



HOW TO PLAY CHESS

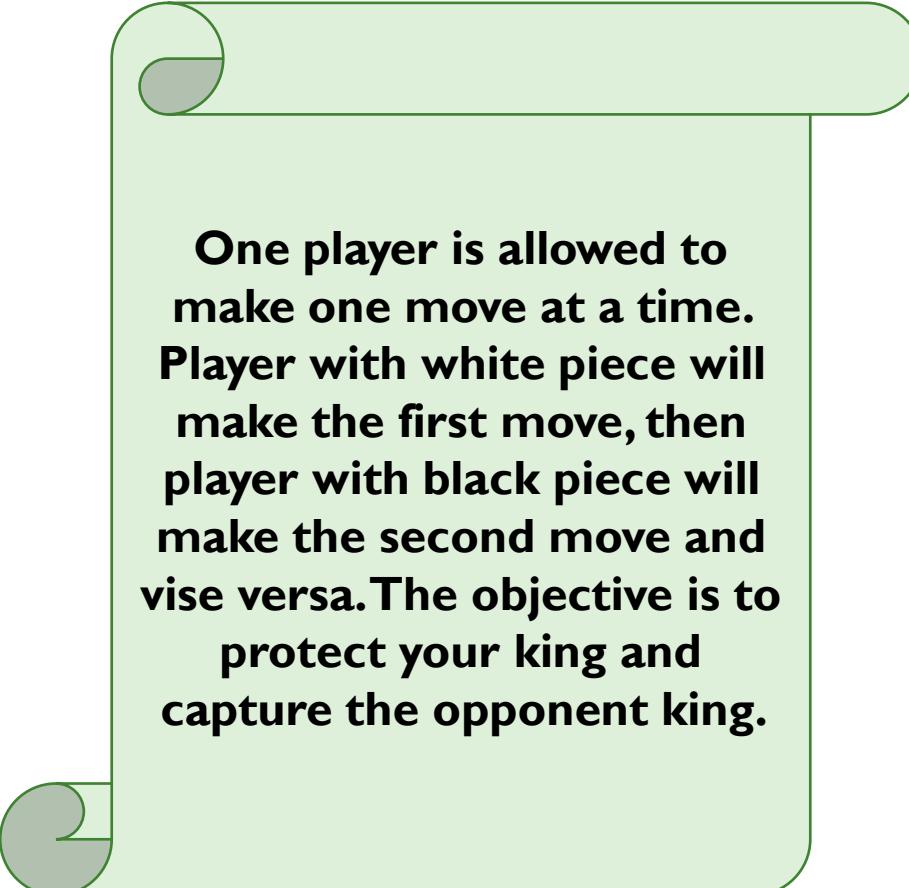
By Mohamad Ibrahim

CONTENT

1. Moves
2. Captures and block
3. Checks
4. Set
5. Draws
6. Special moves
7. Simple opening
8. How to improve in chess

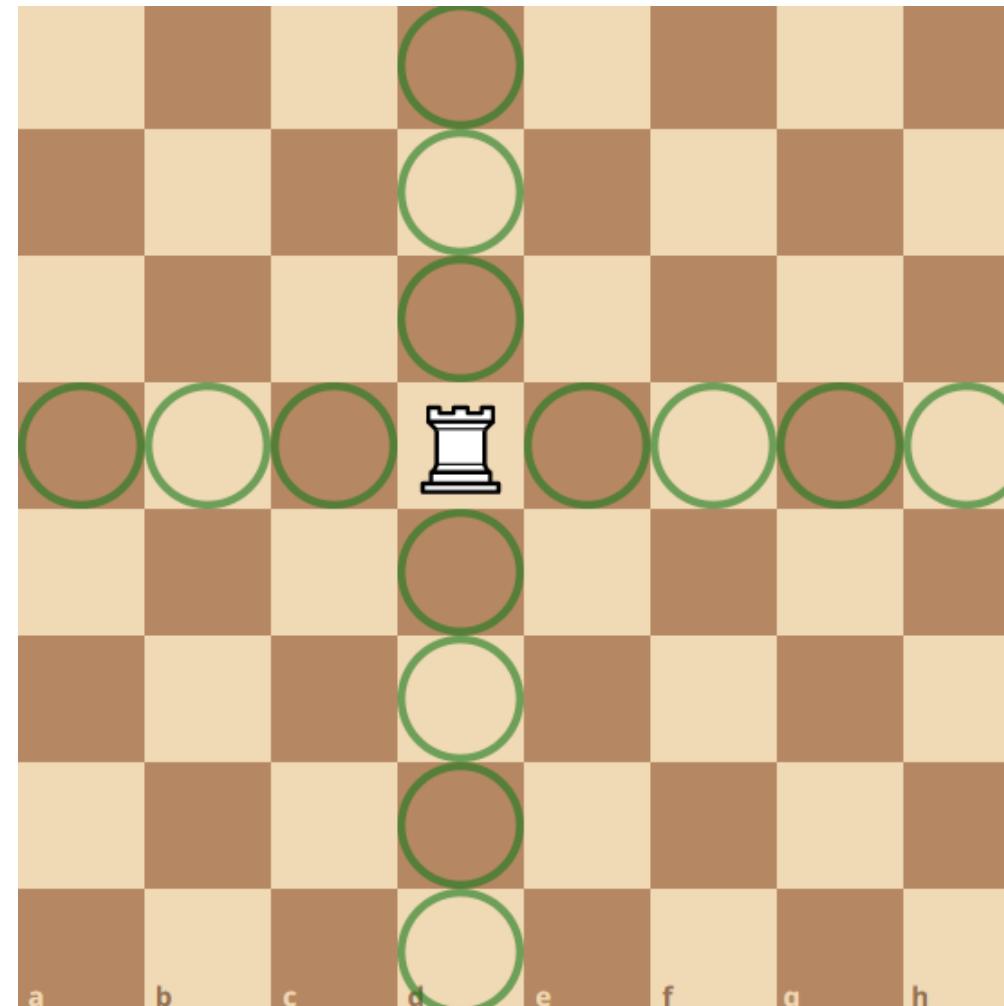
1. Moves

1. The game

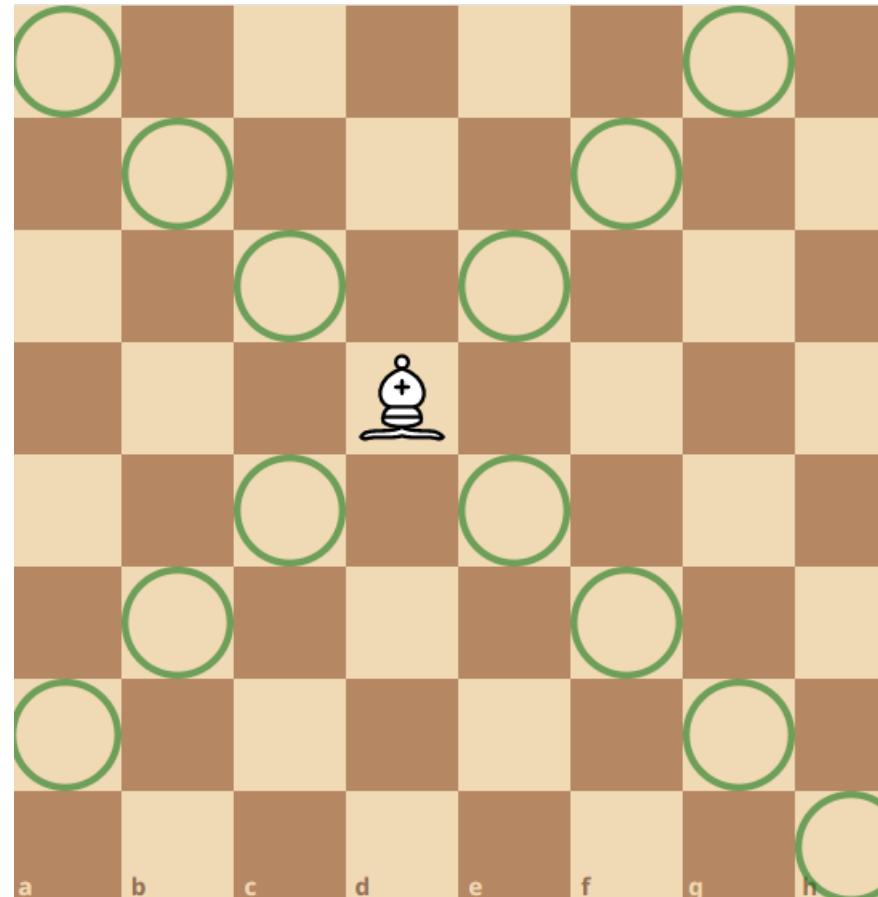


One player is allowed to make one move at a time. Player with white piece will make the first move, then player with black piece will make the second move and vise versa. The objective is to protect your king and capture the opponent king.

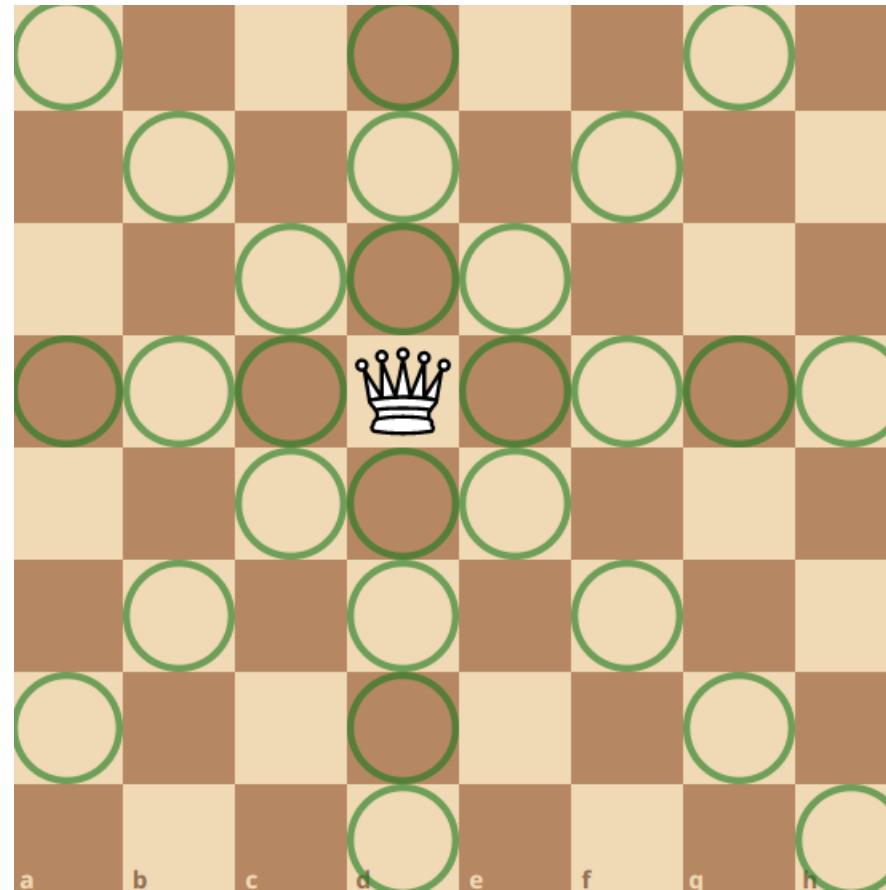
1.1. Rook



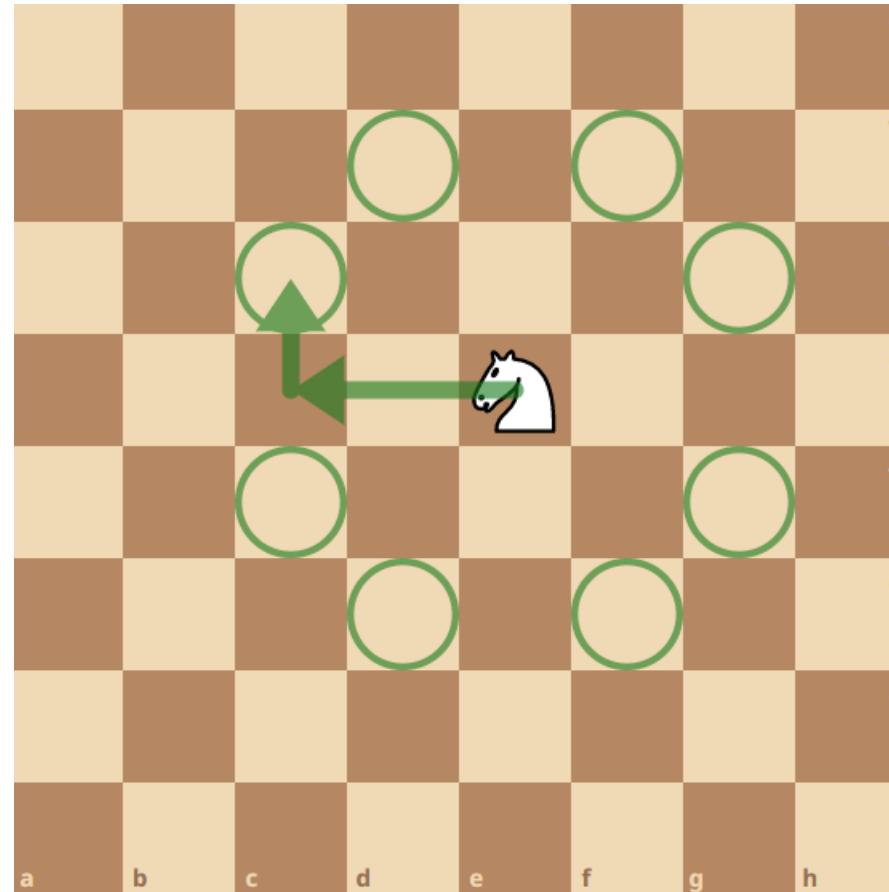
1.2. Bishop



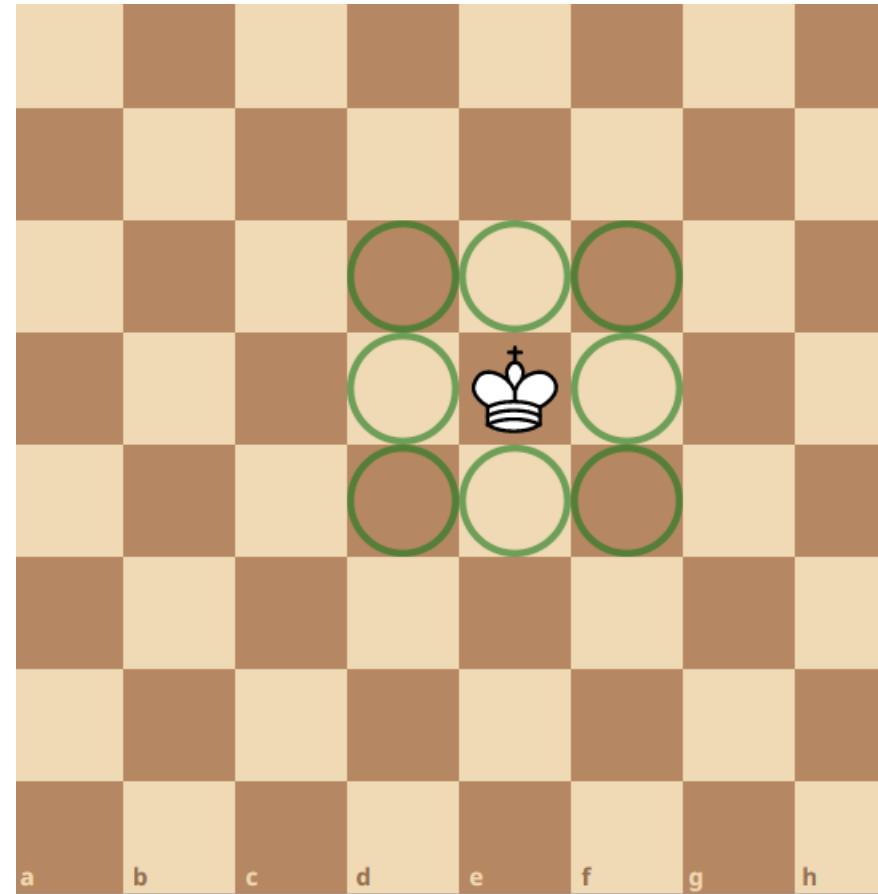
1.3. Queen



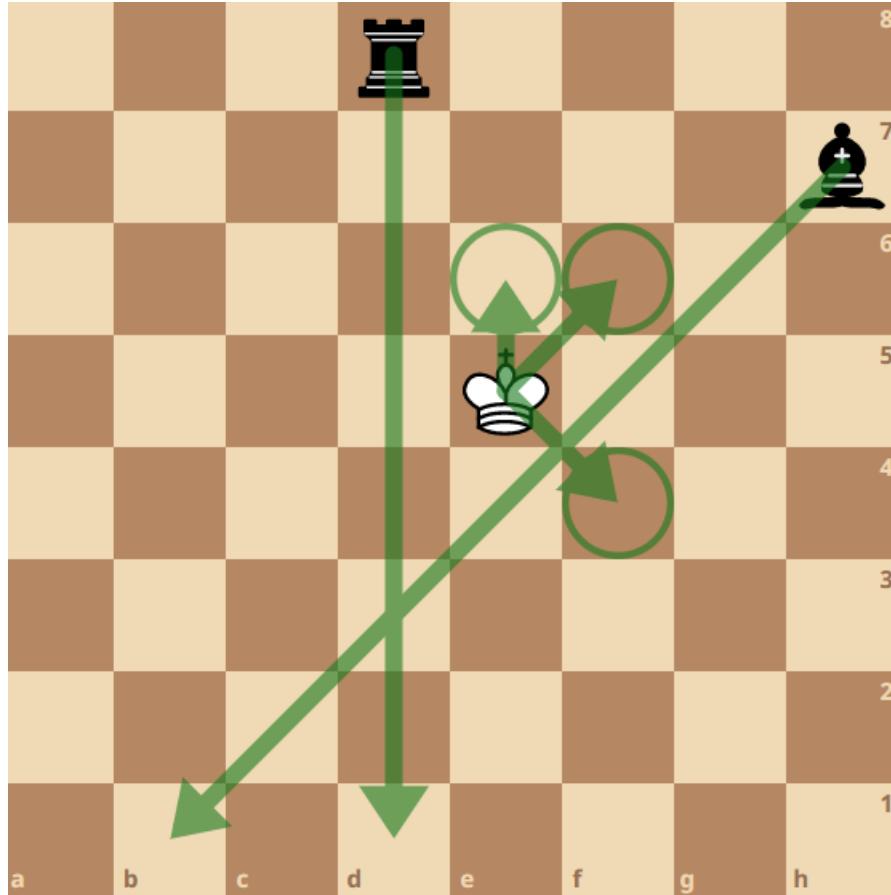
1.4. Knight



1.5. King

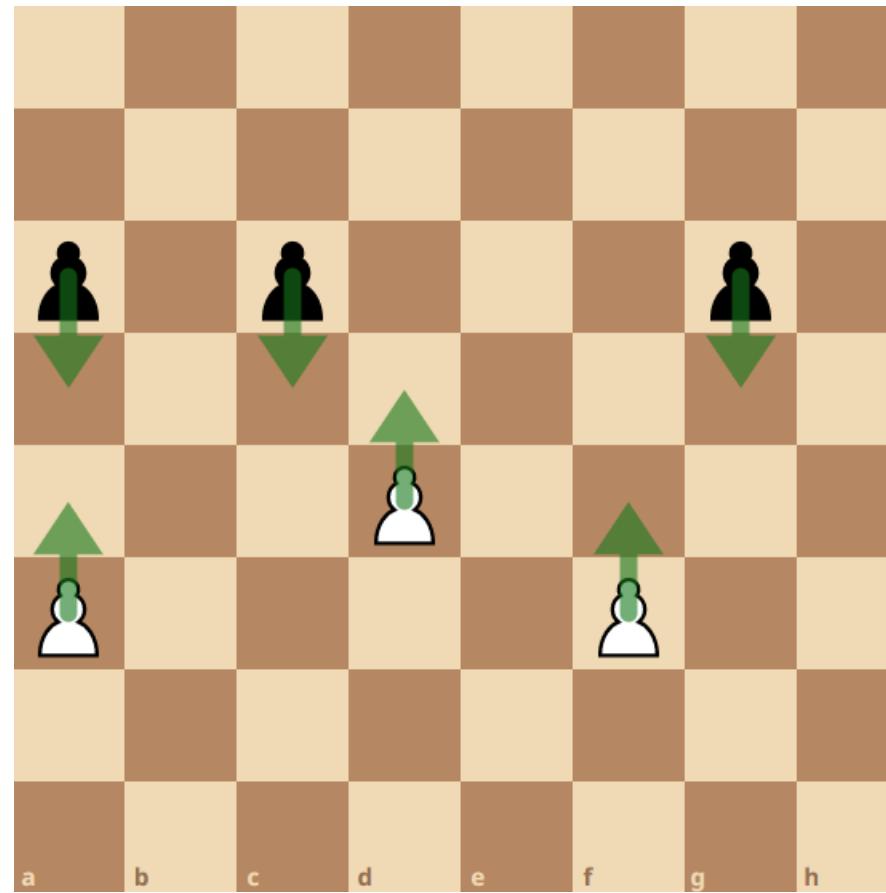


1.5. King's condition to move

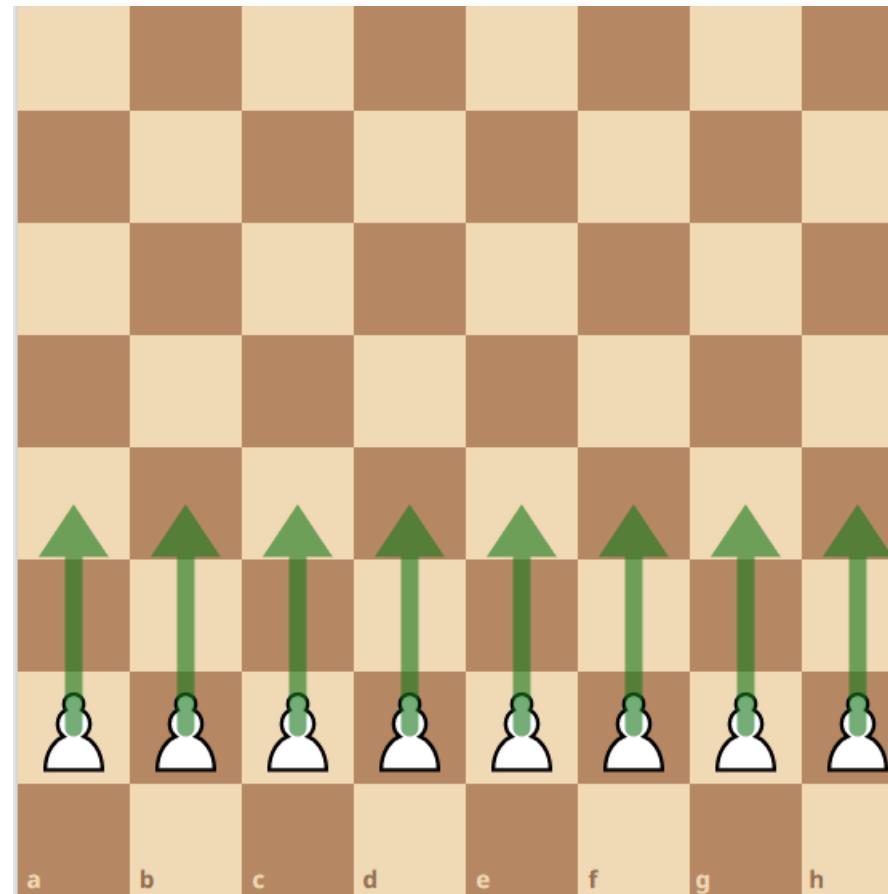


**The square should
not be attacked by
the enemy**

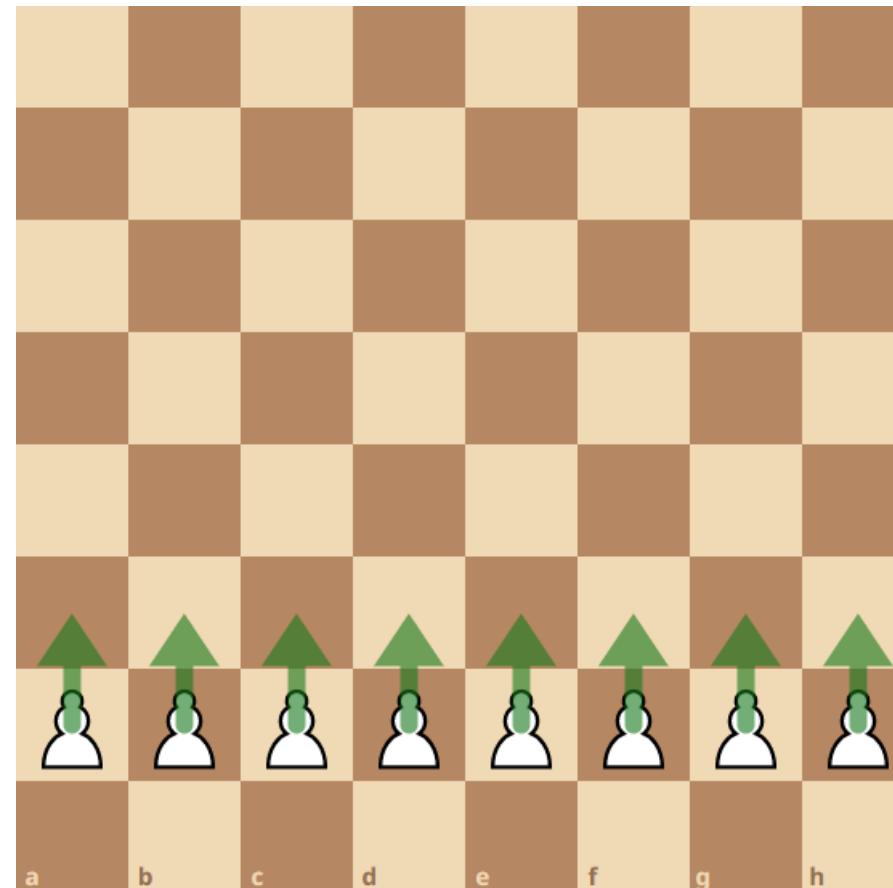
1.6. pawn (1)



1.6. pawn (2)

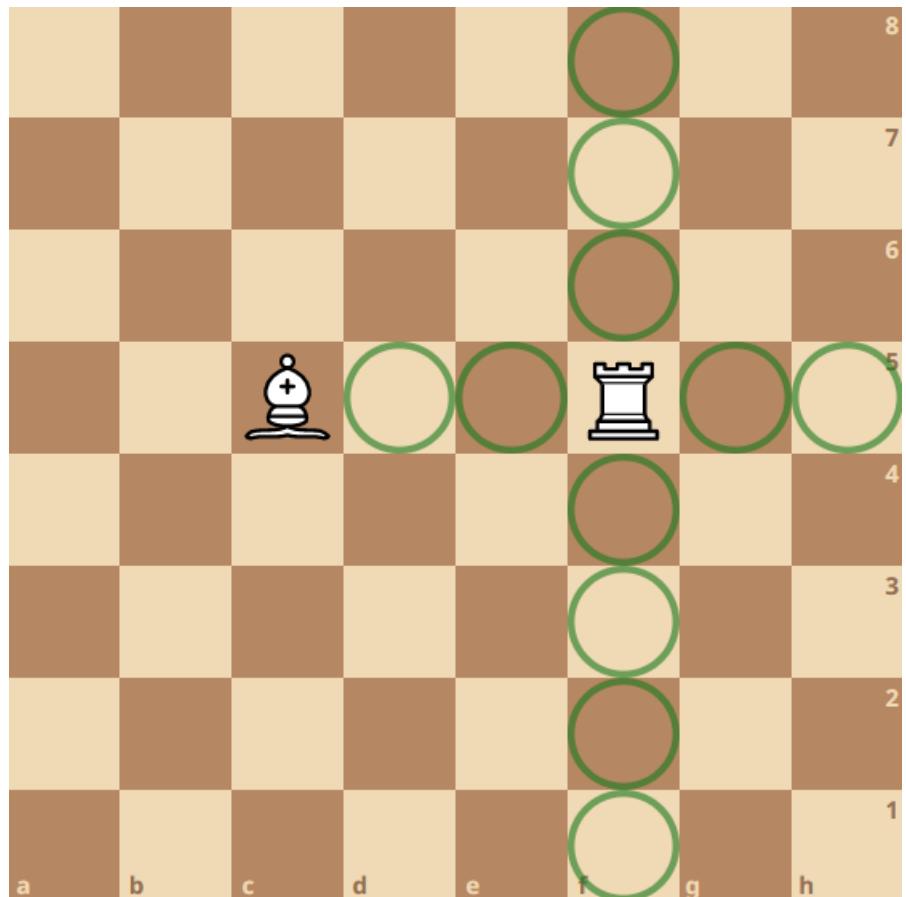


1.6. pawn (3)



2. Captures and Blocks

2.1.1. Blocks (rook/bishop/knight/king)

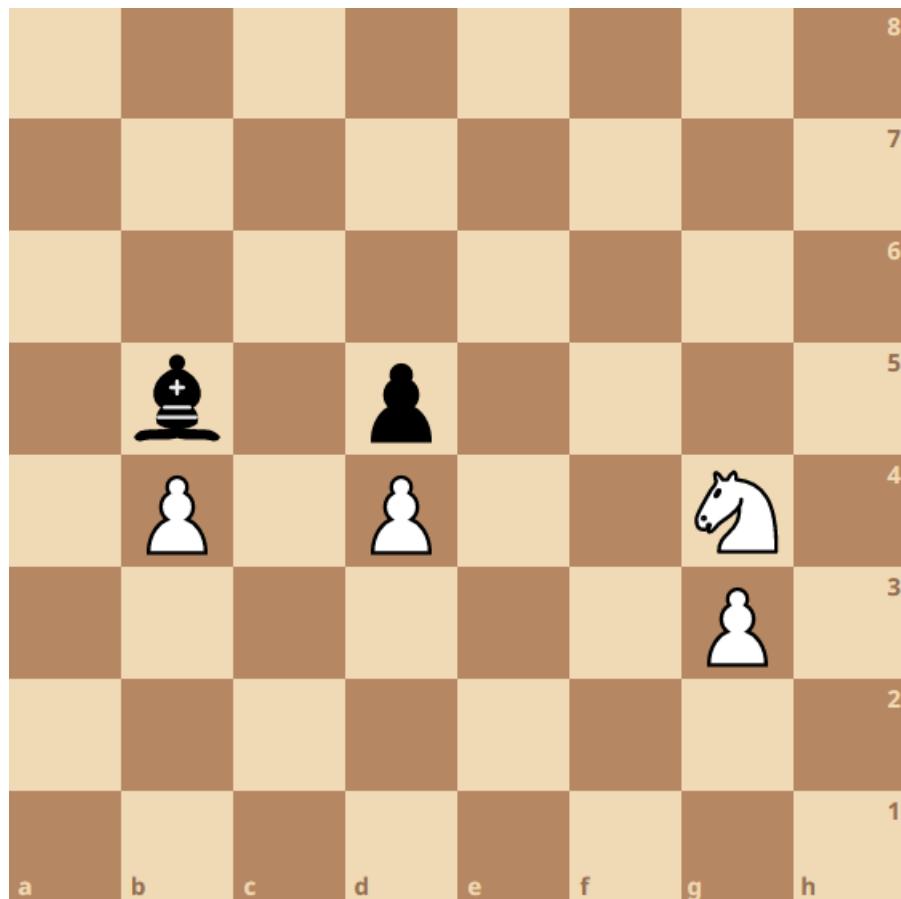


Pieces are blocked by other pieces of the same color (a friend) in its direction.

Remark:

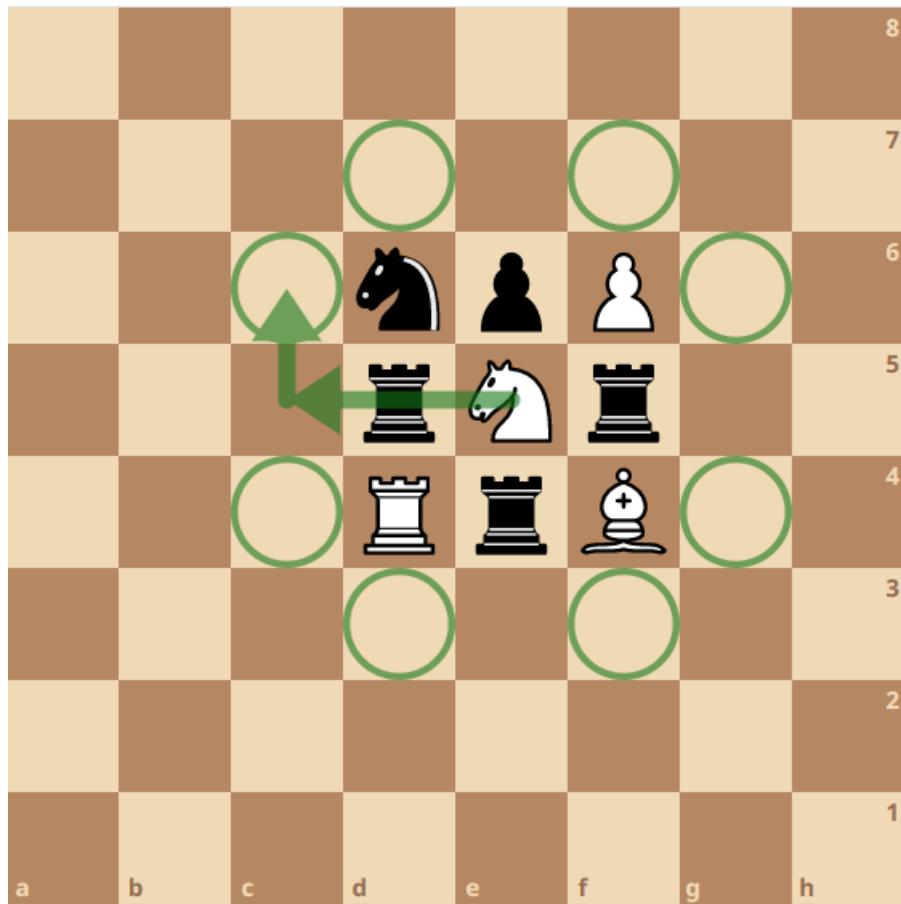
1. Pieces of the same color: Friends
2. Pieces of the different color: foe

2.1.2. Blocks (pawns)



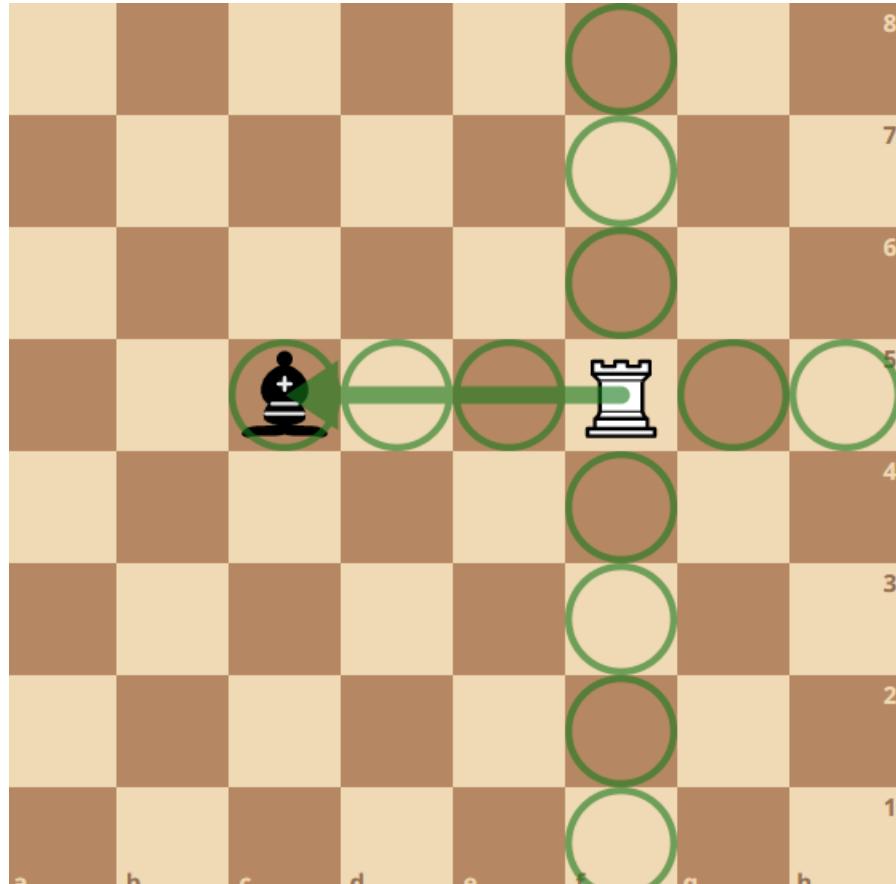
Pawns are blocked
by any piece in its
direction (a friend
or foe)

2.1.3. Blocks (knight)

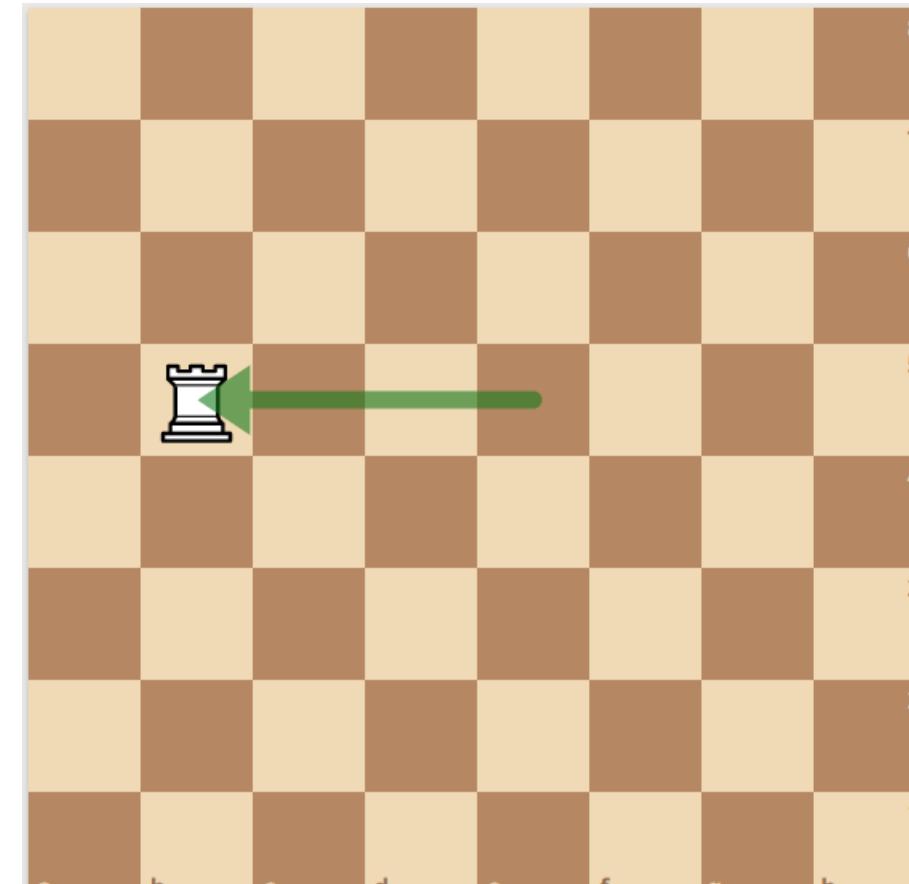


**Only the knight
can jump over any
piece (friend or
foe)**

2.2.1. Captures (rook/bishop/queen/king/knight)



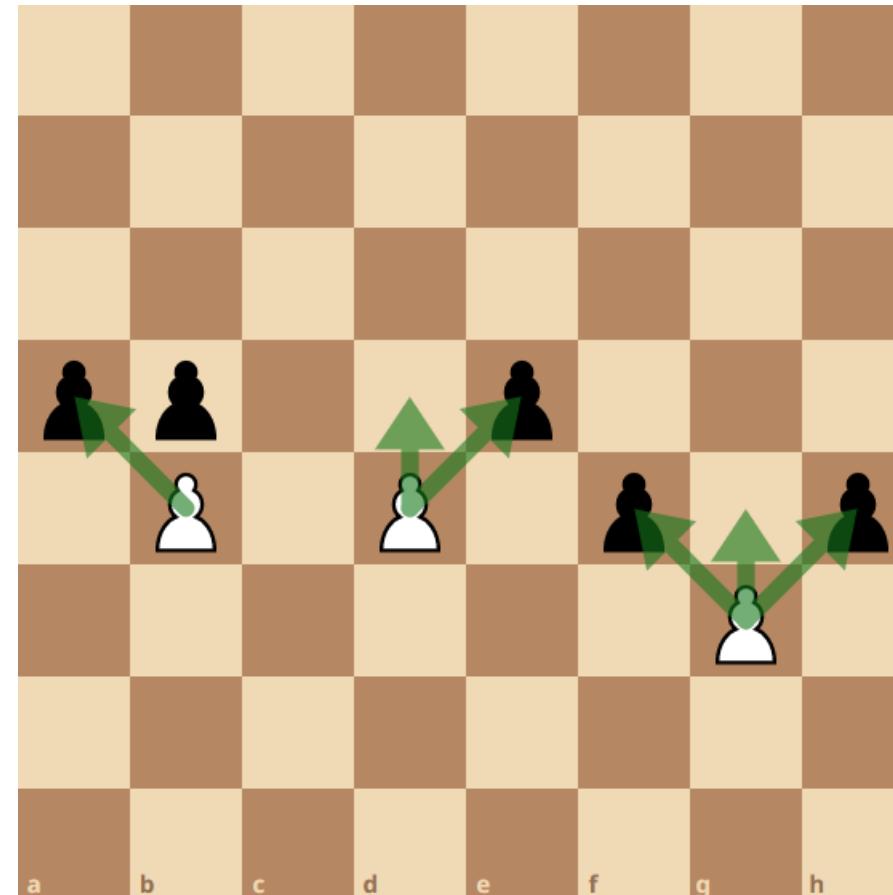
(1)



(2)

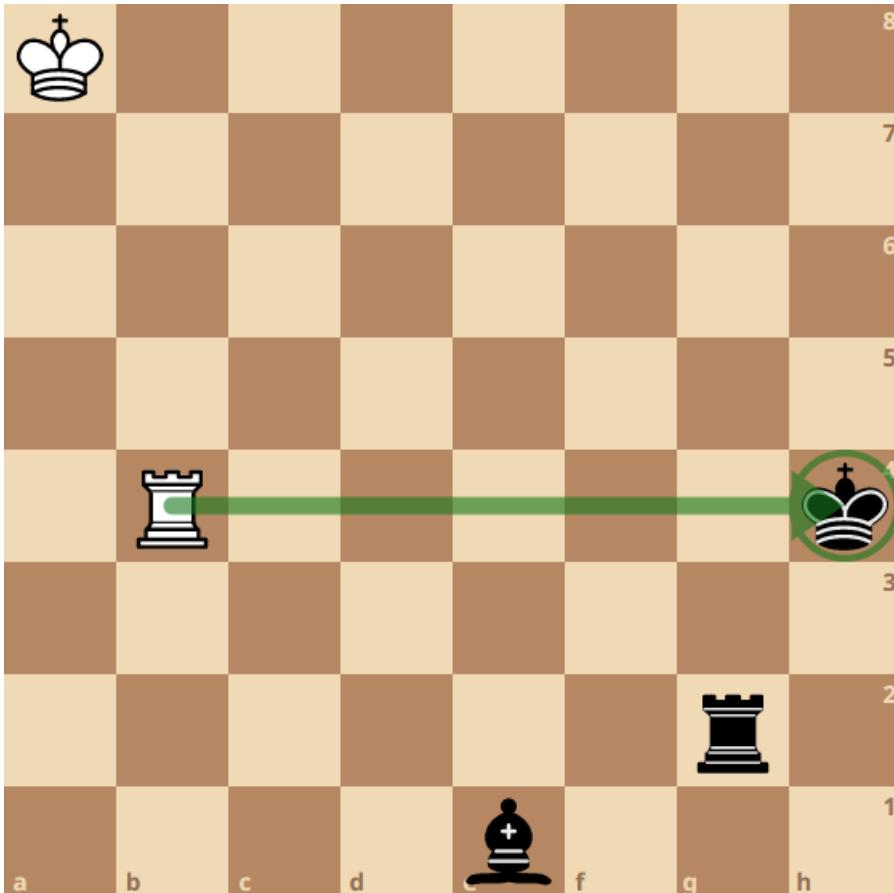
A piece can only capture a foe in the way and replace it. A friend cannot be captured

2.2.2. Captures (pawn)



3. Checks

3. Checks



When king is threatened by a foe, this state is called check.

If the king is in check, the player is forced to deal with it instantly

3. How to deal with checks

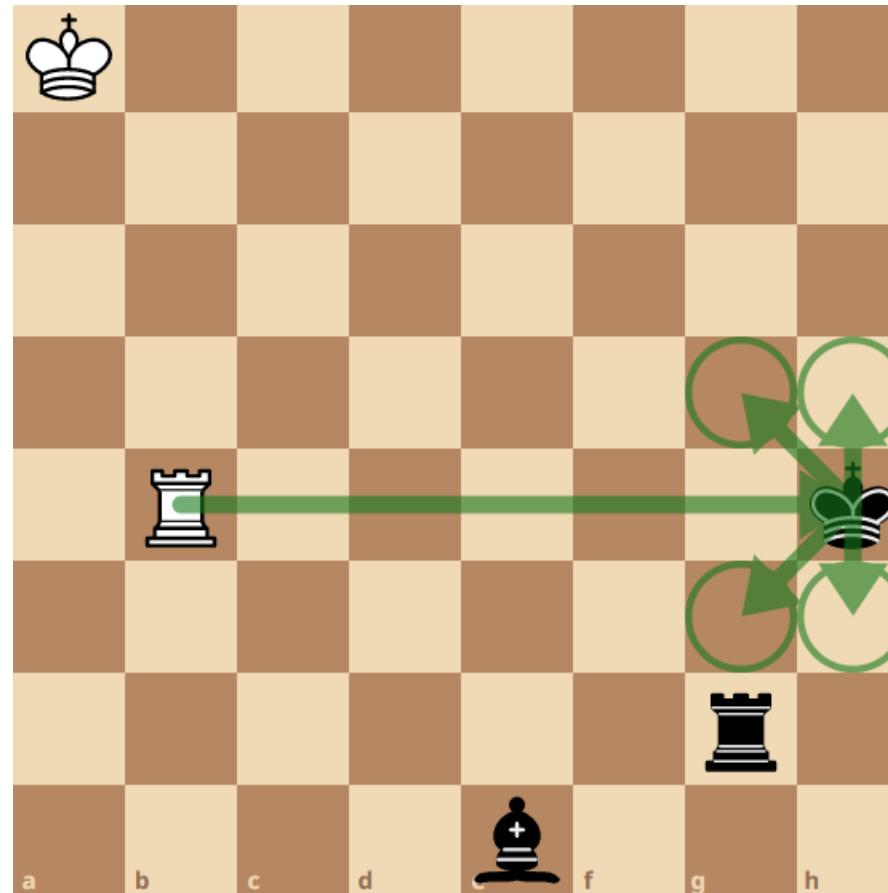
Avoid the threat

Capture
threatening
piece

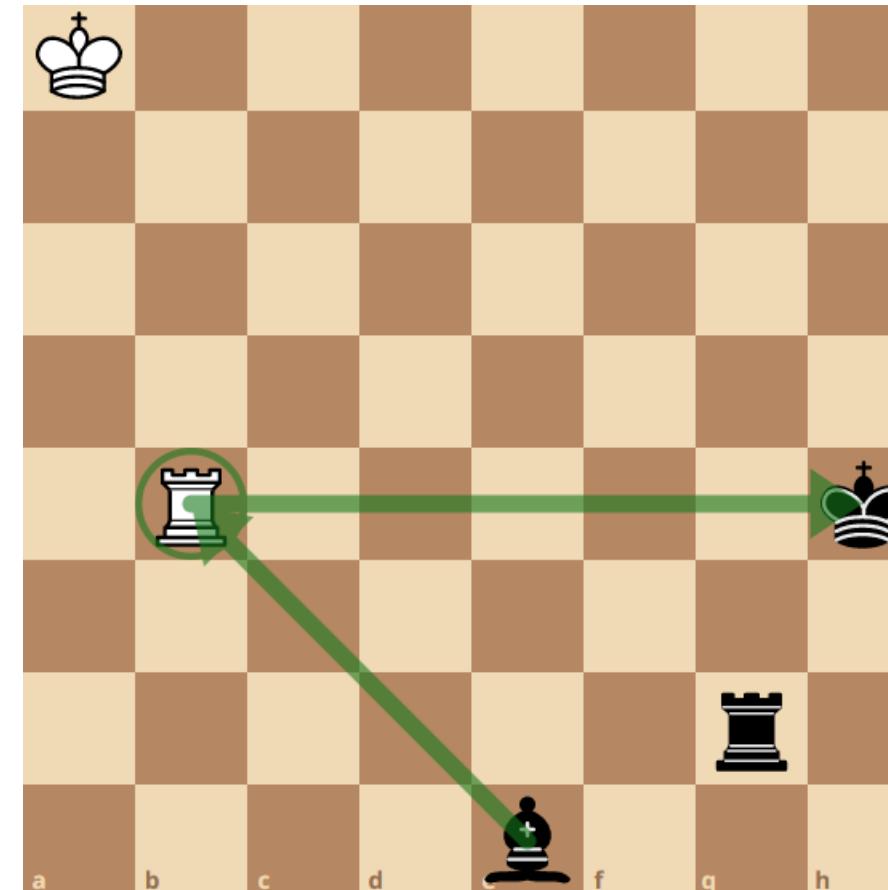
Block with a
friend

IF the player can't do any of these and the king is check, the player lose the game, this is called
CHECKMATE

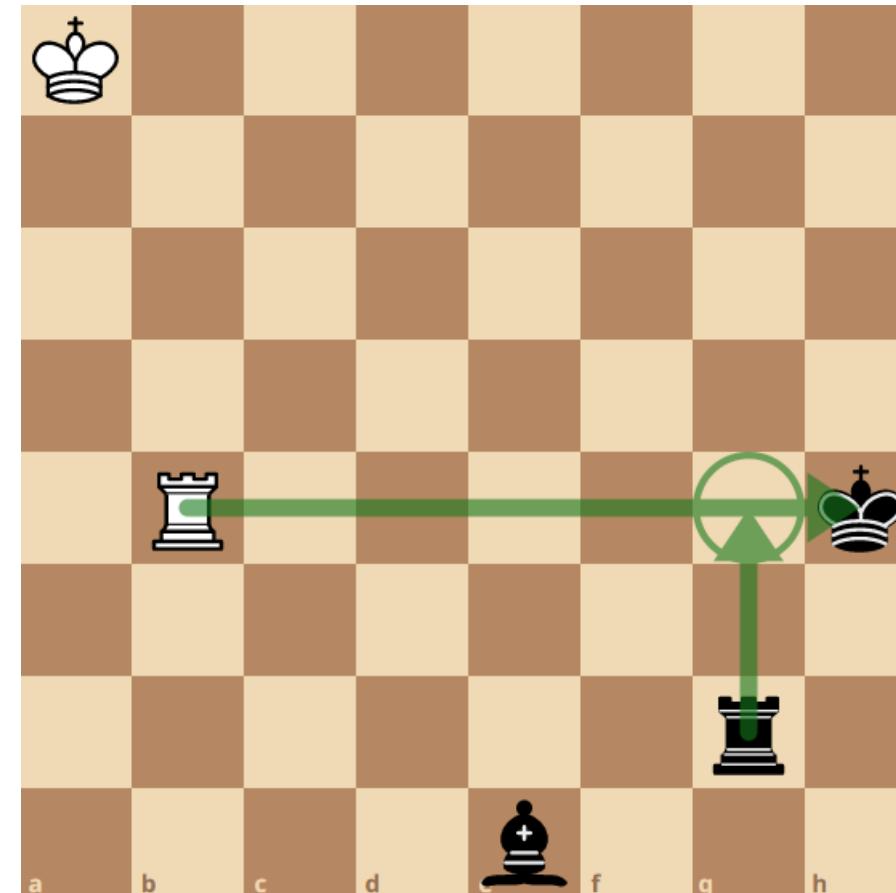
3.1.1. Avoid



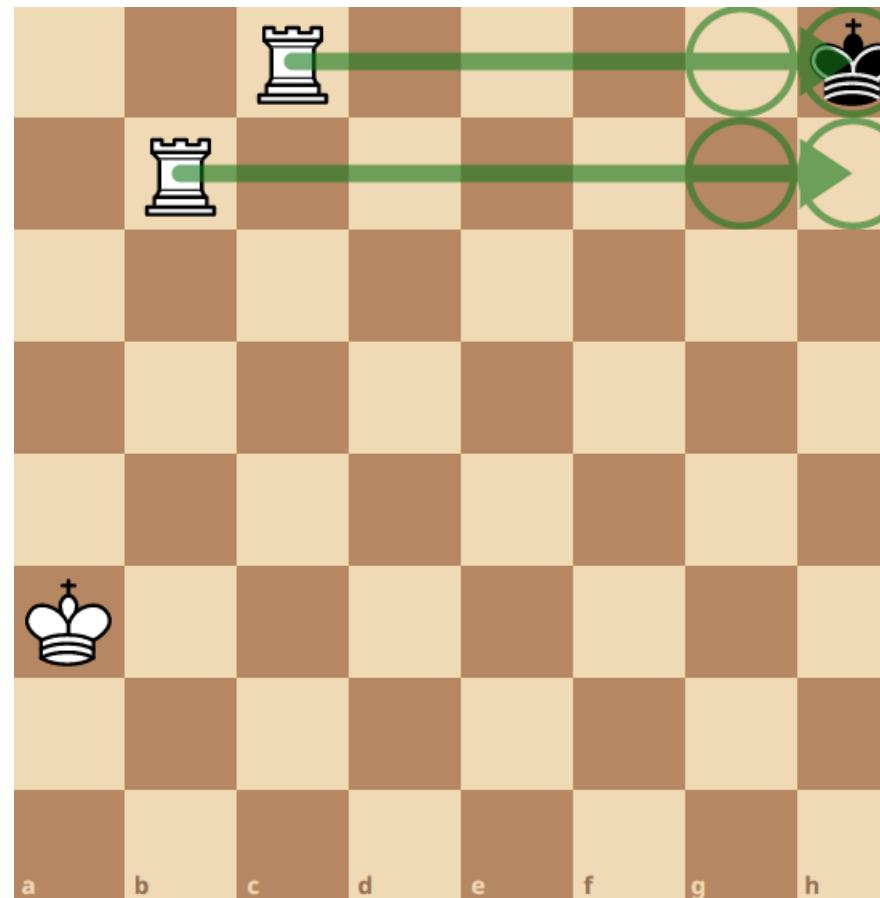
3.1.2. Capture



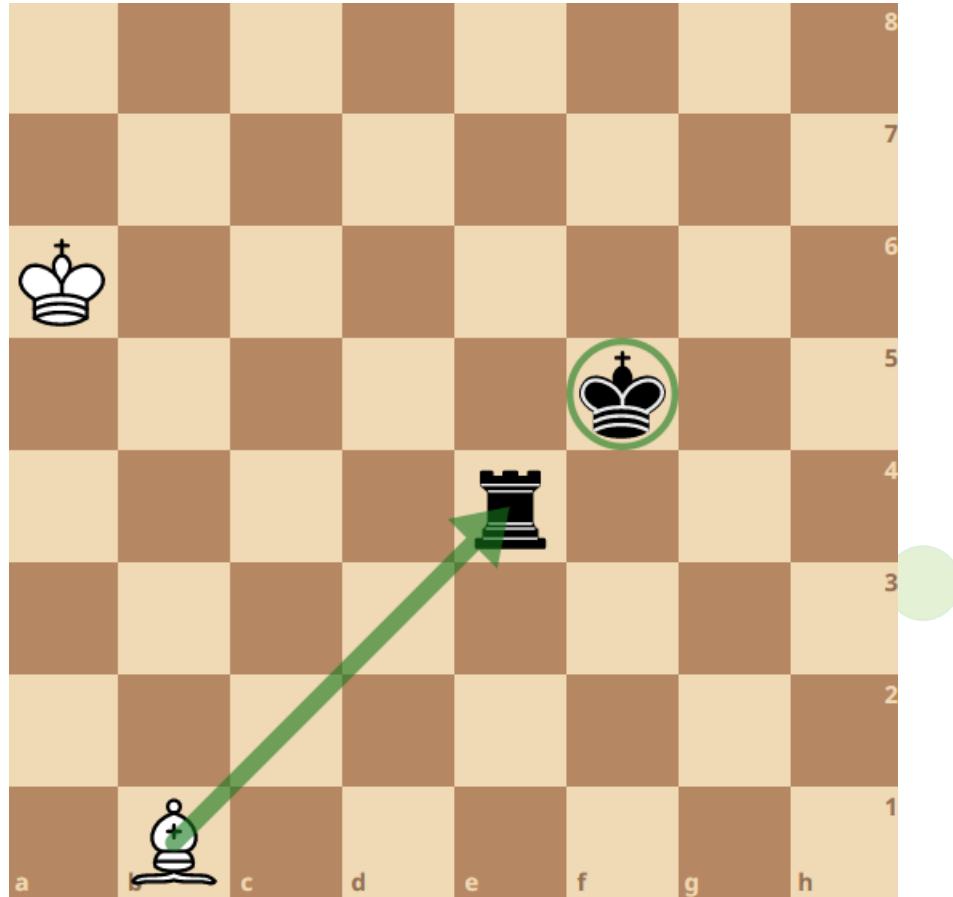
3.1.3. Block



3.2. Checkmate



3.3. Pin



If a piece is protecting the king (blocking a threat) this piece cannot move away from the king unless the threat is removed. This is what we call a **Pin**

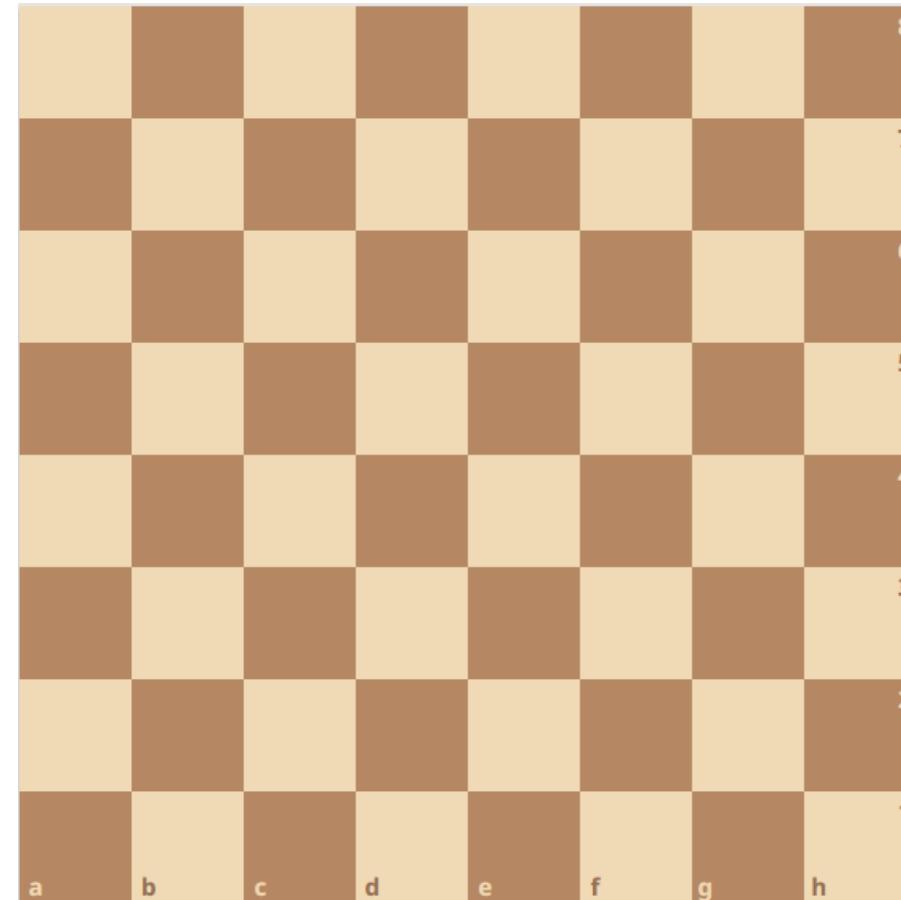
3.4. Losing in chess

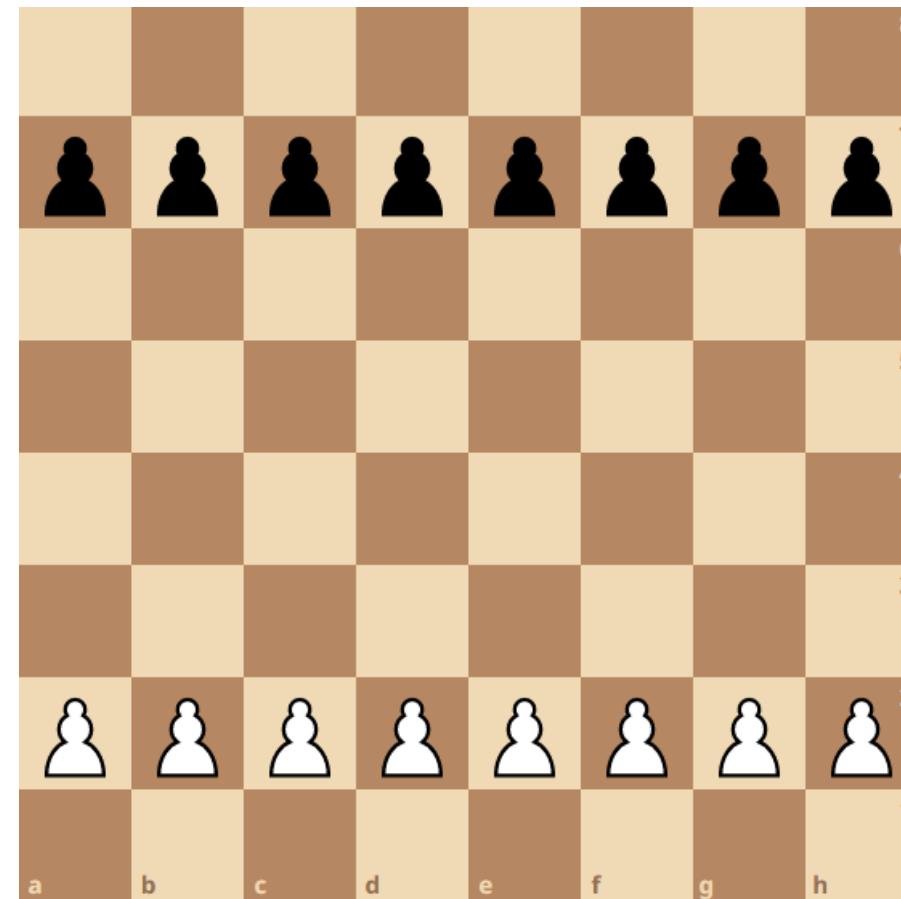
Checkmate

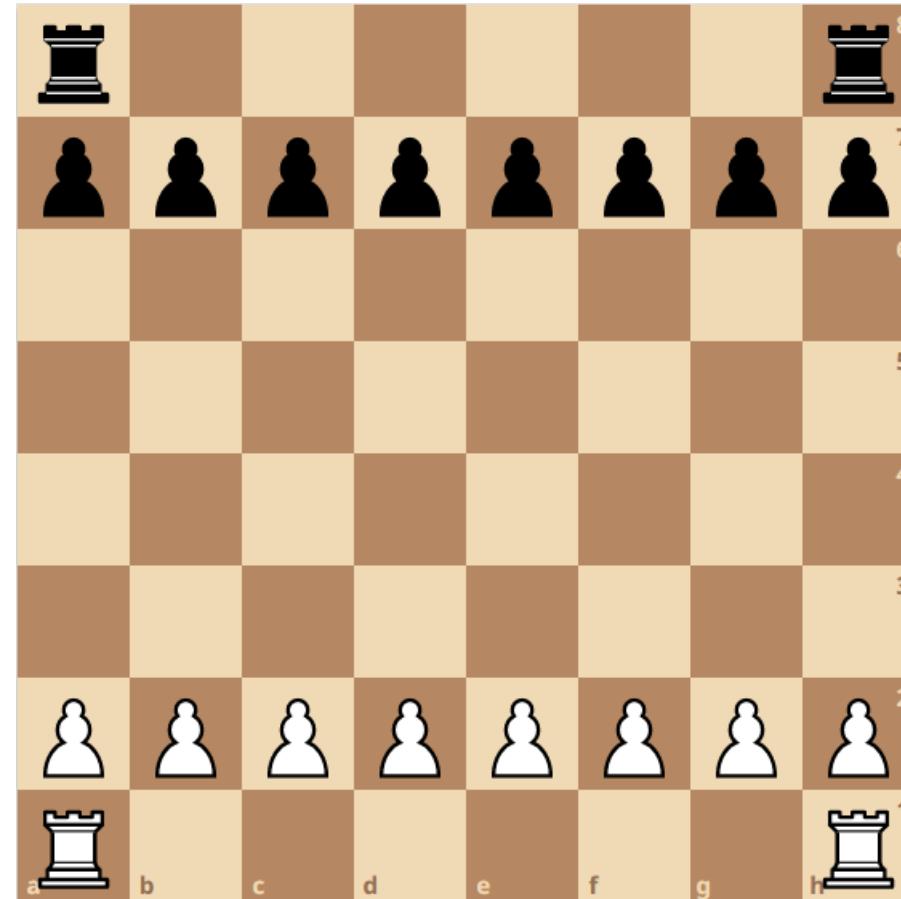
Time out

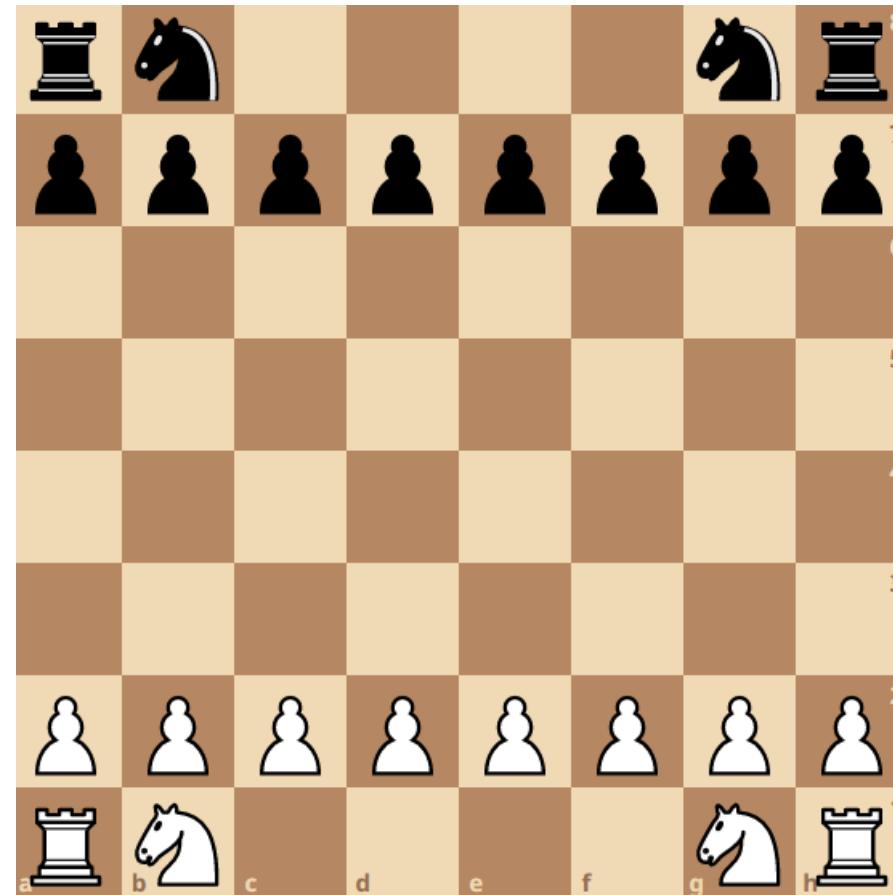
**Resign
(give up)**

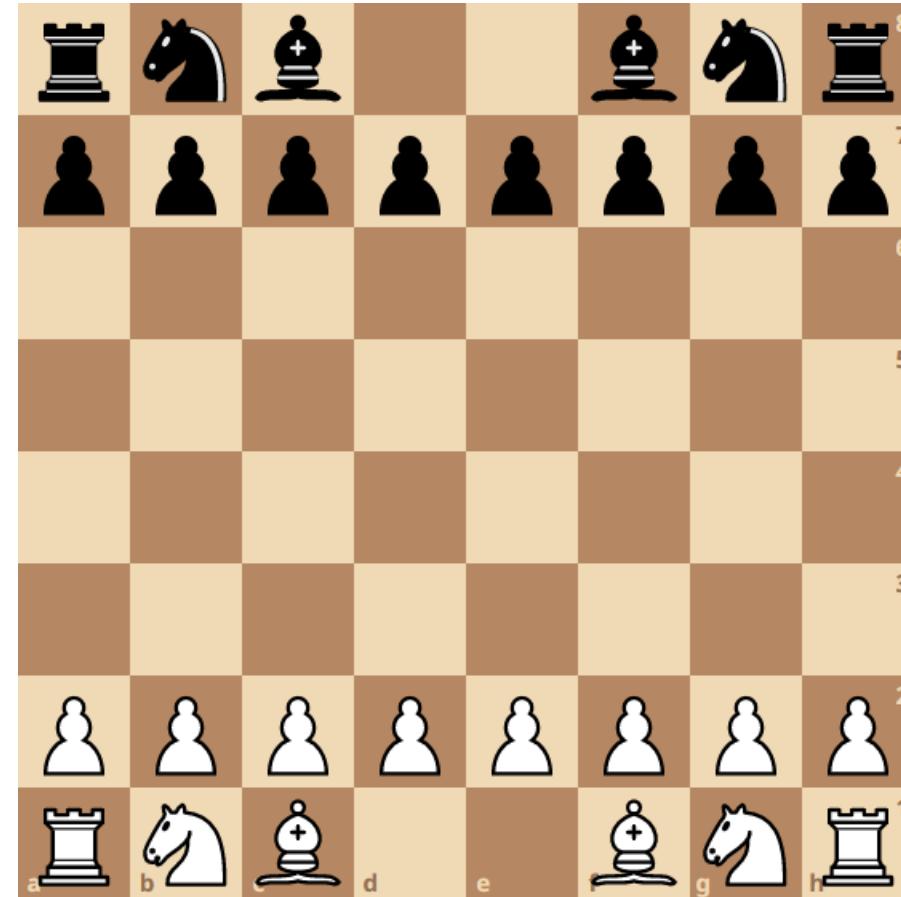
4. Set

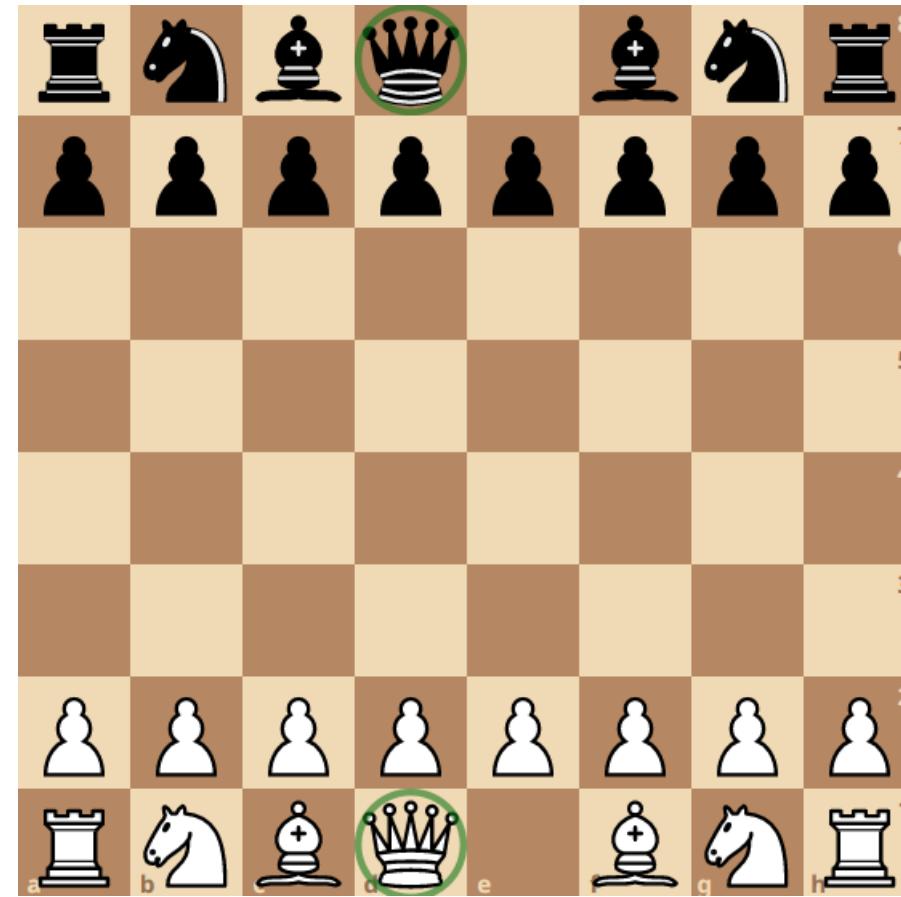




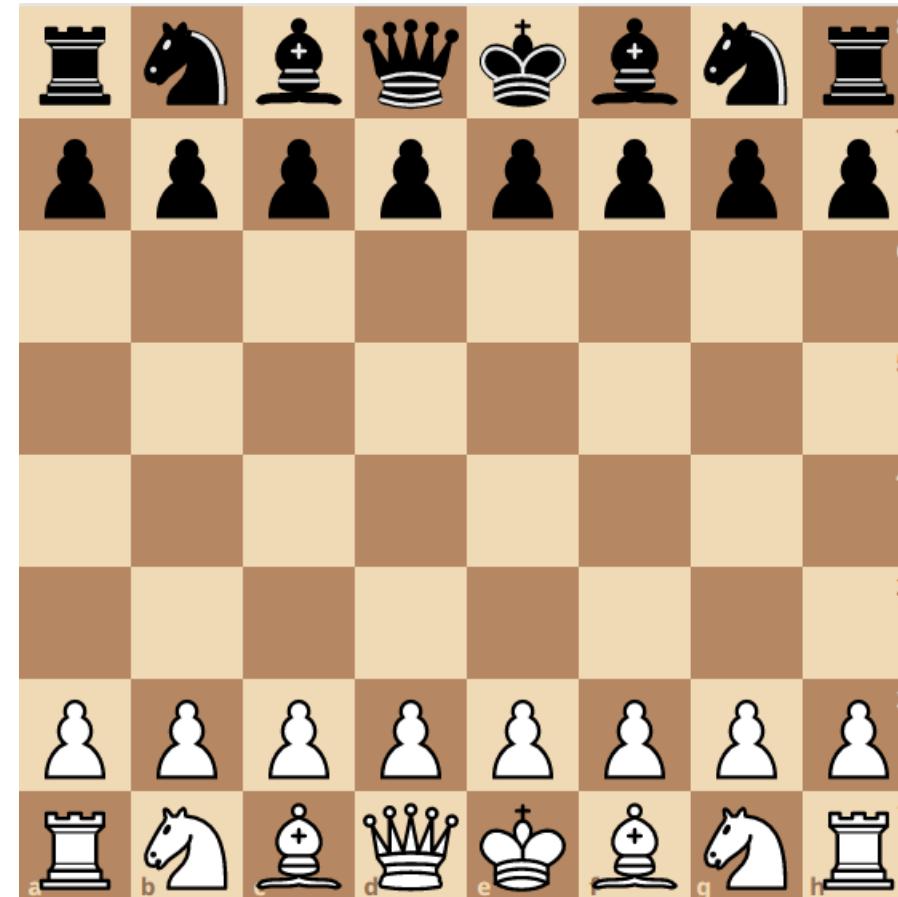








The queen is
on the same
color square.



5. Draws

5. Draw

Stalemate

**Insufficient
material**

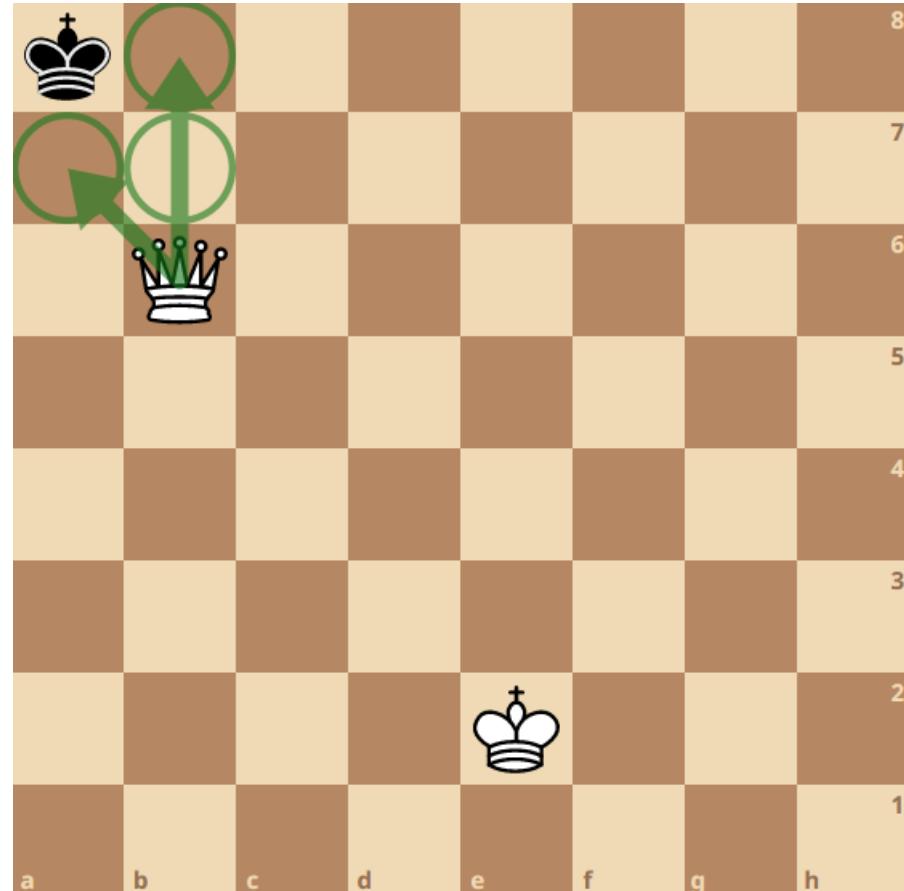
Agreement

Repetition

**Time out
vs
Insufficient
material**

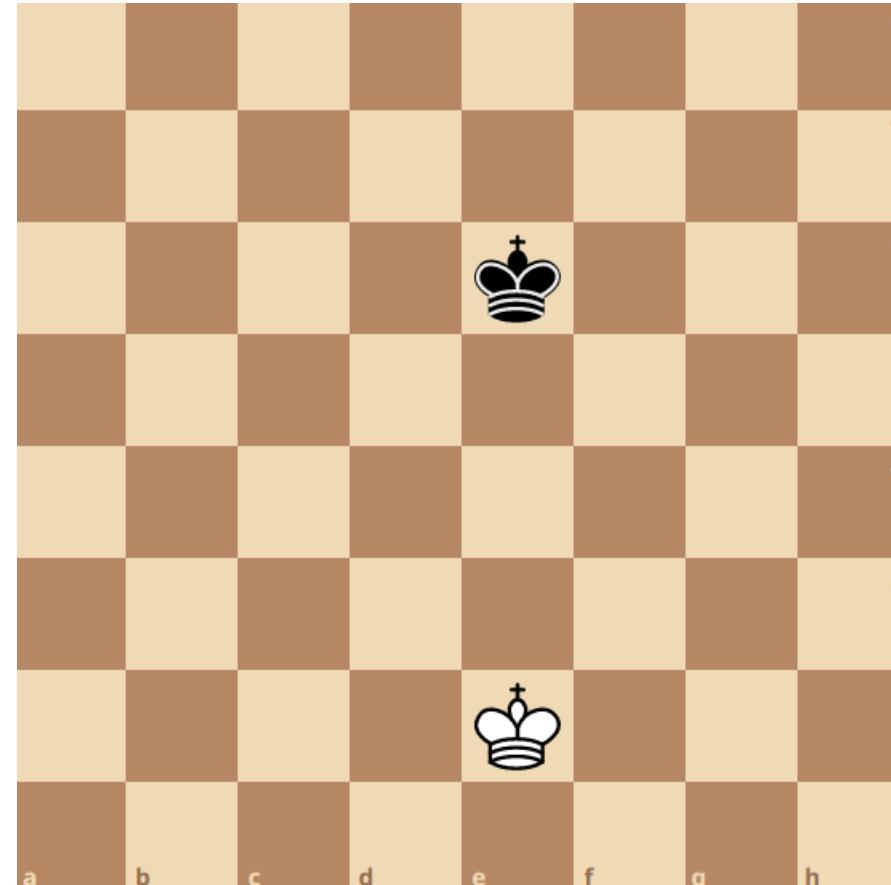
**50 move rule
(very rare)**

5.1. Stalemate



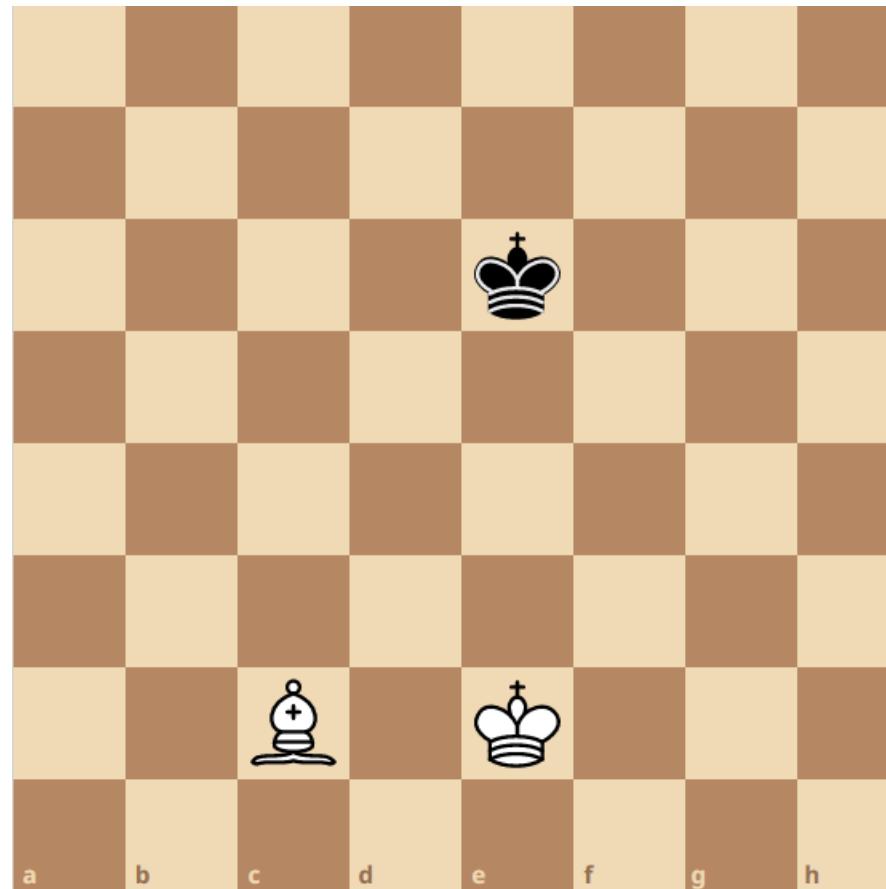
In this board, black does not have any legal move, and the king is **NOT** in check, this is draw by **stalemate**

5.2. Insufficient materials (case 1)



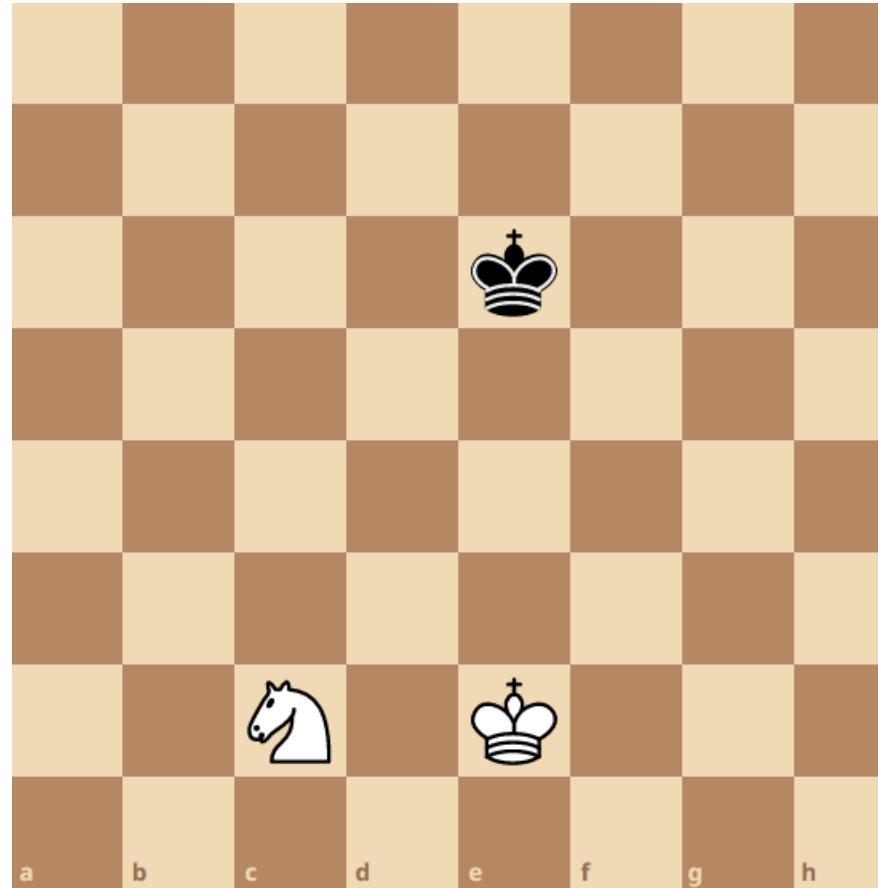
King vs King

5.2. Insufficient materials (case 2)



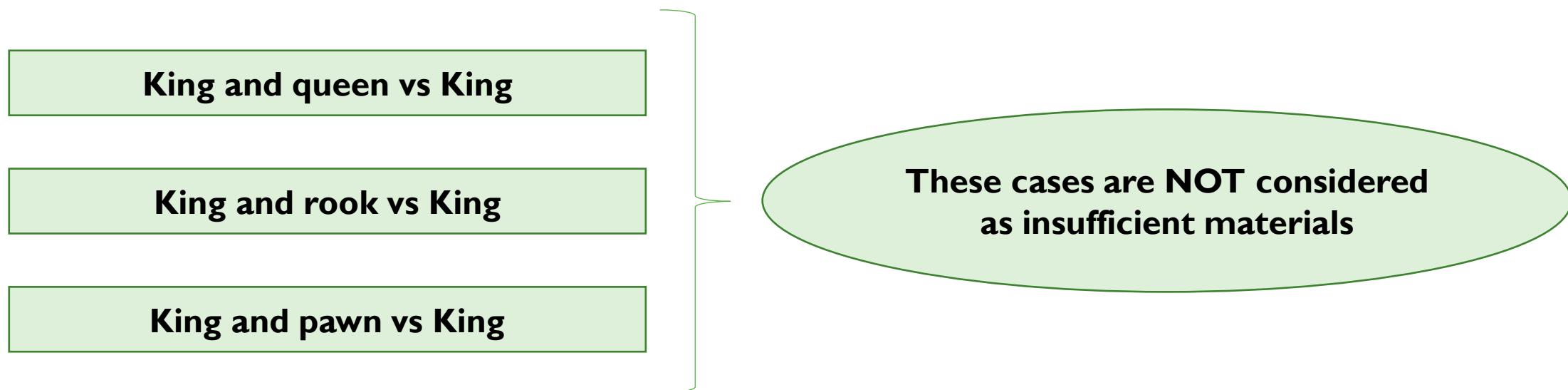
King and one bishop vs King

5.2. Insufficient materials (case 3)



King and one knight vs King

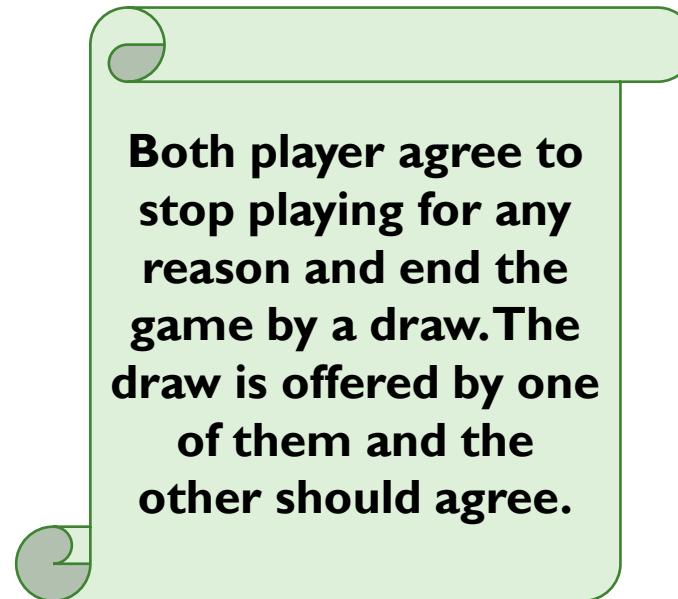
5.2. Insufficient materials (Remark)



5.3. Repetition

If both player
repeat the EXACT
same move 3 times
in row, the game is
considered a draw
by repetition

5.4. Agreement



5.5. fifty move rule

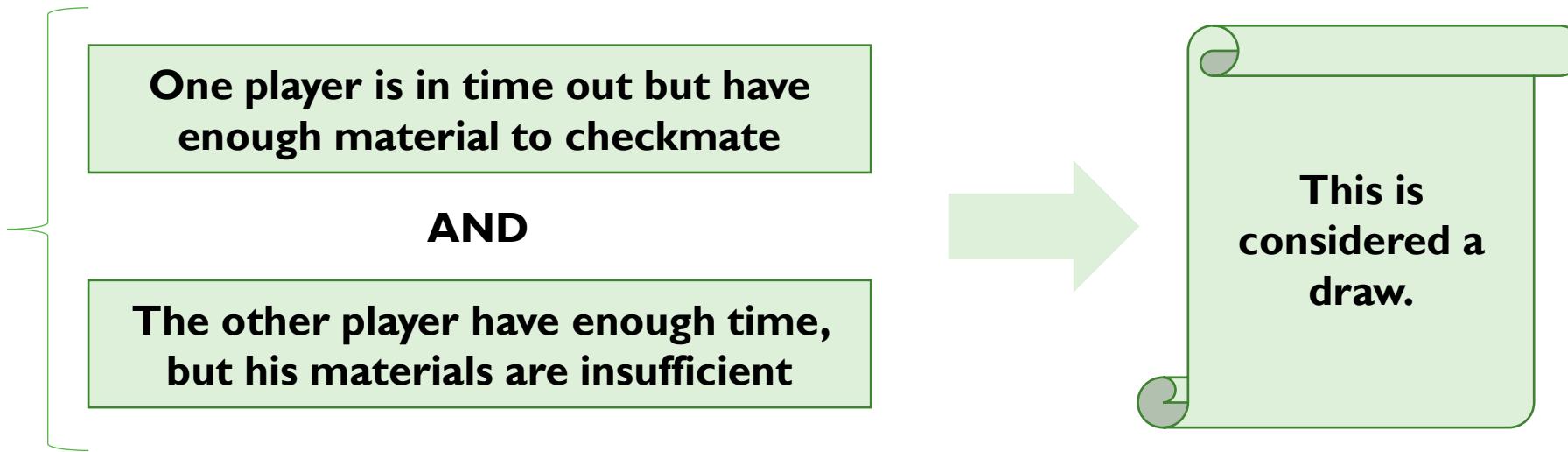
If:

- 50 moves have passed**
- AND**
- No piece is captured**
- AND**
- No pawn is advance**

This is considered a draw by the 50 moves rule

5.6. Time out VS insufficient material

If:



6. Special Moves

6. Special moves

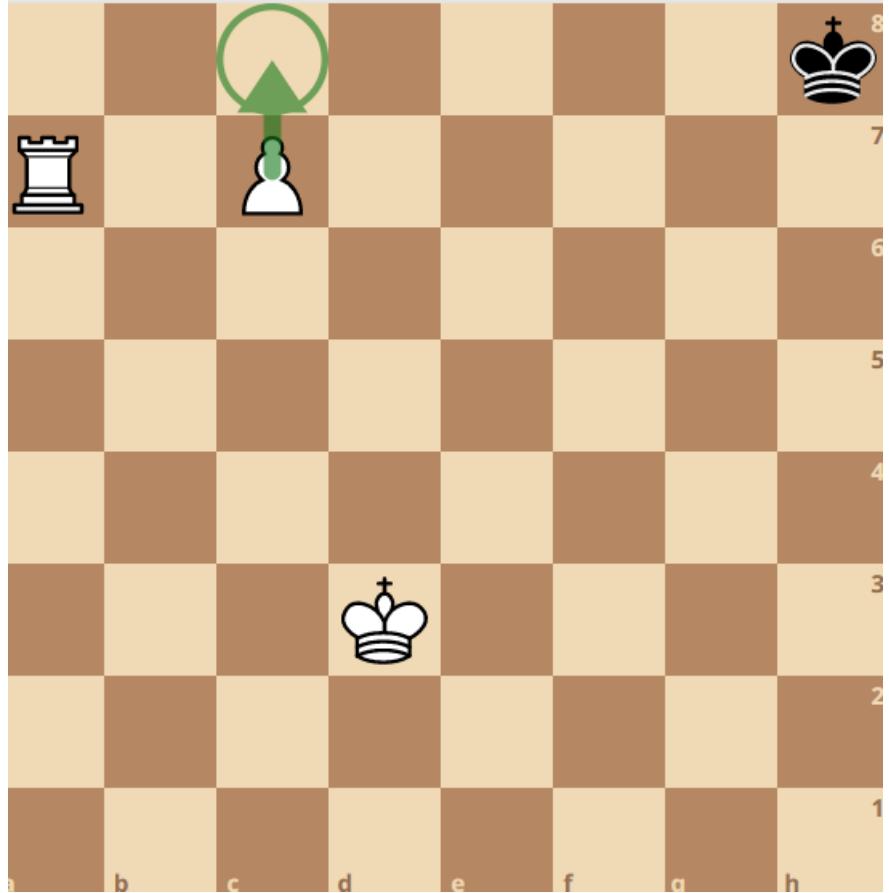
Promotion

Castling

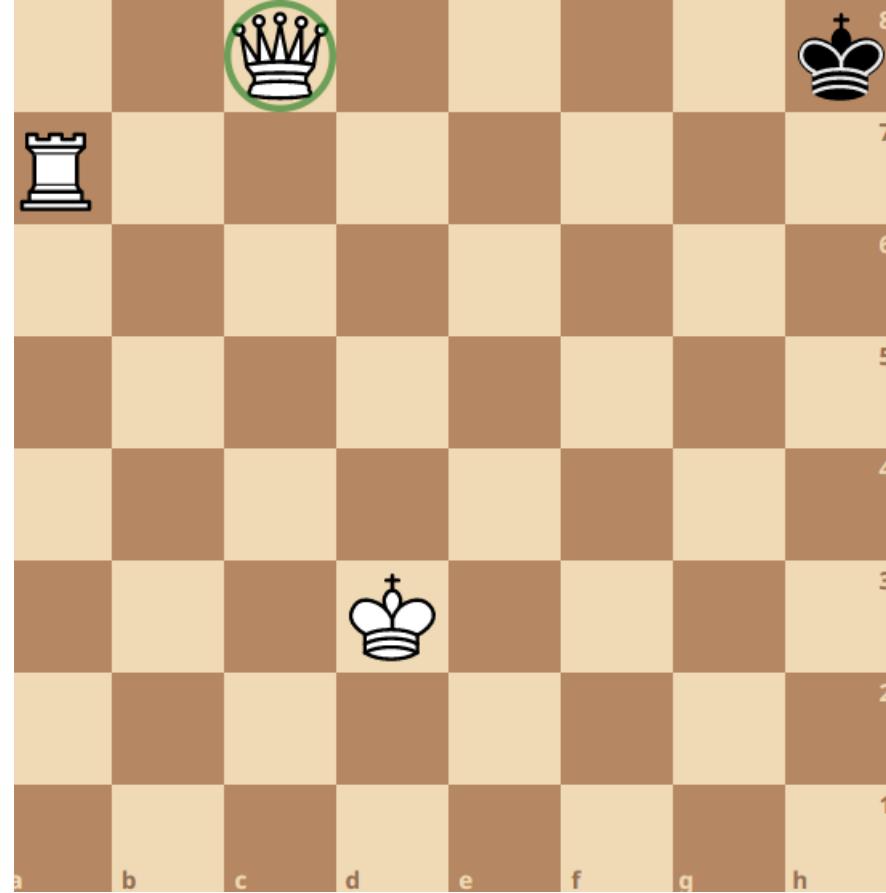
En passant

These moves contradict the basics moves and rules, that's why they are called “**Special moves**”

6.1. Promotion



(1)



(2)

When the pawn arrives at the end of the board, it will be promoted to any other piece (except the king), usually the player will promote it to a queen because it is the most powerful piece.

6.2. Castling (king side)



(1)



(2)

The king moves **TWO** square toward the rook, and the rook will be place next to the king but from the other side, this is **castling**, it can be done only one time in game

6.2. Castling (Queen side)



(1)



(2)

Castling can be also done queen side, with the same steps as the previous one. Either its king side or queen side, the main purpose of castling is to protect the king.

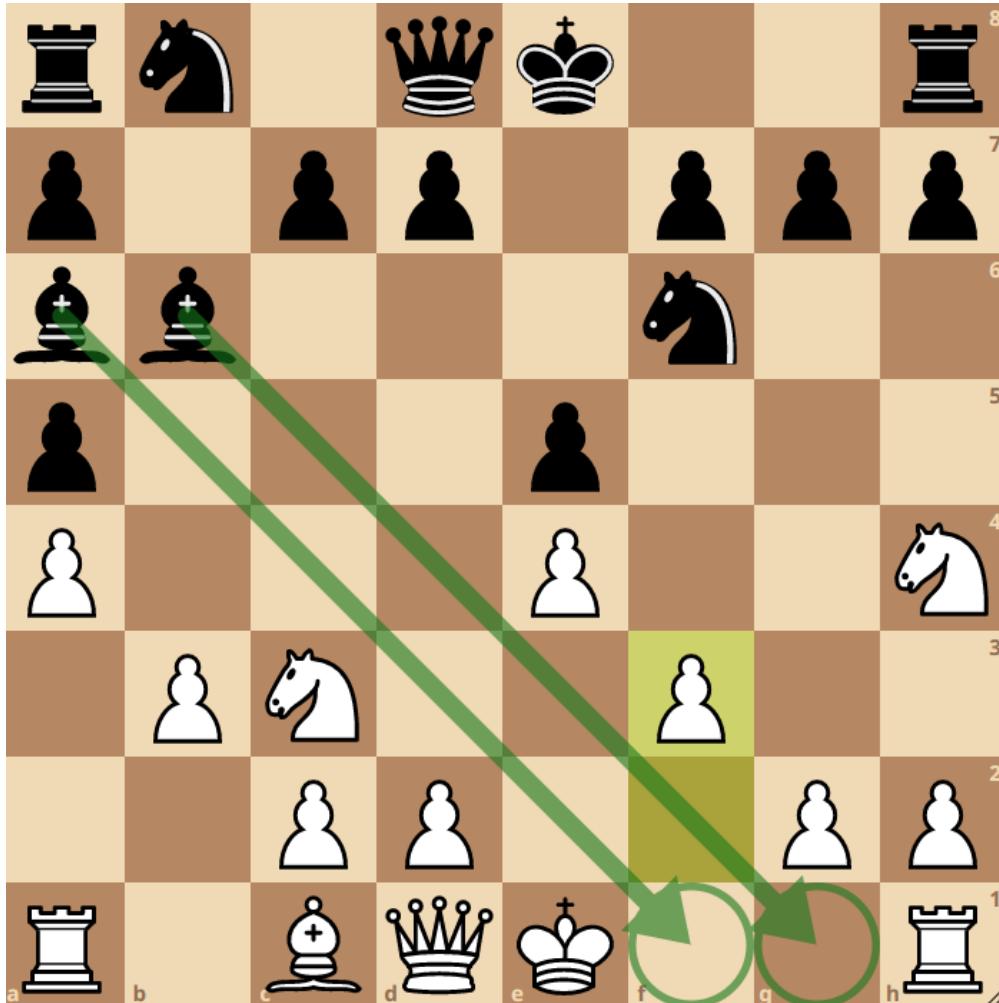
6.2. Castling Conditions

**The space between
the king and the rook
is empty and safe**

**The king is not in
check**

**The king and the rook
have not move once in
the game.**

6.2. Castling (condition 1)



The space between the king and the rook is not safe in this position, so the king cannot castle

6.2. Castling (condition 2)



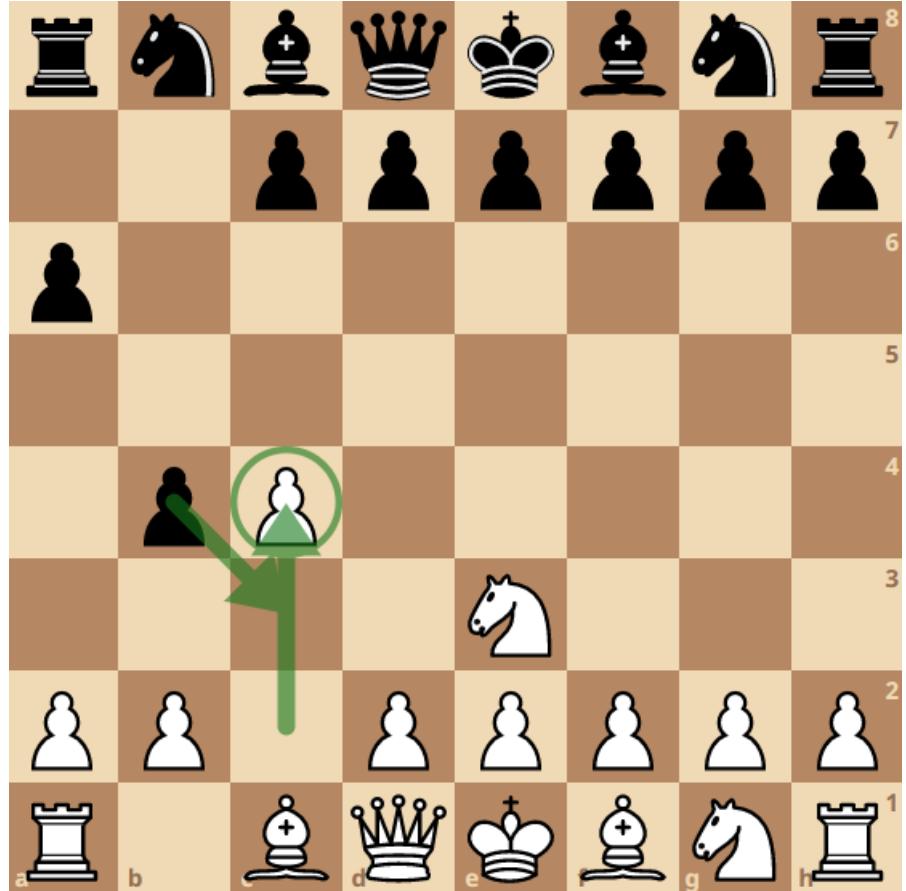
The king is in check, so he cannot castle unless it is protected without moving the king.

6.2. Castling (condition 3)



**The king has move,
so he cannot castle
even if he return to
his position.**

6.3. En passant



(1)



(2)

If a pawn advance two square in it starting position and it's now next to an enemy pawn piece, the enemy can play **En Passant**, which allow him by capturing the pawn without even touching it like the figures above.

6.3. En passant (remark)



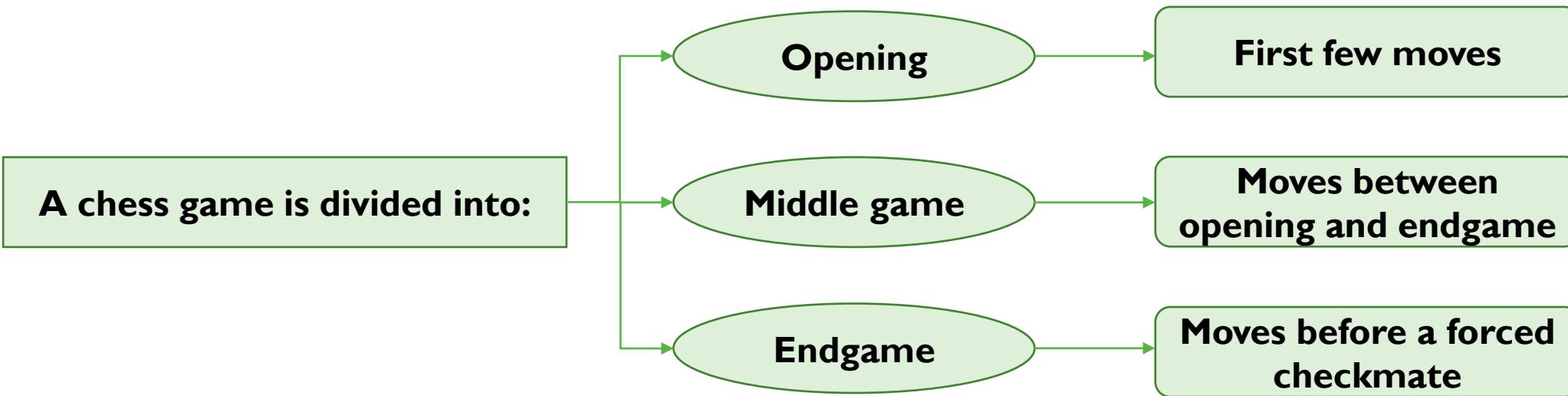
If the player is allowed to perform an en passant but choose to play another move, the player is not allowed to play en passant in his next move, this mean en passant must be played **INSTANTLY** if the player choose this move.

7. Simple opening

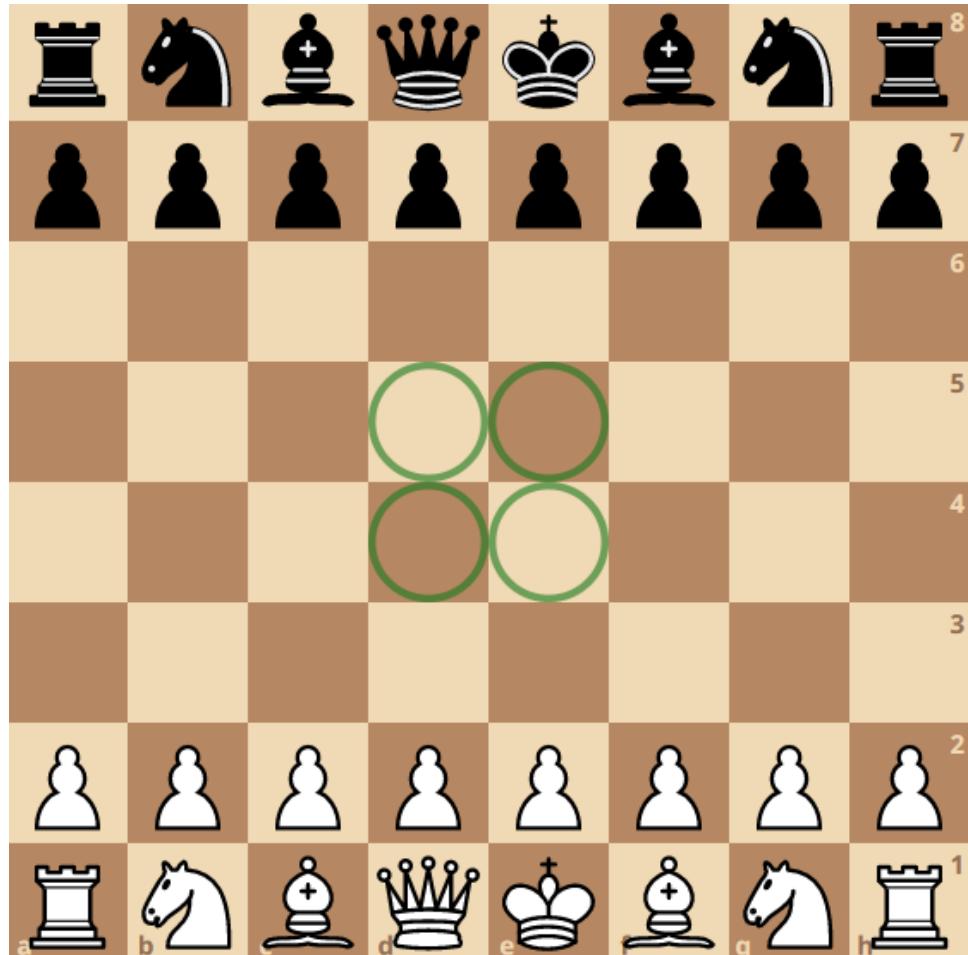
7.1. Piece weight and abbreviations

	= Queen = Q = 10	}	Major pieces
	= Rook = R = 5		
	= Bishop = B = 3	}	Minor pieces
	= Knight = N = 3		
	= Pawn = 1 (does not have an abbreviation)	}	
	= King = K (does not have a weight)		

7.2. Chess games

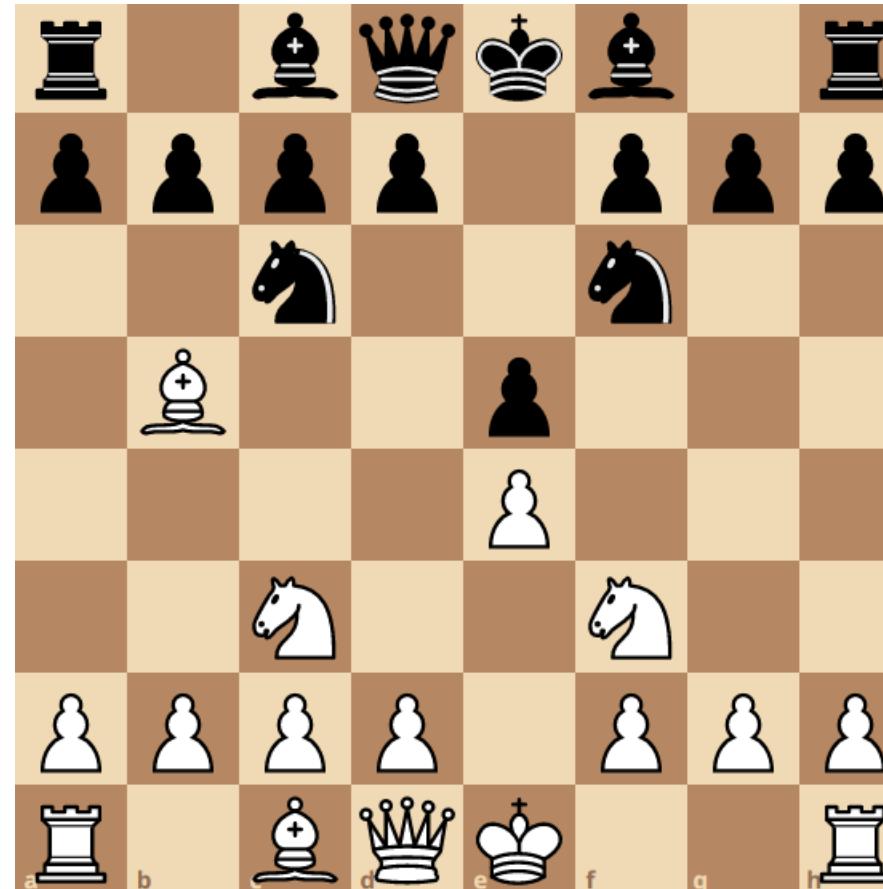


7.3. Opening's purpose



The main purpose of any opening is to control the center and liberate the minor pieces.

7.4. Four knights: Spanish variation



A simple and less risky opening to play

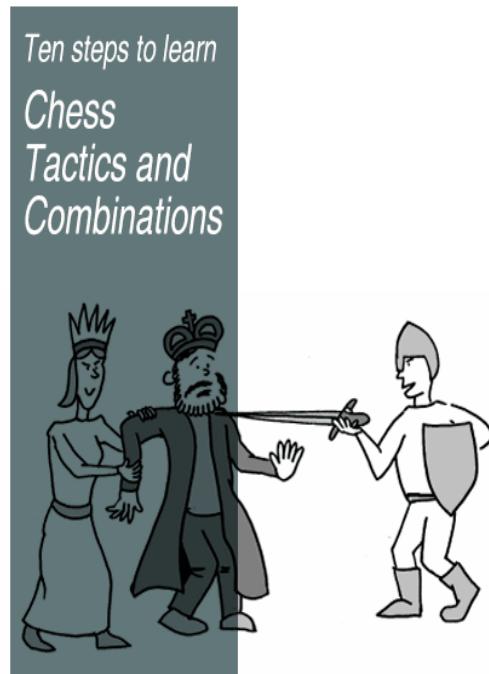
8. How to improve in chess

8.1. Read chess books

- ◆ Read books that teaches endgames, middle games, openings, tactics, strategies.
- ◆ Example of these books: “Chess tactics and combination” by Dave Regis. “200 brilliant endgames” by Irving Chernev, “Modern Chess openings” by Nick de Firmian.
- ◆ Unlike this presentation, these books are hard to read, and the player needs to learn some chess notation before getting to read any of these books (algebraic notation, file, rank).

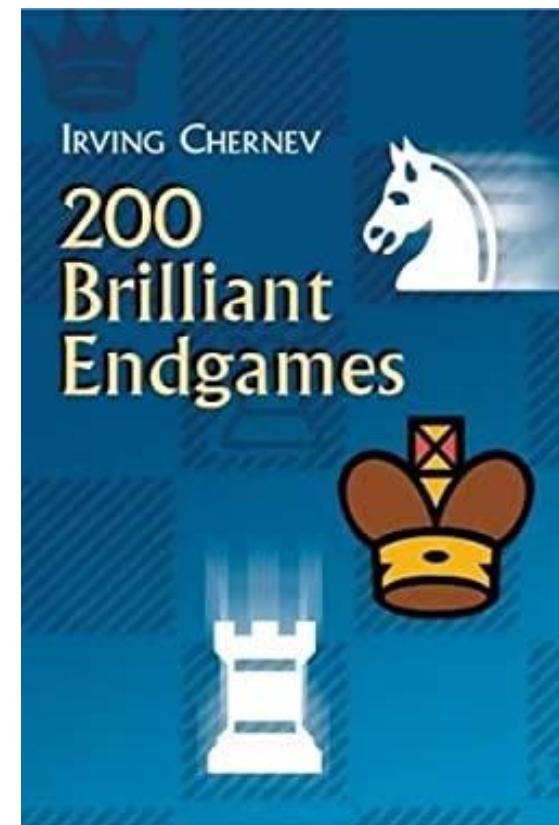
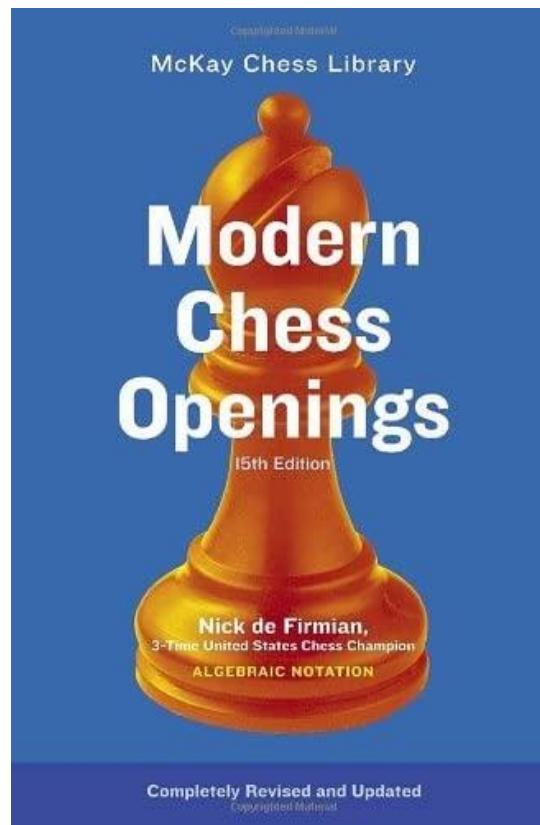
8.1. Read chess books

Short, violent games of chess, organised by theme



OPENLIBRA

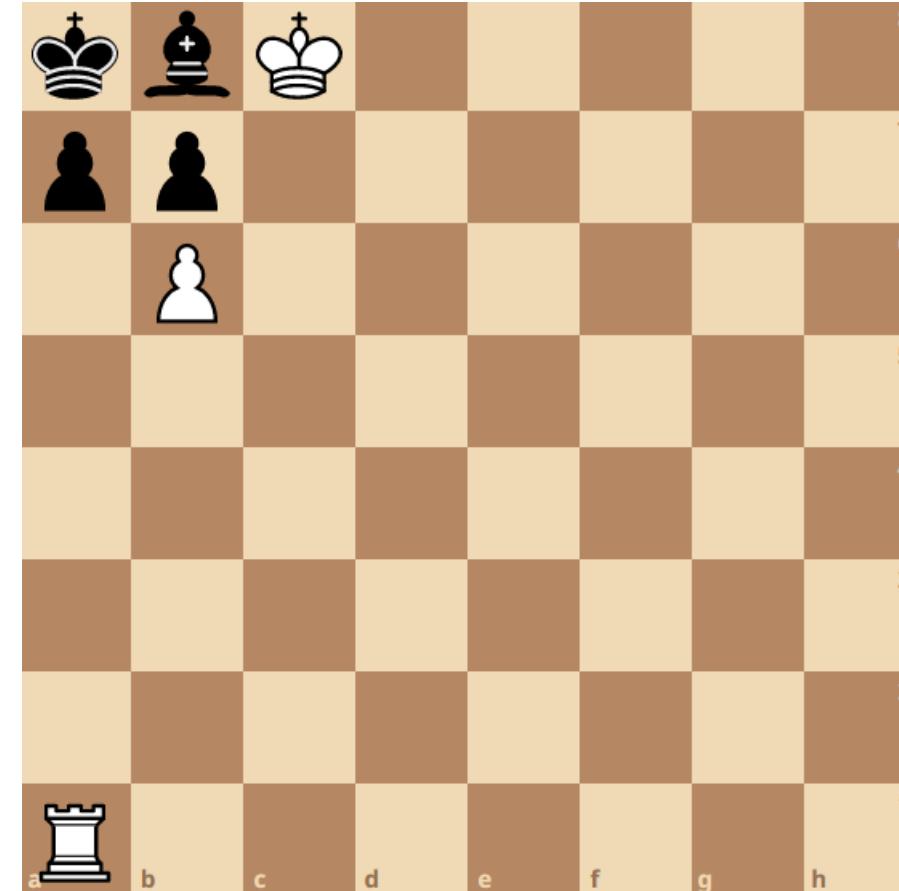
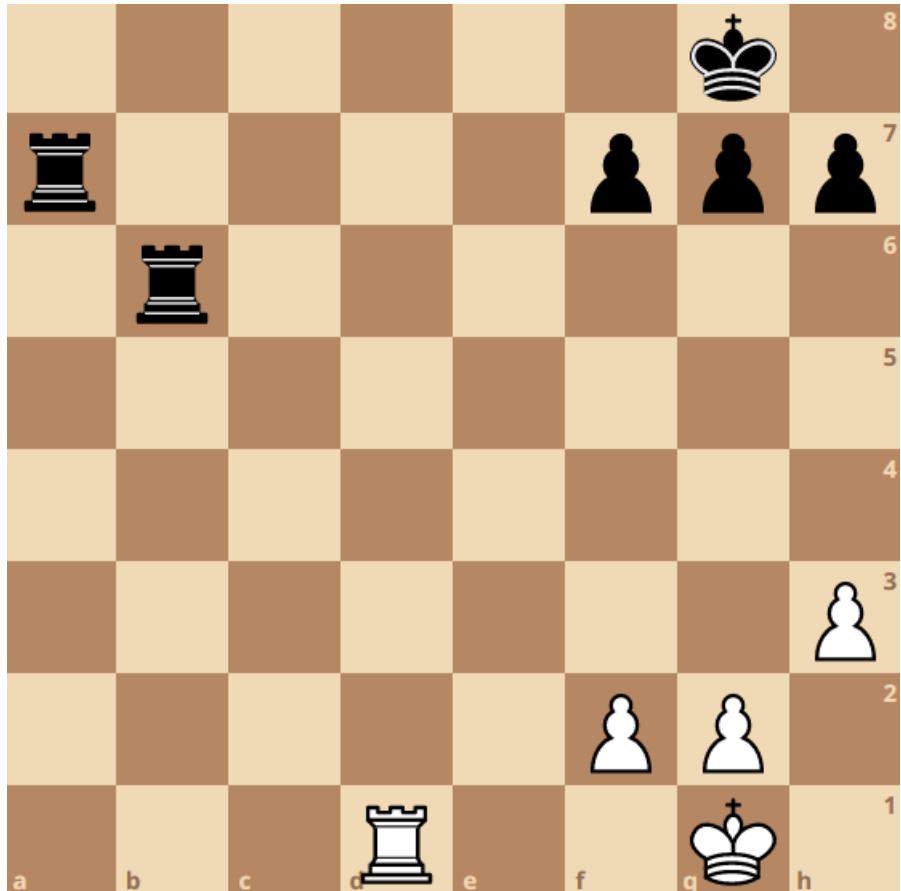
Dr Dave Regis



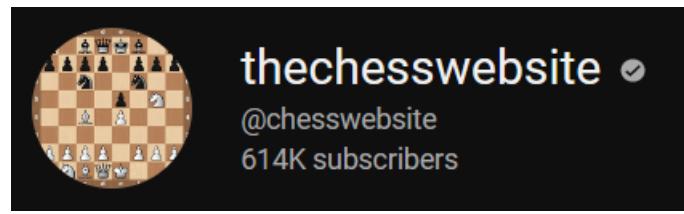
8.2. Solve Chess Puzzles

- ◆ These puzzles consist of finding a best move for the player either to win a game or take advantage.
- ◆ These puzzles are widely found online (Instagram, Chess.com, Lichess, YouTube).
- ◆ Some of these puzzles are endgames, they help improve the endgame skills.
- ◆ All these puzzles are extracted from books or actual famous games.

8.2. Solve Chess puzzles



8.3. Online learning



GothamChess



8.4. Play Chess and analyze your games

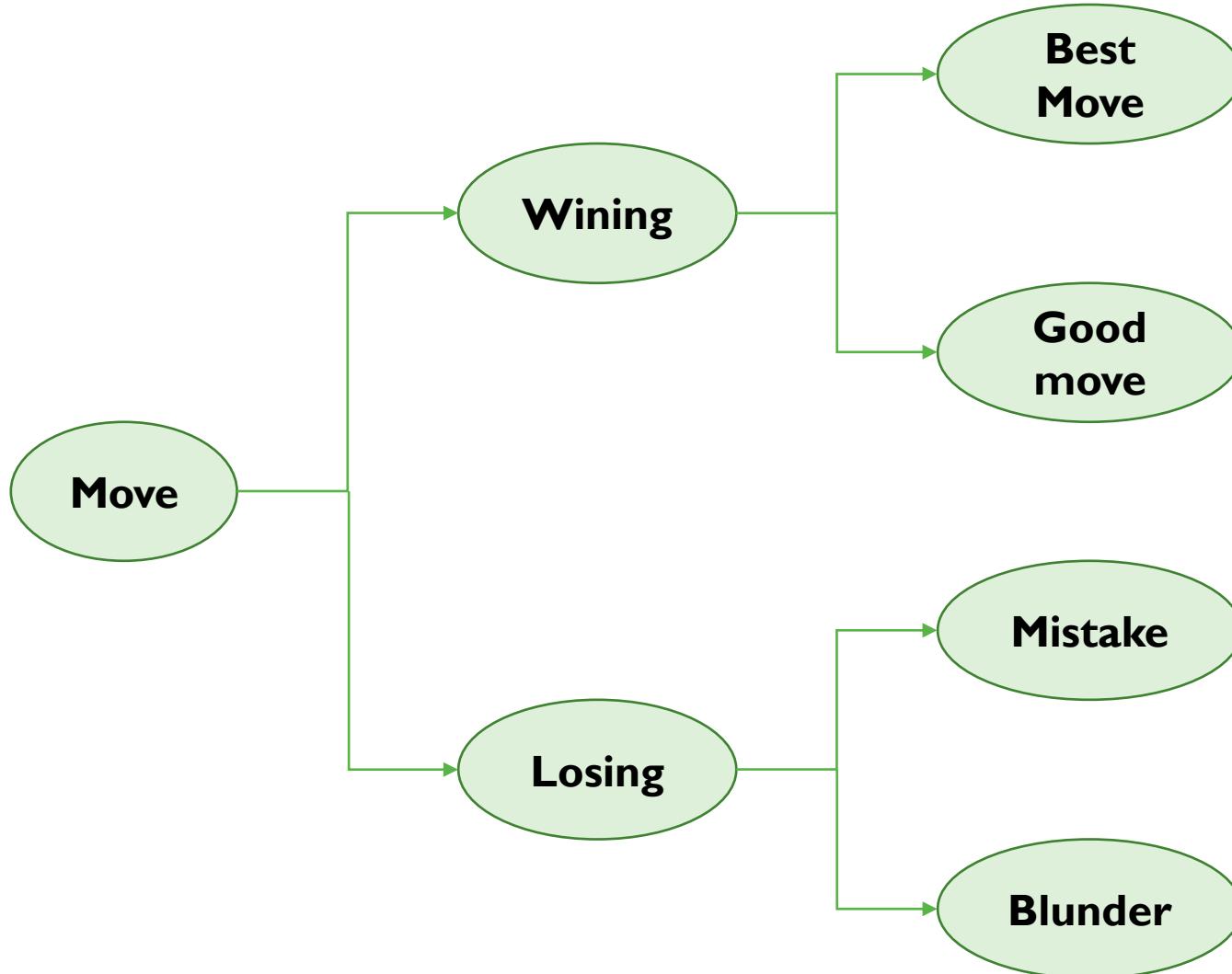
- ◆ It is important to play chess to improve yourself, but it is not enough, after finishing the game, it is important to analyze your moves and your opponent moves to see where you made mistakes and where you missed some opportunities.

9. Bonus

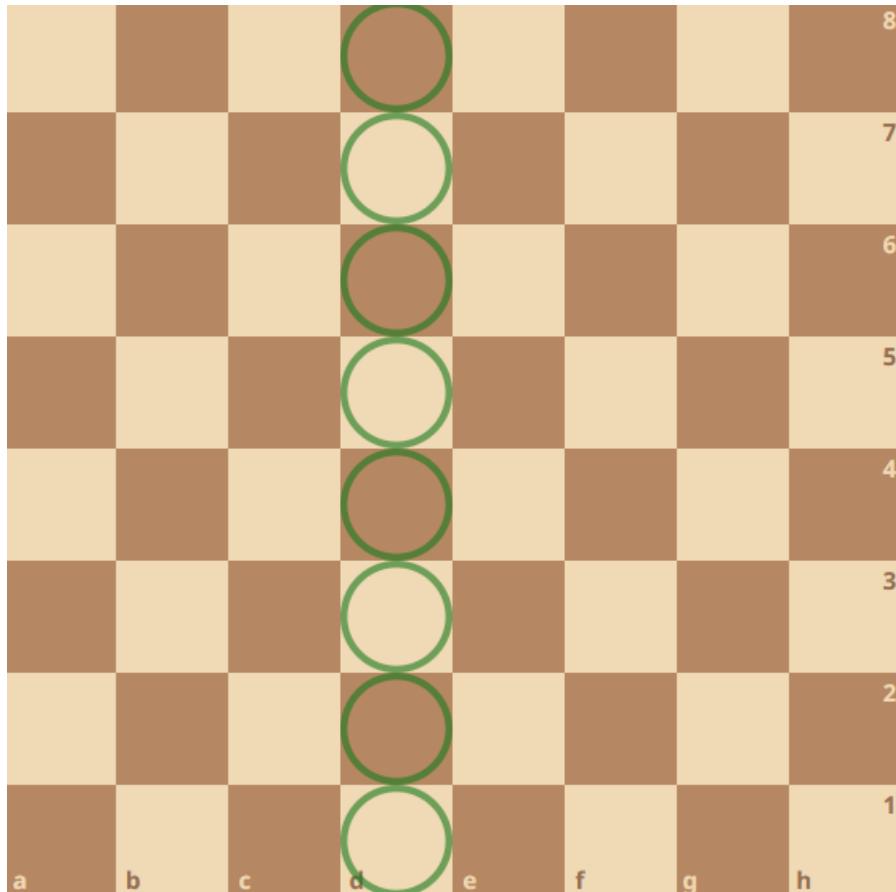
9.1. Piece weight and abbreviations

	= Queen = Q = 10	}	Major pieces
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	= Knight = N = 3		
	= Pawn = 1 (does not have an abbreviation)	}	
	= King = K (does not have a weight)		

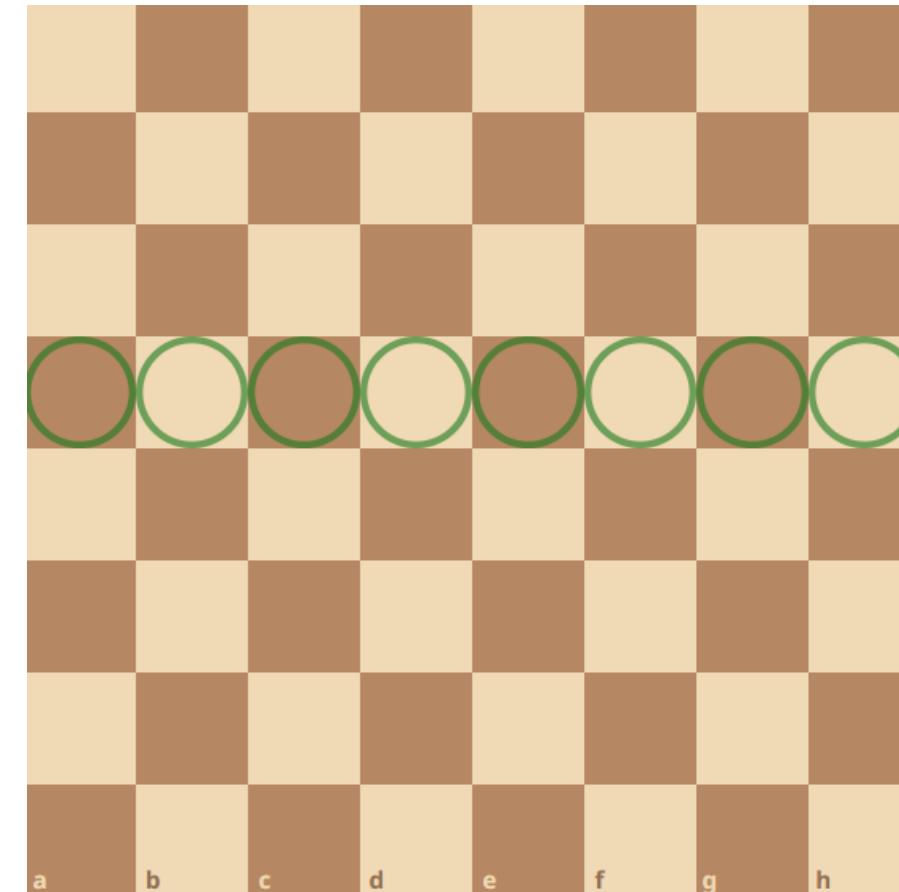
9.2. Move weight



9.3. File and Rank

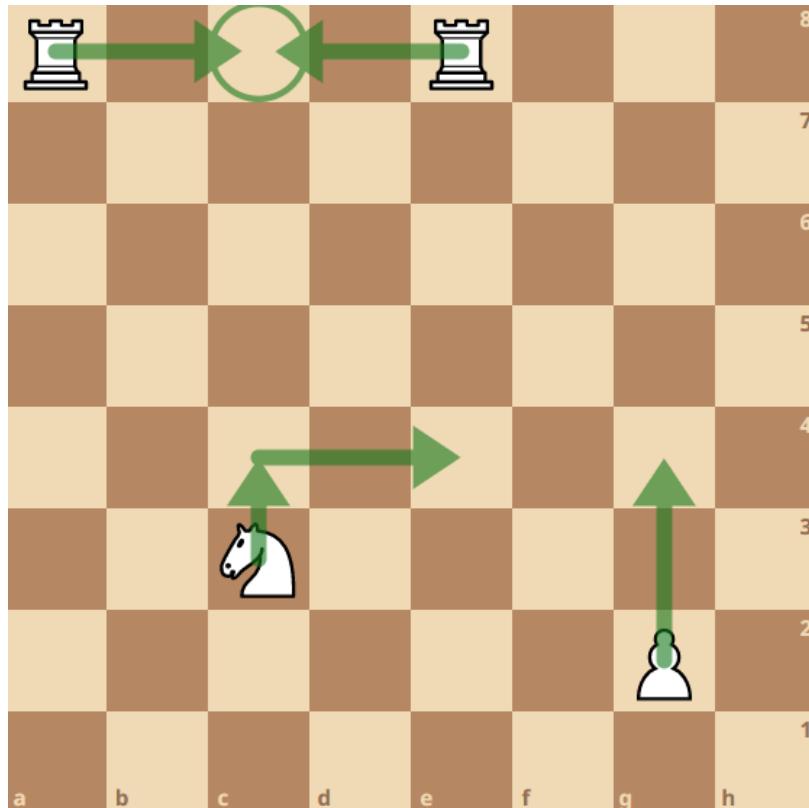


Column = File = letters (a to h)



Line = Rank = numbers (1 to 8)

9.4.1. Algebraic notation



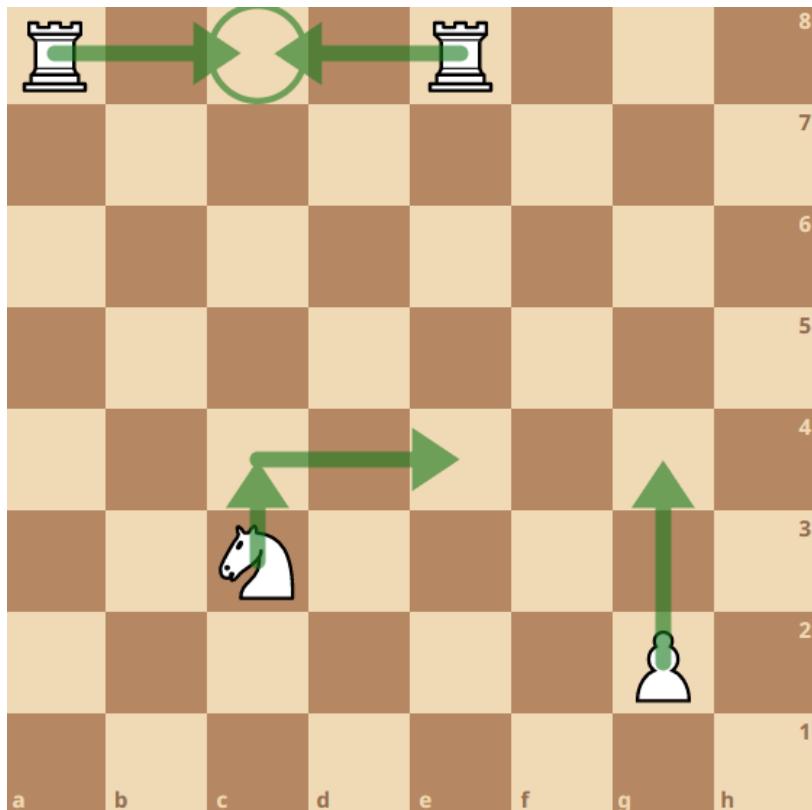
Algebraic notation has the following form:
(Abbreviation of the piece)(file destination)(Rank destination)

Algebraic notation describe a move in chess.

Instead of writing the knight moved from g2 to g4, we simply write g4

Instead of writing the knight moved from c3 to e4, we simply write Ne4

9.4.2. Algebraic notation



If two pieces have the same file and rank destination, we add either the initial rank (if the files are the same) or the initial file (if the ranks are the same).

Instead of writing the rook moved from a8 to c8, we simply write **Rac8**

Remark:
Sometimes the pieces have different rank and file but can go to the same destination, we choose the initial file in the algebraic notation in this case

9.4.3. Algebraic notation

- ◆ Capture: x (example: Nxe4)
- ◆ Check: + (example: Re8 +)
- ◆ Double check: ++ (check with two piece in one move)
- ◆ Checkmate: #
- ◆ Castling: king side: O-O
- ◆ Castling queen side: O-O-O
- ◆ Promotion: =(abbreviation of the new piece) (example: e8 = Q)

9.5. games type



Bullet (1 min – 2 min)



Blitz (3 min – 5 min)



Rapid (10 min – 30 min)