

CHESS

FOR BEGINNERS

**THE COMPLETE
FUNDAMENTAL
STEP-BY-STEP
WINNING
GUIDE BOOK.**



**RULES,
STRATEGIES,
OPENINGS,
TACTICS,
CHECKMATES**

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About The Author...

George L. Collins, with many years of experience as a chess coach, acknowledged how difficult it was to look back and watch children lose the chance to catch a piece after an opportunity.

"I also see kids leave their pieces undefended. It is as if the kids are just moving their pieces around the board with no goals or purpose. In a game like chess, the kid who can notice and capture undefended pieces will be king of the hill." admitted George L. Collins.

George L. Collins is generally considered one of the top analysts, researchers, and teachers of chess in the world. For his definitive works on openings, Collins is known worldwide. The editor of more than 100 chess books, including the seminal review of many chess openings. To Collins, chess is an experience that stretches the imagination beyond a strategy board game. In other facets of life, chess builds mental capabilities that are valuable. Critical thought, attention, problem-solving, abstract logic, observation, strategic planning, understanding of patterns, and imagination are taught.

As a National and Life Master, an International Arbiter, and a mentor for many of the top young players in America, including America's best Chess World Championship under-18 team. He has chaired world championship matches going back to 1983, was the arbiter of the World Championship in 2000, and manages prestigious international tournaments. All the leading journals and publications have featured his games. For the master, how much more so for the beginner and club player, Collins' young minds who celebrated observation are real. The best and most effective way to boost chess success by far and wide is to improve one's tactical abilities so that one can see the usual mating patterns and material-winning tactical motifs that determine a game so much at a glance. There is no question that lessons that teach one to understand the tactical building blocks that make up any mixture are the perfect way to develop a strong tactical vision.

Chess for Beginners: For young chess beginners, the Full Fundamental Strategy and Tactics Book is useful, and one or two puzzles are solved every day. That might be enough to get him excited about the game of kings, as

solving this kind of puzzles and finding the hanging piece and how to grab it is enjoyable for children. As chess is viewed as a game for those who are extremely intelligent or smart, one can feel insecure about getting started with chess. The reality is that most people became chess experts when they read several books and/or learn the abilities from their friends and master them.

This book reflects on the critical positions that must be learned by any chess player. It should not be emphasized enough that if one has not first learned the basics of strategies, experience of strategy is of no value. By removing distractions, Chess can teach us how to properly evaluate circumstances and reflect on important factors. The game is self-motivating. Chess for Beginners: The Full Fundamental Strategy and Tactics Book is a great guide for both beginners and experts. You will learn the fundamentals of chess, learn how each piece fits on the board, master the moves and rules, and learn all the strategies that will help you win all your matches against them. Your aim will be to attack and defend your main pieces and battle your way to 'checkmate.'

Sommario

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INTRODUCTION

Chess is a game in which a victory is the result of a mistake.

You can't lose if you should not make a mistake. Both sides make a lot of mistakes in most games and the one who commits the last major error, leading to a checkmate, loses.

Mistakes are created for both chess players. And the great World Champions have succeeded in making some awful movements.

Beginners make a lot of mistakes normally, often unintentionally dropping pieces, but with a little support from the enemy, they will always survive or even prevail.

However when facing more robust resistance, even a minor mistake will lead to defeat.

As a player, to make improvement. Your number one goal is to avoid your defects, or at least limit them.

History Of Chess

We must hear exactly how this beloved game originated before we go through the different chess openings and strategies. Chess history is interesting enough, and you'd be thrilled to see how this game has evolved over the years. The story we know nowadays is not as it began centuries ago. Let's rewind the clocks and dig deep into this game's glorious past.



CHATURANGA

Although we will not associate with this game a single beginning timeline, we would have to go by the time period decided upon by most historians. Around the sixth century, the Chaturanga game was thought to have been invented in India. It was under the Guptas' rule that the Chaturanga game was discovered. The game was then renamed Chaturanga, based on the military's four divisions. At that point in time, the elephants, infantry, horse cavalry and chariots were the four divisions of the army, and the pieces in the game reflected these four divisions. The King was accompanied by his general or counsellor in the game of Chaturanga, and there was no Queen. In certain ways, the rules of Chaturanga vary from those of modern Chess, and while these two games have different rules, the game of Chaturanga can easily be played on the modern chessboard. In the Chaturanga game as part of his initial move, the soldier was allowed to move only one square, unlike today's pawns, who are allowed to move two squares as part of their initial move. The way the pieces were placed on the board was another crucial distinction between the two games. The kings are put facing one another in the new form of Chess. In the Chaturanga game, however, the kings were put in a diagonally opposed manner. A key difference in rules is that in Chaturanga, the player must destroy all the opponent's pieces except their King in order to win; thus it is clear that in the Chaturanga game there is no principle of checkmate. A more crucial variation is that the player who is stalemated wins the game if a player continues to stalemate the opponent. This is counter to the law of contemporary Chess. In fact, stalemates are known as a draw.

THE CHESSBOARD

It is important that you understand the board and what each piece on the board represents before you start playing chess. It is necessary to specifically assemble all the pieces and only then will the games begin. Let us look in depth at the board and pieces.

64 squares of opposing colours make up the chessboard. Eight horizontal ranks (from numbers 1-8) and eight vertical files (from letters a-h) split the chessboard so that it is possible to classify each of the 64 squares on the board. The board has diagonals as well (from h1 to a8, for example). The e4 square is a light-coloured square in the first diagram below, intersecting the 4th rank and the e-file. The a7 square is the dark-colored square in the second diagram, intersecting the 7th rank and the a-file. There's a pawn occupying this square.

Chess is an old game. People claim that in the fourth or fifth century, it arose in India, but nobody knows who invented it. Chess is a two-player strategic match which is a very rational game where chance plays a minor role. The winner is the one who, better than her rival, solves the puzzles on the chessboard.

Two equal armies of opposing colors launch each chess game. The lighter-colored army is called white," and "black." is considered the darker-colored army. Each distinct piece has a role in both armies. In the following lessons, the movements will be listed in more detail. Below is a chart that gives each piece's value.



CHAPTER 1

How To Setup The Chessboard

The chessboard is set out at the start of the game such that each player possesses the white or light) color square on the lower right-hand side. Each time, the chess pieces are then arranged the same way. With pawns, the second row (or rank) is filled. The rooks are in the corners, followed by the knights next to them, followed by the bishops, and eventually by the queen, who still has a contrasting hue (white queen in white black queen in black), and the king in the square that remains.

Every time, the chess pieces are then set the same way. With pawns, the second row (or rank) is filled.

The rooks are in the corners, preceded by the knights beside them, followed by the bishops, and eventually by the queen, who often has a contrasting color (white queen in white black queen in black), and the king in the square.

CHESS PIECES

In Chess, each piece has its own special powers. You need to grasp these powers to become better at Chess and how they can be used to win the game. We will look at the starting position, movements, notation, general description, and some extra pro tips for each chess piece to speed up the learning curve.



The Pawn

The pawn is the first line of defense on the board that everyone has. Each side has 8 pawns in total and they are often referred to as foot soldiers.

They are standing in front of and defending the other items. In the first side, while they stand, their worth is not too high.

This makes people think that pawns are not valuable, but you need to remember that all your pieces, particularly towards the endgame, are vital. You will checkmate the king of your opponent and win victory with only your pawns during the latter stages of the game if the positions match.

Depending on what technique you have in mind, the first move of your pawn may be either a step or two stages.

Except when you use the "en passant" move that will be discussed in a later chapter, the pawn will still only capture another piece by moving diagonally. The pawn will move only one phase forward per turn after the first move, but if there is another piece in front then your pawn is theoretically stuck. Once it goes forward the pawns can not move around and so you must move them cautiously on the board.

In Chess, the pawn is the central piece, and each side begins with eight. Any single pawn is worth 1 point. Although it does not sound like a lot, if they have a 1 point advantage, many good chess players will win a chess game.

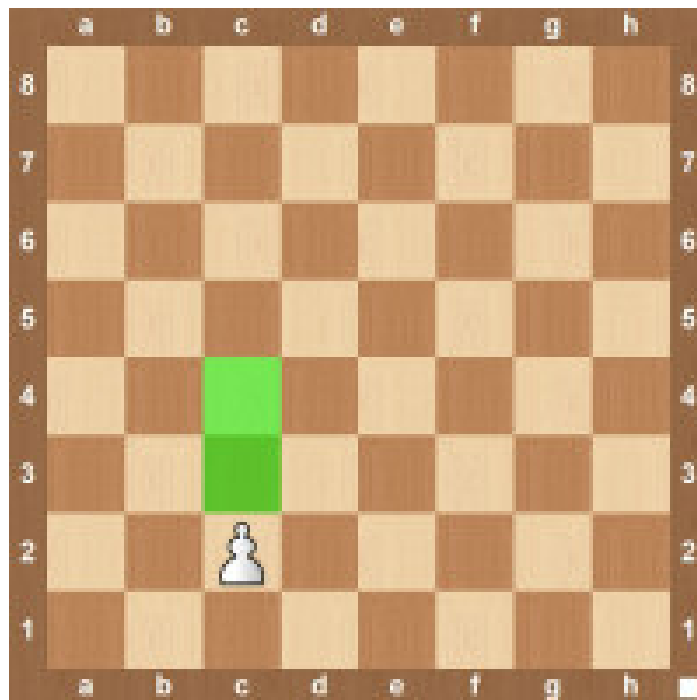


Overview

It plays a crucial role in the game, as the pawn is the weakest piece on the board. The pawn structure and controlling the middle of the board with your pawns would be the subject of much of the early part of the game. In the early stages, the other pieces will support the pawn. Later on for the minor and important pieces, the pawns can play more of a supporting role, limiting the squares to which the opponent will go.

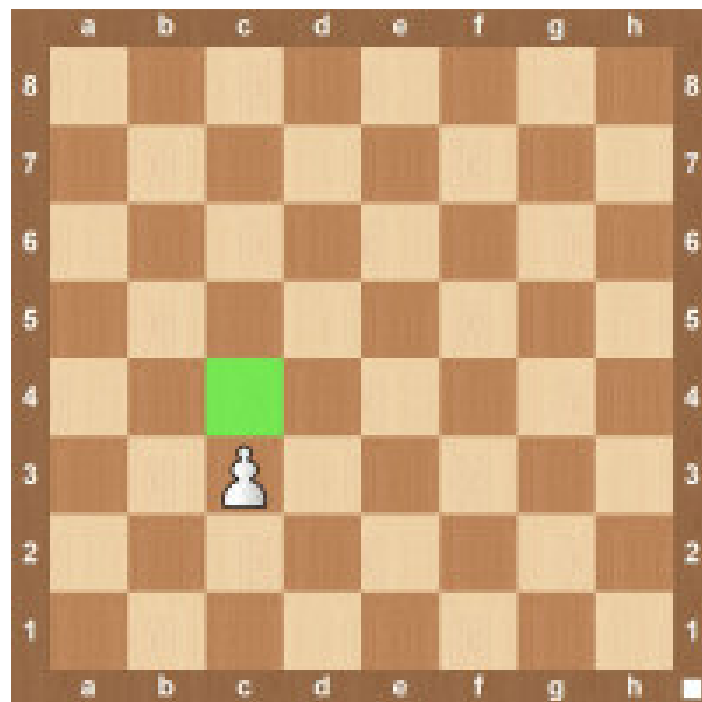
Movement

The pawn is the only piece that does not move backwards on the chessboard. It's also the only piece where the whole game can't be moved by the same number of squares. You can move one or two squares of a pawn the first time you move it. Once the pawn moves, you can only move one square of the pawn after that.

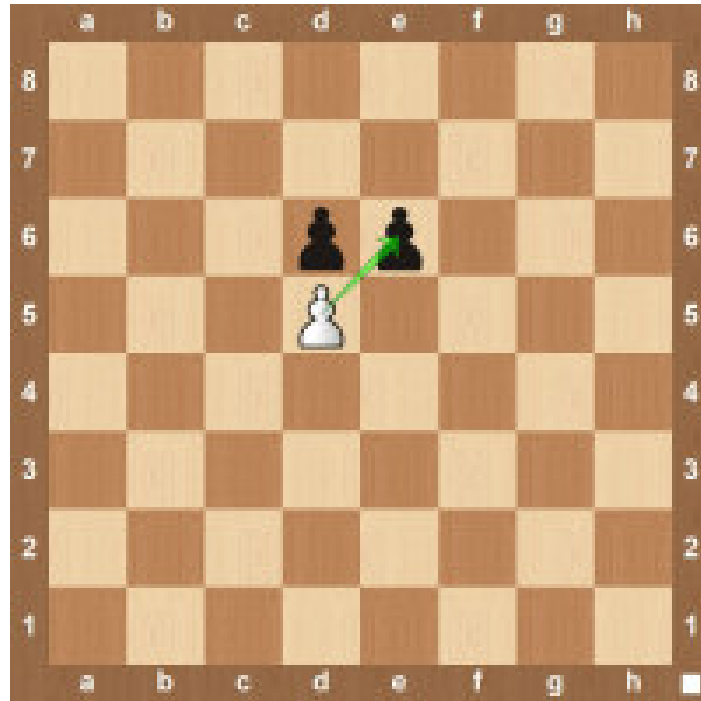


Another difference is that it can't capture another piece right in front of it as the pawn goes on. It can only diagonally capture a piece, so unless it captures a piece, it can't move diagonally.

Look at the former. D and you can see that the d5 pawn can't take the d6 pawn (located directly in front of it). Instead, taking the pawn on e6 is the only pass the pawn can make.



You can see the notation e5 as a pawn moves. In that you don't have a letter specifying what piece is going, which is different from most pieces. If you just see a square, that means there's a pawn going. If a pawn from d5 captures a pawn on e6, you can see the exd6 notation.



The Knight

A knight is a piece of equipment that looks like a rider. As it has a peculiar flow, this is the most difficult piece to describe. The knight is worth three points and is perceived to be a minor piece. It is commonly considered to be as effective as a bishop, but for special reasons. There will be some places where the knight will rule victorious, while both pieces are worth 3 points. At the start of each game, each player is dealt with two knights.

The knight begins on both sides by standing next to the rook and moves in as "L" form pattern. This implies that two straight steps are required and then one to the right or the left. It may also move one to the right or left, then two further forward or backward, equally. The knight is quite powerful, in that your opponent may not notice that you have placed your knight in a strong position strategically. It will hop over pieces of this movement pattern, which makes this the most risky piece if used with a well-calculated technique. Only if the victim lies on the last square will it capture a piece.

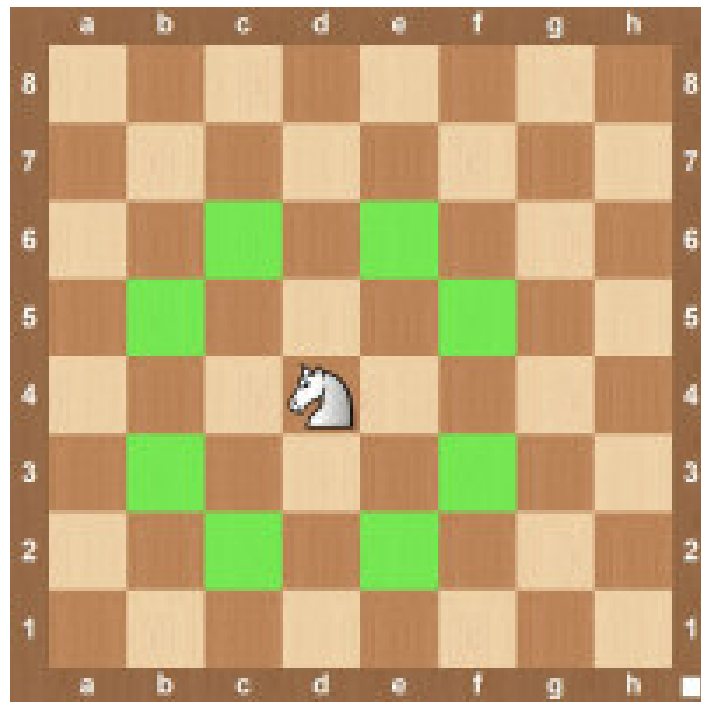


Overview

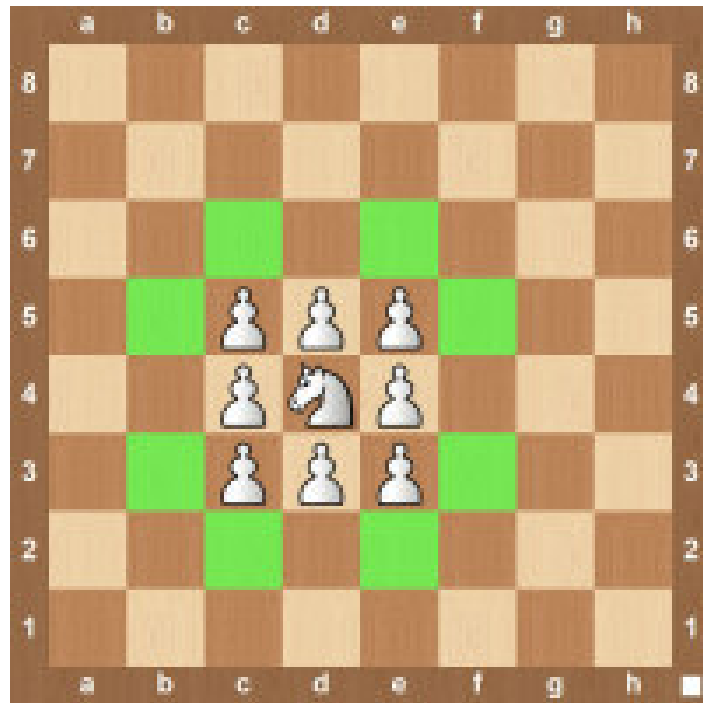
You'll meet with two knights. They will be positioned on squares b1/g1 for white and b8/g8 for black, between the rook and bishops.

Movement

The knight is the only piece which can leap over another piece on the board. The knight has a leg up on the queen in that sense, but controls less total squares than the queen does. It is easy to think of the knight's movement as an L. You can think of it as an approach to two-one or one-two.



This suggests that the knight can move up/down/sideways two squares followed by one square to form an L, or it can move up/down/sideways one square followed by two squares to make an L. Take a glance at the ex. C to see the potential squares to which a knight can go.



The notation will be Ne4, if a knight moves. The N reflects the knight (k is taken by the King) and e4 represents the square to which it moves. If you could both move two knights to the same square, then you'd see Nd2e4.

This suggests that instead of another knight that might still move to e4, the knight from d2 moved to e4. Since the knight can leap over material, it is the only piece that can start the game on one side besides the pawns.



The Bishop

The bishop is not as powerful as the rook, and is known as a minor piece. It will also cover a lot of territory and operates in pairs. The bishop is a piece that sits on one side next to the king and on the other side with the queen. One bishop will still stand on its color and the other on the opposite color due to this placement.

The bishop only moves diagonally and does not move in any other manner and it can only catch diagonally even when attacking.

As long as the board allows, it can move as many diagonal squares as it wishes. It is usually considered to be stronger than the knight, while the qualities of their pieces are similar. Some assume that two attacking bishops are much more efficient than two knights together or a knight and a bishop.

By using your two bishops and playing an offensive game, especially towards the endgame, you may pose a greater threat to your opponent.

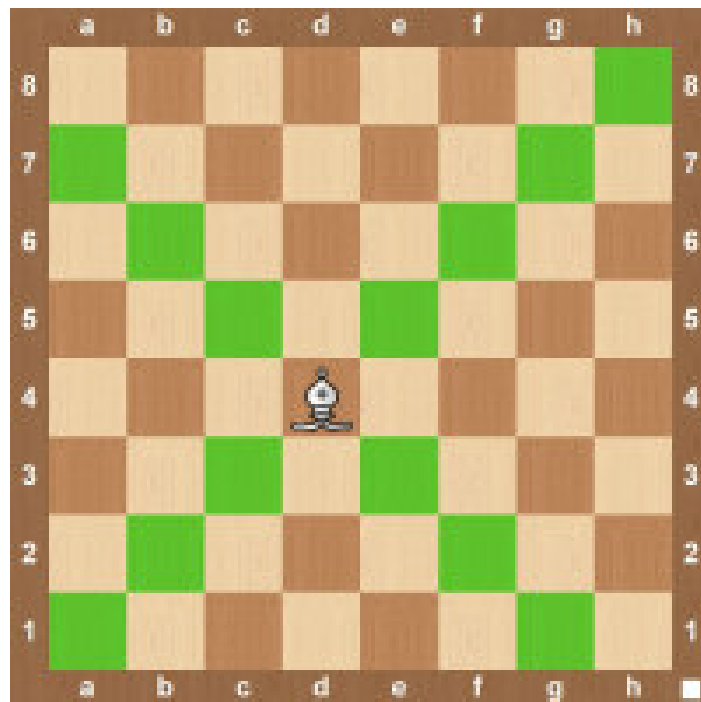


Overview

You'll start with two bishops. They are placed right next to the Queen and the King. You would have one bishop in the squares of light, and one bishop in the squares of darkness. They will still stay for the whole game on the same color square. In a chess game, a bishop is worth 3 points, equal to a knight.

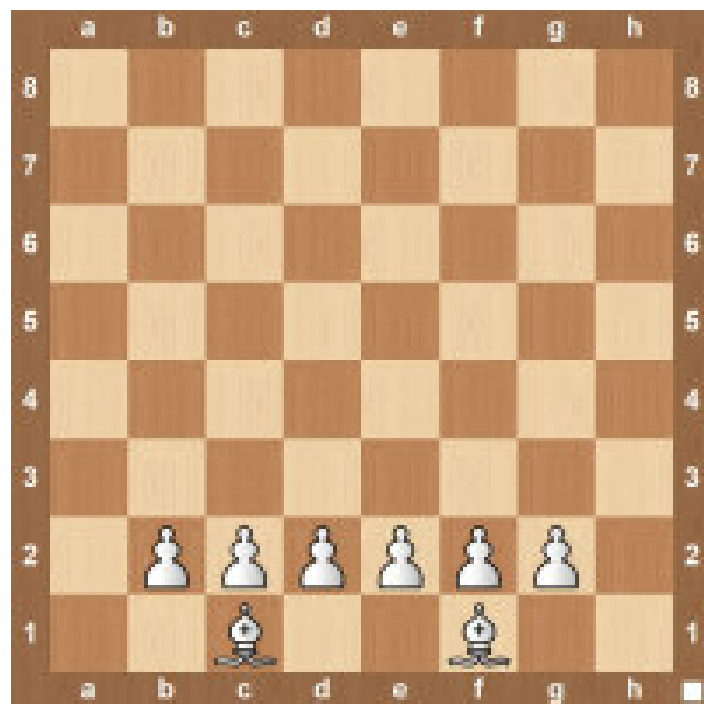
Movement

Without jumping over another piece, the bishop can move as many squares as he would like, diagonally. You can see notations such as Be4 when a bishop moves. The B represents the bishop and the square it is heading to is represented by e4. It would be written as Bxe4 if the bishop were to grab information on e4.



Bishops are blocked by pawns at the beginning of the game, so you normally move your pawns early on.

This opens the way for the bishops to join in the game. All of the key pieces you will use in the early game to attack your opponent will be the Bishops.



The Rook

A rook is a piece of something that looks like a fortress. This is a very powerful piece, often referred to as a main piece, which is only outranked by Queen. Many believe this to be one of the board's most powerful pieces, and understandably so. Often known as the elephant, the rook begins to be positioned on the far ends of the board, one on either side.

The rook, like the pawn, marches only in straight lines and does not strike diagonally. It can only destroy whatever lies in its way and can travel both horizontally and vertically. Another difference is that it can move as many squares as it wants, so that it can move in a single turn to the other end of the board, if there is nothing to block the path. The rook is used to perform another significant role as well. To shield him, which is known as "Castling" it can be used to share positions with the King. All that must be is to clean out the spaces between the King and the rook, and then with certain law exceptions, their positions can be legitimately exchanged.



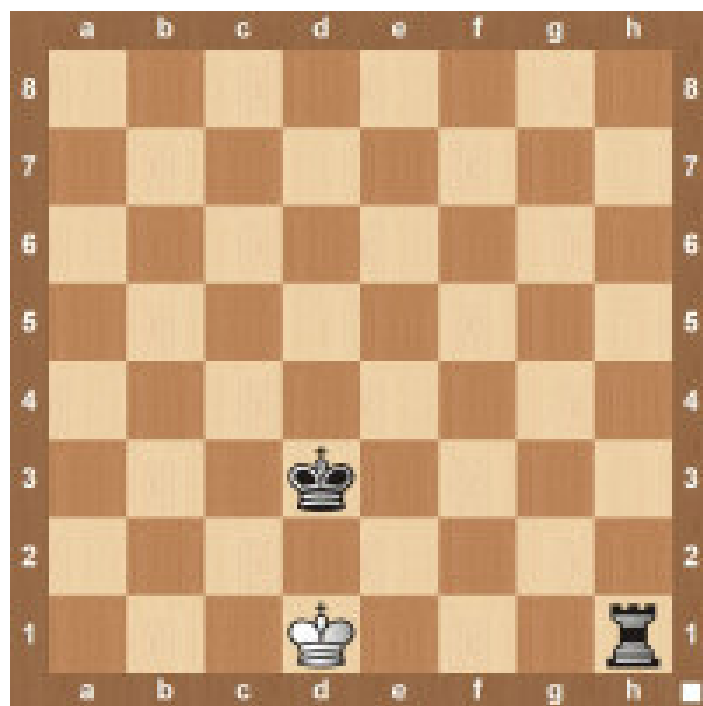
Overview

Every side begins with the four corners of the board with two rooks. Rooks, in Chess, are worth 5 points. Although points in a chess game do not tell the whole story, they do provide a hint of how solid a piece is. In return for your opponent's rook, if you offer up a 3-point piece in Chess, that's basically a fair deal for you.

Movement

Every number of squares can be moved up, down and around by the rook. It can't hop over things, because it cannot move at the beginning of the game. The rook is surrounded by a pawn and a knight at the beginning of the game. One error that beginners make is that in the game they never unleash

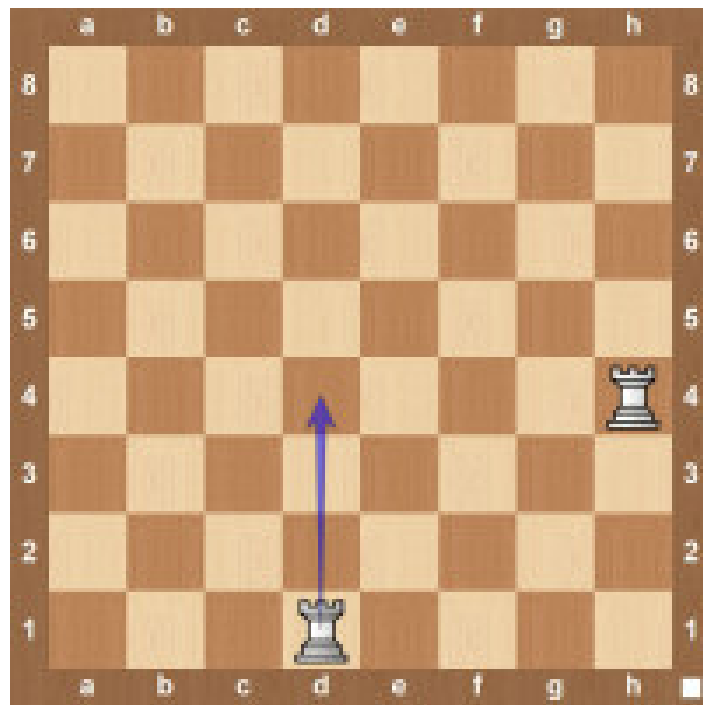
the rook.



Early in the game, the rook hardly gets involved, but you need to find a way to use the rook later in the game otherwise you may have lost out on the best pieces that add to the game.



You'll see a notation such as Re4 when a rook moves. The R means that a rook is going and the e4 represents the position to which the rook is moving. The notation will be Rxe4 if the rook captures content on the square of e4. Having two rooks that can move to the same square is also popular. The notation will be Re1e4 in that case. That means the Rook is going to e4 from e1. This is to limit the speculation over another rook that might move to e4 as well.



The Queen

The Queen is the piece on top of which is a crown, but no cross. This is the most powerful piece of chess which incorporates both the rook and the bishop movements. It is considered, like the rook, a major piece in Chess. However the Queen is the most powerful piece on the board. Next to the King is the position of the Queen; the white Queen continues to stand on a white square and the black Queen begins on a black square. The Queen will step in any direction and take as many shifts as she wants.

This makes her incredibly strong and frightening, so it is extremely important that you protect your Queen as much as possible and do not cause her to suffer any harm. In no time, she will be able to win you the game, provided you use her to her full capacity.

The Queen is a hybrid and has the Bishop's diagonal control and the Rook's straight-line attack. Like a knight, she doesn't move, which is her only downside.

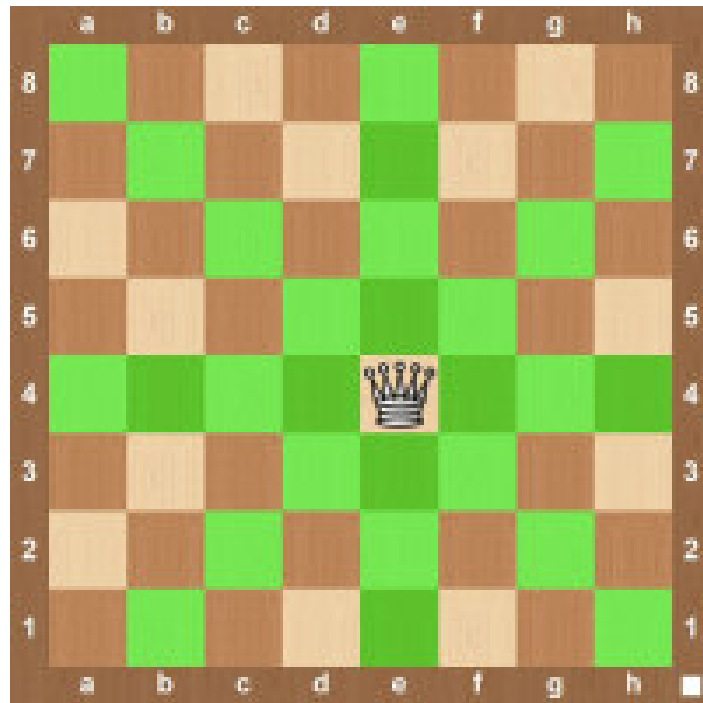


Overview

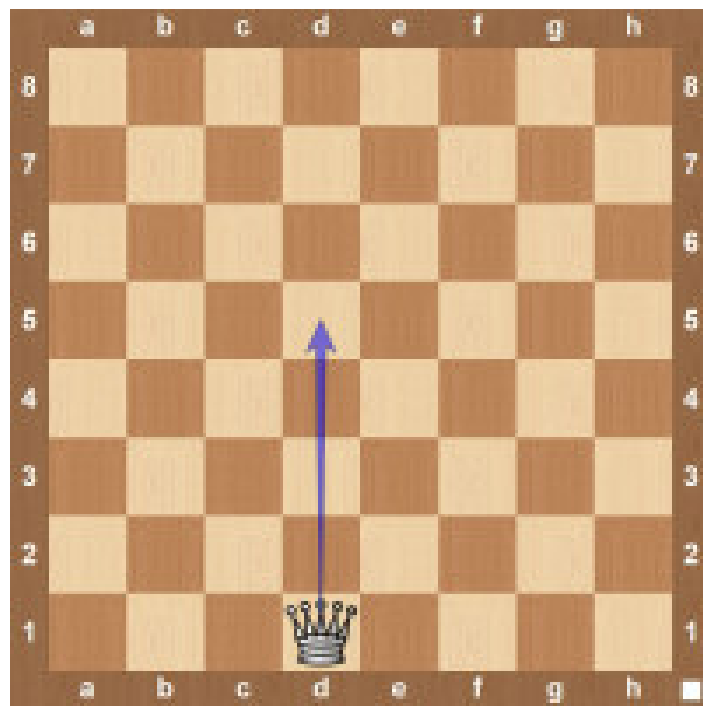
On the d1 and d8 squares, the queens start. It's meant to be the same hue as the queen. If you see a dark square in the d1 square, you need to rotate the board so that the d1 square is a bright square in colour. One of the most significant aspects of Chess is to use the Queen properly. It's powerful, so you want to use it but your opponent can catch your queen if it's not secured and it normally leads to a fast defeat. The Queen is worth 9 points, which is more than a joint rook by a bishop.

Movement

The Queen incorporates the movements of the rook and the bishop. It can move several squares in a diagonal direction, or go as many squares up down, and sideways without leaping over another piece. You can normally see the notation as Qh4 when a queen moves.



The Q represents the Queen and the square to which the Queen is heading represents h4. If the Queen were to grab material on h4, then Qxh4 would be noted.



You generally don't want to switch your queen too soon at the beginning of a chess game. Your pawns, bishops, and knights will be protected by it. The Queen will begin to get involved a little more and play more offense as you enter the middle game (15 or so moves in the game).

The King

The King is the piece at the end, with a cross. This may not be Chess's most dominant piece, but it's definitely the most important one. If you lose the king, you lose the game. You want to make sure you defend the King at the beginning of the game. The King will become a very good ally in your offense later in the game, so be prepared to use it. The King is the most valuable piece on the board and the chief motive in a chess game is to defend him. Even if you have all the other pieces on the board, losing the King would mean the end of the game and your defeat, so you must defend your King from the very beginning.

Just one step, diagonally or straight, will move the King. This limits his powers a lot and makes fighting him convenient for your enemy. While you would think the King is pointless, in late game situations, you must realize that it is the most valuable piece which will help you win the game. Therefore, start dreaming about its merits and how you might use it to your benefit creatively, because it is your most valuable piece, after all. During the early and middle stages of the game, most people do not move their king much at all as he is threatened until he is out of his fort. It is better that you castle early and place it in a safe zone, lest by holding you in "check" the enemies limit your offensive.

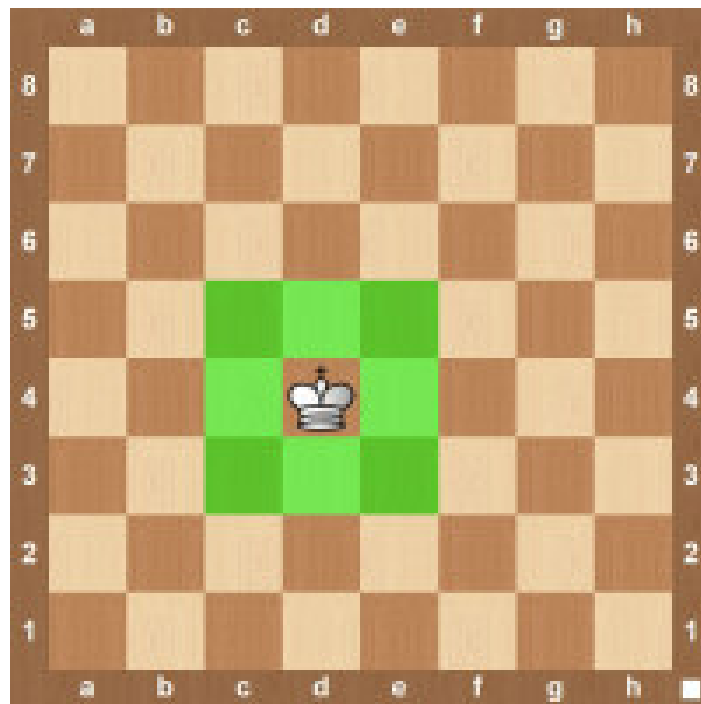


Overview

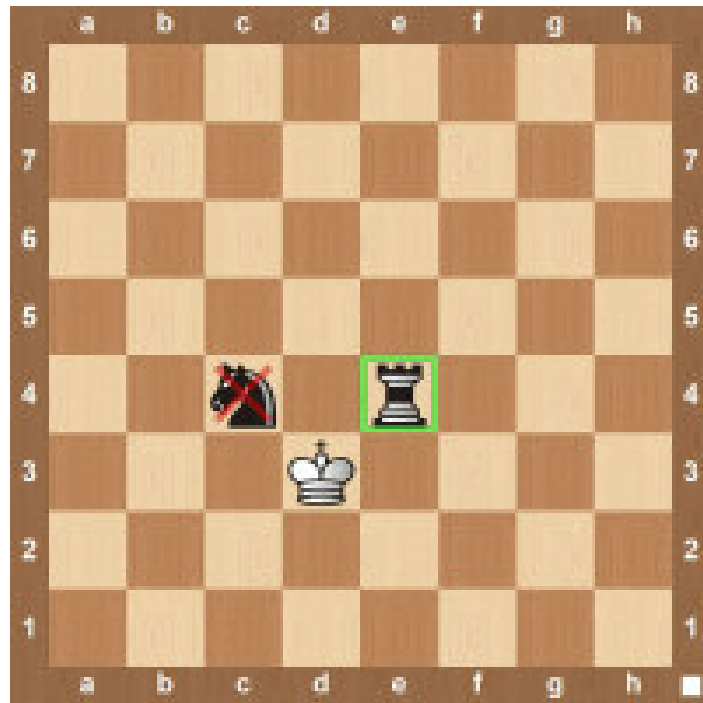
On the e1 square, the white chess king starts and on the e8 square, the black king starts. This ought to be the King's opposite hue. If the square of e1 is white, then the board must be rotated so that the square of e1 is dark.

Movement

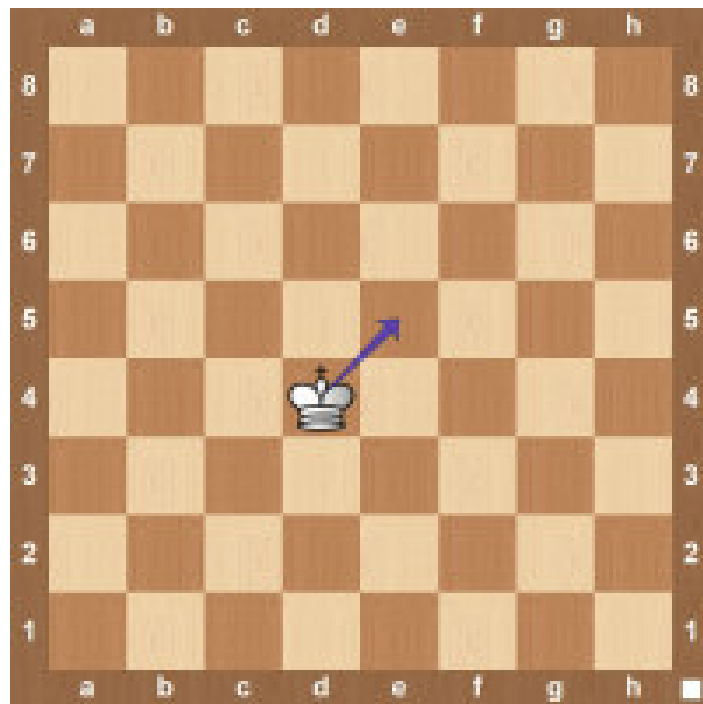
One square can be pushed by the King in any direction. It does not hop over the stuff, so there are no legitimate moves for the King to make at the beginning of a chess game since it is surrounded by other pieces. You'll see something like Ke5 as a king steps into a square. The K represents the King and the square it is heading to is represented by e5. If there is a piece on e5 that is caught by the King, then you can see the written notation Kxe5. The x indicates that it caught a fragment.



When running, the one disadvantage the King has is that it does not move to a square that is being targeted by the pieces of an enemy.

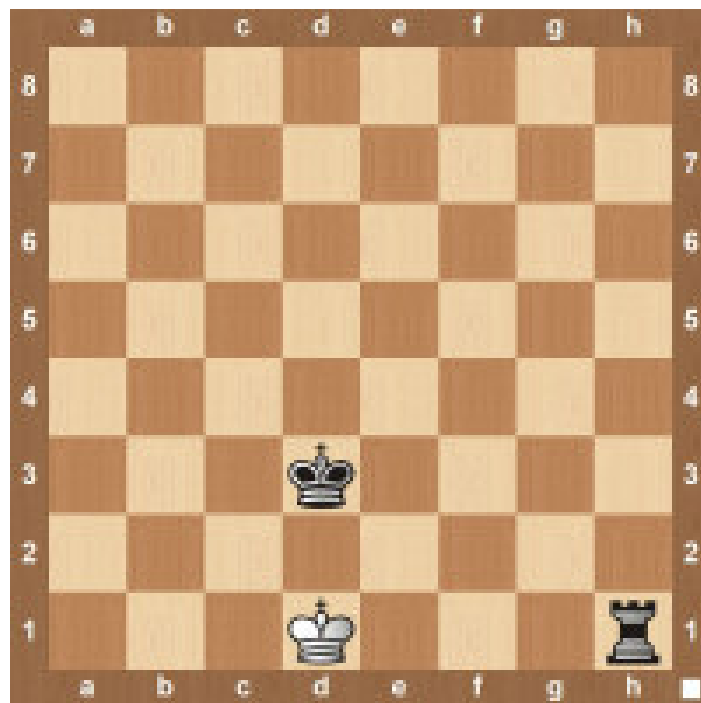


Ex. in. A. You can see that with Kxe4, the King can take the rook on e4 when another piece does not protect the rook. However the King can not take the knight on b4 since the rook is defending that square.



Check and Checkmating the King

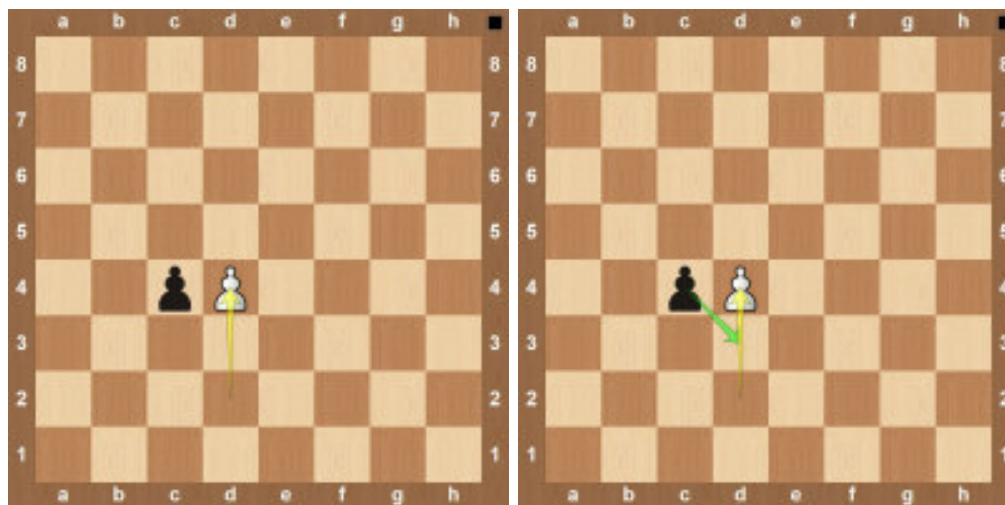
When one side attacks the king of the opponents, the check is called. If the King is under attack, there are no moves that can deter the King from being caught, and the game is over. Take a look in ex. B, where the white movement is. The King is being threatened by a black rook, but the white King has no safe squares to move to. This is a checkmate and it's over for the game.



En Passant

The only special move a pawn can make is called en passant. Just directly after a pawn moves two squares will this occur. You will take this pawn with en passant if you have a pawn next to the pawn after it has passed two squares so you have only one move. The choice of using en passant will be negated by every other motion you make.

An example of en passant is shown by Ex. E & F. White has just switched to d4. On c4, Black has a pawn and only has one pass to play cxd3. It's an interesting move because the black pawn doesn't actually end up on a square occupied by a white piece, but on d4 it actually traps the white pawn. If they have never seen it, this typically finishes in a frustrated adversary, so you can still direct them to this place in case you need to show that it's a legitimate move.



CHAPTER 2

Discover The Special Rules Of Chess

In Chess, there are a few special laws which do not at first appear logical. To make the game more fun and exciting, they were made.

How to Promote in Chess a Pawn

Pawns have another remarkable ability and that is that it will become some other chess piece once a pawn hits the other side of the board. There could be a pawn promoted to either piece. A widespread misunderstanding is that only a piece that has been captured can be traded for pawns. It's NOT real. Normally, a pawn is elevated to a queen. Only pawns are permitted to be promoted.

In Chess, how to do "en passant"

The last rule regarding pawns is called "en passant," which is in passing" in French. If a pawn jumps two squares on the first move, and thus lands on the side of the pawn of an opponent (effectively skipping over the potential of the other pawn to catch it the other pawn has the option of catching the first pawn as it goes.

Chess En Passant

This special move must be made directly after the first pawn has moved past, or there is no longer the possibility of capturing it. To better understand this strange yet significant law, click on the example below.

How to Chess Castle

Castling is one such special chess norm. This move helps you to do two vital things in one move: (hopefully) get your King to safety and get your rook out of the corner and into the game. He will move his King two squares over to one side on a player's turn and then move the rook from the corner of that side to right next to the King on the other side. (See the example below.) However, the following requirements must be fulfilled in order to create a castle:

- It must be that King's very first move
- It must be that rook's very first move
- It cannot be any pieces between the King and rook to move
- The King must be in check or pass through check

CHAPTER 3

Chess Opening Strategy

A chess opening, or literally an opening, refers to a chess game's initial moves. The word can apply to the initial moves on either side, White or Black, but Black's opening can also be referred to as a defense. Our plan to build our pieces is essentially a chess opening strategy; that is, to get them to more active positions so they can effect the game more. We can't just play whatever we want, though, our rival won't let us! Nor do we all move our pieces to the same squares; the particular features of the position have to be taken into consideration. However there are many rules that can help us achieve a great place in the middle game. We will discuss some of the "dos and don'ts" of the chess opening technique in this section to give you a greater chance of winning your matches.

The Fight For The Center

In our chess opening strategy, the center usually described as the four squares d4, e4, d5 and e5) should be a major consideration. The explanation for this is that, on one of these squares, almost every piece of chess is at its most strong. For instance, 8 squares (e7, f6, f4, e3, c3, b4, b6 and c7) are controlled by a knight on d5, while a knight on a1 controls only 2. The more squares that power our pieces, the more support they're going to have in our game. While it might take several moves before one of these central squares is reached by our pieces, the battle for possession of them starts at move 1! Our opponent is still going to want to take the middle, and it's just as necessary to hold them out as it's to get ourselves there.

So how are we in charge of the center? We can use pieces and play anything like 1.Nf3, d4 and e5 control. Or we can do a 1.e4 pawn move, occupy one of the central squares and strike another one (d5). While 1.Nf3 is a perfectly good move, the 1.d4 and 1.e4 central pawn pushes are more common. About why? And at the same time, they fulfill another goal of a successful chess opening strategy: opening lines.



Opening Lines

Nearly all of our pieces are trapped behind pawns at the beginning of the game. Only the agile knights are in a position to leap free and join the game. That's why opening the lines for our other pieces is necessary. We open the f1-a6 diagonal for the bishop and the d1-h5 diagonal for the queen with movement 1.e4 (advancing the pawn in front of the King 2 squares). We have: occupied a central square (e4), controlled another (d5) and prepared to create 2 of our pieces with one move: (bishop and Queen).



Keep Pawn Moves to A Minimum

To trigger our other pieces, we need to make a few pawn movements in the opening, but that doesn't mean we can go on a mad pawn-pushing quest to build space! Our pieces are much stronger than our pawns, so our efforts should be focused on moving them into active positions. Although our pieces remain at home, there is no point in advancing all our pawns, unable to engage in the fight.

There is another justification to hold back on the motions of the pawn: pawns do not move backwards. It's common knowledge, of course, but what do I mean? On the next move, you can still move it back if you place a piece on a square that proves unsuccessful. For pawns, you can't do that but we have to be very vigilant not to make a pass that weakens our position irreversibly.

The pawns in their original squares are very solid. They sit side-by-side and all the squares in front of them are covered. If one is hit, one square can advance and its neighbor can defend it. However, be too adventurous, and it will find itself alone, outnumbered and caught easily.

Pawns, especially in front of the king, often form a defensive wall. It's quick for your enemy to slip in behind the pawns and start attacking, moving so many pawns.

Knights Before Bishops

Our chess opening technique so far consists of opening lines, controlling the center and not doing too many pawn moves. But which pieces are we supposed to move first? The 2nd World Chess Champion, Emanuel Lasker, famously claimed that we should grow our knights before bishops. Let's remember that we should create knights and bishops before our other pieces before we look at why that is. Yeah, it's too risky for the King to begin walking around the board when our enemy already has a large amount of firepower to search him with. Far safer to comfortably tuck him away before things have settled down. And while the Queen is the most powerful piece, we shouldn't put her too early into the action either. Our opponent will have the opportunity to pull a piece out and strike her, causing us to move, so our opponent would have another move. Although we keep moving our Queen to safety, they are improving their position.

Finally, in order to be the most effective, rooks need open files and files are seldom opened early on. It can be stuck very easily if you put a rook out into a closed position.

There are a few reasons why we should grow our knights before bishops (usually, none of these 'orders' are set in stone). Next, they can more easily handle more of the central squares: 2 of them in 1 move. Compare Nf3, which governs d4 and e5, with a move like Bc4, which affects d5 only.

Secondly, while keeping themselves safe, knights will place pressure on the center.

The g2 pawn guards a knight on f3; the bishop on c4 is vulnerable to attack.

And ultimately, from their starting position, bishops also influence a number of squares, given that one of the central pawns has been moved to enable it.

In order to be part in the game, knights need to get closer to the action. Bishops are long-range pieces and they can also occupy squares.

King's Safety

King safety has to be an utterly vital aspect of any chess opening technique. Fail to defend your King, and the game will be lost. Casting's other advantage is that it takes the rook out of the corner and into the game. The earliest castle you will get is on Move 4. In order for 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.0-0 to do this, you need to get the bishop and knight out of the King's way. Get your King to the board corner where he's generally cooler. Don't put the castle down. Usually, you should get castles as soon as possible. Remember, if your own King is checkmated first, it does not matter how close you are to checkmating your opponent!



Don't Move The Same Piece Twice

Again this is a basic concept of effective chess strategy for opening. It would be inevitable often (like if one of your pieces is attacked and you have to move it). Moving the same sections twice in the opening, though is

generally an indicator that it was put to begin with on the wrong (or an inferior) square. Now, this doesn't mean that you can cling to your mistake stubbornly and keep your piece in a poor square. Finding the best square in the first place is something like a reminder to take extra caution!

After all, your enemy gets one for every pass you make, too. Keep shuffling out the bits and they will arrange theirs into a scary attack!

Connect The Rooks

As White does in the diagram, "Connecting the rooks" means letting them defend each other. They not only defend each other but also make it very hard for the opponent to use either of the squares between them. Once connected, each rook can move from that rank or file to either of the squares and still be covered.

Note that you need to have castled (in 95 percent of cases) and created the other pieces for the rooks to be linked to all components of a great chess opening strategy.



Don't Give Pieces Away

Don't loose your bits carelessly! Each piece is valuable and without pieces to checkmate, you will not win a game. There is a simple method that is used by most players to keep track of each chess piece's relative worth. How much are those bits of chess worth?

- A pawn is worth 1

- A knight is worth 3
- A bishop is worth 3
- A rook is worth 5
- A queen is worth 9
- The King is infinitely valuable

These points don't mean much at the end of the game-it is just a method that you can use to make choices while playing, allowing you to understand when to capture, trade, or make other moves.

Control the Center of the Chessboard

For your pieces and pawns, you can try and control the centre of the game. You will have more space to move your pieces if you dominate the center, and that will make it not easy for your opponent to find good squares for his pieces. White makes good moves to dominate the middle in the example above while black plays bad moves.

Use All of your Chess Pieces

White has got all of his pieces in the game in the above case! When they settle back in the first row, the bits don't do any good. Try to build all of your pieces so that when you strike the King, you have something to use. It will not work against any good adversary to use one or two pieces to strike.

Practice by Playing Lots of Games

To get better at chess, the most important thing you can do is play lots of chess! It doesn't matter whether you play with friends or family at home, or whether you play online, you need to play a lot to better the game. It's easy to find a game of Chess online these days!

CHAPTER 4

Basic Tactics

Tactics are Chess's building blocks, and the game always sinks with them as they break. Among beginners, tactical mistakes are more common, but even the most experienced players lose pieces from time to time. In the opening, World Champions made tactical mistakes that cost games as few as a dozen moves. In fewer than half a dozen moves, foreign masters have lost games. So, tactical failures will always be with us, thinking that my followers are human and not chess playing machine! A piece is not typically left hanging by experienced players, so it can be caught in one pass. Such mistakes are uncommon, and not especially instructive. It is much more likely to drop a piece in two or more moves to a tactical trap or by an oversight. Double assaults and observed assaults can be expected, but are frequently missed. Let's start things off with a few amateur-typical blunders, and trap a few masters, too.

5 CHESS TACTICS FOR CHOOSING THE BEST OPENINGS

Chess is 99% a strategy! How much more so for the beginner and club player, if this celebrated assertion is accurate for the master. The best and most effective method to boost your chess efficiency by far and wide is to improve your tactical abilities so that you can see the usual mating patterns and material-winning tactical motifs that determine a game so much at a glance. There is no question that completing drills that teach you to recognise the tactical building blocks that make up any mix is the perfect way to gain strong tactical vision. This book reflects on the critical positions that must be learned by any chess player. It should not be adequately emphasized that if you have not first learned the basics of strategies, an understanding of strategy is of no value.

Develop the Chess by practicing techniques and methods that have been time-tested. In your next game, learning the most common tactical motifs, the basics of chess strategy, traditional openings, and significant endgame concepts can give you an advantage.

So it would be smart, instead of cramming onto those theoretical lines, to opt to play basic Chess as a beginner.

For beginners, not all openings are as appropriate as they are for professionals.

Intimate understanding of deep, strategic ideas and subtleties of movement-order is needed for many openings. First of all it is important to always note these 5 concepts of opening:

1. Control the center. (Specifically the e4, d4, e5, d5 squares)
2. Develop your pieces to actively create threats.
3. Try not to move a piece twice.
4. A knight on the rim is dim. (Developing towards the center greatly increases the mobility and scope of your pieces)
5. Keep your King safe. (Leaving your King in the center can dangerously

expose you to tactics)

Once we are familiar these essential chess opening principles, we can find for suitable beginner chess openings.

The best chess openings for beginners should meet the following criteria:

1. Easy to learn so you can start playing it immediately.
2. Based on major ideas, not endless memorization of theory.
3. Leads to a calm middle game.

BASIC CHECKMATES TO KNOW IN CHESS

One of the easiest ways to develop the chess game is by learning familiar patterns that occur in games time and time again. By constructing this pattern recognition, by identifying basic patterns in more complex positions, you can begin to see more possibilities in your games.

Two Major Pieces Checkmate With (Rook and Queen)

To produce a checkmate, our first example uses a queen and rook together. For any two major pieces, though, this same pattern can be done.

A lone king is easily verified by any two big pieces against the edge of the board. Although one piece stops the King from moving away from the edge, in order to have a checkmate, the other may move to the same rank or file as the King.

In the above case, the seventh rank is patrolled by the White Rook, keeping the Black King from moving away from the eighth rank. It should remain where it is because the rook is still doing a decent job of holding the King hemmed in. Instead the Qa8++ move completes the game, as the queen and rook combine to take away every square to which the king could escape.

CHAPTER 5

Chess Strategy Tips For Beginners

Try the Center Power From Opening to Ending.

This is one of the most imperative chess strategy tips to be taught from beginners. The middle is the most important aspect of the board, since when the pieces are correctly placed in the center, they will also provide access to the entire board. That is why this strategic theory is so important, and the best players in the world have proven it over and over. These players are still struggling to keep their pieces in the middle, adding friction.

Often develop all of the pieces as quickly as possible.

It is also a very necessary chess tactic to build your pieces quickly, since your pieces are like your army, they are the ones that will help you control the board, and therefore help you win the games. It can be a very dangerous error to not quickly improve the pieces. You may be encouraging your opponents to take more space on the board by not rapidly improving your pieces. They should have swapped you off the board easily.

In the opening, try not to move the same piece several times.

In the opening, not moving the same piece many times goes along with the idea of rapidly improving the pieces. This is because you allow your opponent to create many pieces even faster by moving the same piece several times. To stop missing the piece or anything else, there are instances when you will need to move the same piece numerous times. But it is always important to keep this idea in mind at all times.

Protect your King as soon as possible by Castling.

One of the key chess tactics is to always keep your king in a secure spot, as you strive to build vulnerabilities around the king of your enemy, if necessary. That's why you can really cast your King down as soon as you can. That way, it travels away from the middle, where much of the activity normally takes place, which is the region of the board. It also allows you to more easily get your rooks to the middle.

Don't get your queen going too fast.

One of the most important chess strategy tips for beginners is to not move the Queen too early in the game. Most beginners attempt to move the Queen too early to establish mating threats on f7 or f2. These threats are typically not true, and when attempting to bring the Queen back to a safe square, the player who moved the Queen usually loses some tempos. Many times before, you've already experienced this. Although a rule that can also be omitted is "don't move your queen too early in the game". For starters, if your opponent makes a big mistake, you can automatically punish him by beginning your Queen's attack.

Connect your rooks and position them on the open columns.

Typically, the rooks are the most difficult pieces to activate. This is because they are only able to move vertically and horizontally. When there are no open columns, moving these heavy pieces is not easy. That is one of the reasons why it's really important to cast your king early. It lets you move the center closer to one of the rooks.

You should also often aim to predict the columns are the most likely to be opened throughout the game, so that you are the first one with your own rooks to take advantage of the open columns.

Consider twice before your pawns move. They're unlikely to go there.

The pawns will only move on, as you already know. That's why not just for beginners, this is a fundamental chess technique for players at all levels. Another very big chess strategy tip is that when it comes to mobility, pawns are the pieces with more limits. So to decide the essence of the situation and the strategies that each player can pursue, pawns are often very necessary.

If you have a poor piece, aim really quickly to trade it.

A very critical component of chess planning at all stages is to be able to recognise that any single piece doesn't have a promising future. This makes a distinction between beginner players and masters, really. If a bishop is blocked by his own pawns since they are placed on squares of the same color as the bishop, the bishop is generally called a bad piece. It's a smart choice to replace it wherever possible for another piece with the same

value.

Bishops, when the position is wide open, appear to be stronger pieces than knights. In closed positions, knights tend to be stronger pieces, since they are the only ones that can leap over other pieces.

WHY IS IT NECESSARY TO LEARN THESE BASIC CHESS TACTICS?

During their first chess games, many inexperienced chess players suffer from stressful encounters. They soon get mated. Or, without ever knowing what happened, lose hold of their positions. Or with several extra pieces, stalemate their rivals, tossing away a victory with just a draw. Any chess player recalls the days when, without any substantial clue on how to checkmate the enemy with all the extra pieces, he or she attempted to catch as many pieces as possible.

Such circumstances can be very stressful, particularly for kids beginning a chess career. Following the chess strategy tips for beginners listed above will help you stop them. The secret to successful success is playing experience, understanding traditional trends, learning some easy openings, as well as building some basic endgame skills, as well as many more basic chess concepts. Let's discuss some other tips for beginners in chess strategy that will maximize your performance rate and inspire you to improve your abilities!

How to check your opponent with checkmate

The goal of the game is to checkmate the King's opponent. When the King is put in check and does not get out of check, this happens. One of the easiest ways to improve the chess game is to learn basic patterns that occur in games time and time again. By constructing this pattern recognition, by identifying basic patterns in more complex positions, you can begin to see more possibilities in your games.

What is Checkmate ?

Checkmate happens in Chess when you or the king of your opponent is in check, the king can not move, and nothing can catch the check delivery piece. Checkmate also means that regardless how many pieces are left on the board, the game must come to an abrupt end.

This is a pawn delivering a checkmate, even though the board is nearly full of bits of chess. Since the Queen defends it the King is under immediate attack, does not pass, and can not recapture the pawn.

Two Major Pieces Back Rank Mate

This is by far the easiest potential partner in the Chess game, which generally takes place in the late stages of the game (i. e. endgame). The stronger side slices King's opponents with one big piece from the 7th rank and offers a friend from the other. This mate is very popular to know and to be conscious of, and hence essential.

Note: If the King of the opponent is trapped in the center of the row, the stronger side can "walk" him to the 8th rank by giving interchangeable checks with the rooks to the seen position, and then mating on the back rank.

Two Pawn Checkmate

This is a very simple endgame, where there are two pawns on one side and none on the other side. Black has nowhere to move in the following positions: d7 and f7 are guarded by the King of the White; d8 and f8 are guarded by the e7 pawn, which can clearly not be captured.

Back Rank Checkmate

This is a typical example of the back rank checkmate, which is a very effective weapon used as a serious weapon or a hazard by both players. His own pawns on the 8th rank (i. e. back rank) are blocked in the position above Black's King and any check by a large piece on the back rank will turn out deadly. The back-rank checkmate does not look anything like our first case, but the trend is quite close. Although we're still going to use a big piece to bring a checkmate to the edge of the board, the King's own pawns are stopping him from avoiding our attack this time around.

Note: Even though no immediate checkmate is open, condition will shift very easily and it is always a safe idea to establish an escape window in the endgame where major pieces are present, you should still be conscious of the back rank threats.

Tip: In the Middle Game, there are a number of back rank mate instances as well.

Diagonal Checkmate

It was proven that the Queen + Bishop configuration lined up on the same diagonal was very effective. In this case, because black dominates the so-called long (a1-h8) diagonal, the setup is even more strong. Mates in white with 1.Qxg7#. The Diagonal Checkmate should be in any realistic chess player's arsenal. Around the same time, whilst on the defensive side, players should be careful of this kind of setup.

Note: If White's Queen and Bishop are lined up on the b1-h7 diagonal, it is conceivable to have a common form of mate, double attacking the vulnerable h7square that the King alone always guards.

Smothered Checkmate

When an opponent's king is not able to move because it is blocked by its own pieces or pawns, it is a mate provided by the knight alone. Often this mate is very difficult to see since players don't usually expect the knight to be a mating piece. Note: When you see that the king of your opponent will not move because of surrounding pieces, you can press in your mind on the smothered mate theme.

In situations where a king is too well defended for his own benefit, the "smothered mate" happens. The ingredients are simple; a king who is totally entombed by his own pieces (usually in the corner of the board) is threatened by a knight who can leap over the defenders to challenge the king. Since the King has nowhere to run, a checkmate is the outcome.

A smothered mate usually requires sacrifice and a sequence of checks to compel the opponent to trap his own king, but to complete this example requires only one move.

Bishop and Knight Fianchetto Checkmate

It is a simple checkmate that takes advantage of the 3 vulnerable dark squares around the castle of the Black King: the White pieces may occupy f6, g7 and h6. A bishop and knight may both work together to win a checkmate, but they will need a little more support to do so, either from their own pieces or from a few strategically placed defenders.

Exchanging the fianchetto bishop, who will be the dark square bishop of the Black, is often dangerous; it can produce several weak squares, especially if the opponent has a dark square bishop. If there is no extreme need to do so, do not substitute the bishop.

Anastasia's Checkmate

A excellent example of how the knight should be used in mating schemes is this checkmate. In the mate knight and rook of Anastasia, they work together to lock the king of an opponent on the h-file (it also operates on a-file, in the case of a long side castle) and then to checkmate. The knight controls the squares of g6 and g8, while the rook takes charge of the whole h-file and delivers a checkmate: while some beautiful combinations will lead to the final, in the above position, the mate is only one step away. White had just given the knight a check, forcing Black to play Kh7 in an effort to run.

Note: In the middle game, the mate of Anastasia reveals the value of a rook lift, which is a tactic where one player raises his rook from the back rank to an active position, usually close to the king of an opponent.

Two Bishop Checkmate

It was once said that in an open position, a pair of bishops are twice as powerful as those bishops who are far from each other. Doubling the bishops, a very powerful weapon, is like doubling the rooks. Minor parts can also produce checkmates on their own. A pair of bishops can work well together; since each one can be dominant on squares of a single color, they can rule the entire board together.

Interesting Fact: Two bishops occupy 28 squares while operating at their best. The queen will do the same: 28 squares as well.

Queen And Bishop Pin Checkmate

The Queen fits well with a bishop in a pair. The g7 pawn did not catch the Bishop on h7 in the example above, as it was pinned to the King by White's Queen. That is a very simple and useful pattern of mating which should be regularly remembered and used.

Queen And Bishop Fianchetto Checkmate

That is another example of how to use "bishop less" fianchetto. White sees that and sets up the mating net cleverly. Squares h6, f6 and g7 are very weak and that fact is taken advantage of by White. White with 1.Qg7# checkmates. In grappling with weakness, you now know what to do, "bishop less" fianchetto. The bishop will play a supporting role for a queen close to that of the knight in the previous case. The bishop will support the queen from afar as the queen delivers the checkmate.

Note: Again, think twice before you swap your Fianchetto bishop!

Queen And Rook Checkmate

We do know that the queen and the bishop work together very well. We'll see in this instance that Queen and Rook function in pairs as well or perhaps better. Black has the side castle configuration of his King, but the h-pawn is absent, making it a very dangerous position to be at for the King. Our first example uses a queen and rook to deliver a checkmate together. For any two major pieces, though, this same pattern can be done.

A lone king is easily verified by any two big pieces against the edge of the board. Although one piece stops the King from moving away from the edge, in order to have a checkmate, the other may move to the same rank or file as the King.

Note: It's a must to occupy it with big bits, double up and strike when you have an open file available!

King and Queen Checkmate

It's a very easy but supportive companion that almost always happens in the endgames. A lone King with a King and Queen working together is very simple to checkmate. The Queen is a strong attacking piece, but to produce checkmate it typically requires some help. The Queen is an effective attacking piece, backed by a minor pi, but it typically requires some assistance to deliver the checkmate. Most simple checkmates use the Queen to deliver the checkmate. The Queen is used by many simple checkmates to produce the checkmate, backed by a minor piece.ece.

Note: Most players are likely to leave until that position happens, but some players continue until the very end of the session. You must now even though short of time, how easily and effortlessly to win these basic positions.

King and Pawn Checkmate

Even the smallest members of a chess army will take part in an enemy king's checkmate. Pawns can be very dangerous attackers in the right conditions. There are only three potential ways for a king to get out of control:

- Move out of the way (though he cannot castle!)
- Block the check with another piece or
- Capture the piece threatening the King.

Rook and Bishop Checkmate

This is a very general theme in checkmating, not just in the endgame, but also in the middle game. The basic principle is that the Rook is used to cut the Black's King on the side of the board and to deliver a mate using

Bishop's long-range skills.

WHO MAKES THE FIRST MOVE IN CHESS

The player with the white pieces is usually the first to move. Therefore by chance or opportunity, players usually decide who will be white, such as tossing a coin or letting one player guess the color of the hidden pawn in the hand of the other player. Then White makes a pass, followed by black, then again white, then black, and so on until the end of the game. Being willing to move first is a minor bonus that offers the white player a chance to strike immediately.

HOW TO PLAY CHESS VARIANTS

Although most individuals play traditional chess rules, certain individuals choose to play Chess with rules modifications. "These are referred to as "chess variants". Each version has rules of its own:

- Chess960: The initial position of the pieces is set at random in Chess960 (Fischer Random). Pawns maintain their usual initial position, but they organize the majority of the pieces arbitrarily.

King Of The Hill: The aim is to bring the King to the middle of the board or "top of the hill." in this style.

- Bughouse: This format is played in pairs. When one player captures a piece from the opponent, his or her teammate may have this piece open. For instance, if I play as a white man and my teammate, who is a black man, takes a white knight from his opponent, I'll have a knight in my turn that I can place on any free square on my board. In some of my potential surprises, I can do it.

- Crazyhouse: This is a very exciting format, since it requires the pieces you take from your opponent to be included. That is if I play as a white man and I take my opponent's black pawn, that pawn would turn into a white pawn that I can place as part of my army on the board. In some of my potential surprises, I can do it.

3-Check: The first player who tests the opponent's king three times wins in this style.

CONCLUSION

As soon as you have mastered the movements, you can preferably start playing with another beginner. If you are sluggish in recalling the rules, do not be discouraged. You will get used to the movements of the pieces with a little experience and will be able to start figuring it out without having to recall how each one moves and catches them.

Chess is competitive and the greatest incentive is a willingness to succeed. That's why you're going to compete with another novice who you have a chance to beat. If you have an instructor who will oversee the game, it is best to make sure that the rules are followed than to find out where you went wrong after the game.

The scope and price of the textbook, dealing with all facets of the game in one volume, differ. Certain chess manuals are published by champions, others by coaches of chess - both of them help the beginner dig deeper into the mysteries of chess. Later, by learning different facets of the game, the entity who wishes to further develop skills will specialize further and there is a vast choice of aids here.

Opening books range from lengthy manuals in many large volumes, not recommended for beginners, to books meant to illustrate why the openings are played in a certain manner.

By describing the core strategic concepts and providing examples of tactical combinations, the Middle Game is dealt with. There are a plethora books that deal with this subject.

The endgame is an aspect of the game that should be learned by all aspiring players. There's an option of some books here again. Elementary books, which describe universal ideas that are most likely to exist in realistic terms, are ideal for beginners. There are books for experienced players that deal with unique endings in detail. Lastly, we come to the collection of great players' games. We recommend books, particularly those intended for beginners, with thorough comments.

In this game, young learners are instructed not to rely heavily on chess

problems to achieve mastery. Such topics are only as far from literature as crossword puzzles are. Surely, one's strength of imagination of gestures is bone. To keep your mind vigilant in the chess sense, play as many real games as possible and solve chess problems. The purpose of the game in chess (the real game) is to beat the enemy, being unimportant, the means by which this aim is achieved or the time is taken. In challenges, however the adversary is represented by time. In the specified number of moves, the mate must be successful. Since the role given in the issues is always quizotic, most veteran chess players then dismiss as incapable of consideration as a case. In the other hand, the problemists argue that so much laborious and profitable wood moving is involved in the game and that the artistry of fifty games should be combined into a single artificial position. Nevertheless, to have the judicious balance of the two, the best courses are available to young learners.