

# CONCISE CHESS

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## **INTRODUCTION**

- This book is exactly as the title says, it's simple and concise, but it possibly covers everything needed to start
- it doesn't need any prior knowledge
- the level of difficulty rises by the chapter

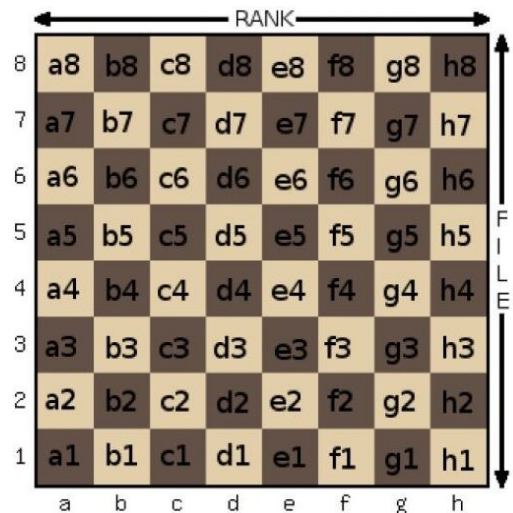
## **FASCINATION**

- Practice is generally rewarded, and improvement can be easily gauged by results
- the game could be quite addictive
- and it doesn't require an element of luck
- chess isn't something you'd have to retire from

## **HOW THE GAME IS PLAYED**

- There are 64 squares on a board
- each player has 16 pieces, so 32 in general
- the aim of the game is to trap your enemy's king (checkmate)
- in competitive games a chess clock is used, it isn't compulsory in friendlies
- if your allotted time runs out while you're losing in material you lose

# CHAPTER ONE



## GETTING TO KNOW THE CHESS BOARD

- It comprises of 64 squares
- We'd refer to the squares as light and dark squares, and the pieces as white and black

### The Board and Its Coordinates

- The squares at the bottom right and top left are always light squares; so h1 and a8 are light squares
- conversely the squares at the bottom left and top right are dark squares; so a1 and h8 are dark squares
- The numbers and letters at the sides and bottom are a coordinate system that acts as a reference map when discussing individual squares.
- The normal convention is to show the board from white's point of view, White plays up the board
- odd and odd / even and even are dark squares
- odd and even / even and odd are light squares

### Ranks and Files

- the lines of squares going horizontally are known as **ranks**.
- the lines of squares travelling vertically are known as **files**.

### Sectors of the Board

- For descriptive purposes the board is shared into two halves; Looking from white's point of view (So it should be the opposite from black's point of view)
  - the left side (a, b, c, and d files) is known as the queen's side
  - the right side (e, f, g, and h files) is known as the king's side

- always be conscious of how big the board is, so in essence always be conscious of the boundaries of the board and how close or far you are from them, there are also other important areas to keep an eye for that should also help for better coordination, like the center squares and others i should learn down the line.

# CHAPTER TWO

## Getting to Know the Pieces

### Introducing the Rook

- This is the easiest piece to understand
- castle is an improper name for the look
- The rook moves horizontally and vertically
- For visualization purposes: a rook on d4 can access;
  - vertically; d1 through d8
  - horizontally; a4 through h4

so vertically the letters stay constant, while horizontally the numbers stay constant

### Introducing the Bishop

- It's a tall piece, and it's top is shaped like a mitre
- it moves diagonally in any direction
- using the square the bishop is as an origin point, calculate how many files are left to both sides of the bishop and cross reference it to possible important locations, also check other important facts about it's location like what color of a square is it on and the possible boundary squares available to it , should help with better visualization on how far it could go .e.g. a bishop on f4

### *The Two Bishops*

- Each player begins the game with two bishops
- one operates on the light squares, while the other operates on the dark squares
- A bishop on it's own only has the potential to cover half the board, whilst a pair has the potential to cover the whole board