram)

Can you guess what White next move is? Think CCT and you might get it right.

7. Bd3xh7+

White SACRIFICES a Bishop to draw out the Black King.



White to move

7... Kg8xh7

8. Nf3-g5+

What can Black do? If he goes 8... Kh7-g8 do you see what will happen? CCT: 9. Qd1-h5 (THREATENING the KISS OF DEATH on h7) 9... Rf8-e8 (to try to make room for the King) 10. Qh5-h7 (KISSING the King) 10... Kh8-f8 11. Qh7-h8# (Bringing down the GUILLOTINE). And if Black tries 8... Kh7-g6, what then? Harry gets in on the act with 9. h4-h5+, DECOYING the King into the Bishop's firing line. Then 9... Kg6-h6 and you should be able to find 10. Ng5xf7+ (or Ng5xe6+) - a DISCOVERED CHECK winning the Queen.

Not liking these options, Black zaps the Knight.

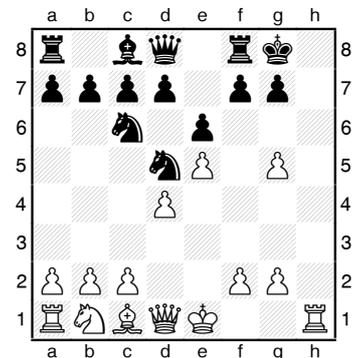
8... Be7xg5

9. h4xg5+

DISCOVERED CHECK along the h-file. Now you see what White had in mind on move 5.

9... Kh7-g8 (Diagram)

You should be able to find White's next move.



White to move

10. Qd1-h5

THREATENING the KISS OF DEATH on h7 or h8.

10... f7-f5

Trying to make room for his King on f7. Can you work out how White finishes Black off?

Not Qh5-h7+ or Qh5-h8+ when the Black monarch escapes via f7. Instead we close the door first, when Black cannot escape the KISS OF DEATH.

11. g5-g6 Rf8-e8

12. Qh5-h8#

"Someone's left the gate open" said the White King. The Black horses have

escaped from the paddock." And he sent out Charlie, Danny, Eddie and Freddie to round them up.

H Borochoy - Reuben Fine
Pasadena, 1932

1. e2-e4 Ng8-f6

This is called ALEKHINE'S DEFENCE. It's sometimes played by masters but too difficult for you to try just yet.

2. e4-e5

Eddie tries to catch the first horse.

2... Nf6-d5

He leaps out of the way

3. d2-d4

Danny gets in on the act. (c2-c4 at once is also a popular move. Black should now attack the White pawns with d7-d6.)

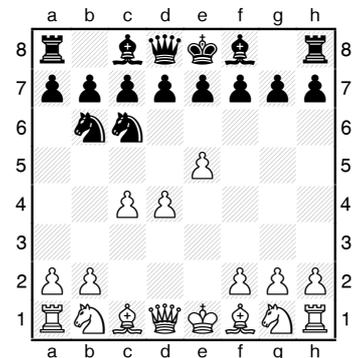
3... Nb8-c6?

4. c2-c4

Charlie throws out a rope but the horse escapes again.

4... Nd5-b6 (Diagram)

5. d4-d5



White to move

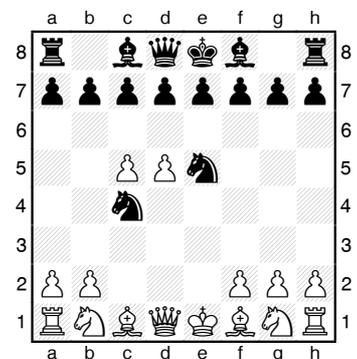
Danny rushes after the horse on c6, but he jumps in the direction of Eddie, knocking him out. Poor Eddie!

5... Nc6xe5

6. c4-c5

Charlie throws his lasso out again, but again the horse on b6 escapes.

6... Nb6-c4 (Diagram)



White to move

Can you find White's next move?

The Black Knights are desperately hanging onto each other. The Bishop on f1 ATTACKS the Knight on c4, which is DEFENDED by the Knight on e5. All we have to do is get rid of the Knight on e5. And that's where Freddie comes in.

7. f2-f4

Winning a Knight, but Black can still cause trouble.

7... e7-e6

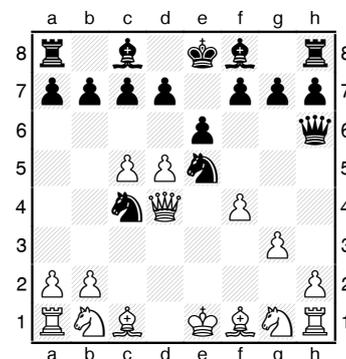
If White takes the Knight at once Black has a nasty check on h4 (THE FATAL DIAGONAL) so White defuses that idea first. The Knights are tied together now so cannot run away.

8. Qd1-d4 Qd8-h4+

Who's scared of a check? Not me! White's got it all worked out.

9. g2-g3 Qh4-h6 (Diagram)

The Black Queen's still being rather annoying. Now do you see what happens if White plays f4xe5? Yes, Qh6xc1+ (Freddie is PINNED)



10. Nb1-c3

Calmly UNPINNING Freddie by letting the Rook on a1 DEFEND the Bishop on c1. Now there's nothing Black can do.

10... e6xd5

11. f4xe5

Finally, Freddie gets his man, or rather his horse. This is also a DISCOVERED ATTACK on the Black Queen. Black's lost a Knight and his position is falling apart, so he resigned here.

Reuben Fine, who lost that game, a few years later became one of the best players in the world. He thought he could do without pawns in the centre, but he was wrong.

DON'T TRY IT AT HOME, KIDS!

HELPFUL HINTS

1. Try to keep at least one pawn in the centre of the board at all times. Start your games with 1. e2-e4 e7-e5 to help you do this.
2. Remember the C of DCK - CENTRE CONTROL. If you have pawns in the centre see if you can use them to drive back your opponent's pieces.
3. Use your pawns to carve out territory and keep your pieces safe from attack. In the openings you learn in this course that means trying to get Pawns on e4 and d4 if you're White, on e5 and d5 if you're Black.
4. If you have more SPACE than your opponent try to avoid exchanging pieces. If you have less SPACE than your opponent, try to exchange pieces to free your position.

HOW NOT TO LOSE IN FOUR MOVES

You probably know about Scholar's Mate, also called the Four-move Mate (or, incorrectly, Fool's Mate - that's a two move mate). Maybe you've tried it out yourself. But it's really not a good opening for White. Yes, you will win in four moves against opponents who are either weak or asleep, but if they're weak or asleep you'll beat them anyway. So don't try it yourself. And learn how to stop it.

1. e2-e4 e7-e5
2. Qd1-h5

First question: what would you play for Black here?

Do a CCT for your opponent to discover the THREAT. White's THREAT is Qh5xe5+ so first we must stop that.

Whatever you do don't fall for the ZIGZAG ATTACK: 2... g7-g6?? 3. Qh5xe5+ (FORKING KING AND ROOK) followed by 4. Qe5xh8 and Q takes everything else in sight.

So how can we defend Eddie? Think DCK as well as CCT. f7-f6 - not a legal move - Freddie's PINNED! Qd8-f6 - not a good developing move: brings the Queen out and blocks in the Knight on g8. Qd8-e7 - not a good developing move: brings the Queen out and blocks in the Bishop on f8. Bf8-d6 - not a good developing move: blocks in the d-pawn and the Bishop on c8. d7-d6 - not bad but blocks in the Bishop on f8. Nb8-c6 - an excellent developing move so that's what we'll play.

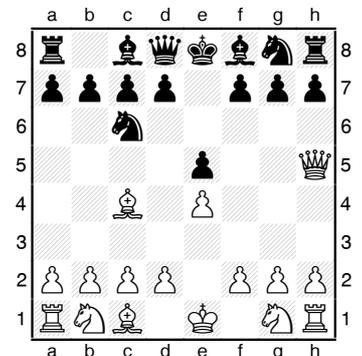
- 3... Nb8-c6
3. Bf1-c4 (Diagram)

Stop again and think of a move for Black.

Again, do a CCT for White and you'll find that he's THREATENING CHECKMATE with Qh5xf7. How can you stop it? In fact we can't stop it without breaking one of the rules. Ng8-h6 puts a Knight on the side (A KNIGHT ON THE RIM IS DIM!). It's also a bad move because White can play d2-d4 followed by Bc1xh6, and, if Black takes back, Qh5xf7#. d7-d5 stops the mate but loses a pawn. Qd8-e7 and Qd8-f6 are both OK but bring the Queen out early and block in a Bishop or a Knight. f7-f6 is still illegal - Freddie's PINNED! The move I would play is g7-g6, which GAINS TIME by THREATENING the White Queen.

- 4... g7-g6
4. Qh5-f3

What should Black play here?



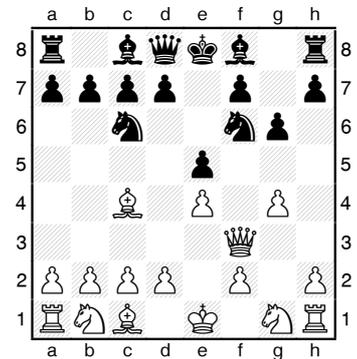
Black to move

Yet again, do a CCT for your opponent. You must learn to do this EVERY MOVE of EVERY GAME. You'll see that White is again threatening mate on f7. How can we stop it? We can block the Queen's line of attack by Qd8-f6, but White's Queen is open to attack on f3 so let's keep it on the board and play Ng8-f6, a simple developing move.

5... Ng8-f6
 5. g2-g4 (Diagram)

Now what? Work out what White's trying to do before choosing your move.

White's idea is to play g4-g5, THREATENING the Knight, and, if the Knight moves, Qf3xf7#. So Black must act fast. Try to use your Knights to harass the White Queen.



Black to move

5... Nc6-d4

That's the way to do it. It breaks our rule about not moving a piece twice, but that's OK as White has to move his Queen a third time in reply.

This move is in fact a KNIGHT FORK, forking f3 and c2. If White plays Qf3-e3 how would reply? Nd4xc2+, FORKING King, Queen and Rook. This is called a FAMILY FORK! So White must move his Queen to DEFEND c2.

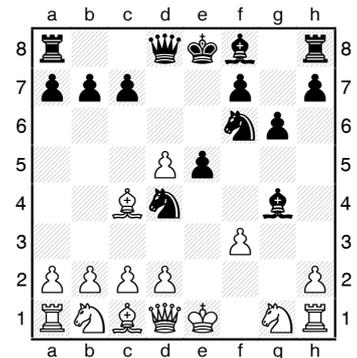
6. Qf3-d1 d7-d5

Black's ahead in development so he opens up the position. This move attacks e4 with the Pawn and opens up the Bishop's line to attack g4.

7. e4xd5 Bc8xg4

8. f2-f3 (Diagram)

White's already moved Gerry. Now he moves Freddie as well. Moving both Freddie and Gerry in the opening is really asking for trouble.



Black to move

How many pieces does White have developed? One! How many pieces does Black have developed? Three! Has White DEVELOPED his pieces? NO! Has he thought about KING SAFETY? NO! White has broken the rules so it's not surprising Black has a strong move. Can you find it!

8... Nf6-e4!

Walking into a FORK! Black sees that a Queen check on h4 will be strong so he moves his Knight to the most aggressive square he can find.

What happens if White plays f3xe4? Black plays Bg4xd1 - Freddie was PINNED. So White tries the other capture.

9. f3xg4

And how do you finish him off?

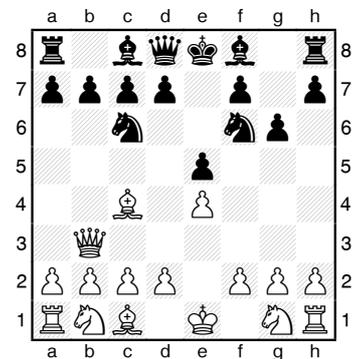
9... Qd8-h4+
10. Ke1-f1 Qh4-f2#

The KISS OF DEATH! It's only right that White, who tried to mate Black on f7, should end up getting mated on f2.

Let's try again and see if White can do any better this time.

1. e2-e4 e7-e5
2. Qd1-h5 Nb8-c6
3. Bf1-c4 g7-g6
4. Qh5-f3 Ng8-f6

We've seen these moves before. This time White tries a different idea.



Black to move

5. Qf3-b3 (Diagram)

Again, you can take the Black pieces and try to find the best moves.

5... Nc6-d4

This one's not so easy to find. White's last move ATTACKED f7 a second time, THREATENING to take the pawn with check. Did you see that White has two pieces attacking f7, Bishop and Queen, and Black has one piece defending f7, his King? The obvious move to defend f7 again is Qd8-e7, but this move is better.

If White now plays 6. Bc4xf7+, Black must reply 6... Ke8-e7. Now White's Queen is THREATENED and must remain on the a2-g8 diagonal to DEFEND the Bishop on f7. So he plays 7. Qb3-c4. Now Black plays b7-b5, THREATENING the Queen again. If the Queen moves to a safe square Black will take the Bishop next move.

This variation is difficult to understand, so don't worry if you don't quite follow it.

Anyway, White doesn't fall for the trap and instead plays...

Some final words of advice:

After the moves 1. e2-e4 e7-e5 2. Bf1-c4, it's safer to play Ng8-f6 rather than Bf8-c5. Now if White plays Qd1-h5 you just take it and if he plays Qd1-f3 you play Nb8-c6 and, if you can, Nc6-d4.

Again, after 1. e2-e4 e7-e5 2. Qd1-f3, the easiest move for Black is Ng8-f6.

HELPFUL HINTS

1. **MAKE SURE YOU KNOW HOW TO STOP SCHOLAR'S MATE.** After 1. e2-e4 e7-e5 2. Qd1-h5 you must first defend your e-pawn: Nb8-c6. Then after 3. Bf1-c4 you must defend your f-pawn: g7-g6, Qd8-e7 or Qd8-f6. Watch the f7 square **ALL THE TIME** until you have castled.
2. **DON'T PLAY FOR SCHOLAR'S MATE YOURSELF:** Bringing your Queen out early is **NOT** a good idea.
3. Don't play for traps. Always assume your opponent is going to find the best move.
4. If your opponent brings his Queen out early, use your **MINOR PIECES** - Knights and Bishops - to attack her.
5. Remember to **CCT** every move of every game: use it to look at **YOUR OPPONENT'S CHECKS, CAPTURES and THREATS** as well as your own.

5. Bc4xf7+

If you're thinking CCT this should be the first move you look at: CHECKS, Captures, Threats. It looks crazy at first, but if you imagine the position after Black takes the Bishop and do another CCT you'll find Nf3-g5+, a KNIGHT FORK, winning the Queen.

The crowd were outraged. "The Black Queen's eaten Eddie!", they cried. "That's murder! How dreadful!" The Bishop knocked down the palace door with his crook. "Come on out, King! You've got a lot to answer for. Your wife's just eaten Eddie!"

5... Ke8-e7

"No! Shan't!" The Black King was defiant.

Now choose a move for White.

6. Rf1-e1

DEVELOPING the Rook, THREATENING the Queen and setting up an ATTACK on the Pawn on e5.

The Palace Guard came out and fired a shot at the Black Queen.

6... Qe4-f4

"Help, help! They're shooting me! And all I did was have lunch!"

7. Re1xe5+

The Guard ran towards the Black King's palace and fired another shot, this time taking aim at the Black King.

7... Ke7xf7 (Diagram)

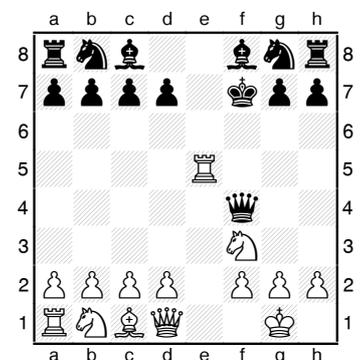
The Black King stepped aside and as he did so took out his sword and stabbed the White Bishop through the heart.

The crowd were even more furious. "The Black King's killed one of our Bishops", they cried. He'll pay for this."

It's your move. What would you play here?

8. d2-d4

The Black Queen has moved into line with the White Bishop so this move DISCOVERS an attack on the Black Queen.



White to move

The remaining White Bishop was angrier than anyone. "He's killed my brother! Move out of the way, Danny, and let me join in!" he ordered.

9... Qf4-f6

The Queen, again under attack, rushed back to help the Black King.

Now what?

9. Nf3-g5+

If you do a CCT you'll see that this move is strong, forcing the Black King out into the middle of the board.

The White Knight galloped into the attack, checking the Black King.

9... Kf7-g6

"Take that Knight, you fat old fool" shouted the King to the Queen.

"Certainly not! If I take him the Rook will kill me."

"I'm not going out any further. I'm scared of being attacked."

"Tough luck. I'm staying put! You've got no choice but to move."

So the reluctant King moved out to g6. It's your move again.

10. Qd1-d3+

You should realise by now that the Black King is not going to survive very long. So CCT to find a check, and try to get another piece into the attack.

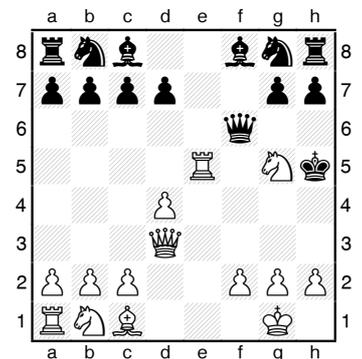
What would you do if the Black King went to h6 now? Look down the line of your Bishop on c1 and you'll see the King at the end. So a Knight move is DISCOVERED CHECK. And a CCT will discover Ng5-f7 which is DOUBLE CHECK and MATE!

10... Kg6-h5 (Diagram)

"Help me! Help me! The White Queen's just hit me. Save me, someone!"

And what's the quickest way to finish off the Black King? CCT!

11. g2-g4+



White to move

By now almost everything wins for White. You might have found a DISCOVERED CHECK to win the Queen: Ng5xh7+ or Ng5-e4+. Qd3-h3 isn't quite mate: Black's King can go back to g6. But the quickest way to win is to SACRIFICE Gerry.

The heroic Pawn gives up his life in exchange for the Black King.

11... Kh5xg4

"It's all over. I've got nowhere to hide. But at least I can eat a tasty Pawn before I die."

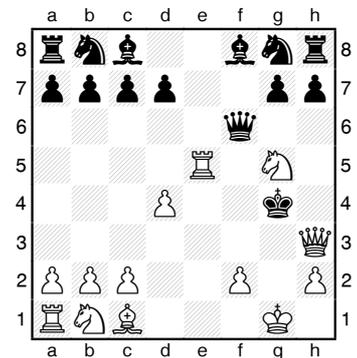
Can you find the mate after Kh5-h6? Yes, it's Ng5-f7 (DOUBLE CHECK!). And after Kh5-h4 can you find TWO mates? Yes, Qd3-g3 or Qd3-h3. And after Kh5xg4?

12. Qd3-h3# (Diagram)

Only this move is checkmate!

"Oh no!" cried the Black Queen. "They've killed Kenny!"

Play though the game again and see if you can remember the moves.



CHECKMATE!

In this game Black made one pawn move, five Queen moves and five King moves. THIS IS NOT HOW YOU PLAY CHESS!

White followed all the rules at the start of the game. He developed a Knight, then a Bishop, then he CASTLED. Then, because his e-pawn had disappeared he put his Rook on the e-file. By that time he already had a winning position.

Black, on the other hand, broke most of the rules. He didn't develop his Knights and Bishops. He didn't try to castle. He brought his Queen out too soon and moved it too many times. Because White was ahead in development he was able to start attacking first.

HELPFUL HINTS

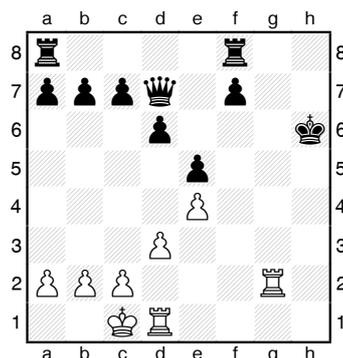
1. Develop your Knights and Bishops as quickly as you can. Once a centre pawn has been taken, CASTLE as quickly as you can.
2. Don't bring out your Queen in the opening without a very good reason. Don't move pieces more than once in the opening without a very good reason.
3. If your opponent brings his Queen out too soon use your knights and bishops to attack her.
4. Think CCT every move. Try to look ahead. If I check him he must go there. Then do I have any more checks? Don't be afraid to look at moves which lose pieces. Sometimes - not very often, but sometimes - they turn out to be good.

1. Decide the side of the board on which you want to mate your opponent.
2. Put a Rook or Queen one row away from the enemy King.
3. Check him with your OTHER Rook or Queen, making sure that the move's safe before you play it (REMEMBER CCT!)
4. Force him to the side of the board, one row at a time, using your two pieces in turn.
5. When the King reaches the side of the board, checkmate him.

But you can also use the same idea in the middle game. Here's an example.

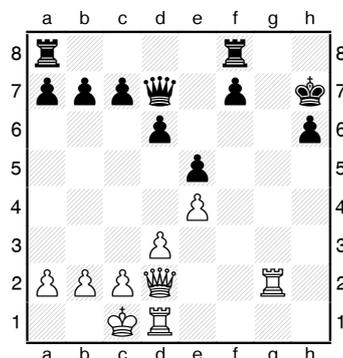
In this position (Diagram) White's a Queen down but it's his move. What should he play?

The Black King is stuck on the h-file and the White Rook is standing guard on g2. So all we have to do is to move the other Rook from d1 to h1. Black can only delay mate for one move by putting his Queen on h3.



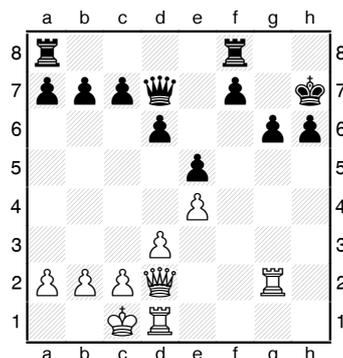
White to move

The next position, on your right, is very similar. Again, it's White's move. What would you do? Rd1-h1 is a strong move, THREATENING MATE on h6. Black can defend for the moment with Qd7-e6, but White will win quickly by ATTACKING h6 again: Rg2-h2. But the quickest way to win is by a QUEEN SACRIFICE: Qd2xh6+. Black's only move is Kh7xh6 when we've reached the position in the previous diagram. White plays Rd1-h1+ and mates next move.



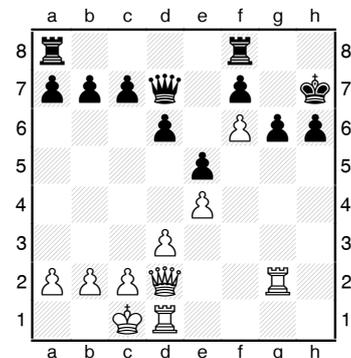
White to move

Now we'll change the position slightly by adding a Black Pawn on g6 (Diagram). Would you SACRIFICE your Queen in this position? NO! After the Rook check on h1 the Black King can escape to g7. There's no mate: all that's happened is that you've lost your Queen - not a good idea!



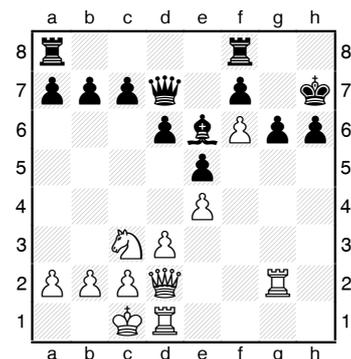
White to move

For our next diagram we'll add a White Pawn on f6. Now would you play Qd2xh6+? This time it works: after Kh7xh6, Rd1-h1 again forces mate because Freddie controls g7. Another question: suppose that after Qd2xh6+ Black plays Kh7-g8. What would you do then? Yes, Qh6-g7 is mate - THE KISS OF DEATH, with Freddie holding the Queen's hand.



White to move

Finally, we'll give White a Knight on c3 and Black a Bishop on e6. Does this make any difference? 1. Qd2xh6+ Kh7xh6 2. Rd1-h1+ and Black can defend with Be6-h3. The Bishop is now PINNED so White can attack it again with Rg2-g3 and win Bishop and Queen for Rook but as he's already given up his Queen he'll end up behind on material. Can you find the winning plan for White in the diagram? A difficult question. The answer is 1. Rd1-h1 (THREATENING h6) and if 1... h6-h5 (Be6-h3 lasts longer) what then? A ROOK SACRIFICE: 2. Rh1xh5+! g6xh5 3. Rg2-g7+ Kh7-h8 4. Qd2-h6#



White to move

HELPFUL HINTS

1. You should be able to recognise the TWO ROOK CHECKMATE and know how to do it by forcing the King to the side of the board one RANK or FILE at a time.
2. Look for chances to trap the King on the side of the board in the middle game.
3. Use CCT to look for checks: even if they look foolish they might, just might, lead to mate so learn how to follow through sequences of checks.
4. Don't SACRIFICE unless you're absolutely certain that it's going to work.

GAMBIT.

2... d5xc4
3. e2-e3 b7-b5?

It's much better to play Ng8-f6 and let White have his pawn back.

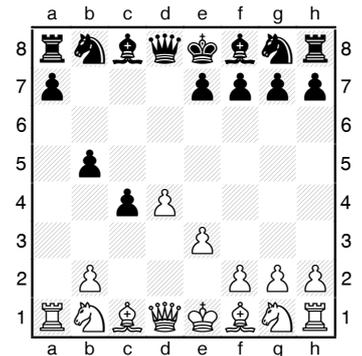
4. a2-a4 c7-c6?

Trying to keep his extra pawn. If 4... a7-a6, 5. a4xb5 and Black finds that Alfie is PINNED against the Rook.

5. a4xb5 c6xb5 (Diagram)

And what does White do next?

You've had a clue so you should find the right answer: Qd1-f3, trapping the Rook in the corner. If Black prefers he can lose a Knight (by playing Nb8-c6) or a Bishop (by playing Bc8-b7), but whatever he does he's going to lose one of his big guys.



White to move

In that position it was a good idea to bring the Queen out early because it won something, but usually it isn't. If you're not careful it's likely to get trapped. Like this.

1. e2-e3

"If I move my e-pawn two squares my opponent might get Scholar's Mate so I'll move it one square instead."

1... e7-e5
2. Qd1-f3?

"Now I'll try for Scholar's Mate myself. Perhaps he won't notice."

2... d7-d5
3. Nb1-c3

"Now the Bishop goes to c4 - curses! If I go there he'll take it. Better bring out a Knight instead."

3... e5-e4 (SPACE INVADERS!)

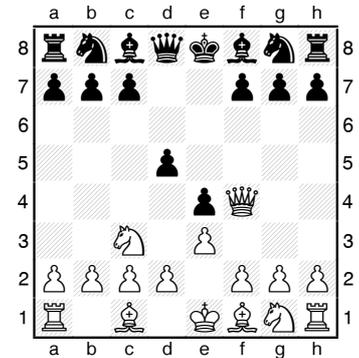
"He's attacking my Queen. Better keep it attacking f7."

4. Qf3-f4? (Diagram)

White's broken several rules of good opening play. How does he pay the penalty?

Black plays Bf8-d6, attacking the Queen. Where can she go? There are twelve possible squares (count them) but whichever one she chooses she'll be taken.

Do you know anyone who thinks and plays chess like White did in that game? Perhaps it's you!



Black to move

I repeat:

Start by moving your e-pawn TWO SQUARES.

Make sure you keep a pawn in the CENTRE.

DON'T go for SCHOLAR'S MATE.

DON'T bring your Queen out too soon.

Use your CENTRE PAWNS to drive the enemy pieces to unfavourable squares.

Here's another guy who ran into trouble by bringing his Queen out too soon.

1. e2-e4 d7-d5

The CENTRE COUNTER or SCANDINAVIAN DEFENCE. I don't recommend you to play it at the moment. Your Queen is too likely to run into trouble.

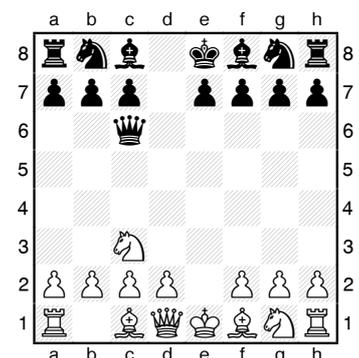
2. e4xd5 Qd8xd5

3. Nb1-c3

In this opening White gains time by attacking the Black Queen. Beginners are often tempted by a check on the e-file, but it's not a good idea. White will block the check and later gain more time by attacking the Queen again. Black's best move is Qd8-a5. What he mustn't do is play...

3... Qd5-c6 (Diagram)

Can you see why?



White to move

White plays Bc1-b5. What's happening? "My Queen's got plenty of squares to go to", says Black, "h6, g6, f6..." "No you don't", says White. "You Queen's PINNED. If you go over there it leaves you in CHECK. The only squares you can go to are d7, where I'll take you, and b5, taking my Bishop, when my Knight will take you."

You'll meet a lot of PINS in the course of these lessons. If, as here, you PIN a stronger piece you WIN it. If you PIN a weaker piece, or a piece of equal value, you MIGHT be able to win it by attacking it again. Remember, if you've PINNED a piece what do you do? ATTACK IT AGAIN WITH EVERYTHING YOU'VE GOT. (Usually starting with your weakest piece.)

Some PINS are pretty scary - you need to get out of them as soon as you can: either by moving the piece at the back of the line, by putting something else in the way, or by driving off the pinning piece.

Other PINS are just slightly annoying, while others are completely harmless. There are even PINS which can backfire, as you'll see when you learn about LEGALL'S MATE.

The next opening shows you a situation that happens all the time. Most players don't manage to find the way out.

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-b5 | |

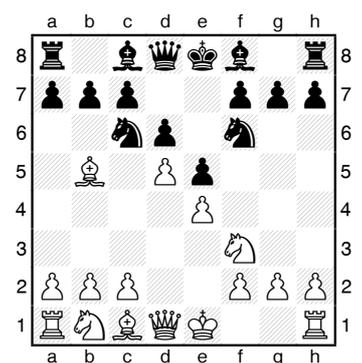
The RUY LOPEZ, the world's strongest opening.

- | | |
|----------|--------|
| 3... | d7-d6 |
| 4. d2-d4 | Ng8-f6 |

This is a mistake, but not for the reason you might think. White should probably play d4xe5, which eventually wins a pawn, rather than...

5. d4-d5 (Diagram)

White attacks the PINNED Knight. It looks like he's winning a piece but Black's got a way out. Can you help him find it?



Black to move

Black can save his Knight by playing a7-a6. Now if White takes the Knight, Black takes the Bishop. And if White plays Bb5-a4, Black drives off the PINNING piece by playing b7-b5.

HELPFUL HINTS

1. Look out for chances to trap enemy Knights and Bishops using your Pawns.
2. Look out for chances to trap the enemy Queen using your Pawns and Minor Pieces (Knights and Bishops).
3. Look out for diagonal attacks on unmoved Rooks.
4. Don't bring your Queen out too soon without a very good reason: it might get trapped or PINNED.
5. Look out for chances to PIN your opponent's pieces. If you've PINNED a piece ATTACK the PINNED piece with everything you've got.
6. Learn to tell the difference between different types of PIN. They're not always so scary so don't panic if you find one of your pieces is PINNED.

THE QUEEN'S LUNCH BREAK

The Queen was feeling hungry. "It must be lunchtime" she said to herself. "I wonder what I can find to eat. A tasty pawn would be nice. A Knight would be even better. Mmm, scrumptious! Or how about a nice fat juicy Bishop? Yum yum!" And what does the Queen use to eat her lunch. Just the same as you or me: a FORK!

You remember what a FORK is, don't you. A move which THREATENS two pieces at once with the same piece. Queens are really brilliant at FORKING because they are so powerful. Look out for moves which CHECK and attack an undefended piece, or moves which attack two undefended pieces.

Our first example has happened several times.

Opening: Ruy Lopez

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-b5 | a7-a6 |
| 4. Bb5xc6 | d7xc6 |
| 5. O-O | f7-f6 |

This is an exception to the rule about not moving Freddie in the opening. Black can play it because White no longer has a White squared Bishop. But he still has to be careful.

- | | |
|-----------|--------------------|
| 6. d2-d4 | e5xd4 |
| 7. Nf3xd4 | Bf8-c5?? (Diagram) |

And it's your move. What would you recommend for White here? Remember CCT!

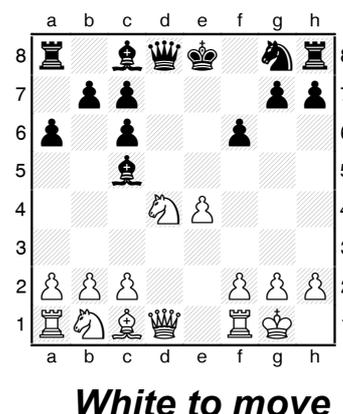
8. Qd1-h5+

The Queen's FORK has a Bishop on one prong and a King on the other. The King must escape so the Queen has a nice fat juicy Bishop for lunch.

Another example, this time from a Grandmaster tournament. Black was one of the best players in the world, but here he plays like a beginner.

White: Frank Marshall Black: Mikhail Chigorin
Monte Carlo 1903
Opening: Queen's Gambit Declined

- | | |
|-----------|--------|
| 1. d2-d4 | d7-d5 |
| 2. c2-c4 | Nb8-c6 |
| 3. Nb1-c3 | d5xc4 |



- | | |
|-----------|-------------------|
| 4. d4-d5 | Nc6-a5 |
| 5. Bc1-f4 | Bc8-d7 |
| 6. e2-e4 | e7-e6 |
| 7. d5xe6 | f7xe6?? (Diagram) |

The next move, please. CCT!

8. Qd1-h5+

This time there's a King and a Knight on the prongs of the Queen's FORK.

Rounding up the stray Knight on a5. Black resigned.

Our next example is the shortest ever loss by a player of master strength. Don't blink or you'll miss it.

White: Ziva Djordjevic Black: Milorad Kovacevic
 Bela Crkva (Yugoslavia) 1984
 Opening: Trompowsky Opening

- | | |
|----------------------|--------|
| 1. d2-d4 | Ng8-f6 |
| 2. Bc1-g5 | c7-c6 |
| 3. e2-e3?? (Diagram) | |

How can Black win a piece here?

- 3... Qd8-a5+

This time the FORK came on a5. If White had played something else instead of e2-e3 he could have defended with Qd1-d2 or even Bg5-d2.

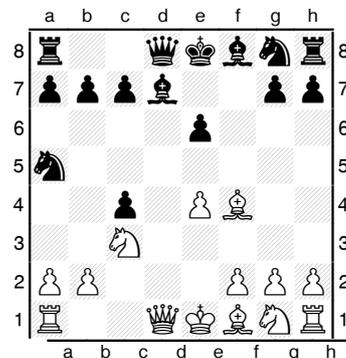
The previous (genuine) record holder went like this. It's a game from the 1933 Olympiad. White was from Scotland, Black from Lithuania.

White: Robert Combe Black: Wolfgang Hasenfuss
 Chess Olympics Folkestone 1933
 Opening: Queen's Pawn Game

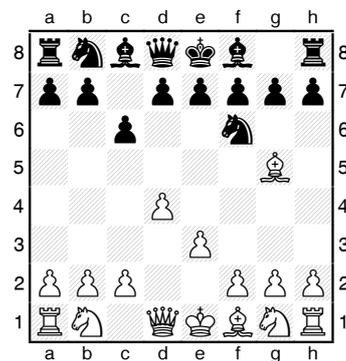
- | | |
|-----------------------|-------|
| 1. d2-d4 | c7-c5 |
| 2. c2-c4 | c5xd4 |
| 3. Ng1-f3 | e7-e5 |
| 4. Nf3xe5?? (Diagram) | |

You should be able to find this one by now!

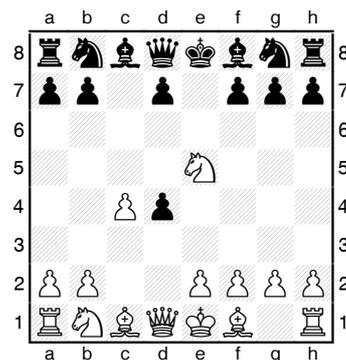
- 4... Qd8-a5+



White to move



Black to move

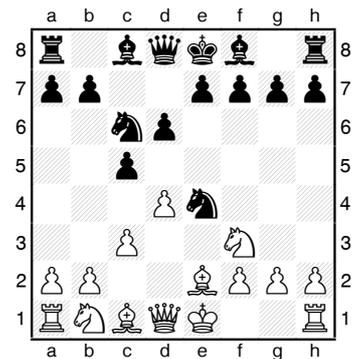


Black to move

Another FORK on a5, this time of King and Knight.

Here's a trap you might be able to try out yourself with White if your opponent plays the Sicilian Defence.

1. e2-e4 c7-c5 (This is the Sicilian Defence, the most popular opening in master chess.) 2. Ng1-f3 d7-d6 3. Bf1-e2 (This will surprise your opponents. The usual move is d2-d4.) 3... Ng8-f6 4. c2-c3 (Baiting the trap. If Black takes on e4 you know what happens. So he develops his Knight to block the check.) 4... Nb8-c6 5. d2-d4 Nf6xe4? (Diagram)



White to move

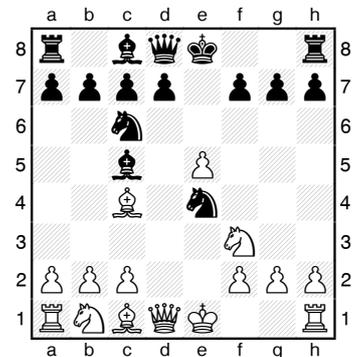
Can you work out how White can win a Knight here? This time you have to look a bit further ahead. Don't forget to think CCT.

6. d4-d5 (ATTACKING the Knight, so Black moves it). 6... Nc6-e5
7. Qd1-a4+ (And now the FORK, and another Knight bites the dust.)

Now for something slightly different.

Opening: Two Knights Defence

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-c4 Ng8-f6
4. d2-d4 Nf6xe4?
5. d4xe5 Bf8-c5?? (Diagram)



White to move

Black's playing for a KNIGHT FORK on f2, but it's White's turn first. Think CCT, and don't worry about trying to defend f2.

6. Qd1-d5

This time it's not a CHECK, but a mate threat. The THREATS are to the Knight on e4 and the Pawn on f7. Black's welcome to play Bc5xf2+: White just moves his King: Ke1-e2. Now what happens if Black plays Ne4-c5? Qd5xf7#! Or if Ne4-g5? Bc1xg5! Or if Ne4-d6? e5xd6! Or if 0-0? Qd5xe4. If Black doesn't want to get mated White's Queen will have another succulent Knight for her lunch.

This idea is seen a lot in junior chess games. Here's an example where Black wins. It's another King's Gambit.

1. e2-e4 e7-e5 2. f2-f4 Bf8-c5 (You should know what happens if White plays f4xe5 here. That's right: Qd8-h4+!)
 3. Ng1-f3 d7-d6 4. Bf1-c4 Ng8-f6 5. d2-d3 0-0 (If White thinks he can now win a pawn he's in for a nasty shock.)
 6. f4xe5 d6xe5 7. Nf3xe5?? (Diagram) It's your move. If you remember the last example you'll get it right.

7... Qd8-d4

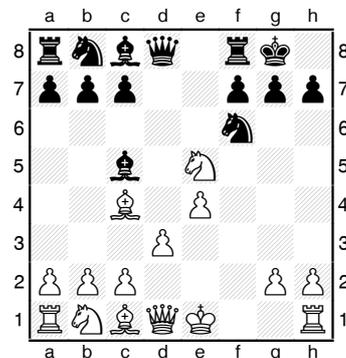
Again the Knight is lost. If White plays Ne5-g4 to stop the mate on f2 Black just takes it off: Bc8xg4.

Earlier in this lesson we looked at the start of a Ruy Lopez game: 1. e2-e4 e7-e5 2. Ng1-f3 Nb8-c6 3. Bf1-b5 a7-a6 4. Bb5xc6 d7xc6. Perhaps you wondered why White didn't play Nf3xe5 here, giving our next diagram. Well, can you work it out for yourself?

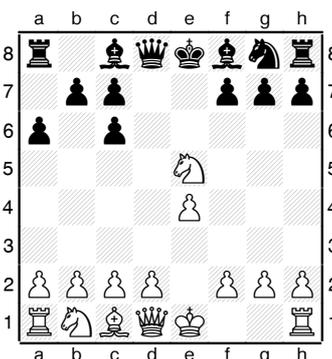
The answer is that Black can regain the pawn with the aid of a QUEEN FORK: Qd8-d4, FORKING e4 and e5. Or, if he prefers, Qd8-g5, FORKING g2 and e5. Not to mention Qd8-e7 with a SKEWER on the e-file (A SKEWER is a move which attacks two pieces in the SAME direction. with the move valuable piece being in front. If you like it's a back to front PIN! Here, when the Knight moves Black will take the Pawn on e4).

HELPFUL HINTS

1. Queens are brilliant at forking. Look out for Queen moves attacking undefended pieces.
2. If Freddie has moved, look out for QUEEN FORKS on h5 (h4).
3. Look out for QUEEN FORKS on a4 (a5).
4. If your opponent has a Knight on e4 (e5) and he hasn't castled look out for QUEEN FORKS on d5 (d4).
5. Try to keep all your pieces defending each other if you can. If you have an undefended piece make sure it can't be FORKED. Remember: LOOSE PIECES DROP OFF (LPDO)!
6. Think CCT all the time.



Black to move



Black to move

White develops a Knight while Black prepares to develop his other Bishop. You'll see that we have a SYMMETRICAL position. Both sides have developed their pieces in the same way. This makes the opening easier to learn because the plans for both players are the same.

Stop here and decide what move you'd play next for White.

I wonder how many of you played Nf3-g5 here? It's very tempting, isn't it, to THREATEN a lovely KNIGHT FORK on f7? But the move isn't very good, as you'll find out later in the course. Black can DEFEND simply by CASTLING and later gain time by driving the Knight back.

Reasonable moves for White include 0-0 (although, as you'll see, White will have to be careful after this move), Bc1-e3 and Nc3-d5, but the move we recommend you play here is...

6. Bc1-g5

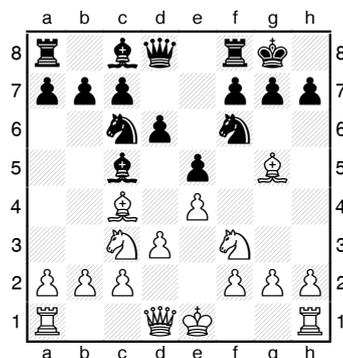
What's the big idea of this move? White develops his Bishop on the same diagonal as the Black Queen. If the Knight on f6 moves at any time, for instance to g4, what will White do? Of course, he'll zap the Queen on d8! We say that the Bishop on g5 PINS the Knight on f6.

Good moves for Black here are Nc6-a5, h7-h6 and Bc8-e6. Bc8-g4, continuing to copy White, is also possible. But let's see what happens if Black castles here.

6.... 0-0 (Diagram)

What should White play in this position? Don't forget the Black Knight is PINNED.

Imagine you're wrestling someone and you've got them PINNED to the ground so that they can't move. You can then hit them with everything you've got and eventually they'll have to give up. How can you ATTACK the PINNED Knight here? There's only one way to do it...



White to move

7. Nc3-d5

Now it's very easy for Black to make a mistake. If he takes your Knight on d5 with his Knight what will you do? Will you recapture the Knight? Of course not: you'll take the Queen instead.

Sometimes Black sees this and decides to move his Queen to get out of the PIN! What would you do if Black played his Queen to e8 here? The answer is you'd play Bg5xf6, and if g7xf6 in reply, what then? You'd play Nd5xf6+, CHECKING and THREATENING the Queen on e8: a FORK!

Instead of these moves we'll give Black a fairly useless move on the other side of the board.

7... a7-a6

In this sort of position White has two plans: take on f6 with the Knight and mate on g7 with Bishop and Queen or take on f6 with the Bishop and mate on h7 with Knight and Queen.

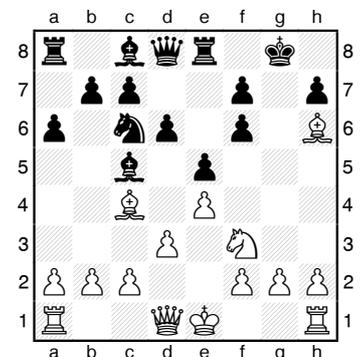
We'll start with Plan A

8. Nd5xf6+ g7xf6

Black's best defender, the Knight on f6, has been shown the red card. Gerry, the centre back, has changed his name to Freddie and moved over to the wing. There's an open goal just waiting for White.

9. Bg5-h6 Rf8-e8 (Diagram)

If you could put your Queen anywhere on the board, where would it be? That's right: g7 which is CHECKMATE - THE KISS OF DEATH, with the Bishop on h6 holding the Queen's hand. So how can we get her there?



White to move

10. Nf3-h4

The Knight moves out of the way to let the Queen come out. At the moment the Black Bishop controls g4 so the Knight heads for f5 to cut the Bishop off.

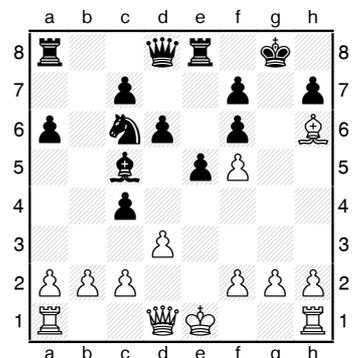
10... b7-b5?

11. Nh4-f5!

Don't get too excited and play Qd1-g4+ too soon!

11... Bc8xf5

12. e4xf5 b5xc4 (Diagram)



White to move

13. Qd1-g4+

Kg8-h8

14. Qg4-g7#

Let's go back to the start and see if you remember the moves of the opening.

- | | |
|------------------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | Bf8-c5 |
| 4. d2-d3 | Ng8-f6 |
| 5. Nb1-c3 | d7-d6 |
| 6. Bc1-g5 (PIN!) | |

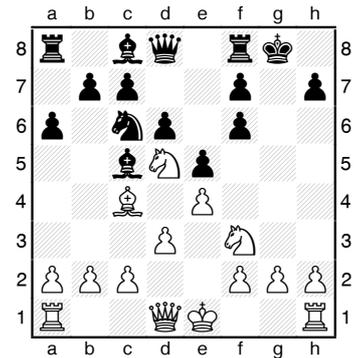
It's easy to remember how to play this opening: Pawn, Knight, Bishop, Pawn, Knight, Bishop! In that order!

- | | |
|-----------|-----|
| 6... | 0-0 |
| 7. Nc3-d5 | |

ATTACKING THE PINNED PIECE!

- | | |
|------|-------|
| 7... | a7-a6 |
|------|-------|

This time we'll look at PLAN B. Now the Bishop captures on f6.



White to move

- | | |
|-----------|-----------------|
| 8. Bg5xf6 | g7xf6 (Diagram) |
|-----------|-----------------|

Again, the Black Knight has been sent off, and Gerry has turned into Freddie.

Where do you want the White Queen this time? Now the answer's h6, when Black will not be able to defend f6. How do we get her there? Via d2.

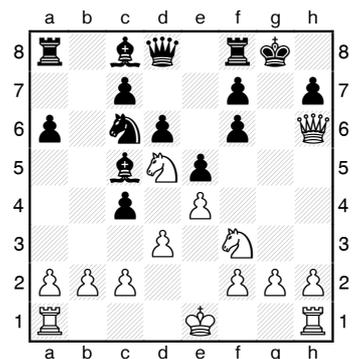
- | | |
|-----------|--------|
| 9. Qd1-d2 | b7-b5? |
|-----------|--------|

Black's best move was Bc8-e6, to get rid of the Knight.

- | | |
|------------|-----------------|
| 10. Qd2-h6 | b5xc4 (Diagram) |
|------------|-----------------|

And again you know what to do, don't you?

- | | |
|-------------|--------|
| 11. Nd5xf6+ | Kg8-h8 |
|-------------|--------|



White to move

The only other move was Qd8xf6, losing the Queen.

- | | |
|-------------|--|
| 12. Qh6xh7# | |
|-------------|--|

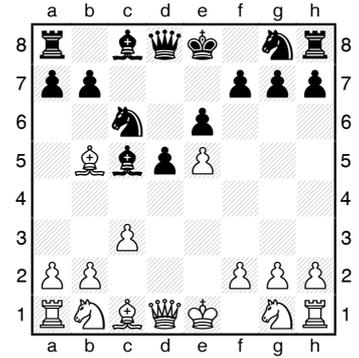
HELPFUL HINTS

1. It's easy to remember how to play this opening for White: PAWN, KNIGHT, BISHOP, PAWN, KNIGHT, BISHOP!
2. In most openings you'll learn on this course it's important to castle as soon as possible. This one's the exception: the player who castles first often loses.
3. You can use the DOUBLE FREDDIE ATTACK in many different positions: 1. Use your Bishop to PIN the Knight on f3 or f6. 2. Attack the PINNED Knight. 3. Capture to smash up the enemy Pawns, turning Gerry into Freddie. 4. Bring your Queen in to deliver checkmate!
4. If your opponent's moved some pawns in front of his King, look for ways for getting your big guys in round the gaps he's left in his position.
5. When you've castled don't make pawn moves in front of your King without a very good reason.

- 4... Nb8-c6
 5. d4xc5? Bf8xc5
 6. c2-c3? (Diagram)

It's your move now with Black. What would you play?

Qd8-b6 is a good idea: a FORK of b5 and f2, but White can defend by Bb5xc6+ followed by Qd1-e2. But if you CCT, the first move you look at will be Bc5xf2+, which just happens to be the right answer. After Ke1xf2 Black has another check, Qd8-b6+, FORKING the King and the loose Bishop on b5. The same idea again. A Bishop check on f2 or f7 to drive the King out, followed by a QUEEN FORK to pick up a loose piece.

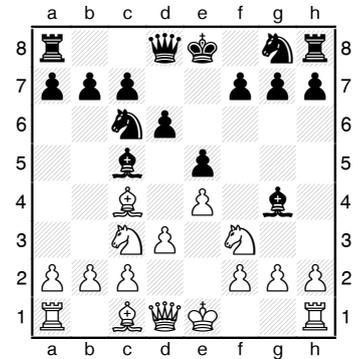


Black to move

See what you make of the next one.

1. e2-e4 e7-e5
 2. Ng1-f3 Nb8-c6
 3. Bf1-c4 Bf8-c5
 4. d2-d3 Bc8-g4 (Diagram)

You've seen this sort of thing before. It's now White's move? What would you recommend?



White to move

It looks like the same idea again, doesn't it? We'll play Bc4xf7+ to force the King out, and after Ke8xf7, Nf3-g5+ and Qd1xg4. Right? Sadly, no. If you play Bc4xf7+ you end up a piece behind:

6. Bc4xf7+?? Ke8xf7
 7. Nf3-g5+ Qd8xg5!
 8. Bc1xg5 Bg4xd1
 9. Ra1xd1

And if you stop to count the pieces you'll find that White's a knight for a pawn down. You really do have to be careful before you try this sort of thing.

The next example's easier.

1. e2-e4 c7-c5

The SICILIAN DEFENCE: Black's most popular reply to e2-e4 among strong players.

2. c2-c3 Ng8-f6
 3. e4-e5 Nf6-d5
 4. d2-d4 d7-d6

5. d4xc5

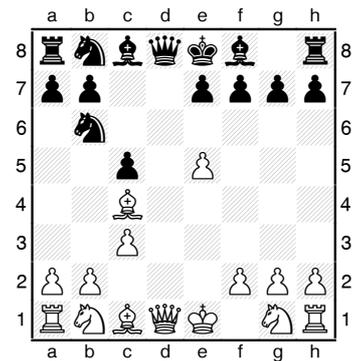
d6xc5

6. Bf1-c4

Nd5-b6? (Diagram)

Choose a move for White. CCT!

You probably noticed that the Queens were opposed on the d-file. So White can win a pawn by trading Queens and then playing Bc4xf7. But look what happens if you play the moves in the reverse order. The Black King is defending the Queen. Can we force him to move away? Yes: by checking him. So we play Bc4xf7+ first. Black is forced to play Ke8xf7, when Qd1xd8 wins the Queen.



White to move

Here's another EXPLOSION on f7.

White: Eduard Hamlich
Vienna 1902

Black: Amateur

1. e2-e4

d7-d6

2. d2-d4

Nb8-d7

3. Bf1-c4

g7-g6

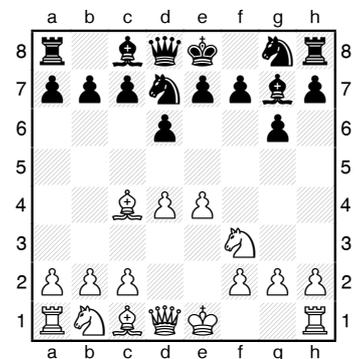
Black's playing a variation of what is now called the MODERN DEFENCE, which usually starts with Black playing g7-g6 and Bf8-g7. Not recommended for beginners.

4. Ng1-f3

Bf8-g7? (Diagram)

and it's your move again.

You should know what to expect by now. Yes, it's Bc4xf7+ again. Black would have done best to play Ke8-f8, but instead snapped at the bait.



White to move

4. Bc4xf7+

Ke8xf7?

Now what? It's not too hard to find Nf3-g5+, when Black has a choice of three evils. What happens if he goes Kf7-f8? Yes, Ng5-e6+, FORKING King and Queen. Or if Kf7-e8? Again, Ng5-e6 wins the Queen, this time by a sort of SMOTHERED MATE to the Queen. So the game continued...

5. Nf3-g5+

Kf7-f6

And that turned out even worse because... Well, you tell me. CCT and you'll find 6. Qd1-f3 which just happens to be mate!

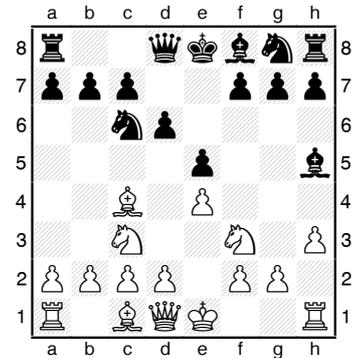
Our final example is rather more complicated.

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | d7-d6 |

Black usually plays either Bf8-c5 or Ng8-f6 here.

- | | |
|-----------|-------------------|
| 4. Nb1-c3 | Bc8-g4? |
| 5. h2-h3 | Bg4-h5? (Diagram) |

Over to you. It's not Bc4xf7+ this time, but the f7 square has something to do with it.



White to move

White has a choice of sensible developing moves, for instance 0-0 or d2-d3, but he can in fact win a pawn here in a surprising way. If you find the right move for the right reason you're doing well. Either that or you've seen the position before.

The answer is...

6. Nf3xe5!

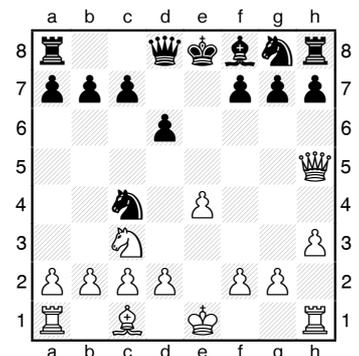
because if...

6... Bh5xd1

Black thinks White's made a mistake and lost his Queen by moving the PINNED knight. But White's been looking ahead and has seen...

- | | |
|------------|--------|
| 7. Bc4xf7+ | Ke8-e7 |
| 8. Nc3-d5# | |

Let's go back to move 6 and see what happens if Black takes the Knight instead of the Queen. Firstly, 6... d6xe5 7. Qd1xh5 and White's a pawn ahead. But what if 6... Nc6xe5 7. Qd1xh5 Ne5xc4 (Diagram)? Isn't Black ahead? Yes, but it's White's move. What will he play next? It's a QUEEN FORK - Qh5-b5+ followed by Qb5xc4 and White again comes out a pawn up.



White to move

Let's play through the first few moves again:

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | d7-d6 |
| 4. Nb1-c3 | Bc8-g4 |

Why didn't White play Nf3xe5 here? If Black takes the Queen he still gets mated, but instead he can play Nc6xe5, and this time White remains a piece for a pawn behind.

This sort of mate is called LEGALL'S MATE, named after a chap called Legall who first played it (not in this position) back in 1750 in Paris.

Of course you have to be VERY CAREFUL to check everything before you play this sort of thing in a game. Firstly, that there really is a mate there if your oppo zaps your Queen, and secondly that you come out ahead if he zaps your Knight instead.

HELPFUL HINTS

1. At the start of the game your weakest square is f2 (or f7) and your opponent's weakest square is f7 (or f2). If you have a chance of taking on f7 (or f2) with a Bishop, stop and have a look. It might just work.
2. A frequent idea is to sacrifice the Bishop on f7 to force out the Black King, followed by a QUEEN FORK picking up a LOOSE PIECE. Remember LOOSE PIECES DROP OFF (LPDO). To avoid this sort of thing try to keep all your pieces defending each other.
3. If the d-file is open you might be able to sacrifice on f7 to force your opponent's King away from his Queen, then take the Queen for nothing.
4. Remember the idea of LEGALL'S MATE: moving a PINNED Knight to THREATEN a mating attack on f7 and the Bishop that was PINNING the Knight at the same time.
5. Yet again, CCT every move. CHECKS, CAPTURES, THREATS. In that order.

THE TWO CHAMPIONS

When snooker champion Steve Davis was a boy he enjoyed playing chess. But after a while he got bored with it because whenever he played against his dad he kept on getting really stodgy positions where nothing happened. "If this is all there is to chess", he thought, "I'll take up snooker instead." It was only many years later that he realised how interesting chess really was. The way to make chess interesting is to use your pawns to OPEN the position up and ATTACK your opponent. To attack you usually need room for your pieces. The way you make room for your pieces is by getting rid of your pawns.

The simplest opening where pawns get exchanged early on is the SCOTCH GAME. If you practice this opening you'll learn a lot about attack and defence.

Let's start like this.

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6

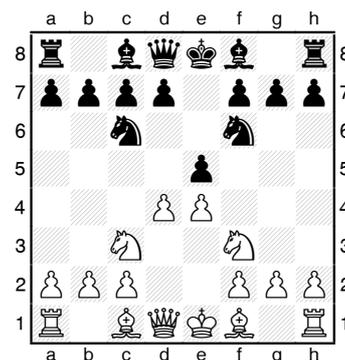
Now the move that makes it the SCOTCH GAME is 3. d2-d4. But you might prefer a different move order that gives Black less choice.

3. Nb1-c3 Ng8-f6

This is called, for obvious reasons, the FOUR KNIGHTS GAME. Now White can choose how to continue his DEVELOPMENT. 4. Bf1-b5, the SPANISH FOUR KNIGHTS, is good, but rather boring. 4. Bf1-c4, the ITALIAN FOUR KNIGHTS gives Black an easy game after 4... Nf6xe4! (THE FORK TRICK. After Nc3xe4, Black gets his piece back with d7-d5! a PAWN FORK!). But the move we'll look at, the SCOTCH FOUR KNIGHTS, is...

4. d2-d4 (Diagram)

White ATTACKS the Black Pawn on e5 a second time. Stop and count the number of ATTACKS and DEFENCES on d4. Black is ATTACKING d4 twice: Pawn and Knight, and White is DEFENDING it twice, Pawn and Queen, so the move's safe.



Black to move

After 4... d7-d6, White can exchange Pawns and Queens: 5. d4xe5 d6xe5 6. Qd1xd8, when after 6... Nc6xd8 White can take a free pawn on e5, and after 6... Ke8xd8, Black can no longer castle.

So Black's best move is to take the Pawn:

4... e5xd4

5. Nf3xd4

Now 5... Nc6xd4 puts White's Queen on a strong square where she cannot easily be attacked. Black's best move is...

5... Bf8-b4 (Diagram)

Stop and look carefully at Black's move before suggesting a move for White.

Why did Black play his last move? It's a PIN! The Knight on c3 cannot move: it will leave White in check. So what does this mean? What is Black THREATENING? He's THREATENING to take the Pawn on e4!

So if you played, say, Bf1-c4 or Bf1-b5 you'd lose a pawn. Black could play Bb4xc3+ followed by Nf6xe4, or even Nf6xe4 at once. If you played a2-a3, again Black would take the Knight followed by the Pawn. Perhaps you were scared of the PIN and played Bc1-d2? Is that a good move? Certainly not! Black can take off a Knight for nothing: Nc6xd4 - the Bishop on d2 blocks the White Queen's line of defence.

Well then, we need to find a way to defend e4. What would Black play after Bf1-d3? Again, he'd take the Knight: Nc6xd4. Or after Qd1-f3? Another free Knight: Nc6xd4 again. Or after Qd1-e2? Thank you for the Knight: Nc6xd4 yet again. What about f2-f3? Better, but it's dangerous to move Freddie in the opening.

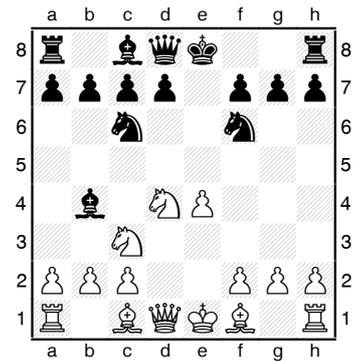
So is White in trouble? Not at all. Let's travel back in time to 1912 to find out the answer. We're in Moscow, watching an exhibition game between two of the world's greatest ever players. Playing White is Alexander Alekhine, of Russia, who was to become World Champion in 1927 and hold the title, with the exception of a couple of years, until his death in 1946. On the Black side is Dr Emanuel Lasker of Germany, World Champion from 1894 to 1921. It's Alekhine's move and he plays...

6. Nd4xc6 b7xc6

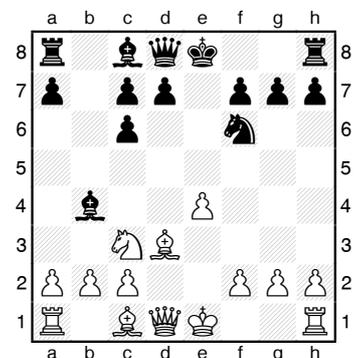
7. Bf1-d3 (Diagram)

Yes, this is the best way to protect the Pawn on e4. White exchanges off the Knight before Black can take it, and then DEVELOPS his Bishop to DEFEND the THREATENED pawn.

What would you advise Black to play next?



White to move



Black to move

7... d7-d5

Not the only good move: 0-0 and d7-d6, for example, were possible. But Black prefers to get rid of White's central pawn.

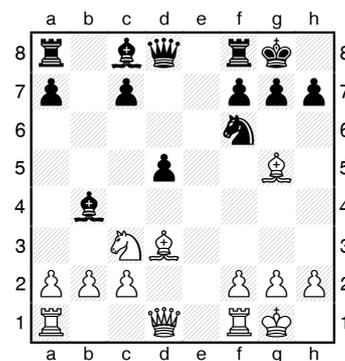
8. e4xd5 c6xd5
9. 0-0 0-0

The centre is open so both players CASTLE to get their Kings into safety. Remember DCK and watch how the two World Champions DEVELOP their pieces, CONTROL the CENTRE and make their KINGS SAFE.

Black is now stronger in the centre, but it's White's move and that's also important.

10. Bc1-g5 (Diagram)

What is the point of this move? That's right, it's a PIN. White would like to play Bg5xf6 and then if Qd8xf6, Nc3xd5, or if g7xf6, Black has a DOUBLE FREDDIE, which will leave his King in danger.



Black to move

10... Bc8-e6

Black defends the d-pawn again.

11. Qd1-f3

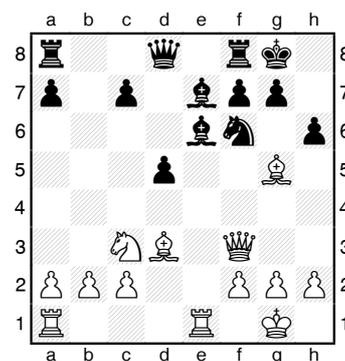
What do you do if you've got a PIN! Do we exchange Bishop for Knight now? No - we look for ways to ATTACK the PINNED piece again.

11... Bb4-e7

It's starting to look scary so Black retreats his other Bishop to BREAK the PIN.

12. Rf1-e1

It's time to bring a Rook into play. Do you know what we do with Rooks? We exchange pawns to open FILES and then stick our Rooks on the files where we no longer have pawns. Steve Davis never exchanged pawns, so he was never able to use his Rooks. No wonder his games were so boring.



White to move

12... h7-h6 (Diagram)

Black's starting to get annoyed with that Bishop on g5 so he kicks it to see what happens.

Now we stop the camera and, as in *A Question of Sport* ask you the question "What happened next?"

You almost certainly won't be able to work out the answer, but feel free to have a guess.

What happened is that the young master saw a clever way to force a draw against the World Champion. He gave up a Bishop to get rid of one of the pawns in front of Black's King.

13. Bg5xh6

There goes Harry!

13... g7xh6

Gerry steps across to take Harry's place.

14. Re1xe6

Another SACRIFICE, this time to force Freddie abandon his King.

14... f7xe6

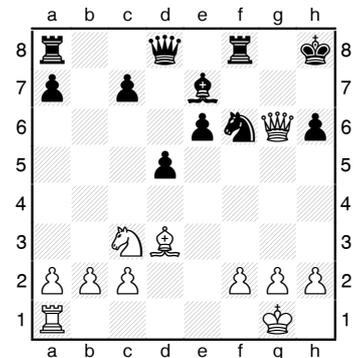
15. Qf3-g3+

The White Queen CHECKS the Black King, forcing him into the corner.

15... Kg8-h8

16. Qg3-g6 (Diagram)

Now she moves forward to menace little Harry (the one who used to be Gerry, remember).



Black to move

How can Black defend Harry? If he tries Nf6-g8 what would White play? Think CCT. That's right: Qg6-h7# - the KISS OF DEATH. And if Nf6-g4? Again, the same thing: Qg6-h7# If Harry moves to h5 White can keep on checking on h6 and g6.

Alternatively, Black can play 16... Qd8-e8. Then play continues 17. Qg6xh6+ Kh8-g7 18. Qh6-g5+ Kg8-h8 (What happens if he goes to f7 instead? Qg5-g6 is mate!) 19. Qg5-h6+ Kh8-g8 and so on.

There is a Law to cover this sort of situation. It states that IF THE SAME POSITION OCCURS THREE TIMES WITH THE SAME PLAYER TO MOVE THE GAME IS DRAWN. (In fact if you play in a tournament it's slightly more complicated than that.) If, as here, one player keeps on checking and the other player keeps on moving out of check it's called PERPETUAL CHECK. So after Qg3-g6 both players saw what was going to happen and agreed a draw.

HELPFUL HINTS

1. Look for ways to use your pawns to open the position up for your pieces.
2. Think DCK in the opening: DEVELOPMENT, CENTRE CONTROL, KING SAFETY.
3. GET YOUR ROOKS ON OPEN FILES. An OPEN FILE is a file with no pawns on it.
4. When you've thought of a move, make sure that your opponent has no good captures before playing it. EBH - EYES BRAIN HANDS before you play the move - don't touch until you're certain. CCT - CHECKS CAPTURES THREATS for your opponent as well as yourself.
5. Learn the opening and practice it yourself.

THE FORK TRICK

Perhaps you've watched a man called Uri Geller bending forks on television. I've got no idea how he does it. It is a trick or does he have a special gift? In chess you can also do tricks with forks. Anyone can do them: you don't need special gifts for these FORK TRICKS.

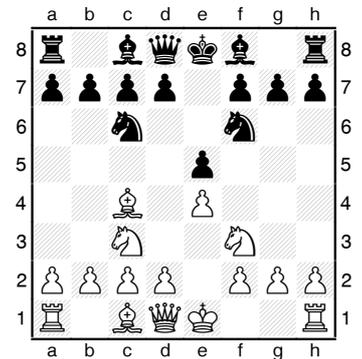
You know what a FORK is, don't you? A move with one of your pieces to THREATEN two enemy pieces at the same time.

To do the FORK TRICK all we need is a pawn. This sort of FORK won't always win you the game but it will give you a good position from the opening.

Let's start with these moves:

- | | |
|---------------------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Nb1-c3 | Ng8-f6 |
| 4. Bf1-c4 (Diagram) | |

It's Black to move. What would you play?



There's nothing at all wrong with Bf8-c5 or Bf8-b4, both good DEVELOPING moves, but Black has an interesting alternative which might surprise you if you haven't seen it before.

- 4... Nf6xe4

If White doesn't take it he's just lost a Pawn, so...

5. Nc3xe4

Why has Black given up a Knight for a Pawn? Has he gone mad? No, he's just playing a FORK TRICK. What's his next move?

- 5... d7-d5

That's it! A PAWN FORK! If White moves the Bishop we'll take the Knight. And if he moves the Knight we'll take the Bishop. Black isn't winning yet but he's solved his opening problems. We'll return to this position later, but first a few more examples.

White can play the FORK TRICK just as easily:

- | | |
|-----------|------------------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Nb1-c3 | Bf8-c5 (Diagram) |

What can White play now? He could develop with Bf1-c4 or Bc1-b5 but we recommend you play...

4. Nf3xe5

in this position.

You can play it in the Ruy Lopez as well:

- | | |
|-----------|------------------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-b5 | Ng8-f6 |
| 4. 0-0 | Bf8-c5 (Diagram) |

Again, White has a choice of good moves here. One of the most popular is...

5. Nf3xe5

In this course we look mostly at openings starting 1. e2-e4 e7-e5. As you progress in your chess career you'll learn lots of other openings, some of which will also give you the chance to play a FORK TRICK!

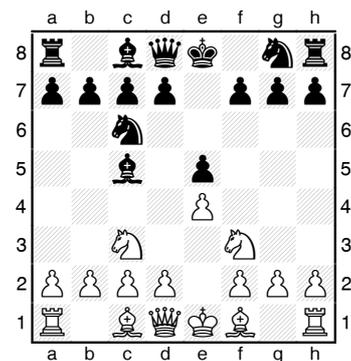
For instance:

- | | |
|----------|--------|
| 1. e2-e4 | d7-d6 |
| 2. d2-d4 | Ng8-f6 |

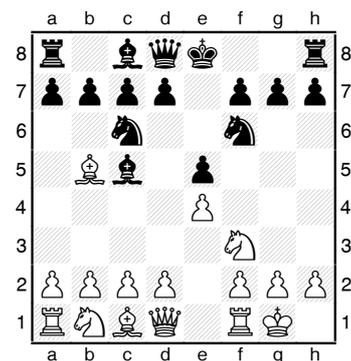
These are the first moves of the PIRC DEFENCE, named after a Yugoslavian Grandmaster, and pronounced PEERTS, not PERK.

- | | |
|------------------|--------|
| 3. Nb1-c3 | g7-g6 |
| 4. Ng1-f3 | Bf8-g7 |
| 5. Bf1-c4 | 0-0 |
| 6. 0-0 (Diagram) | |

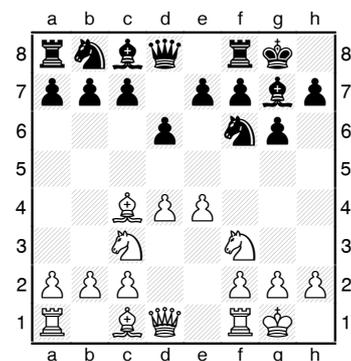
Again, a possible move for Black is Nf6xe4, and if Nc3xe4,



White to move



White to move



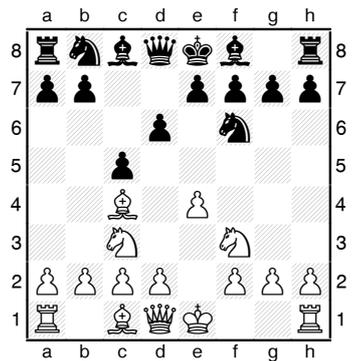
Black to move

d7-d5 FORKS Knight and Bishop.

In this Junior game, Black tried the FORK TRICK in the Sicilian Defence.

- | | |
|---------------------|--------|
| 1. e2-e4 | c7-c5 |
| 2. Nb1-c3 | d7-d6 |
| 3. Ng1-f3 | Ng8-f6 |
| 4. Bf1-c4 (Diagram) | |

Here Black played Nf6xe4. Was that a good idea. Stop and work it out, using CCT.



Black to move

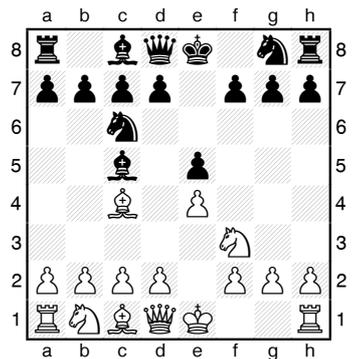
No, it wasn't! After 4... Nf6xe4? 5. Nc3xd4 d7-d5 White could get out of the FORK. Do you see how? He played 5. Bc4-b5+, which gave him time to move his Knight to safety.

You really have to be careful before you play the FORK TRICK. If you get it wrong you end up losing a piece.

After the moves

- | | |
|-----------|------------------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | Bf8-c5 (Diagram) |

would you play 4. Nf3xe5?



White to move

It often happens, but I hope YOU wouldn't do it! After 4. Nf3xe5? Nc6xe5 5. d2-d4 Black can play Ne5xc4 and remain a piece ahead.

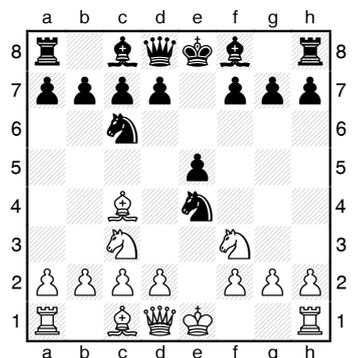
You CAN'T play the FORK TRICK with White if you've got a Bishop on c4, or with Black if you've got a Bishop on c5.

Remembering ideas like this is an important part of learning to play good chess. But something that works in one position might not work in a very similar position. You always have to stop and work it out before you play it.

Let's now go back to our first example and see how play might develop.

Do you remember the moves?

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |



White to move

3. Nb1-c3
4. Bf1-c4

Ng8-f6
Nf6xe4 (Diagram)

Firstly, you might have noticed a clever move for White instead of taking the Knight:

5. Bc4xf7+ Ke8xf7
6. Nc3xe4

Perhaps White's feeling happy because he's stopped Black Castling. Let's play a few more moves.

6... d7-d5
7. Ne4-g5+ Kf7-g8 (Diagram)

What do you think about this position? Do you prefer White or Black?

1. Black has much better CENTRE CONTROL: look at those two fantastic Pawns on d5 and e5 - Danny and Eddie's dream position. Remember the SPACE INVADERS!

2. Black has won Bishop for Knight: BISHOPS ARE BETTER THAN KNIGHTS IN OPEN POSITIONS.

3. White's Knights are in a tangle. Black will probably play h7-h6 next move, when the White Knight will have to go back to h3. Then if White castles, Black might play Bc8xh3 to give White a DOUBLE HARRY.

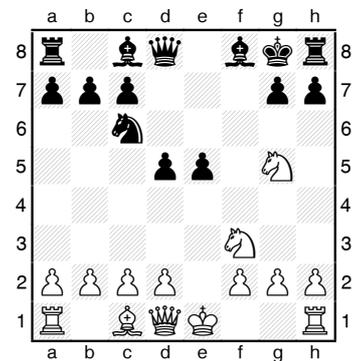
I think Black has a large advantage in this position.

So, going back to move 5, White usually plays:

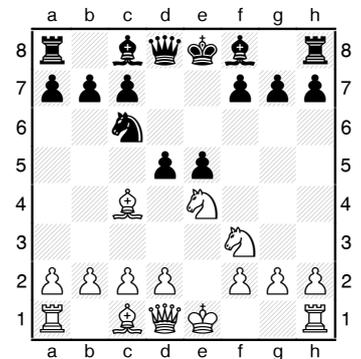
5. Nc3xe4 d7-d5 (Diagram)

What do you think White should play here?

I repeat: BISHOPS ARE BETTER THAN KNIGHTS IN OPEN POSITIONS. So White should move his Bishop. The best move is 6. Bc4-d3 which leads to a level position after 6... d5xe4 7. Bd3xe4. White sometimes tries 6. Bc4-b5, which works well for Black after 6... d5xe4 7. Nf3xe5 Qd8-d5.



White to move



White to move

But the move most of your opponents will probably play, if they don't know this lesson, is...

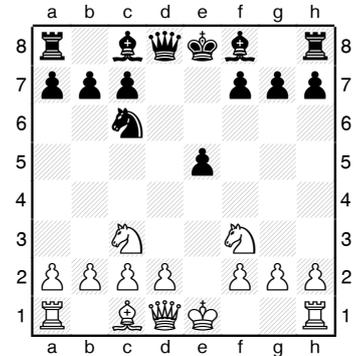
6. Bc4xd5

when play might continue...

6... Qd8-d5
7. Ne4-c3 Qd5-d8 (Diagram)

Qd5-a5 is also good. Yes, Black has wasted two moves with his Queen, but it doesn't really matter as White has wasted two moves with his Knight.

White has a slight lead in development, it's true, but Black has a pawn in the centre and the advantage of Bishop for Knight.



White to move

7. 0-0 Bc8-g4

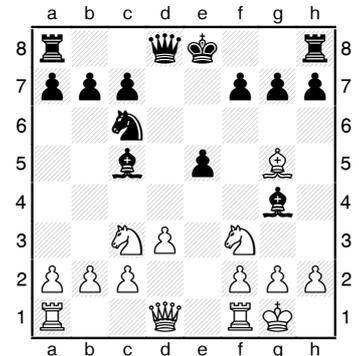
Why does Black play this move?

It's PINNING the Knight and aiming for the DOUBLE FREDDIE.

8. d2-d3 Bf8-c5

Now, if White's not careful he can fall into a trap:

9. Bc1-g5 (Diagram)



Black to move

Black's Queen is attacked. What should he do about it?

Did you suggest Qd8xg5? That's a clever way to exchange pieces, but it doesn't win anything. The winning move is Bg4xf3!, when whatever White does Black comes out a piece ahead. For instance, if 10. Qd1xf3, Qd8xg5, or if 10. Bg5xd8, Bf3xd1, or if 10. Qd1-d2, f7-f6.

Now remember that idea and have a look at this game.

White: Kotkov Black: Akopian
Krasnodar 1966

1. e2-e4 e7-e6
2. d2-d4 d7-d5

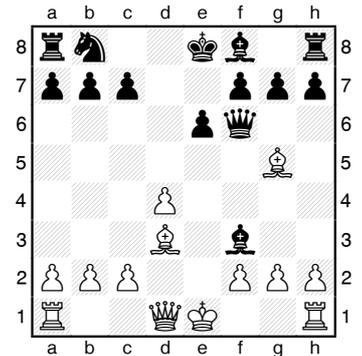
The FRENCH DEFENCE.

3. Nb1-d2 d5xe4
4. Nd2xe4 Bc8-d7
5. Ng1-f3 Bd7-c6
6. Bf1-d3 Ng8-f6
7. Ne4xf6+ Qd8xf6
8. Bc1-g5

"My Queen is in trouble, but so what! I can win a piece" thought Black.

8... Bc6xf3

After 9. Qd1xf3 Qf6xg5 10. Qf3xb7, Black has Qg5-d5. The winning move is 9. Qd1-d2. Black's Queen is THREATENED and has only one move - Qf5xd4. What would White play in that position? CCT! The two Queens are in line with a Bishop between them. Black's Queen is undefended (LOOSE PIECES DROP OFF!). So White looks at what he can do with his d3 Bishop, and finds Bd3-b5+! Black must get out of check, and next move White will take the Queen.



Black to move

In fact Black can play 9... Bf3xg2 when he gets Bishop and Rook for Queen, but he still has a lost position, so he resigned after Qd1-d2.

This example shows you again that you can't be too careful. Positions that look similar may turn out to be completely different.

HELPFUL HINTS

1. Learn and remember the idea of the FORK TRICK.
2. If you see a chance to play it use CCT to check that it works first.
3. If you want to develop your Bishop to c4 in the opening, do so on move 3, not on move 4. If you then want to play a closed game, play d2-d3 before Nb1-c3.
4. Remember: BISHOPS ARE BETTER THAN KNIGHTS IN OPEN POSITIONS.
5. Remember the tactical idea: he plays a Bishop to g5 to attack your Queen: you play Bishop takes Knight on f3 to attack his Queen and win a piece.

CHARLIE LENDS A HAND

Which are the most important Pawns at the start of the game? Danny and Eddie, your d- and e-pawns! You move Eddie and Danny at the start of the game for two reasons. What are they? To get your Bishops out (DEVELOPMENT) and to occupy the midfield (CENTRE CONTROL). You remember that on this course we start our games with each player moving Eddie two squares. If we only move Danny one square things can get a bit stodged up, so it's much more interesting if you're White (it's harder for Black) to move Danny two squares, perhaps exchanging him for the enemy Eddie.

What would be really cool would be to have Danny and Eddie sitting there together in the middle of the board. With two pawns there on d4 and e4 it's going to be pretty hard for Black to do very much: he cannot use c5, d5, e5 or f5 for his pieces. But if Black's got a pawn on e5 how can we do this?

The answer is that we ask Charlie to help us. We move Charlie one square, to c3, and then move Danny two squares, to d4. Then when our opponent takes Danny off the board, Charlie is there to replace him.

Let's have a look at an opening where this plan can work really well.

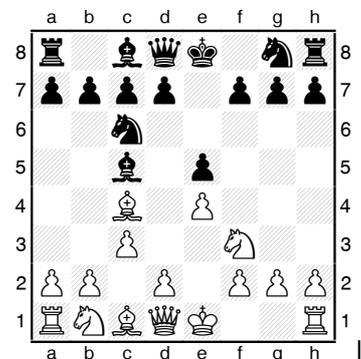
White: Igor Boleslavsky Black: Scitov
Moscow 1933
Giuoco Piano

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | Bf8-c5 |

You've probably seen these moves before. This is the GIUOCO PIANO. If you play the piano you'll know that PIANO means QUIET in Italian. GIUOCO means GAME: it's the same word as JOKE. So Giuoco Piano means QUIET GAME. Sometimes true, but, as you'll see, not always.

4. c2-c3 (Diagram)

You may remember what happens when White plays moves like d2-d3 and Nb1-c3, going for the DOUBLE FREDDIE attack. Well, that really is a QUIET GAME as long as Black knows what to avoid. If you let Charlie help you you'll get a much more exciting game.



Black to move

4... Ng8-f6

The best move, THREATENING the White e-pawn.

5. d2-d4

THREATENING the e-pawn as well as the Bishop. Bc5-d6 would block in Black's d-pawn so he has nothing better than to take.

5... e5xd4
6. c3xd4 Bc5-b6? (Diagram)

White's dream has come true. He has Danny (formerly Charlie) and Eddie together in the middle of the board. And, like in football, if you control the midfield you'll probably win the game.

7. e4-e5

Here come the SPACE INVADERS! Eddie THREATENS a Knight

7... Nf6-g4
8. h2-h3

Harry drives the Knight back to the side of the board (remember: A KNIGHT ON THE RIM IS DIM!)

8... Ng4-h6
9. d4-d5

Danny THREATENS the other Knight

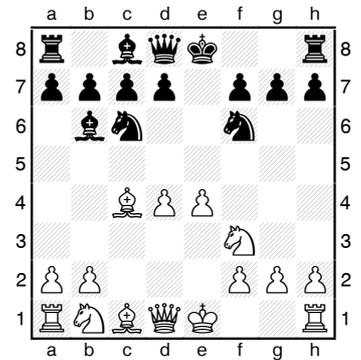
9... Nc6-e7
10. d5-d6

Danny THREATENS him again, at the same time opening up the line of the Bishop on c4.

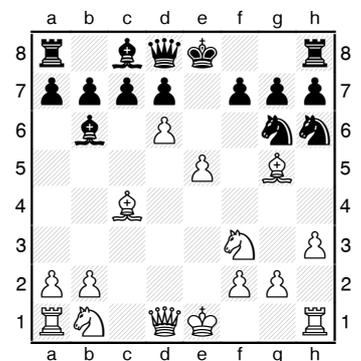
11. Bc1-g5 (Diagram) Ne7-g6?

Danny (formerly Charlie) and Eddie's advances have given White a winning position. The game finished:

11... f7-f6 12. e5xf6 g7xf6 13. Qd1-e2+ Ke8-f8 14. Bg5xh6#



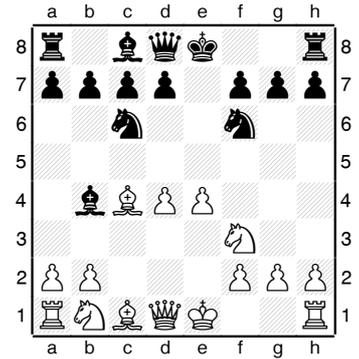
White to move



Black to move

Let's try again and see if Black can do better next time. Can you remember the first few moves?

- | | |
|-----------|-------------------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | Bf8-c5 |
| 4. c2-c3 | Ng8-f6 |
| 5. d2-d4 | e5xd4 |
| 6. c3xd4 | Bc5-b4+ (Diagram) |



White to move

This is the correct move. By CHECKING Black gains time to break up White's pawn centre.

Now White has an interesting choice. First, a quick look at what happens if White plays 7. Bc1-d2. Black could take Eddie off the board: 7... Nf6xe4, but White can get the Pawn back by the sequence 8. Bd2xb4 Nc6xb4 9. Bc4xf7+ Ke8xf7 10. Qd1-b3+ followed by Qb3xb4. So Black usually prefers 7... Bb4xd2+ 8. Nb1xd2 (to defend e4) 8... d7-d5 to force a pawn exchange.

But in this game White preferred:

- | | |
|-----------|--------|
| 7. Nb1-c3 | Nf6xe4 |
|-----------|--------|

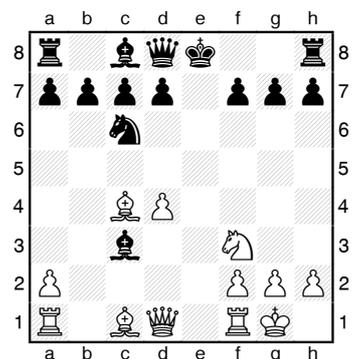
Winning a Pawn, but opening the e-file. Can White play Nc3xe4? No! The Knight on c3 is PINNED!

8. 0-0

UNPINNING, DEVELOPMENT and KING SAFETY: White aims to get a Rook to the e-file before Black can castle. Now Black must do something about his Knight on e4.

- | | |
|------|--------|
| 8... | Ne4xc3 |
|------|--------|

Obvious, but, as it happens, Bb4xc3 is the better move (but after 9. b2xc3 Black must play d7-d5, not Ne4xc3, allowing a QUEEN FORK on e1. Unlucky: it's one of those things you just have to KNOW.



White to move

- | | |
|----------|--------------------|
| 9. b2xc3 | Bb4xc3?! (Diagram) |
|----------|--------------------|

Looks good, taking a Pawn and THREATENING a Rook, but Black should really be thinking about DEVELOPMENT and KING SAFETY.

What would you play for White here?

10. Bc1-a3!

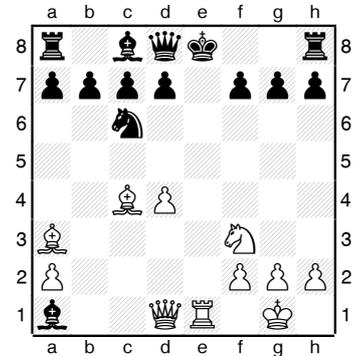
White decides to SACRIFICE the Rook to develop a quick attack. What's the main idea of this move? To try to stop Black from CASTLING. (Qd1-b3 was also a good move here.) Black should now try d7-d6 to DEVELOP but continues his policy of eating everything in sight.

10... Bc3xa1?

Choose a move for White here. Think CCT!

11. Rf1-e1+ (Diagram)

The unfortunate Black King is caught in the crossfire of the White Rook and Bishop. Nowhere to run, nowhere to hide! Which serves Black right really. If you eat too many goodies you must expect to end up feeling sick, and Black is certainly as sick as a parrot here.



11. Nc6-e7
12. Re1xe7+ Ke8-f8?

Black's losing anyway but he'd last longer by swallowing his pride (and an indigestion tablet) and giving up his Queen. Now White has two ways of mating quickly. 13. Re7xf7+ or the more spectacular...

13. Re7-e8+! Kf8xe8

It's DOUBLE CHECK: from the Bishop on a3 as well as the Rook, so he has no choice.

14. Qd1-e1+ Qd8-e7
15. Qe1xe7#

You see from these two games how easily you can get a winning attack with White if you let Charlie lend a hand in the fight for the centre of the board.

HELPFUL HINTS

1. Try to get two pawns together in the centre of the board. After the moves 1. e2-e4 e7-e5 you can often do this by using Charlie to support Danny's advance.
2. Try to use your centre pawns to drive your opponent's pieces to bad squares, just as White did in the first game of the lesson.
3. In openings like this DEVELOPMENT and KING SAFETY are VITAL. You can often get a strong attack by developing quickly and not bothering too much about pawns.
4. Don't be too greedy. Win material if you can do so safely, but not at the expense of DEVELOPMENT and KING SAFETY.
5. If your opponent gets two pawns together in the centre look for ways of using your pawns to break them up.
6. LEARN, REMEMBER, UNDERSTAND and PLAY this opening.

THE KISS OF DEATH

It's the end of the game. The last round of the tournament. You've got a King and a Queen left: your opponent's only got a King. Perhaps you've just promoted a Pawn. If you win the game you win the tournament. Can you do it? The positions below show what you are aiming for - and what you are trying to avoid.

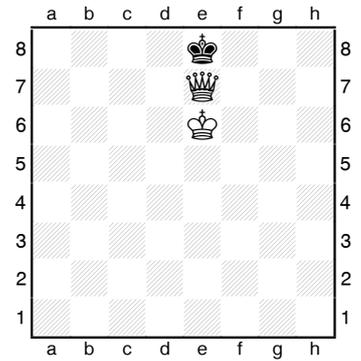
On your right it's checkmate. THE KISS OF DEATH! If you move the White King to d6 or f6 is it still checkmate? Yes! If you move the White Queen to d8 or f8 is it still checkmate? No! The second diagram shows a different sort of checkmate: the GUILLOTINE. This would also be checkmate with a Rook rather than a Queen. If you move the White King to d6 or f6 is it still checkmate? No! If you move the Black King to f8 is it checkmate? No! If you move the Black King to d8 is it still checkmate? Yes! The White Queen controls c7.

The next diagram, with Black to move, is STALEMATE - a draw! Check for yourself that the Black King has no moves. Move the White King to e6, g6, g7 or g8 and it's still STALEMATE! If you have a King and Queen you must avoid this sort of position.

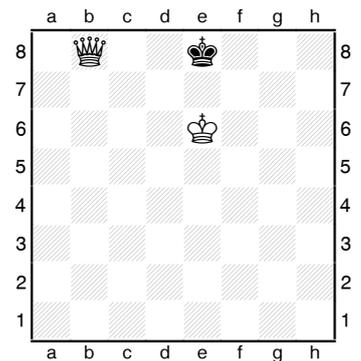
Now you know what you're looking for it's time to have a look at how we go about driving the King to the side of the board and reaching CHECKMATE.

We'll start with the position on your right.

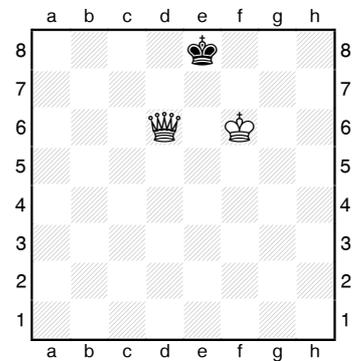
Here's how the game might go. Play it out on your board to see how it works. White starts by moving his Queen to g4 to get close to the enemy King. The Black King moves to d5. The White Queen now wants to KISS the Black King but first she needs the King to hold her hand, so the King moves to d2 .



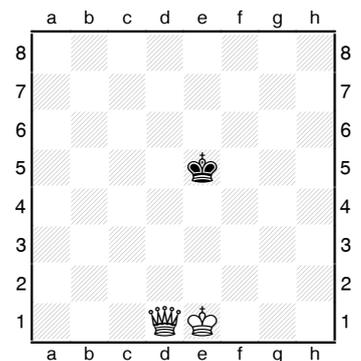
CHECKMATE!



CHECKMATE!



STALEMATE!



White to move

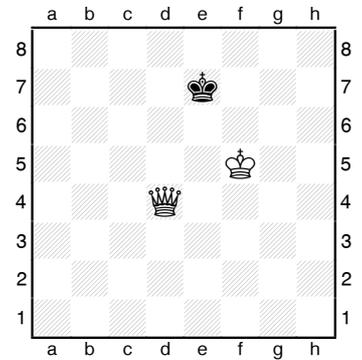
The Black King tries to stay in the middle of the board, so moves back to e5, and the White King gets in closer so moves to d3. The Black King returns to d5 and now the White King is close enough to let the Queen KISS the Black King by moving to d4 (Qg4-f5+ is just as good). The King has to retreat so moves to e6, and the White King comes in again to e4.

Again the Black King has to move back, this time going to e7, and the White King comes into f5 (Diagram).

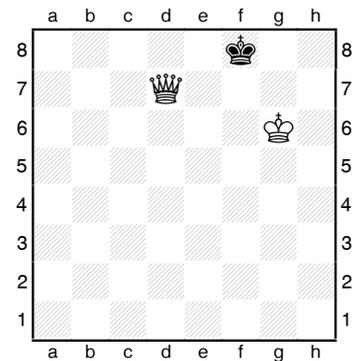
The Black King, trying to keep off the side of the board, moves to f7. Now the White Queen could KISS the Black King again on f6, but it's quicker if she checks on d7 instead. Now the Black King is forced to the side of the board, moving to f8, and the White King comes in again to g6 (Diagram). The poor Black King only has one square: g8. White has a choice of checkmates: the Queen could go to c8, d8 or e8. But instead he chooses the KISS OF DEATH, moving the Queen to f7.

Suppose you reach this position with White to play. What would you do? If you selected Kf5-e6, go to the bottom of the class. Look again and you'll see that it's STALEMATE. There's a rule you can remember to avoid this sort of trap. IF THE ENEMY KING REACHES THE SIDE OF THE BOARD PUT YOUR QUEEN ON THE NEXT ROW. So here the easiest way for White to win is to play 1. Qf6-g7, when play might continue 1... Ke8-d8 2. Kf5-e6 Kd8-c8 3. Qg7-a7 Kc8-d8 4. Qa7-d7# - the KISS OF DEATH again.

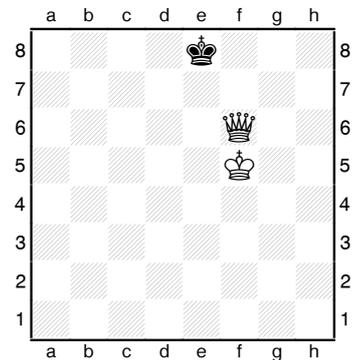
Suppose you've just queened a pawn to reach this position. It's your move now. What's the quickest way to win. If you play Kf8-f6 and chase him down the board you'll mate in five moves, but the quickest win is to play Qg8-g3 (a Knight's move away from the King), forcing him back towards you: Kh5-h6 - and then you can mate on either g6 (the KISS OF DEATH) or h4.



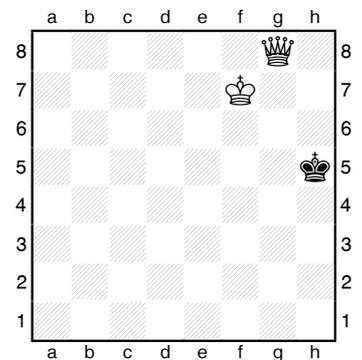
Black to move



Black to move

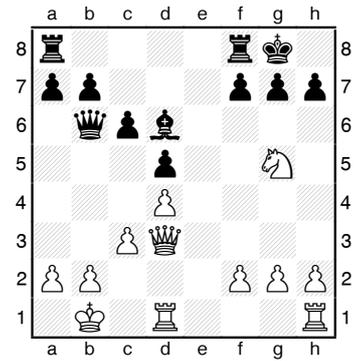


White to move



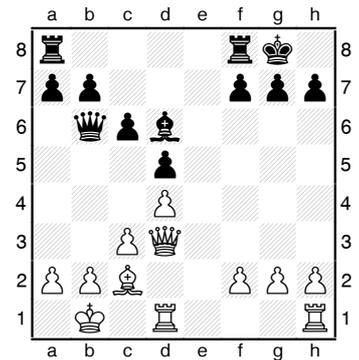
White to move

The idea of using your Queen next to the King to deliver CHECKMATE is very common. In the diagram on your right Black has castled King-side. Can you see how White can get checkmate? It's easy: Qd3xh7# - the KISS OF DEATH. The Queen could equally well be somewhere on the h-file: h5, h4 or h3.



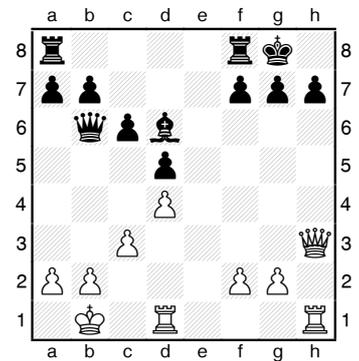
White to move

This one's a bit harder to see. What's the answer? Again, it's Qd3xh7+. This time the Bishop, not the Knight holds the Queen's hand while she delivers the KISS OF DEATH. Again, the Queen could have been on the h-file, but look in the diagram at how the Queen and Bishop are working together on the same diagonal.



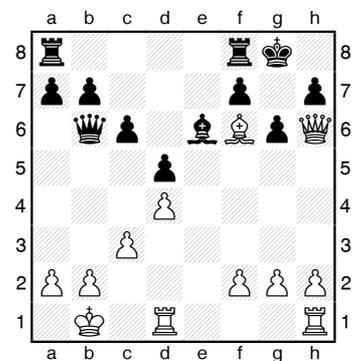
White to move

It's often a good idea to put a Queen and a Bishop on the same diagonal, or, as in our next diagram, a Queen and Rook on the same file. Where's the mate here? Of course, it's Qh3xh7. And the Queen could just as easily be back on d3.



White to move

We change the position again to reach the next diagram. Black's made the mistake of moving Gerry, leaving BLACK HOLES on f6 and h6 which the White Queen and Bishop have occupied. How can White mate in this position. Pipsqueak! It's another KISS OF DEATH. Qh6-g7#. If it's Black's move in this position what should he do? Move the Rook on f8? No: the Queen still mates on g7. In fact there's no way out. All Black can do is delay the mate for one move by playing Qb6xb2+ first.



White to move

You see from this example just how dangerous it can be to move your g-pawn when you've castled. Like our other examples this sort of mate happens over and over again. Learn them, remember them and you'll win game after game with mates of this kind.

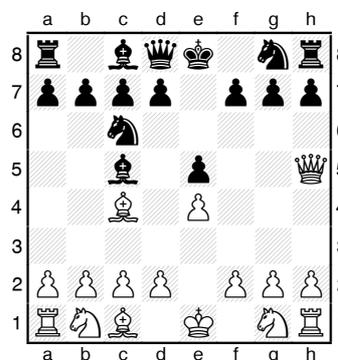
How can you defend against these mates. Don't castle? No - it's usually much more dangerous to leave your King in the middle. If you can, try to keep a Knight on f6 (f3 if you're White) to stop mate on h7. If this isn't possible you may need to make a pawn move to block off the Queen's line of attack if you see a threat on h7. Going back to the position at the top of the page if it was Black's move he'd have to play f7-f5 or g7-g6, but not h7-h6 which still allows the mate on h7. In the next position, again Black would have to play either f7-f5 or g7-g6, but in the third position the Queen is on the h-file so h7-h6 would be the move.

Finally, we'll set the pieces up for the start of the game and play the moves:

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Bf1-c4 | Bc8-c5 |

Perfectly good, but Ng8-f6 is safer.

- | | |
|-----------|----------|
| 3. Qd1-h5 | Nb8-c6?? |
|-----------|----------|



White to move

and you should all know what happens next. Yes, it's SCHOLAR'S MATE: Qh5xf7#. And, yes, it's another form of the KISS OF DEATH. Just to recap, what should Black have played on move 3 to stop the mate? No, NOT g7-g6 in this position: White plays Qh5xe5+ (FORK!) followed by Qe5xh8, winning a Rook. White's third move, Qd1-h5 was a QUEEN FORK, with THREATS on e5 and f7. Black has to defend both THREATS which he can do by playing either Qd8-f6 or Qd8-e7.

HELPFUL HINTS

1. You **MUST** know how to get checkmate with King and Queen against King.
2. To avoid stalemate, when the enemy King is on the side of the board, put your Queen on the next row. Then bring your King towards him and mate him.
3. Watch out for Queen mates on h7 or g7 against the castled King. Use CCT to look for them, both for yourself and for your opponent.
4. If you've castled King-side, try to keep a Knight on f6 (f3) if you can.
5. Make sure you know how to stop SCHOLAR'S MATE
6. You should learn from this lesson how dangerous Queens can be when used close up to the enemy King. Early in the game you must be careful not to bring your Queen out too soon. When pieces have been exchanged off don't be afraid to get your Queen in close to the enemy King - as long as you make sure it's safe before you move it, of course.

FRIED LIVER - IT'S OFFAL FOR BLACK

If you go for SCHOLAR'S MATE you MIGHT win in four moves if your opponent hasn't seen it before, but if he knows what to do you'll end up in a bad position. The opening we'll look at in this lesson gives you a very good chance of mating your opponent in nine moves without the dangers of SCHOLAR'S MATE.

The game starts like this:

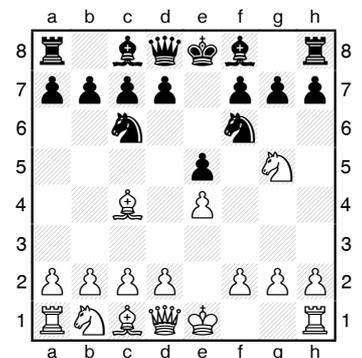
- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | Ng8-f6 |

Black's other move here, which you've seen before, is Bf8-c5. The moves are equally good. If you're Black you can choose either move, but in each case you have to KNOW what you are doing in order to survive. Ng8-f6 is called the TWO KNIGHTS DEFENCE

White now has a dangerous attacking move. Can you find it? A move we don't recommend is Nb1-c3 because Black can play Nf6xe4 and, if White takes the Knight, d7-d5 (The FORK TRICK). If White wants to go for the DOUBLE FREDDIE he should play d2-d3 first (Remember: Pawn, Knight, Bishop, Pawn, Knight, Bishop). 0-0 is not very good: Black can get away with winning a Pawn: Nf6xe4. d2-d4 is a good move for White if he knows how to continue after e5xd4. But the move we want to look at now is...

4. Nf3-g5 (Diagram)

One of our Opening Rules is: DON'T MOVE A PIECE TWICE IN THE OPENING WITHOUT A VERY GOOD REASON. Does White have a good reason here? Some strong players would say 'Yes', while others would say 'No'. But first, what's the big idea? That's right: White is THREATENING Ng5xf7+ with a KNIGHT FORK of Queen and Rook. Can you find a way for Black to defend f7?



Black to move

Black could play Qd8-e7, which avoids the fork, but the Queen is too valuable a piece to defend with here: White can still take the Pawn on f7. There's only one way for Black to avoid losing a pawn on f7, and that's to block the Bishop's line of attack with ...

- | | |
|----------|-------|
| 4... | d7-d5 |
| 5. e4xd5 | |

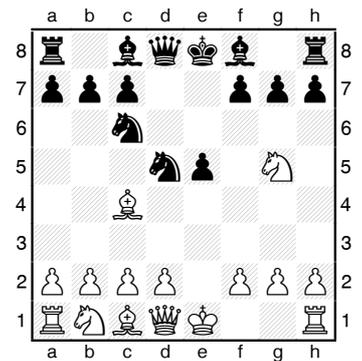
This is White's best move (his Bishop was THREATENED) and the most obvious reply for Black is to take the pawn back with...

5...

Nf6xd5 (Diagram)

Any idea what White should play next? If you haven't seen the move before you probably won't get it right.

Bc4xd5 is not a good move. In OPEN positions such as this one, where Pawns have been exchanged in the centre, BISHOPS ARE BETTER THAN KNIGHTS. If you understand fractions you might like to think of Bishops as being worth $3\frac{1}{4}$ or $3\frac{1}{2}$ points in OPEN POSITIONS. Qd1-f3, FORKING d5 and f7, looks tempting but Black can play Qd8xg5 (you noticed, didn't you, that Black's last move opened up a DISCOVERED ATTACK on the Knight on g5). Qd1-h5 can be met safely by g7-g6. d2-d4 is a strong move for White but the move we're looking at in this lesson is...



White to move

6. Ng5xf7

What's happening? Has White gone crazy. No - it's a good move. This is called the FRIED LIVER ATTACK. (No one knows why - it's a translation of its Italian name: FEGATELLO). Black's Queen and Rook are FORKED so he has to take the Knight...

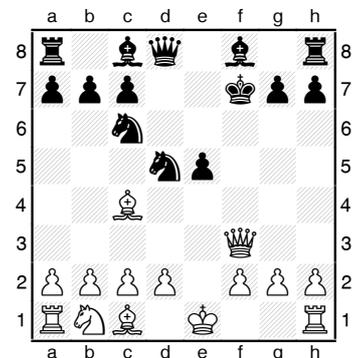
6...

Ke8xf7

... and White continues with a check:

7. Qd1-f3+ (Diagram)

Now stop for a minute and decide how Black should go about meeting the check.



Black to move

Did you suggest Kf7-g8? After that move White can win quickly. Do you see how? That's it: either Bc4xd5+ or Qf3xd5+ leads to mate. Most players, seeing this position for the first time play Kf7-e8. White continues with Bc4xd5, winning back the SACRIFICED KNIGHT. Now if Black plays Nc6-d4, THREATENING the Queen, not to mention a FORK on c2, what should White play? Think CCT! Yes, Qf3-f7#, the KISS OF DEATH! And if Black plays Nc6-b4? Qf3-f7# again! Or if Bc8-d7? Again, Qf3-f7#! Or if Qd8-e7? Bd5xc6+, and if Black takes, Qf3xc6+ and Qc6xa8. Black's best move is Qd8-f6, to DEFEND both THREATS, on c6 and f7, but White is a Pawn ahead with the better position. So, returning to the diagram, we see that White's last move, Qd1-f3+, is a FORK. Black is in CHECK and his Knight on d5 is THREATENED. Nd5-f6 is ILLEGAL (do you see why? - the Knight is PINNED) so if Black doesn't want to lose his Knight he must play...

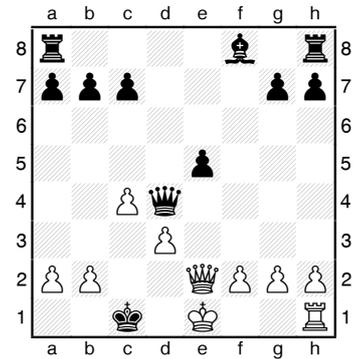
Another step up the board.

16. Qg4-e2+ Kd3-c2

And another step. Perhaps he thought he could have another Queen if he got his King to the end of the board?!

17. d2-d3+ Kc2xc1?? (Diagram)

After Kc2-b1 the game goes on. But now White can win at once. Do you see how?



White to move

Black's walked straight into the firing line of White's Rook lurking on h1. It's mate next move, but for some reason most people can't find it.

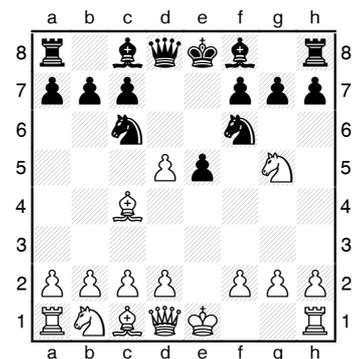
18. 0-0#

Yes, it's perfectly legal! There's no reason why you can't castle and check, or even mate your opponent at the same time! If you look at it it's death by FIRING SQUAD: the Rook fires the fatal shot while the Queen stands guard.

Black might just about survive the FRIED LIVER ATTACK if he's lucky but you'd have to be very brave - and a very good defender - to risk it. Black does much better to avoid the Fried Liver by SACRIFICING a pawn or two himself.

Here's how. Can you remember the opening moves?

1. e2-e4	e7-e5
2. Ng1-f3	Nb8-c6
3. Bf1-c4	Ng8-f6
4. Nf3-g5	d7-d5
5. e4xd5 (Diagram)	



Black to move

Black has a choice of several interesting moves here. 5... Nc6-d4 is interesting, as is 5... b7-b5, planning to meet d5xc6 by b5xc4 and Bc4xb5 by Qd8xd4, FORKING b5 and g2. But the most popular move here for Black is...

5... Nc6-a5

Yes, a Knight on the rim is USUALLY dim, but this is an exception. Here Black gains time by THREATENING the Bishop. A quick look at how the game might continue:

- | | |
|------------|-------|
| 6. Bc4-b5+ | c7-c6 |
| 7. d5xc6 | b7xc6 |
| 8. Bb5-e2 | |

The most usual move: elsewhere it might become a target for Black's pieces.

- | | |
|-----------|-------|
| 8... | h7-h6 |
| 9. Ng5-f3 | e5-e4 |

See how Black is using his pawns to drive the White Knight round the board.

- | | |
|------------|--------|
| 10. Nf3-e5 | Bf8-d6 |
|------------|--------|

Now White can defend his Knight with either d2-d4 or f2-f4. In each case Black does best to capture *en passant*. You haven't forgotten the *en passant* rule, have you? White is a pawn ahead but Black has a lead in development which can lead to a strong attack.

Try to remember these variations and try them out in your own games.

HELPFUL HINTS

1. There are some openings where the best moves are too hard to find over the board. You have to LEARN them off by heart, REMEMBER them, and, MOST IMPORTANT, UNDERSTAND the reasons why they are played. You can win game after game in this openings if you LEARN, REMEMBER and UNDERSTAND the variations in this lesson.
2. In open positions Bishops are better than Knights. Don't exchange off a Bishop for a Knight unless you have a very good reason.
3. If you're attacking, don't exchange off pieces if you can help it. The more pieces you've got on the board the more likely you are to mate your opponent.
4. Think CCT every move: for your opponent as well as for yourself.

THE GUILLOTINE

In most games of chess both players CASTLE KING-SIDE. The Kings decide to live on g1 and g8. As you've probably learned, we use three Pawns to defend the castled King: Freddie the f-pawn, Gerry the g-pawn and Harry the h-pawn. It's good advice not to move Freddie, Gerry or Harry unless you have a very good reason. Early on in the game, anyway. As pieces and pawns get exchanged off, FILES are opened for Rooks and Queens, and you might well reach a position looking something like this.

If it's White's move what would you play? Easy: Rc3-c8#
And if it's Black's move? Again, the same thing. Rb2-b1+ and mate next move after White's put his Rook in the way.

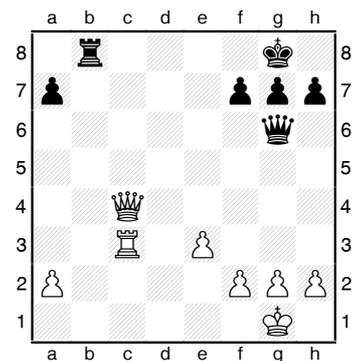
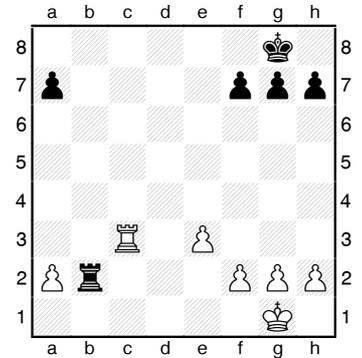
This is called a BACK RANK mate, but I like to think of it as a GUILLOTINE. The King's head is on the block and the Rook comes down like a blade to chop his head off.

What about this position? It's White's move. What would you play? Again, the three unmoved pawns in front of Black's King should make you think about a mate on c8. This time it takes two moves. White plays Qc4-c8+ - a QUEEN SACRIFICE. Black has only one move: Rb8xc8, and White mates with Rc3-c8.

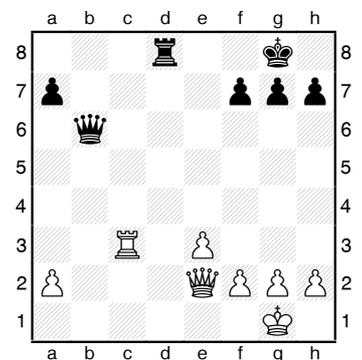
One of the most exciting things you can do in chess is to SACRIFICE your QUEEN to force checkmate. It happens a lot in books but not very often in real life. When it does it often looks like this.

If we move the pieces around a bit we reach this position, which comes from a game Bernstein-Capablanca, Moscow 1914. José Raúl Capablanca, a Cuban, was World Champion between 1921 and 1927, and one of the strongest players of all time.

You'll see that both players have the familiar three pawns in front of their King. It's Black to play. What should Capablanca play in this position?



White to move



Black to move

It's easy, isn't it? Qb6-b1+ forces Qe2-f1, when Rd8-d1 (PIN!) wins the Queen. Hands up who said that. I hope it wasn't you, because unfortunately White plays Rc3-c8+ (SPLAT!) at the end of your variation! You won't get a chance to take his Queen because he'll take your King first! If you fell for this trap you did well to see the PIN but need to learn to look further ahead.

The correct answer is Qb6-b2!!, which wins in every variation.

1. If White takes the Queen: Qe2xb2, what would you play? It's pretty obvious: Rd8-d1#.

2. Once you've seen that you'll notice that Qb6-b2 is a QUEEN FORK! The Queen on e2 is on the end of one prong and the Rook on c3 is on the other prong. So how can White get out of the FORK? He could try Rc3-c2. Can you find Black's winning idea? He plays Qb2-b1+, forcing Qe2-f1. Then, again NOT Rd8-d1 because of Rc2-c8+, but Qb1xc2, winning a Rook.

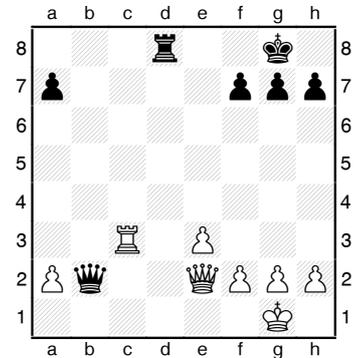
3. White could try Qe2-e1, moving the Queen to DEFEND the Rook. How should Black answer this move? By playing Qb2xc3 (DECOY!), and if White takes the Queen he gets mated.

4. White could also try Qe2-c4, again moving the Queen to DEFEND the Rook. Find a move for Black now. Yes, Black could still play Qb2xc3 (DECOY!) winning the Rook, but there's something even better. Rd8-d1+ forces Qe2-f1 when White will take the Queen followed by the Rook.

5. Another Queen move to defend the Rook is Qe2-c2. How would you win in that position? Simply take the Queen, and if he takes back, Rd8-d1 is mate.

6. Next question. Suppose White plays Rc3-d3. Now you could take either the Rook or the Queen. Which one would you choose? You certainly wouldn't take the Queen: you get mated by Rd3xd8. If you took the Rook with Rd8xd3 you would mate him if he played Qe2xb2, but after Qe2xd3 you'd have nothing much: Qb2-a1+ is answered by Qe2-f1. Instead, the best move is Qb2-b1+ (FORK!) which wins the Rook.

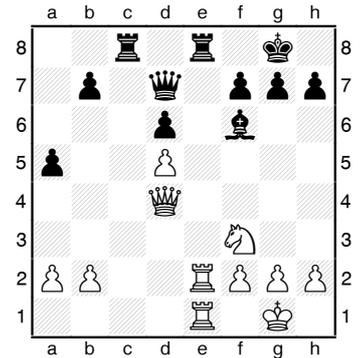
7. Now suppose White plays Rc3-c8. Again you have a choice of two pieces to take? What would you do? Again, if you take the Queen you get mated. If you take the Rook, White can take your Queen safely. The way to win is again Qb2-b1+ (or Qb2-a1+), forcing Qe2-f1, when you exchange Queens and then take the Rook. Black doesn't have time to take your Rook and mate you because you're CHECKING him every move. Notice the power of the check.



White to move

In fact Bernstein chose to resign after Qb6-b2. He knew that Capablanca was far too good a player to fall for any of the traps.

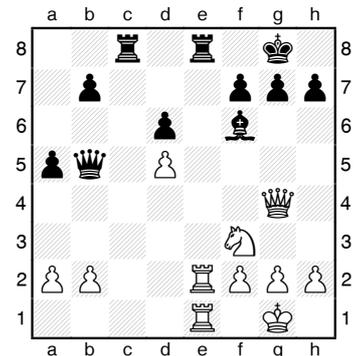
Now look at the diagram on your right, which, allegedly, comes from a game EZ Adams - Torre, New Orleans 1920. (Historians believe that this was a composed position, perhaps based on something that happened in a friendly game between Adams and Torre.) This is a difficult position so take your time over it. You see again Freddie, Gerry and Harry unmoved in front of each King, but both back ranks look well protected at the moment. Anyway, it's White's move and he has to think about what to do with his Queen.



White to move

Firstly, suppose both Queens were off the board. What would White play? Pipsqueak! It's mate in 2: Re2xe8+. If you take the White Queen and the Black Rook on c8 off the board what would White play? Again, Re2xe8+ and mate next move.

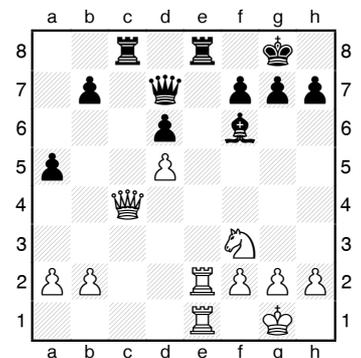
So, we are trying to lure either the Black Queen or the Rook on c8 away from defending the Rook on e8. Can you find a Queen move to do that? The move is Qd4-g4! Now if Black takes the Queen what happens? Yes, it's mate in two: Re2xe8+. And if Black defends his Queen, say with Re8-d8? White takes the Queen and then mates on e8. The Black Queen has to continue defending e8 so where should she go? No choice: Qd7-b5, giving our next diagram. Think very carefully, doing a CCT for both sides, before choosing your next move.



White to move

EVERY MOVE, YOU MUST LOOK FOR YOUR OPPONENT'S THREAT. Black has no checks, but he does have some captures. Let's try Qb5xe2. Then, if White takes the Queen, he's the one who dies by the GUILLOTINE: Black plays Rc8-c1+ and mates two moves later. So White has to meet Black's THREAT, which he does by playing the stunning Qg4-c4!!

Now what happens if Black plays Qb5xc4? Yes, Re2xe8+ and mate next move. And if Black plays Rc8xc4? Again, Re2xe8+ and mate next move. So Black has to play Qb5-d7 to maintain his defence of e8 (Diagram).



White to move

How can White make progress here? He now plays Qc4-c7!! Again, Black has two ways of taking the Queen. If Qd7xc7, what does White do? Re2xe8+, of course. If Rc8xc7 everyone knows what happens: Re2xe8+. So the Black Queen returns to b5 (Diagram).

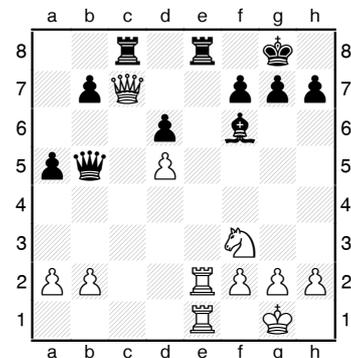
Again, White has to be a bit careful before choosing his next move. It looks tempting to play Qc7xb7, but that move opens the c-file again, and instead of taking the Queen Black would play Qb5xe2, again winning a Rook or mating.

So in order to make progress White must play a2-a4!, and Black must keep control of e8 by taking the pawn, giving our next diagram.

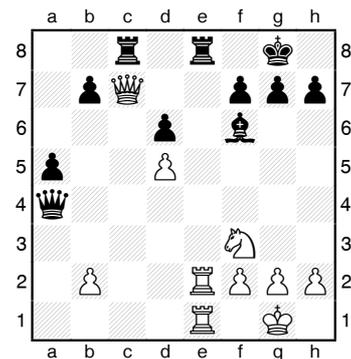
Now what? Black's Queen and Rook on c8 have to keep control of e8. But the Rook on e8 also has to keep control of c8. So White can play Re2-e4! What happens if Rc8xc7? Yet again, Re4xe8+. What happens if Re8xe4? Qc7xc8+ and mate in three moves time (Bf6-d8, Qc8xd8+ Re4-e8, Qd8xe8+ Qa4xe8, Re1xe8#). And if Qa4xe4? White plays Re1xe4, and if Black takes either the Queen or the Rook he still gets mated. But Black can still defend by playing Qa4-b5 (Diagram)

Now at last we can finish him off. Can you find the move? Yes, it's Qc7xb7! For the final time, what happens if Qb5xb7? Re4xe8+ and mate next move. And again, if Re8xe4? Again, we have Qc7xc8+ and mate in three more moves. But Black no longer has any safe squares on the a4-e8 diagonal so he has no choice but to resign.

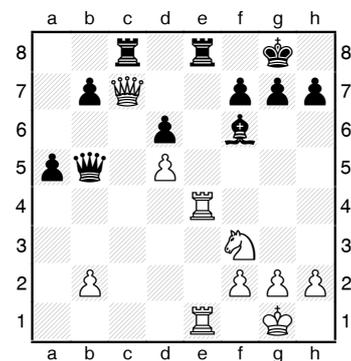
That was a really complicated position so don't worry if you didn't understand it first time round. You should at any rate know what a BACK RANK MATE looks like by now.



White to move



White to move



White to move

HELPFUL HINTS

1. If you see Freddie, Gerry and Harry unmoved in front of a King, either your opponent's or your own, think BACK RANK MATE.
2. As files get opened up and pieces and pawns get exchanged it's often a good idea to move a pawn - usually Harry - one square to create a safe square for your King.
3. Think about DECOYS during your games. If that piece wasn't there I would have a strong move. How can I attack it and force it to move?
4. Try to calculate during your games: NOT I go there, then there, then there BUT I go there, then he goes there, then I go there.
5. Think CCT while you are calculating: the moves you calculate are FORCING MOVES: CHECKS, CAPTURES and THREATS. If you try to calculate anything else you're probably wasting your time.

4... d7-d5?

This is already the losing move. YOU CAN'T DO THIS IN THE RUY LOPEZ! In most openings starting e2-e4 e7-e5 it's fairly easy for Black to get in d7-d5. In this opening it's a lot harder. The immediate point is that the Black d-pawn is now PINNED!

5. e4xd5 Qd8xd5

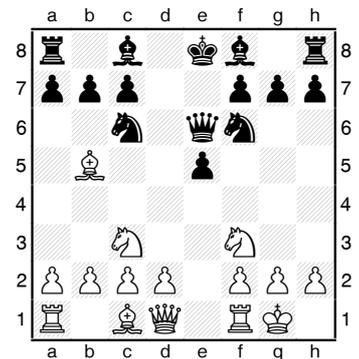
Not liking Nf6xd5 because White can play Nf3xe5 (the Knight on c6 is PINNED, remember). But this is even worse. DON'T BRING YOUR QUEEN OUT TOO SOON!

6. Nb1-c3

DEVELOPING and gaining TIME by THREATENING the Queen.

6... Qd5-e6 (Diagram)

Can you find a good move for White here? There are several to choose from. White can already win a Pawn by playing Nf3xe5? Why? Can Black play Nc3xe5? No - the Knight's PINNED! What happens if Qe6xe5? White plays Rf1-e1, PINNING and winning the Queen (TROUBLE ON THE E-FILE!). You see already how important it is for White to castle early in this opening.



White to move

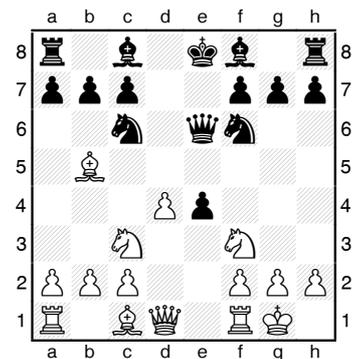
But instead White chose an equally good move, trying to open up the position.

7. d2-d4 e5-e4 (Diagram)

Keeping the e-file closed. Choose a move for White here.

8. d4-d5

White's not bothered about his Knight: if Black ever takes it he'll open the e-file and allow Rf1-e1. Instead he plays a PAWN FORK.



White to move

8... Qe6-d6

9. d5xc6 e4xf3?

Losing everything, but the game was already beyond salvation: for instance 9... b7xc6 10. Qd1xd6 Bf8xd6 11. Bb5xc6+ FORKING King and Rook.

10. c6xb7+

DISCOVERED CHECK!

10... Ke8-e7

11. Qd1xd6+

Black resigned - White's next move will be b7xa8=Q!

In our next game, Black has more idea what's happening, but doesn't last much longer. This game will also teach you some useful attacking techniques.

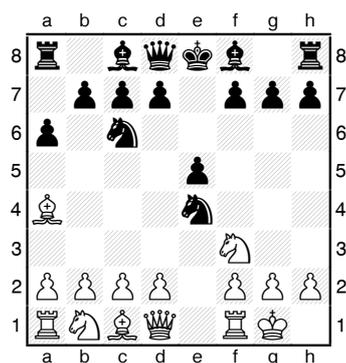
White: Rev. Armstrong Black: JCM
Irish Correspondence Championship 1913

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 a7-a6

The usual move. White is well advised NOT to win a pawn here: after 4. Bb5xc6 b7xc6 5. Nf3xe5 Black has a QUEEN FORK - Qd8-d4, winning back the pawn with the better position. For more about this variation see TROUBLE ON THE E-FILE. Bb5xc6 is the easier move to learn, but more popular is...

4. Bb5-a4 Ng8-f6
5. 0-0 Nf6xe4 (Diagram)

The OPEN VARIATION. Black CAN get away with taking the Pawn here, but he has to be careful.



White to move

6. Rf1-e1

The simplest way to get the pawn back. Most strong players prefer d2-d4, but after Rf1-e1 it's very easy for Black to go wrong.

6... Ne4-c5
7. Nb1-c3 Nc5xa4

Running into TROUBLE on the e-file. It was safer to play Bf8-e7 and 0-0.

8. Nf3xe5

White doesn't bother about taking the Knight - he's seen a better way to get the piece back.

8... Nc6xe5
 9. Re1xe5+ Bf8-e7 (Diagram)

Can you work out White's best move here?

The obvious move is Nc3xa4, but that leaves the White Knight on the rim (A KNIGHT ON THE RIM IS DIM!) and gives Black time to castle safely.

There's something much better. Do you see the PIN on the e-file? What do you if you've got a PIN? You attack the PINNED piece with everything you've got. What's the best way to ATTACK the Bishop on e7?

10. Nc3-d5

This is the move! The Bishop cannot move, nor can Black defend it again, so the best he can do is evacuate his King.

10... 0-0
 11. Nd5xe7+ Kg8-h8
 12. Qd1-h5

Black's King is rather short of defenders so White launches a swift attack.

12... d7-d6 (Diagram)

Overlooking the THREAT but White had a winning attack anyway. You might like to look at the variation 12... g7-g6 13. Qh5-h6 d7-d6 14. Re5-h5! (THREATENING the KISS OF DEATH on h7) 14... g6xh5 15. Qh6-f6#

Think CCT and then tell me what White played here.

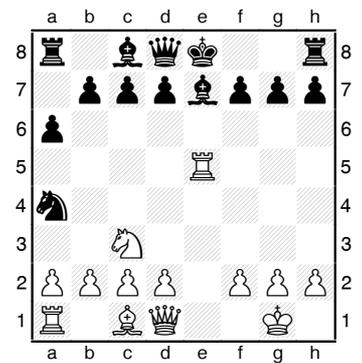
Found it yet? What does the first C stand for? CHECK! There are only two to look at, and if you look closely enough you'll find:

13. Qh5xh7+

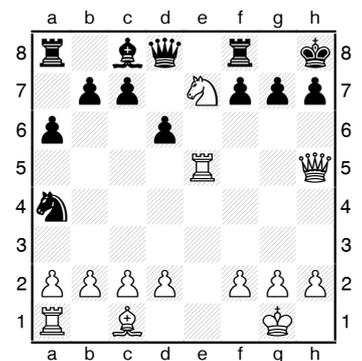
A QUEEN SACRIFICE to force mate!

13... Kh8xh7
 14. Re5-h5#

Our final example was won by a Prime Minister. No it wasn't Tony Blair or John Major, and it certainly wasn't Margaret Thatcher. It was won by a chap called



White to move



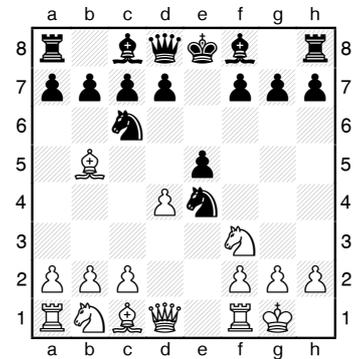
White to move

Andrew Bonar Law, who was Prime Minister for a short time in the early 1920s. But when he played this game he was Chancellor of the Exchequer.

White: Andrew Bonar Law Black: Brian Harley
London 1920

- | | |
|--------------------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-b5 | Ng8-f6 |
| 4. 0-0 | Nf6xe4 |
| 5. d2-d4 (Diagram) | |

Rf1-e1 would have been similar to the previous game. White prefers the more complicated option. Black tries to hang on to his pawn - a dangerous policy. The usual reply to this move is Ne4-d6 at once.



Black to move

- | | |
|------------|--------|
| 5... | e5xd4 |
| 6. Nf3xd4 | Ne4-d6 |
| 7. Rf1-e1+ | Bf8-e7 |

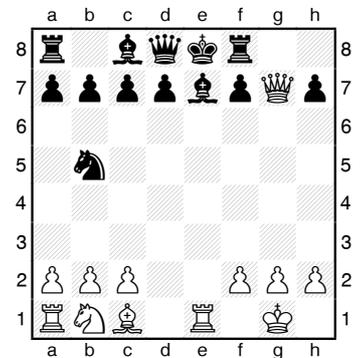
The Bishop is now PINNED.

8. Qd1-g4

White takes the opportunity to THREATEN the Black g-pawn. Black now decides he can win a piece.

- | | |
|------------|------------------|
| 8... | Nc6xd4 |
| 9. Qg4xd4 | Nd6xb5 |
| 10. Qd4xg7 | Rh8-f8 (Diagram) |

OK, it's White to play. What would you suggest?



White to move

11. Bc1-h6

What's the THREAT: The Black Bishop, remember, is PINNED so Qh6xf8 would be MATE! Black's Knight is offside and his other pieces undeveloped so all he can do is make room for his King.

- | | |
|-------------|--------|
| 11... | d7-d5 |
| 12. Qg7xf8+ | Ke8-d7 |
| 13. Qf8xf7 | |

PINNING the Bishop and THREATENING Bh6-g5, so Black unpins, but at the same time brings his King further out into the open.

13...

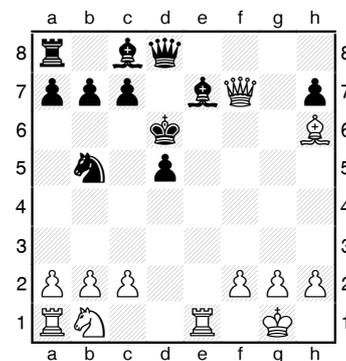
Kd7-d6 (Diagram)

How does White finish off his opponent?

14. Re1xe7

Perhaps not so easy to see. What's White's next move after Qd8xe7?

The King and Queen are now on the same diagonal. Can we get a Bishop there? Yes - Bh6-f8 PINS and wins the Black Queen. Black resigned after Re1xe7. A pretty good game for a Prime Minister.



HELPFUL HINTS

1. Learn and remember the opening. Practice it as much as you can.
2. If you're White castle quickly. Try to play d2-d4 quickly to get rid of his e-pawn. Rf1-e1 is often a useful move (unless he has a Bishop on c5).
3. If Black plays Bf8-c5 you can either use the FORK TRICK or ask Charlie to help you form a pawn centre: c2-c3 followed by d2-d4.
4. Don't worry too much about defending your e-pawn. You will usually be able to get it back.
5. Stop and work out every move what happens if White captures the Pawn on e5.

it. Over to you! CCT!

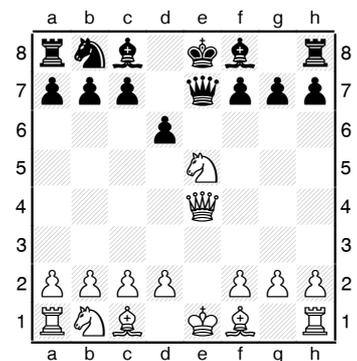
You might not see any CHECKS at first until you look at the line-up of pieces on the e-file. White Queen, White Knight and Black King. If White moves his Knight it will be DISCOVERED CHECK. Where should he move it?

Not Ne5xf7+ or Ne5xd7+: the Black King can just take it. Ne5-g6+ is good, CHECKING and THREATENING the Rook on h8, but there's something better. The best move is Ne5-c6+, which wins the Black Queen. The Queen can block the check on e7 but the White Knight can still take her. So White wins a Queen for a Knight. REMEMBER THIS. YOU WON'T REGRET IT!

Now go back to the position after Black's fourth move and try to find something better for him. Suppose Black plays 4... d7-d5, to defend the Knight. What then? The Knight is PINNED in a way: if it moves Black, as you have seen, loses his Queen. If you have a PIN what do you do? ATTACK THE PINNED PIECE AGAIN. The best way to do this is to play d2-d3 (better than f2-f3, which weakens the King - DON'T TOUCH FREDDIE!), kicking the Knight, and, if it moves away, of course you play Ne5-c6+, again winning the Queen.

Instead, Black can copy White for one more move:

- | | |
|-----------|-----------------|
| 4... | Qd8-e7 |
| 5. Qe2xe4 | d7-d6 (Diagram) |



White to move

Look again at the e-file. Now White's Knight is PINNED: if it moves he loses his Queen. So he plays d2-d4 to get a pawn for his Knight and finishes up a pawn ahead.

Now let's look at the right way for Black to play the PETROFF DEFENCE.

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Ng8-f6 |
| 3. Nf3xe5 | d7-d6 |

This is Black's best move here. Don't be tempted to play Qd8-e7 instead. Yes, White might fall for a trap and lose his Queen but if he plays well he'll gain time later on because Black will have to move the Queen again.

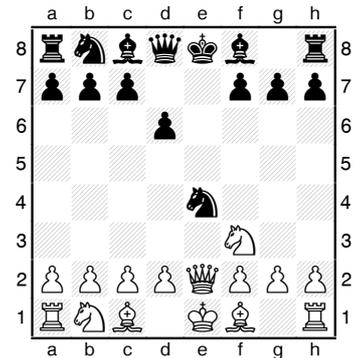
- | | |
|-----------|--------|
| 4. Ne5-f3 | Nf6xe4 |
|-----------|--------|

Now it's safe to take the pawn. The most popular move in this position is d2-d4, to gain space in the centre. It's also possible to play d2-d3 to drive back the Knight.

But White can choose a different move which gives Black another chance to go wrong.

5. Qd1-e2 (Diagram)

Black's Knight is attacked and PINNED. What should he do about it? d6-d5, for instance, would be a mistake. White wins the pinned Knight with d2-d3. 5... f7-f5 and 5... Bc8-f5 would be equally poor for the same reason. No, the only good move is 5... Qd8-e7, defending and UNPINNING at the same time. This leads to a level position.



Black to move

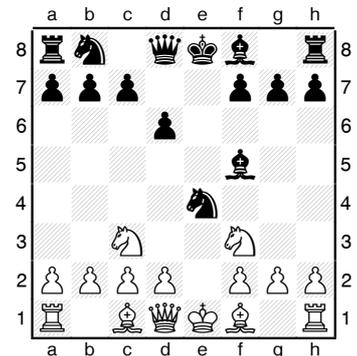
In our next example, White chose a different 5th move. This game broke two records: the shortest ever loss by a Grandmaster and the shortest ever loss by a reigning World Champion. The loser, an Indian Grandmaster who is now one of the world's strongest players, was World Junior Champion at the time of the game. His opponent was a Grandmaster from Colombia.

White: Alonso Zapata Black: Vishy Anand

Biel 1988

Opening: Petroff's Defence

- | | |
|-----------|--------------------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Ng8-f6 |
| 3. Nf3xe5 | d7-d6 |
| 4. Ne5-f3 | Nf6xe4 |
| 5. Nb1-c3 | Bc8-f5?? (Diagram) |



White to move

5... Ne4xc3 is the correct move here. What's the move that beats a World Champion?

6. Qd1-e2 (PIN!)

If Black defends the attacked Knight with 6... d6-d5, 7. d2-d3 wins the poor beast, while if 6... Qd8-e7, there comes 7. Nc3-d5, when 7... Qe7-e6 loses to 8. Nd5xc7+ (FORK!) and if, say, 7... Qe7-d8, 8. d2-d3 again wins the Knight. The Knight is doomed and you don't play on a piece down against a Grandmaster. So Black resigned.

The best way to head for this sort of position with White after 2... Nb8-c6 is to play the Ruy Lopez. Here's a simple example which will show you how easy it is for Black to go wrong.

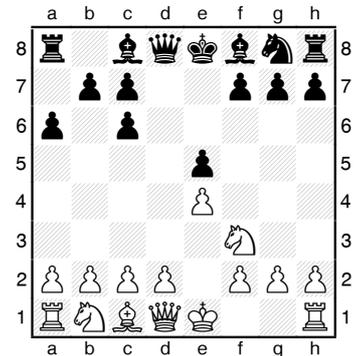
- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |

3. Bf1-b5

If you've read the previous lesson you'll know something about this opening.

3... a7-a6

Black's most popular reply. White usually plays Bb5-a4 here, but taking the Knight, the EXCHANGE VARIATION, is also good.



4. Bb5xc6 d7xc6 (Diagram)

White to move

When White exchanges Bishop for Knight on move 4 he's playing the EXCHANGE VARIATION of the RUY LOPEZ. It's slightly better for Black to take with the d-pawn rather than the b-pawn because it opens up a line for his Bishop and keeps his Pawns together. It's not a very good idea for White to take the Pawn on e5 at once. Why not? Black has several ways of getting the pawn back at once: a QUEEN FORK (Qd8-d4), another QUEEN FORK (Qd8-g5) or a SKEWER (Qd8-e7). But instead of taking the pawn at once White can try a different idea.

5. 0-0

Now Black should defend the e-pawn with a move like f7-f6, Qd8-d6, Bf8-d6 or even Bc8-g4 (PIN!). If he decides to attack White's e-pawn instead he can easily run into TROUBLE ON THE E-FILE.

5... Ng8-f6?!

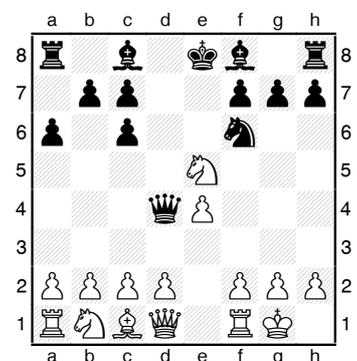
6. Nf3xe5

Now there are two ways Black can go badly wrong.

Firstly, he can try a QUEEN FORK, but this time it doesn't work because the White Rook is already in play.

6... Qd8-d4? (Diagram)

Choose a move for White here.



White to move

7. Ne5-f3

Simple and good: moving the THREATENED Knight and in turn THREATENING the Black Queen.

7... Qd4xe4??

It's your move again. Think CCT!

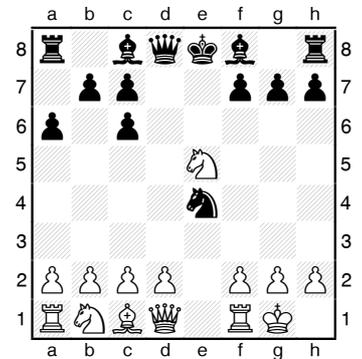
8. Rf1-e1 (PIN!)

PINNING and winning the Queen.

Or secondly he can take the e-pawn at once. (Go back to move 6)

6... Nf6xe4? (Diagram)

What now for White? Over to you!



White to move

7. Rf1-e1

It's better to use the Rook rather than the Queen on the OPEN FILE in this sort of position.

7... Ne4-f6??

And you know what to do now, don't you? 8. Ne5xc6+ (DISCOVERED CHECK), winning the Queen.

This sort of thing happens a lot in the Ruy Lopez. You see how important it is to castle early when the e-file is open. Number one, you get your King into safety, and number two, your Rook can reach the e-file and harass the enemy monarch. Why not try playing some games with the Ruy Lopez yourself? The key moves are: 0-0, to bring the Rook into play, Rf1-e1, to line up your Rook against the enemy King, and either Bb5xc6 followed by Nf3xe5, or, if he doesn't allow this, d2-d4 to get rid of his e-pawn. Don't bother to defend your e-pawn. You want the file to be clear of pawns for your Rook.

Just to show you that this sort of thing really does happen look at the first few moves of two games played by Luke McShane a few days after his sixth birthday. They both started 1. e2-e4 e7-e5 2. Ng1-f3 Nb8-c6 3. Bf1-b5 Ng8-f6 (The Berlin Defence to the Ruy Lopez) 4. Bb5xc6 (The usual move here is 4. 0-0.) Now one of his opponents played 4... b7xc6 5. 0-0 Nf6xe4 6. Rf1-e1 d7-d5 7. d2-d3 Ne4-f6 8. Nf3xe5 Bf8-d6? 9. Ne5xc6+ (DISCOVERED ATTACK!) winning the Queen. The other game continued 4... d7xc6 5. 0-0 Nf6xe4 6. Rf1-e1 Qd8-d5? 7. d2-d3 Ne4-f6 8. Re1xe5+ (FORK!), again winning the Queen. Luke is now England's youngest ever Grandmaster.

HELPFUL HINTS

1. In any opening where one or other e-pawn might disappear from the board you **MUST CASTLE AS SOON AS YOU CAN!**
2. It's often a good idea to put your **LINE PIECES** (Queen, Rooks, Bishops) on the same line as more valuable enemy pieces. For instance, try to put a Rook on the same file as your opponent's King or Queen. With a bit of luck this will set up **PINS** and **DISCOVERED ATTACKS** for you.
3. The **PETROFF DEFENCE** is a good (but boring) opening for Black, but if you play it watch out for danger on the e-file.
4. The **RUY LOPEZ** is the strongest opening in the world! **LEARN, REMEMBER, UNDERSTAND** and **PLAY** it!
5. Think **CCT** at all times: every move, every game. At the same time look down the lines of your Queen, Rooks and Bishops to see what's at the end.

2. Ng1-f3 Nb8-c6

3. d2-d4

The SCOTCH GAME

3... e5xd4

4. Nf3xd4 Bf8-c5

Black attacks the Knight a second time.

5. Bc1-e3

And White defends it a second time. Black, suspecting nothing, plays...

5... Ng8-f6? (Diagram)

Over to you for White's plan to win a piece.

Look along the diagonal of the Bishop on e3 and you see an undefended Black Bishop on c5. Remember: LOOSE PIECES DROP OFF. There's a Knight in the way, on d4, so we look for a forcing Knight move and find...

6. Nd4xc6 b7xc6

What would have happened had Black played Bc5xe3? Why, Nc6xd8, of course. And now? Just Be3xc5 and White has an extra Bishop. By the way, the usual 5th move for Black is Qd8-f6.

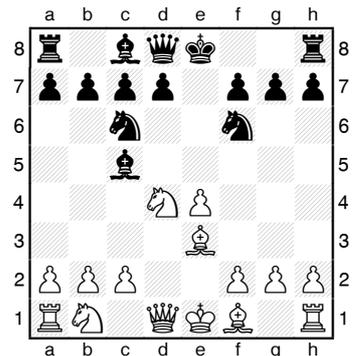
Even strong players fall for this one if they haven't seen it before. DISCOVERED ATTACKS are often difficult to see.

Here's another trap which claims hundreds of victims every year.

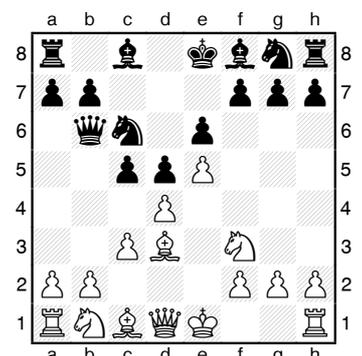
1. e2-e4 e7-e6
 2. d2-d4 d7-d5
 3. e4-e5 c7-c5
 4. c2-c3 Nb8-c6
 5. Ng1-f3 Qd8-b6

This is one of the most popular variations of the FRENCH DEFENCE. White's next move sets a trap.

6. Bf1-d3 (Diagram)



White to move



Black to move

Black now notices that the white d-pawn is attacked three times and only defended twice. Is it safe to take it?

- 6... c5xd4
 7. c3xd4 Nc6xd4?
 8. Nf3xd4 Qb6xd4?? (Diagram)

Well, he's gone for it. How can you show him the error of his ways?

Again, look down the lines of your LINE PIECES. What do you see on the d-file: White Queen, White Bishop, Black Queen. The Black Queen is UNDEFENDED (LPDO - Loose Pieces Drop Off). If we move the Bishop with check we'll win the Queen. How can we do it? By playing...

9. Bd3-b5+

Black has to get out of check, giving White time to take the Queen.

Here's another example.

1. e2-e4 e7-e5
 2. Ng1-f3 Nb8-c6
 3. Nb1-c3 Bf8-c5
 4. Nf3xe5

White plays a FORK TRICK.

- 4... Nc6xe5
 5. d2-d4

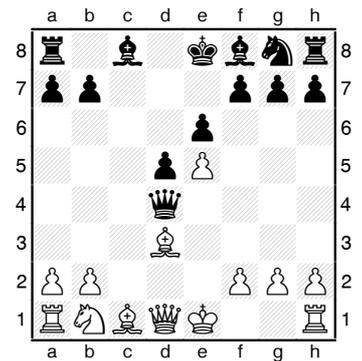
Winning back the piece with a PAWN FORK! Black should now play Bc5-d6.

- 5... Bc5xd4
 6. Qd1xd4 Qd8-f6?!

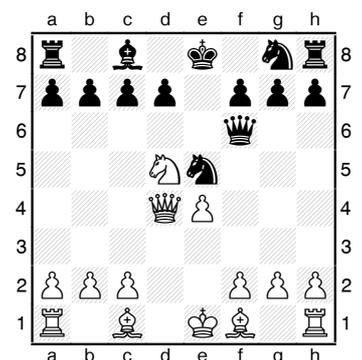
Setting a trap. Nc3-b5 is now very strong for White, but instead he misses the point of Black's last move.

7. Nc3-d5?? (Diagram)

It looks good for White, doesn't it? He's attacking the Queen. He's THREATENING a KNIGHT FORK on c7. And if the Queen goes back to d8 to prevent the fork he'll win the Knight.



White to move



Black to move

But he's got a nasty shock coming. Can you find it?

Look down the lines of the line pieces. The Queens are on the same diagonal, with a Black Knight in between them. The White Queen is undefended (which is why White should have played his Knight to b5). Think CCT and you'll find the answer, which is...

7... Ne5-f3+

and White's been robbed of his Queen in broad daylight. Daylight robbery indeed.

We can also do this sort of thing the other way round. If your LINE PIECE is in line with the enemy King and you have a piece in the way, you will give DISCOVERED CHECK by moving that piece out of the way. What you look for is the move that does the most damage. DISCOVERED CHECKS early in the game usually happen on the e-file. If you look at the lesson called TROUBLE ON THE E-FILE you'll find some examples. Here's another one.

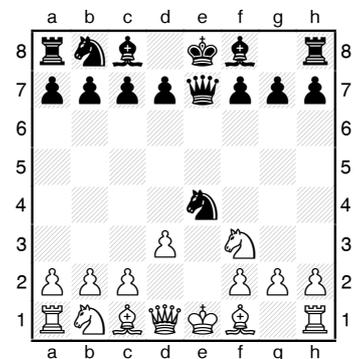
1. e2-e4 e7-e5
2. Ng1-f3 Ng8-f6
3. Nf3xe5 Qd8-e7

Black's correct third move in the PETROFF DEFENCE is d7-d6. This move sets a trap but brings the Queen out too soon.

4. Ne5-f3 Nf6xe4
5. d2-d3?? (Diagram)

He should block the e-file with Bf1-e2 before doing this.

You probably know what Black should do here.



Black to move

Look down the e-file: Black Queen, Black Knight, White King. If we move the Knight it's DISCOVERED CHECK so let's attack something big at the same time. What could be bigger than the Queen? We don't play Ne4xf2+ because of Ke1xf2. What we do play is Ne4-c3+ and it's goodbye to the Black Queen. If she goes to e2 to block the check, the Knight will still take her.

As you see, DISCOVERED CHECKS are pretty cool. But there's something even better than a DISCOVERED CHECK. Do you know what that is? It's a DOUBLE CHECK. CHECK by two pieces at the same time. YOU CAN ONLY GET OUT OF A DOUBLE CHECK BY MOVING YOUR KING! Here's a quick example.

1. e2-e4 e7-e5

2. f2-f4

The KING'S GAMBIT

2...	e5xf4
3. Ng1-f3	d7-d5
4. Nb1-c3	d5xe4
5. Nc3xe4	Bc8-g4

Black would do better to develop his King-side pieces and castle quickly in this OPEN POSITION.

6. Qd1-e2

Setting a trap.

6... Bg4xf3?? (Diagram)

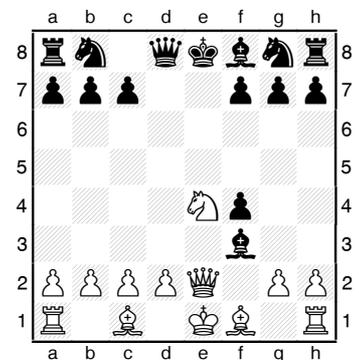
He should block the e-file instead, but assumes that White will recapture on f3.

Sometimes when you're playing chess you have to look beyond the obvious. Think CCT and you'll see that a Knight move is DISCOVERED CHECK. Any old discovered check and Black will take the Queen, but try a DOUBLE CHECK instead.

7. Ne4-f6#

Can Black take the Queen? No, he's in check from the Knight. Can he take the Knight? No, he's in check from the Queen. Can he move his King anywhere? No! It's CHECKMATE!

DOUBLE CHECK means DOUBLE TROUBLE for Black.



White to move

HELPFUL HINTS

1. When your opponent makes a move don't just look at the piece he moved. He might be opening up a DISCOVERED ATTACK.
2. Look along the lines of your LINE PIECES - Queens, Rooks, Bishops. If you have a piece between one of your LINE PIECES and an enemy target you will have a DISCOVERED ATTACK, or, if the target is the King, a DISCOVERED CHECK.
3. Learn to look beyond the obvious, to look for surprise moves. Don't make assumptions or jump to conclusions. Think CCT all the time.
4. Remember that LOOSE PIECES DROP OFF - try to keep all your pieces defended if you can.

TIME BANDITS

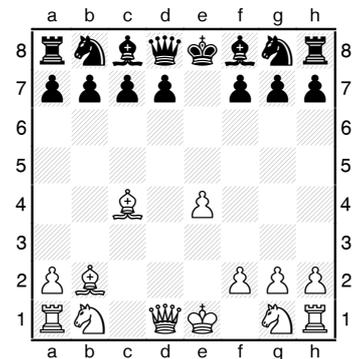
Have you got time on your side? At the start of a game of chess TIME is vitally important. You shouldn't start an attack until you've got all your pieces out - or more pieces than your opponent. In OPEN GAMES - the ones you are learning on this course, RAPID DEVELOPMENT is ESSENTIAL.

In some openings one player, usually White, gives up MATERIAL in order to gain an advantage in TIME. In this lesson we'll look at one of them.

It's called the DANISH GAMBIT and starts like this.

White: G Schnitzler Black: A Alexandre
Paris 1879

- | | |
|---------------------|-------|
| 1. e2-e4 | e7-e5 |
| 2. d2-d4 | e5xd4 |
| 3. c2-c3 | d4xc3 |
| 4. Bf1-c4 | c3xb2 |
| 5. Bc1xb2 (Diagram) | |



Black to move

What's going on here? White has SACRIFICED two Pawns but just look at his Bishops. You'll see from the games just how strong they are. Just as a taster, what would White play now after Bf8-c5? Yes, Bb2xg7, SNARING the Rook in the corner. Is White's lead in development worth two pawns? Nobody knows for certain. White must play for the attack and try to avoid exchanges. Otherwise he'll just be two pawns behind and lose the ENDING. Black must try to catch up in DEVELOPMENT while meeting White's THREATS.

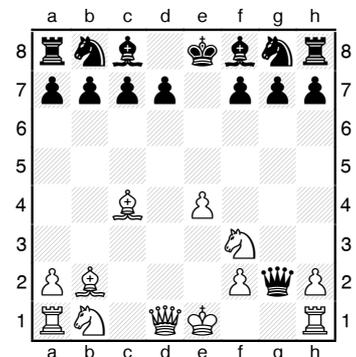
Let's see what happened in the game between Schnitzler and Alexandre.

5... Qd8-g5?

DON'T BRING YOUR QUEEN OUT TOO SOON!

6. Ng1-f3 Qg5xg2 (Diagram)

Black greedily eats another pawn. What should White do next?



White to move

If you think CCT the first move you look at will be Bc4xf7+. If you know about EXPLOSIONS ON f7 the first move you look at will also be Bc4xf7+. Which just happens to be the right answer. The point is that if Black takes the Bishop, Rh1-g1 will win the Queen, because Qg2-h3 allows the KNIGHT FORK Nf3-g5+. If you played Rh1-g1, intending to meet Qg2-h3 with Bc4xf7+, that's just as good.

7. Bc4xf7+ Ke8-d8

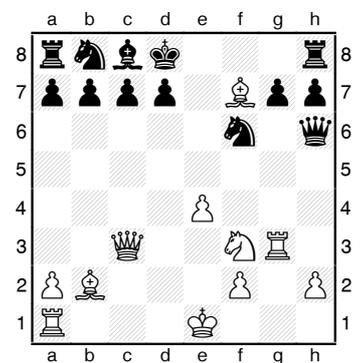
Black sees what's coming and declines the offer.

8. Rh1-g1 Bf8-b4+
9. Nb1-c3 Qg2-h3
10. Rg1-g3 Qh3-h6
11. Qd1-b3

This is a QUEEN FORK, THREATENING the Bishop on b4 and the Knight on g8. Black can get out of it, but, behind in DEVELOPMENT and with his King stuck in the centre, he's not going to survive.

11... Bb4xc3+
12. Qb3xc3 Ng8-f6 (Diagram)

White's attack consists of five pieces: Queen, Rook, two Bishops and Knight. Black's defence comprises just two pieces: a Queen and a Knight. A five-man attack will always beat a two-man defence, but can you find the win? CCT!



In fact the best way to win is Bb2-c1 (a hard move to see), THREATENING the Queen, which has no good squares. And if Black tries 12... Nf6xe4, White has 13. Bc1xh6 Ne4xc3 14. Bh6-g5#!

But in the game White preferred something flashier but not quite as good.

13. Rg3-g6!?

SACRIFICING a Rook! Black could play Nf6xe4 here, when he should still lose, but instead he took the Rook, falling for the trap.

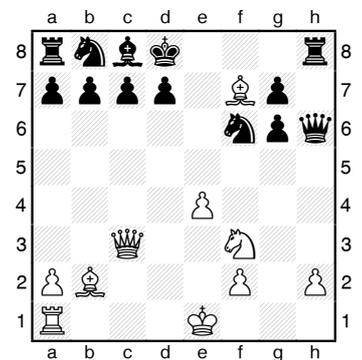
13... h7xg6 (Diagram)

Think CCT and you'll discover the reason for the Rook Sacrifice.

14. Qc3xf6+

That's right: now a QUEEN SACRIFICE forces mate.

14... g7xf6
15. Bb2xf6#



Let's try another game. Can you remember the first five moves?

White: Hans Lindehn Black: Ladislas Maczuski
Paris 1863

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. d2-d4 | e5xd4 |
| 3. c2-c3 | d4xc3 |
| 4. Bf1-c4 | c3xb2 |
| 5. Bc1xb2 | Ng8-f6 |

A natural developing move, but perhaps not best. White could now play e4-e5, THREATENING the Knight, but prefers a developing move.

- | | |
|-----------|--------|
| 6. Nb1-c3 | Bf8-b4 |
|-----------|--------|

Black PINS the Knight, hoping to exchange some pieces.

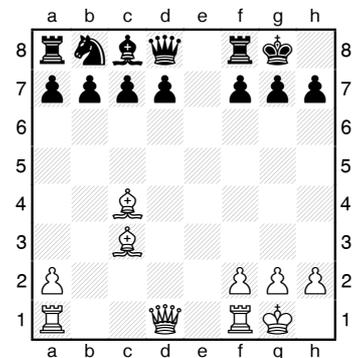
- | | |
|-----------|--------|
| 7. Ng1-e2 | Nf6xe4 |
|-----------|--------|

Now Black's THREE pawns ahead.

- | | |
|------------|--------|
| 8. 0-0 | Ne4xc3 |
| 9. Ne2xc3 | Bb4xc3 |
| 10. Bb2xc3 | |

What would you play if Black castled here, giving the diagram on your right?

White wins by going for the KISS OF DEATH on g7. 11. Qd1-g4 (but not Qd1-d4 at once because of Qd8-f6) 11... g7-g6 12. Qg4-d4 followed by mate on g7 or h8. Can't Black defend with 12... f7-f6? NO - the f-pawn is PINNED by the Bishop on c4.

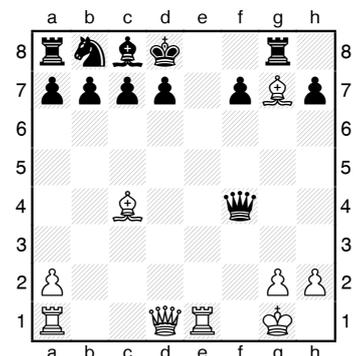


White to move

But in our game Black played...

- | | |
|-------------|------------------|
| 10... | Qd8-g5 |
| 11. Rf1-e1+ | Ke8-d8 |
| 12. f2-f4 | Qg5xf4 |
| 13. Bc3xg7 | Rh8-g8 (Diagram) |

White wants to play Bg7-f6# but first he needs to drive the Black Queen away. How can he do it?



White to move

Our mating pieces are the Bishop on g7 and the Rook on e1. We can afford to SACRIFICE the Queen so the move is...

14. Qd1-g4

Now if Black takes the Queen, Bg7-f6 is mate. Black can continue to defend f6 by playing Qf4-d6? What happens then? CCT!

White mates in two moves with 15. Bg7-f6+ Qd6xf6 16. Qg4xg8#. So Black resigned.

So, is White winning in this opening. Perhaps not, if Black plays the best defence, but it's not so easy over the board. This opening, more than any other, teaches you how to attack. Practice it and see how you get on.

Let's take a look at how Black can defuse the attack. Do you still remember the first five moves?

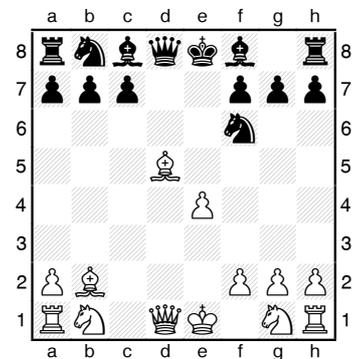
- | | |
|-----------|-------|
| 1. e2-e4 | e7-e5 |
| 2. d2-d4 | e5xd4 |
| 3. c2-c3 | d4xc3 |
| 4. Bf1-c4 | c3xb2 |
| 5. Bc1xb2 | d7-d5 |

Black gives back one of his extra pawns to get his pieces out.

6. Bc4xd5

Taking with the Pawn is possible but blocks in the Bishop.

6... Ng8-f6 (Diagram)



White to move

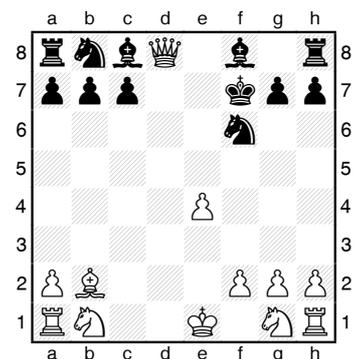
If you know about EXPLOSIONS ON f7 you'll probably see what looks like a good move for White here. Can you find it?

- | | |
|---------------------|--------|
| 7. Bd5xf7+ | Ke8xf7 |
| 8. Qd1xd8 (Diagram) | |

Oh dear! Black's lost his Queen. What can he do about it?

8... Bf8-b4+

A DISCOVERED ATTACK wins the Queen back.



Black to move

DECOY AND DESTROY

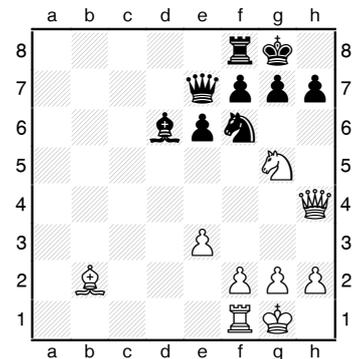
How often have you said to yourself "If only?" "If only that piece wasn't there. Then I could mate him." "If only his Queen was over there. Then I could FORK his King and Queen." There's no place for wishful thinking in chess, but sometimes, if you work hard enough at the position, you can make your dreams come true.

We have two ideas, for which we use words that rhyme: DECOY and DESTROY.

DESTROY is easier to understand: if you don't like an enemy piece because it stops you doing something perhaps you can just capture it. DESTROY.

If you force a piece to go somewhere it doesn't want to do, by attacking it or by forcing it to do something else, then you DECOY it. (Some books use DECOY when the square it goes TO is important and DIVERSION when the square it goes FROM is important.)

Look at the diagram on your right. White would like to play Qh4xh7# (THE KISS OF DEATH). What's preventing him? The Black Knight on f6. How do we get rid of the Knight?

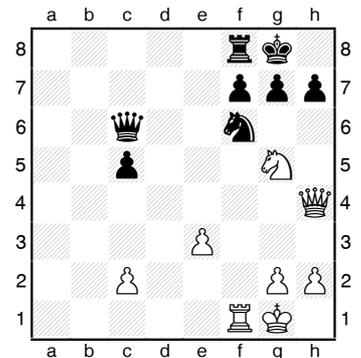


White to move

Very simple. We just take it off: Bb2xf6 (DESTROY!), and, if he takes back, either with the Queen or the Pawn, then Qh4xh7#.

We'll change the position slightly for our next example. What would you play now? Again it's White's move.

No problem. Rf1xf6 (DESTROY!), which threatens mate on h7 and also the Queen on c6. White's going to come out at least a Queen ahead.

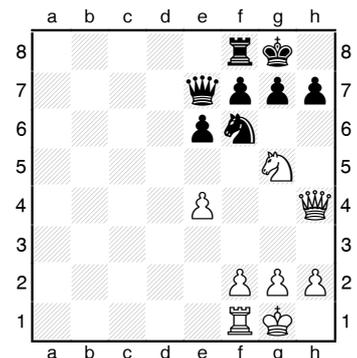


White to move

Of course a Rook is worth more than a Knight, but that doesn't matter. If you learn to look ahead these positions are easy to solve.

Move a few pieces around again and you reach the position on your right. How should White continue here?

Again we'd like to evict the Knight from f6 and mate on h7. We can't capture the Knight but we can THREATEN it. The move is e4-e5. If the Knight moves then it's the KISS OF DEATH again. But do you see what happens if Black plays h7-h6, preventing mate and THREATENING the White Knight?



White to move

See if you can look ahead. Try to visualise the position after each move. White can take the Knight: e5xf6. Now Black's Queen is THREATENED but he can take the White Knight: h6xg5. White takes the Black Queen: f6xe7 and Black takes the White Queen: g5xh4. Now White has e7xf8=Q+ and Black has no choice: Kg8xf8. This is where we stop calculating. Can you see without playing the moves what pieces each player has left? White has Rook and three Pawns, Black just has four Pawns.

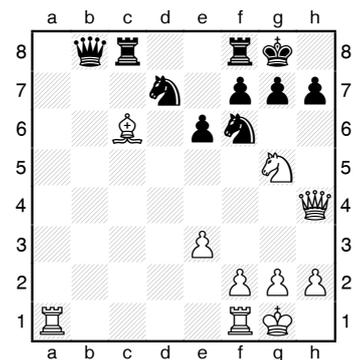
But there's another variation to calculate as well. Again, White plays e4-e5 and Black plays h7-h6. White takes the Knight: e5xf6 and this time Black takes the Pawn: Qe7xf6. Can you visualise this position without moving the pieces. What is Black threatening? Yes, either h6xg5 or Qf6xg5. Where should White move his Knight? Do you see that the Knight is PINNED. If White moves his Knight, Black will take the Queen. Can White move his Knight to a square where it DEFENDS the Queen? Yes, he can move it to f3. Then he remains a Knight for a Pawn ahead.

If you can follow these variations without moving the pieces you're well on the way to becoming a real chess player. You really do have to learn to do this sort of thing all the time you're playing a game.

Anyway, back to DECOY and DESTROY and our next example.

We've added a few more pieces this time. Your suggestions, please, for White.

Again, White says "If only that Knight on f6 wasn't there. But I can't take it and I can't attack it? What can I do?" But think CCT and you'll notice a capture on d7: Bc6xd7 (DECOY!). Now if Black takes back we all know what happens: Qh4xh7#. And if he doesn't take back he's just lost a Knight for nothing.



White to move

In this sort of position we say that the Black Knight on f6 is OVERWORKED. It's an OVERWORKED PIECE. Maybe you're clever and can do two things at the same time, but chess pieces, by and large, can't. The Black Knight has to defend both d7 and h7 at the same time. By forcing him to do one job we stop him doing the other one. Learn to look at the whole board and understand the relationship between all the pieces.

think "I'd love to play Qe5-f5#, but that pesky Bishop on c8 is stopping me." He might also think "I'd love to play Bd5xb7, but again that pesky Bishop is stopping me." Then he realises the Bishop is OVERWORKED and cannot do both jobs at once, so he plays...

9. Bd5xb7 (DECOY!)

when the best Black can do is...

9...	Bf8-d6
10. Qe5-a5	Bd6-b4
11. Qa5xb4	Bc8xb7
12. Qb4xb7	Nb8-d7

White is four pawns ahead and should win easily.

HELPFUL HINTS

1. Look out for chances to play DECOY and DESTROY moves in your games.
2. You can find them by thinking CCT.
3. You can also find them by thinking "If only...". You'll be surprised how many chances you'll have to use these ideas in your games. You just have to stop and look for them.
4. Oh, and, whatever you do, DON'T play Damiano's Defence.

FREDDIE TAKES A TRIP

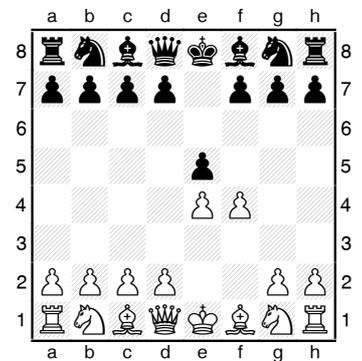
What do you in the opening? Remember DCK. DEVELOPMENT, CENTRE CONTROL, KING SAFETY. You also know that you should never, unless you have a very good reason, give up MATERIAL. But sometimes, even at the start of the game, there might be a good reason. In most openings the players are exchanging advantages. In some openings one player gives up MATERIAL in order to gain an advantage in DEVELOPMENT, CENTRE CONTROL or KING SAFETY. For instance, in the DANISH GAMBIT, White gives up two pawns to gain a lead in DEVELOPMENT. In the FRIED LIVER ATTACK, White sacrifices a Knight for a pawn in order to force the Black King into the middle of the board. And in the opening we're going to look at now, the KING'S GAMBIT, White gives up a pawn to increase his CENTRE CONTROL.

The word GAMBIT, by the way, comes from an Italian word meaning, roughly, to trip someone up by their legs.

The KING'S GAMBIT starts like this:

1. e2-e4 e7-e5
2. f2-f4 (Diagram)

You've been warned before about the dangers of moving Freddie in the opening. White has to be very careful about Queen checks on h4 - the FATAL DIAGONAL.



Black to move

At the moment, Qd8-h4 is rather a waste of time: White can just play g2-g3. But suppose Black plays 2... Bf8-c5 and White, thinking he's winning a Pawn, plays f4xe5. What happens then? Black plays Qd8-h4+, of course, which wins at once. White should prefer 3. Ng1-f3, to prevent the check. Or if Black plays d7-d5 and White carelessly replies f4xe5? Then what? Again Qd8-h4+ is very strong.

But there's also nothing wrong with capturing Freddie at once, as Black did in this game, won by someone called WE Rudolph in 1912.

3. Bf1-c4

The most popular and safest move here is Ng1-f3, but this is also good. White's not afraid of Qd8-h4+ because he'll play Ke1-f1, where his King will be fairly safe, and he'll be able to gain time by driving the Queen back.

- 3... Bf8-c5?

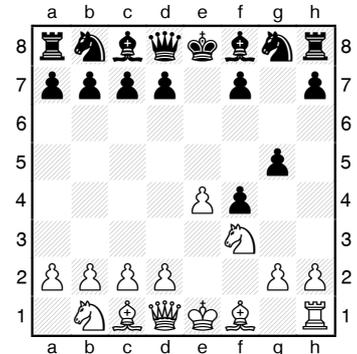
A weak move. Because Black doesn't have a pawn in the centre at the moment he has to be very careful where he puts his pieces. Now White puts another pawn in the centre at the same time as driving the Bishop back.

3. Ng1-f3

The usual move, preventing a Queen check on h4. Now Black can follow one of two policies. He can hit back in the centre and aim for quick development, returning his extra pawn: for example by playing 3... d7-d5, and if 4. e4xd5, Ng8-f6. Or he can try to make life difficult for White by trying to maintain the pawn on f4. One way of doing this is by playing 3... Ng8-f6, and after e4-e5, Nf6-h5 (A KNIGHT ON THE RIM ISN'T ALWAYS DIM) when it's not so easy for White to get the pawn back.

3... g7-g5 (Diagram)

This looks like just the sort of move you've been told not to play, doesn't it? It weakens Black's King, doesn't help his development very much (yes, the Bishop on f8 might go to g7 or h6) and doesn't help in controlling the centre. Yet it's one of Black's best moves. What's the big idea? The idea is to play g5-g4, and when the Knight moves, Qd8-h4+, when Black's Queen and Pawns on f4 and g4 are a strong attacking force.



White to move

White usually decides to stop this by playing the KIESERITZKY GAMBIT: 4. h2-h4 g5-g4 5. Nf3-e5, with chances for both sides, but in this game Morphy decides to let Black do his worst.

4. Bf1-c4 g5-g4
5. d2-d4?!

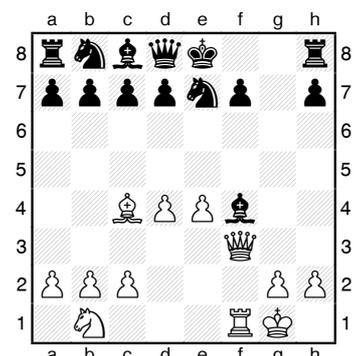
Already a Rook down, Morphy gives up a Knight as well. If White doesn't want to sacrifice he can play Nf3-e5 (the SALVIO GAMBIT), which leads to very complicated play. The most common way of giving up the Knight is 0-0 (the MUZIO GAMBIT). White can also try Nb1-c3 (the McDONNELL GAMBIT). Morphy's move is the GHULAM KASSIM GAMBIT, named after an Indian who analysed the opening in the 1820s. Another sacrifice here is Bc4xf7+, called, would you believe, the LOLLI GAMBIT! Lolli and Muzio were both Italians: Muzio lived in the 17th century and Lolli in the 18th century.

5... g4xf3
6. Qd1xf3 Bf8-h6?

Correct is 6... d7-d5 7. Bc4xd5 Ng8-f6 when Black would almost certainly be winning even without the extra Rook. Notice how often d7-d5 is a good reply to a gambit!

7. 0-0 Ng8-e7

8. Bc1xf4 Bh6xf4? (Diagram)



White to move

One of the ideas of the King's Gambit is an attack on the f-file once the Black pawn on f4 has disappeared. If you look at White's Queen and Rook it will give you some idea how White can win quickly.

Yes, it's an EXPLOSION ON f7 to force the Black King out.

- | | |
|-------------|--------|
| 9. Bc4xf7+! | Ke8xf7 |
| 10. Qf3xf4+ | Kf7-g7 |
| 11. Qf4-f6+ | Kg7-g8 |
| 12. Qf6-f7# | |

You see from these games how easily the King's Gambit can give White a strong attack. Try it out yourself and see what happens.

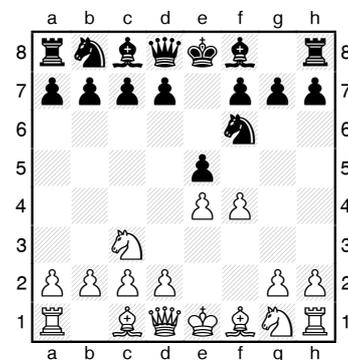
Another opening you might like to try is the VIENNA GAME.

It starts:

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Nb1-c3 | Ng8-f6 |

2... Nb8-c6 is equally possible here.

3. f2-f4 (Diagram)



Black to move

This is a sort of delayed King's Gambit. What move would you play if you were Black in this position?

Black only has one really good move here: 3... d7-d5 (not for the first time this lesson) when White usually continues 4. f4xe5 Nf6xe4. In this position, 5. Ng1-f3 is White's safest move, preventing the check on h4. Second best is d7-d6, holding the Pawn on e5 but blocking in the Bishop on f8. Unlike in the King's Gambit, Bf8-c5 is no good: White can just play f4xe5.

Did you suggest e5xf4? It's a good move in the King's Gambit but not here. Do you see why?

Remember to think about using your centre pawns to drive back enemy pieces. Here, White can play e4-e5 and the Black Knight only has one safe square: g8. Then White continues with Ng1-f3 (to stop the check on h4 again), d2-d4 and probably Bc1xf4 with a very strong position.

We'll look at the game Dr Wurzburger-Peifer, Paris 1933.

3... e5xf4?
4. e4-e5 Qd8-e7

PINNING the e-pawn, but it only makes matters worse. The Queen is a target for attack here.

5. Qd1-e2

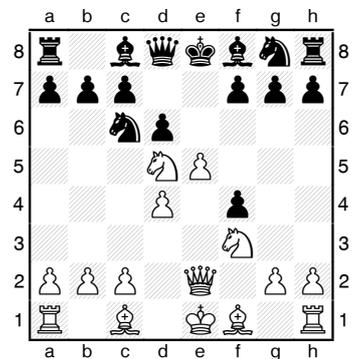
UNPINNING the e-pawn. Now Black has no choice.

5... Nf6-g8
6. Ng1-f3 Nb8-c6
7. d2-d4 d7-d6??
8. Nc3-d5

I told you so.

8... Qe7-d8 (Diagram)

Now Black's moved both his Knight and his Queen out, only to have to move them both back home again. I repeat, THIS IS NOT HOW YOU PLAY CHESS.



White to move

Can you find White's winning move? CCT!

Look out for TROUBLE ON THE E-FILE! e5xd6 is DISCOVERED CHECK, but by using a DECOY we can make it even stronger. Try Nd5xc7+ (FORK!), and if Black, not wanting to lose a Rook, takes the Knight with Qd8xc7, he'll find that e5xd6 hits the Queen as well as CHECKING the King. So the game continued:

9. Nd5xc7+ and Black resigned.

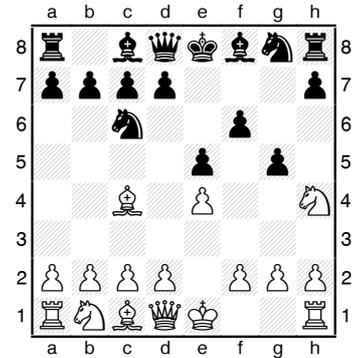
HELPFUL HINTS

1. Most of your opponents, if they haven't had this lesson, won't know how to play against these openings. If you learn them and try them out you'll win lots of points with them.
2. Make sure you know a good defence to the King's Gambit (there are several to choose from), and you know that after 1. e2-e4 e7-e5 2. Nb1-c3 Ng8-f6 3. f2-f4 the only good reply is d7-d5.
3. An early d7-d5 is a good move for Black against most White gambits.
4. Look out for EXPLOSIONS ON f7 in the King's Gambit.
5. Look out for the chance to use your centre pawns to attack your opponent's Knights and Bishops.
6. Don't develop your pieces where they can be attacked by moves which develop pieces or help control the centre.

4. Nf3-h4!?

g7-g5?? (Diagram)

White's move set a trap, and Black walks straight into it! Not content with moving Freddie he moves Gerry as well! Think DCK! Does this move have anything at all to do with development, the centre or King safety? No? Then don't play it! Attacking a piece is not a good enough reason for playing a move! Think CCT as well!



White to move

OK, what should White do now? If you think CCT the first move you look at should be...

5. Qd1-h5+

Ke8-e7

6. Nh4-f5#

This game was repeated over 100 years later in a game between two Richmond Junior Club members: James Wingfield - Jack Seaman Richmond RRP 1995

Here's another example: a game from the 1974 Chess Olympics. White was from the Dutch Antilles, Black from Wales.

White: OW Rigaud Black: John Cooper

Chess Olympics Nice 1974

Opening: Falkbeer Counter-Gambit

1. e2-e4

e7-e5

2. f2-f4

As you've seen, this is a very dangerous opening for both players. You'll remember that White's idea is to sacrifice Freddie to get a pawn centre and an attack on f7 down the f-file. Black could take the Pawn but here tries something different.

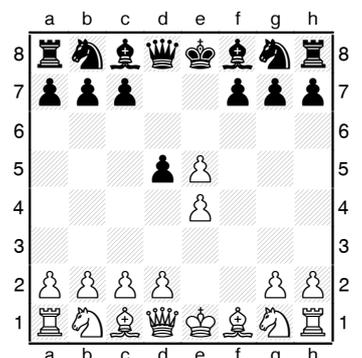
2...

d7-d5

This is called the FALKBEER COUNTER-GAMBIT, named after a 19th century player called Falkbeer. White has a choice of two pawn captures. Which one should he prefer?

3. f4xe5?? (Diagram)

Not this one! e4xd5 was fine for White: Qd8-h4 in reply would just be a waste of time as White could reply g2-g3 safely. Now choose a move for Black.



Black to move

3...

Qd8-h4+

Of course! Now it's all over for White whatever he does.

4. g2-g3 Qh4xe4+
 5. Ke1-f2 Bf8-c5+
 White resigns

It's well worth playing the Falkbeer Counter-Gambit if you're Black against the King's Gambit. If your opponent hasn't had the benefit of these lessons he may well play the wrong pawn capture.

Another idea worth knowing is a combined Queen and Knight attack. Here's a simple example.

1. e2-e4 e7-e5
 2. Ng1-f3 Bf8-c5?

A bad move, giving White a free pawn.

3. Nf3xe5 f7-f6??

Beginners often play Qd8-f6 here, thinking they're being clever by attacking both e5 and f2 (a FORK!) but White can easily defend with d2-d4 or Ne5-f3. In this game Black decides to move Freddie. Perhaps White won't see that his Knight's THREATENED?

I repeat again: attacking a piece is not a good enough reason for playing a move! Find a move for White. You should know what to expect by now!

4. Qd1-h5+ g7-g6 (Diagram)

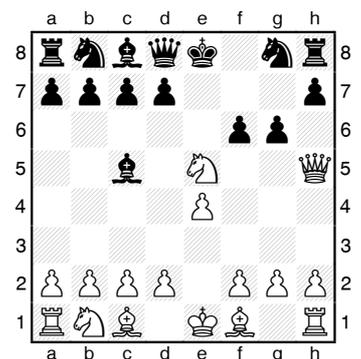
Otherwise the White Queen lands on f7. It's your move again. Think CCT before you decide!

5. Ne5xg6!

If you found this move for the right reason, well done! you're looking ahead! The Black h-pawn is PINNED!

5... h7xg6
 6. Qh5xh8

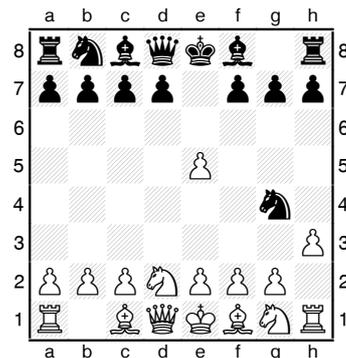
This is what you had to see before you took the pawn! When you're thinking CCT try to keep looking ahead until you run out of CHECKS, CAPTURES and THREATS. It's not easy, but with practice you'll get good at it.



White to move

Here are a few more short games on the same theme. The first one, according to many books, is the shortest master game ever played. They tell you that it was played between Amédée Gibaud and Frédéric Lazard in the 1924 Paris Championship. This is untrue for three reasons: 1) it was a friendly game, not a tournament game: 2) the moves are not correct - the winning move was the same but the game lasted a couple of moves longer: 3) the record's been broken anyway.

1. d2-d4 Ng8-f6 2. Nb1-d2?! e7-e5!? 3. d4xe5 Nf6-g4 4. h2-h3? (Diagram)



White to move

What would you play now? This is a very difficult question, but if you remember what the lesson's about and think CCT you might do it.

It's not Qd8-h4 with the idea that if h3xg4, Qh4xh1. That's a good idea but White can defend with g2-g3. Nor is it Ng4xf2, to follow up with Qd8-h4+: a tempting SACRIFICE but it doesn't quite work. Ng4xe5, taking a Pawn, is OK but there's something very much better. The winning move is:

4... Ng4-e3!! A brilliant move! The White Queen's attacked but has nowhere to go. And if f2xe3, then we all know what happens: Qd8-h4+ and mate next move. So White resigned.

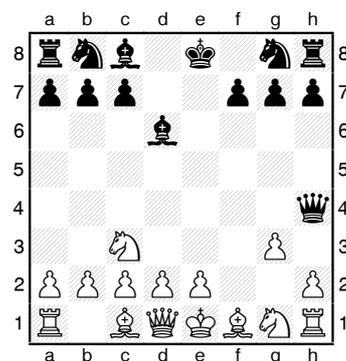
This time it was Harry, rather than Freddie or Gerry, who created the fatal weakness on the h4-e1 diagonal.

The lesson from all these games is the same. Moving Freddie, Gerry or Harry in the opening is really dangerous. Don't do it at home, kids!

Here's another example.

Opening: From Gambit

1. f2-f4 e7-e5 2. f4xe5 (Black SACRIFICES a Pawn for attacking chances. 2... d7-d6 3. e5xd6 Bf8xd6 4. Nb1-c3? (Ng1-f3 is correct, to prevent the check.) 4... Qd8-h4+ 5. g2-g3 (Diagram) How should Black continue? Think CCT!



Black to move

5... Qh4xg3+! (A QUEEN SACRIFICE to force mate! Full marks also for Bd6xg3.)
6. h2xg3 Bd6xg3#

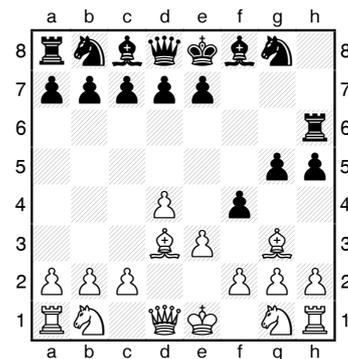
You may find the final example rather amusing.

White: Frank Teed Black: Eugene Delmar

New York, 1896

Opening: Dutch Defence

1. d2-d4 f7-f5 2. Bc1-g5 h7-h6 3. Bg5-h4 g7-g5 4. Bh4-g3 f5-f4? (This looks like it's winning the Bishop but turns out to be a mistake.) 5. e2-e3! (What's the threat?) 5... h6-h5 6. Bf1-d3 (What's the threat?) 6... Rh8-h6? (Diagram) What would you play here? Again, think CCT!



White to move

7. Qd1xh5+! (Another QUEEN SACRIFICE. White DECOYS the Rook which had to defend both g6 and h5.) 7... Rh6xh5 8. Bd3-g6#

HELPFUL HINTS

1. It's very dangerous to move Freddie, Gerry or Harry at the start of the game. Especially Freddie. Think very carefully before you do so.
2. If your opponent moves Freddie look for attacks on the two diagonals meeting at f7 or f2.
3. Attacking a piece is not a good enough reason for playing a move.
4. Think DCK in the opening. If you're tempted to play a move which has nothing to do with DEVELOPMENT, CENTRE CONTROL or KING SAFETY, don't play it!
5. Think CCT all the time!

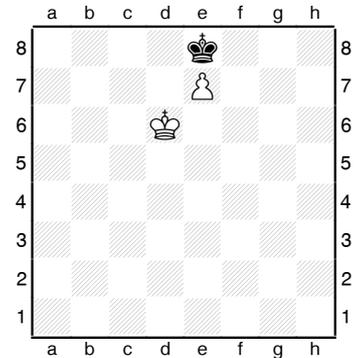
BOYS WILL BE GIRLS

What do boys want more than anything else in the world? To become a girl, of course! No? Well, in the looking-glass world of chess endings it's true. Take Eddie the e-pawn, for example. There's nothing he'd like more than to turn into Queen Edwina. The White King has lost his Queen and could certainly do with another one so he is going to try to help Eddie, while the Black King is going to try to stop him.

Take a look at the diagram on your right. Will Eddie become a Queen, or will the Black King stop him?

If you answered 'yes' you're not quite right. If you answered 'no' you're also not quite right.

The correct answer is: it depends whose move it is. If it's White's move he has two choices. He can continue to defend Eddie with Kd6-e6, which is STALEMATE, so, a draw. Or he can move his King away from Eddie, when the Black King will take him. Again a draw.

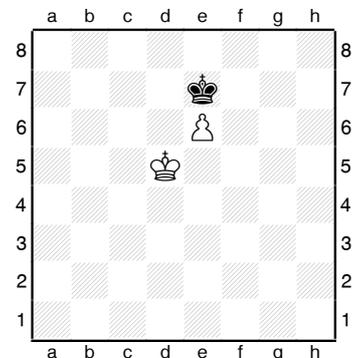


But if it's Black to play something different happens. he only has one possible move: Ke8-f7. Then White will play Kd6-d7 and because he is now controlling the queening square, e8, Eddie will become a Queen next move. And you know how to win with a King and a Queen, don't you? This position is VERY IMPORTANT. Look at it again and make sure you understand it.

Did you notice something strange about that position? In most chess positions you'd prefer it to be your move. In the topsy-turvy world of endgames, though, it's sometimes better NOT to have the move. There's a special word for this sort of position: a funny looking German word. ZUGZWANG. A position where you would rather pass than make a move. And of course you're not allowed to pass in chess!

If we move all the pieces back one square, we reach the position in the diagram. What happens now? Will Eddie become a Queen this time? In this position it doesn't matter whose move it is. If it's White's move he can only play Kd5-e5, which doesn't affect the result. So we'll assume it's Black's move.

What would you play next for Black? Can you stop Eddie becoming a Queen? THIS IS ONE OF THE MOST IMPORTANT POSITIONS IN CHESS SO MAKE SURE YOU KNOW THE ANSWER.

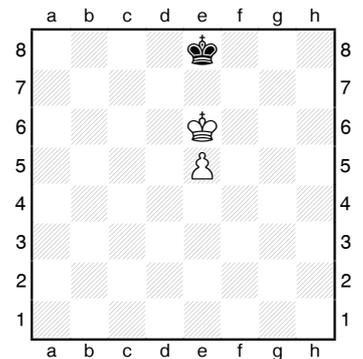


Black has four moves in this position. His King can go to f6, d8, e8 or f8. Let's look first at Ke7-f6. White replies Kd5-d6. He's now got round the side of his pawn, which is where he wants to be. His next three moves will be Kd6-d7, e6-e7 and e7-e8=Q, and there's nothing Black can do to stop him. Now let's try Ke7-d8. White again plays Kd5-d6. Black goes Kd8-e8. White pushes his pawn: e6-e7. We now have the position in the first diagram with BLACK to move. You'll remember that White wins. If you try Ke7-f8 instead on your first move the same thing will happen. Now go back to the diagram and play Ke7-e8. White again plays Kd5-d6. Stop again and decide on your next move. Will it be Ke8-d8 or Ke8-f8?

If the King goes to d8. White plays e6-e7+, the Black King returns to e8 and we reach the position from the first diagram with WHITE to play. You remember the result? A draw. But Ke8-f8 is not the same thing. Now White plays, not e6-e7+ with a draw, but Kd6-d7 when White will get a new Queen for Christmas. So, returning to the position in the diagram, Black's only move to draw is Ke7-e8. IF YOUR OPPONENT HAS A PAWN ON THE SIXTH RANK BLOCKED BY YOUR KING AND IT IS YOUR MOVE, YOUR KING MUST GO BACK TO THE QUEENING SQUARE. This is very important! Remember it!

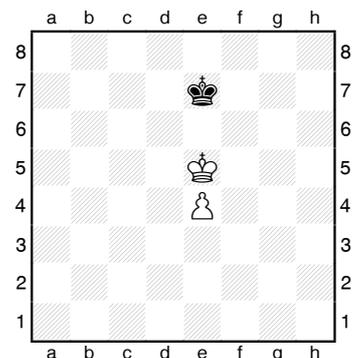
In our next diagram the White King in front of the pawn. What do you make of this position? Is White winning or is it a draw? Does it matter whose move it is?

Well' let's try White to move first. 1. Ke6-d6 Ke8-d8 2. e5-e6 Kd8-e8 3. e6-e7 and we've reached the first diagram with BLACK to move. You know what the result is? A win for White: Eddie becomes a Queen in two moves time. What about Black to move first? Go back to the diagram and start again. 1... Ke8-d8 2. Ke6-f7 (going round the side to control the queening square) 2... Kd8-d7 3. e5-e6+ and in two moves time Eddie will again become a Queen. So, with the pawn on the fifth rank and the King in front, it's a win with either player to move.



Now we'll move everything back one square again, giving the diagram on your right. Let's see if it makes any difference. Will Eddie become a Queen this time, or can Black stop him?

Suppose first it's White's move. We'll play 1. Ke5-d5 Ke7-d7 (the only good move - can you work out why? If he goes to f7 White wins by going round the side to d6, and if he goes back White comes forward again.) 2. e4-e5 Kd7-e7 3. e5-e6 and we've reached a position we know already with BLACK to play. Do you remember what Black's next move is? That's right. Ke7-e8 is the only move to draw.



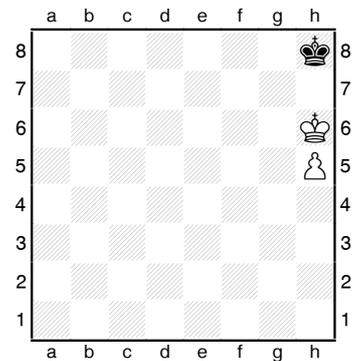
Now try again with Black moving first. 1... Ke7-d7 2. Ke5-f6 (Now White can go round the side) 2... Kd7-d6 3. e4-e5+

Kd6-d7 4. Kf6-f7 (controlling the queening square) and White will get a new Queen. So this time it's a draw with White to move, a win for White with Black to move. Another ZUGZWANG position.

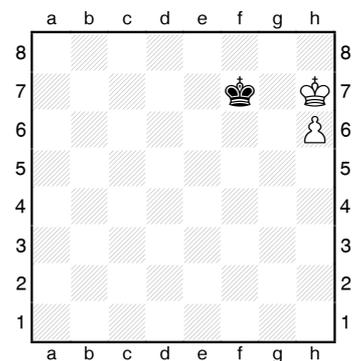
This position also shows you another important idea in endings. You will see that the two Kings stand two squares apart. When this happens we say that the player who does not have the move has THE OPPOSITION. This is usually an advantage. What it means is that if your opponent moves his King he has to give way and let you through. So, with Black to move he has to move his King to one side. This allows White's King to come round the other side. But if White moves first, whichever way he goes the Black King follows him and he can never get through. Have another look at the position with White to move. As you've seen, after 1. Ke5-d5 Black plays Ke7-d7, keeping the OPPOSITION, but Ke7-f7 instead would be a mistake because of Kd5-d6, and White gets round the side. Likewise, if White tries 1. Ke5-f5, what should Black play? This time he must play Ke7-f7, keeping the OPPOSITION, rather than Ke7-d7, allowing White to come round the side to f6.

The positions we've seen so far apply to all pawns except Alfie the a-pawn and Harry the h-pawn. With just a King and a Pawn against a King, it's much harder for Alfie to become Queen Alfreda, or for Harry to become Queen Harriet. In fact, all four positions are drawn with correct play.

For example, this sort of position, you remember, would be a win with either player to move with any pawn except Alfie or Harry. White to play: 1. Kh6-g6 Kh8-g8 2. h5-h6 Kg8-h8 3. h6-h7 and it's stalemate. Black can't move round the side because there's no i-file for him to move to!



Even in our next example, with White's King in front of the Pawn, controlling the Queening square, it's still a draw. With White to play we have 1. Kh7-h8 Kf7-f8 2. h6-h7 and it's White who is stalemated. Or with Black to play: 1... Kf7-f8 and White can choose between Kh7-h8 when he will be stalemated or Kh7-g6 when Black will be stalemated. But Black must be a bit careful here. 1... Kf7-f6 would be a mistake. White plays 2. Kh7-g8 which forces his pawn through. Black can always draw against an h-pawn by getting his King to f7.



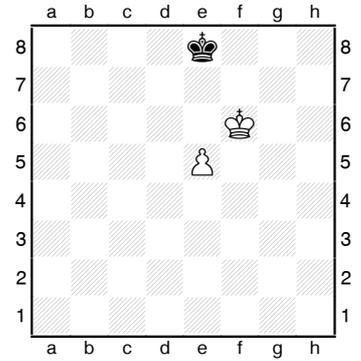
9. e4-e5

Kf8-e8 (Diagram)

10. Kf6-e6!

And you should remember that this position with Black to move is a win for White. But 10. e5-e6 would only draw. So you always have to be very careful in this ending. Try to work out exactly what's happening in each position before you move.

One final thought. You've seen how even a very simple position with only two Kings and a Pawn can be quite difficult to get right. Imagine how much more difficult a position with lots of pieces on the board can be!



White to move

HELPFUL HINTS

1. Even just one extra pawn can often be enough to win. That is why you must always make sure you are at least equal in material at any point in the game unless you have a VERY GOOD REASON.
2. Just because there are not many pieces left on the board it doesn't mean that you should play faster. Instead you should be trying to look further ahead.
3. Remember: if you have a King on your SECOND RANK and your opponent has a Pawn on his SIXTH RANK on the same file as your King and a King defending it you MUST go back to the QUEENING SQUARE. THIS IS THE MOST IMPORTANT POSITION IN CHESS: DON'T FORGET IT!
4. The OPPOSITION: If your King is TWO SQUARES away from your opponent's King on the same FILE and it is your opponent's move YOU HAVE THE OPPOSITION. In many endings, having the OPPOSITION makes the difference between a win and a draw, or between a draw and a loss.

THE KING GOES TO JAIL

The Black King had been captured and sentenced to death. By the GUILLOTINE. But first we have to corner him while making sure he doesn't escape. The White Rook is the jailer, but he needs the White King's help to force the Black King into the corner.

Remind yourself first what a KING AND ROOK CHECKMATE looks like. In the top diagram the Black King is on the side of the board (it doesn't matter which side), the White King is two squares away towards the centre, and the White Rook gives check. If you move the White King to b6 or d6 is it still CHECKMATE? NO! The King can move to d7 or b7. In the corner it can look slightly different, as in the next diagram. Remember these positions. They're what you're aiming for when you have King and Rook against King.

We start with the White Rook on a1, the White King on e1 and the Black King on e5, as in the third diagram.

Before you start, a few hints on how to get checkmate.

1. Set up a prison wall across the board with your Rook.
2. Move your King up the board towards the Black King.
3. Set up another prison wall with your Rook, keeping the King in one corner of the board.
4. If you can make the prison smaller, do so.
5. If you can't make the prison smaller, play a WAITING MOVE with your King.
6. When the Black King is on the side of the board head for CHECKMATE.

Here's how it might work.

1. Ra1-a4

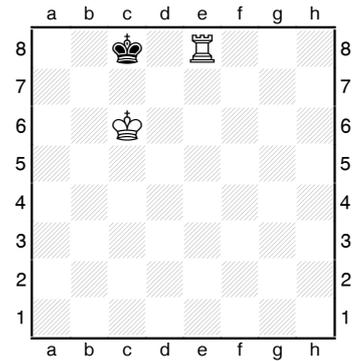
Setting up the prison wall. Just the same technique you've used with King and Queen.

1... Ke5-d5

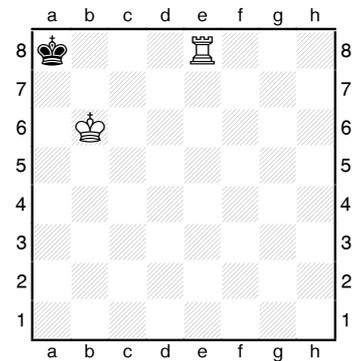
2. Ke1-e2

Starting to move the King up the board.

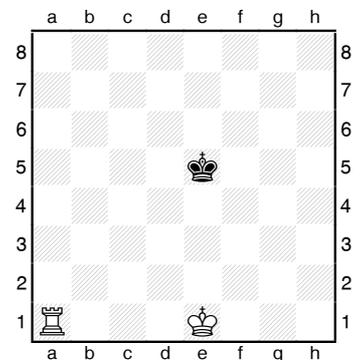
2... Kd5-e5



CHECKMATE!



CHECKMATE!



White to move

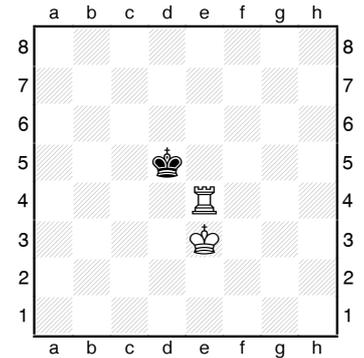
3. Ke2-e3

Moving the King up again.

3... Ke5-d5

4. Ra4-e4 (Diagram)

Look at the diagram and see how the White Rook forms the walls of the prison. The Black King is now confined to a prison cell of sixteen squares. Whatever you do don't let the him get out of jail!



Black to move

4... Kd5-c5

5. Re4-d4

Making the cell smaller. Now it's just twelve squares.

5... Kc5-c6

6. Ke3-e4

We can't make the prison any smaller yet so the King approaches.

6... Kc6-c5

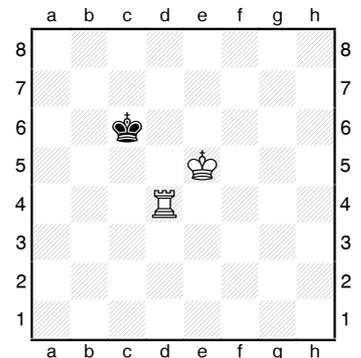
7. Ke4-e5

Again the King approaches his opposite number.

7... Kc5-c6 (Diagram)

What move should White play next?

8. Rd4-d5



White to move

That's the right idea. We can make the box smaller again.

Black's prison cell is now only nine squares. Don't play Rd4-d6, though. That allows the Black King to get out of jail by moving to c5.

8... Kc6-c7

9. Rd5-d6

The Black King is getting more and more cramped. He will never escape from the six squares a8, b8, c8. a7, b7 and c7.

9... Kc7-b7

10. Ke5-d5

Once more the King closes in.

10... Kb7-c7
11. Kd5-c5

And one more King move forces the Black King nearer the corner.

11... Kc7-b7 (Diagram)

What should White play now? He has two good moves.

12. Rd6-c6

Now the Black King's prison has only four squares. Another good move was Rd6-d7+, forcing the enemy King to the edge of the board.

12... Kb7-a7
13. Rc6-b6

Now the Black King can only move between a7 and a8.

13... Ka7-a8
14. Kc5-c6

The White King moves in for the kill.

14... Ka8-a7
15. Kc6-c7

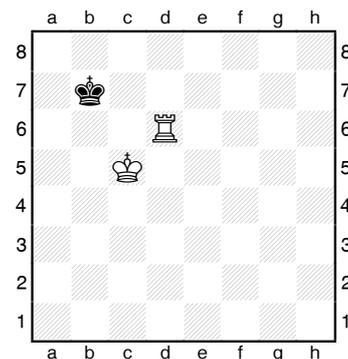
Almost there. When he reaches the corner we'll be able to checkmate him.

15... Ka7-a8
16. Rb6-a6# (Diagram)

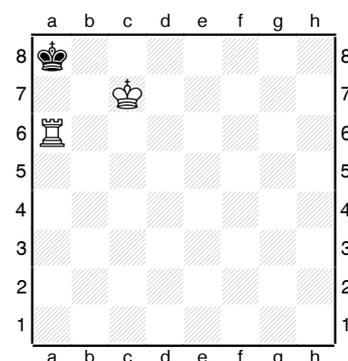
Next question: It's White's move in the diagram on your right. What's the quickest way to win?

It's not Kc7-c6. Black can go into the corner when White has no immediate mate, and must be careful not to play Rb6-b7, which would be STALEMATE!

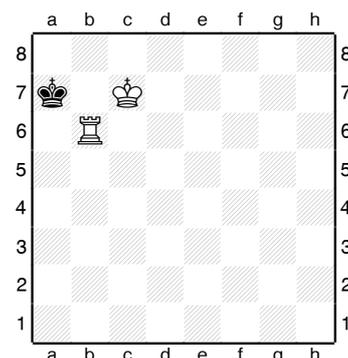
If it was Black's move he would have to play Ka7-a8. What would White play then? Rb6-a6#!



White to move



CHECKMATE



White to move

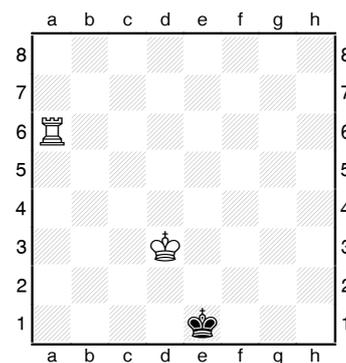
So we want to force the Black King into the corner and we also need our King on b6. The way to do it is to move the Rook to c6 (or, if you prefer, d6, e6, f6, g6 or h6). Then the Black King has to move to a8 and the Rook moves back to a6 with CHECKMATE.

You can use the same idea to mate quickly in positions like this. What's the quickest way to win?

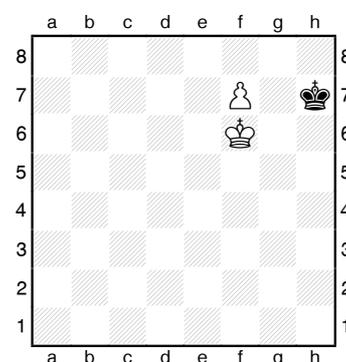
Ra6-a2 is good, but not the quickest way to win. Instead we can mate in 2 moves: Ra6-f6 and Black has only one reply: Ke1-d1. Then down comes the guillotine: Rf6-f1#.

By the way, what's White's quickest win in this position?

I hope you didn't suggest f7-f8=Q: that's STALEMATE! Kf6-e7, for instance, will win fairly quickly, but it's quicker to play f7-f8=R! Then Black must play Kh7-h6 and everyone knows what happens next.



White to move



White to move

HELPFUL HINTS

1. Make sure you KNOW the mating positions with King and Rook against King.
2. Make sure you KNOW the technique for driving the King to the side of the board: use your Rook to set up a prison cell with support from the King. If you can make the prison smaller, do so. If not, play a WAITING MOVE with the King.
3. Sometimes a WAITING MOVE with the Rook can force a quick mate. Make sure you KNOW this idea.
4. One day you will need to know this. It might be tomorrow, so learn it today!

A NIGHT AT THE OPERA

Join us now as we take a trip back in time. Fasten your seatbelts as we travel back nearly 150 years, to 1858. A young American, Paul Morphy, was taking the chess world by storm. He had beaten all the best players in America, and was now visiting Europe, where he was treated as a celebrity. We join him now in the Opera House where he is sharing a box with two noblemen, the Duke of Brunswick and Count Isouard de Vauvenargues. During the interval they get their chess set out and start a game. Paul takes the White pieces, and the Duke and the Count have Black. Let's watch the game as it unfolds.

White: Paul Morphy Black: Duke of Brunswick & Count Isouard de Vauvenargues
Paris 1858

1. e2-e4 e7-e5
2. Ng1-f3 d7-d6

The Duke and the Count choose Philidor's Defence. It's only right that they should choose that opening at the Opera, as Philidor, as well as being the strongest chess player of the 18th century, also composed operas.

3. d2-d4 Bc8-g4?

White THREATENS the Black e-pawn by attacking it a second time. The Duke and the Count defend by PINNING the Knight. This isn't the best move. e5xd4 is simplest: Ng8-f6 and Nb8-d7 are also possible.

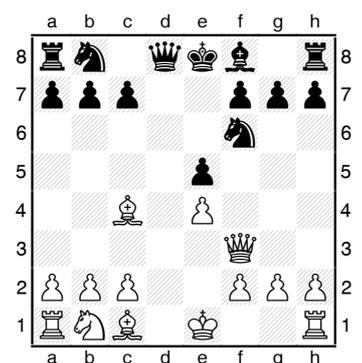
4. d4xe5 Bg4xf3

What would Paul have done if they had taken the Pawn on e5 at once - d6xe5. Would he have played Nf3xe5? Certainly not! The Knight is PINNED, remember! He would have exchanged Queens first, and then taken the Pawn safely.

5. Qd1xf3 e6xe5
6. Bf1-c4 Ng8-f6? (Diagram)

Again, not the best move. What do you think Paul will play next?

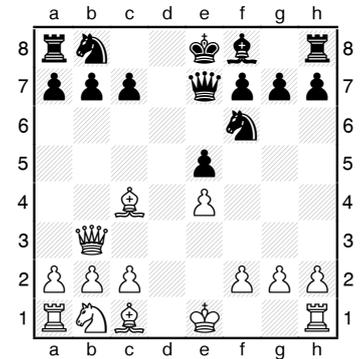
White has plenty of good moves to choose from. Perhaps you played 0-0, Nb1-c3 or Bc1-g5? They're all good DEVELOPING moves but Paul chose something different.



White to move

7. Qf3-b3

You've probably been taught not to bring your Queen out too soon, and not to move your pieces twice in the opening, but really strong players like Morphy know when these rules can be broken. If you were thinking CCT you might have found this move. In fact it's a QUEEN FORK in a way. White THREATENS two Pawns: on b7 and f7. There's no way for Black to defend both of them at once. See how White's Queen and Bishop are working together on the same diagonal.



7... Qd8-e7 (Diagram)

What would you advise Paul to do here?

The obvious move is Qb3xb7, winning a pawn. Black would then play Qe7-b4+, forcing the exchange of Queens. That's OK for White, but rather boring.

If you're really clever, you might have found 7. Bc4xf7+ Qe7xf7 8. Qb3xb7, when White really does trap the Rook. But then Black could continue 8... Bf8-c5 9. Qb7xa8 0-0 when White is well ahead on material but his only developed piece is his Queen on a8.

8. Nb1-c3!

Paul prefers to simply DEVELOP another piece. Now he really is THREATENING to capture on b7 followed by a8. So Black defends the b-pawn.

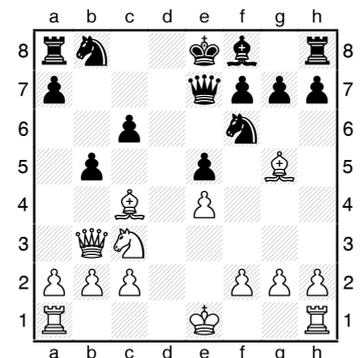
8... c7-c6

9. Bc1-g5

PINNING the Knight on f6.

9... b7-b5? (Diagram)

Paul's asking you what he should play next. Do you have any suggestions?



White to move

Our Bishop's under attack. What should we do with it?

Moving it back would be rather tame. Paul's noticed White's LEAD IN DEVELOPMENT. If you're ahead in development it's a good idea to open the position. We can do this by playing a SACRIFICE.

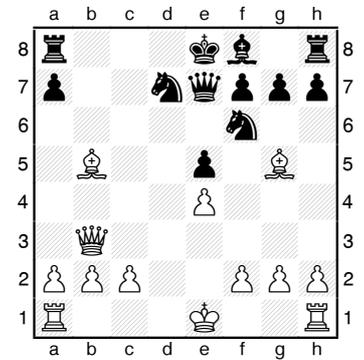
10. Nc3xb5!

c6xb5

11. Bc4xb5+

Nb8-d7 (Diagram)

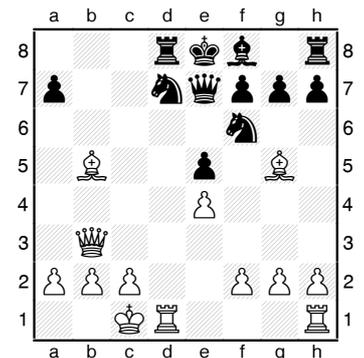
Before you guess Paul's next move, just compare the two positions. Look at the Black Rooks - both stuck in the corner doing nothing. Look at the Black Bishop - it has no moves at all. Look at the Black Knights - they're both PINNED. The one on d7 can't move at all. If the one on f6 moves what happens? White zaps the Black Queen! Look at the Black King - stuck in the middle of the board when he should be castled and safe from attack. The only piece Black can do anything with is his Queen. What Black would like to do is play Qe7-b4+, forcing the exchange of Queens. White is behind on material so must try to keep the Queens on the board. He also needs to get his Rooks into play. How can he do this?



White to move

12. 0-0-0

The perfect move! At the same time he tucks his King away from pesky checks while getting his Rook on the open d-file. REMEMBER - GET YOUR ROOKS ON OPEN FILES! The way you use Rooks is to keep them on the back rank, and when a FILE is OPENED by a Pawn exchange, GET YOUR ROOKS ON THE OPEN FILE. You also remember that if you've PINNED an enemy piece you ATTACK it with everything you've got. And here the Rook ATTACKS the PINNED Knight on d7.



White to move

12...

Ra8-d8 (Diagram)

Black's just about defending everything at the moment. How should Paul continue?

Again, TIME is all important. If Black's given any breathing space he might be able to untangle his pieces with Qe7-e6. So we must act fast!

13. Rd1xd7!

That's the way to do it. This isn't really a SACRIFICE. If Black plays Nf6xd7 what would you do? Take the Queen, of course - the Knight is still PINNED. This way White gains TIME to get the other Rook into play.

13...

Rd8xd7

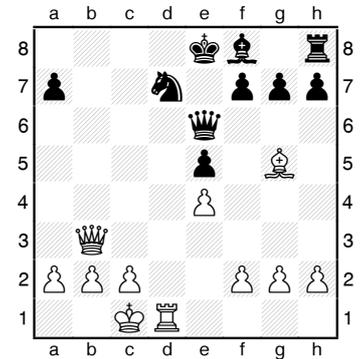
Now what?

14. Rh1-d1

There's no need to take the Rook on d7 yet. It's PINNED so can't run away. What do we do with a PINNED piece? Remember, if you're wrestling someone and you've got them PINNED to the ground they can't move so you can hit them with everything you've got.

14... Qe7-e6
15. Bb5xd7+ Nf6xd7 (Diagram)

Paul's asking your advice again. "I know there must be a win somewhere but I just can't find it. Can you help me?" Meanwhile, the lights are dimming and the curtain is about to rise for the second act. Think CCT and see if you can help Paul find the winning move.

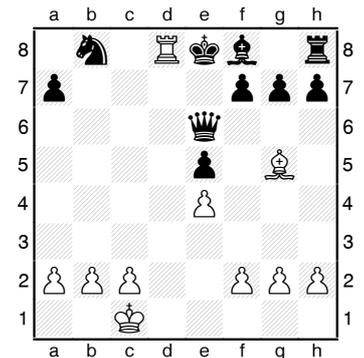


White to move

CCT. CHECKS, CAPTURES, THREATS. What checks have we got? Qb3xe6 is check but only exchanges Queens. Not good enough. We've got Qb3-b8+? Is that mate? No, not quite. Black can take the Queen: Nd7xb8. But let's have a look at this position, just in case. The d-file is now open so the Rook can move to d8. What happens then? Hey, fantastic! It's mate!

So you whisper the move in Paul's ear, and, just in time, he plays it.

16. Qb3-b8+!! Nd7xb8
17. Rd1-d8# (Diagram)



CHECKMATE!

So, a brilliant QUEEN SACRIFICE concludes the game.

A wonderful game, which has been published and played through thousands of times since 1858. Most people think it was Morphy's genius that won him the game. But you and I know better, don't we?

HELPFUL HINTS

1. Notice how Morphy used DCK in this game: DEVELOPMENT, CENTRE CONTROL, KING SAFETY.
2. In OPEN POSITIONS you must DEVELOP YOUR PIECES as quickly as you can.
3. In OPEN POSITIONS DEVELOPMENT is sometimes more important than MATERIAL.
4. If you have a lead in DEVELOPMENT you must act fast. Don't give your opponent a chance to catch up.
5. If you've got a PIN, ATTACK the PINNED piece with everything you've got.
6. Think CCT at all times. Even moves that look like mistakes might turn out to be good if you look far enough ahead.