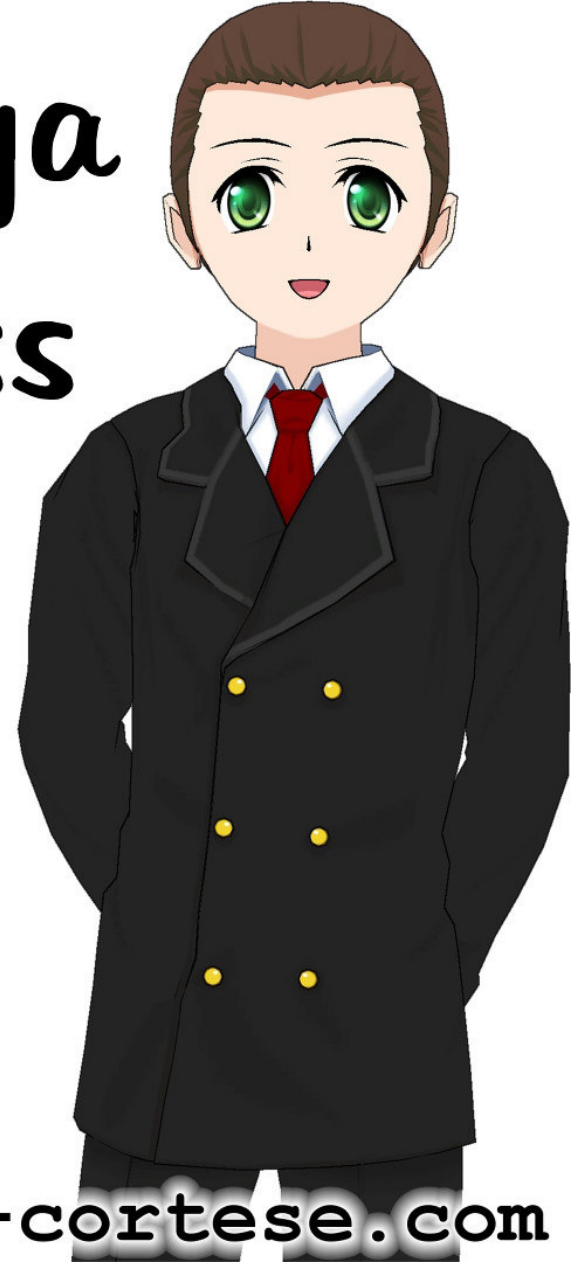
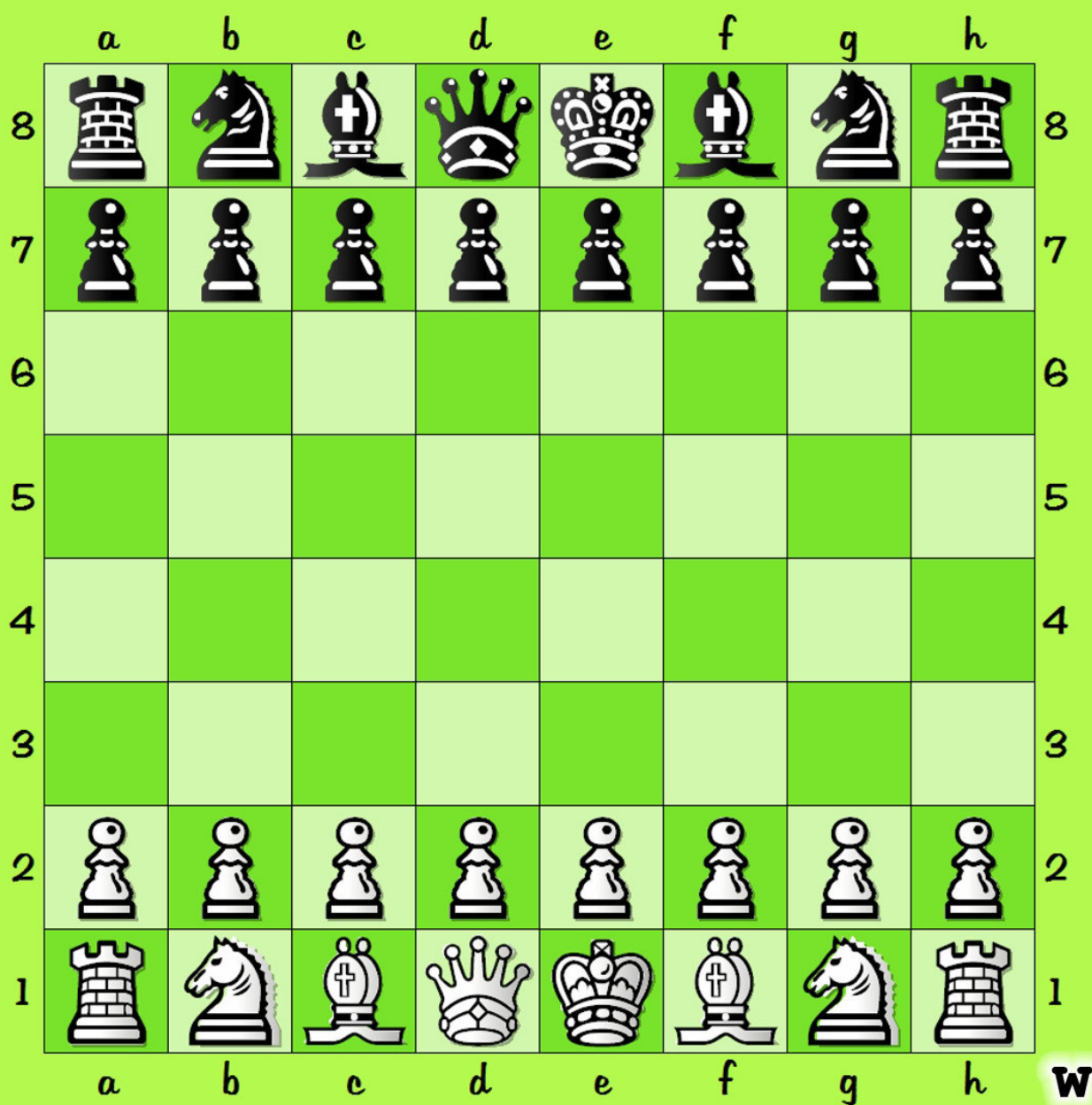


Manga Chess

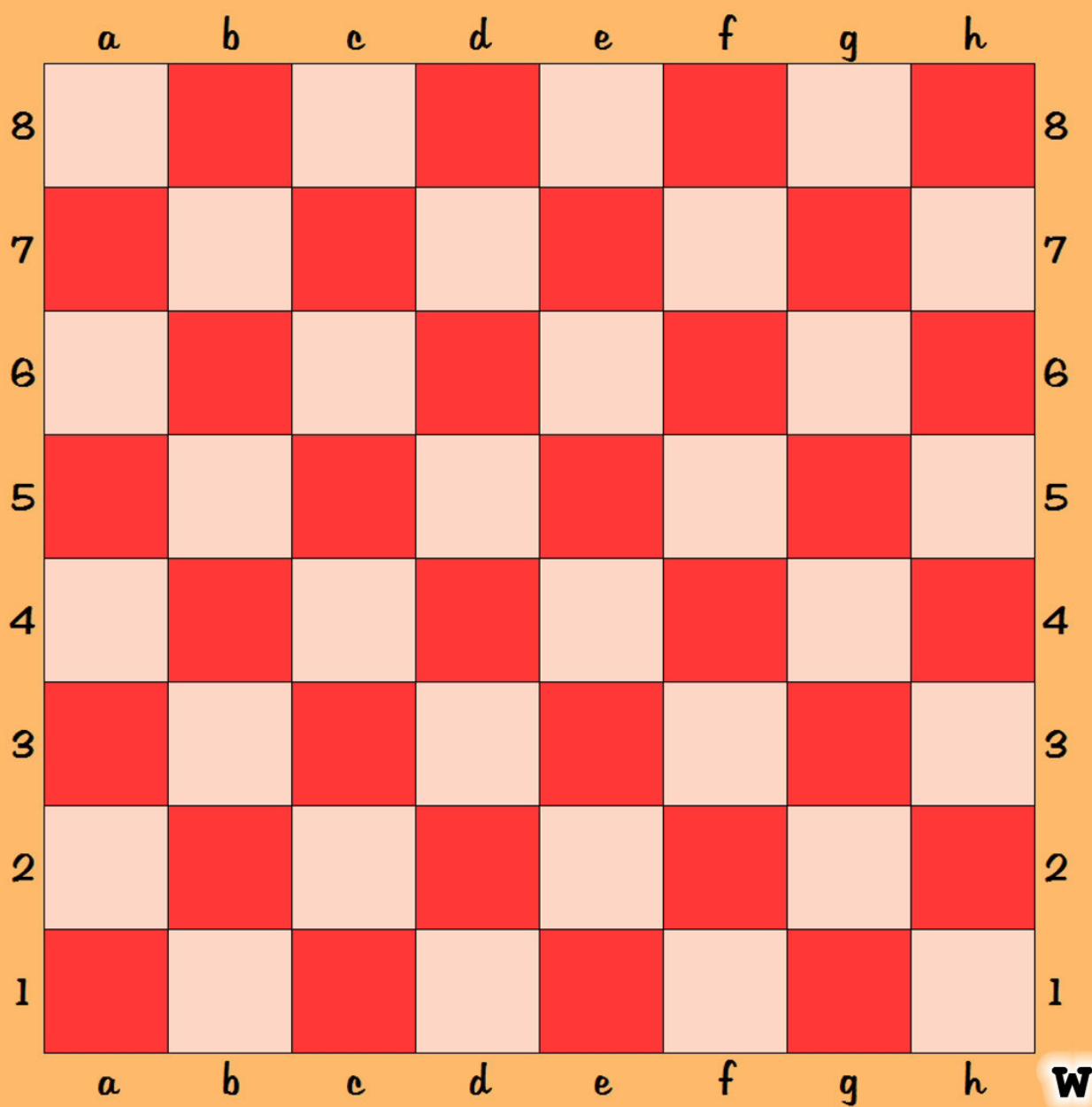
David
Cortese





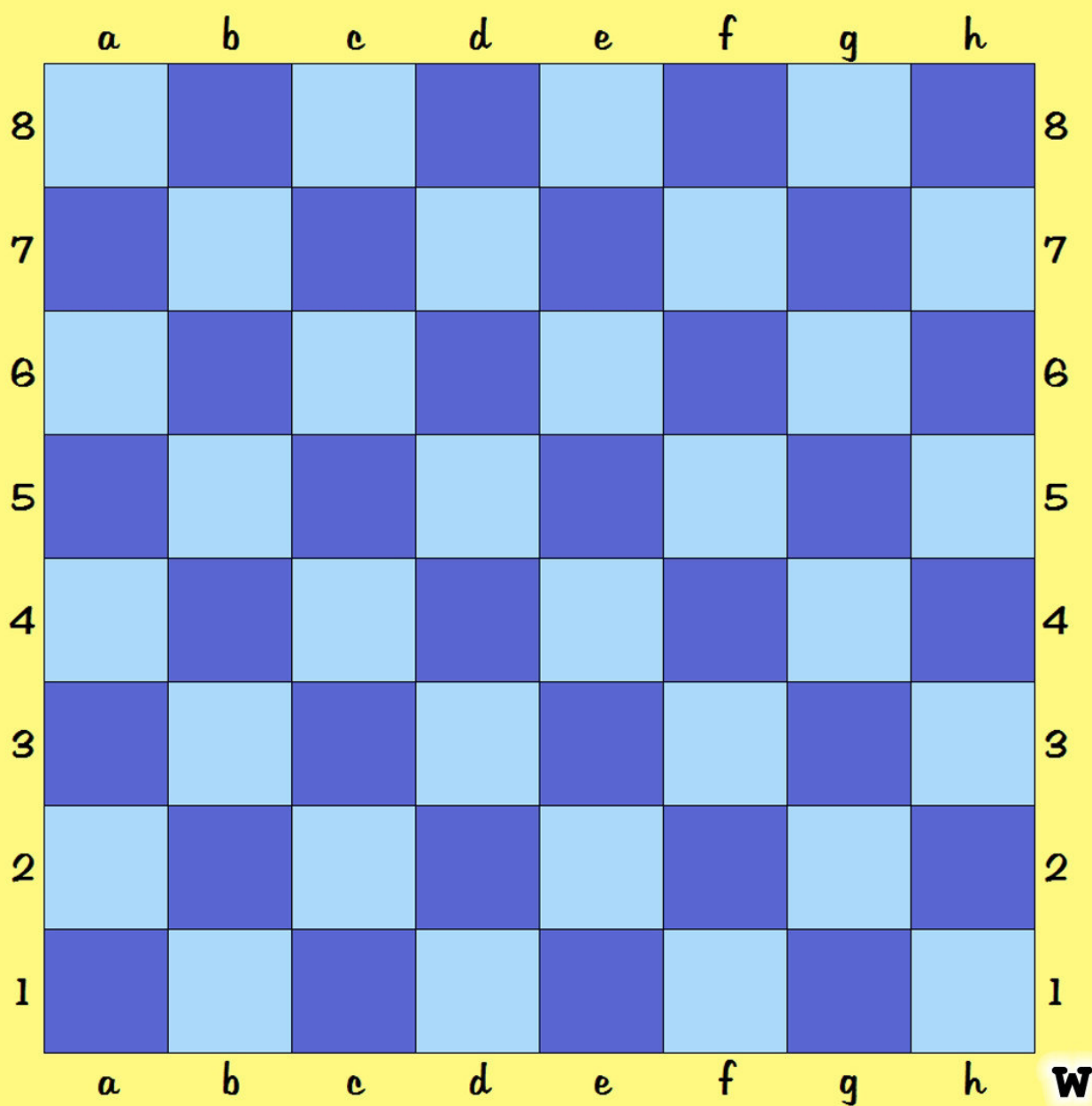
Rules of Chess





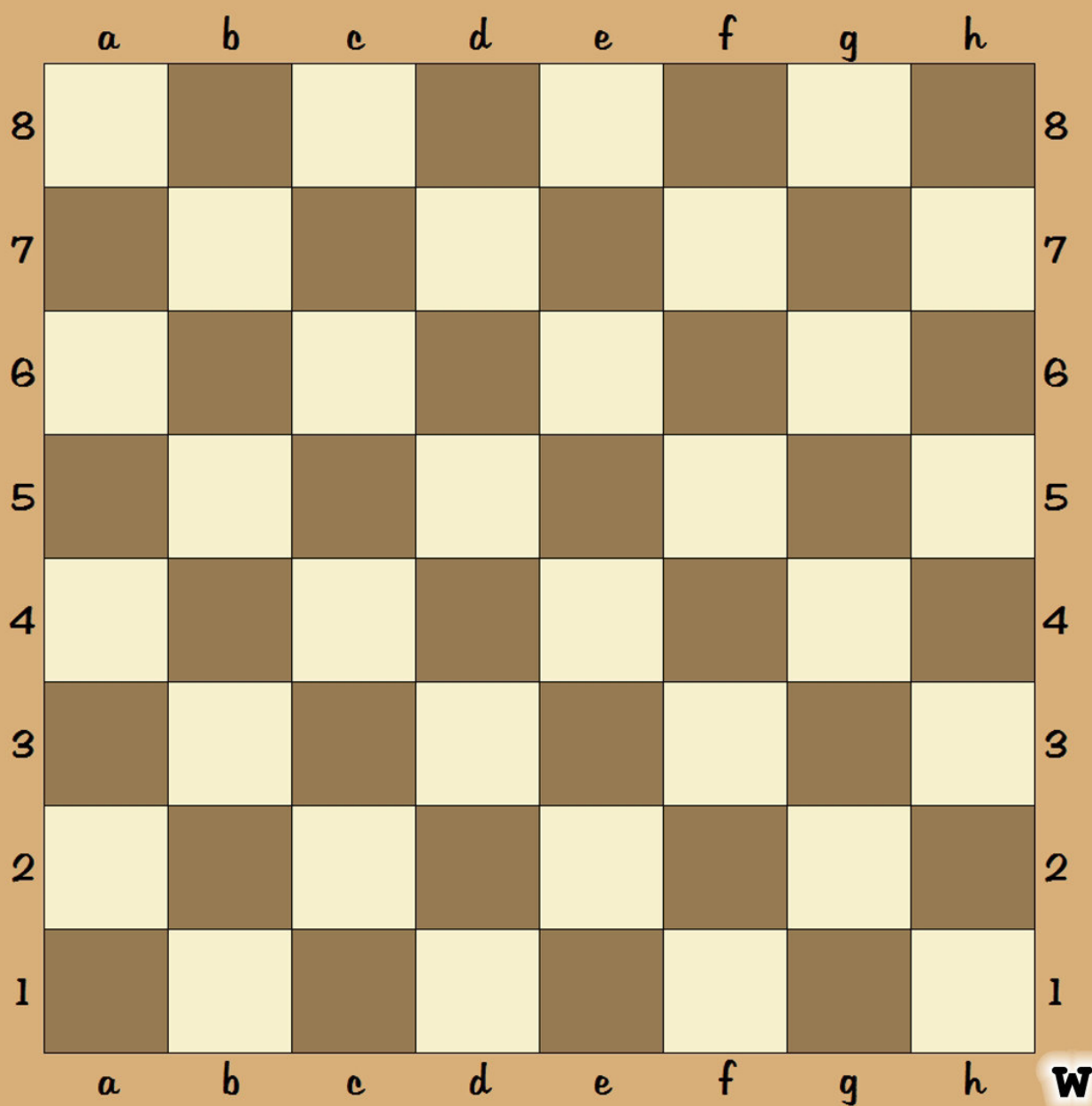
Chessboard



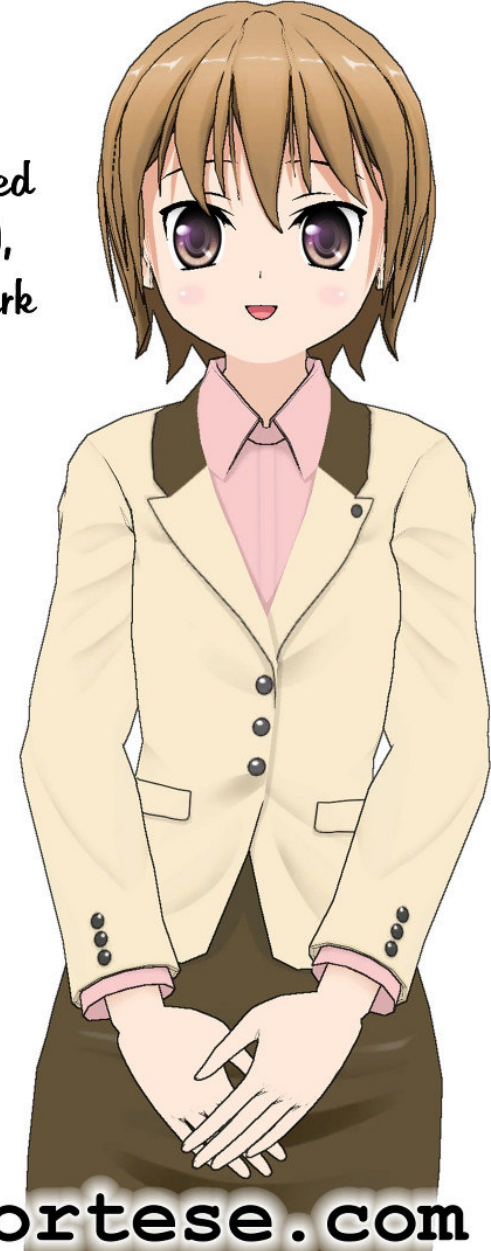


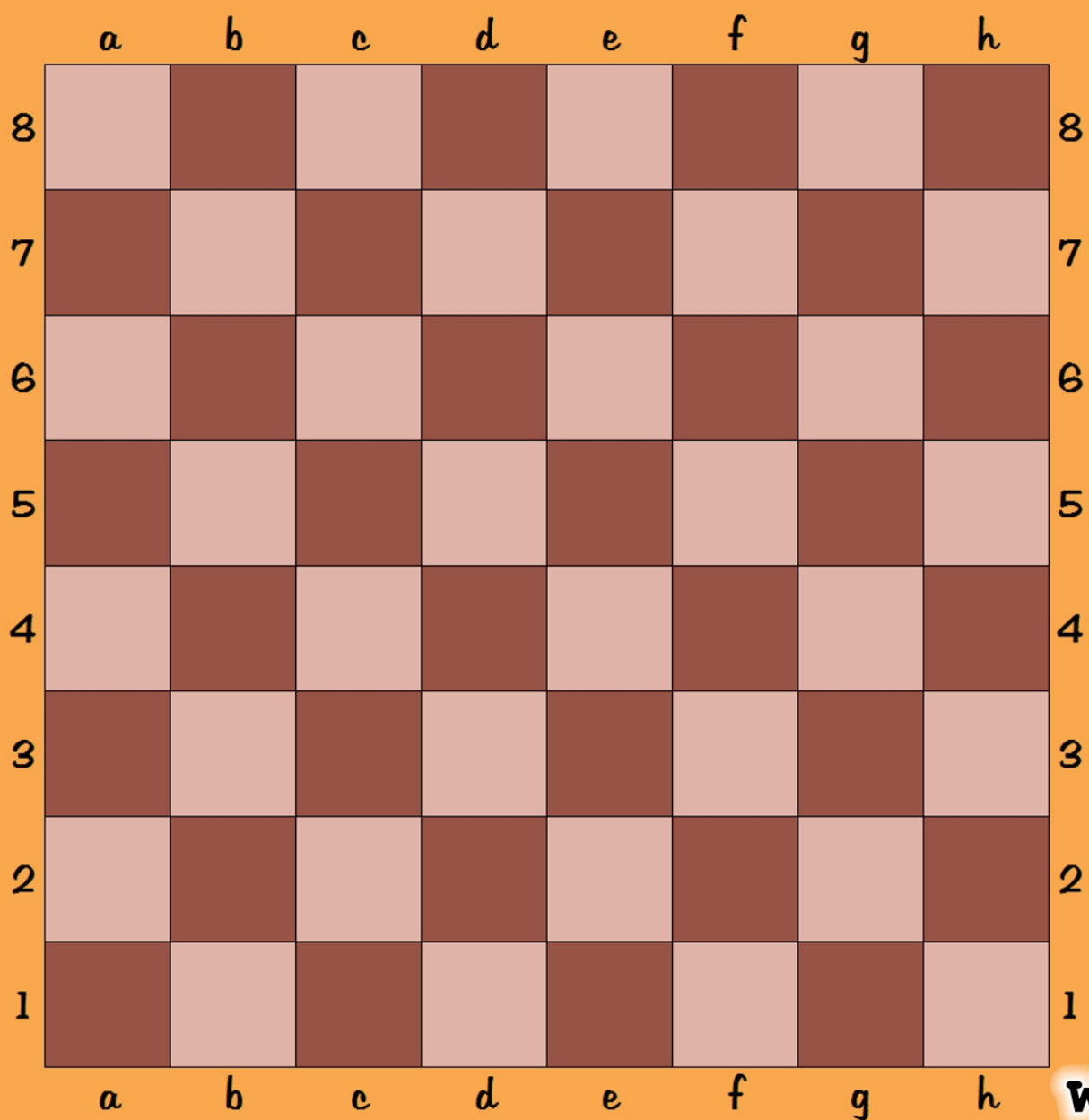
Chess is a two-player
game played on a
square board called
chessboard.





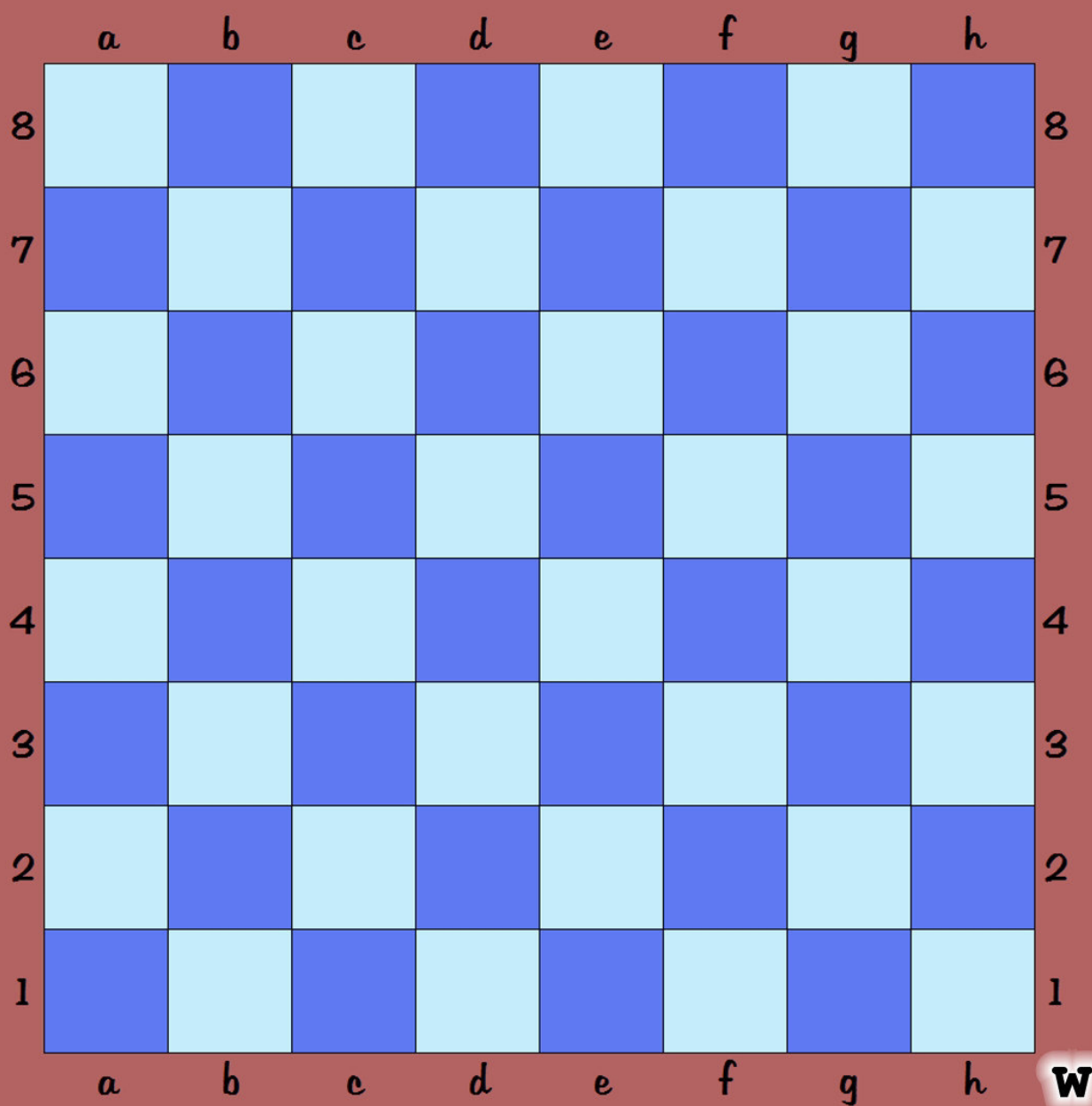
The chessboard is divided into 64 squares (8x8), alternating light and dark squares.



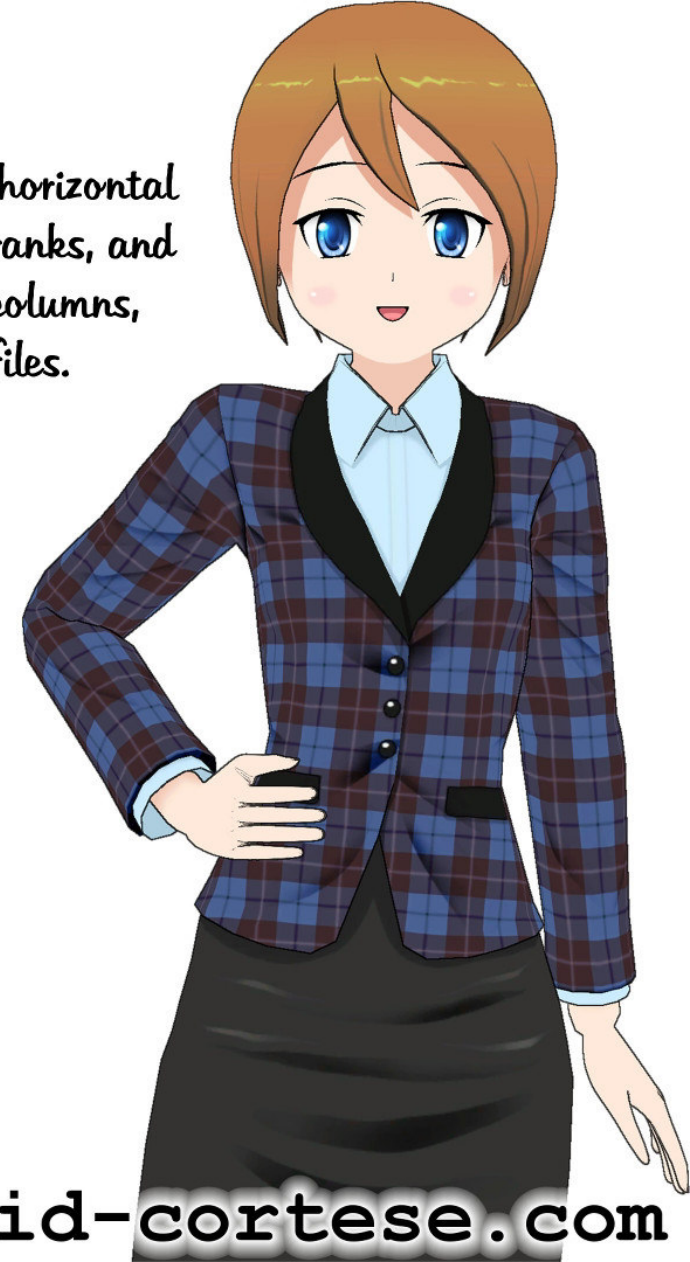


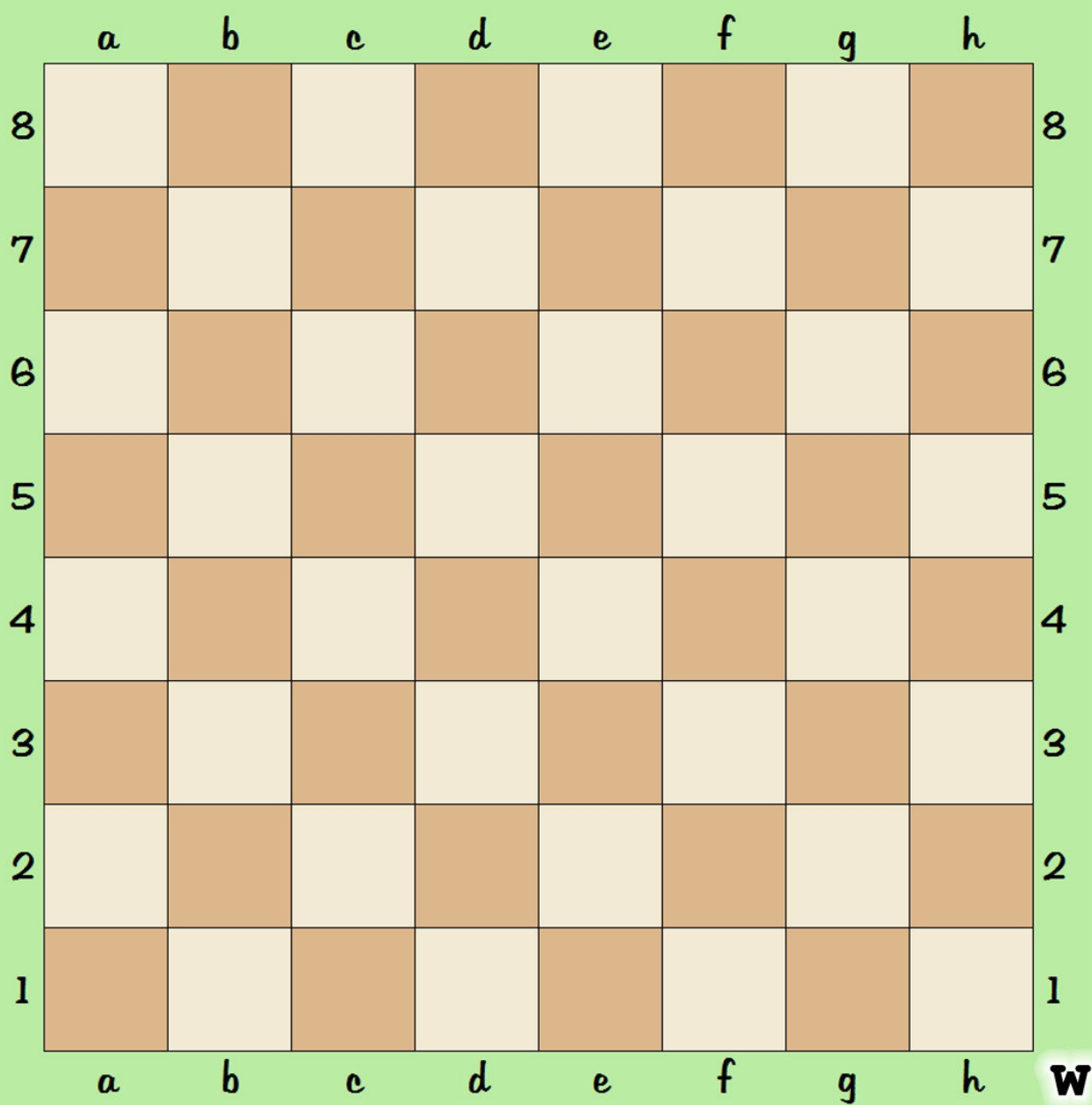
The chessboard is placed
so that a light square is in
each player's near-right
corner: h1 and a8.





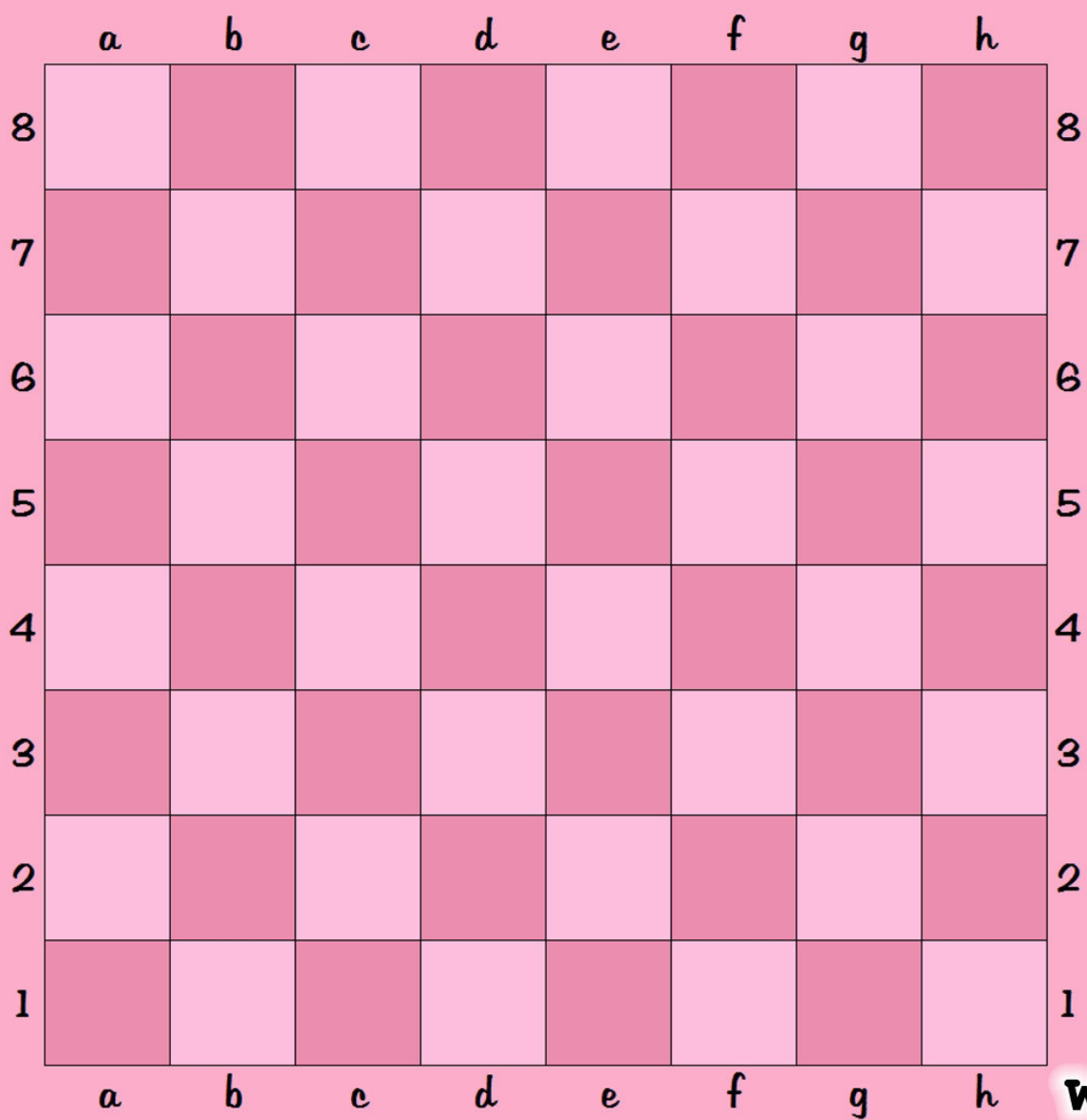
There are 8 horizontal rows, called ranks, and 8 vertical columns, called files.



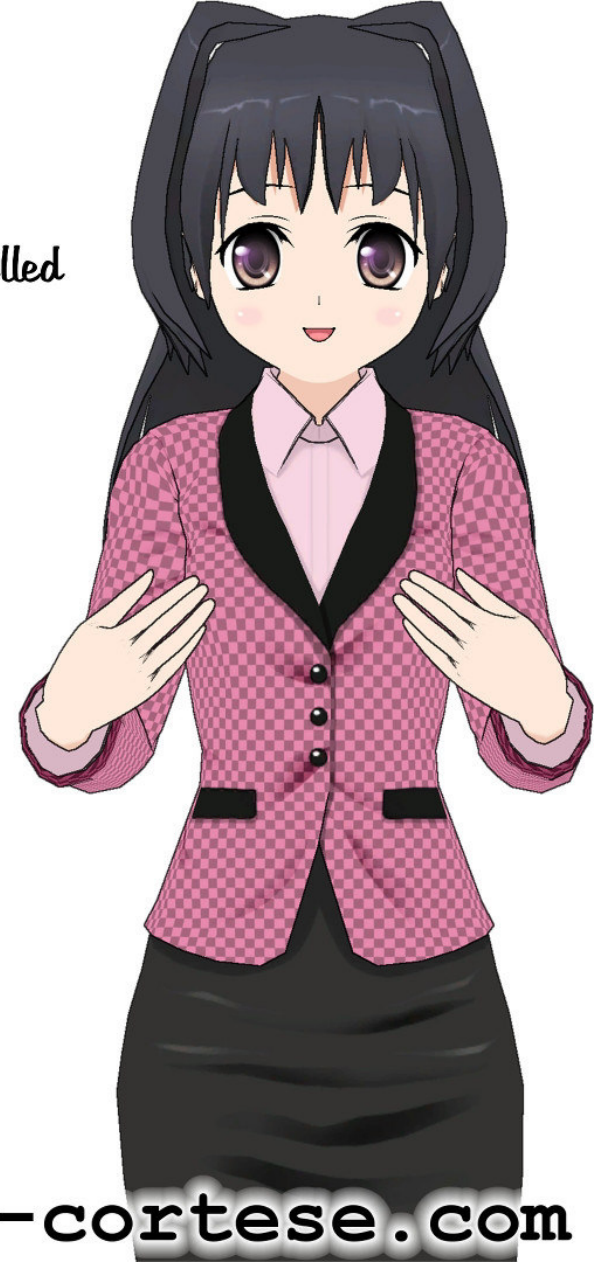


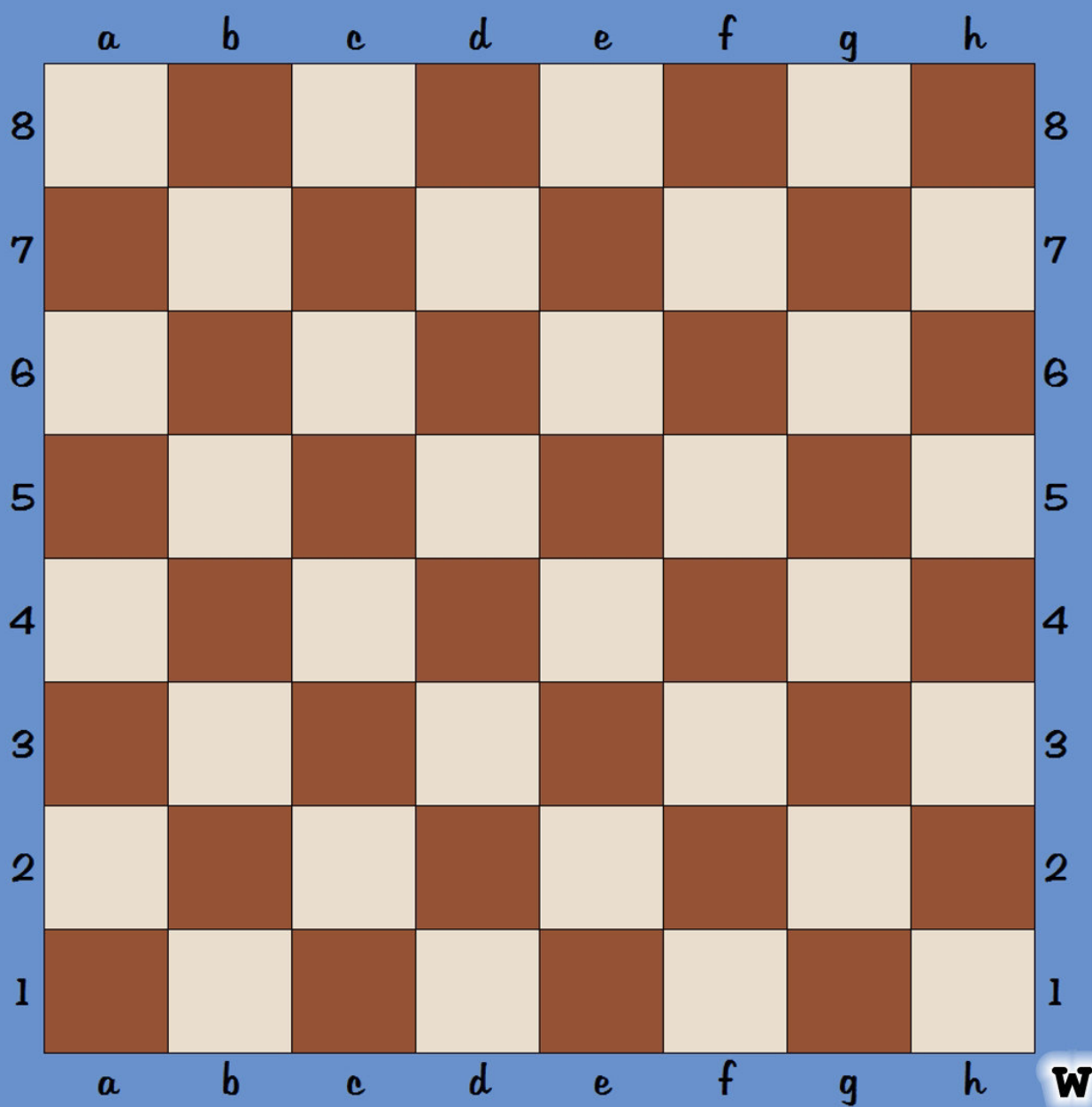
The ranks are labelled
from 1 to 8.





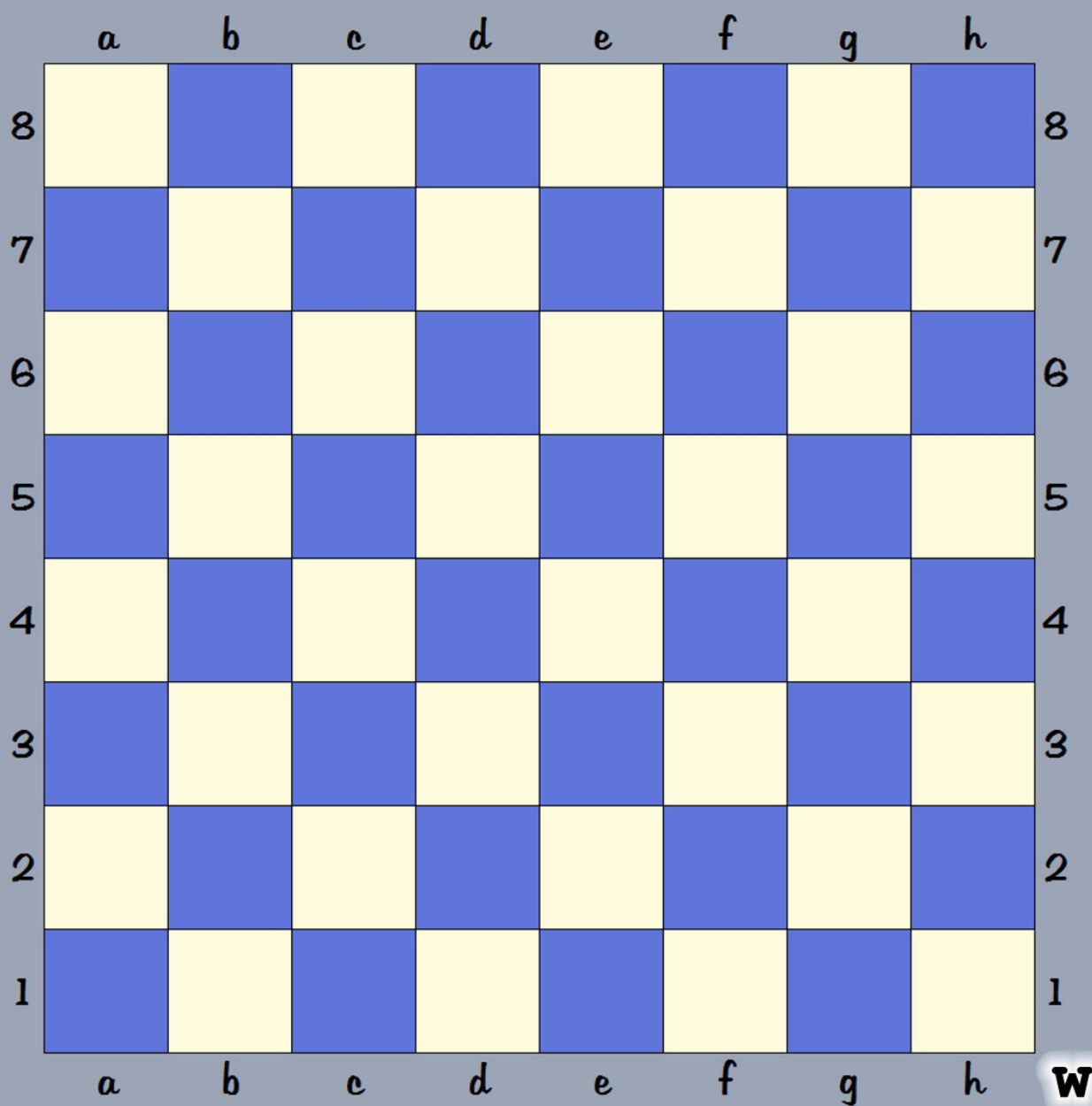
The files are labelled
from a to h.



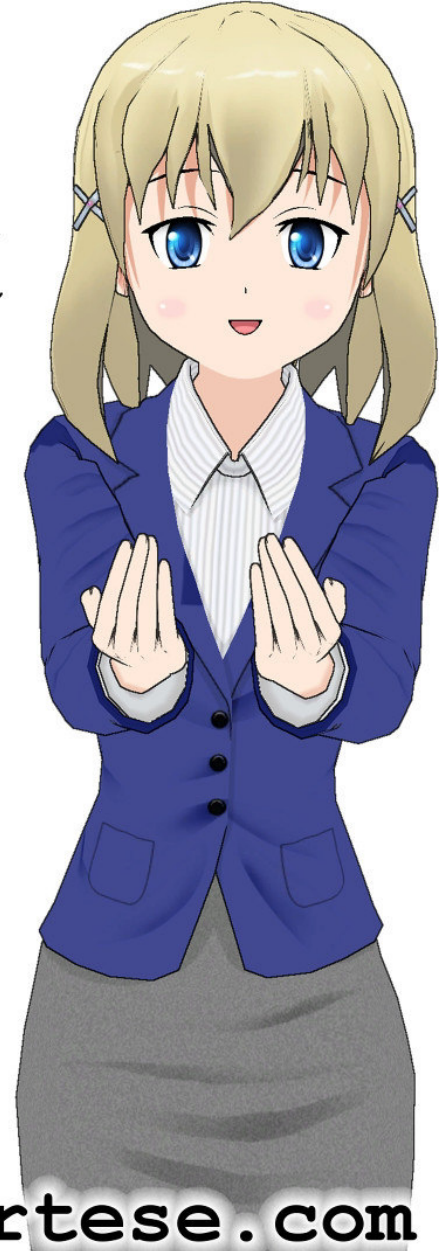


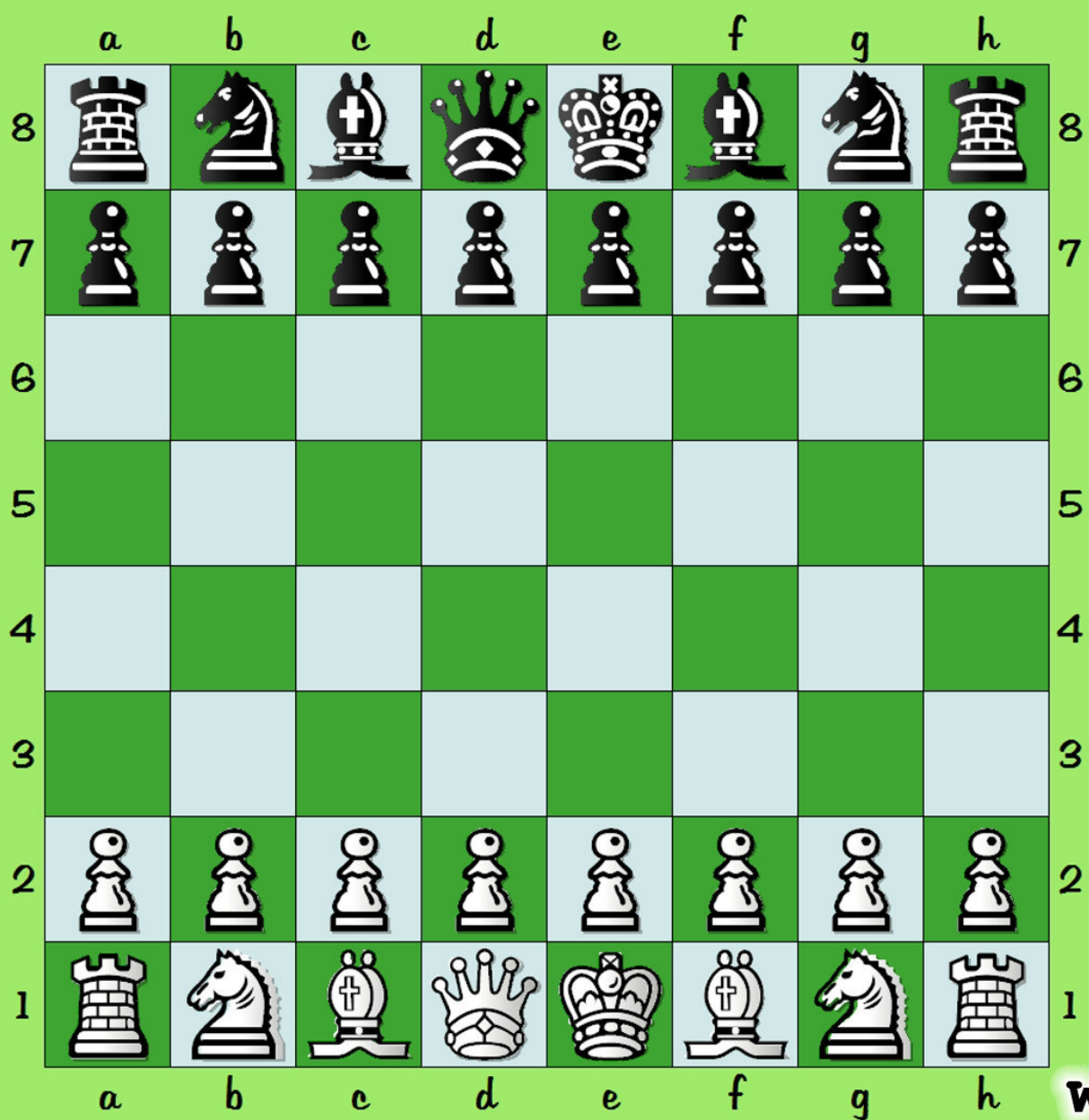
The half of the chessboard formed by the files a, b, c, d is called queenside.





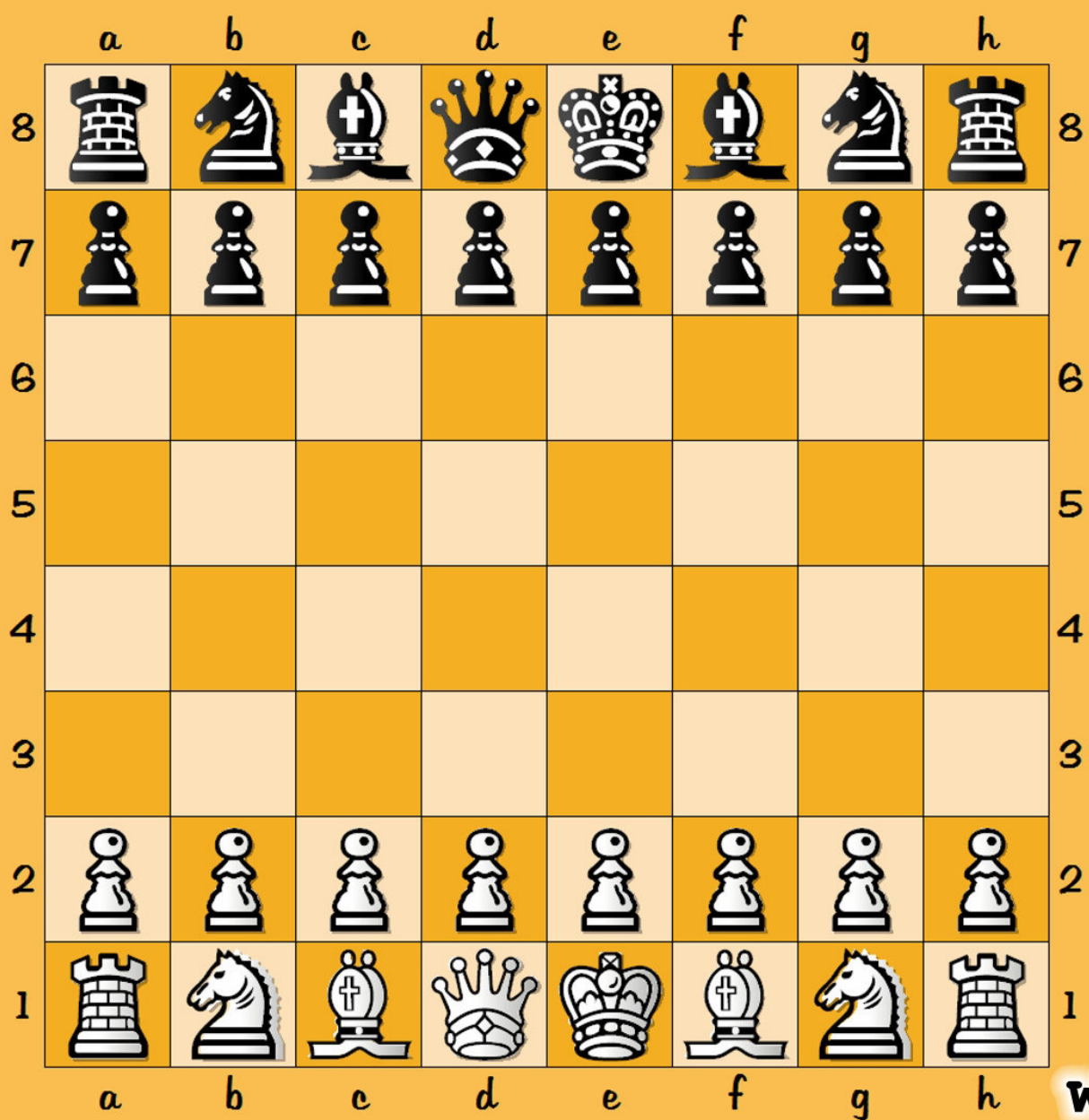
The half of the chessboard formed by the files e, f, g, h is called kingside.





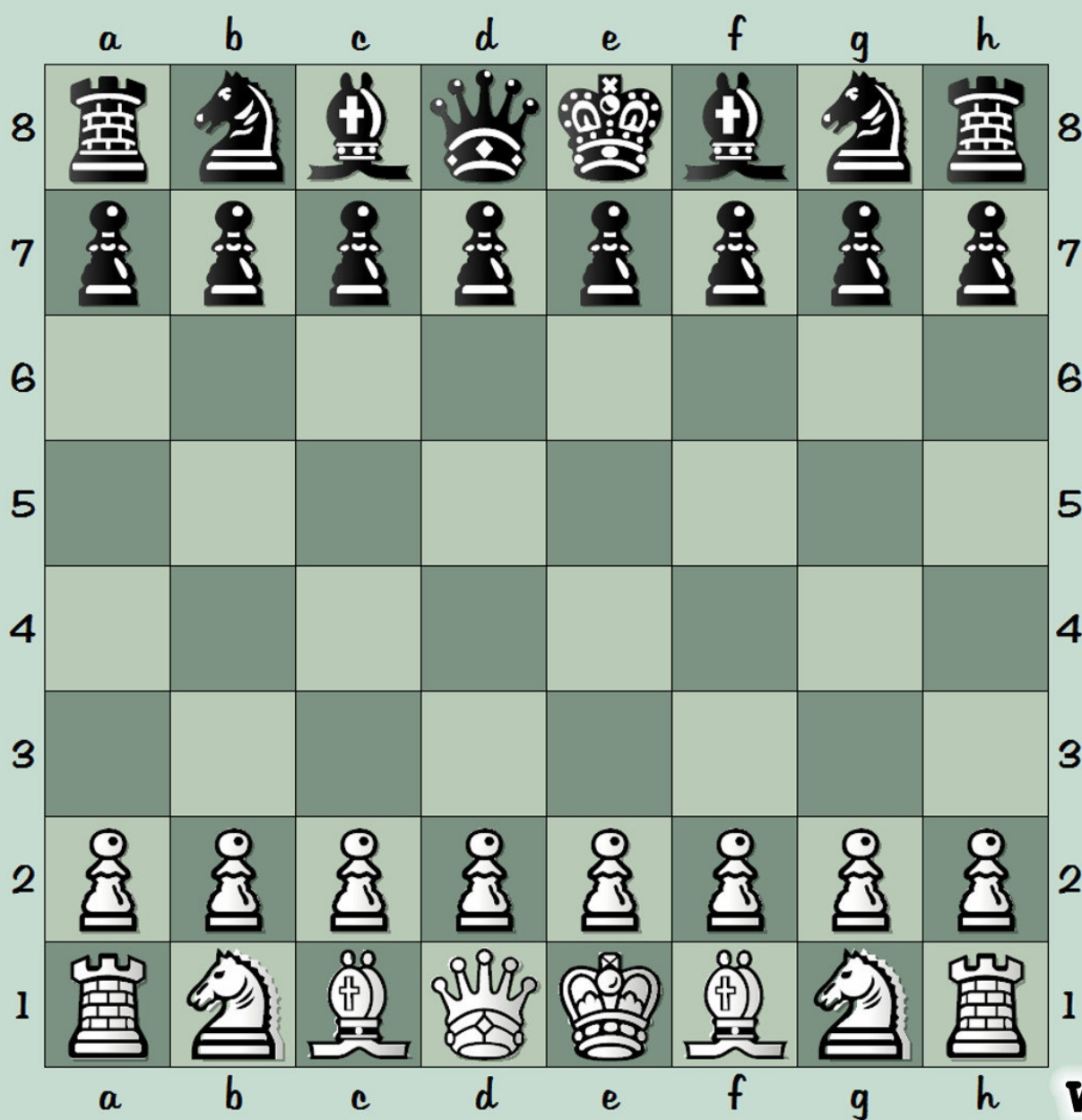
Chess Pieces





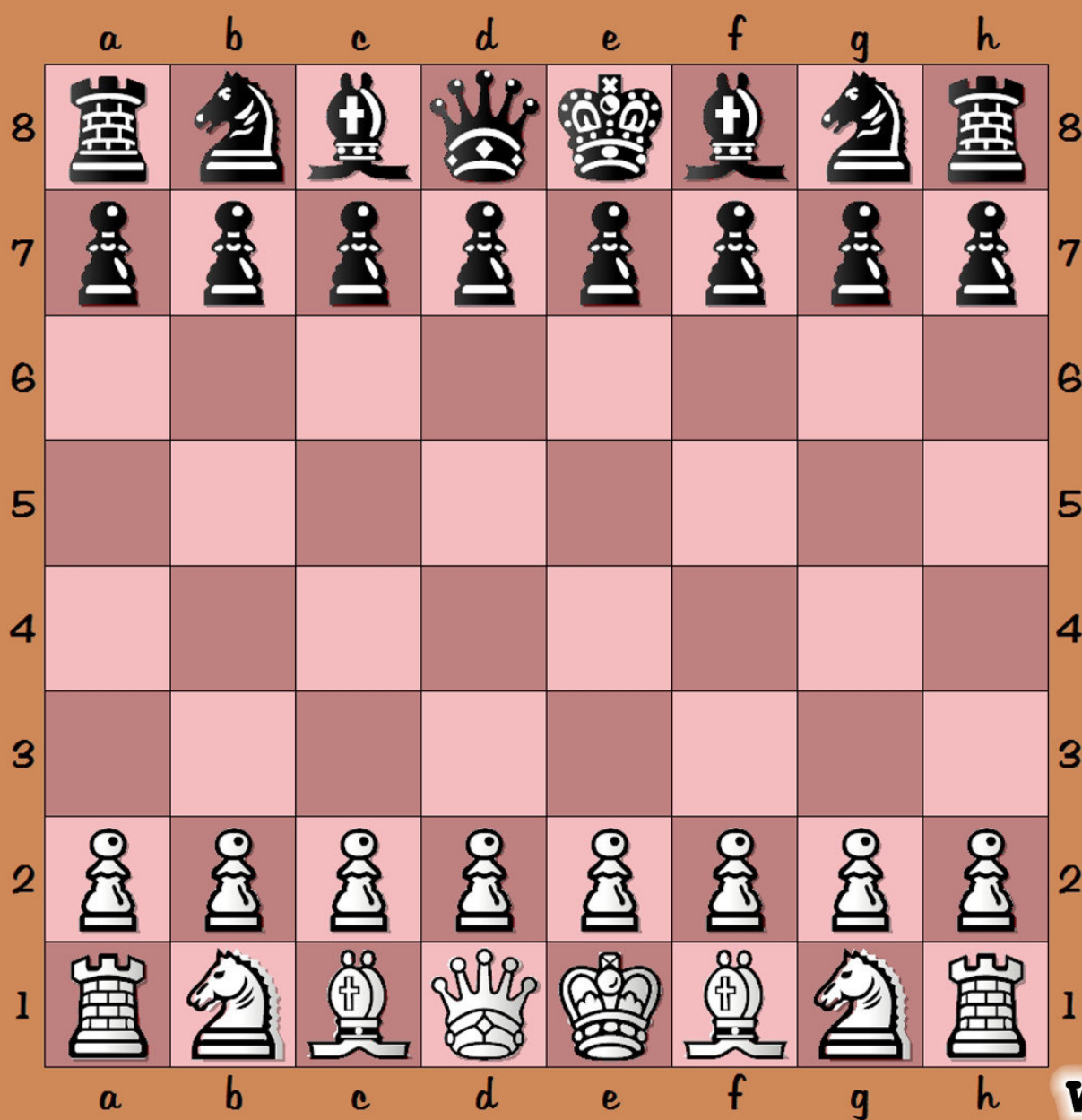
Each player controls
 16 pieces: 8 Pawns
 (♙ ♘ ♗ ♖ ♕ ♔ ♓ ♒),
 2 Knights (♘ ♙),
 2 Bishops (♗ ♘),
 2 Rooks (♖ ♗),
 1 Queen (♕ ♖),
 1 King (♔ ♓).





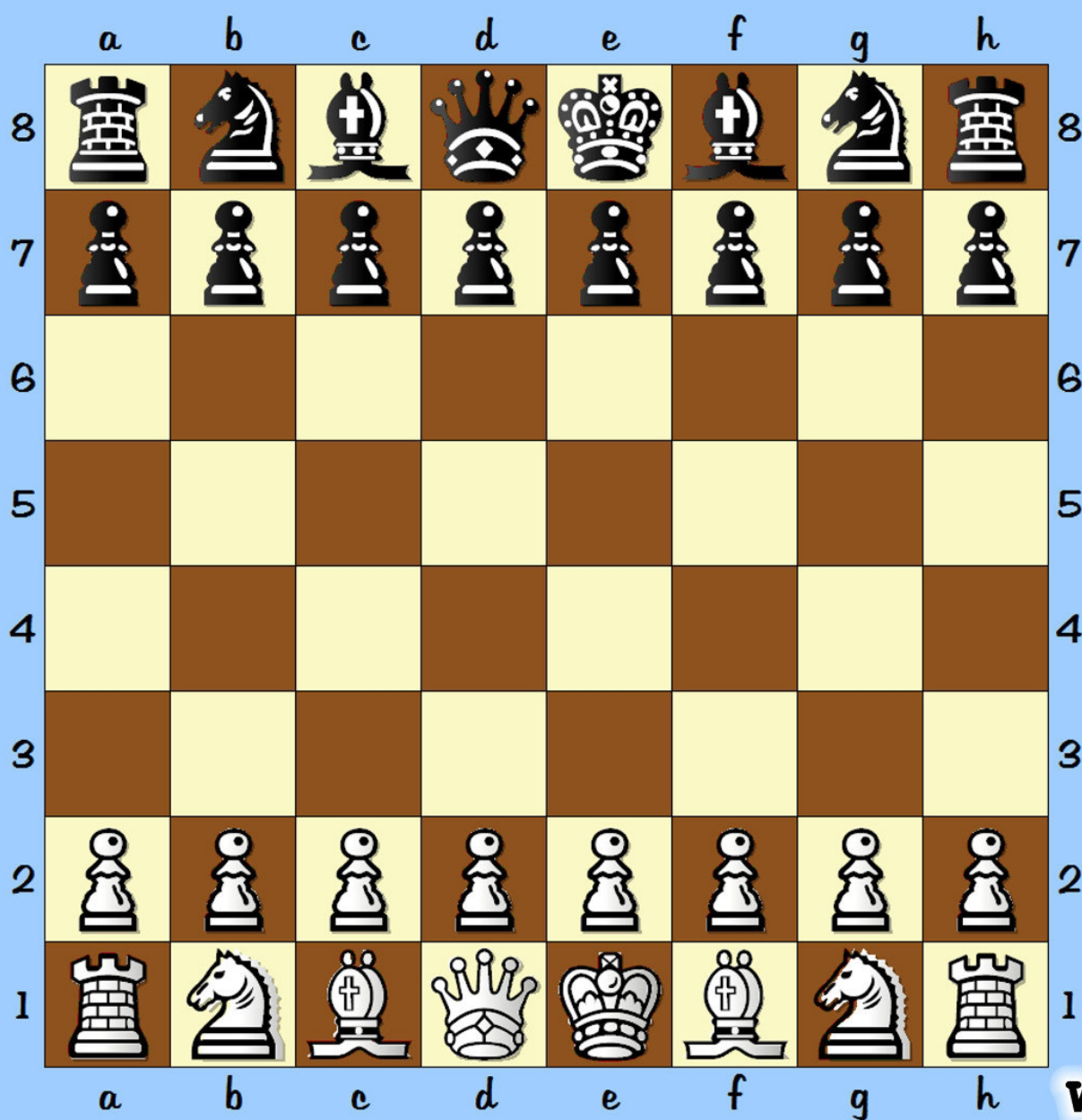
The player with the white pieces has 8 Pawns on rank 2 (a2, b2, c2, d2, e2, f2, g2, h2), 2 Rooks on a1 and h1, 2 Knights on b1 and g1, 2 Bishops on c1 and f1, 1 Queen on d1, 1 King on e1.





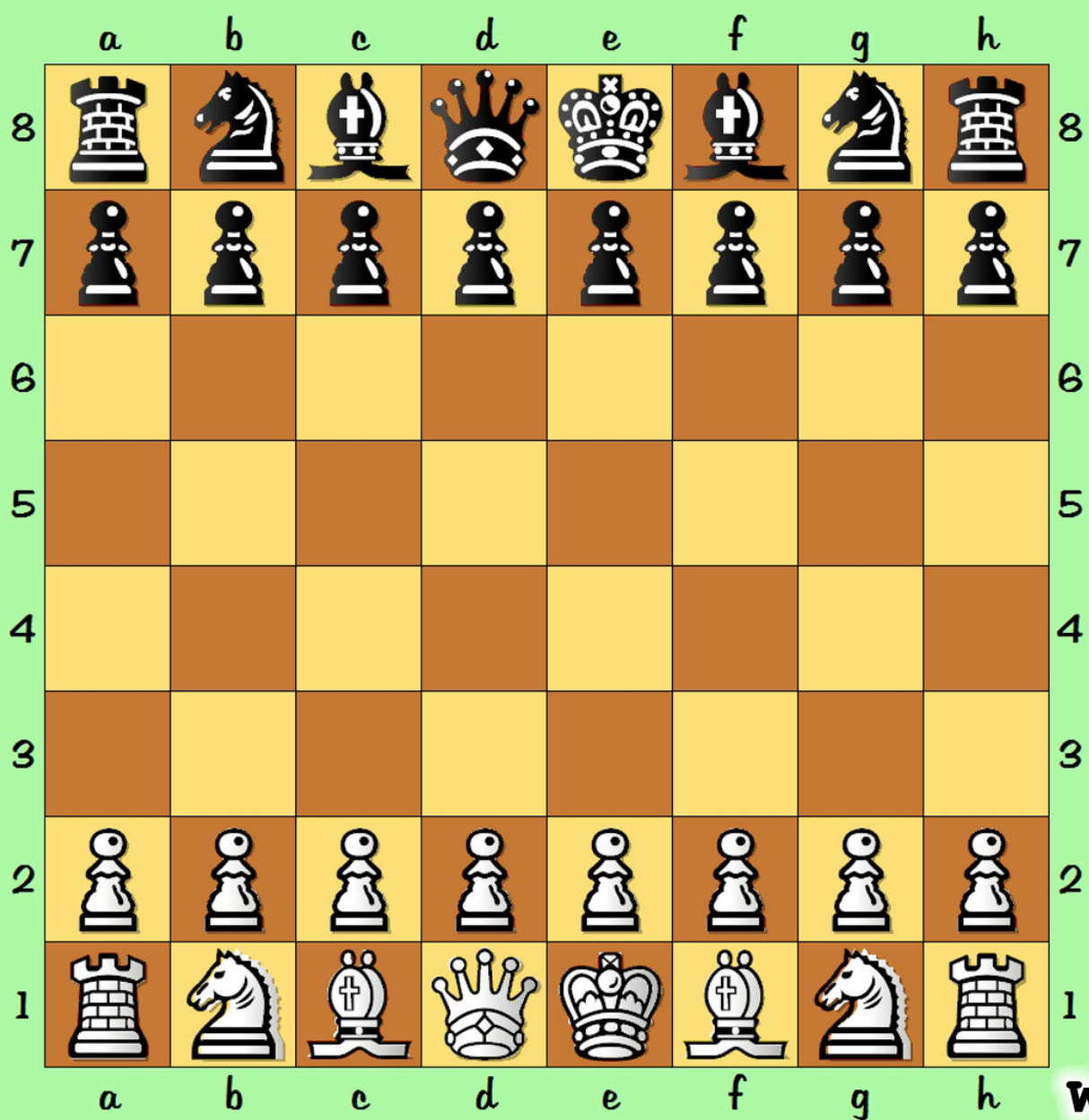
The player with the black pieces has 8 Pawns on rank 7 (a7, b7, c7, d7, e7, f7, g7, h7), 2 Rooks on a8 and h8, 2 Knights on b8 and g8, 2 Bishops on c8 and f8, 1 Queen on d8, 1 King on e8.





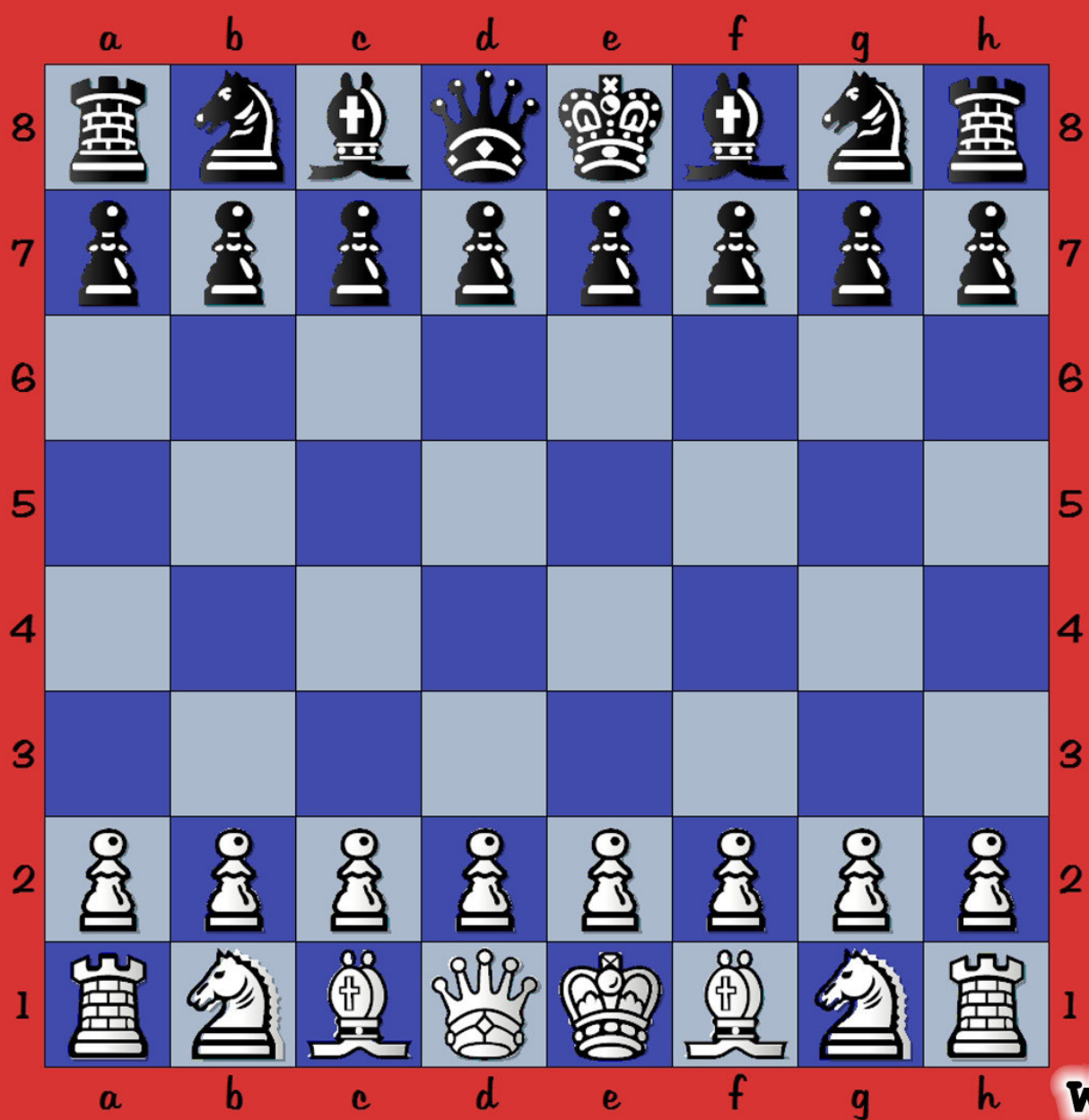
The white Queen starts on the light square d1; the black Queen starts on the dark square d8.





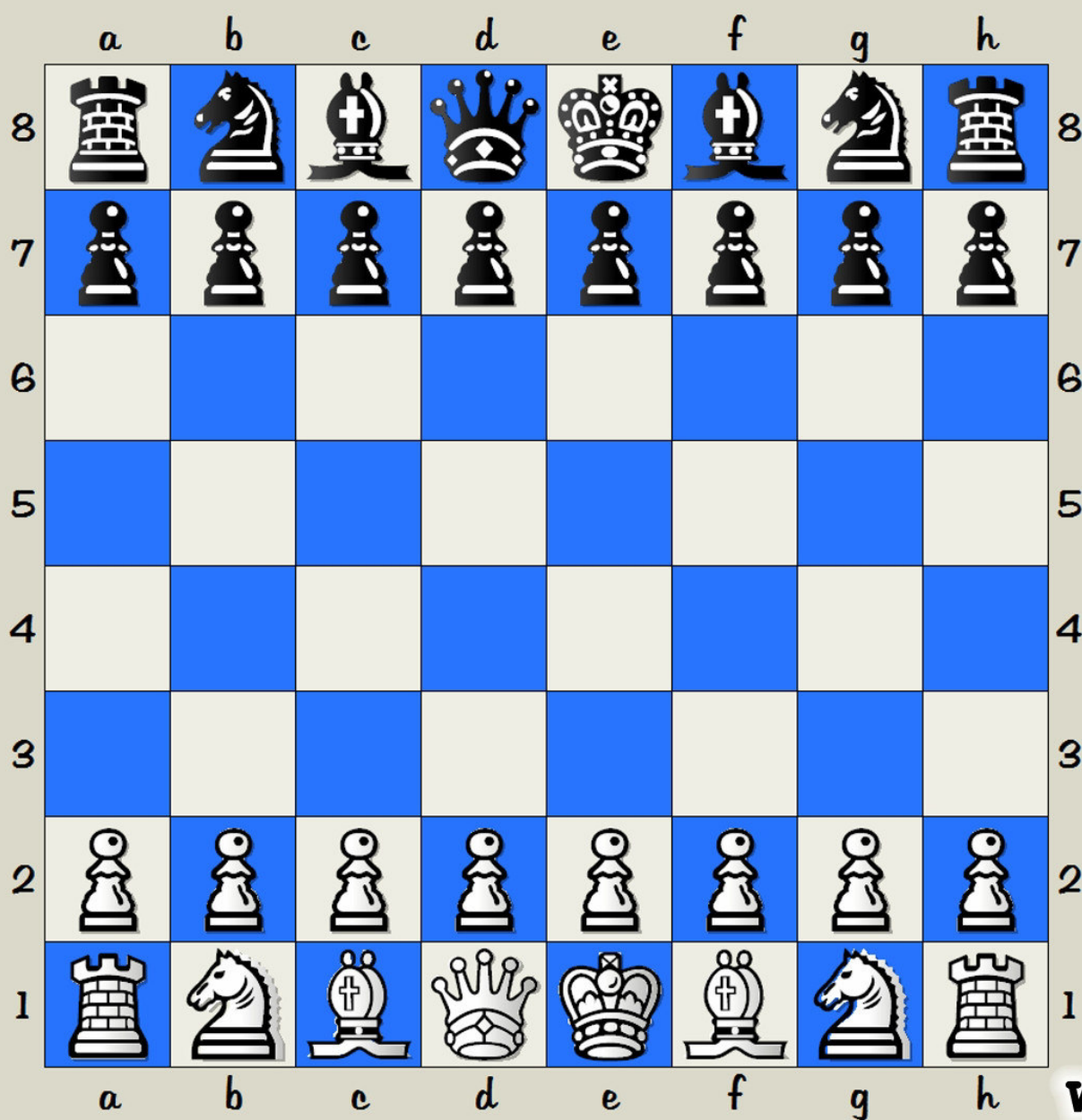
The player with the white pieces always moves first.





Each player can move only one piece at a time, except during a special move called castling.

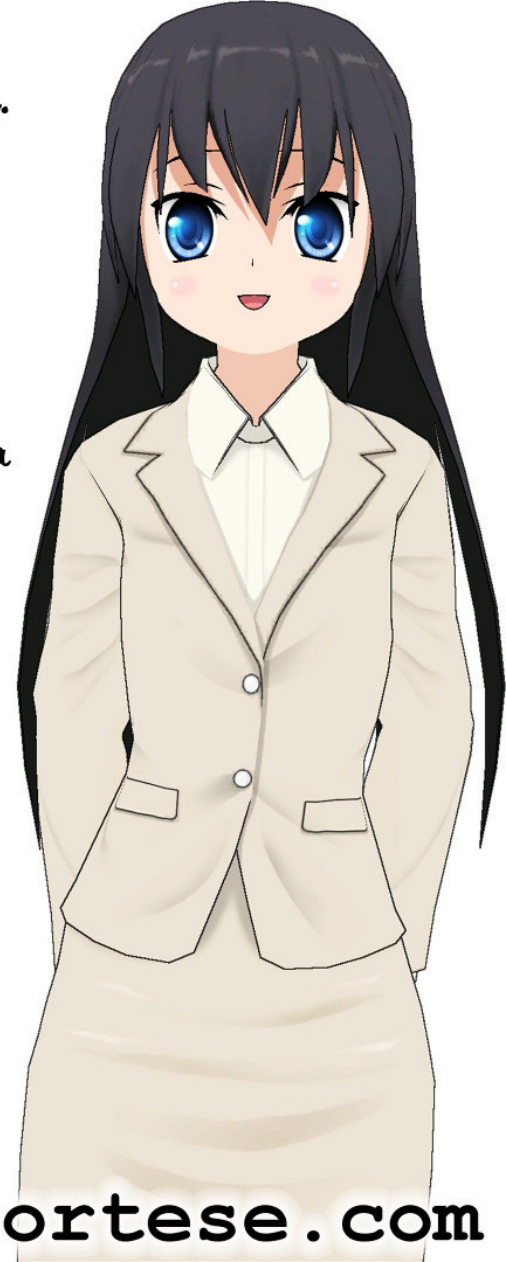




A square can be occupied only by a piece.

A piece cannot move to a square occupied by a piece of the same color.

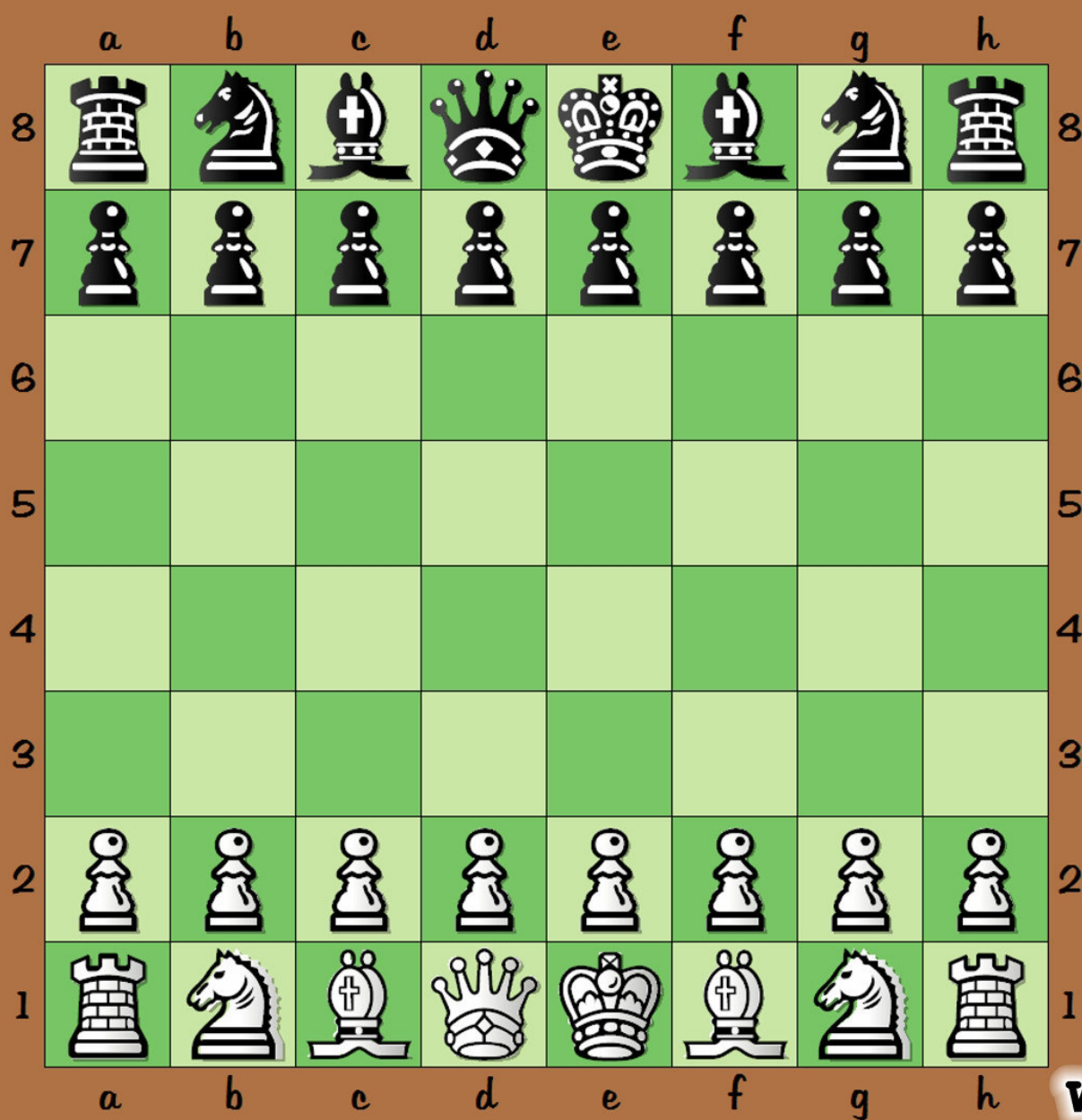
When a piece moves to a square occupied by an enemy piece, the enemy piece is captured and removed from the chessboard.





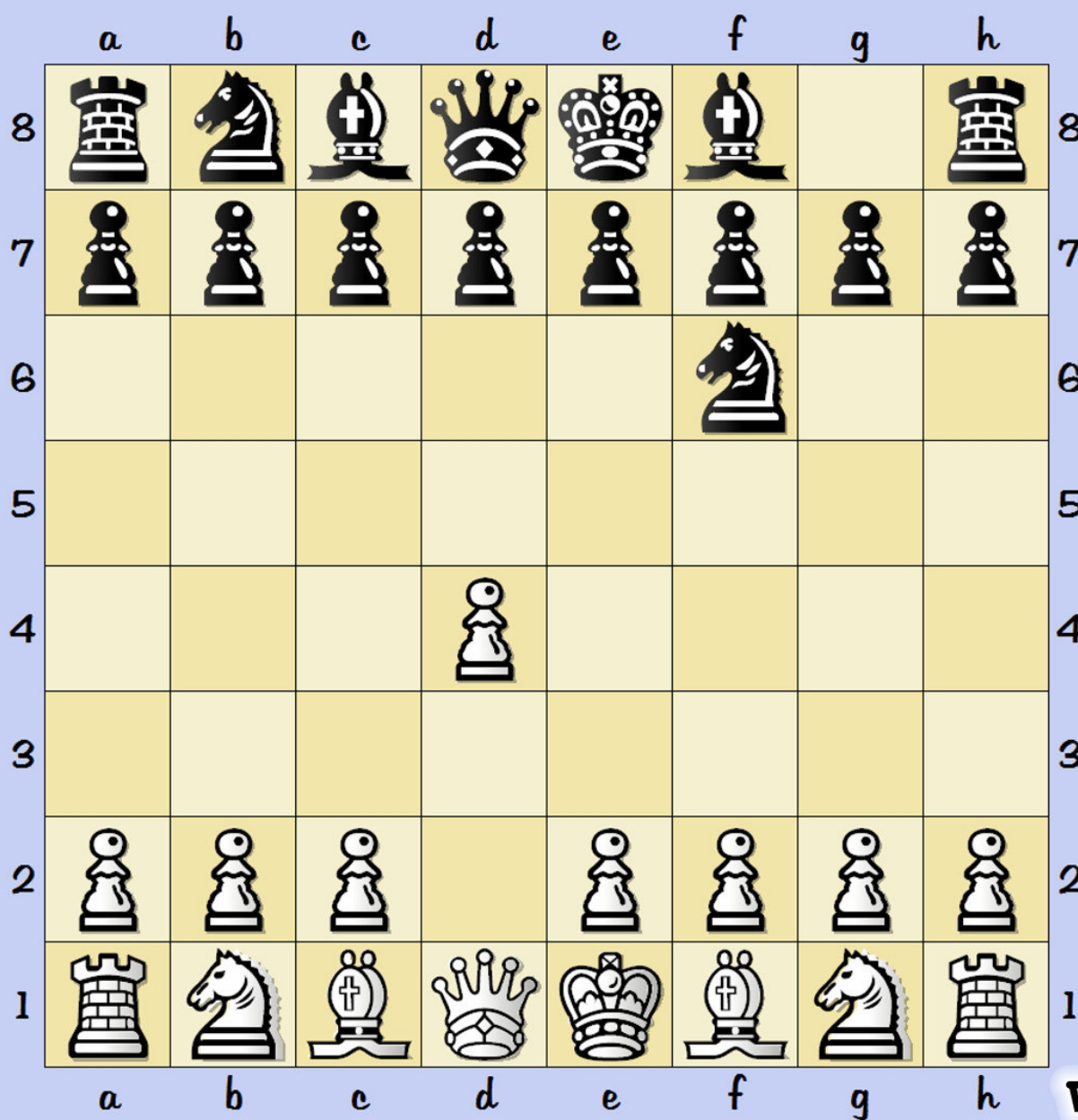
Chess Notation





In chess notation, each piece, except the Pawn, is identified by an uppercase letter:
the King by K,
the Queen by Q,
the Rook by R,
the Bishop by B,
the Knight by N,
the Pawn by no letter.



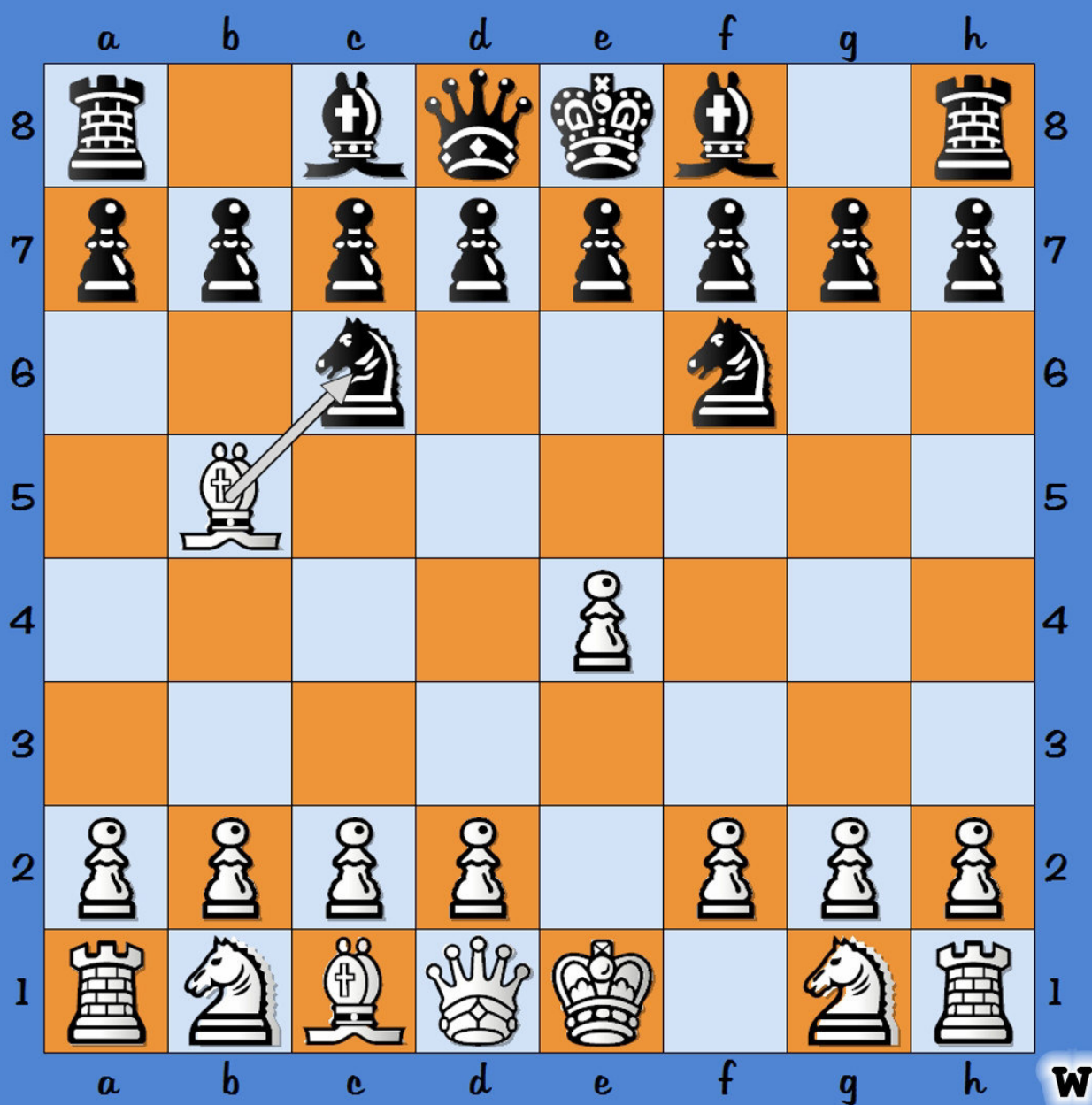


This example is
1.d4 Nf6.

Describing a game of
chess, at the
beginning is written
the number of the
move, then a period,
then the move of the
player with the white
pieces, then the move
of the player with
the black pieces.

The movement of a
piece is indicated by
the coordinates of
the destination
square.

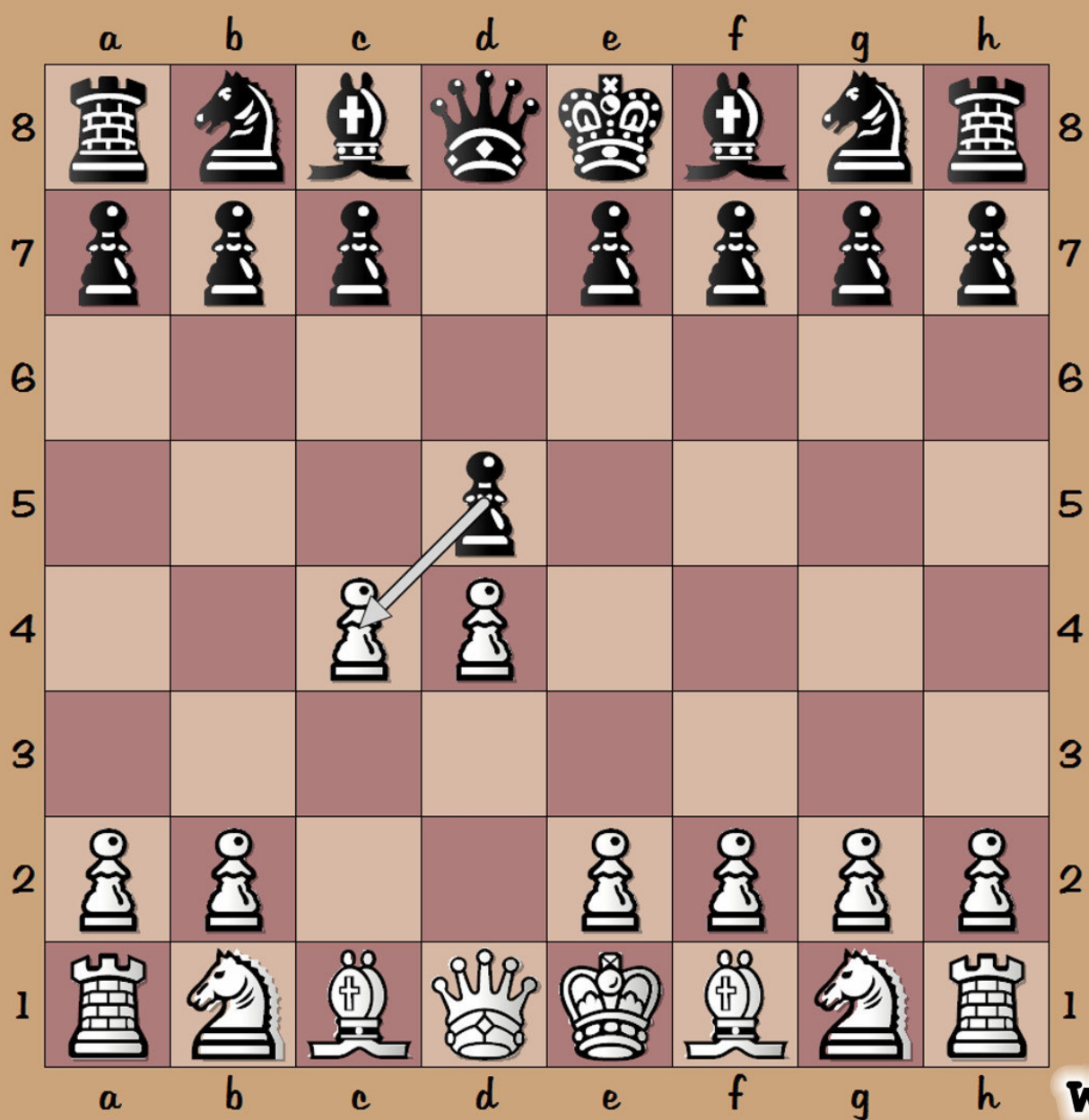




This example is
1.e4 Nc6 2.Bb5 Nf6
3.Bxc6.

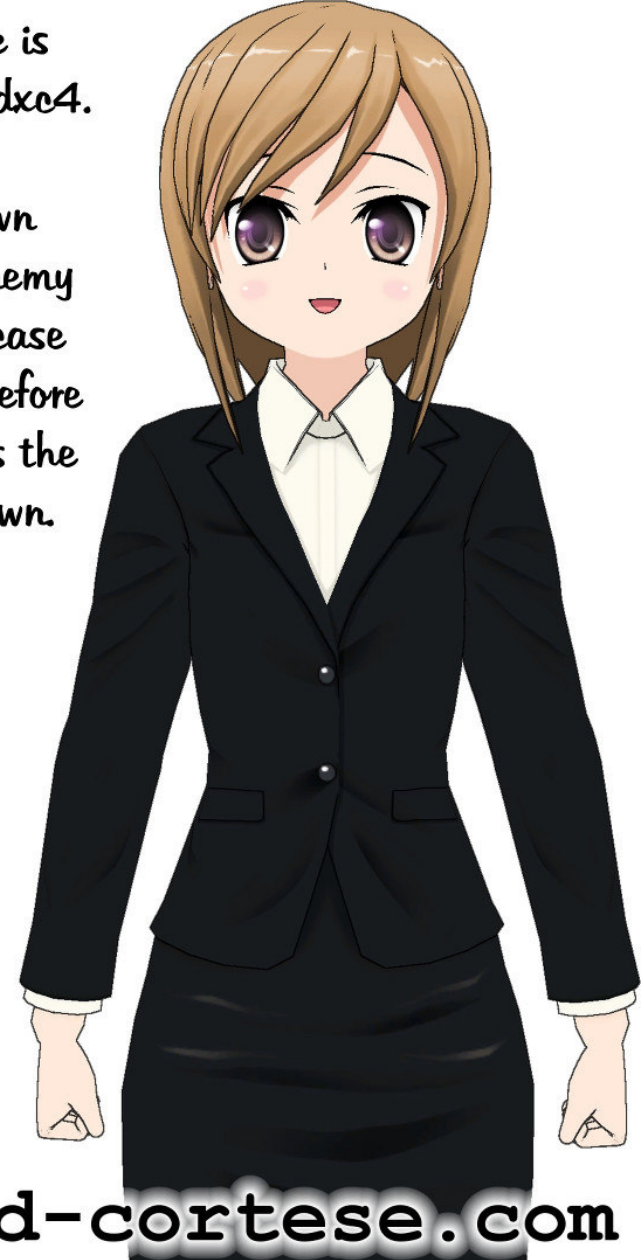
The capture of a piece
is represented by a
lowercase letter x
written before the
coordinates of the
destination square.

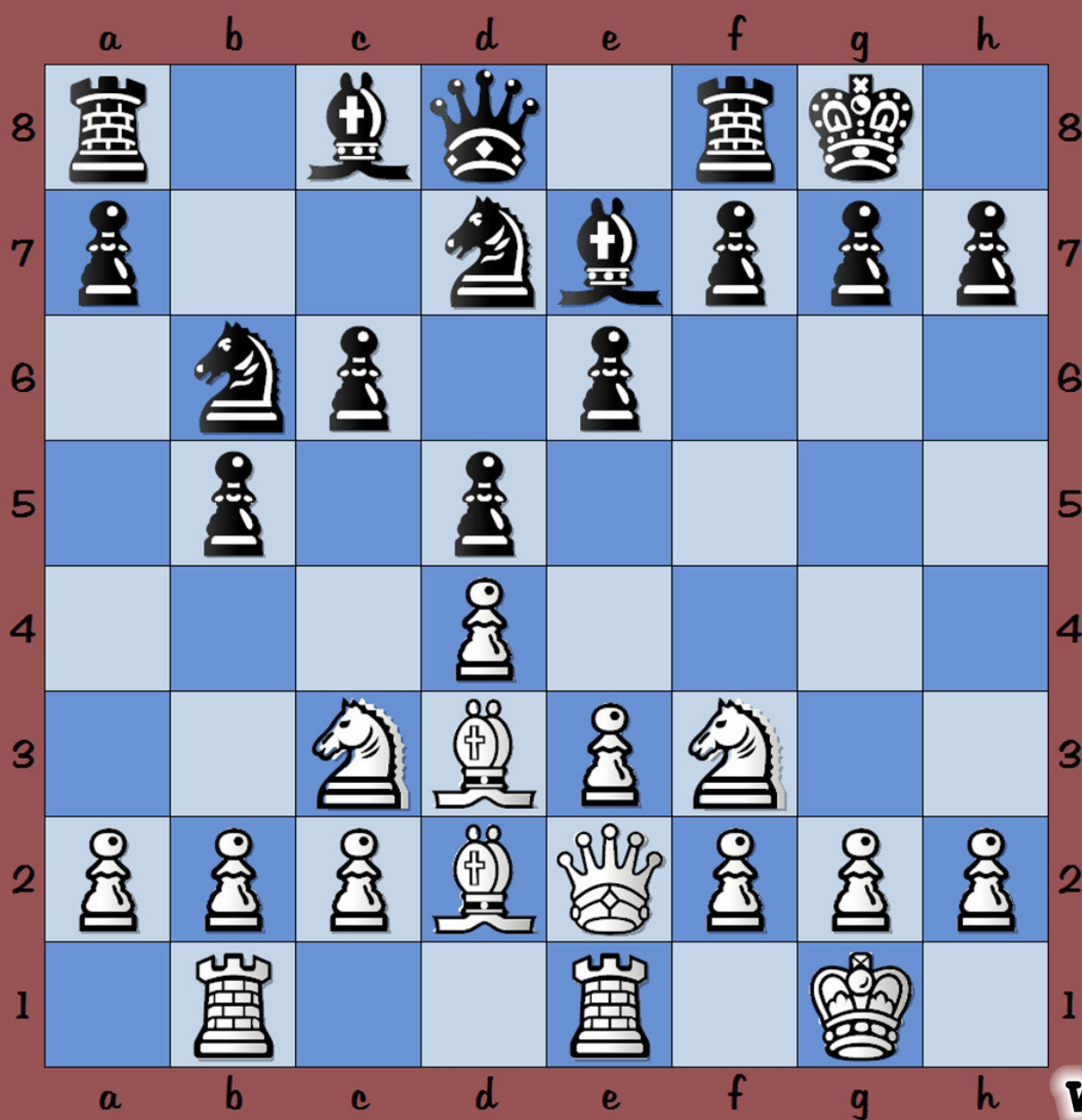




This example is
1.d4 d5 2.c4 dxc4.

When a Pawn
captures an enemy
piece, a lowercase
letter written before
the x identifies the
file of the Pawn.

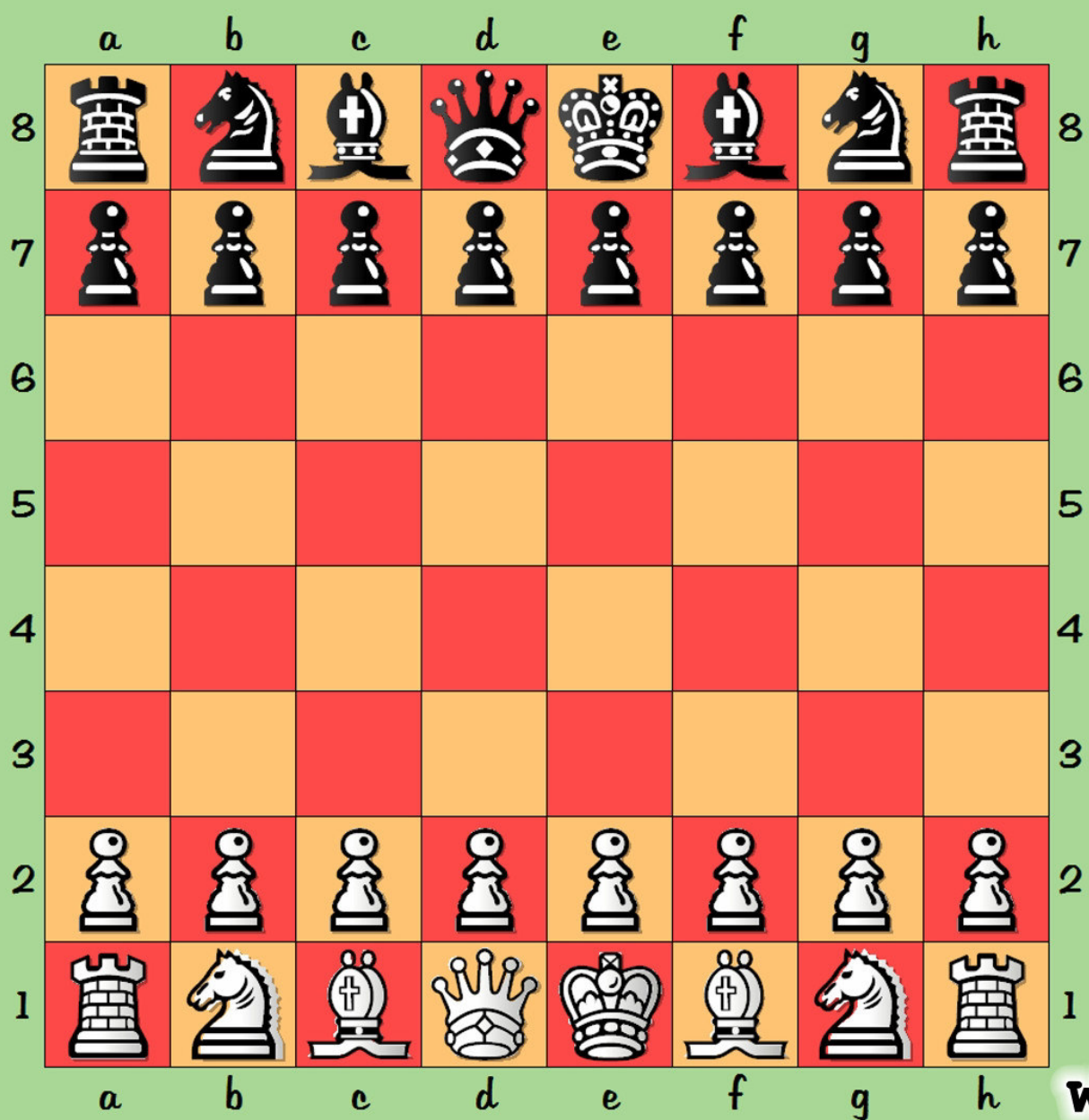




This example is
 1.d4 d5 2.Nc3
 Nf6 3.e3 e6
 4.Bd3 Be7 5.Nf3
 O-O 6.O-O c6
 7.Qe2 b5 8.Bd2
 Nfd7 9.Rfe1 Nb6
 10.Rab1 N8d7.

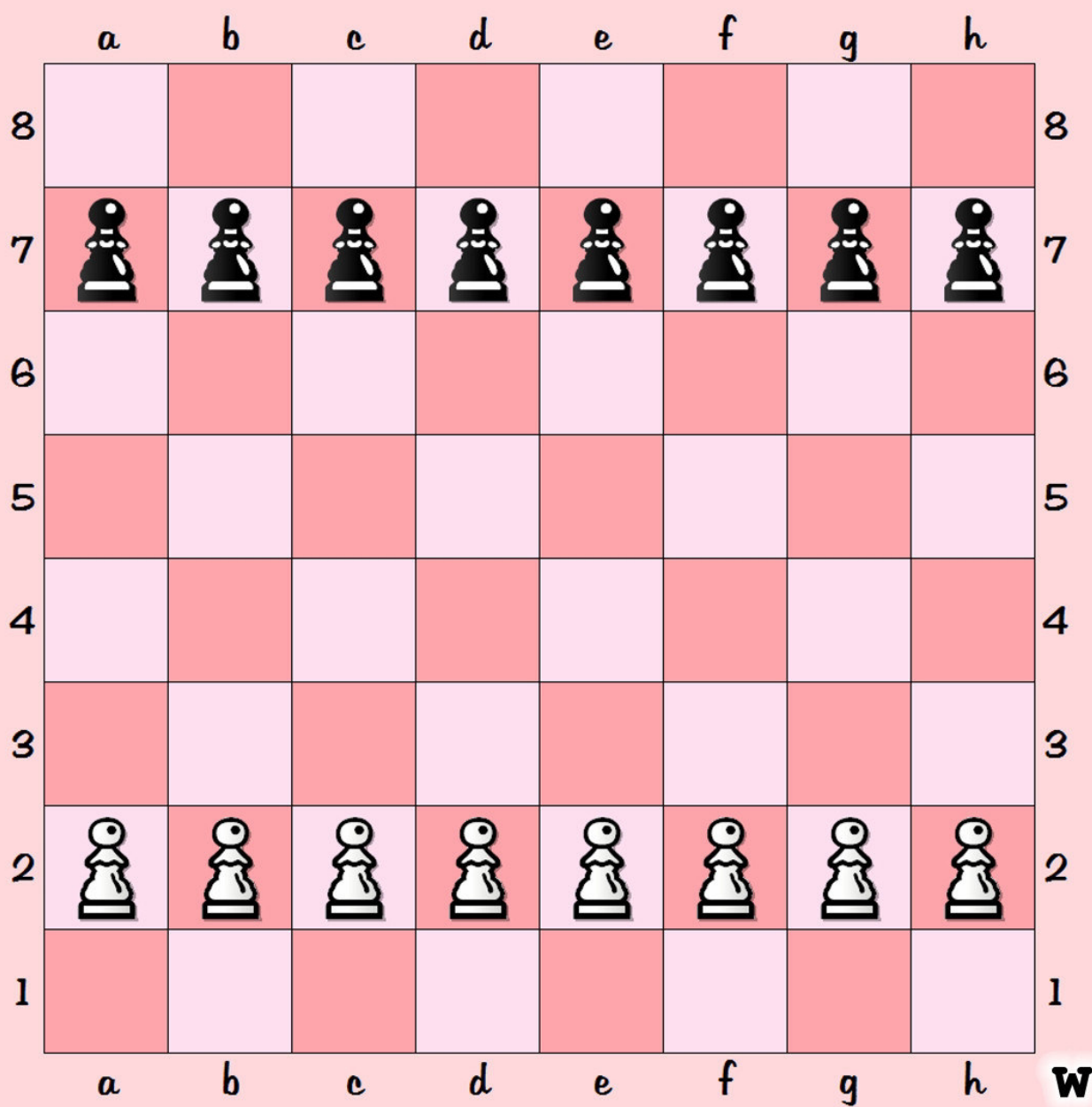
To avoid ambiguity
 in some cases,
 it is necessary to
 indicate the letter
 of the file of the
 piece or the number
 of the rank of the
 piece before the
 coordinates of the
 destination square.



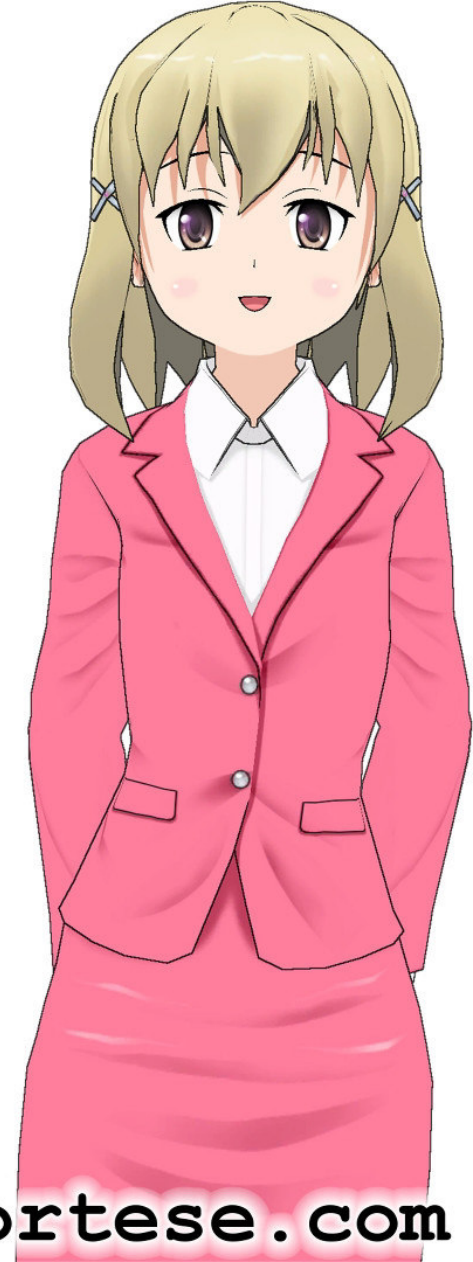


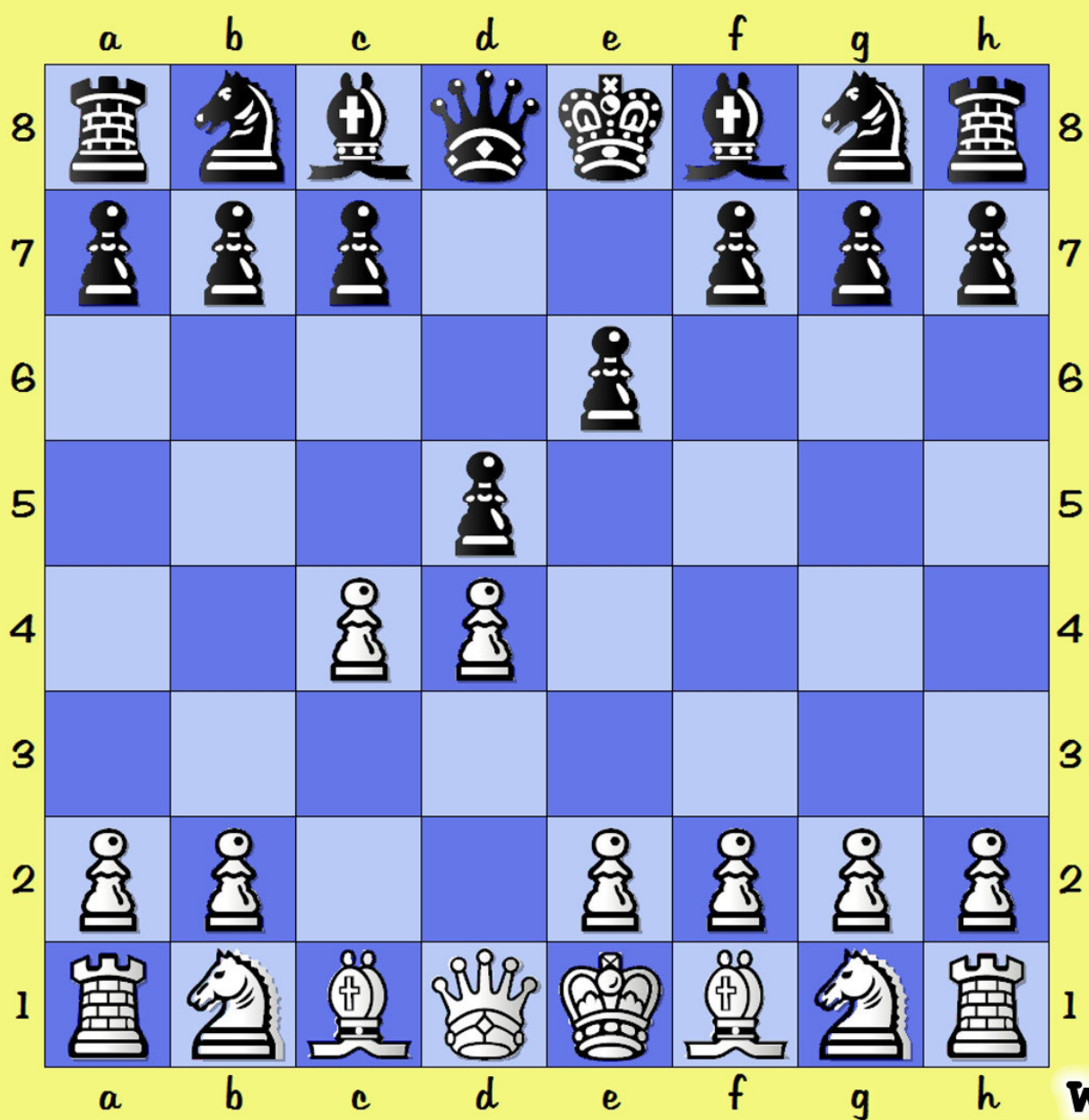
Other symbols used in
chess notation:
O-O for kingside
castling,
O-O-O for queenside
castling,
= for promotion,
+ for check,
for checkmate.





Pawn



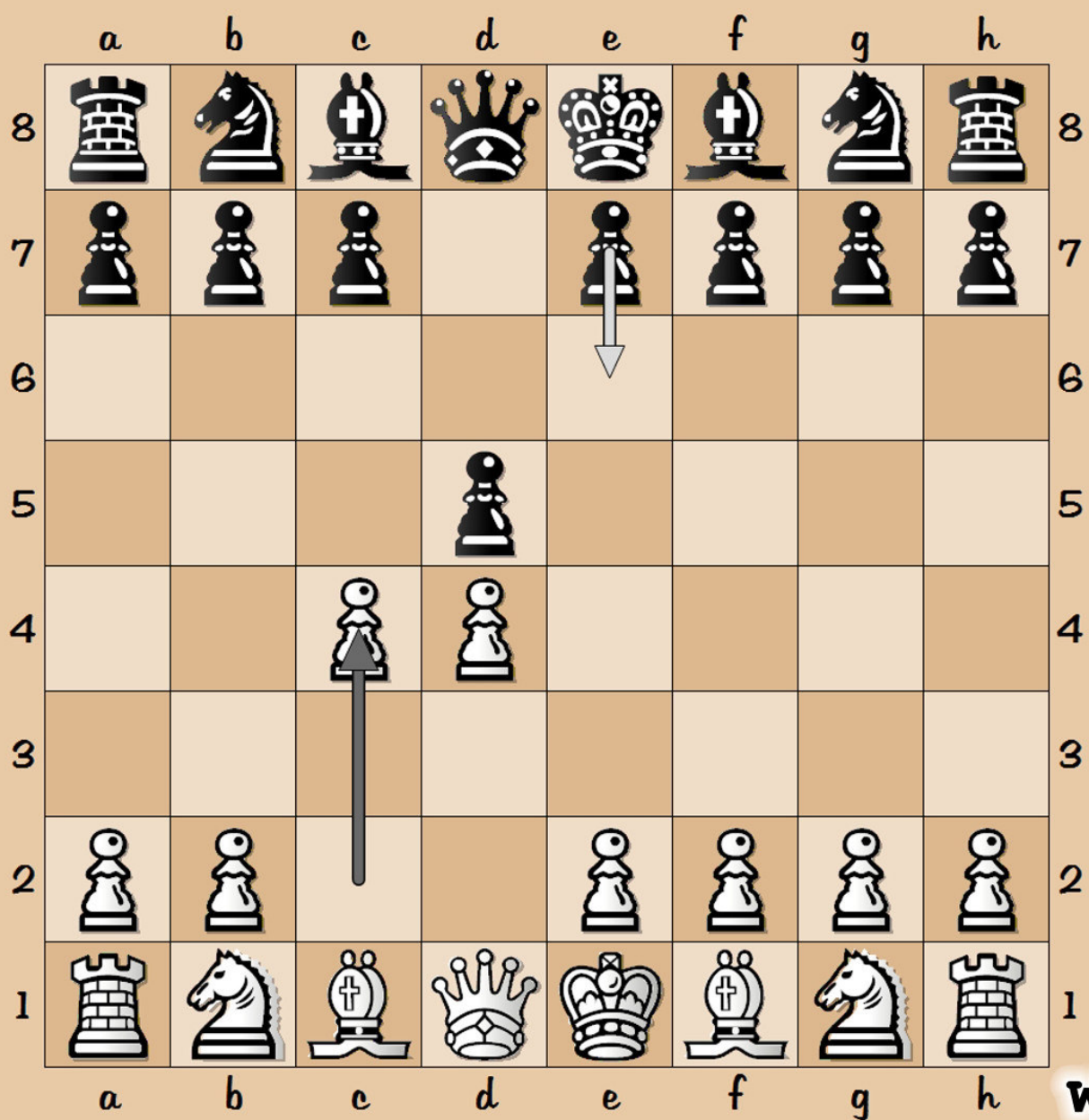


This example is
1.d4 d5 2.c4 e6.

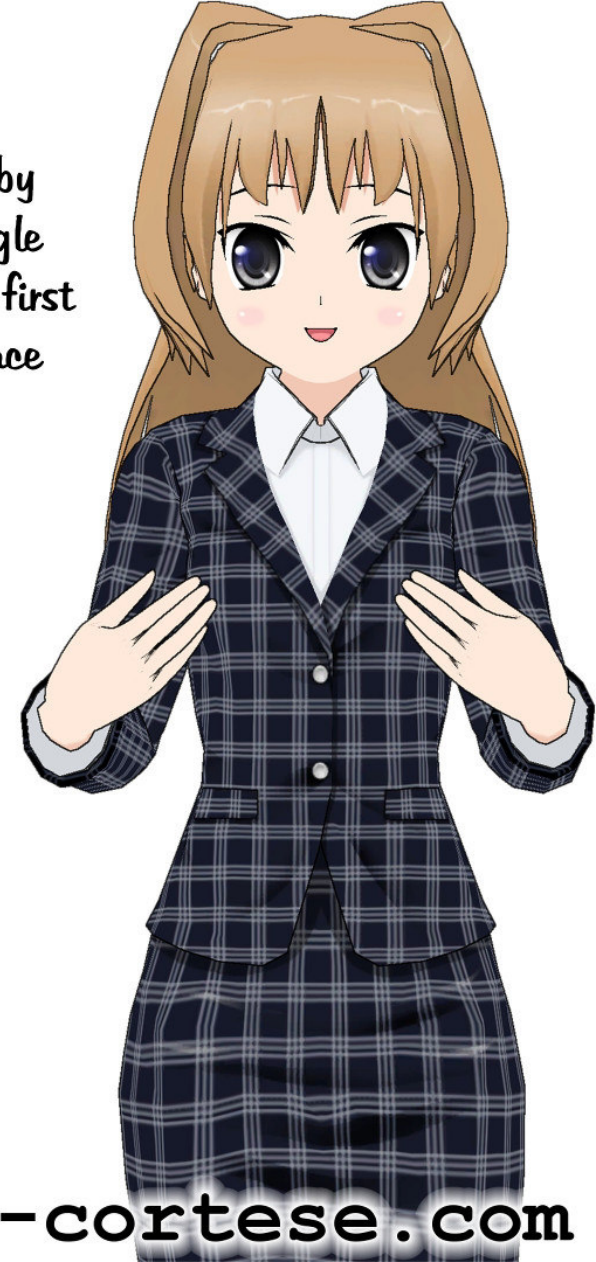
The white Pawn on
d2 moves to d4;
the black Pawn on
d7 moves to d5.

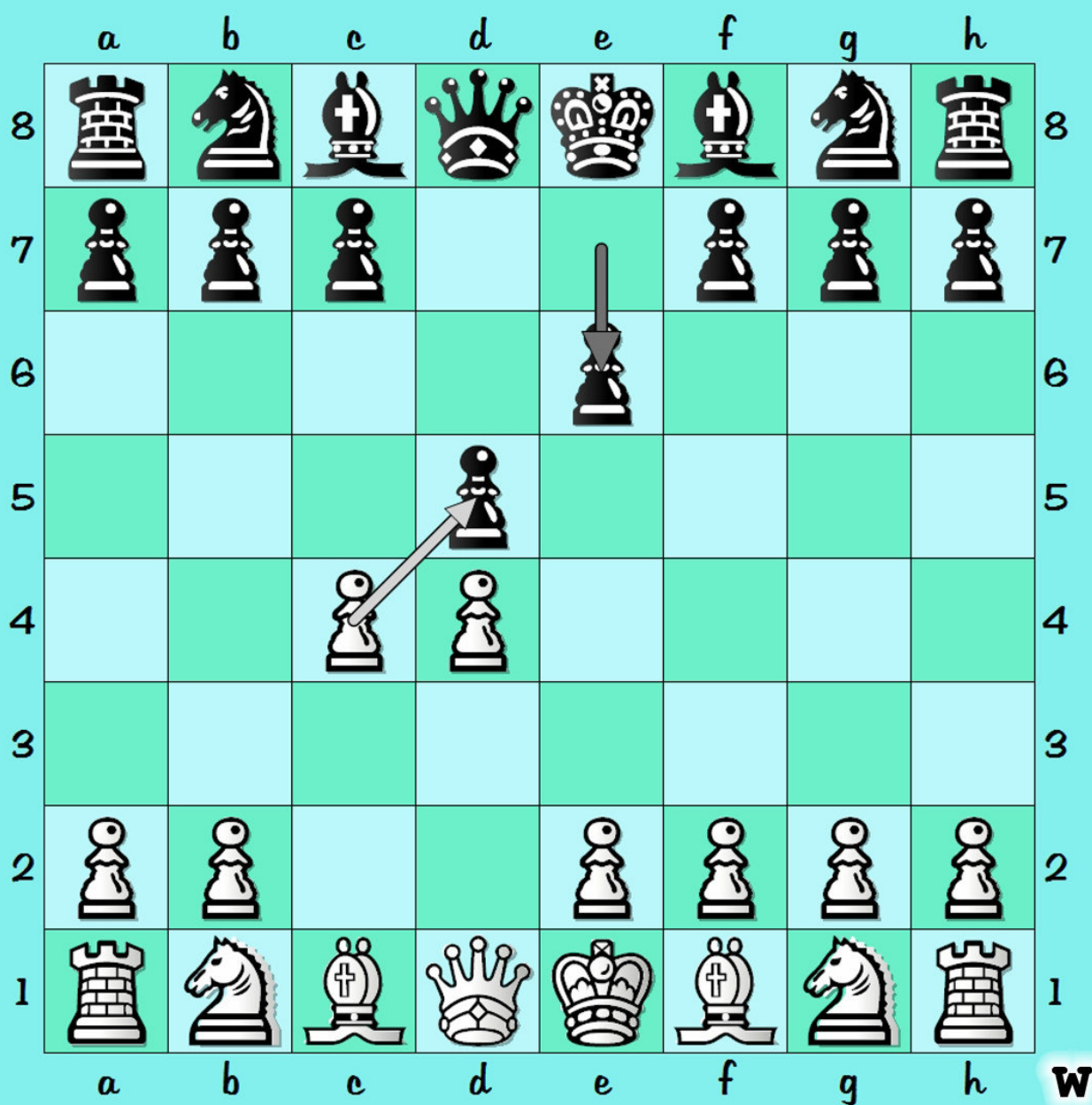
The white Pawn on
c2 moves to c4;
the black Pawn on
e7 moves to e6.





A Pawn moves by advancing a single square, but on its first move may advance two squares.





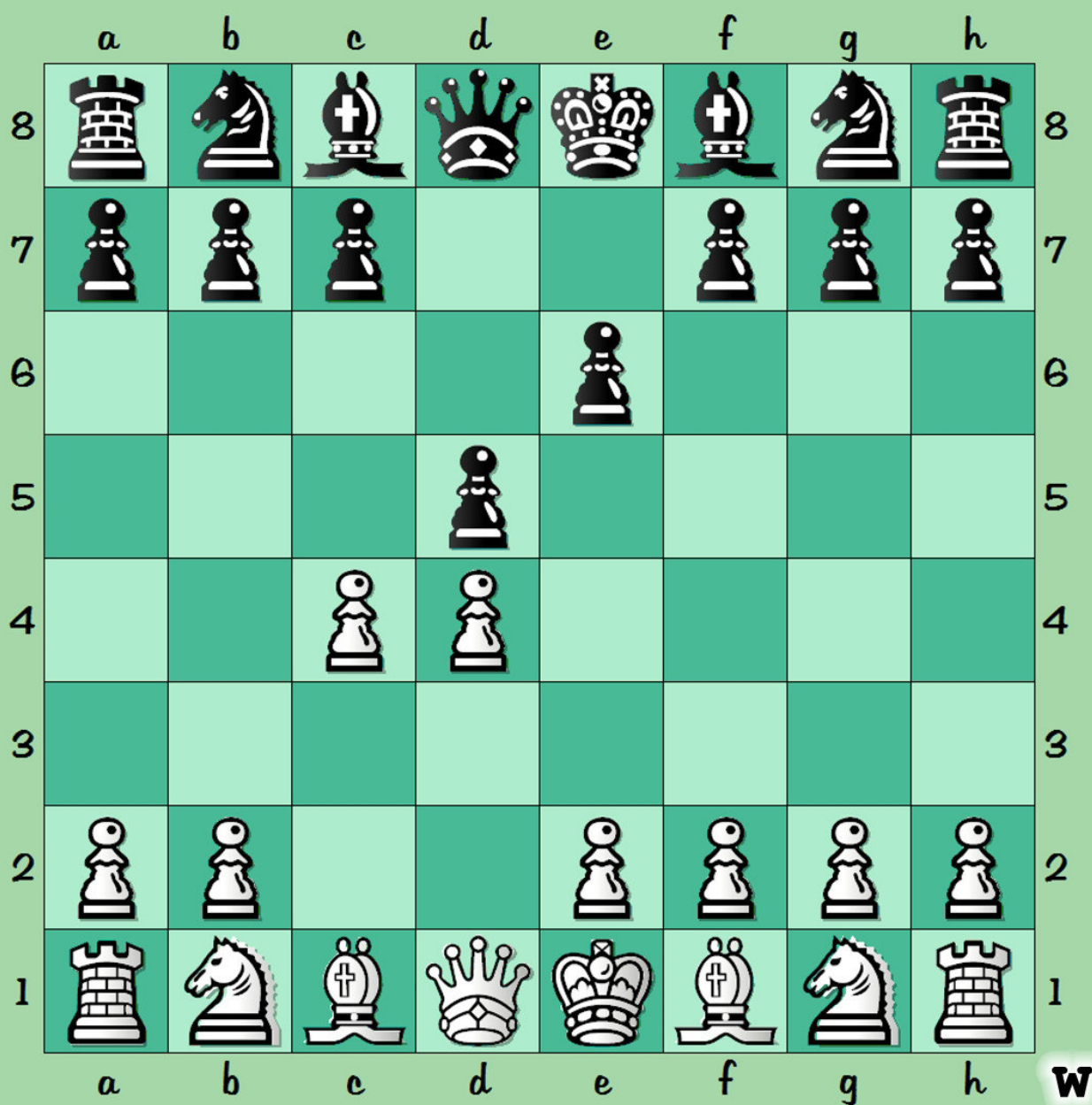
The Pawn is the only piece that cannot move backward and the only piece that moves and captures differently.





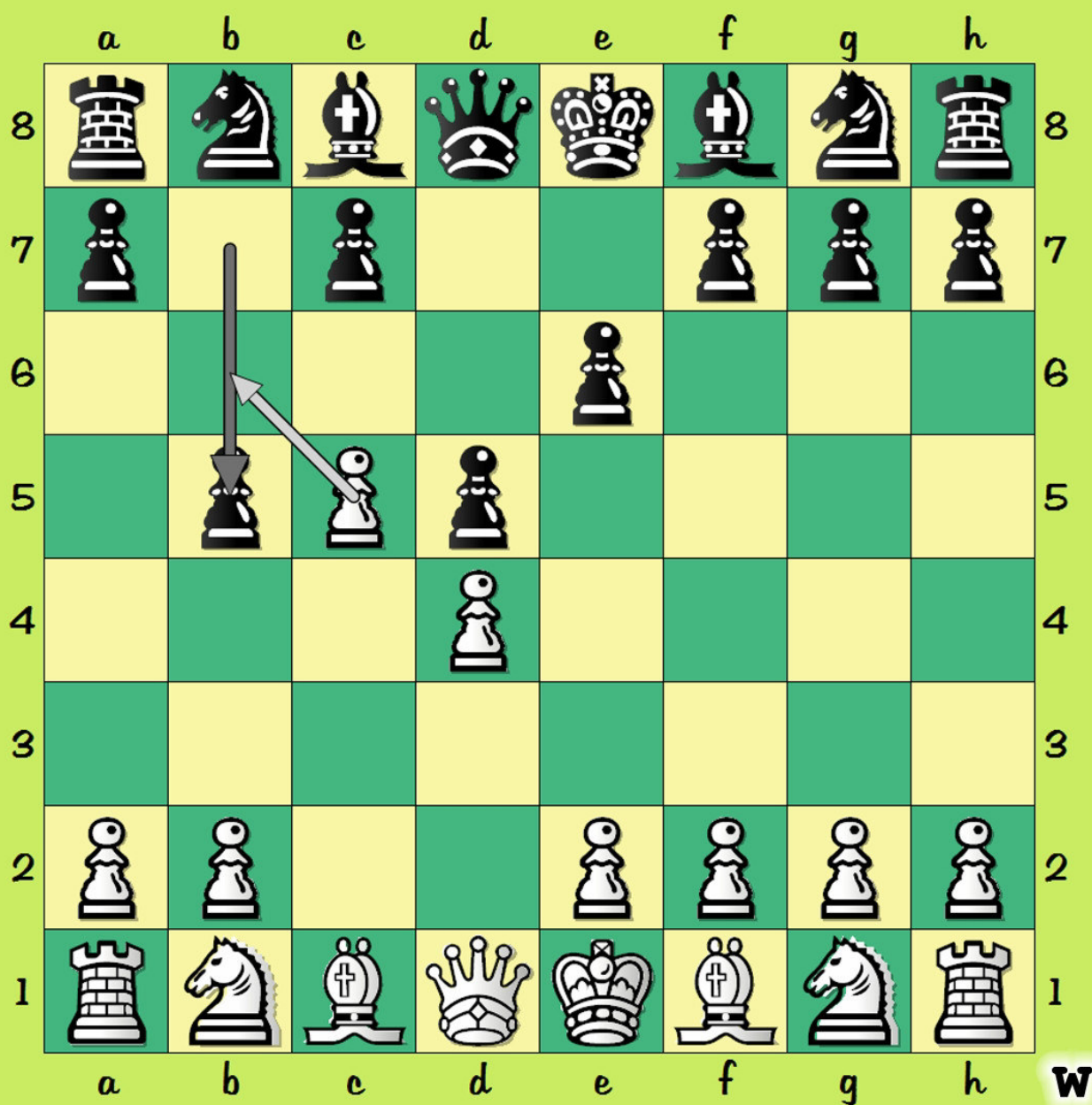
A Pawn captures diagonally, one square forward and to the left or right.





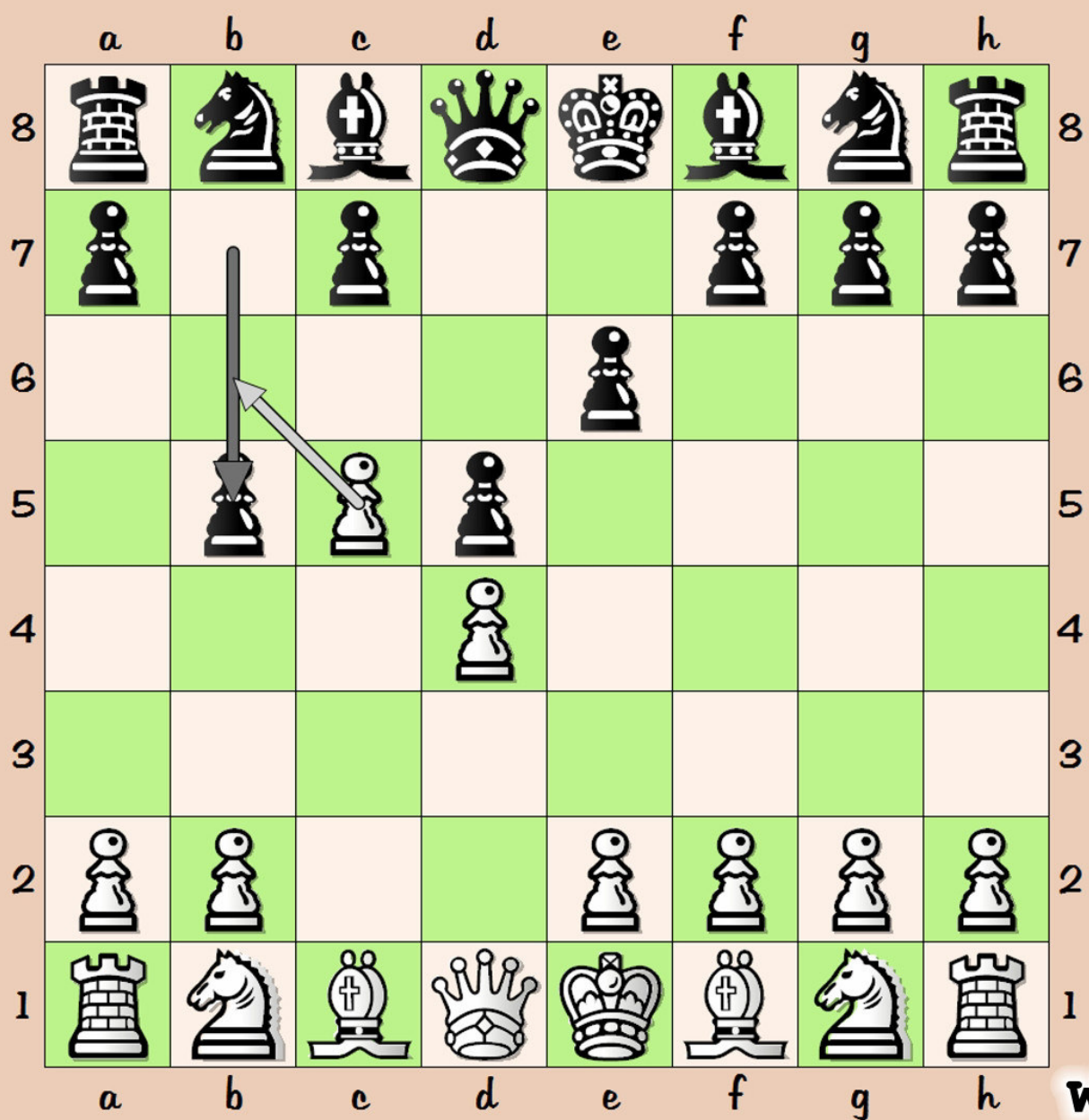
After 1.d4 d5 2.c4,
the black Pawn on d5
can capture the white
Pawn on c4, but the
black Pawn on e7
advances to e6,
defending the black
Pawn on d5.



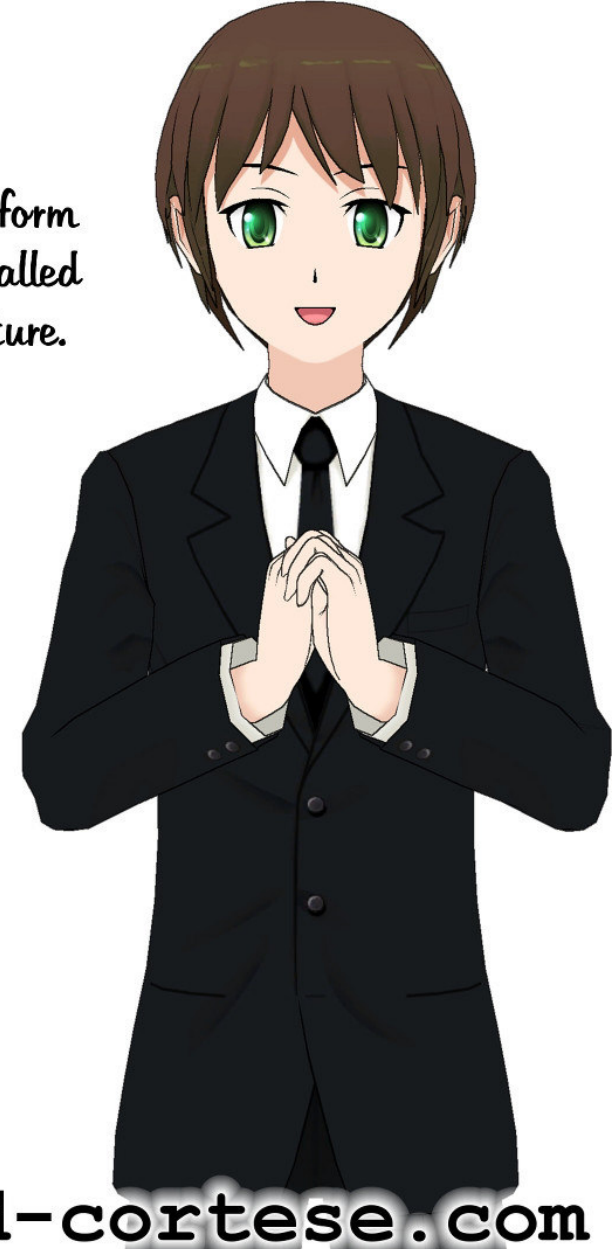


Pawn
-
En Passant





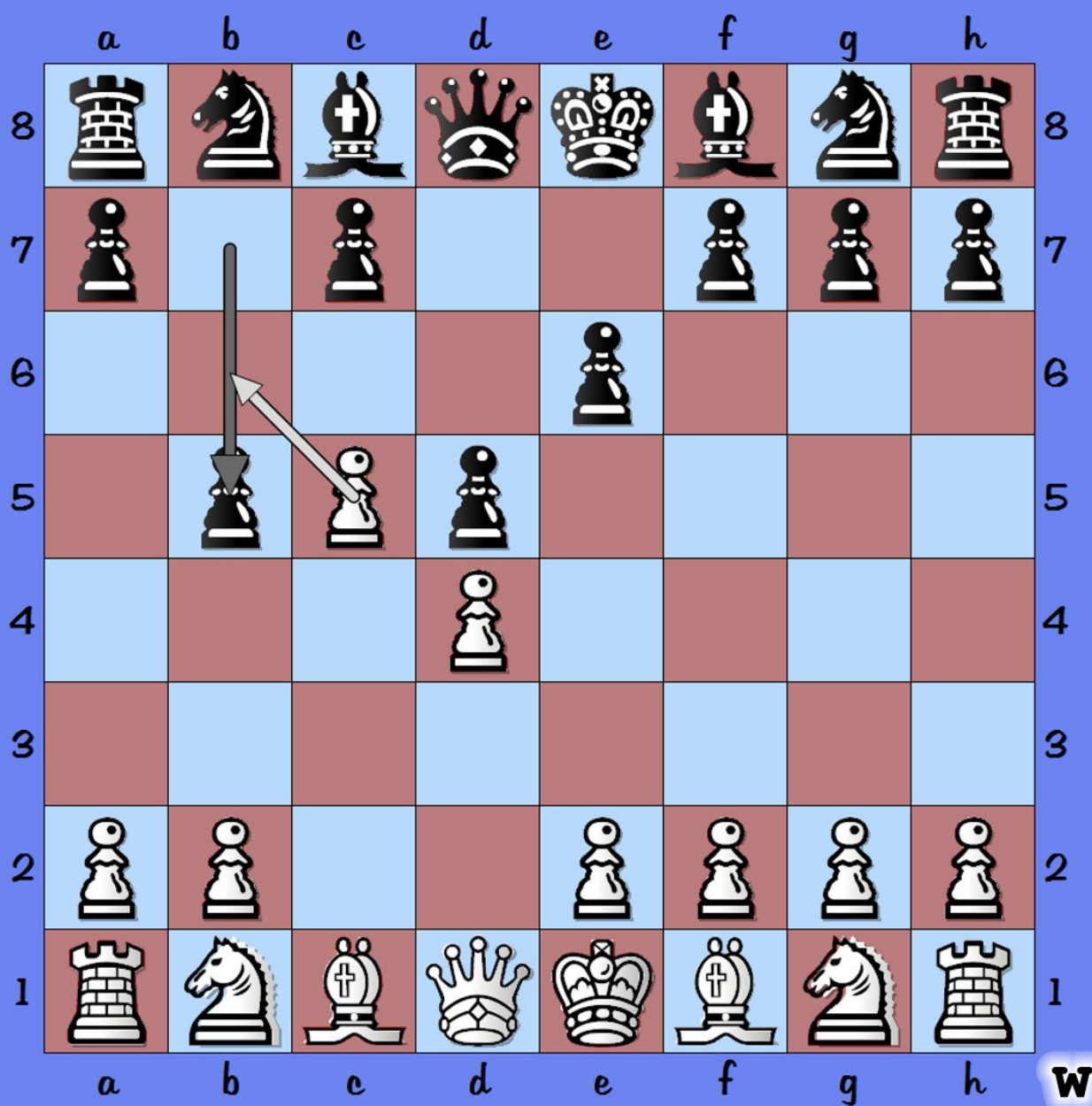
*A Pawn can perform
a special move called
en passant capture.*





A Pawn on its fifth rank may capture an enemy Pawn on an adjacent file that has moved two squares forward from the starting rank, as if the Pawn had moved only one square.



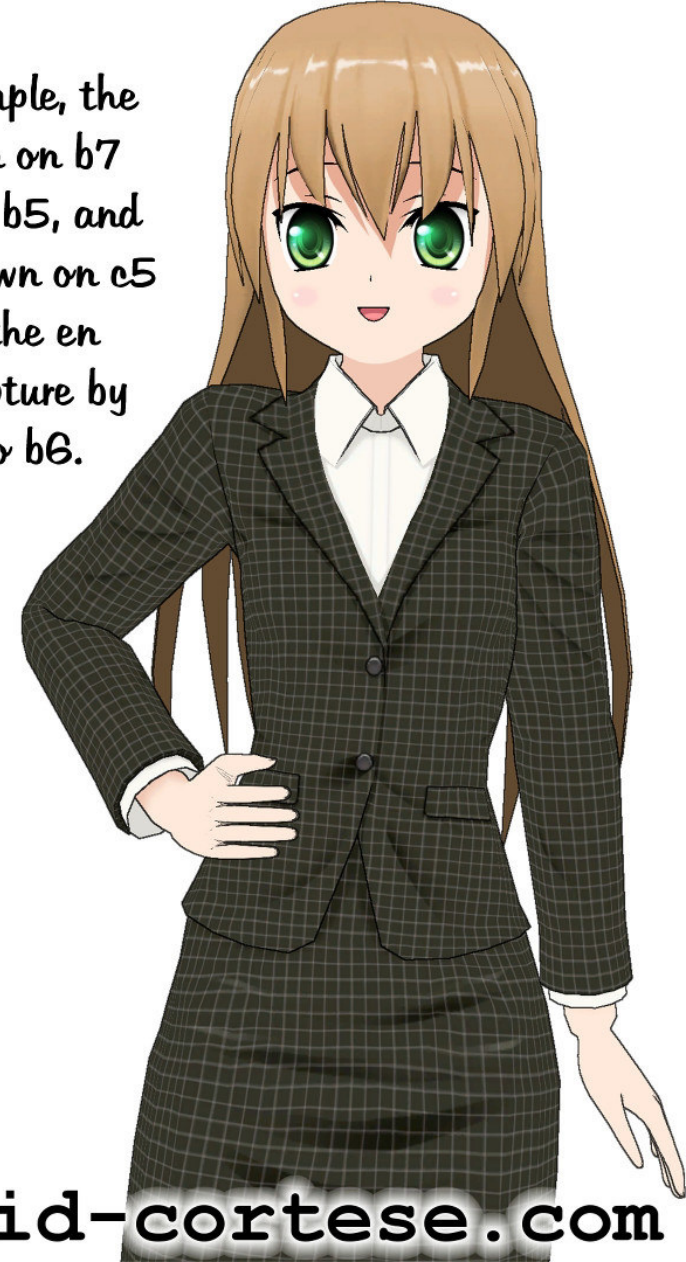


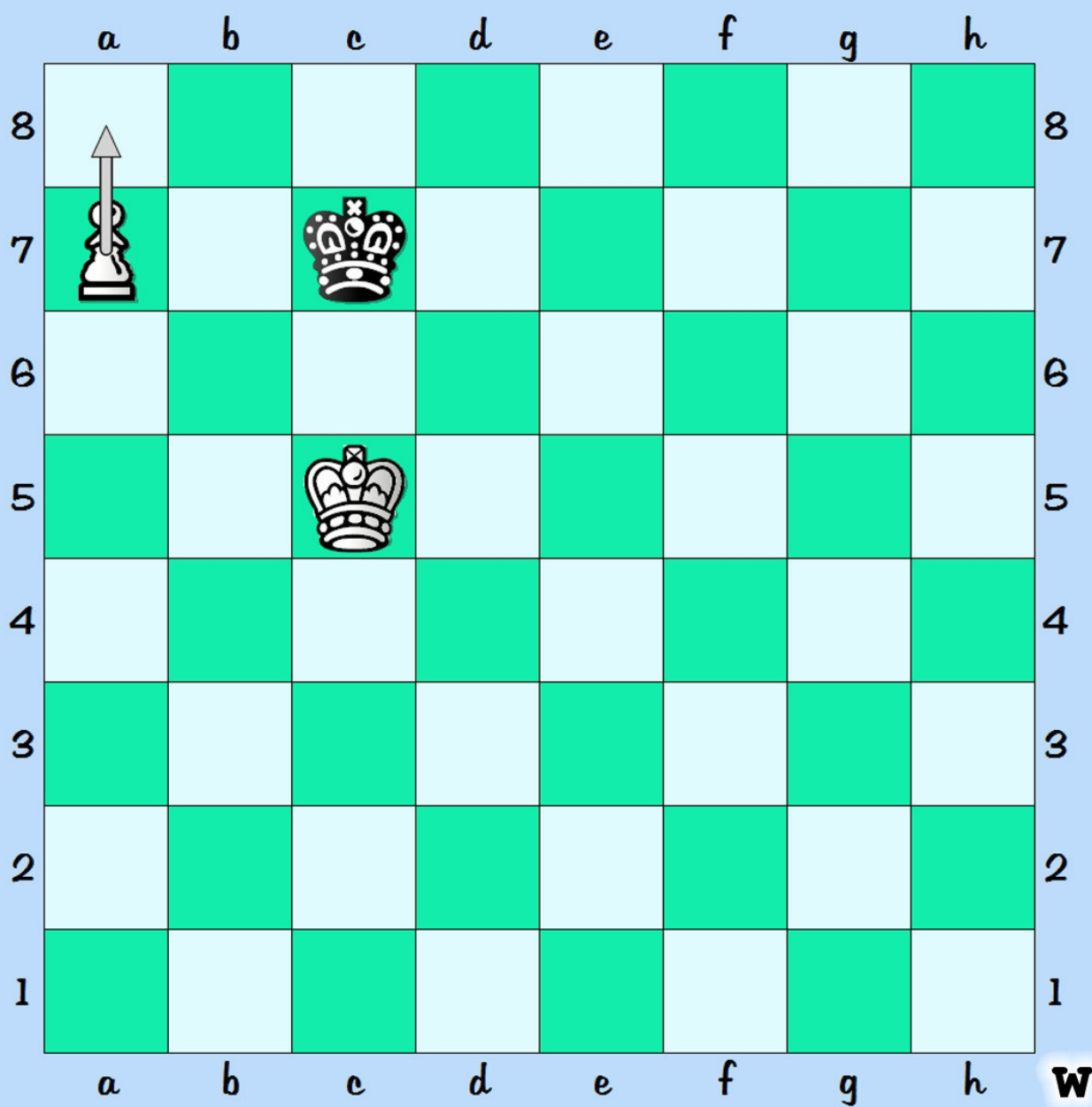
The en passant capture can only be performed immediately after the double-square Pawn advance.





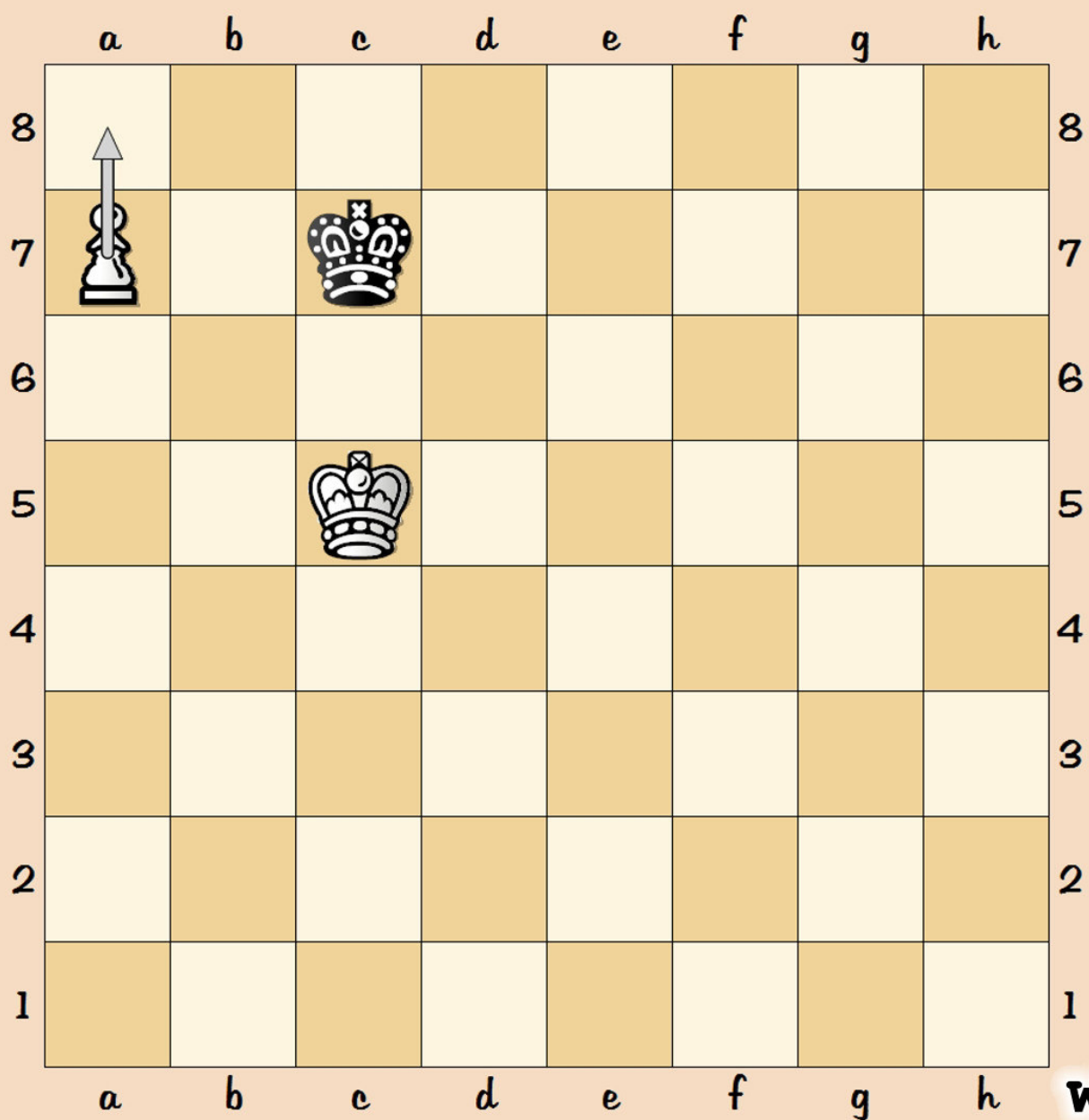
In this example, the black Pawn on b7 advances to b5, and the white Pawn on c5 performs the en passant capture by moving to b6.





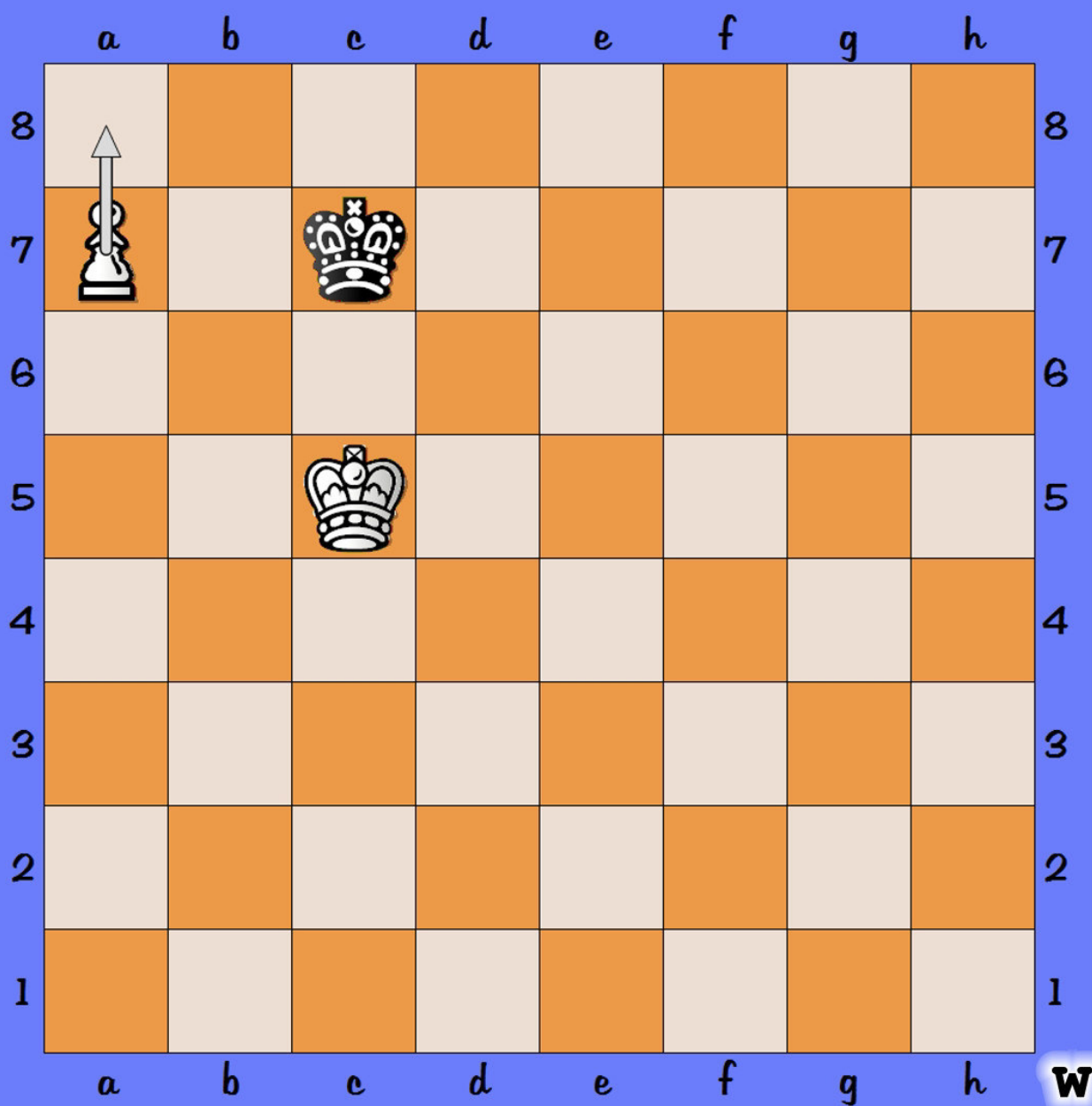
Pawn
-
Promotion





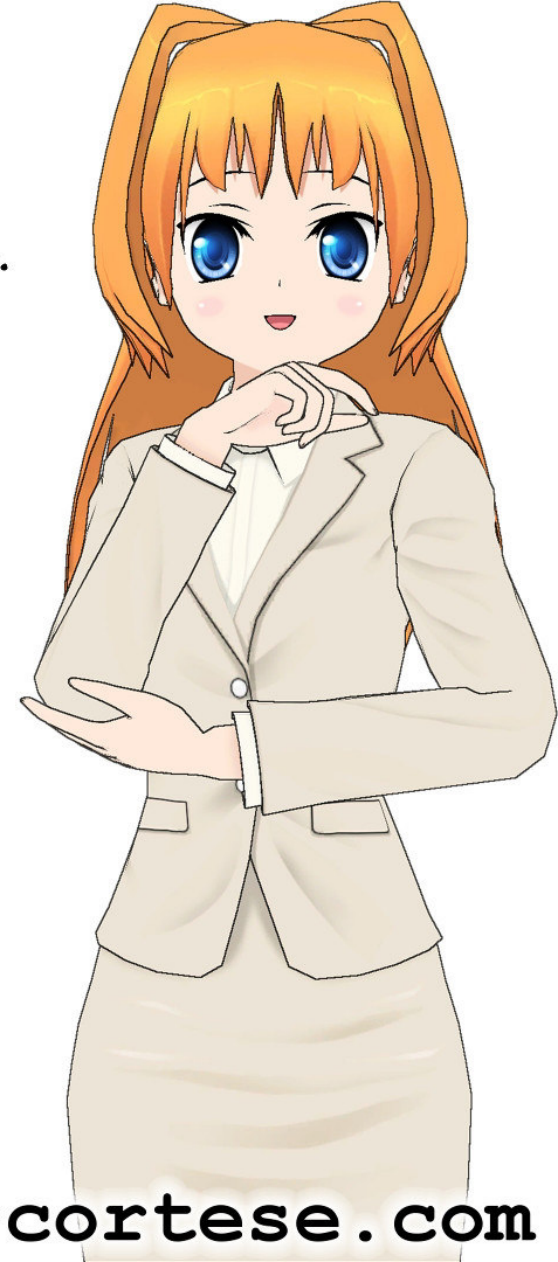
A Pawn is promoted when it reaches the last rank, becoming a Queen, or a Rook, or a Bishop, or a Knight; the most obvious choice is usually to promote a Pawn to a Queen.

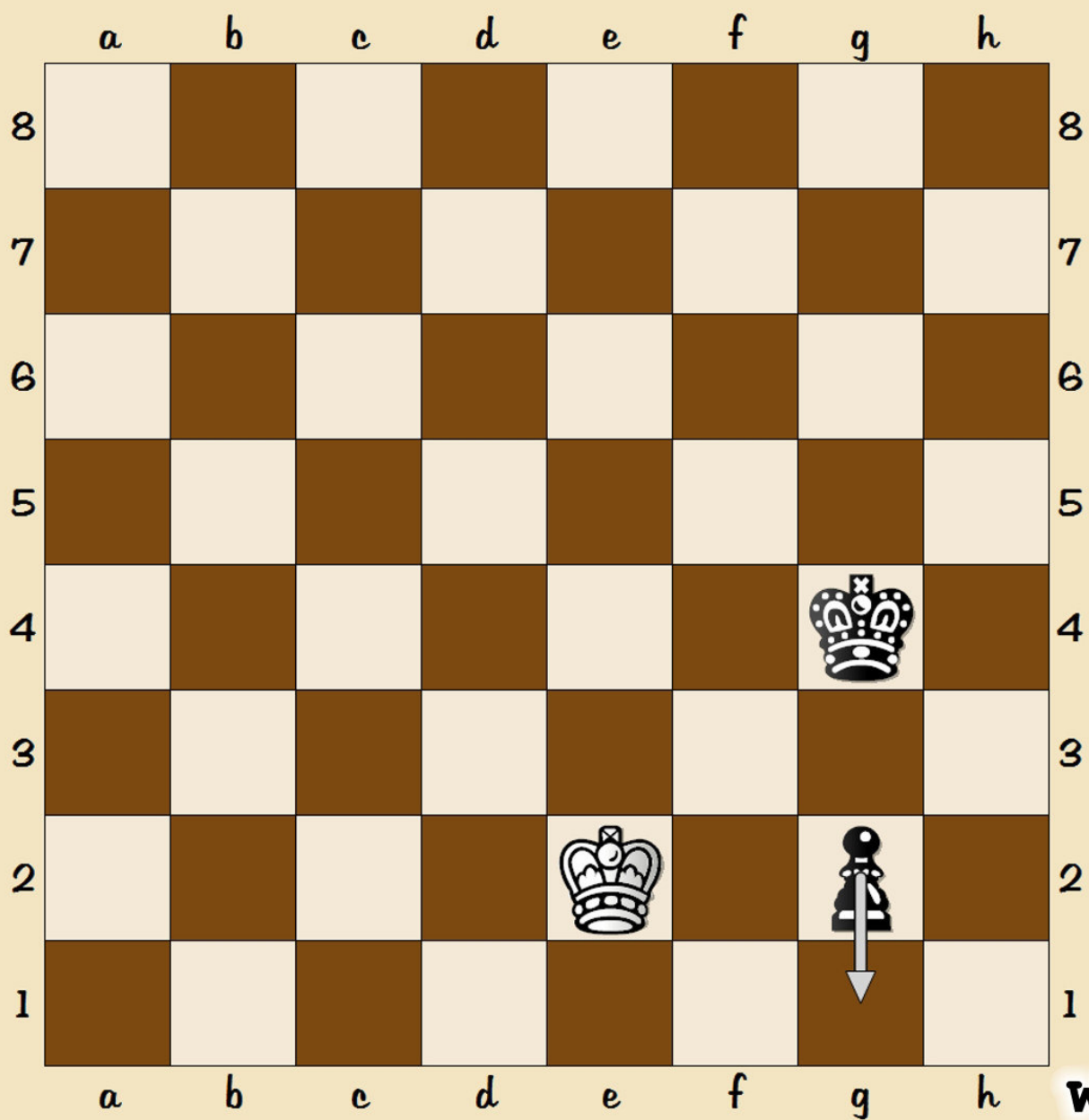




A white Pawn is promoted when it reaches the rank 8.

This example is
...a8=Q.

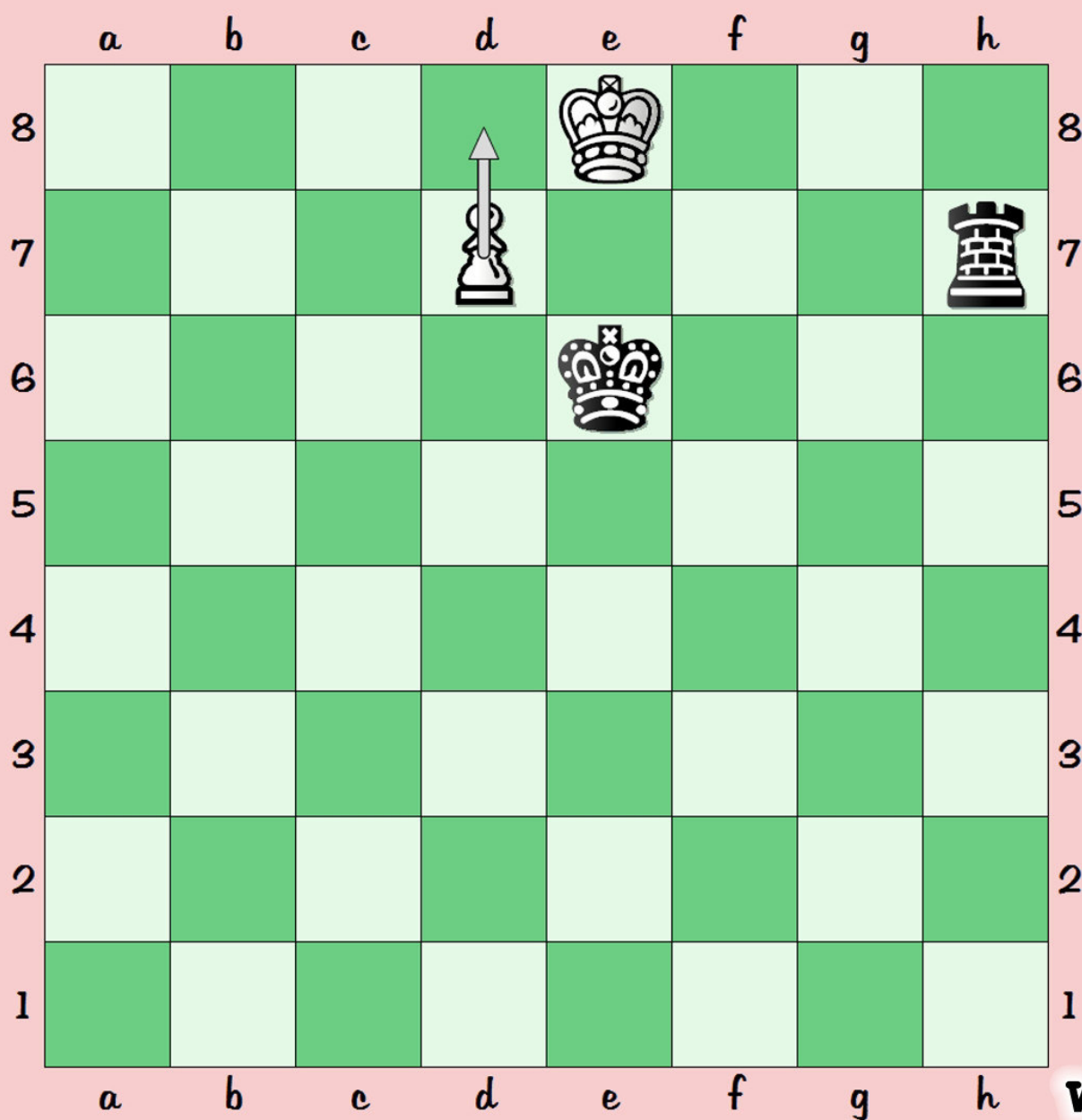




A black Pawn is promoted when it reaches the rank 1.

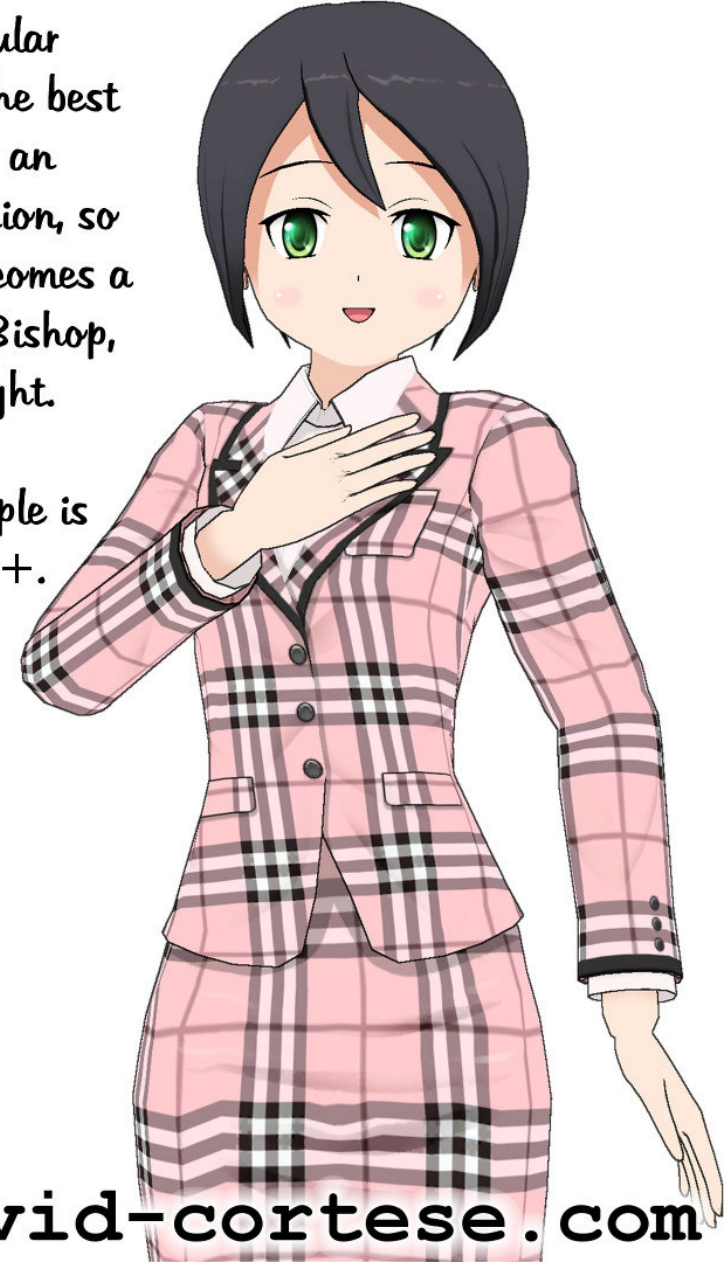
This example is
...g1=Q.

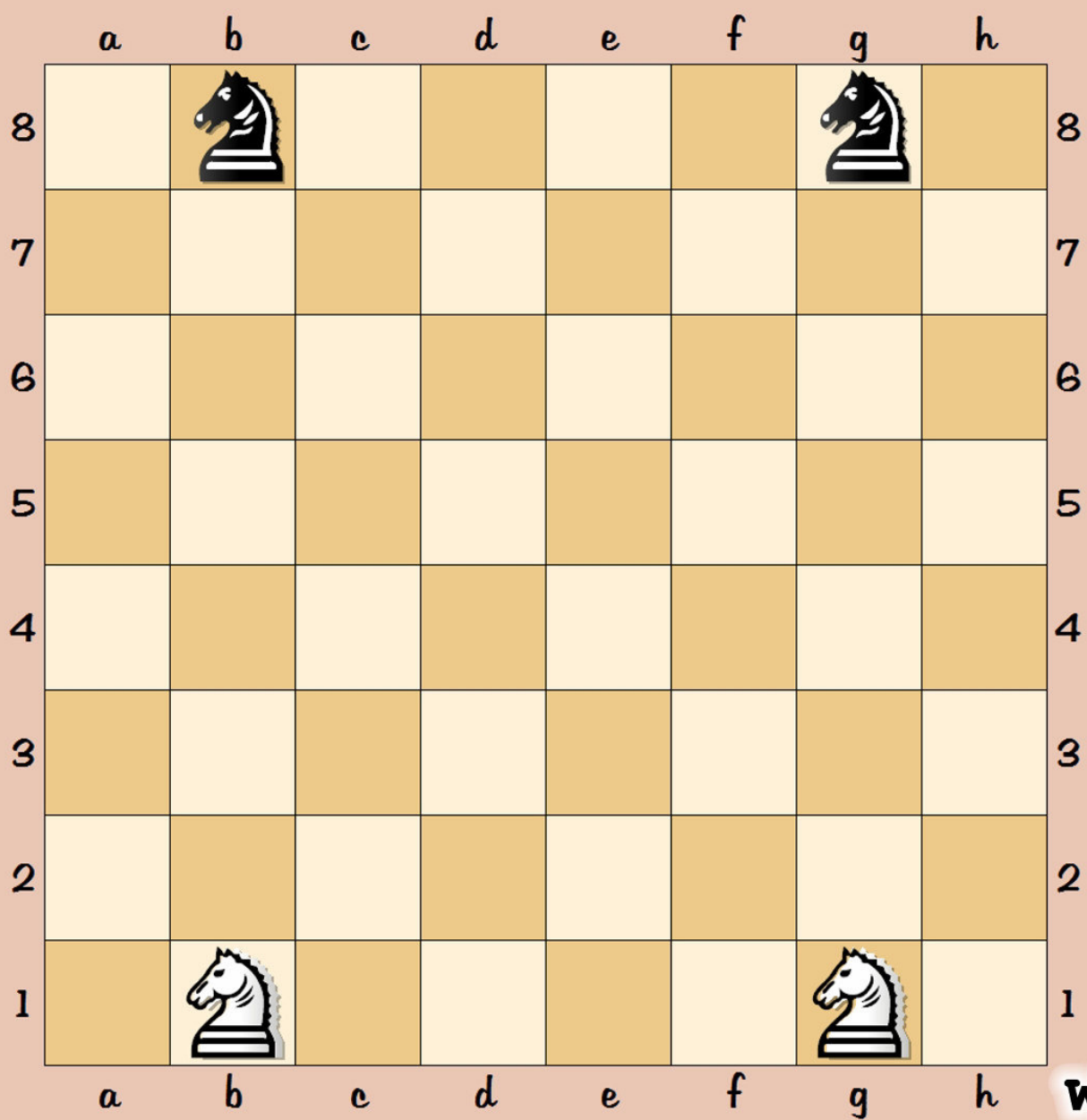




In particular
situations, the best
choice is an
underpromotion, so
the Pawn becomes a
Rook, or a Bishop,
or a Knight.

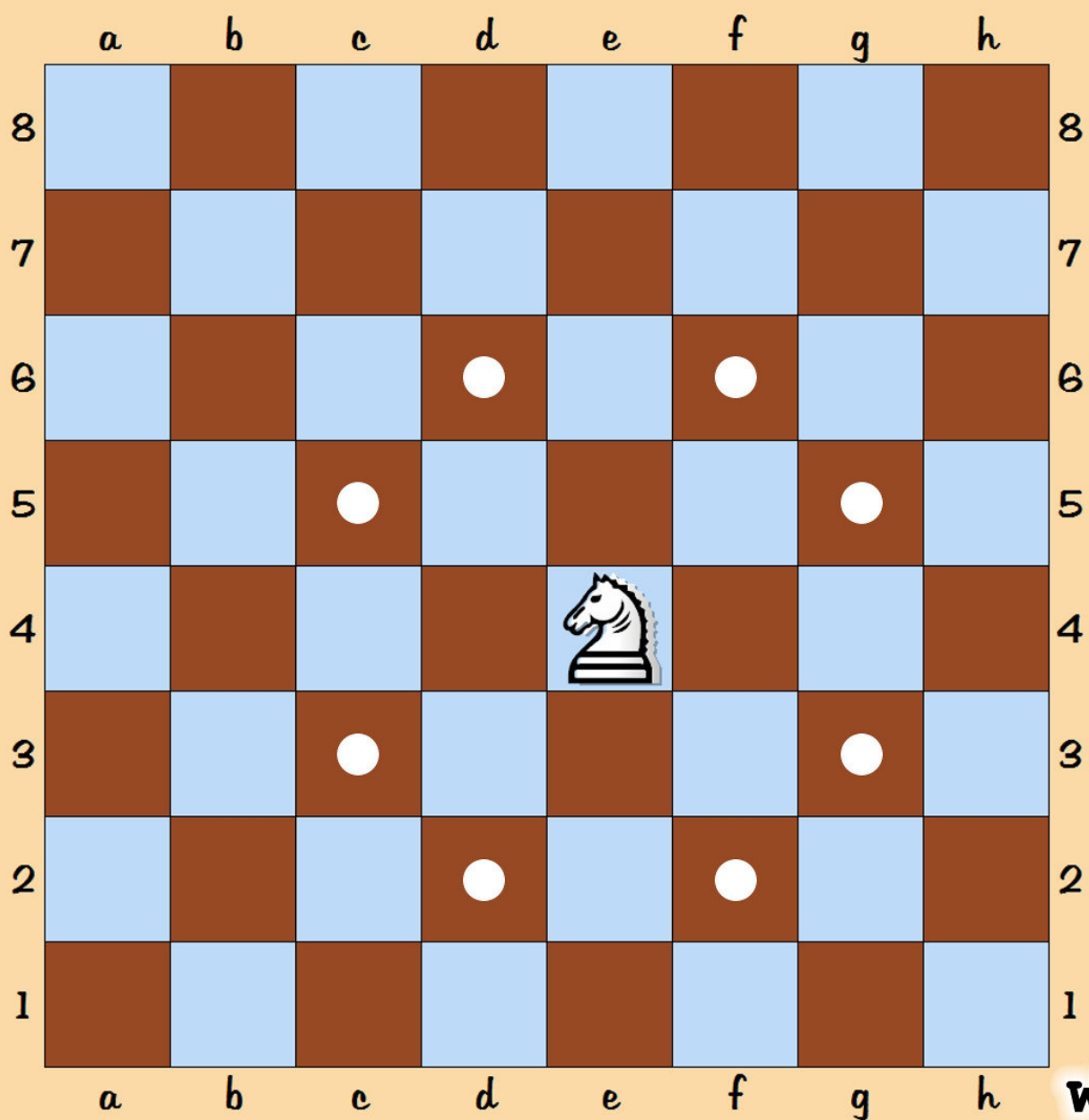
This example is
...d8=N+.





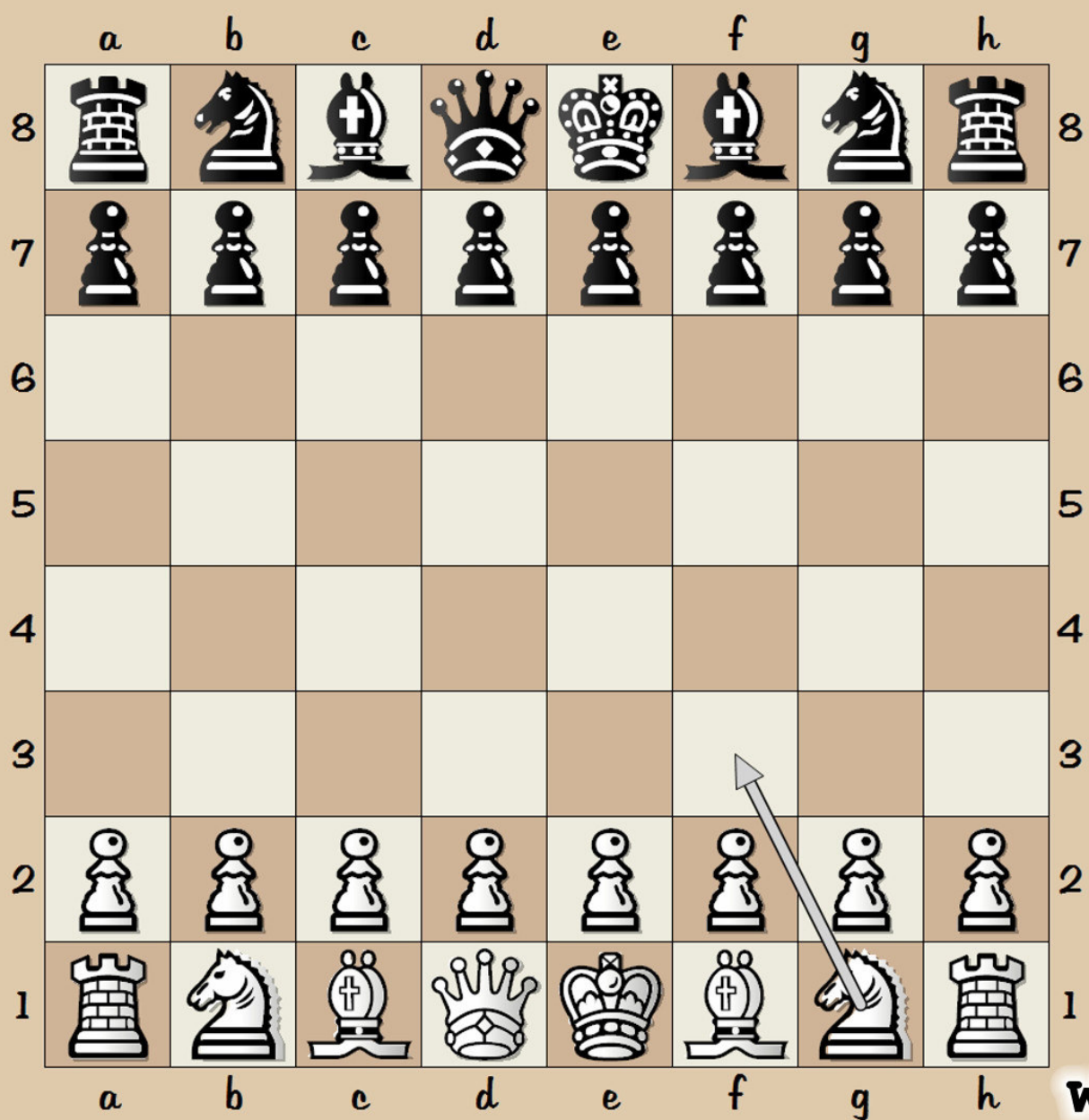
Knight





The Knight has a
L-shaped pattern of
movement, two squares
along a direction and
one square perpendicular;
the destination square is
always of opposite color
of the starting square.





The Knight is the only piece that can jump over other pieces; as for all the other pieces, its movement is blocked if there is a piece of the same color on the destination square.





Only a Pawn or a
Knight can advance in
the first move.





In this example, the
white Knight moves
from g1 to f3.



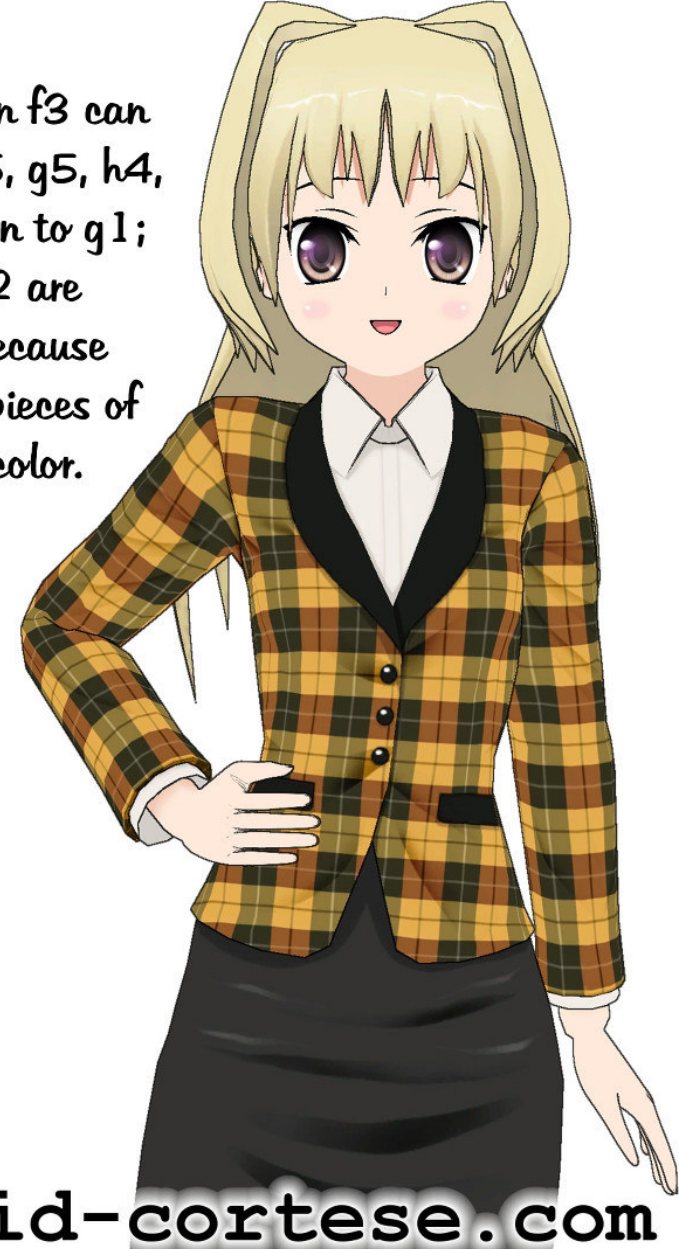


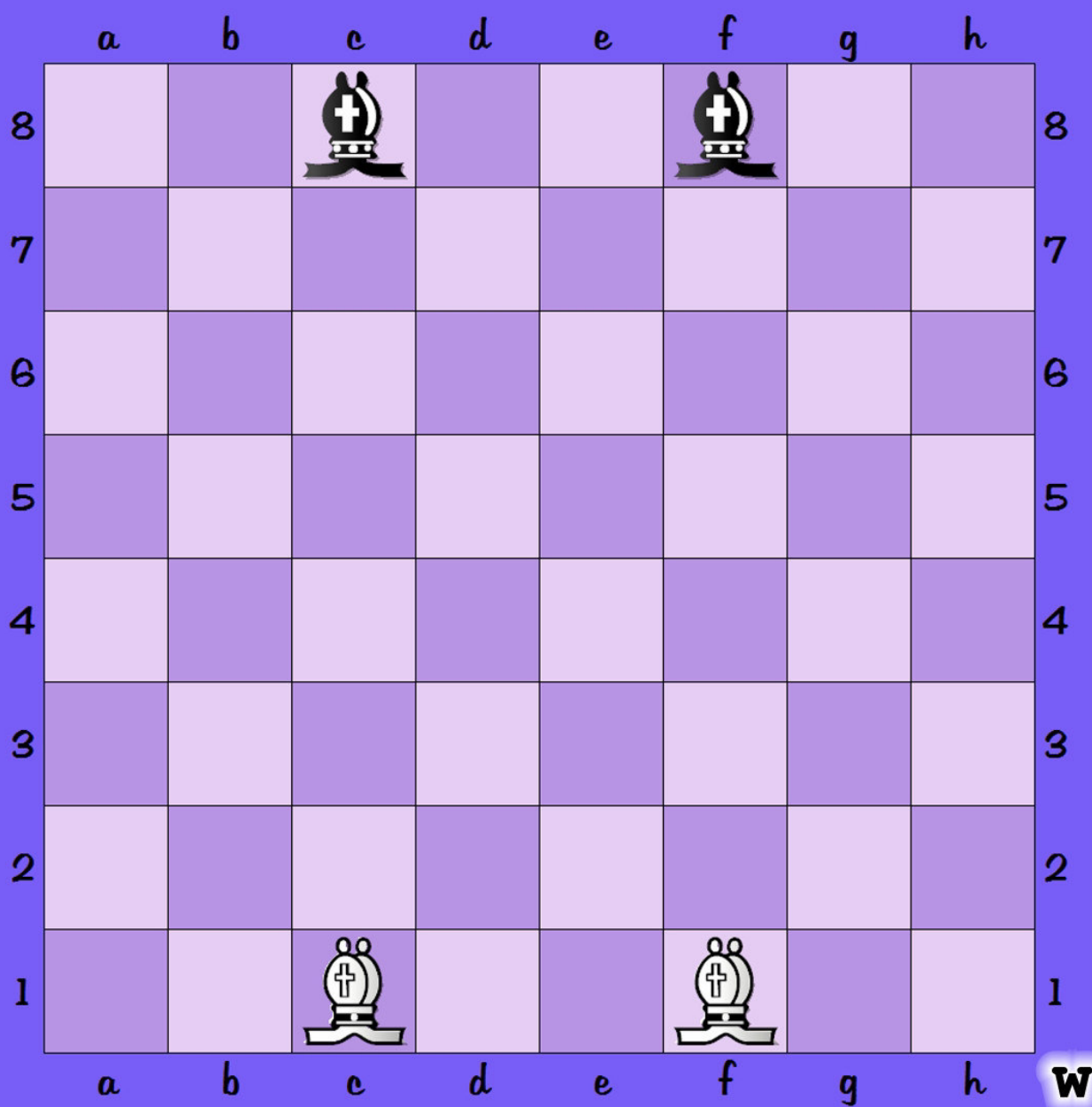
The white Knight on g1 can move to f3 or h3; f3 is the best choice because a piece in the center of the chessboard has more mobility and activity.



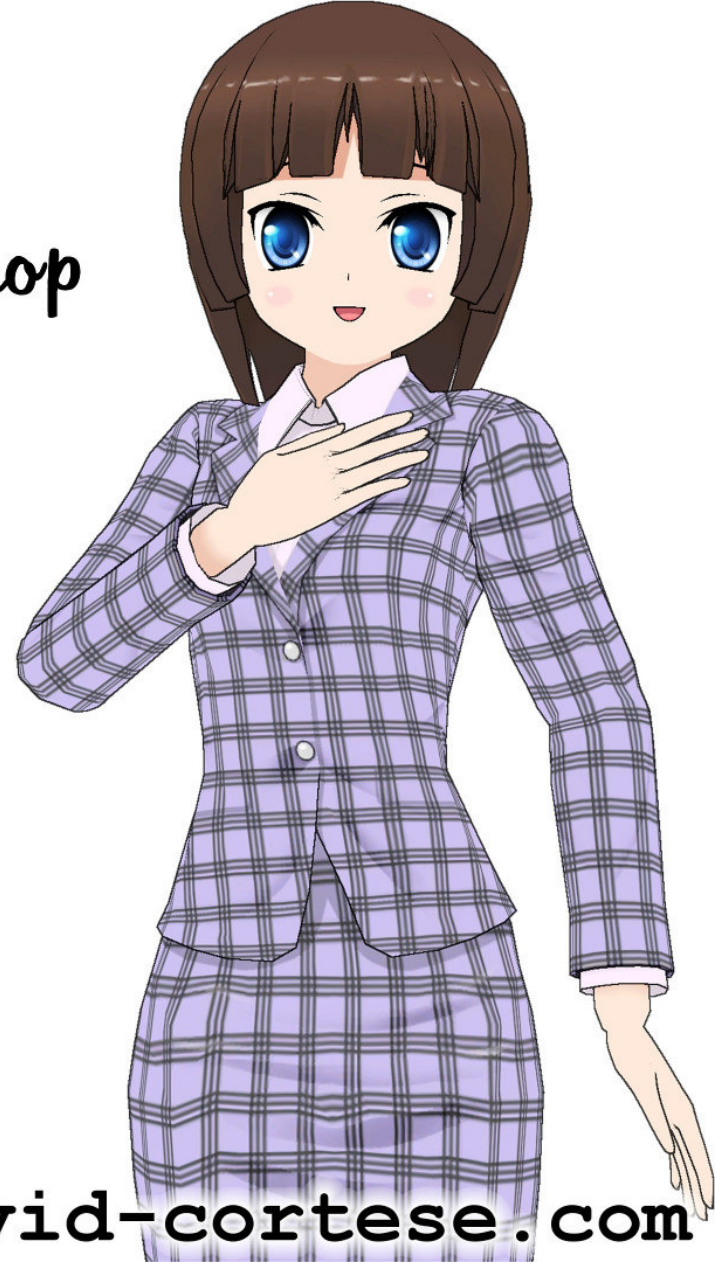


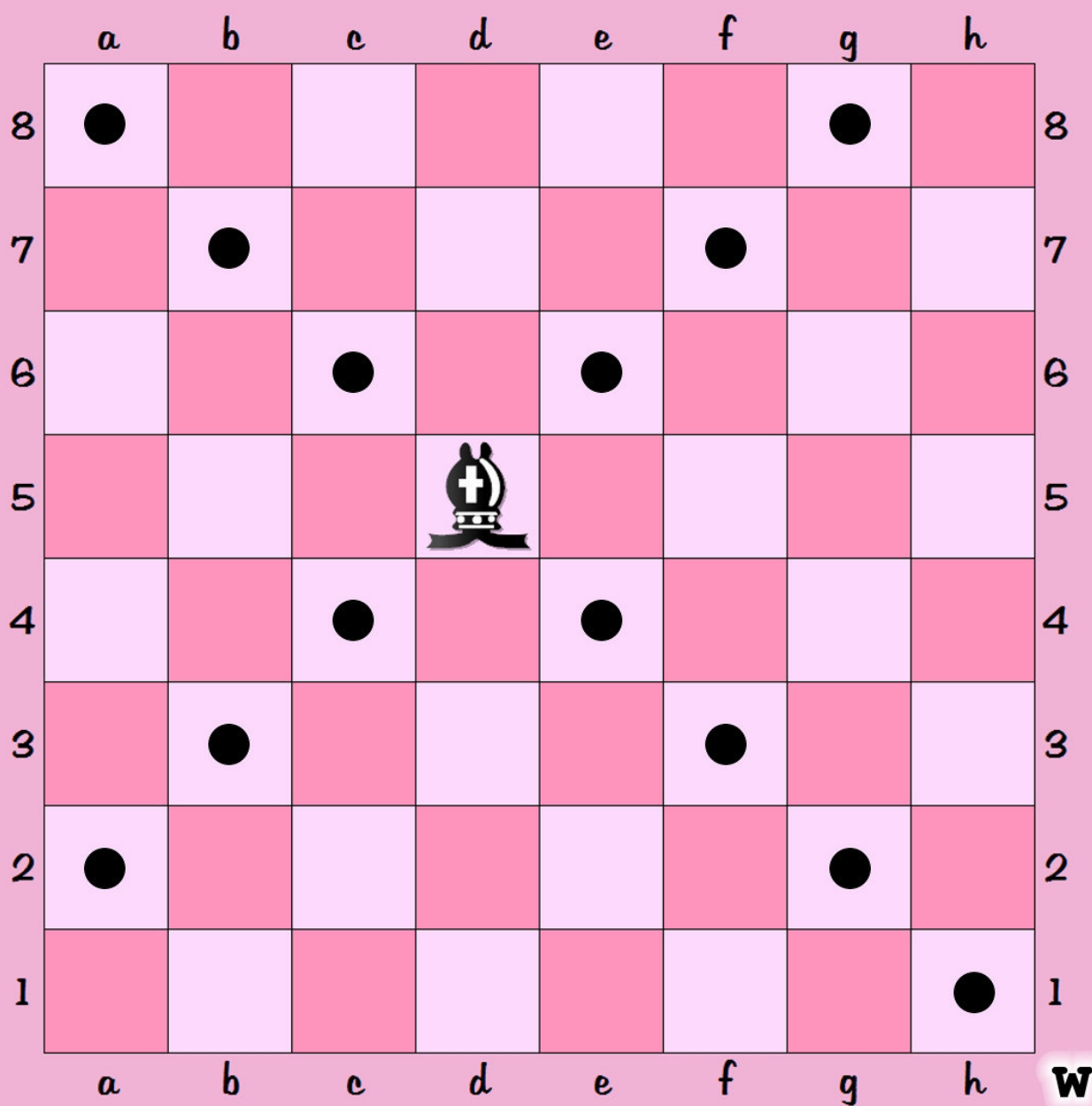
The Knight on f3 can move to d4, e5, g5, h4, or it can return to g1; d2, e1, h2 are forbidden because occupied by pieces of the same color.



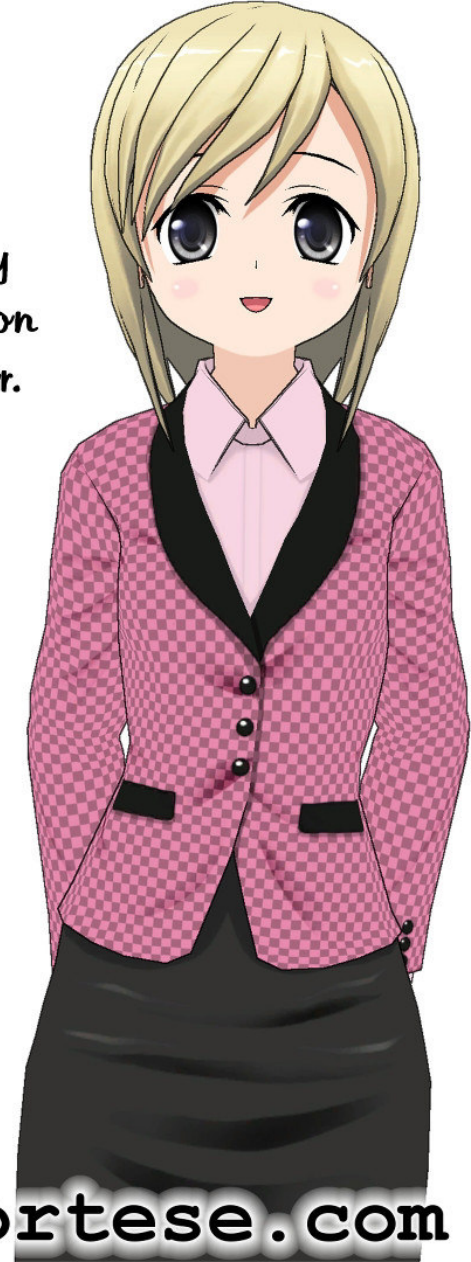


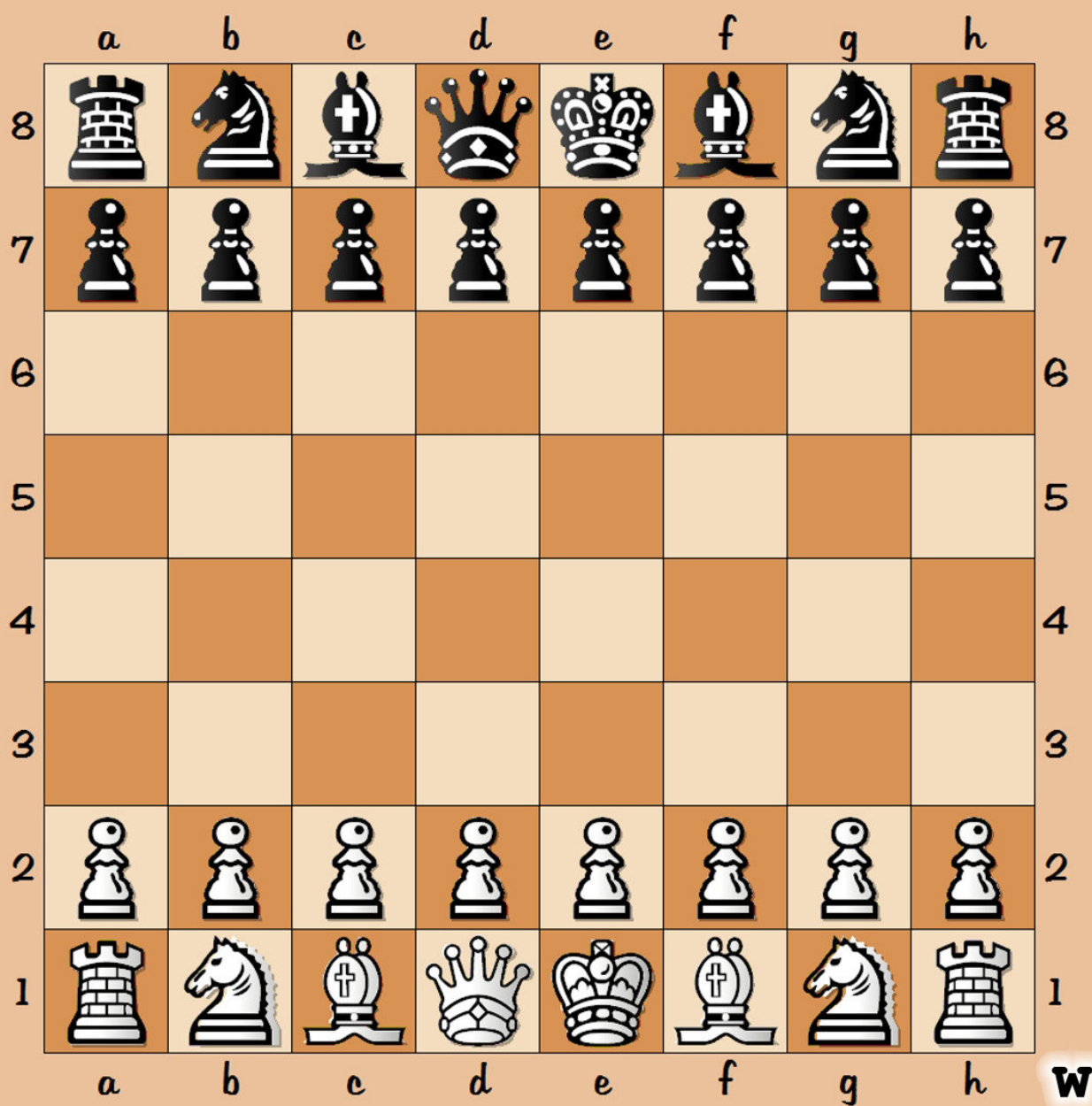
Bishop





The Bishop moves any number of squares diagonally; it is the only piece that always moves on squares of the same color.





The white dark-squared Bishop starts on c1; the white light-squared Bishop starts on f1.

The black light-squared Bishop starts on c8; the black dark-squared Bishop starts on f8.

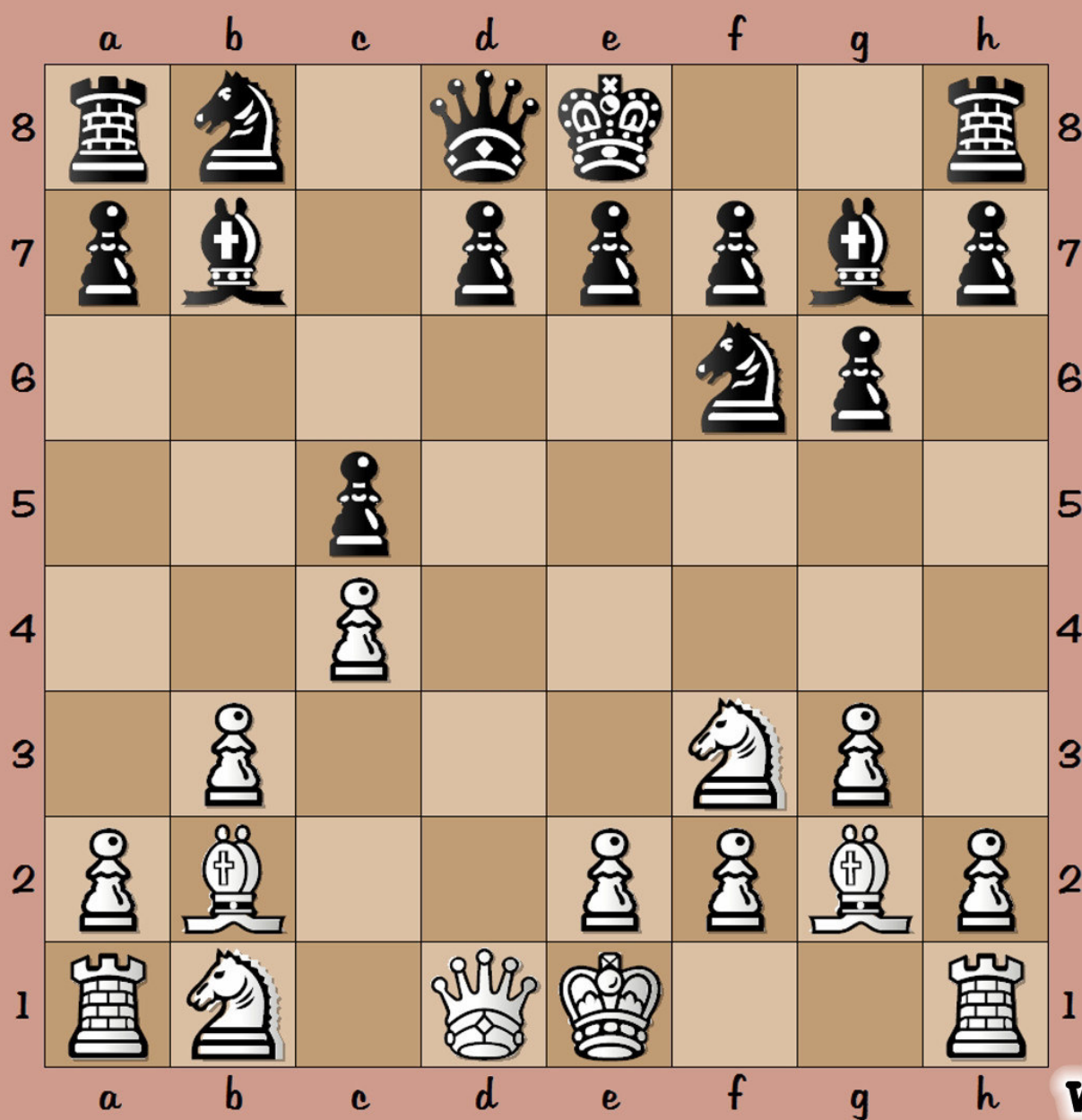




A Bishop always moves and captures diagonally, along a diagonal of the same color of the starting square.

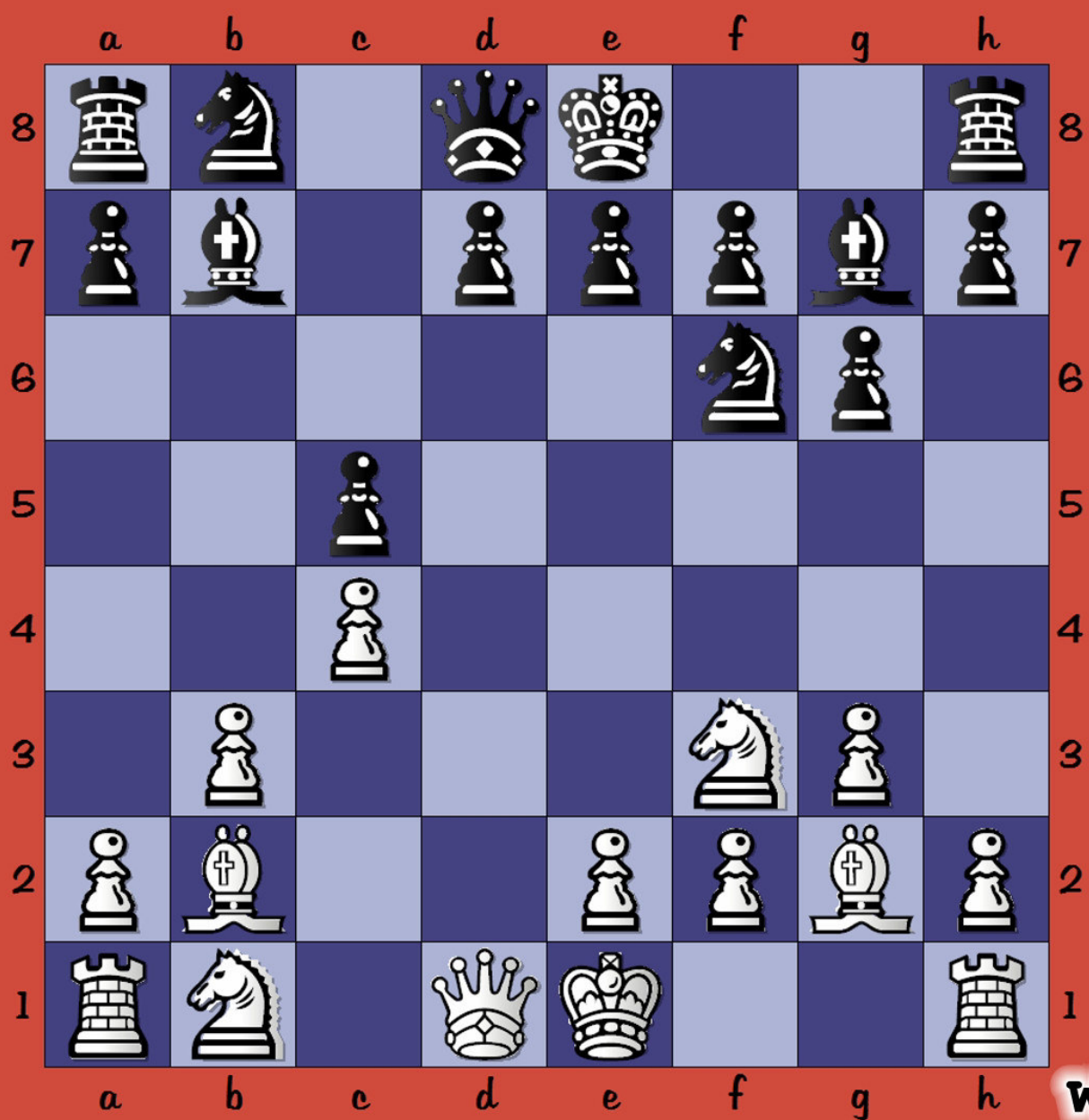
Opening a diagonal is necessary for the development of the Bishop.





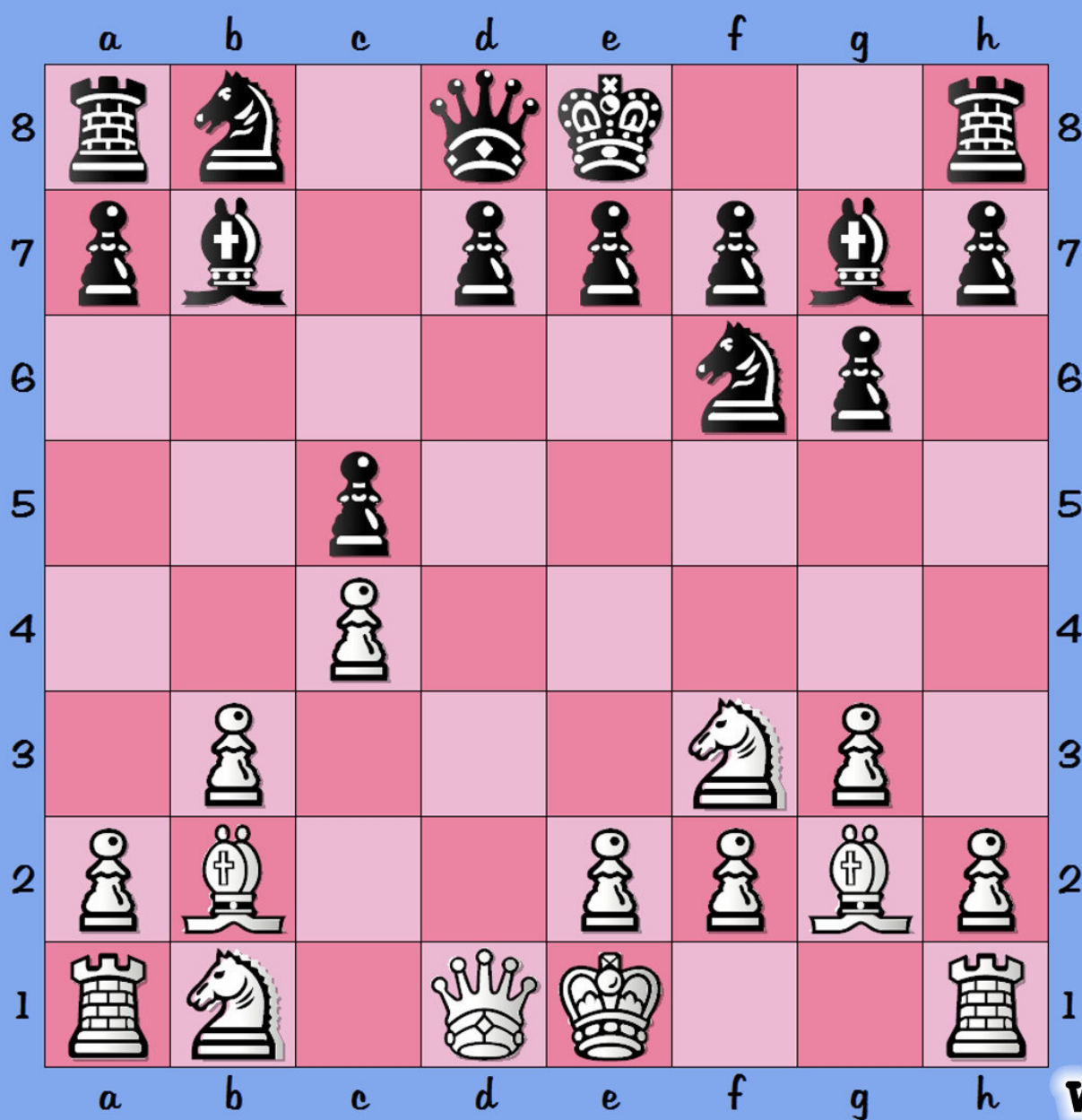
This example is
 1.d4 Nf6 2.Nf3 b6
 3.g3 c5 4.Bg2
 Bb7 5.dxc5 bxc5
 6.c4 g6 7.b3 Bg7
 8.Bb2.





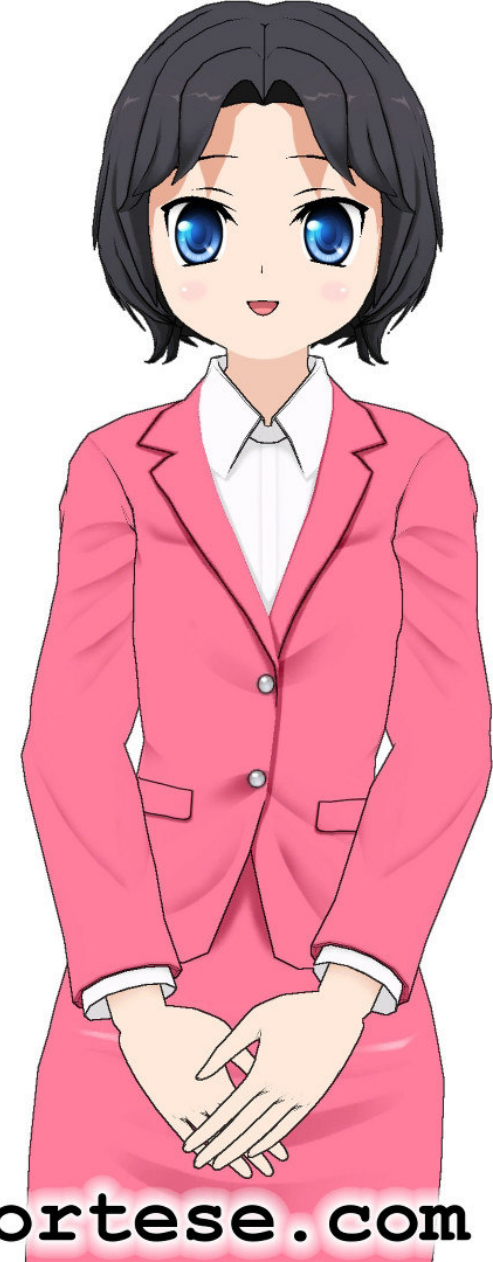
A fianchetto is when a Bishop moves to the square in front of the starting square of the adjacent Knight, occupying the longest diagonal.

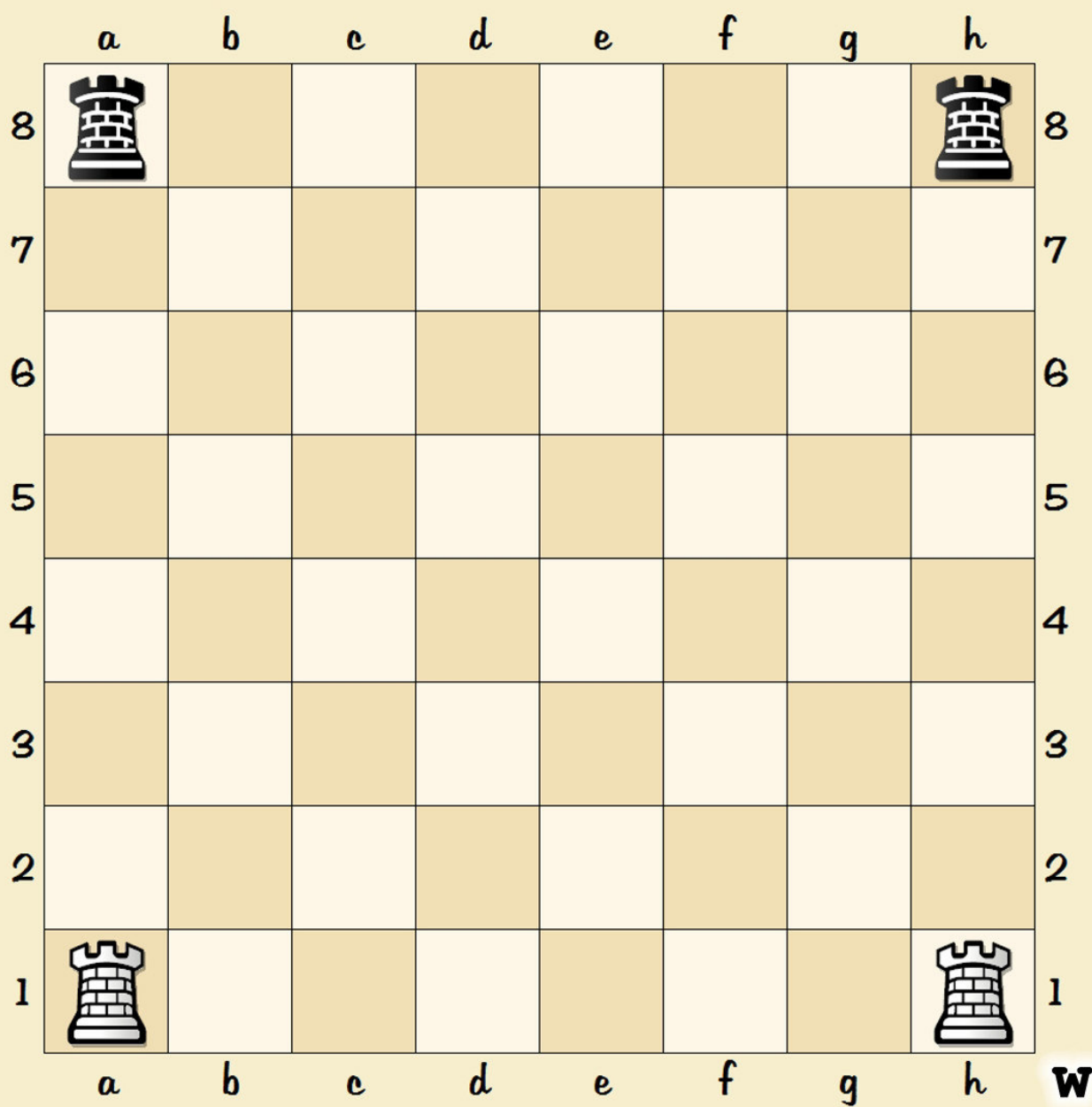




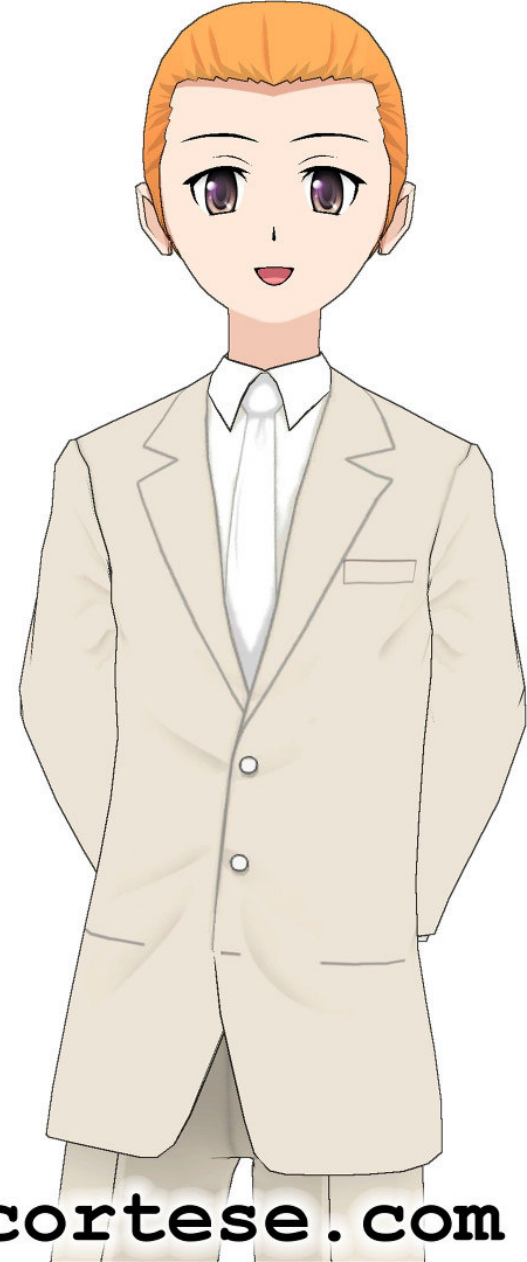
The white
dark-squared Bishop
is fianchettoed on b2;
the white light-squared
Bishop is fianchettoed
on g2.

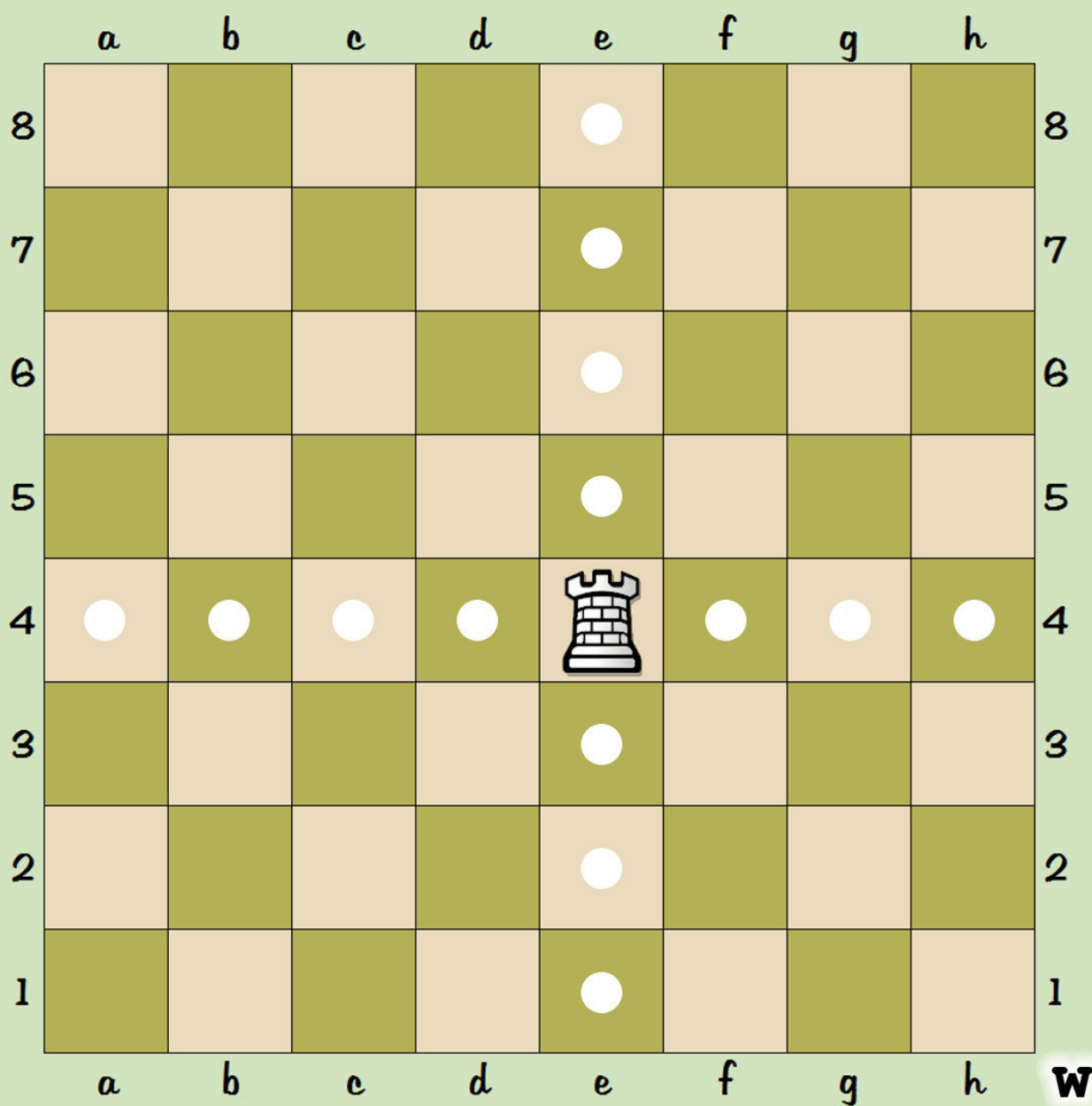
The black
light-squared Bishop
is fianchettoed on b7;
the black dark-squared
Bishop is fianchettoed
on g7.





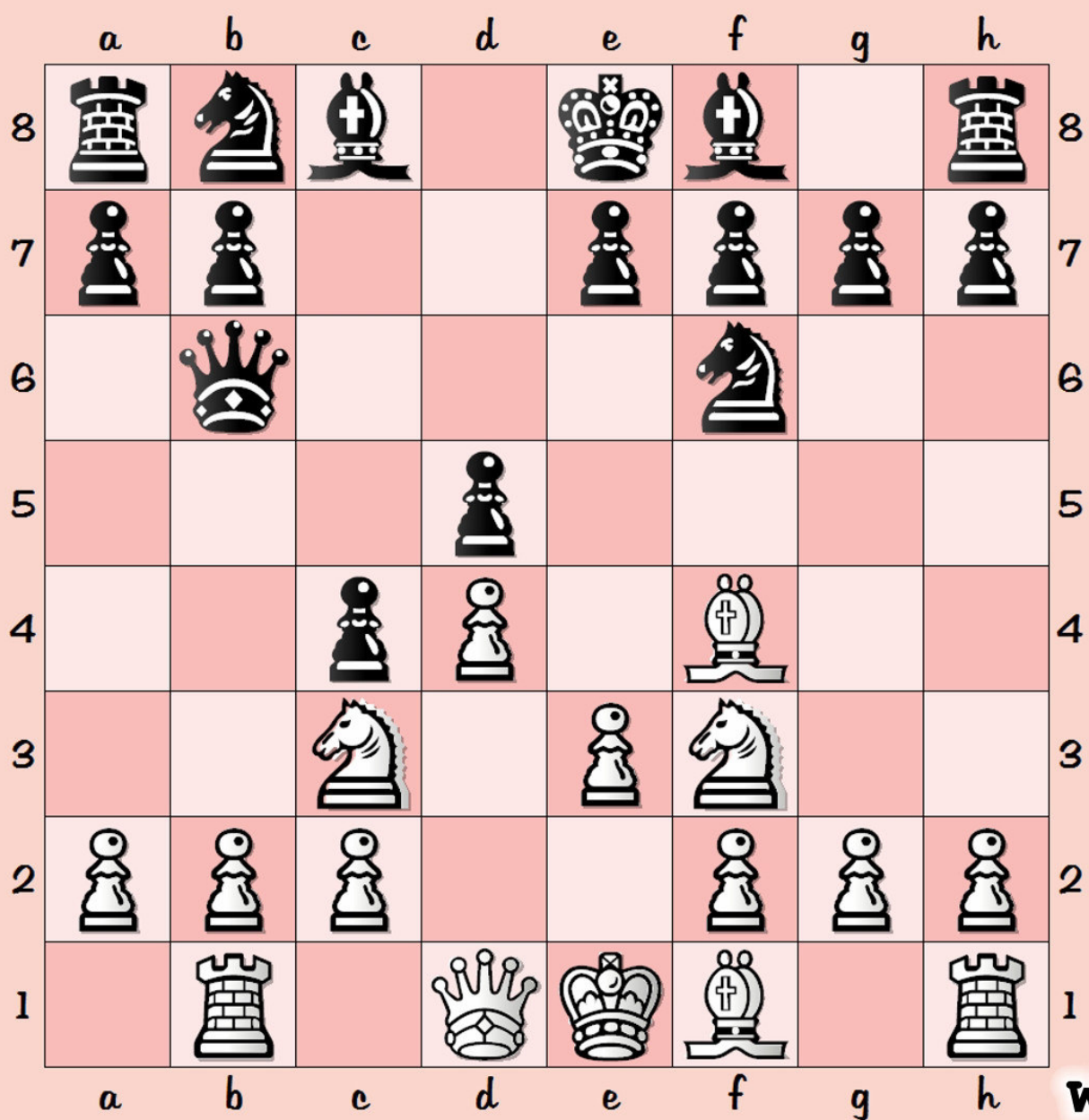
Rook





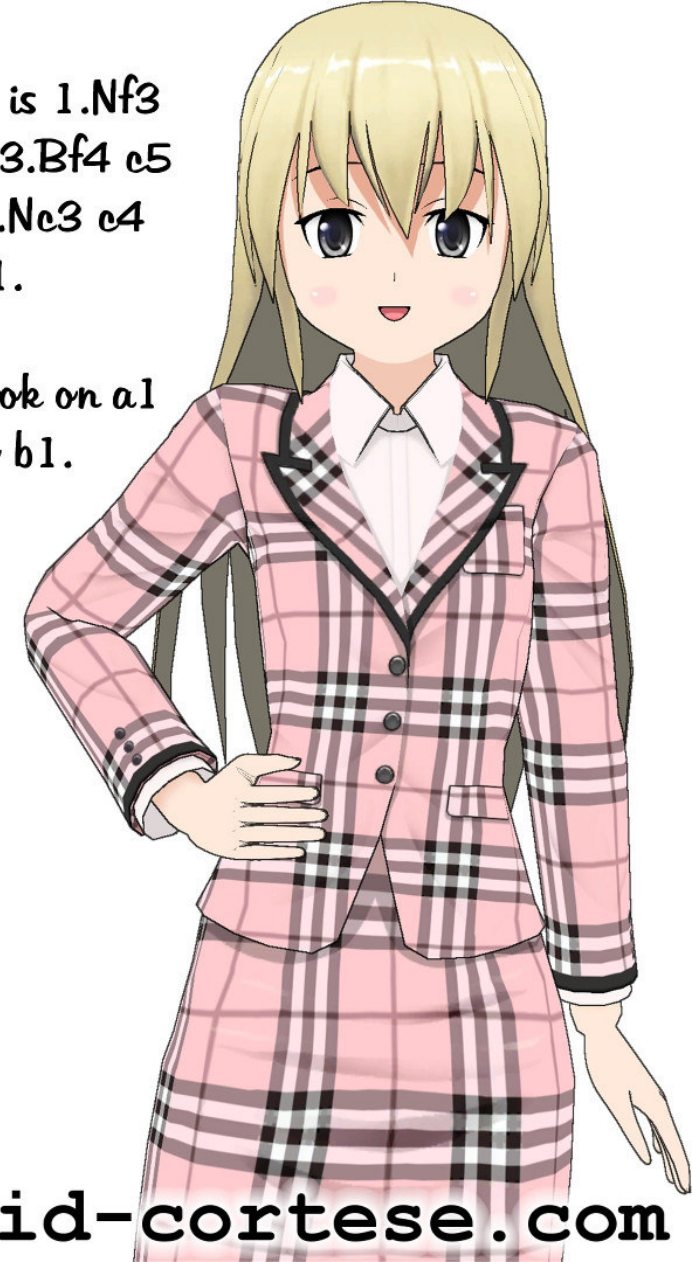
The Rook moves any
number of squares
horizontally or vertically,
never diagonally.





This example is 1.Nf3
Nf6 2.d4 d5 3.Bf4 c5
4.e3 Qb6 5.Nc3 c4
6.Rb1.

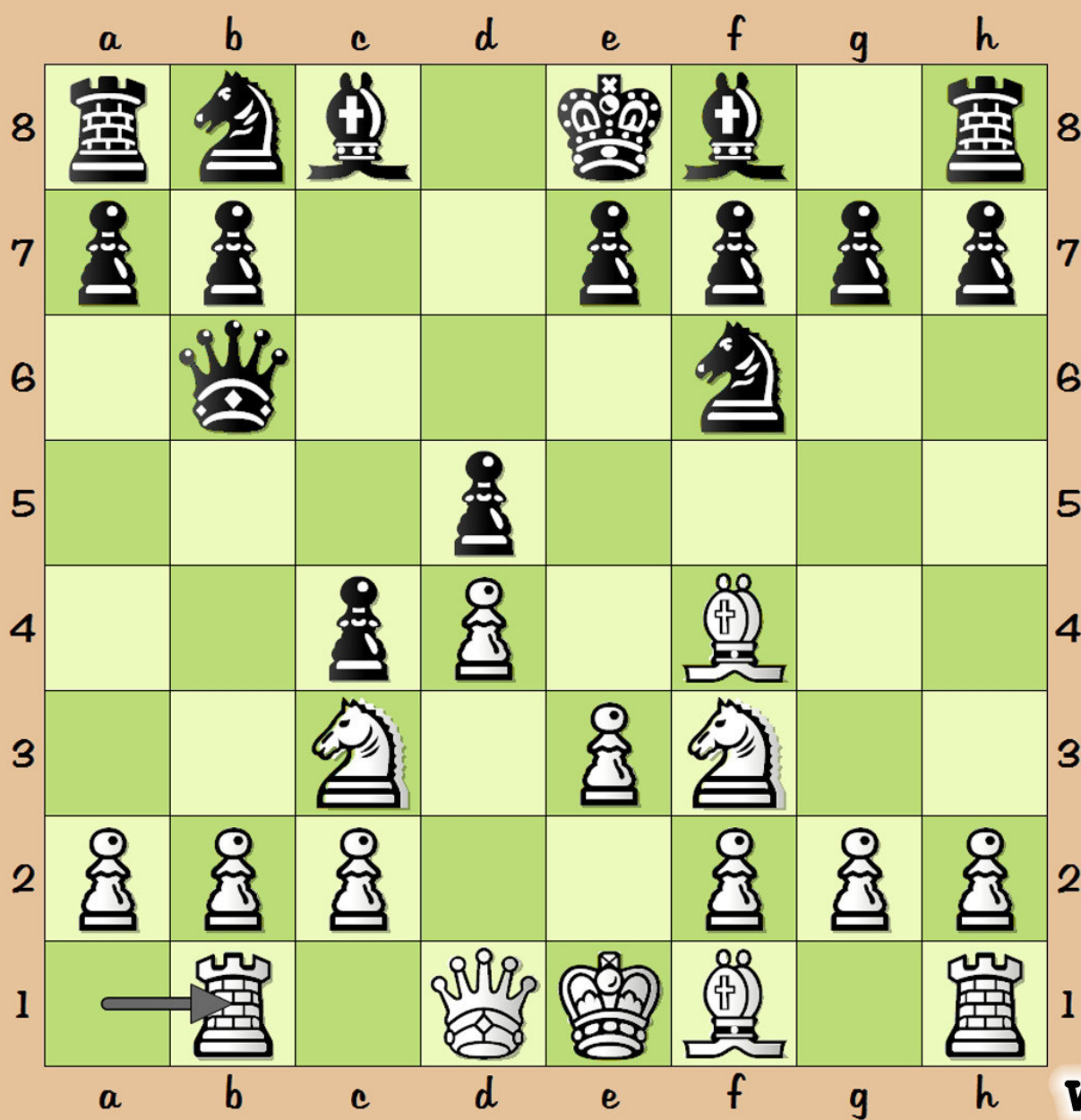
The white Rook on a1
moves to b1.



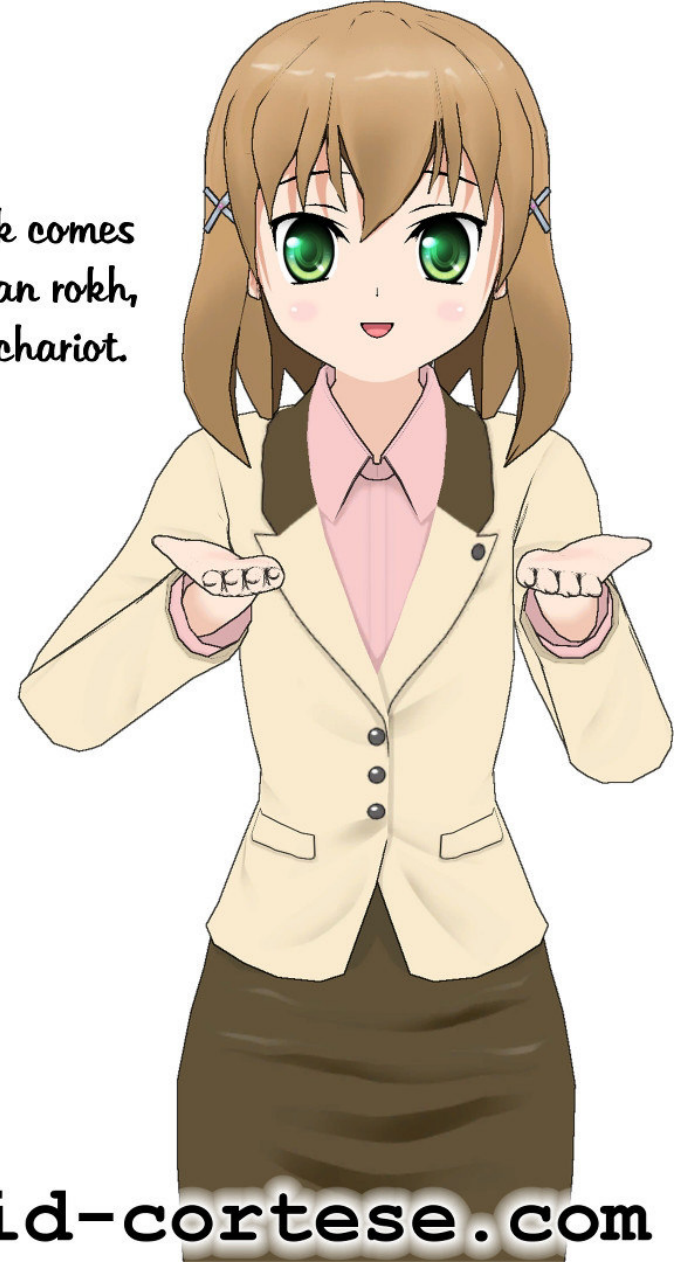


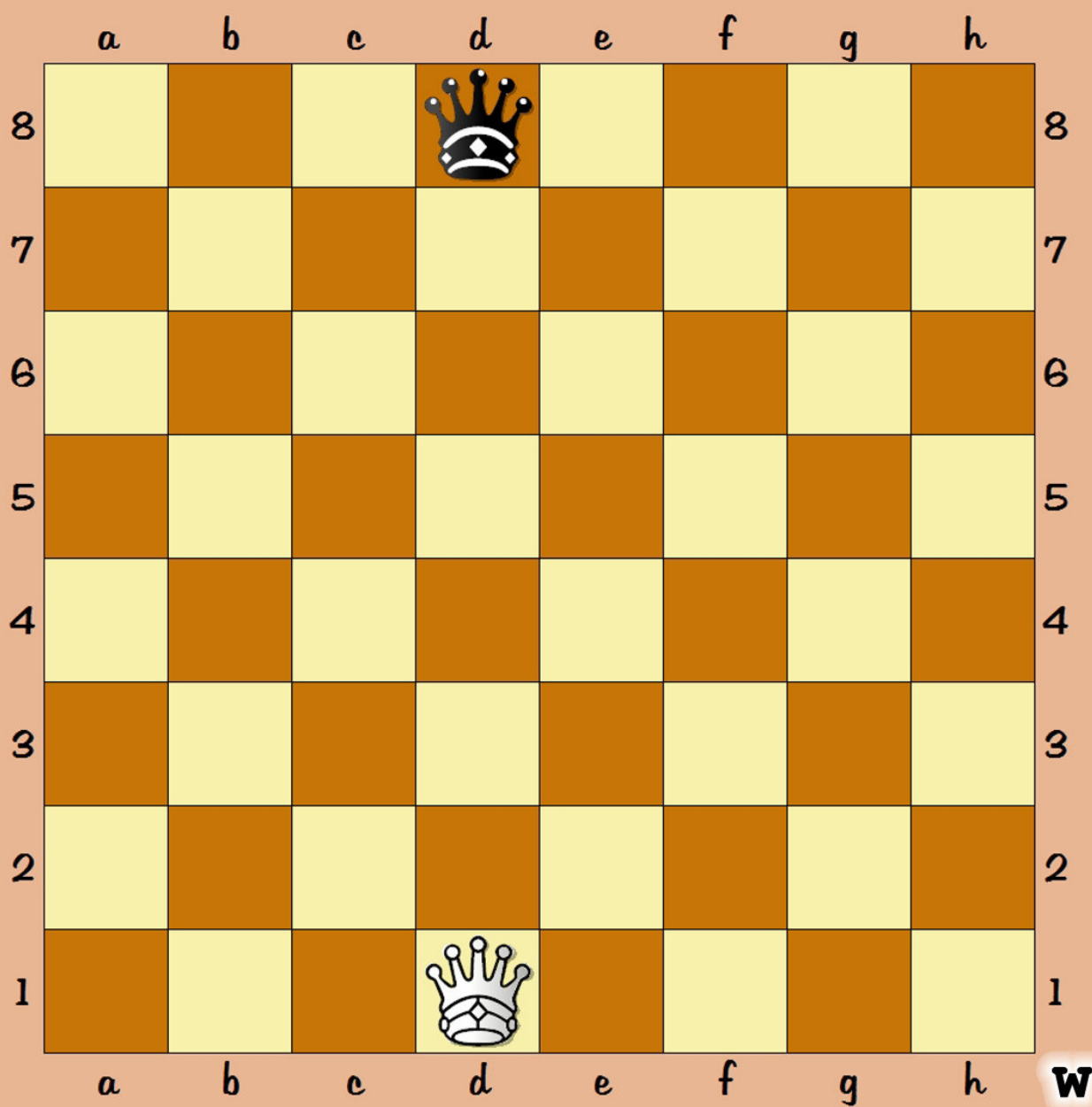
The white Rook on a1 can move to b1 or c1; the best choice is b1, so the white Rook can defend the white Pawn on b2.



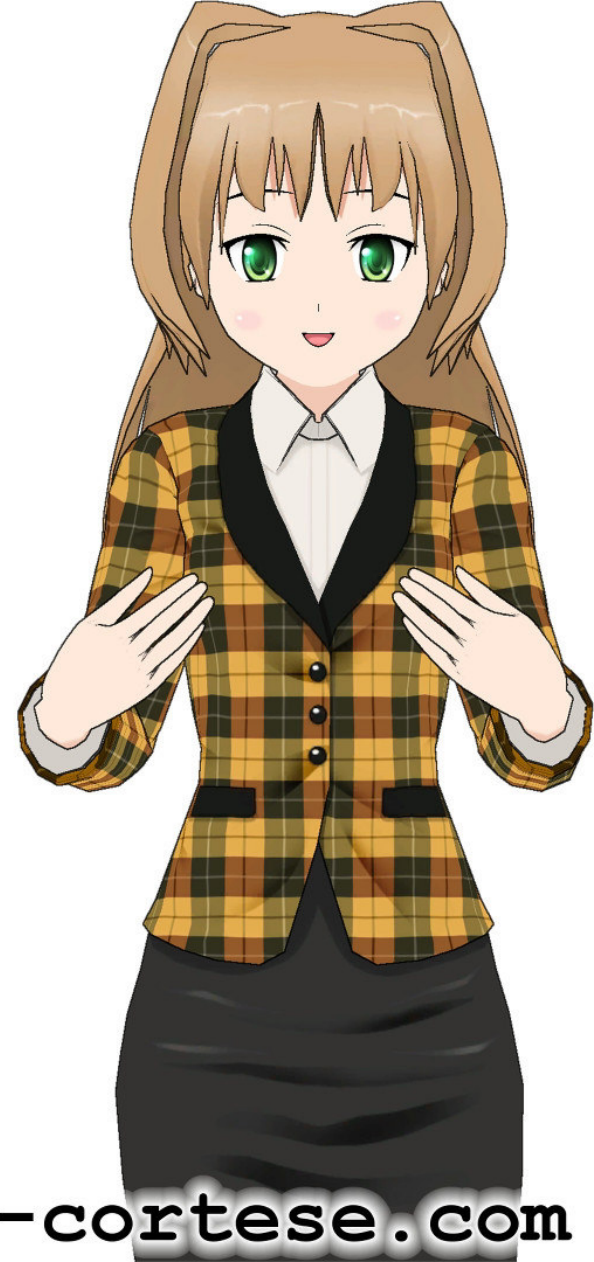


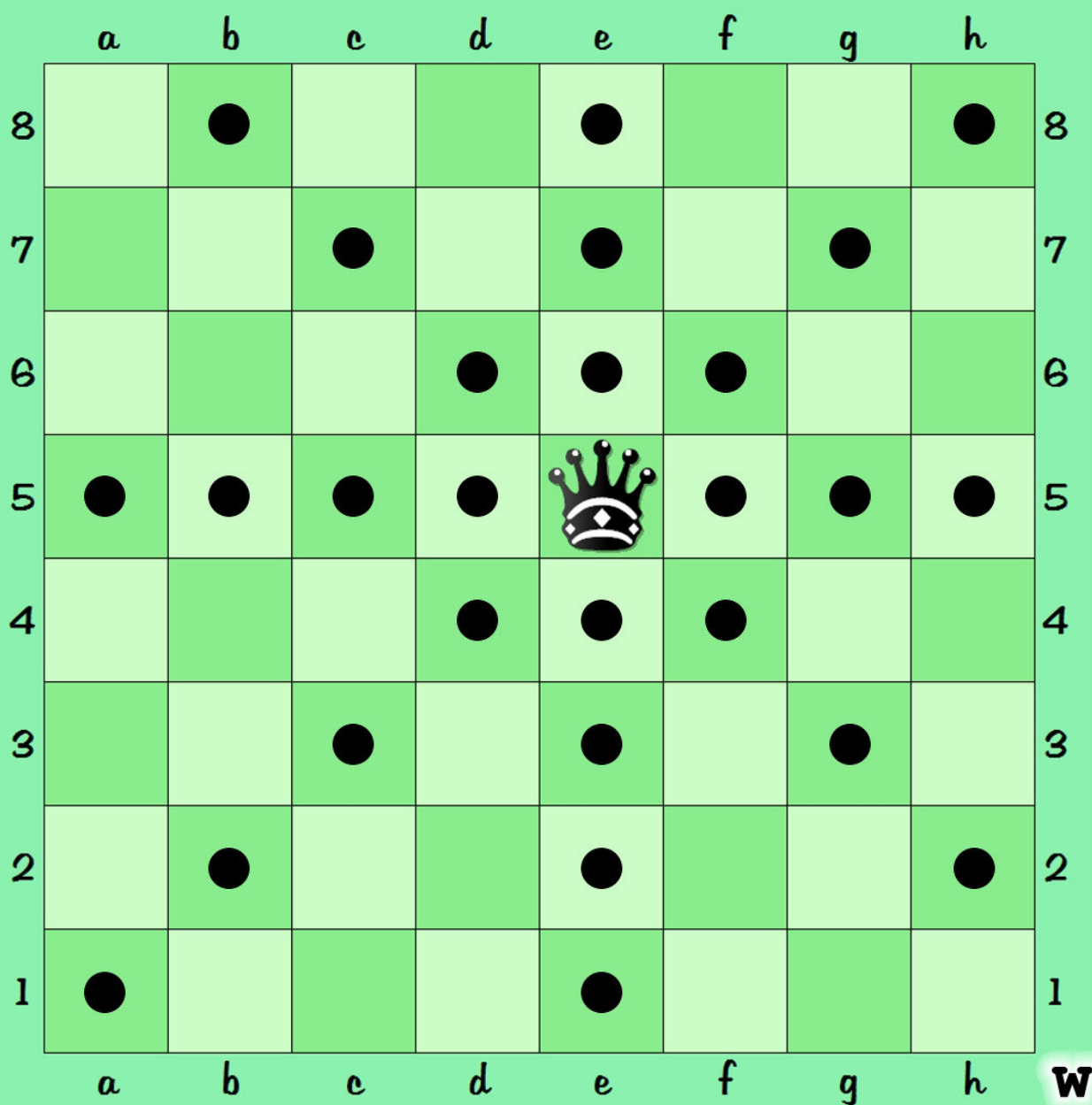
The term Rook comes from the Persian rokh, which means chariot.





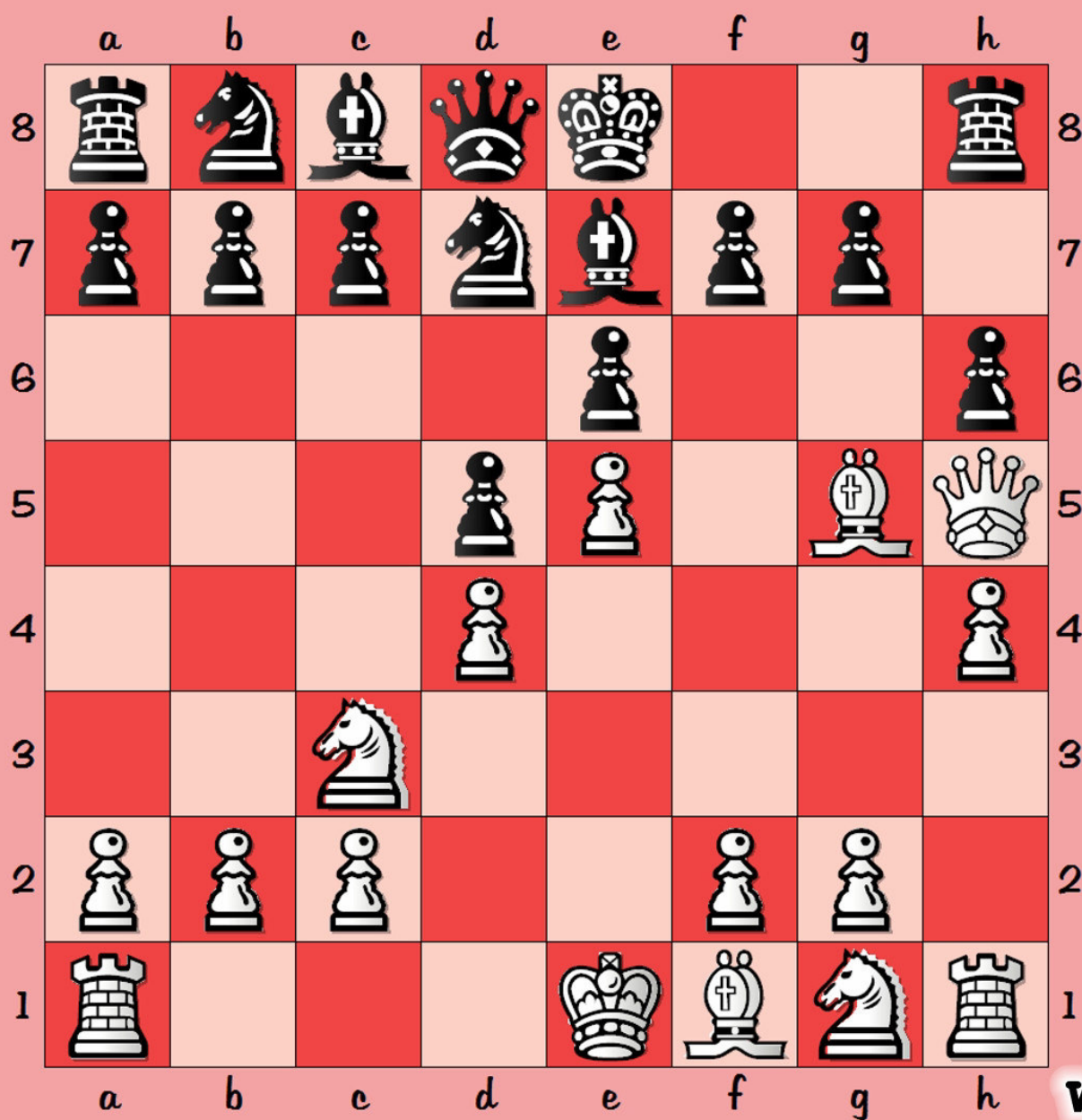
Queen





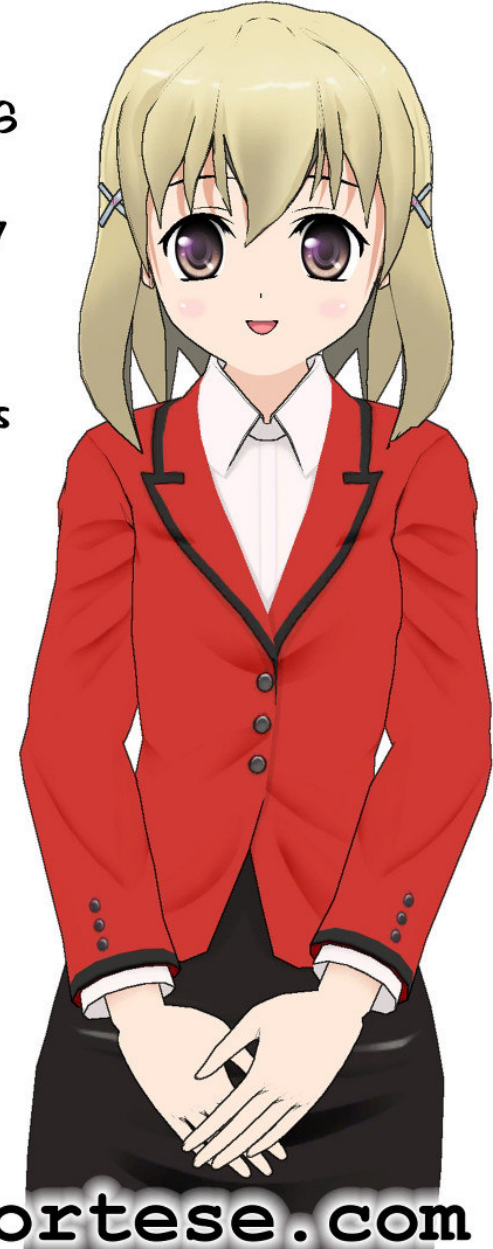
The Queen moves any number of squares in any direction, horizontally, vertically, or diagonally.

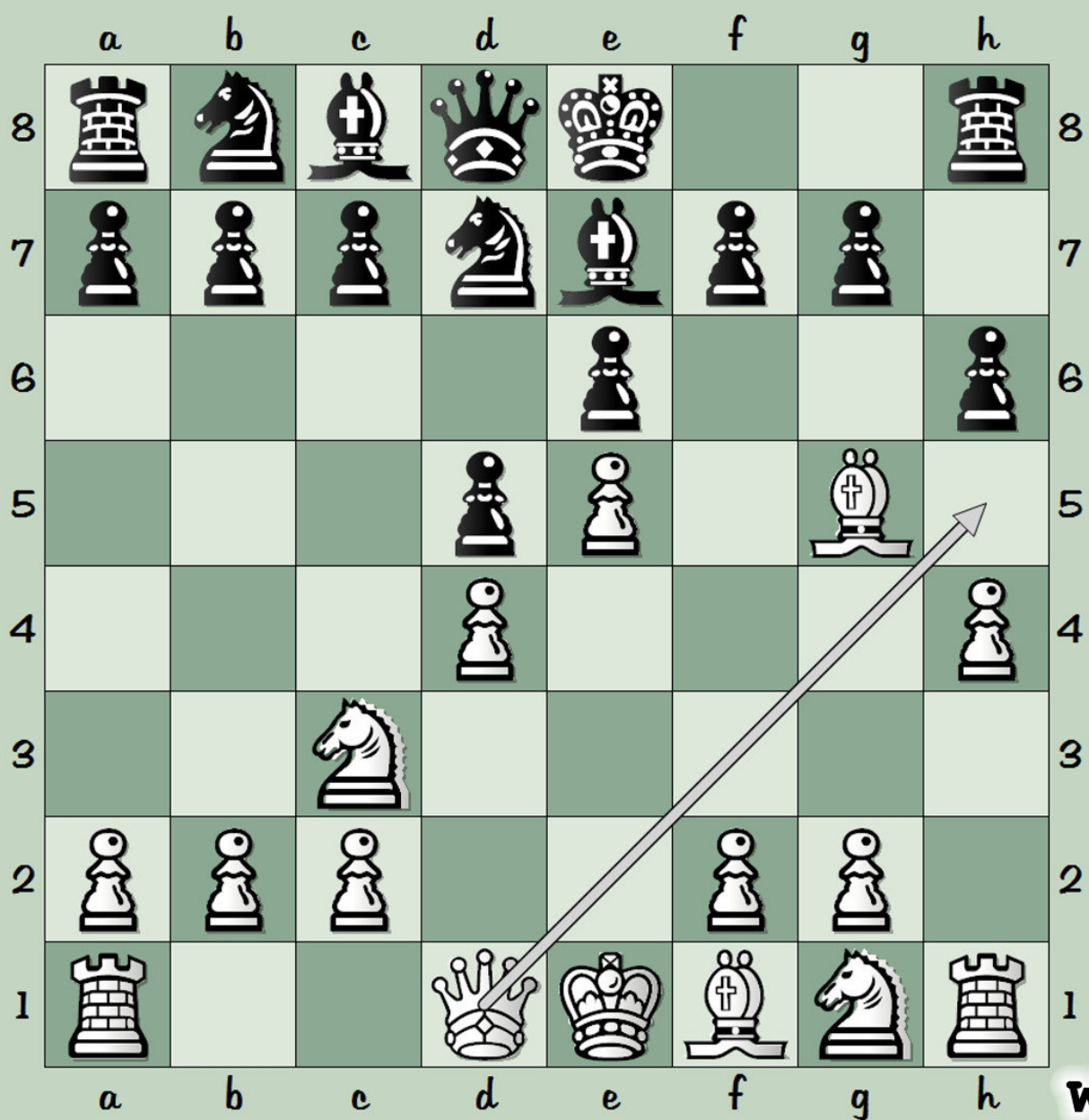




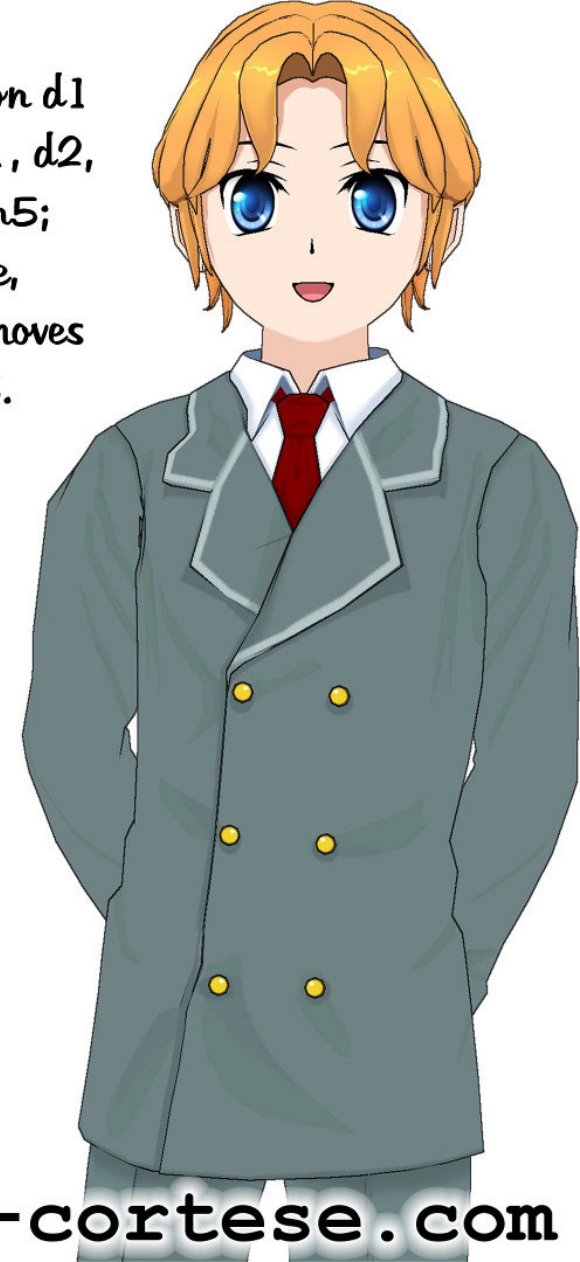
This example is 1.e4 e6
 2.Nc3 d5 3.d4 Nf6
 4.Bg5 Be7 5.e5 Nfd7
 6.h4 h6 7.Qh5.

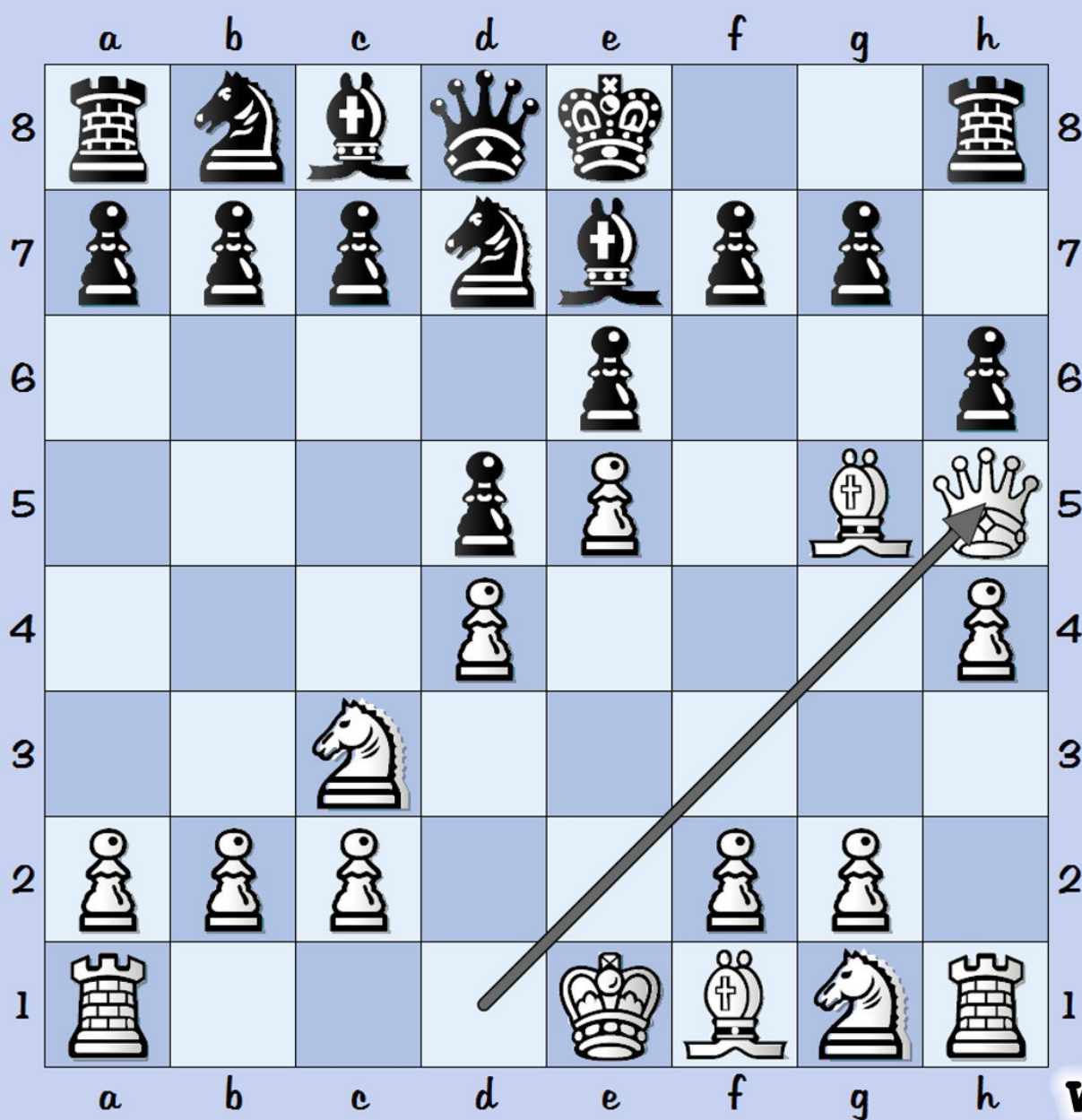
The white Queen moves
 from d1 to h5.





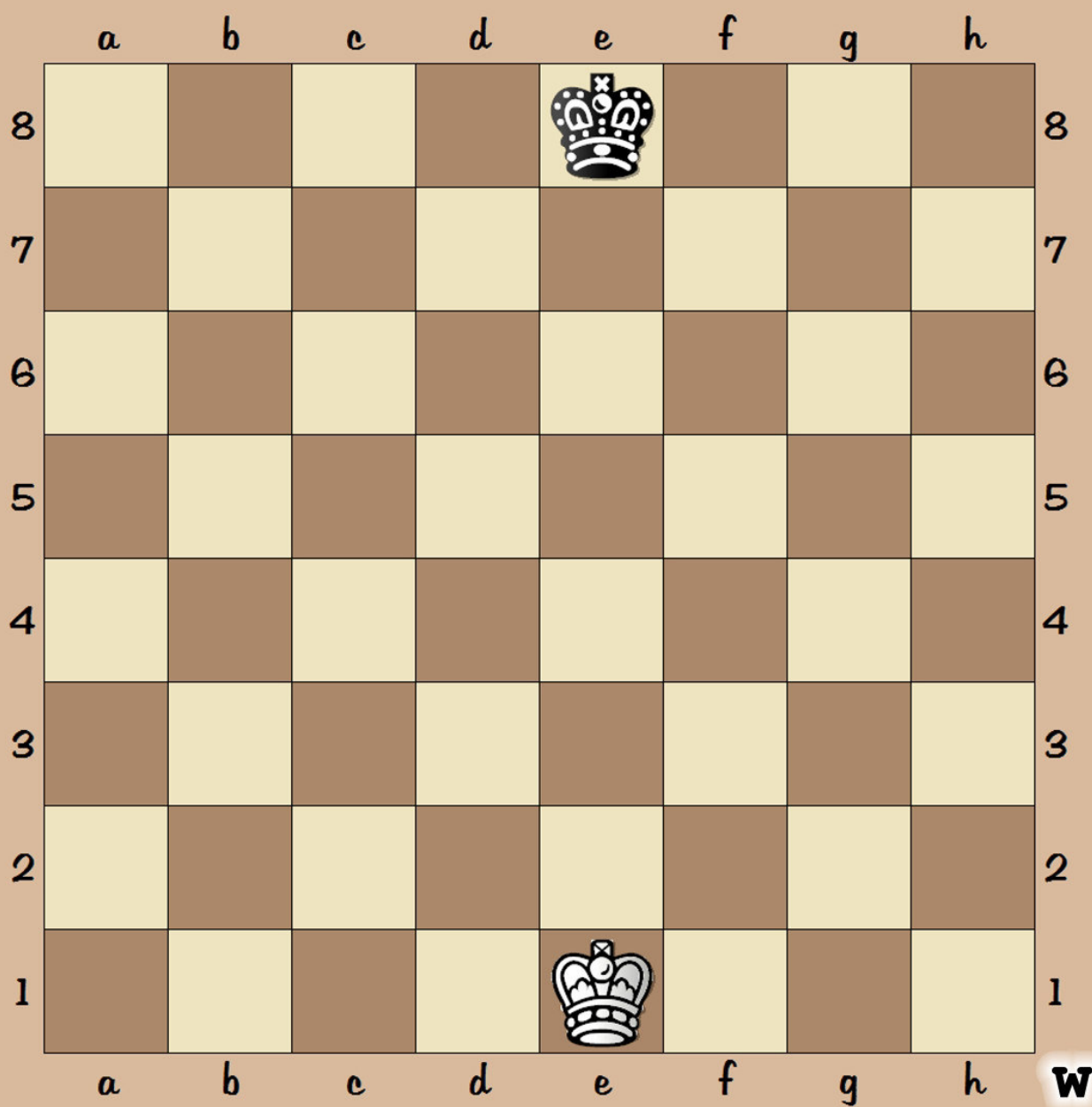
The white Queen on d1
can move to c1, b1, d2,
d3, e2, f3, g4, h5;
in this example,
the white Queen moves
from d1 to h5.





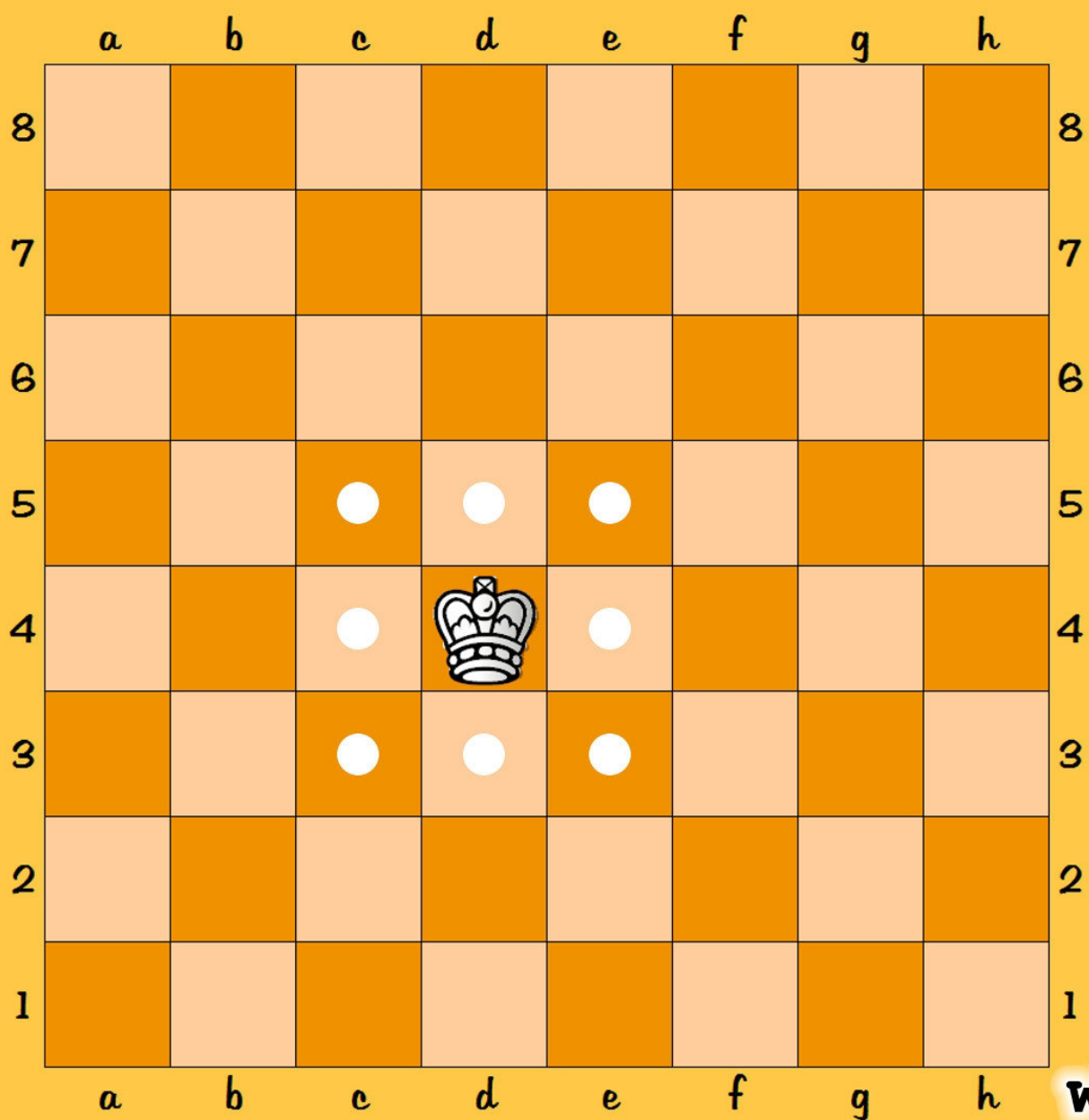
The Queen is the most powerful piece on the chessboard because it is the piece with the highest mobility.





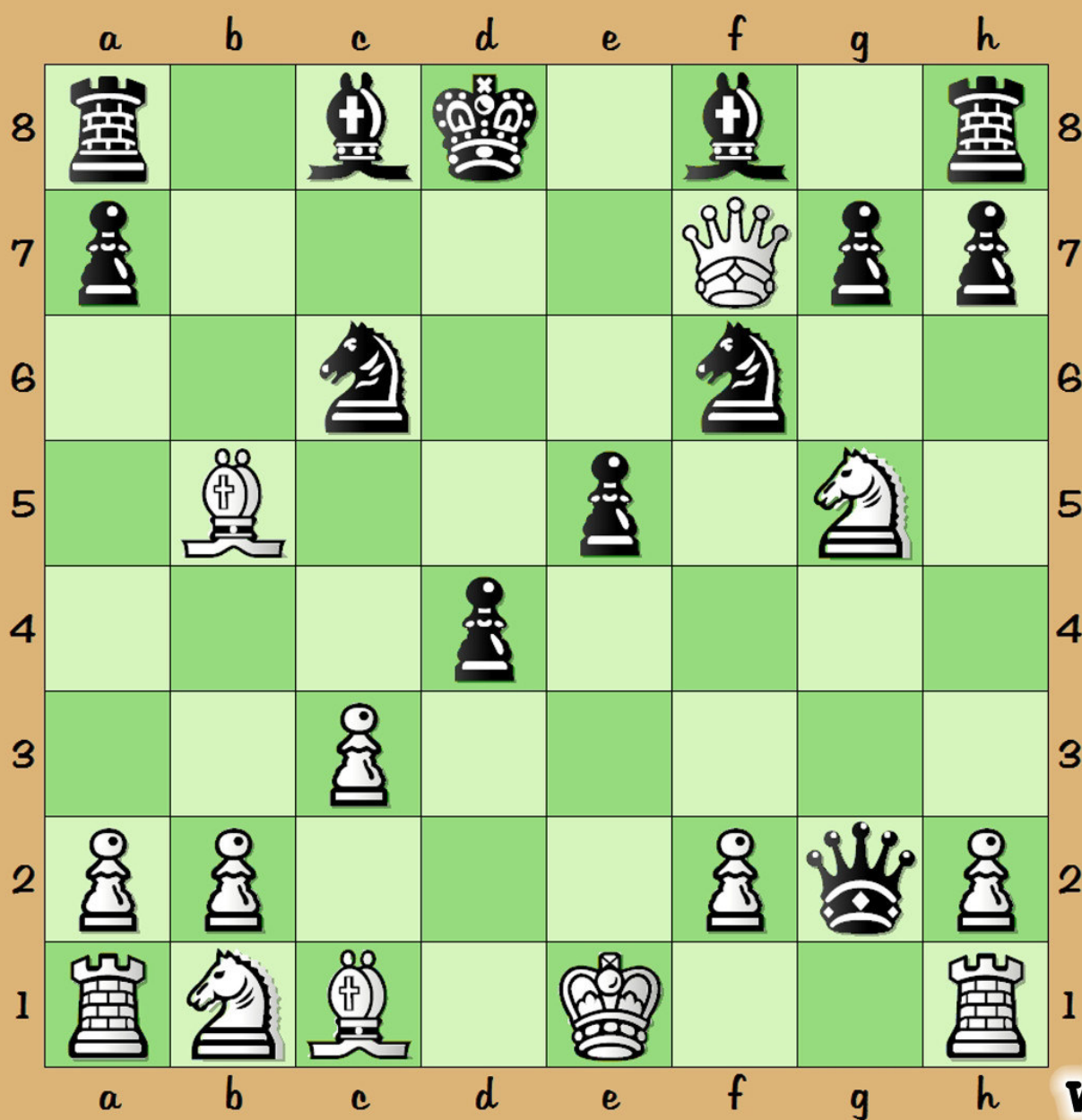
King





The King moves one square
in any direction, horizontally,
vertically, or diagonally.





This example is
 1.e4 c5 2.d4 cxd4
 3.Nf3 e5 4.c3 Nc6
 5.Bc4 Nf6 6.Ng5
 d5 7.exd5 b5
 8.Bxb5 Qxd5
 9.Qb3 Qxg2
 10.Qxf7+ Kd8.

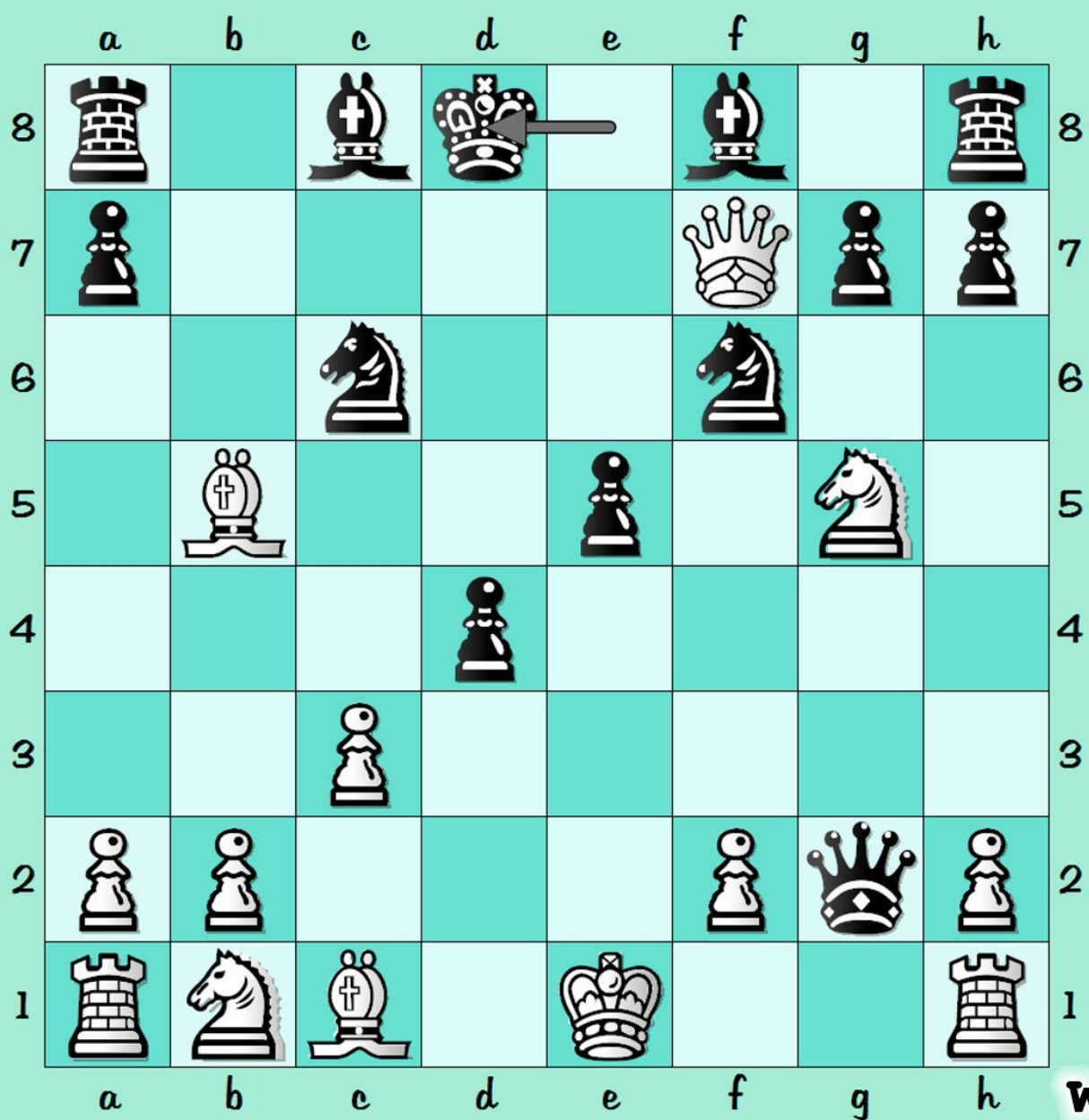
The black King
 moves from e8 to
 d8 because it is
 attacked by the
 white Queen on f7.





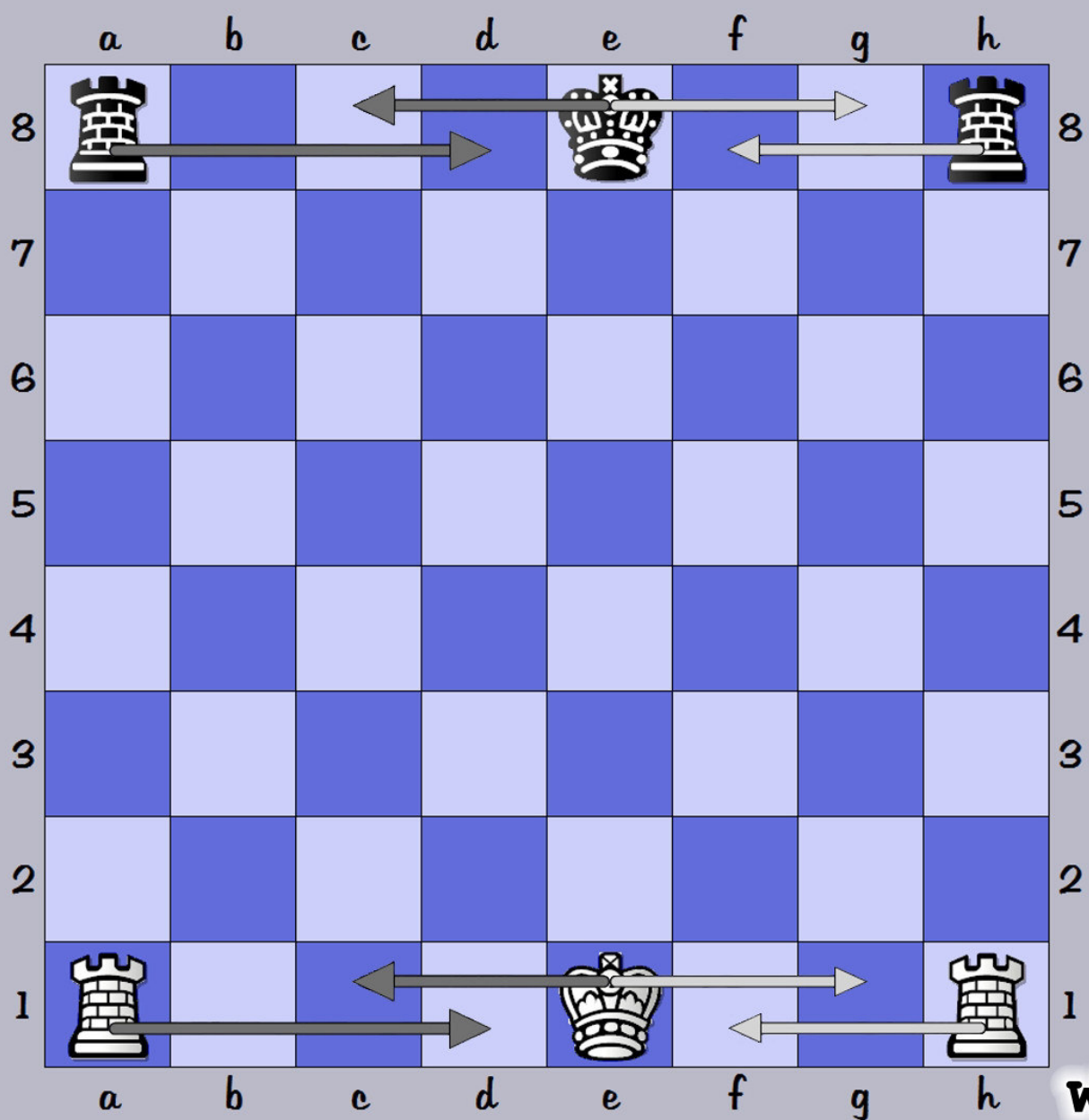
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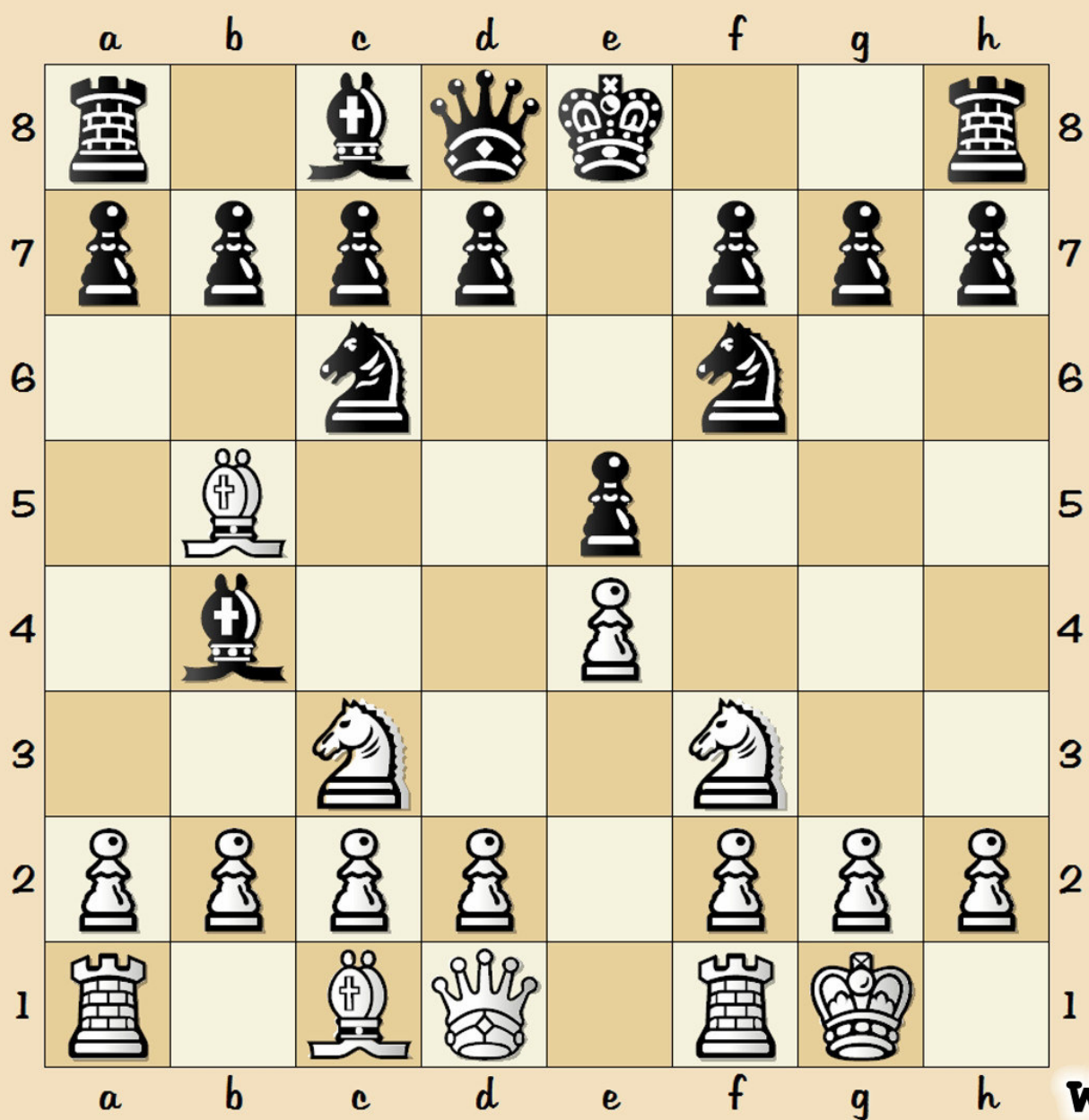
A King cannot move into check; if in check, the King must move out of check.





King and Rook - Castling

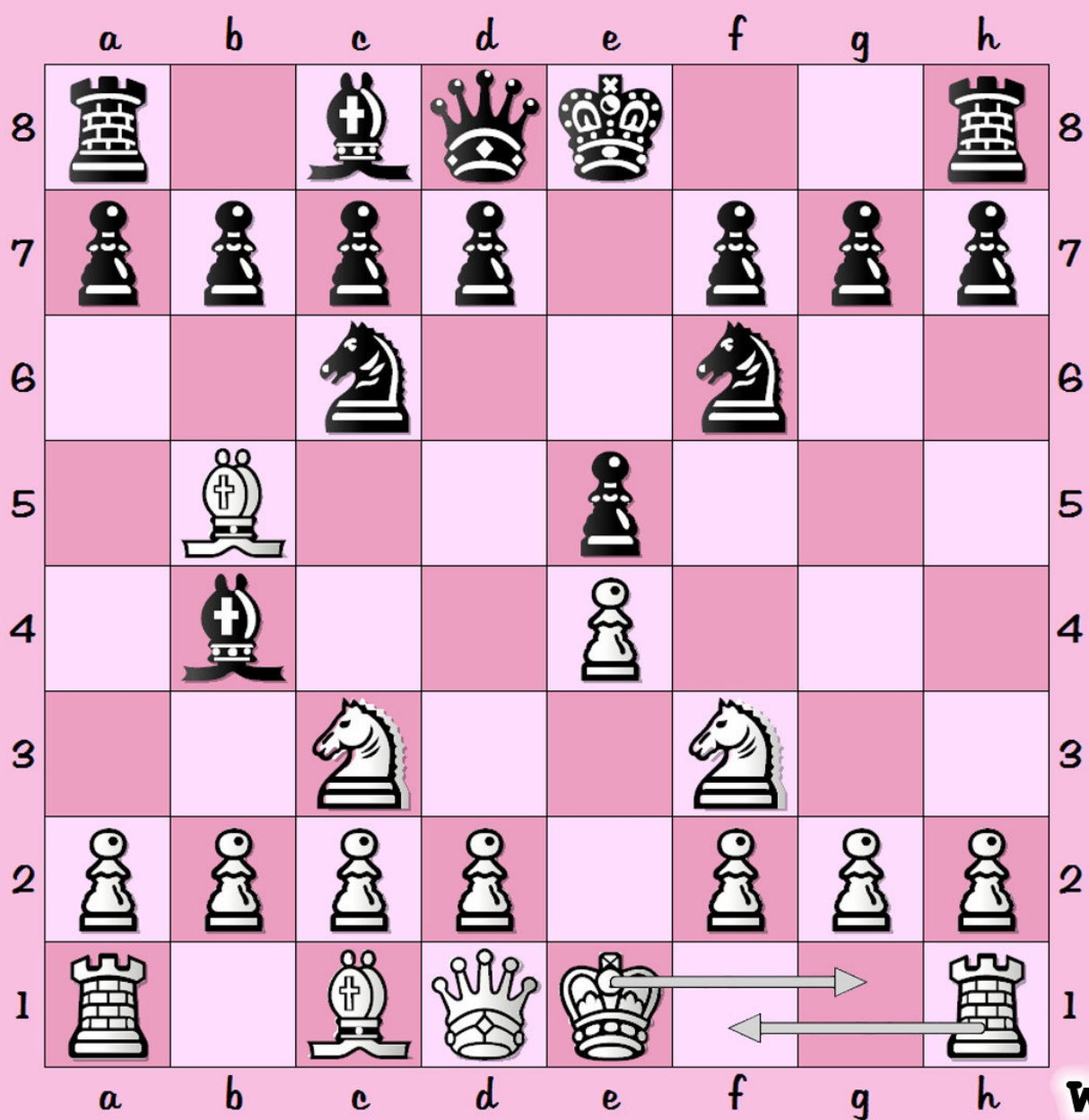




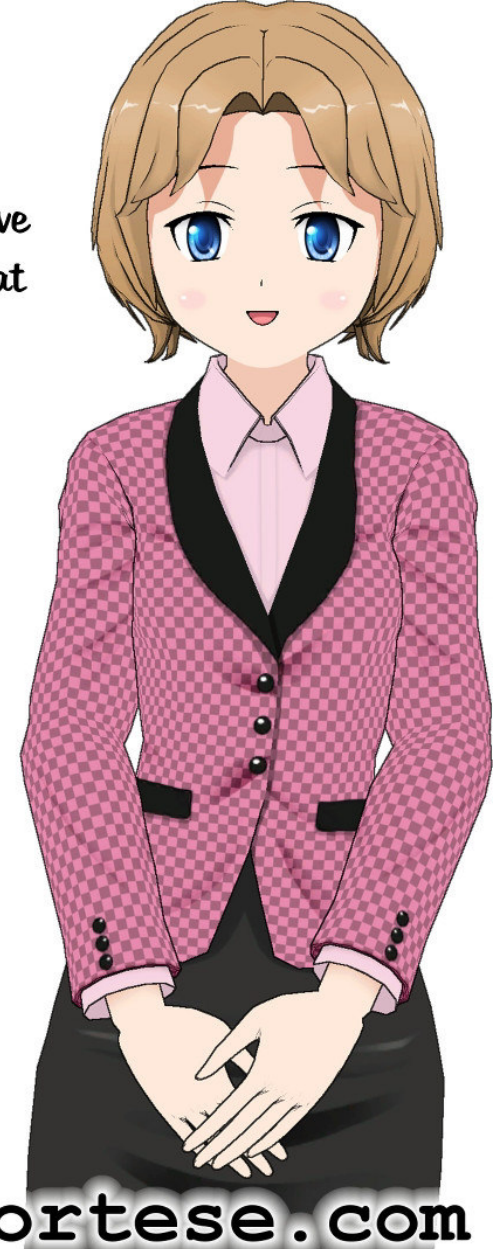
This example is 1.e4 e5
 2.Nc3 Nc6 3.Nf3 Nf6
 4.Bb5 Bb4 5.0-0.

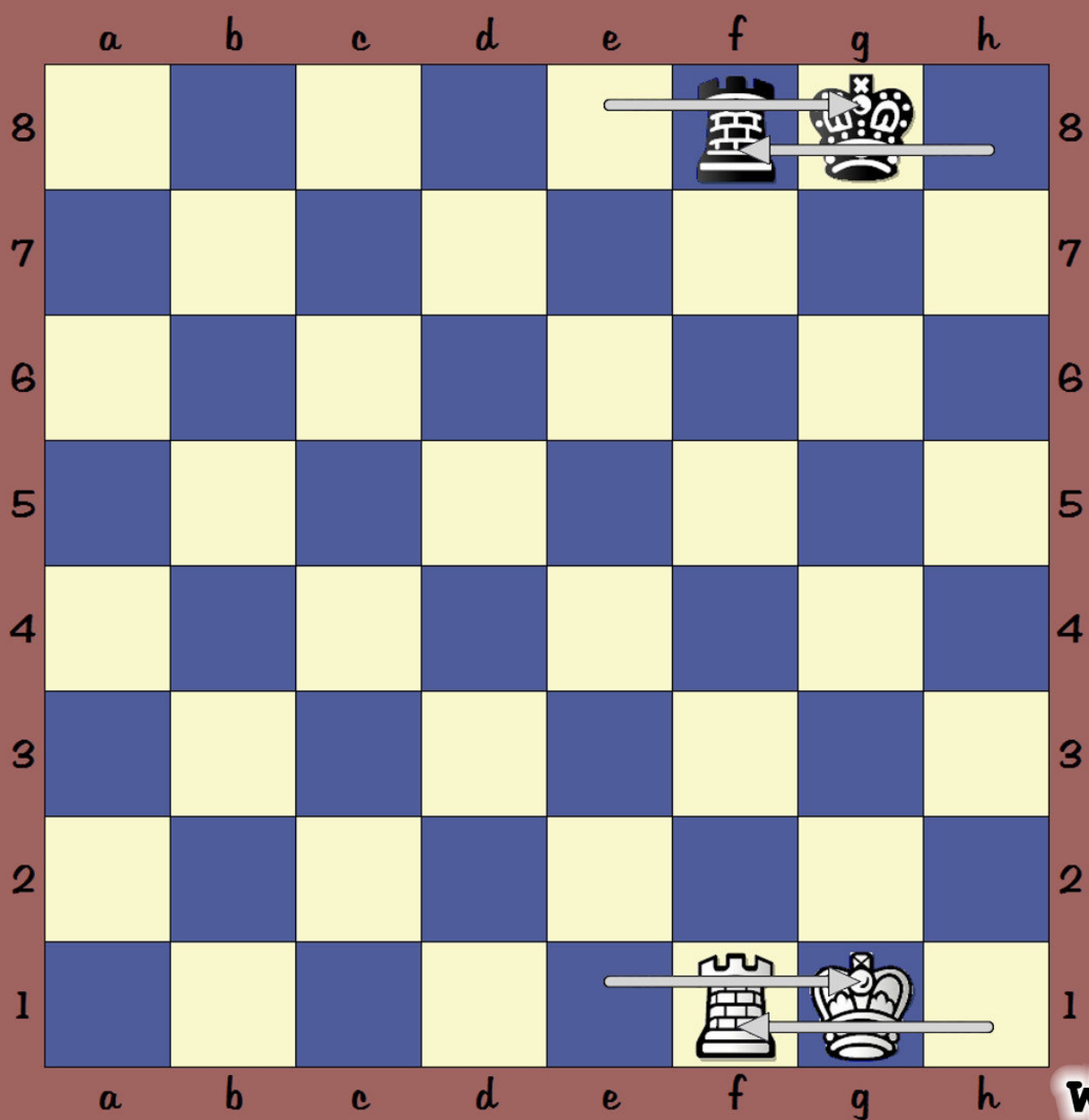
The white King moves from
 e1 to g1, and the white
 Rook moves from h1 to f1
 simultaneously.





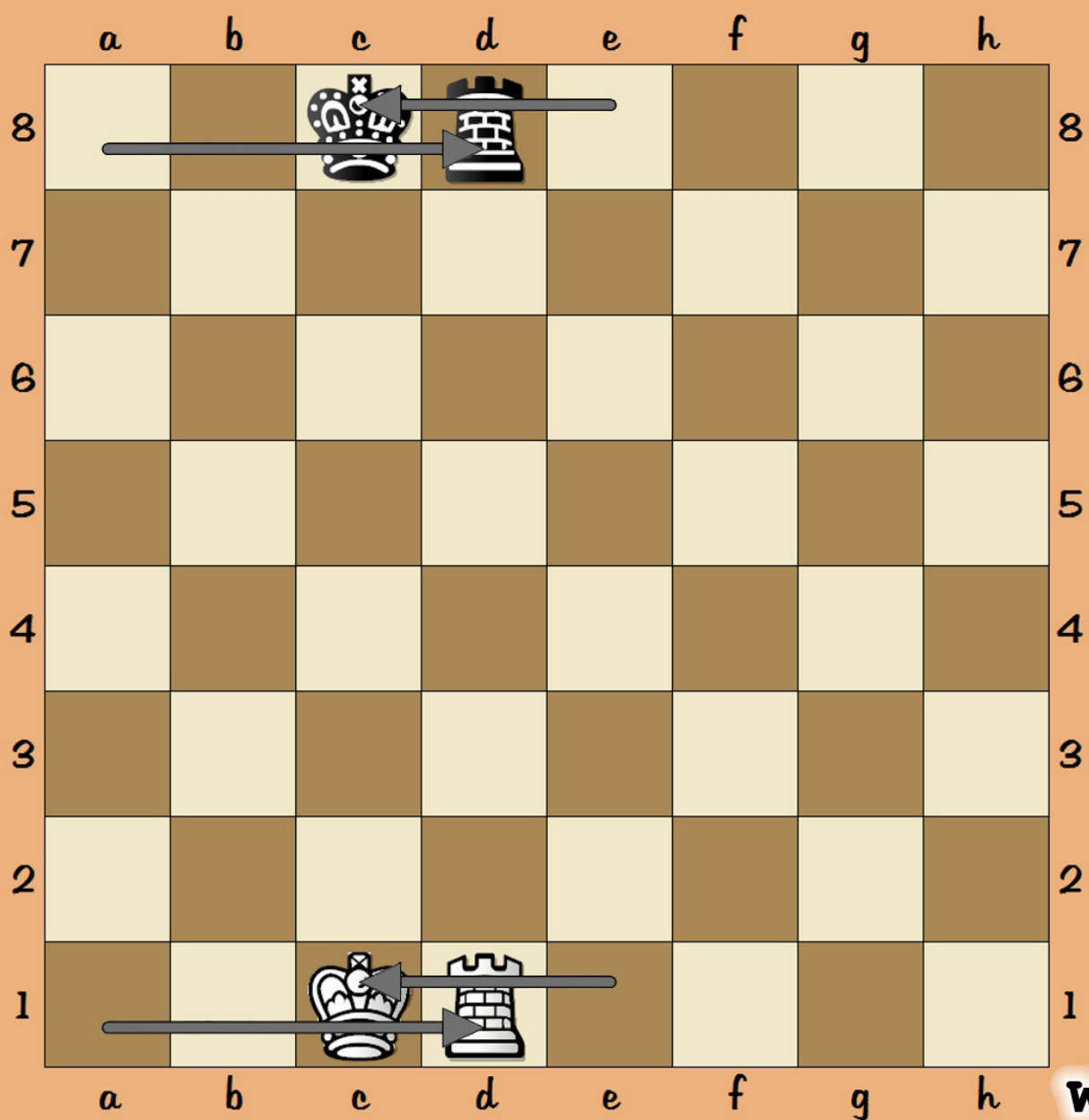
Castling is the only move where two pieces move at the same time.



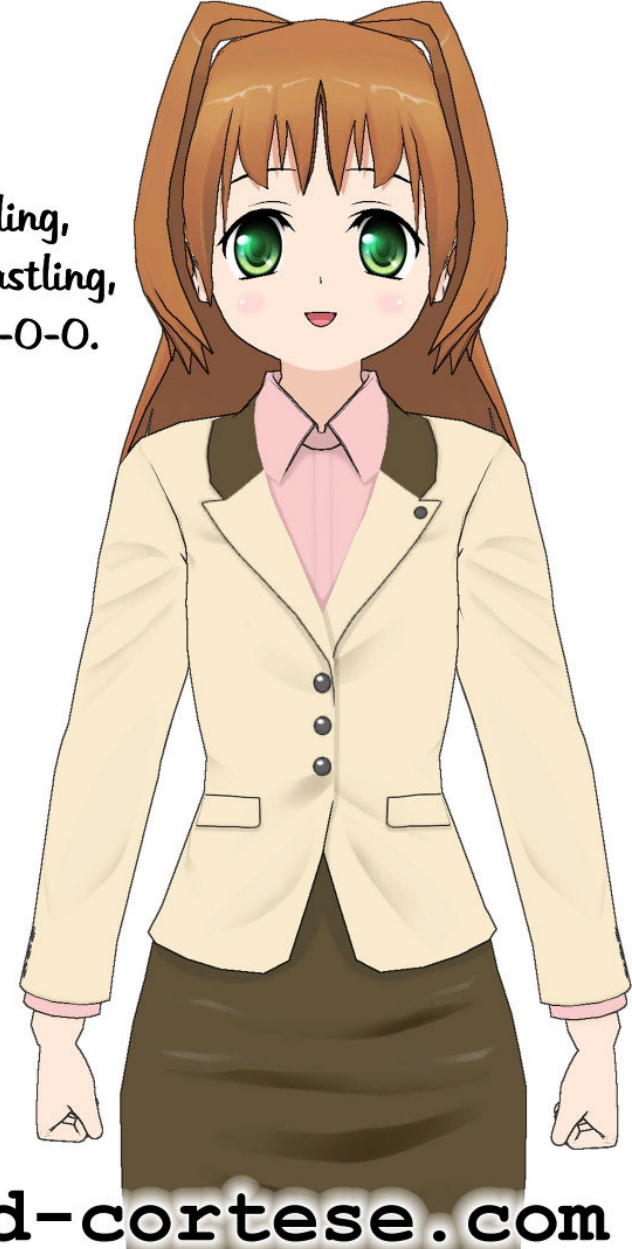


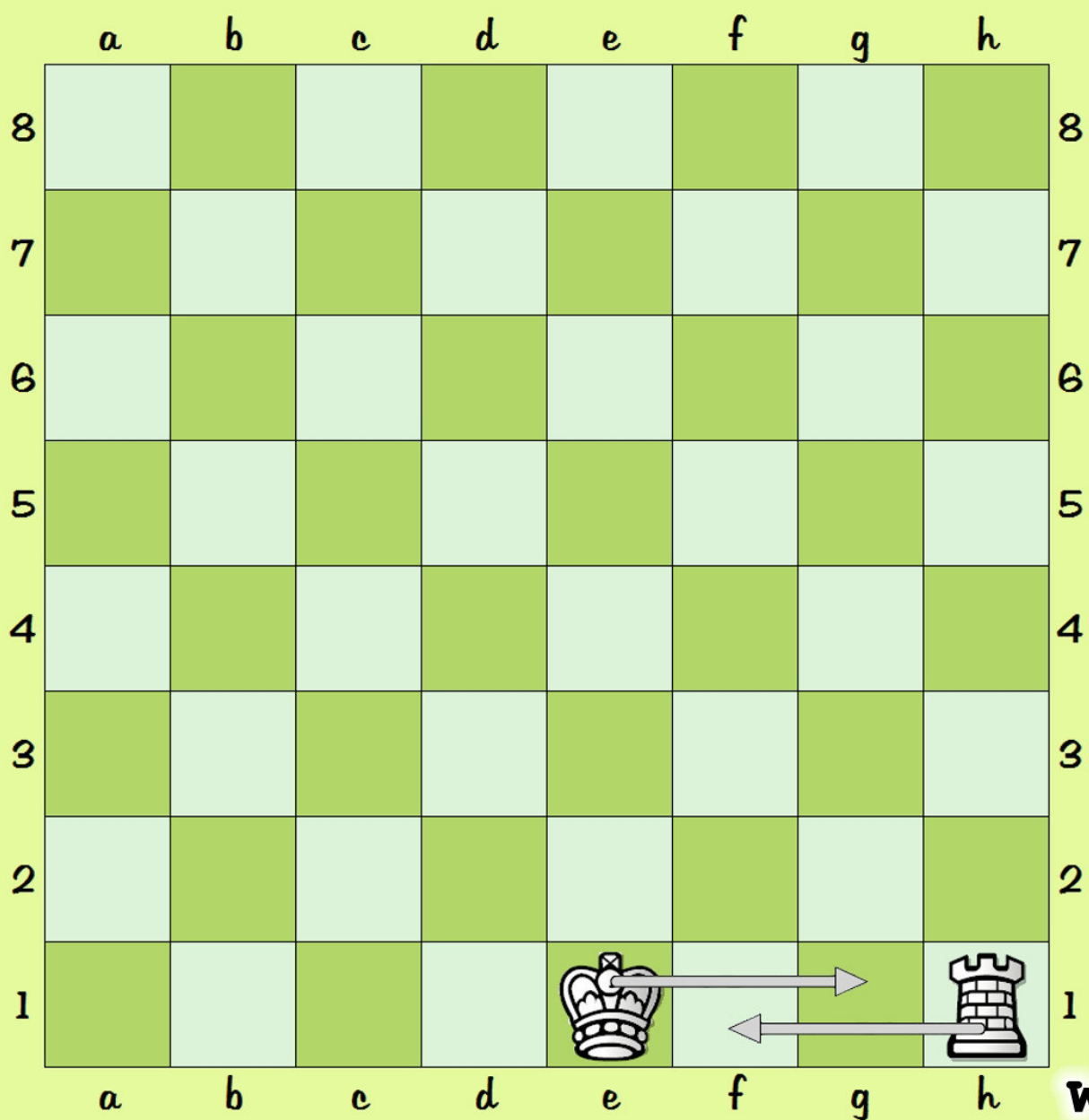
Kingside castling,
also called short castling,
is indicated by O-O.





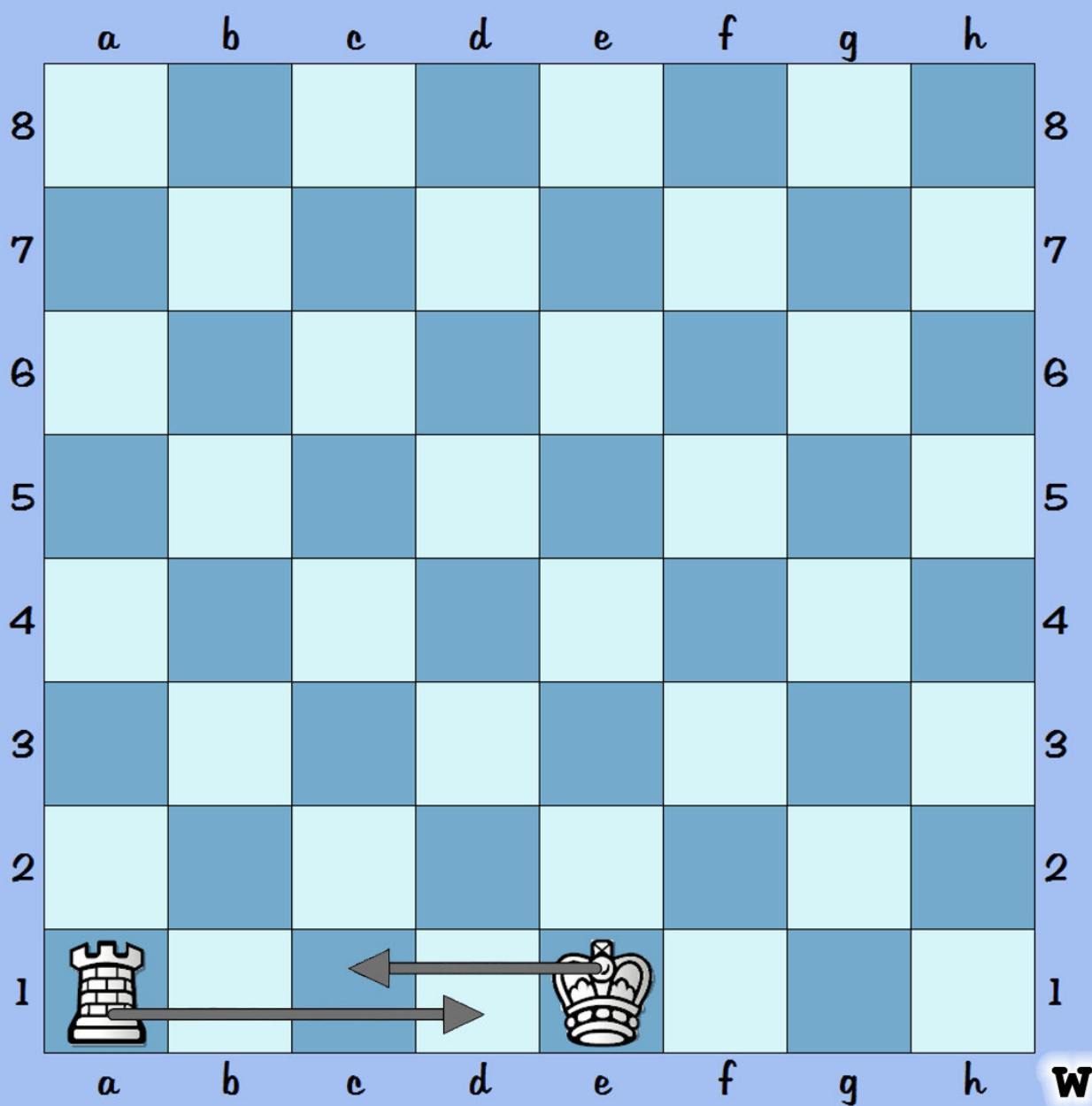
Queenside castling,
also called long castling,
is indicated by O-O-O.





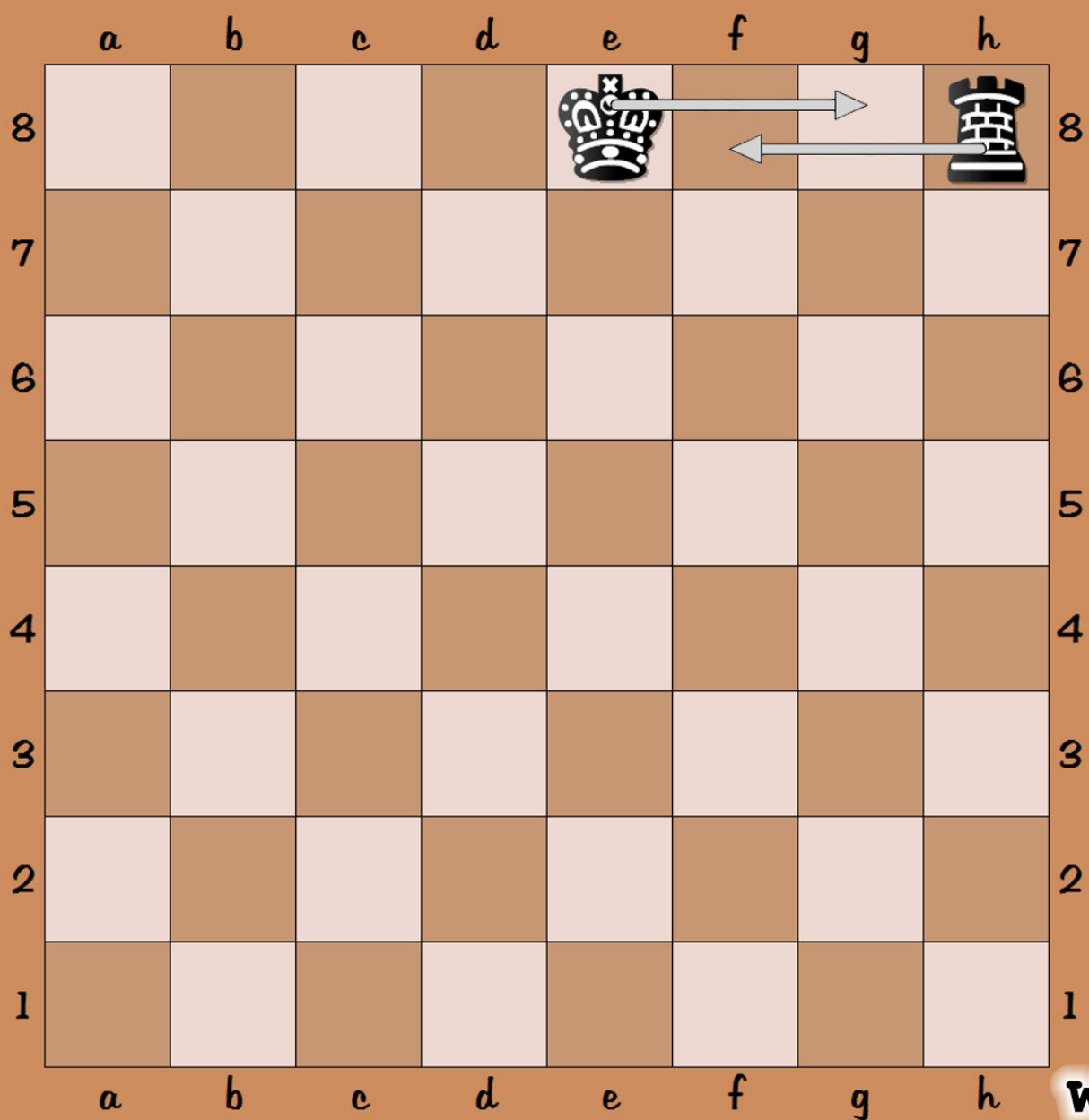
White kingside castling:
white King from e1 to
g1 and white Rook from
h1 to f1.





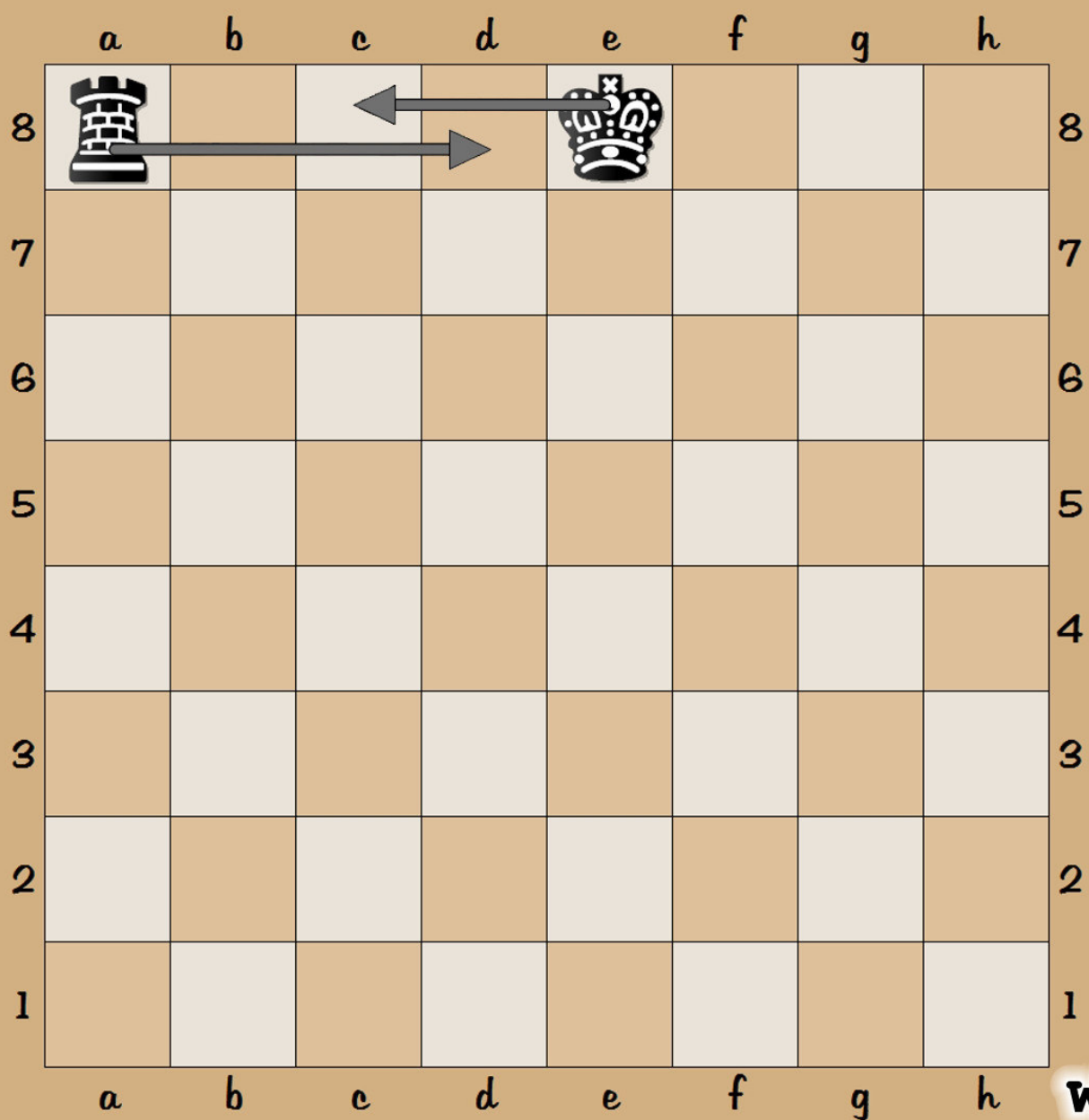
White queenside castling:
white King from e1 to c1
and white Rook from
a1 to d1.



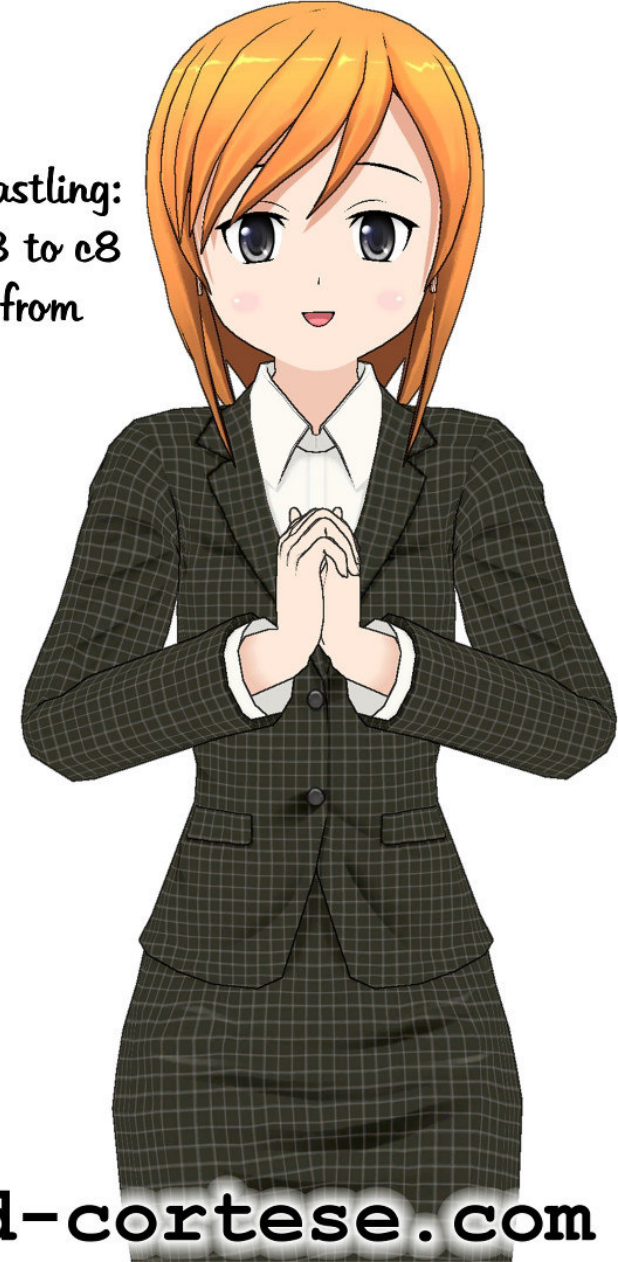


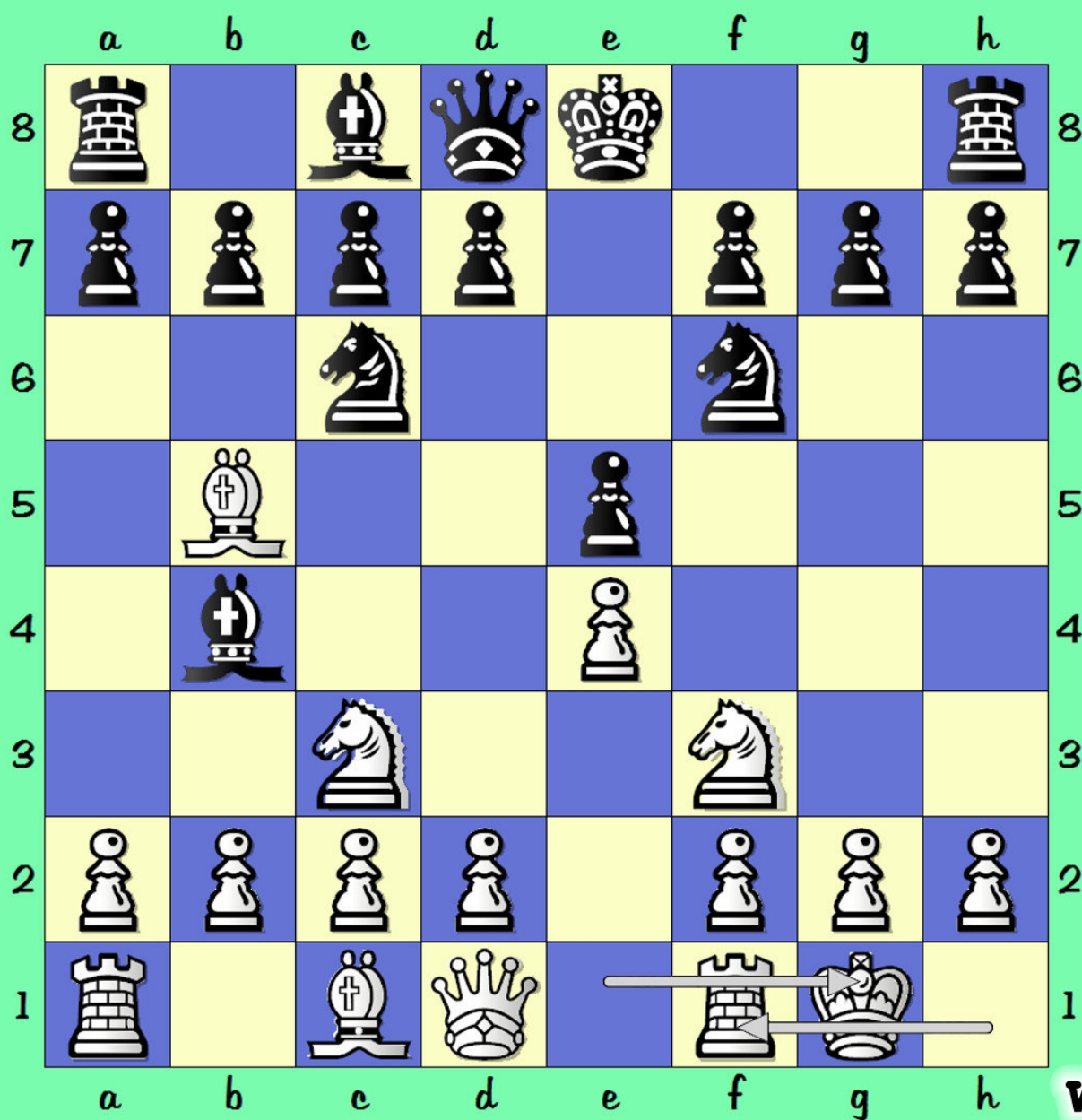
Black kingside castling:
black King from e8 to
g8 and black Rook from
h8 to f8.





Black queenside castling:
black King from e8 to c8
and black Rook from
a8 to d8.



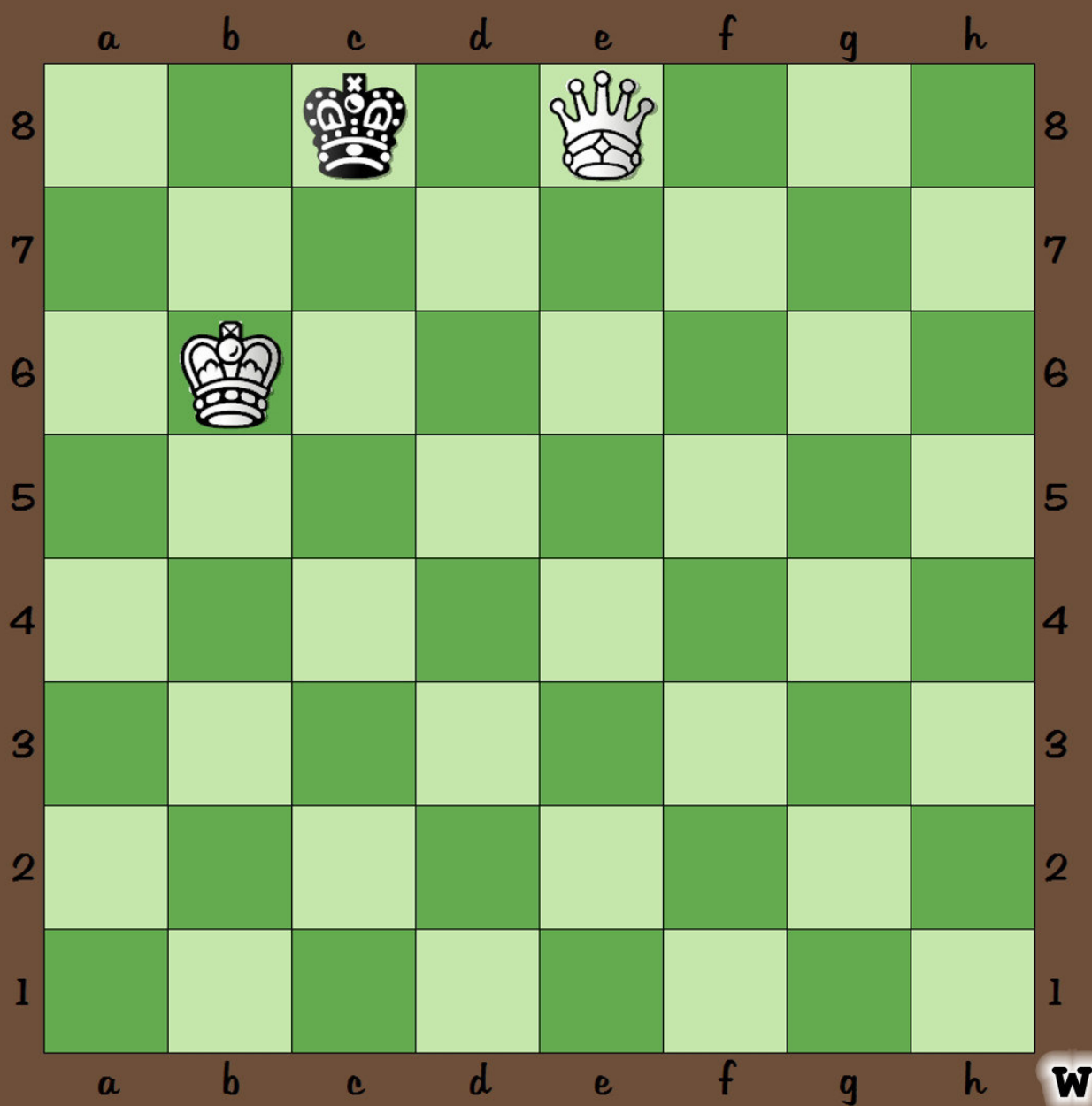


Castling requires these conditions:

- neither the King nor the Rook has previously moved;
- there are no pieces between the King and the Rook;
- the King is not in check before, during, and after the castling.

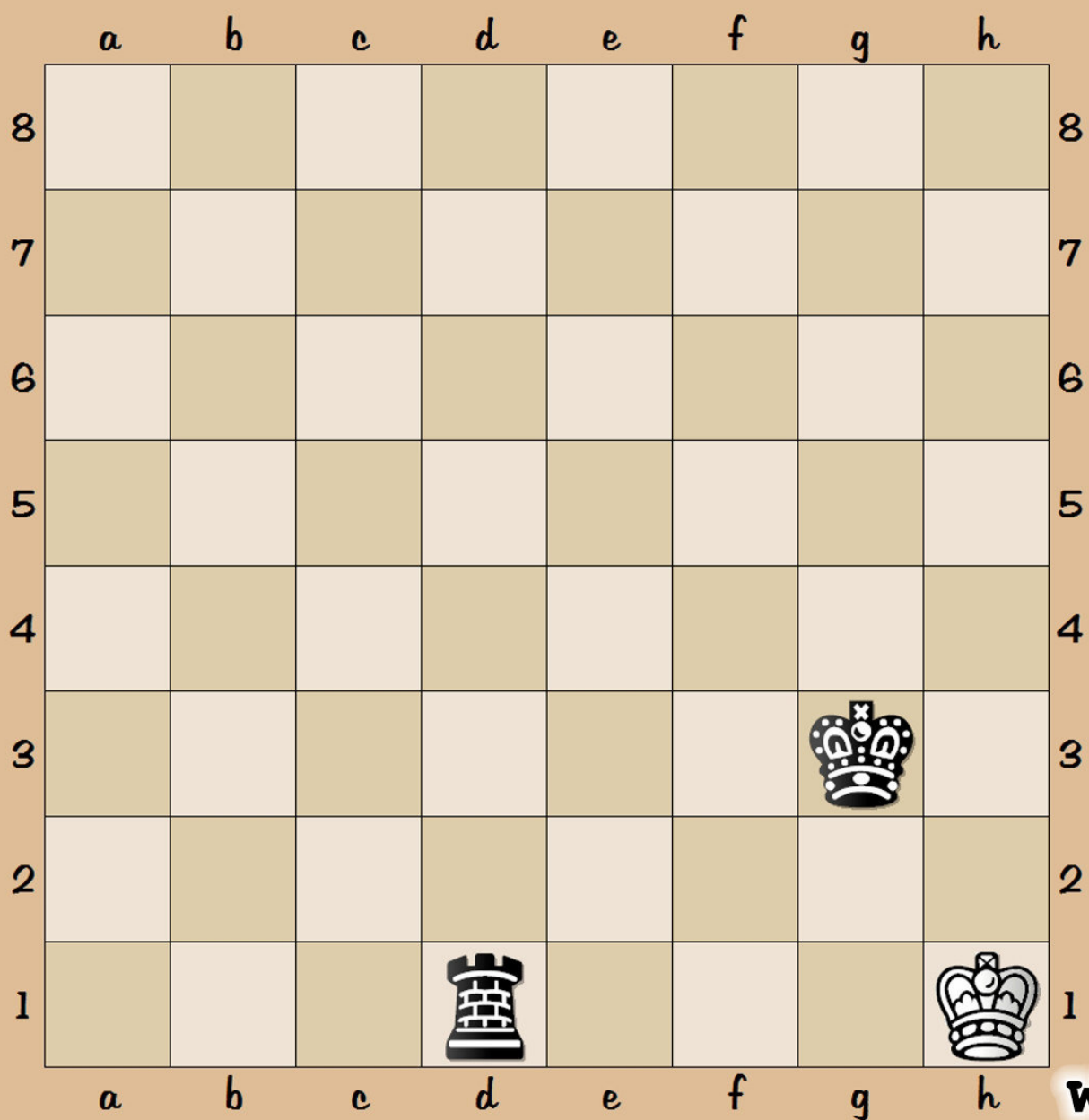
The Rook may be under attack before the castling.



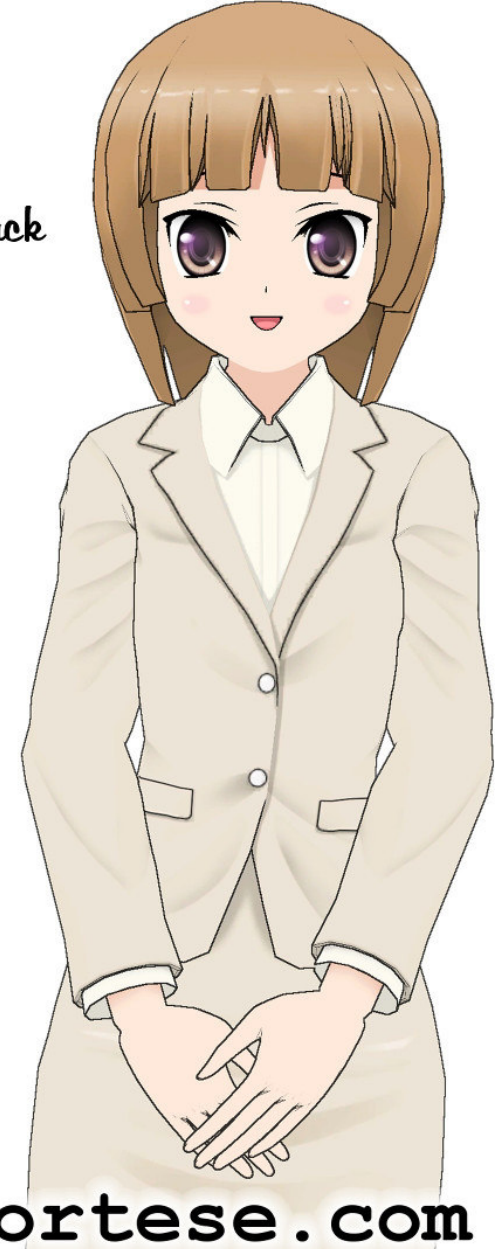


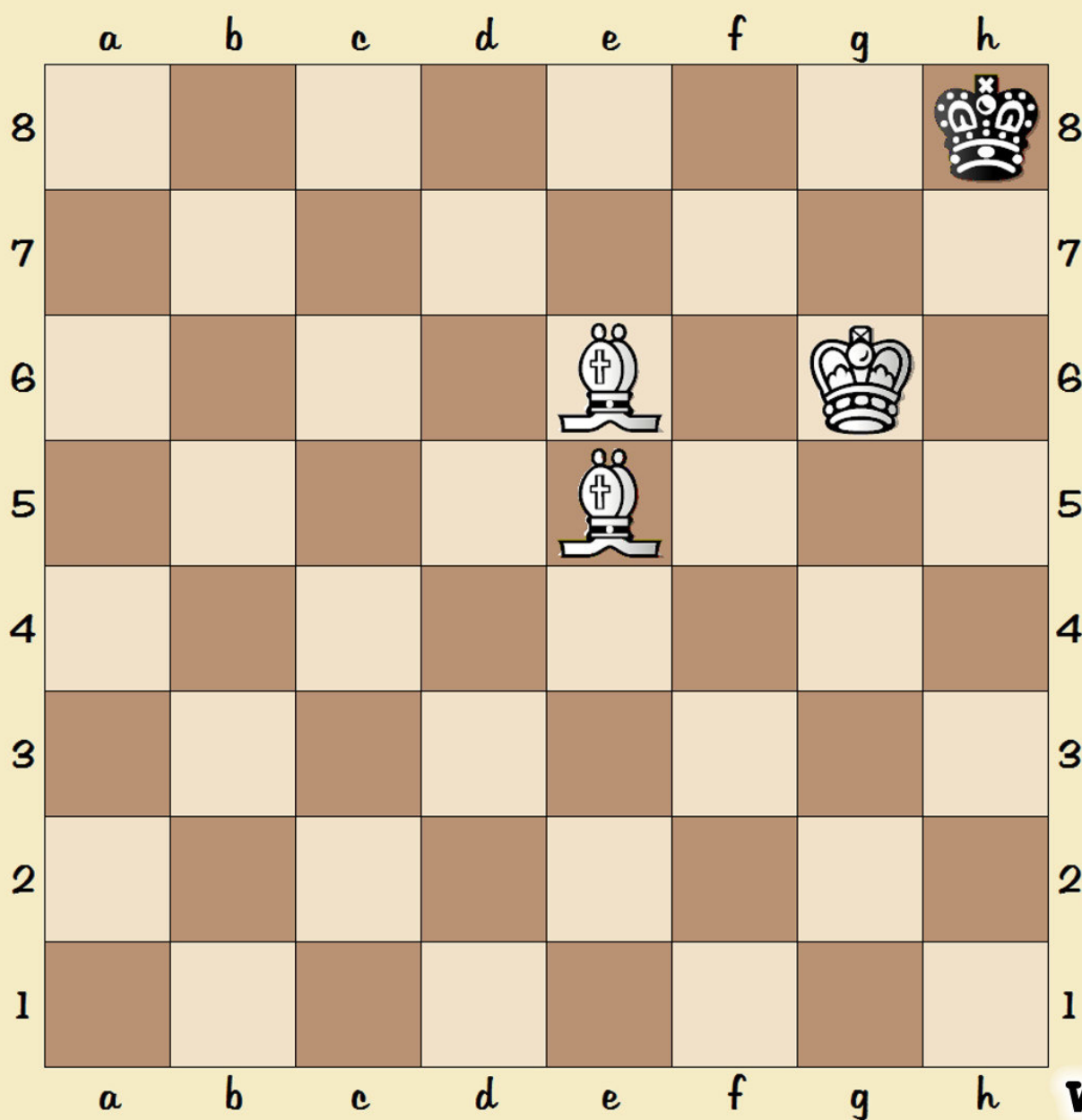
Checkmate





If the King is under attack
and has no escape,
it is a checkmate.

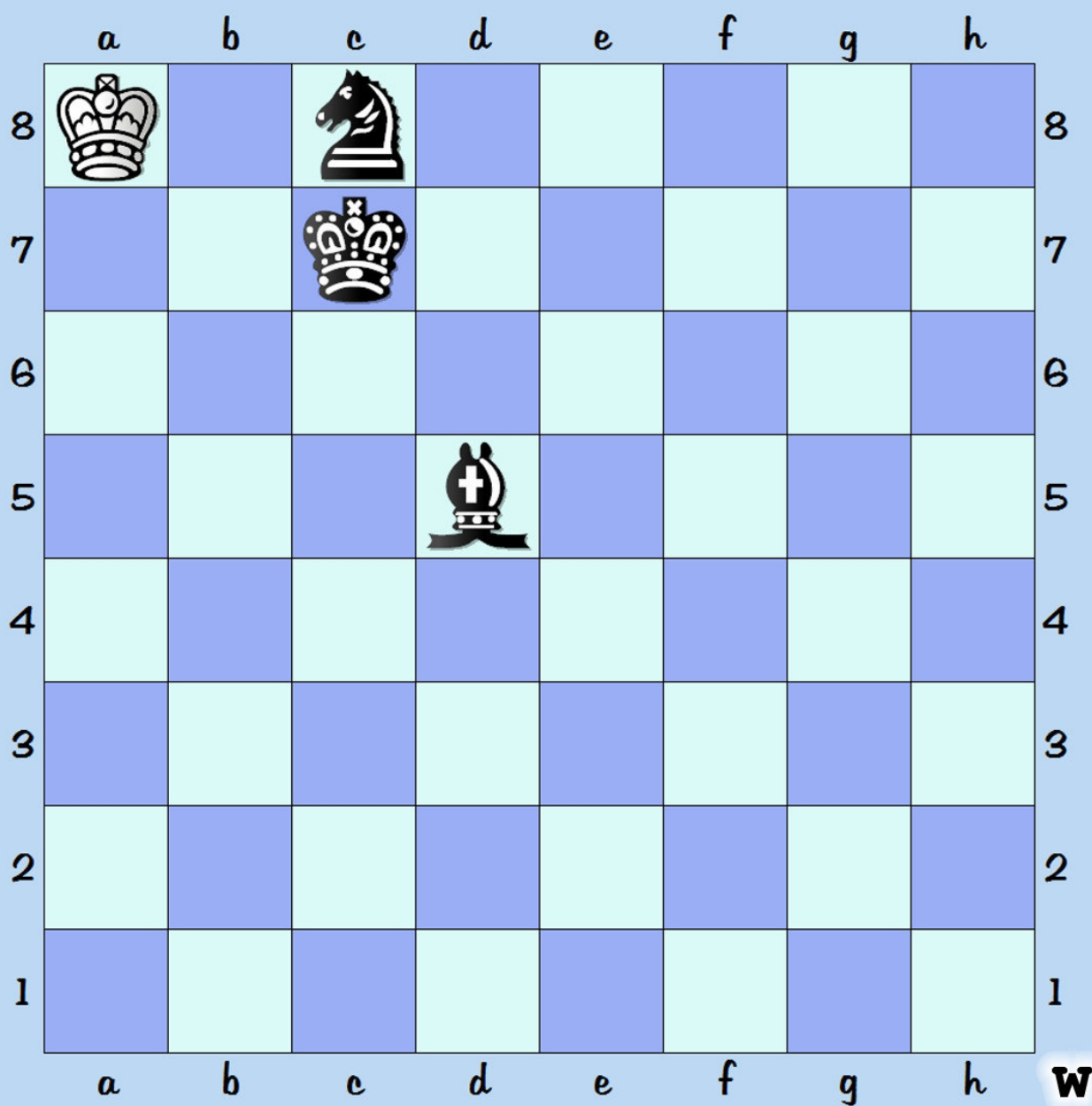




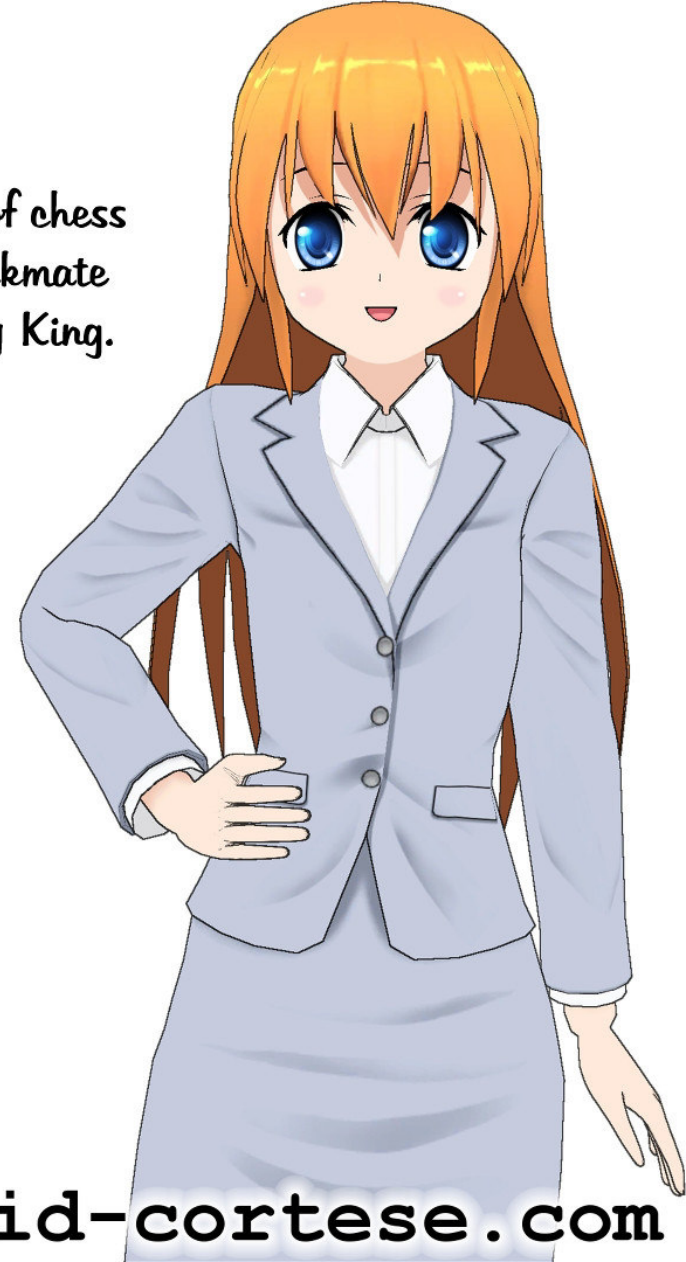
A check can be neutralized in three ways:
by capturing the attacker;
by moving the King to a safe square;
by interposing a piece between the King and the attacker.

When these three defenses are not possible, the King is in checkmate.





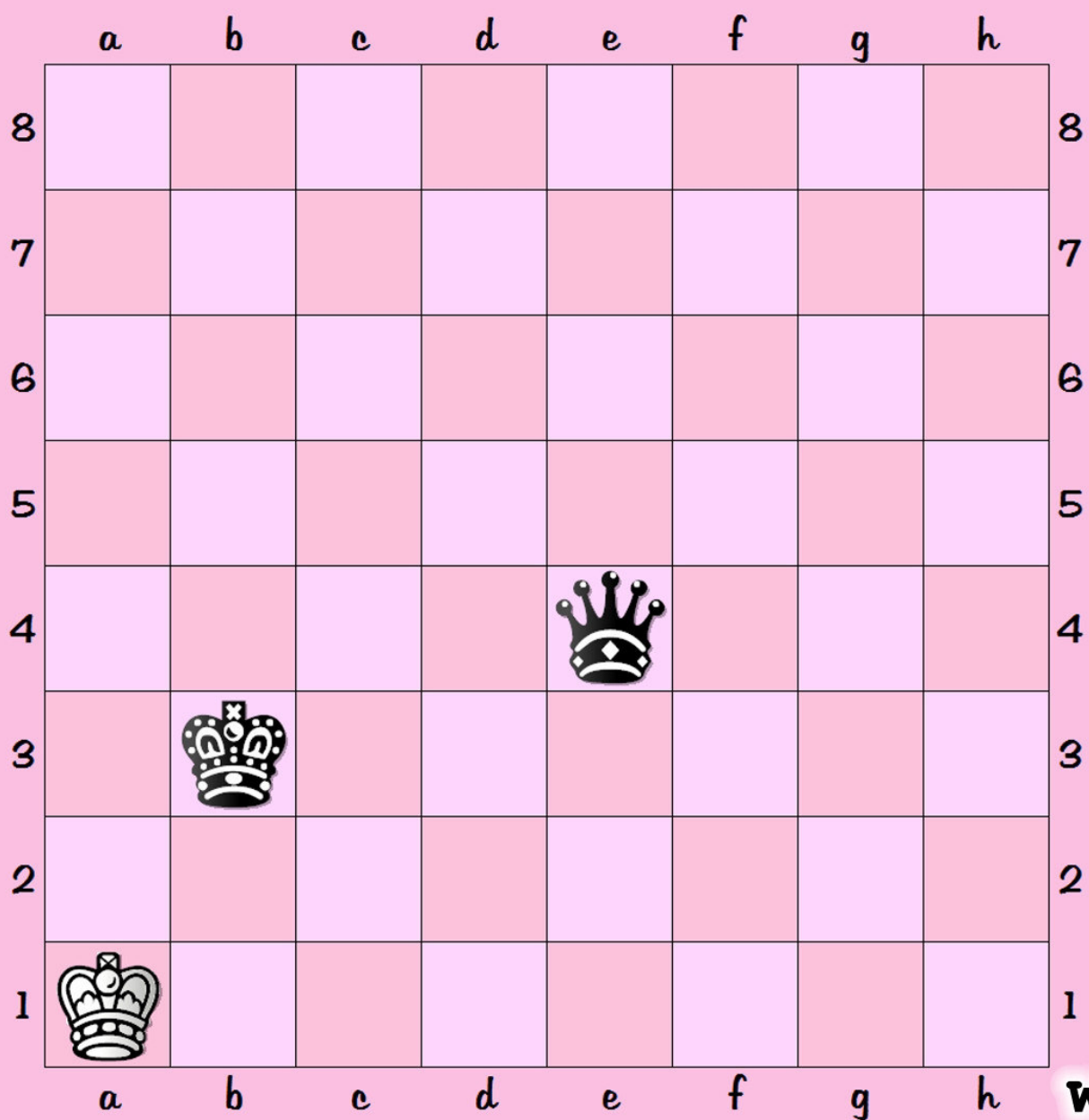
The goal of chess
is to checkmate
the enemy King.





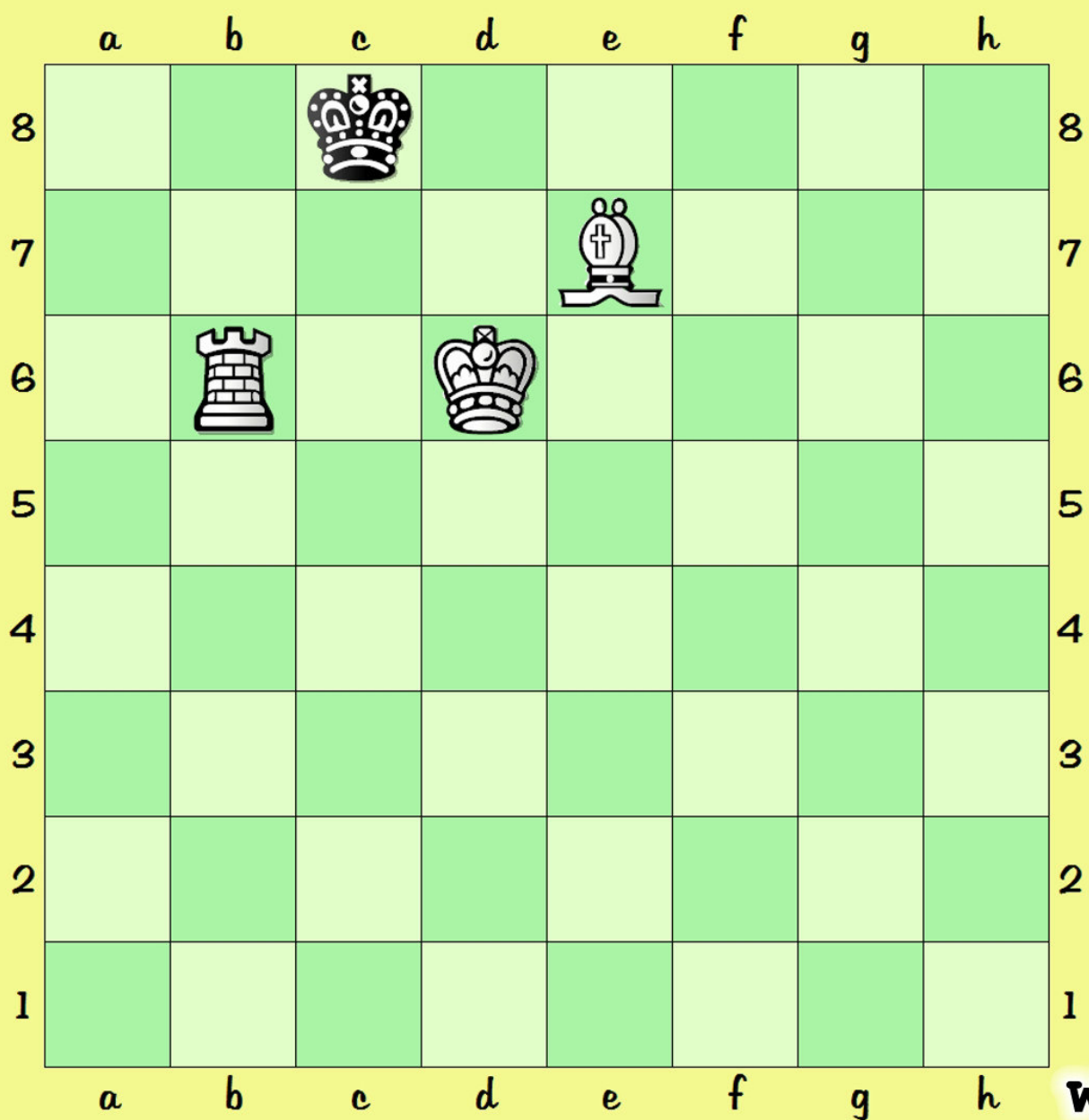
The term checkmate comes from the Persian shah mat, which means the King is helpless.





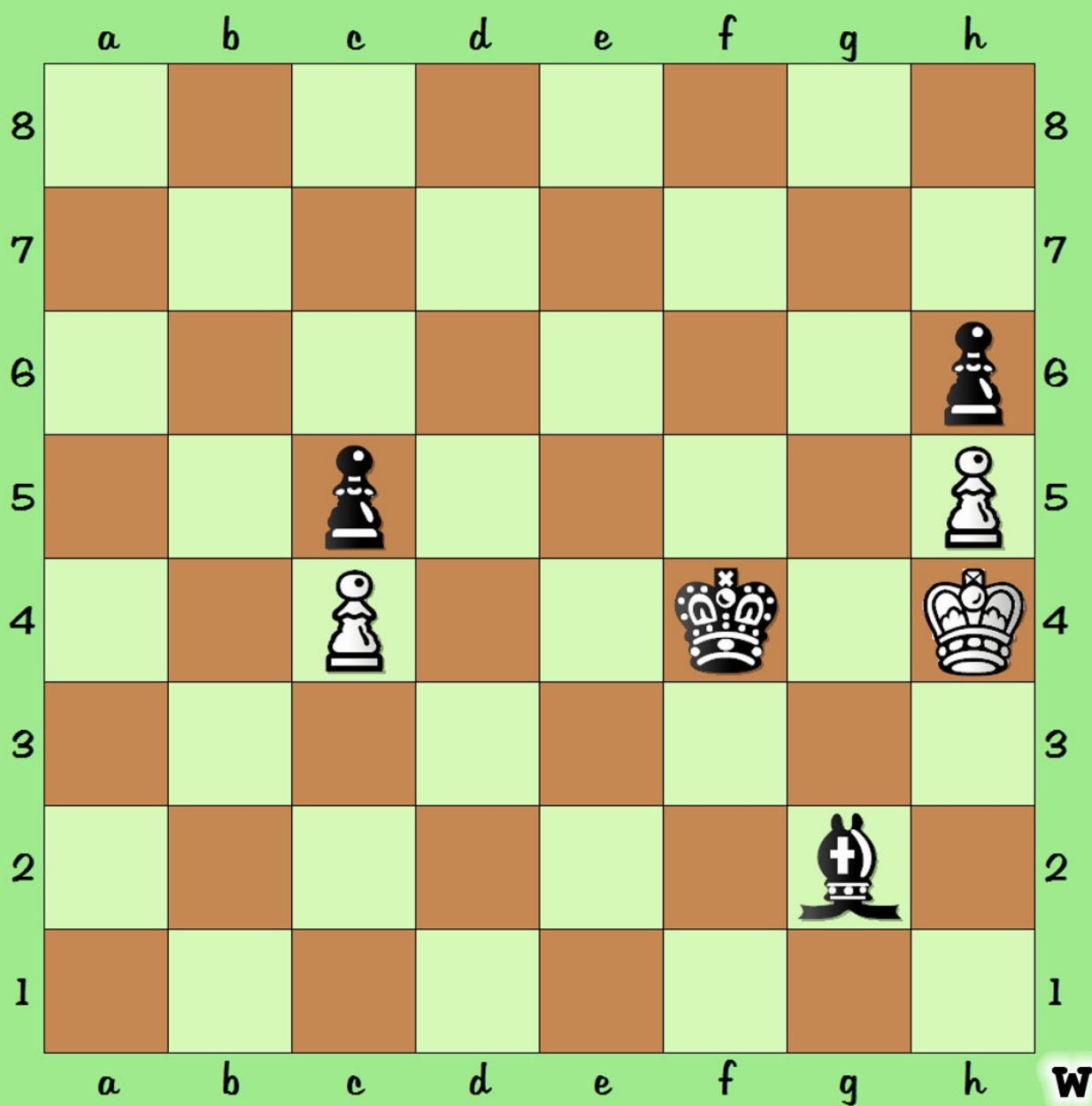
Stalemate



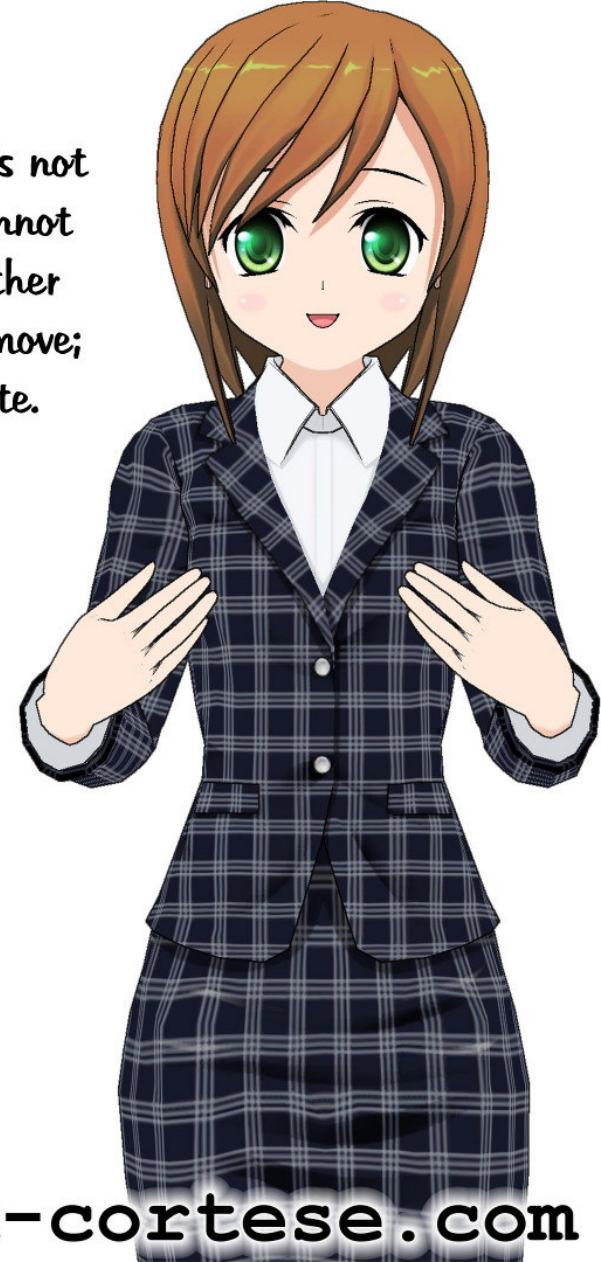


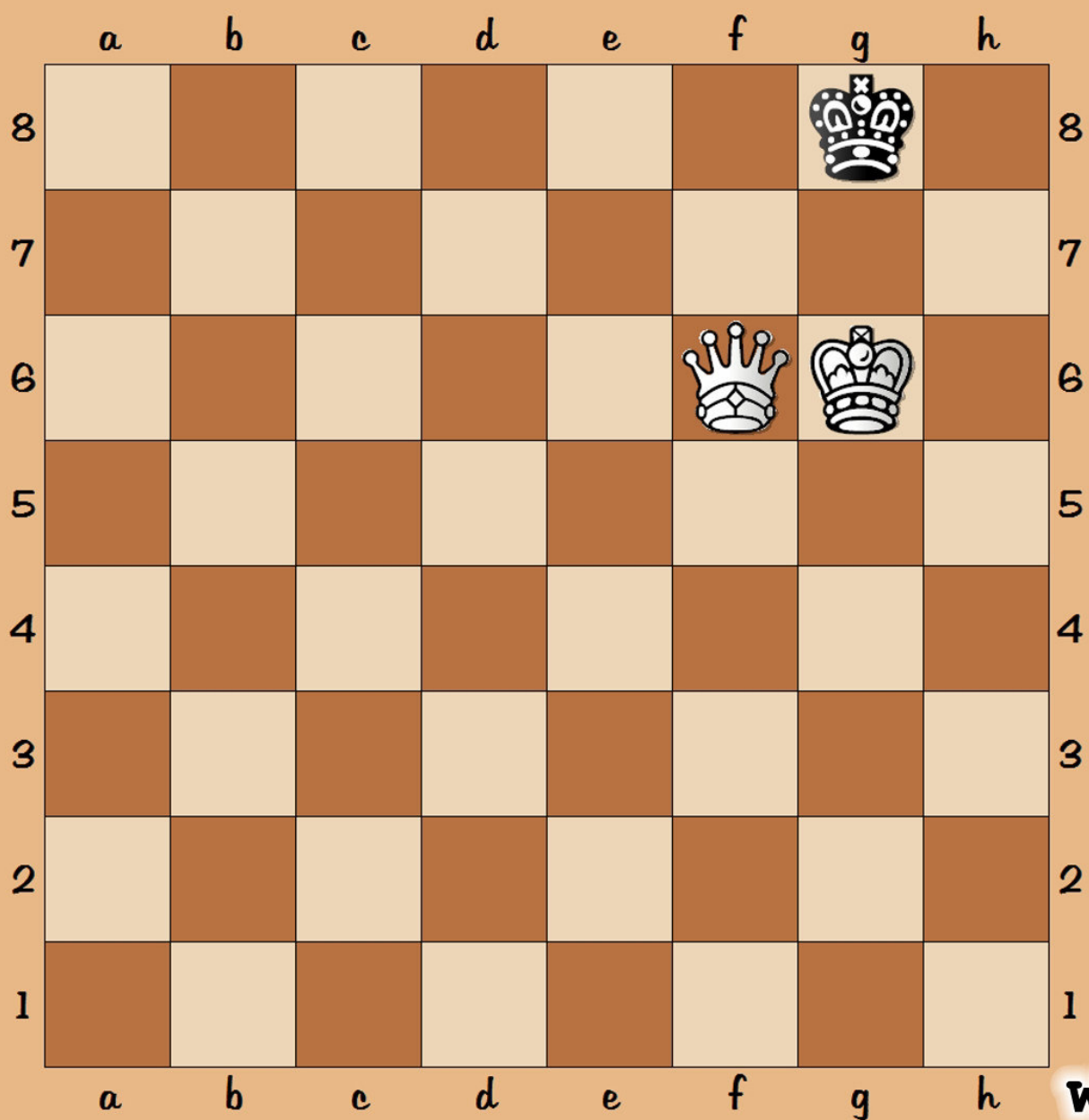
A stalemate is when there are no legal moves: the King is not in check and cannot move, and no other piece can move.





The white King is not
in check and cannot
move, and no other
white piece can move;
it is a stalemate.

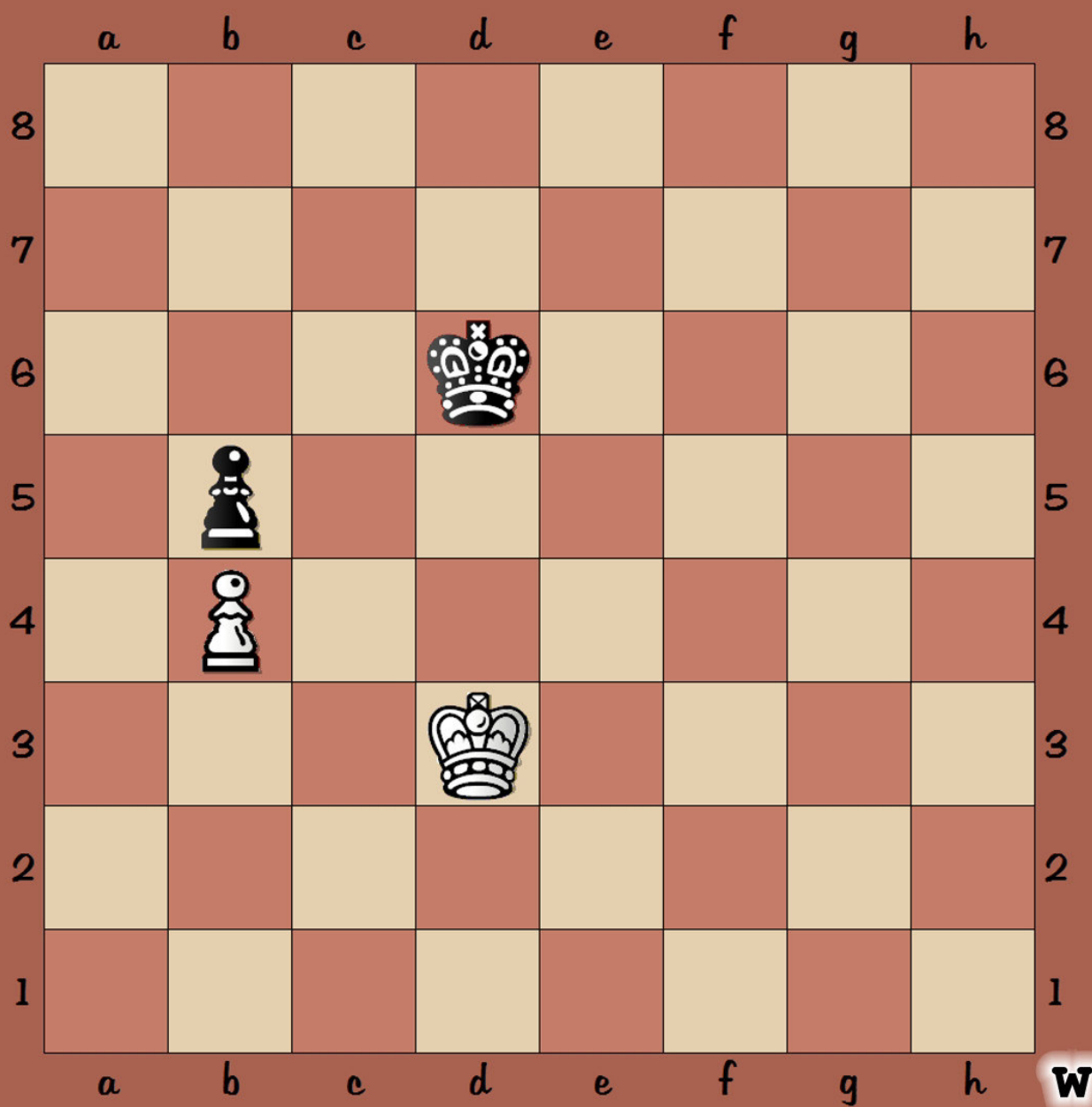




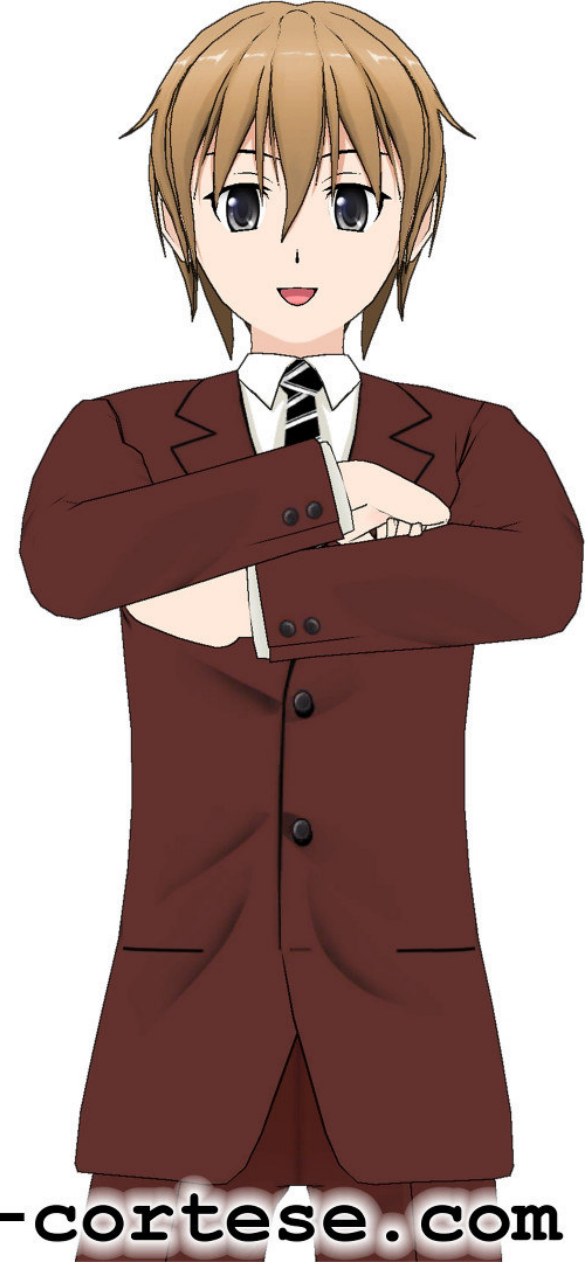
Black to move;
it is a stalemate.

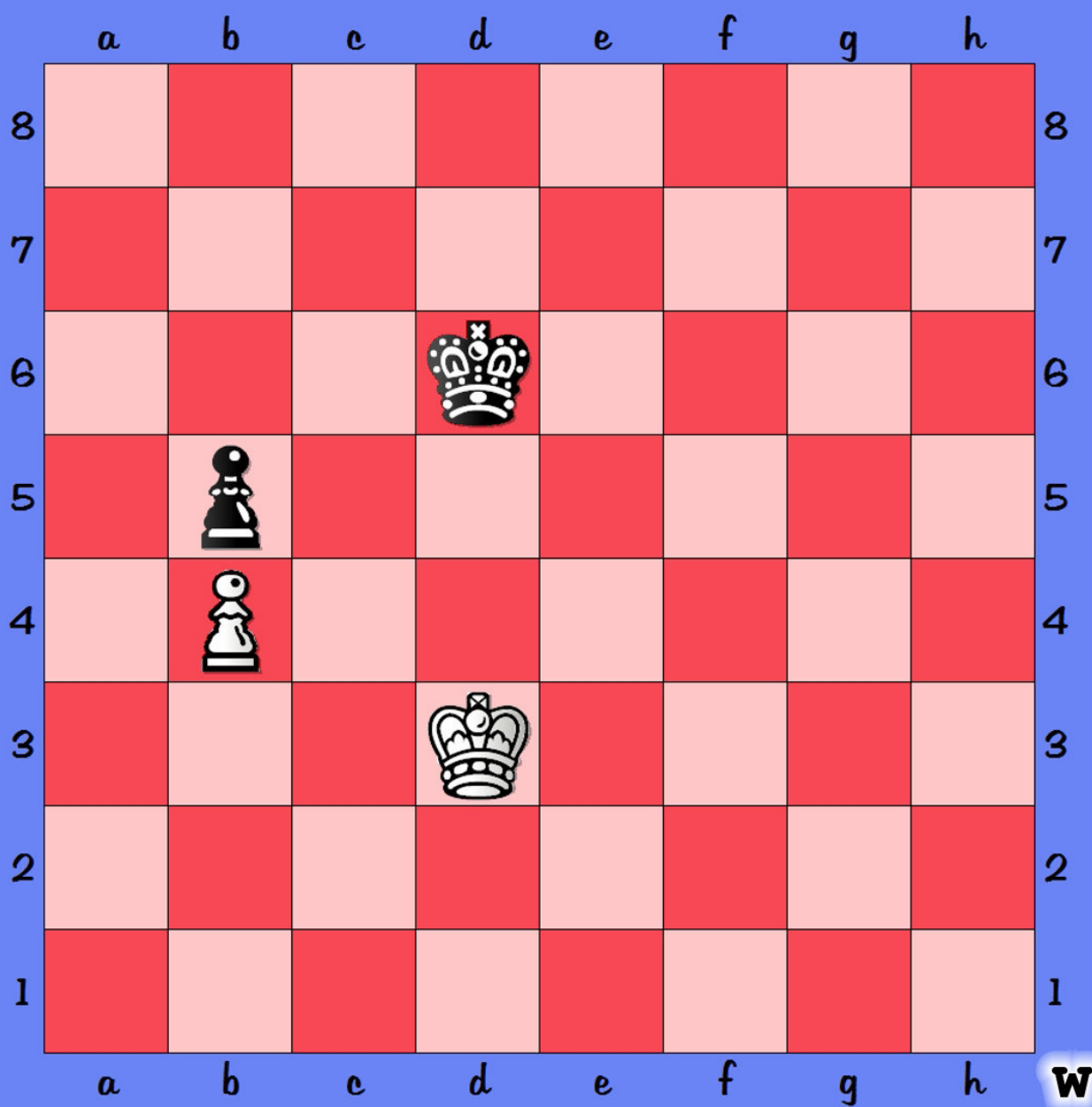
With a stalemate,
the game ends in a draw.





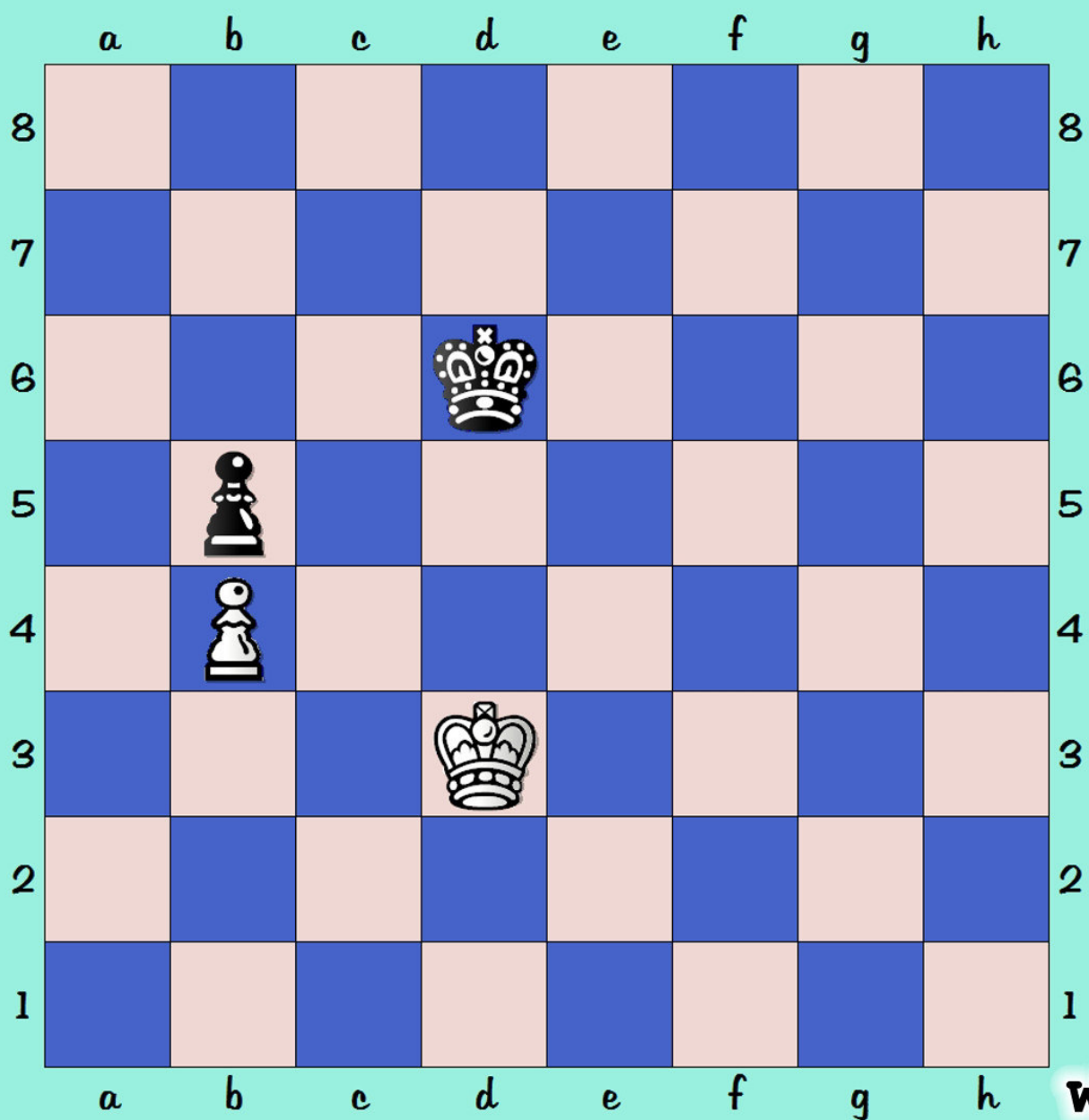
Draw





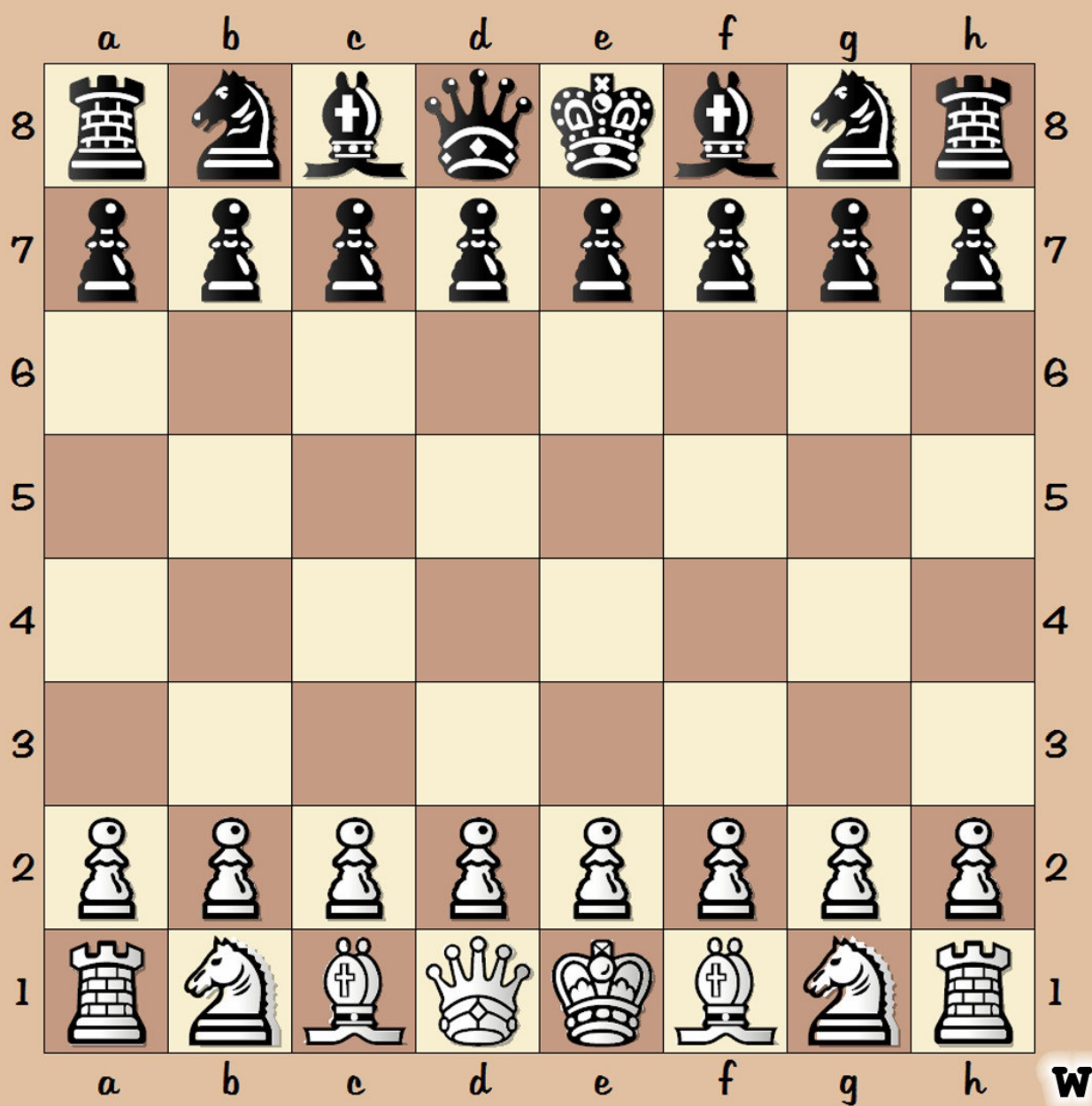
When a game
ends in a draw,
nobody wins,
and nobody loses.





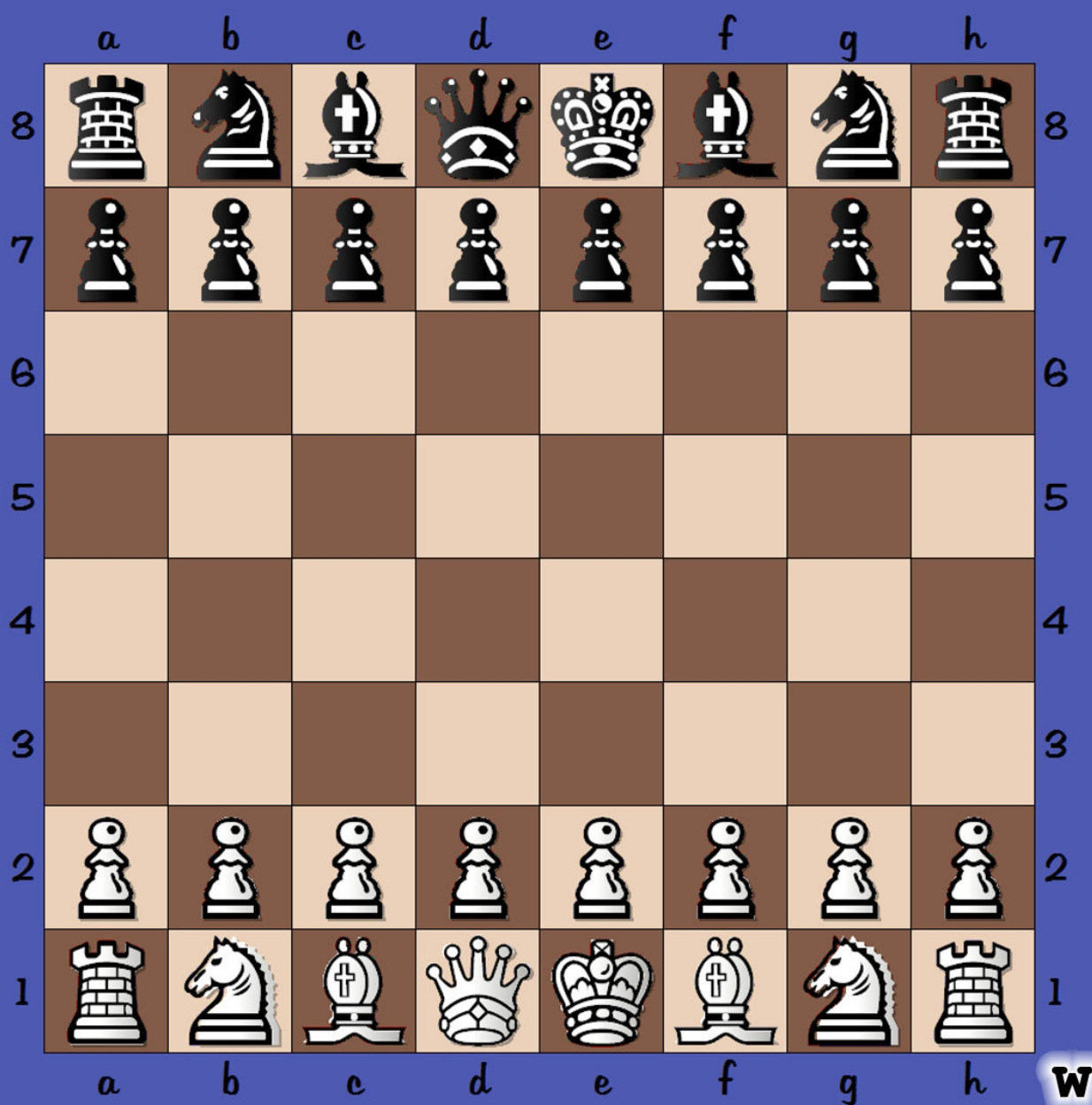
A draw requires one of these conditions:
mutual agreement (both players agree);
stalemate (no legal moves available);
threefold repetition (same position of the pieces repeated three times);
fifty-move rule (no capture or Pawn move in the last fifty moves);
impossibility of checkmate (for example insufficient material).



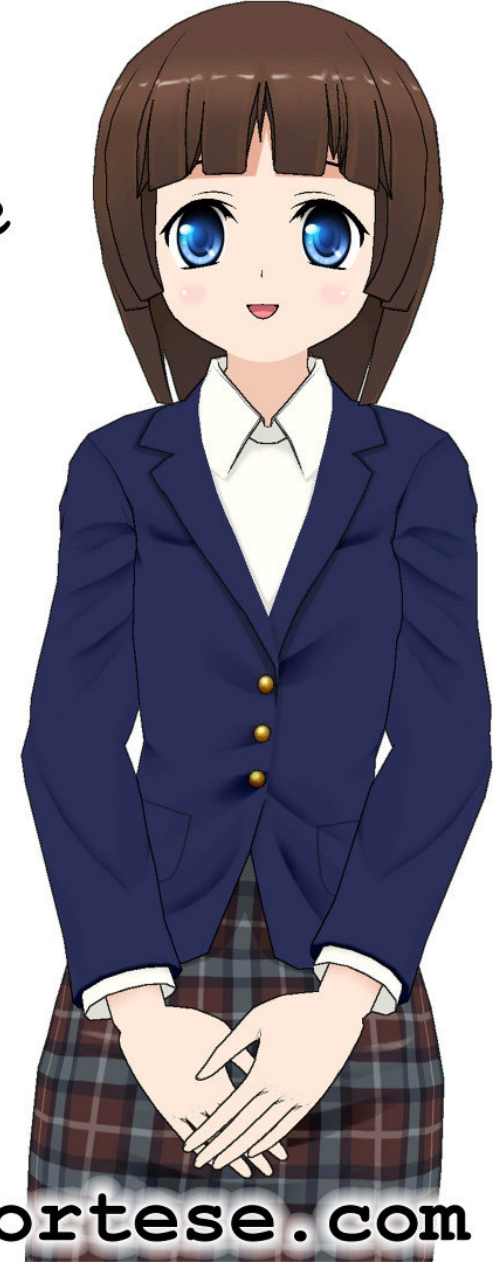


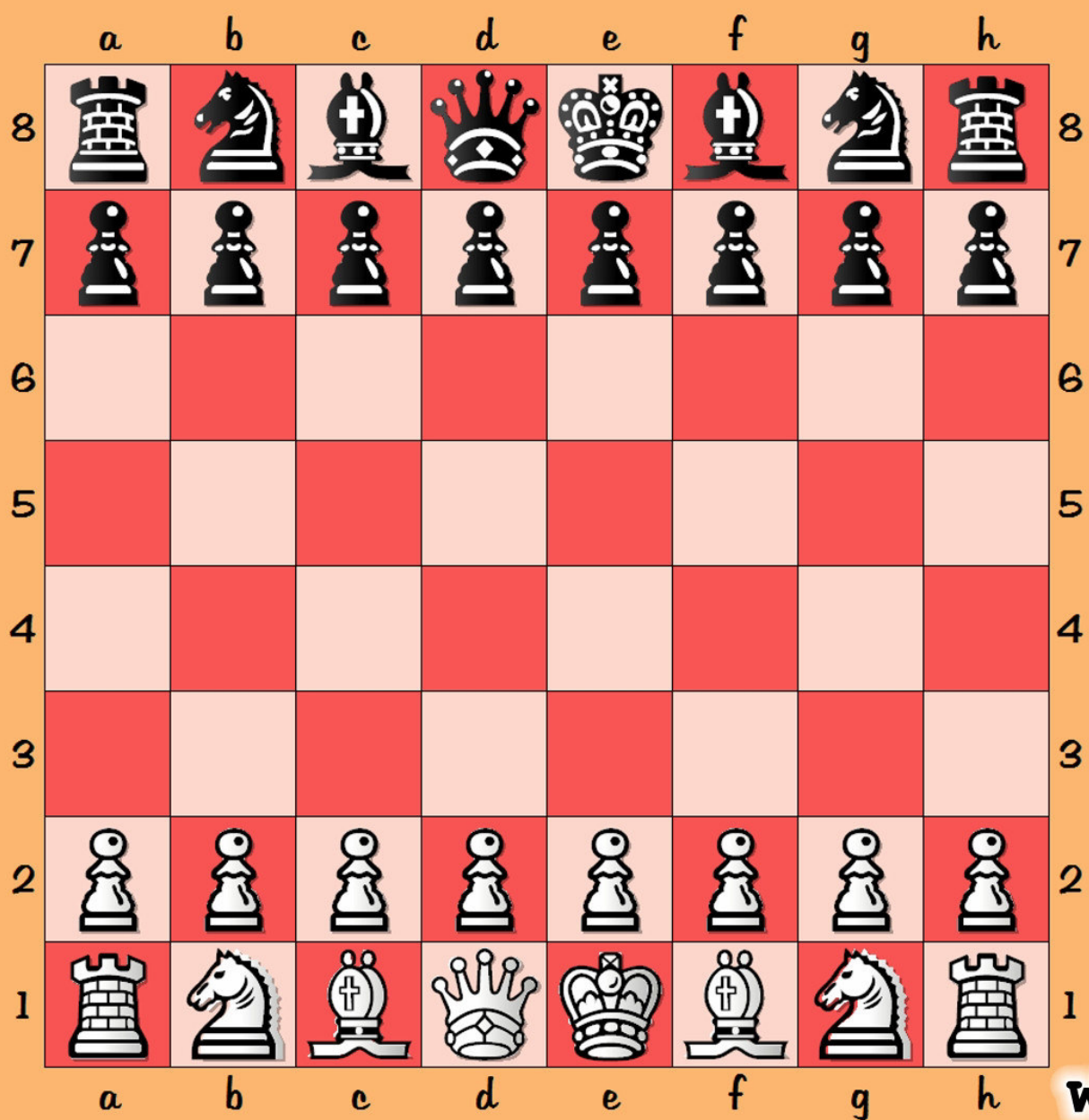
Strategies and Tactics of Chess



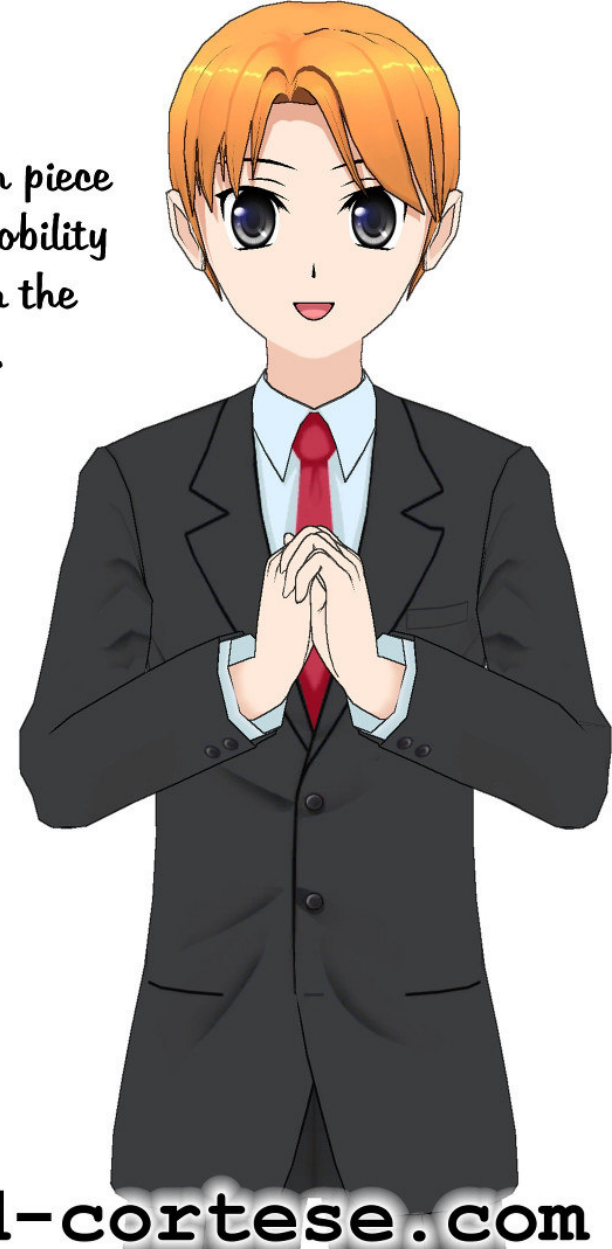


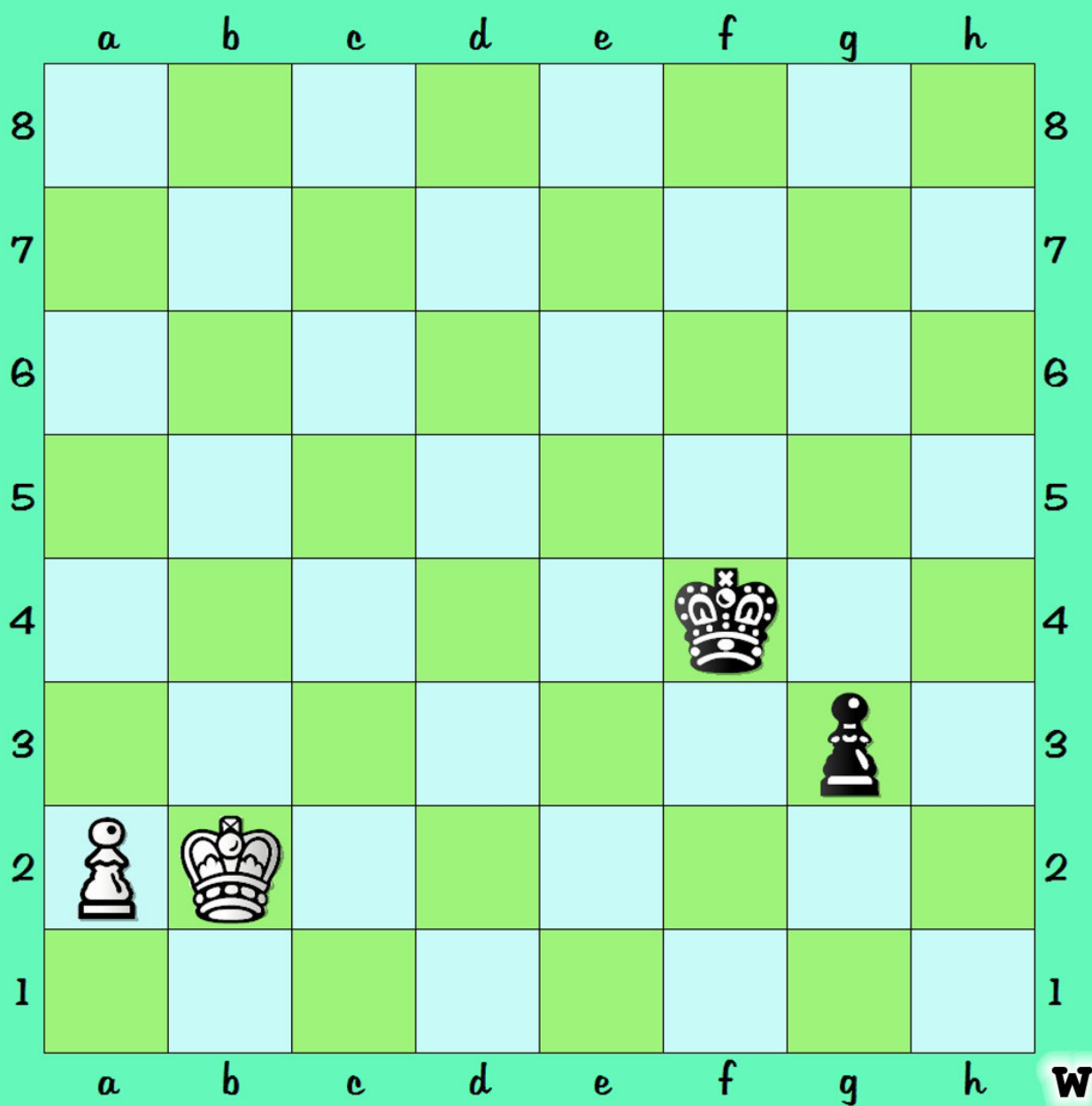
Value of the Pieces



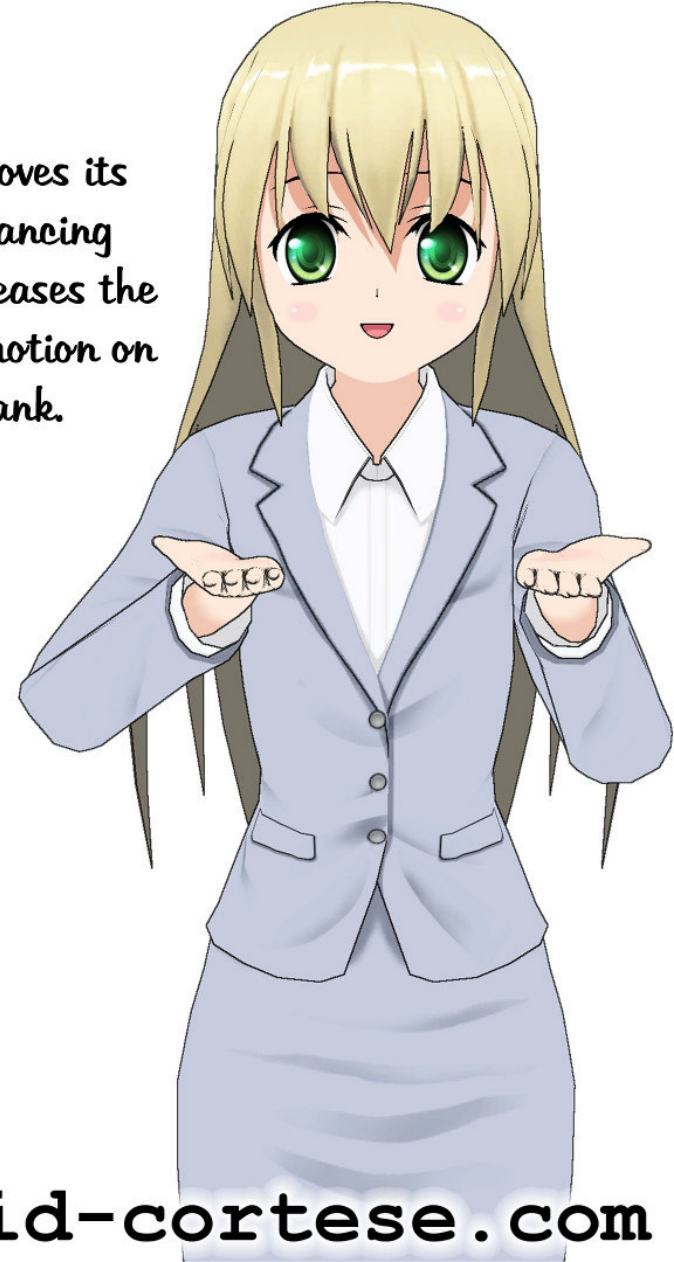


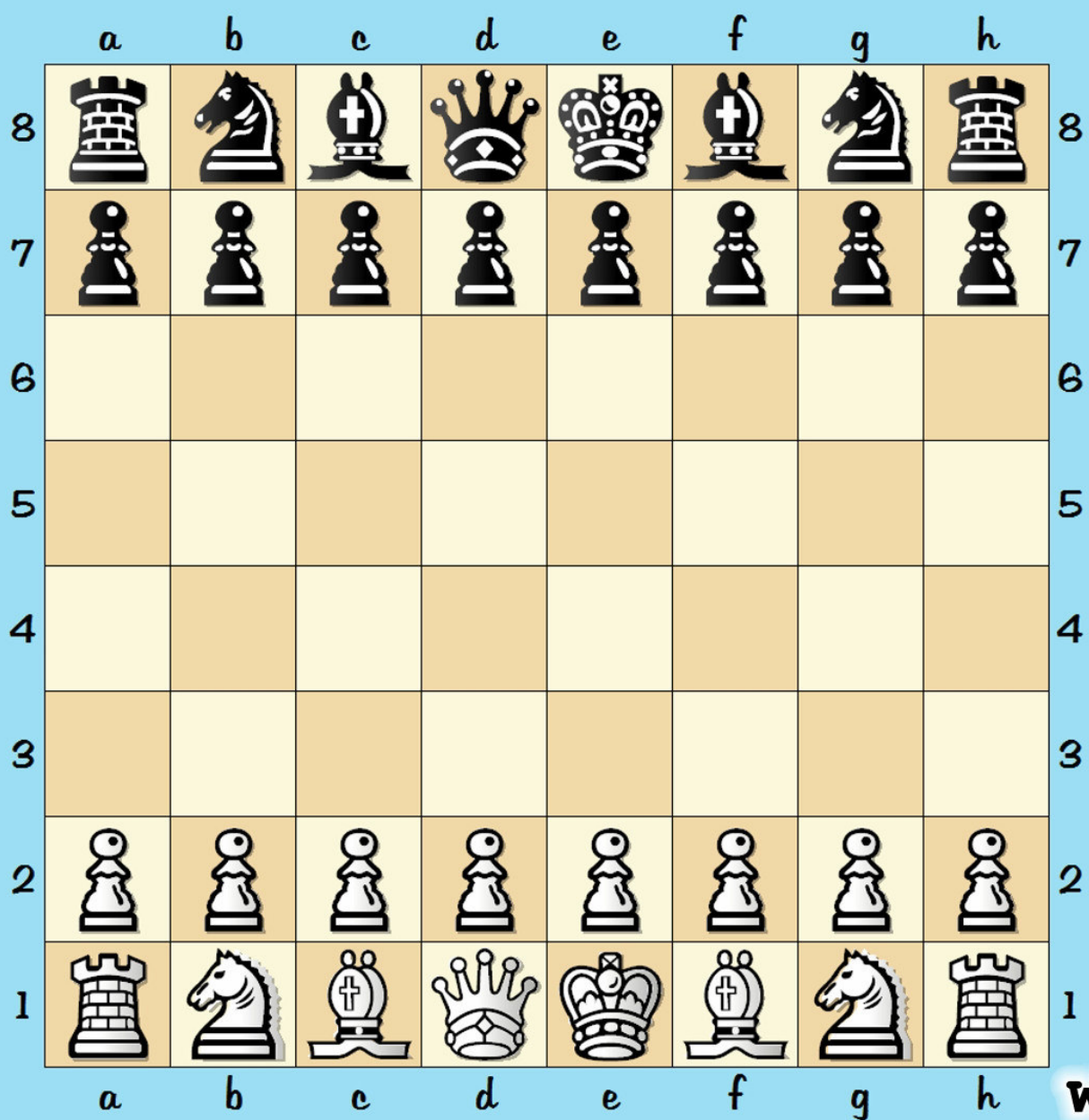
The value of each piece depends on its mobility and position on the chessboard.





A Pawn improves its value by advancing because it increases the chance of promotion on the last rank.

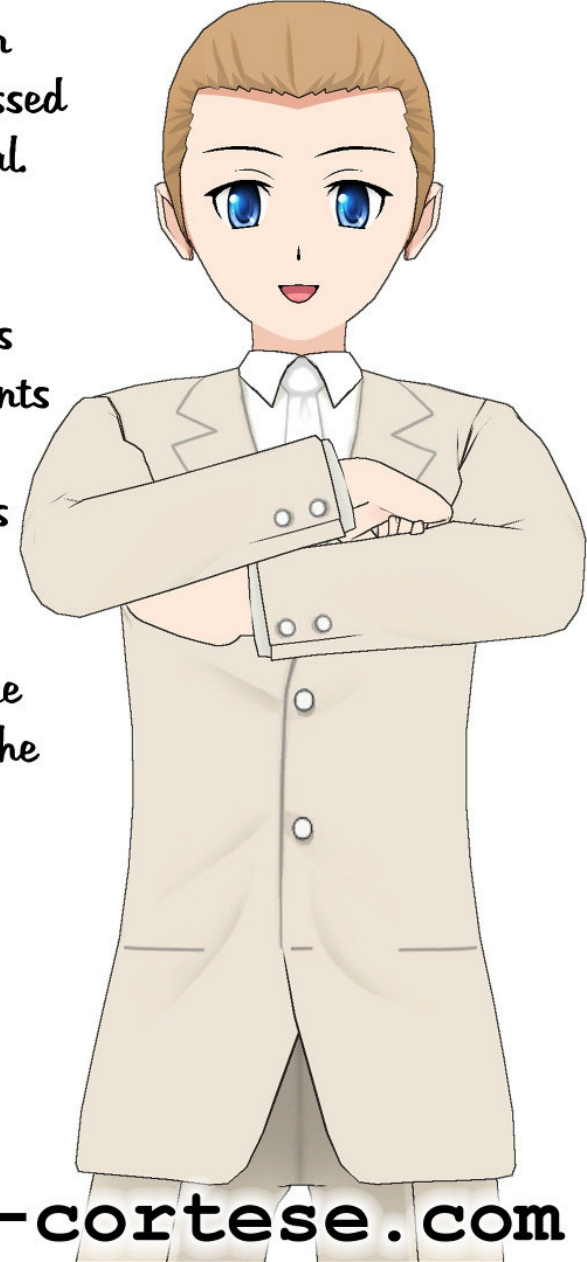


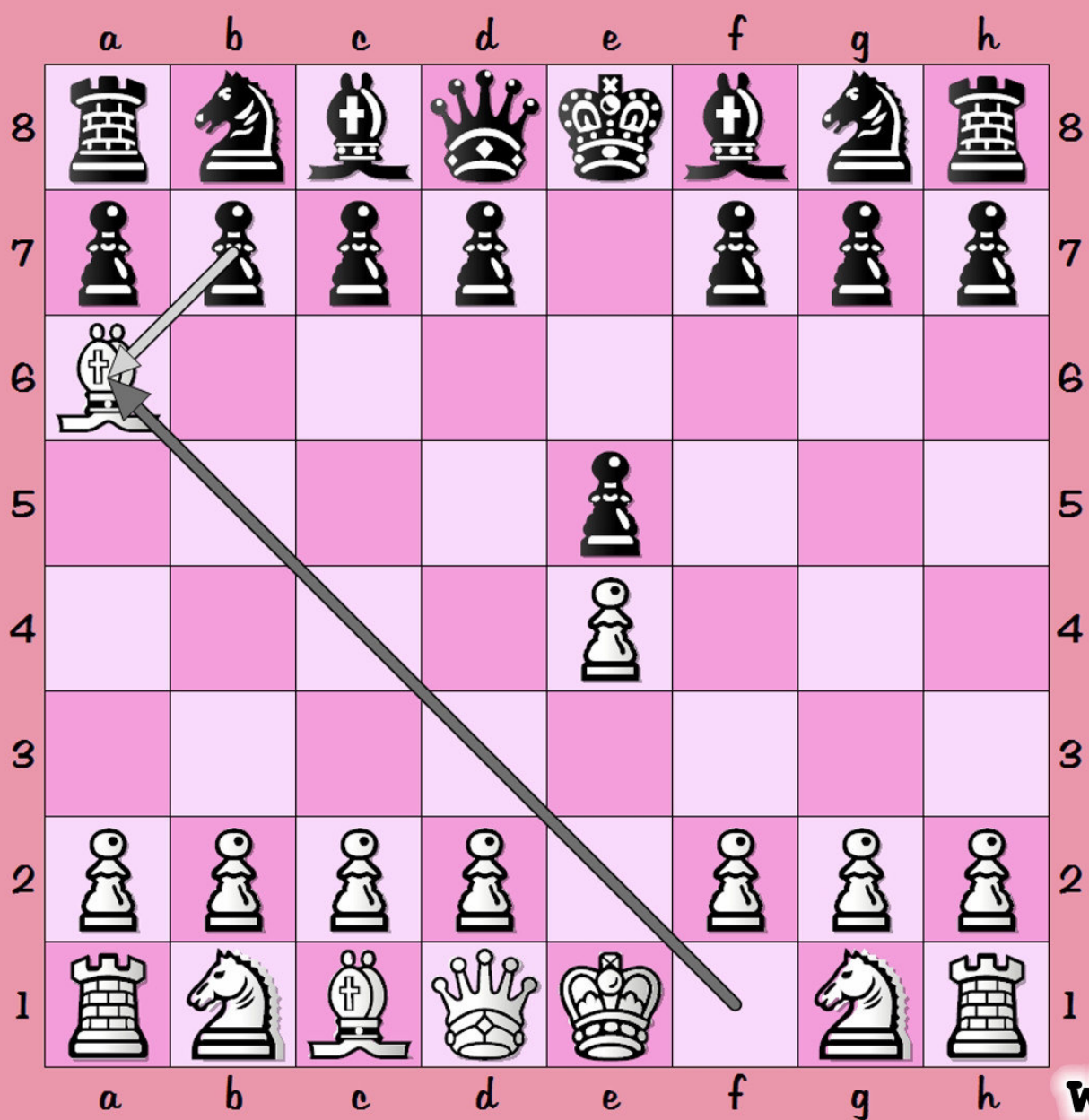


Each piece has an empirical value expressed in points of material.

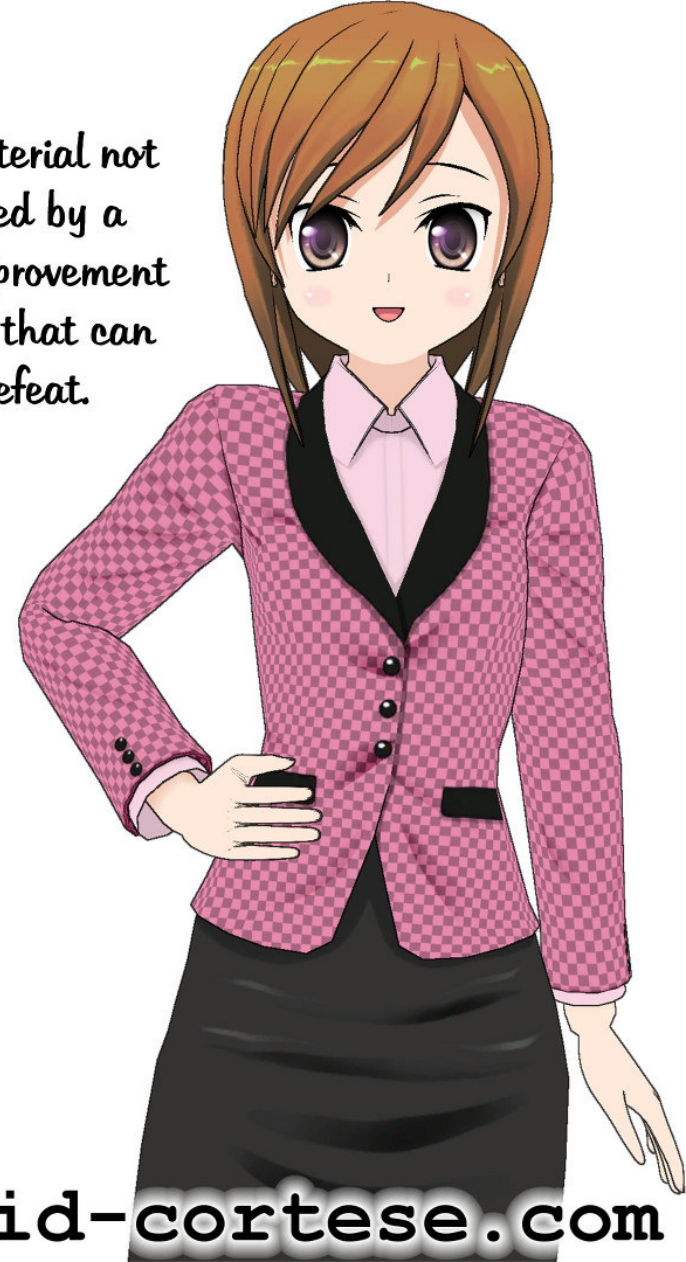
Pawn = 1 point
Knight = 3 points
Bishop = 3.25 points
Rook = 5 points
Queen = 9 points

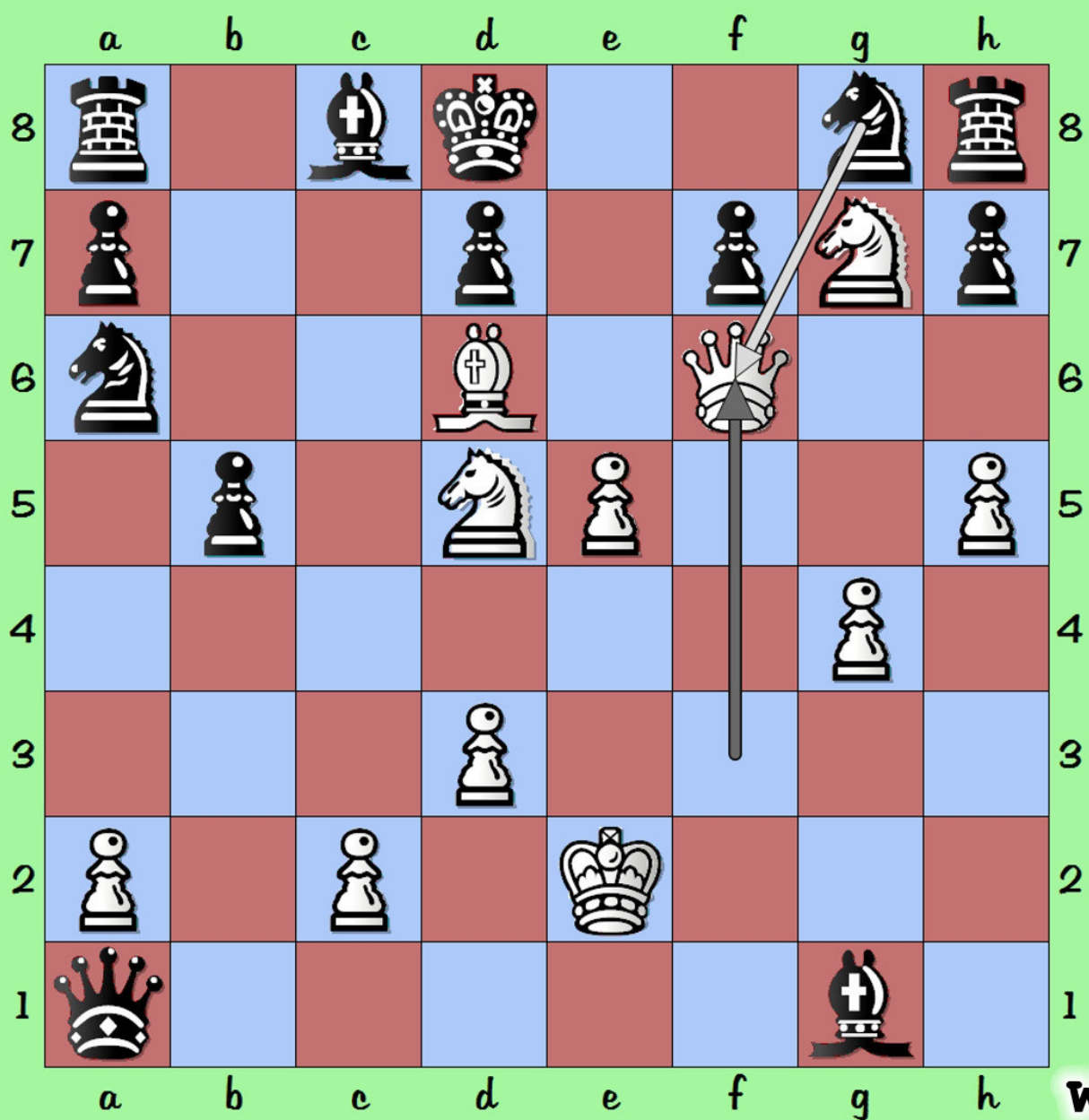
The King has an unquantifiable value because its loss is the defeat.





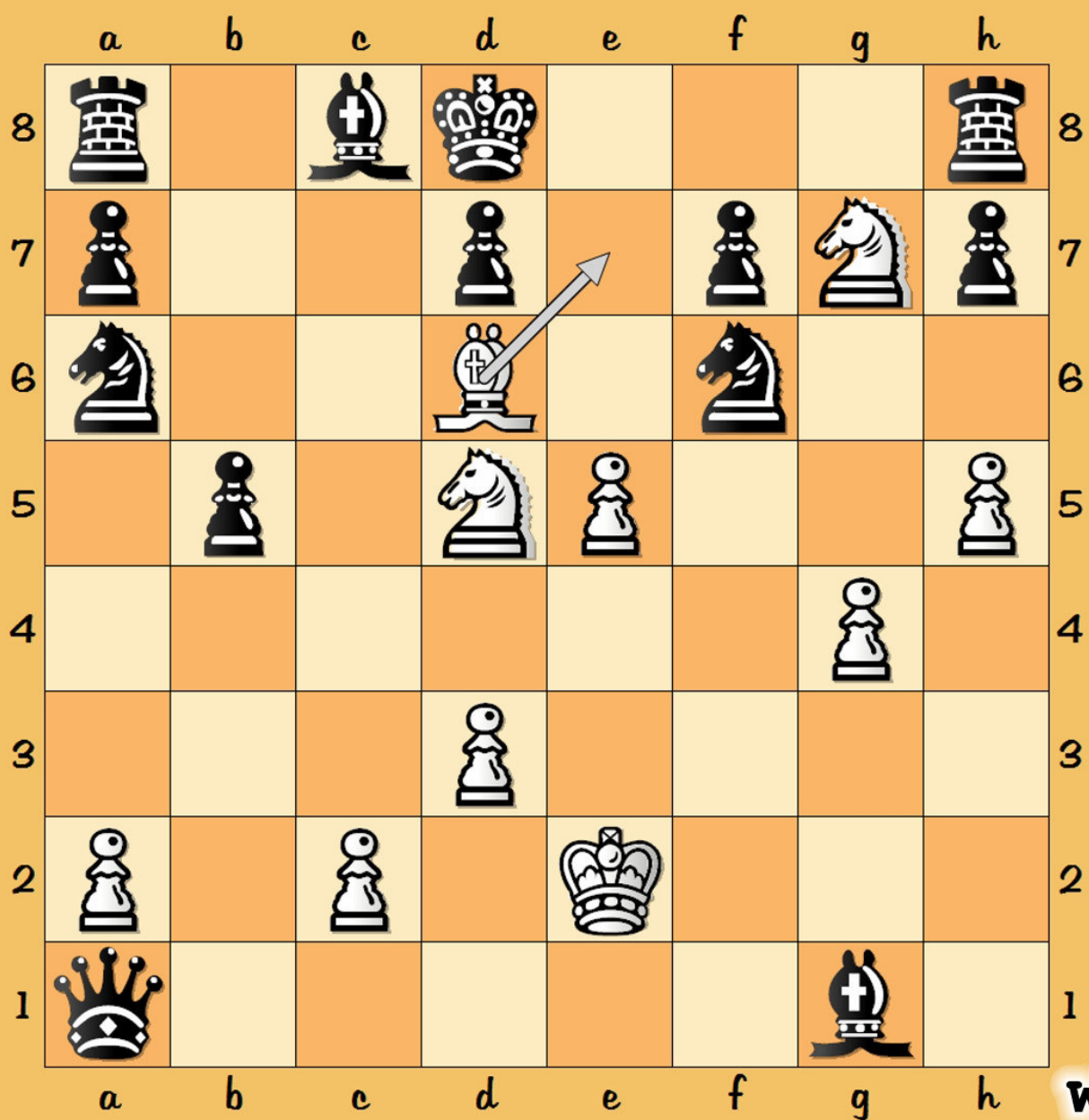
A loss of material not compensated by a positional improvement is a mistake that can lead to defeat.



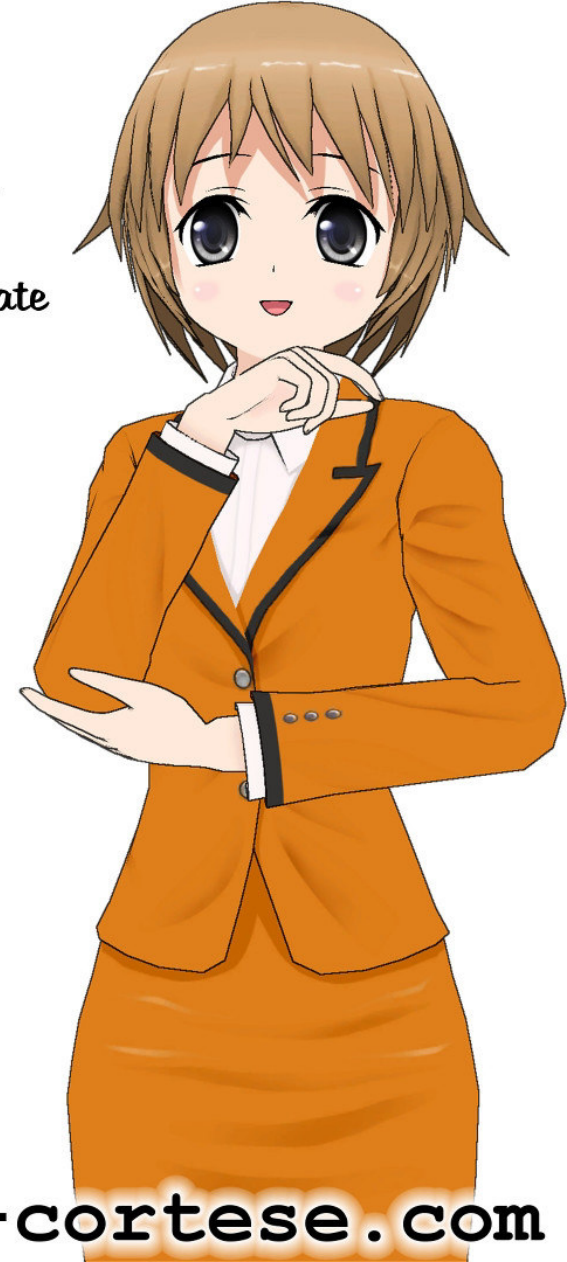


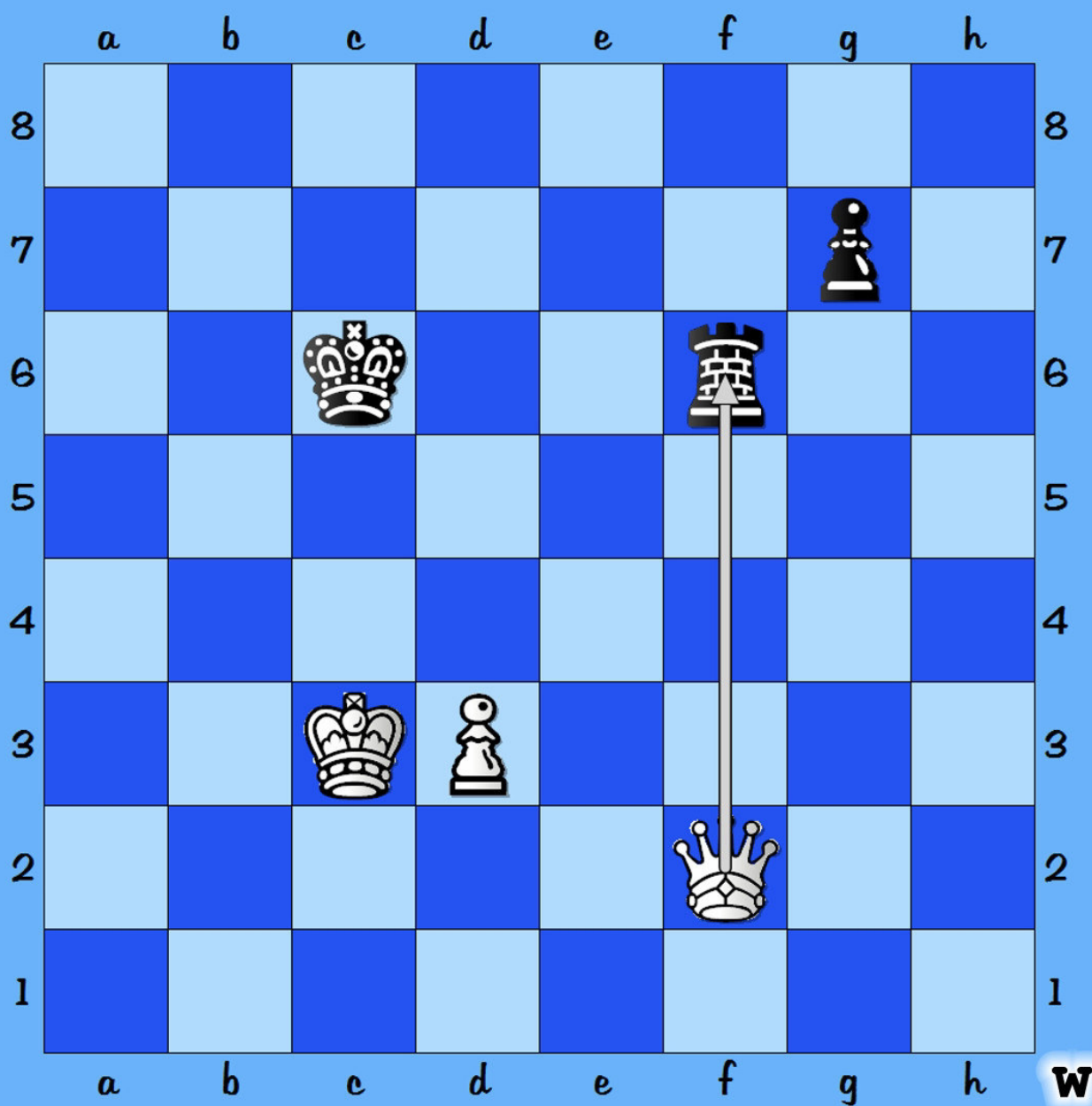
*A loss of material
compensated by a
positional improvement is
called sacrifice and can
lead to victory.*





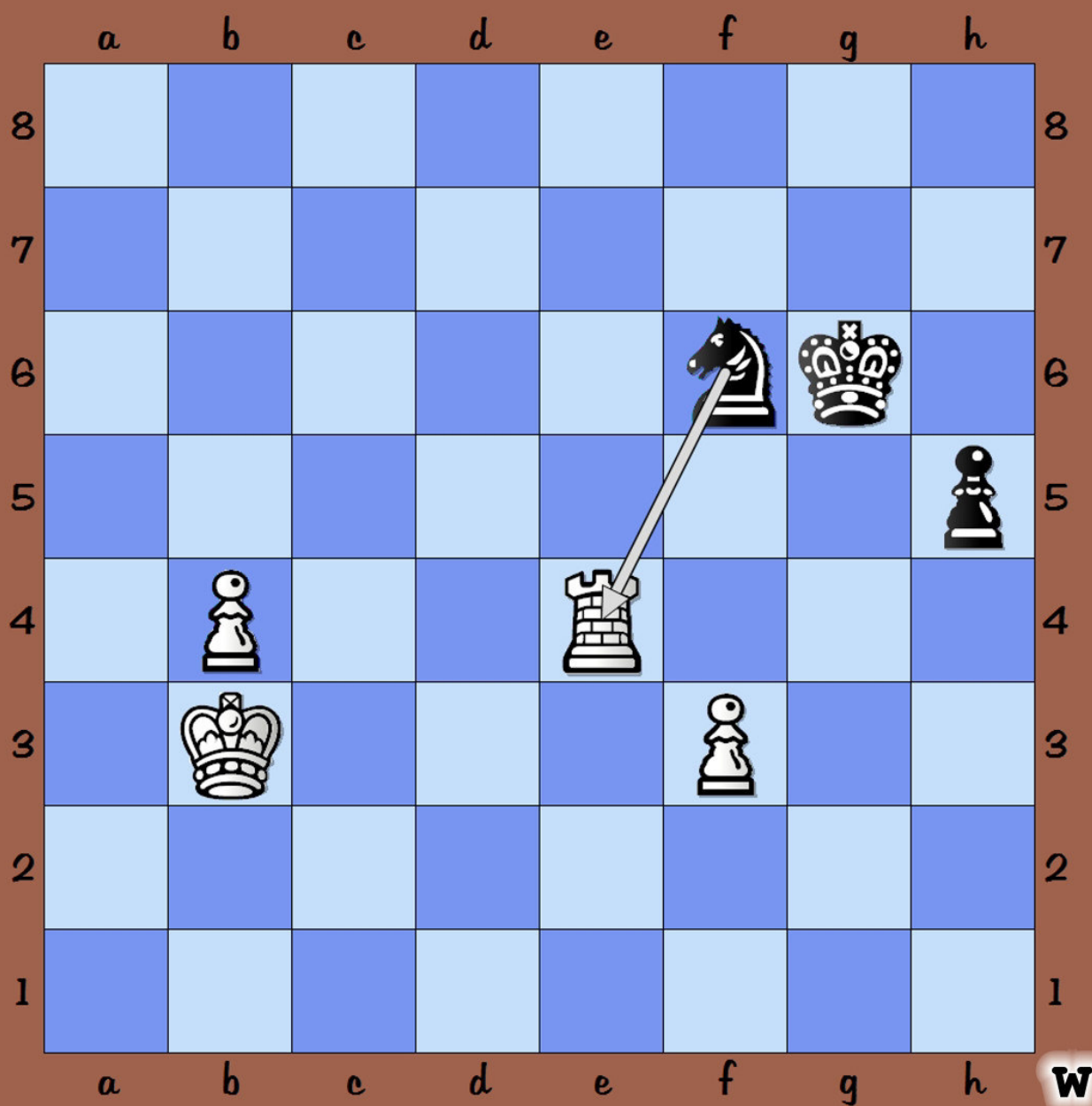
Every positional
improvement is
finalized to checkmate
the enemy King.





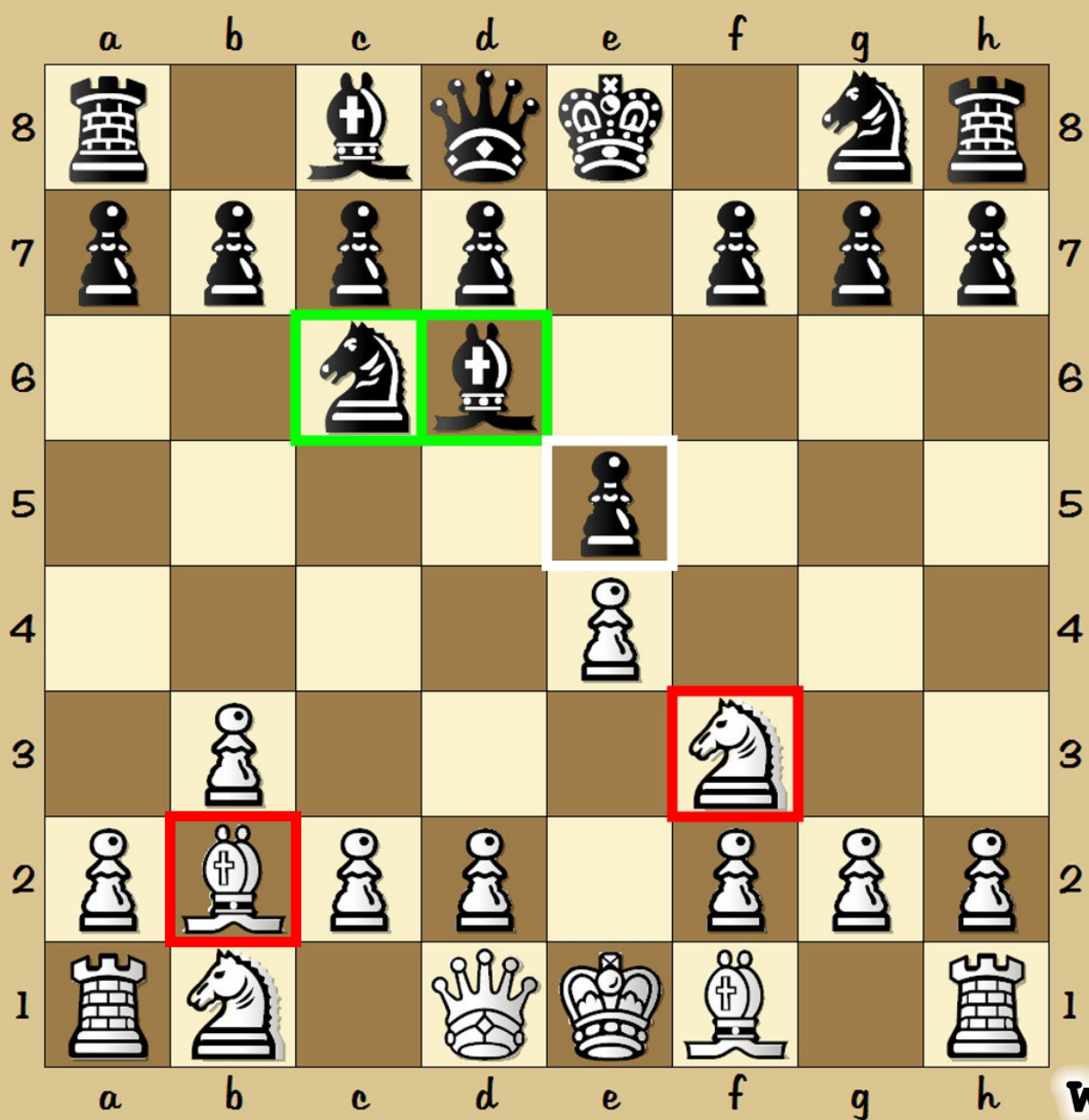
The loss of a Queen (9 points of material) for an enemy Rook (5 points of material) is a mistake if there is no positional improvement (9-5=4 points of material lost).





The loss of a Knight
(3 points of material)
for an enemy Rook
(5 points of material)
is a profitable
exchange if there is
no positional decrease
($5-3=2$ points of
material gained).



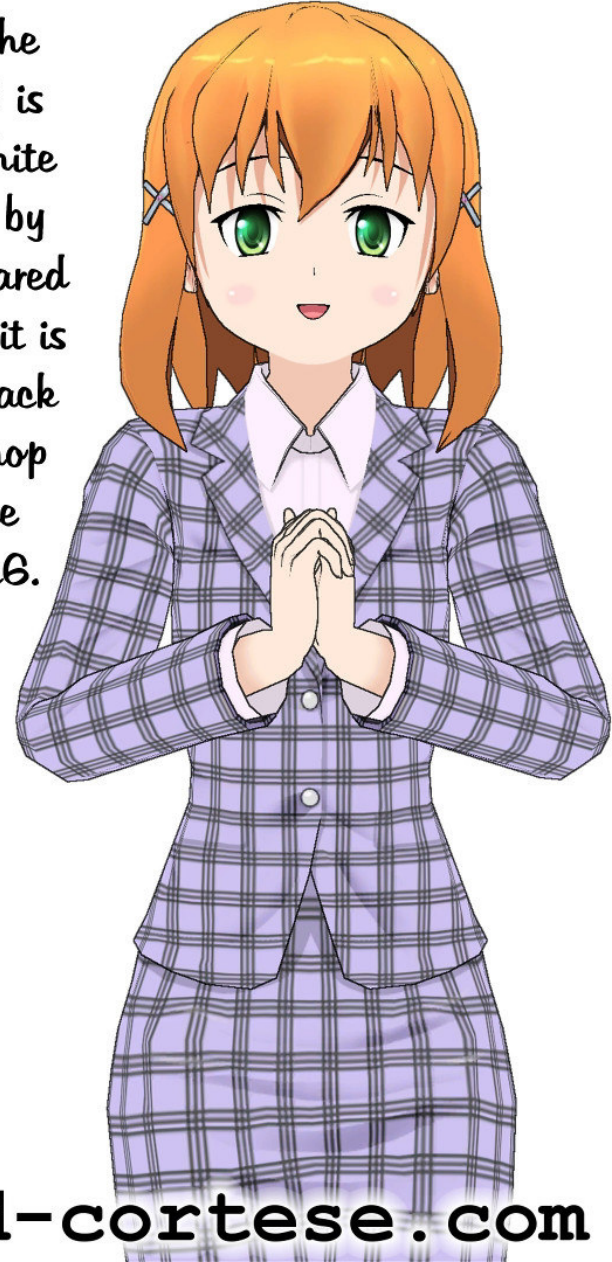


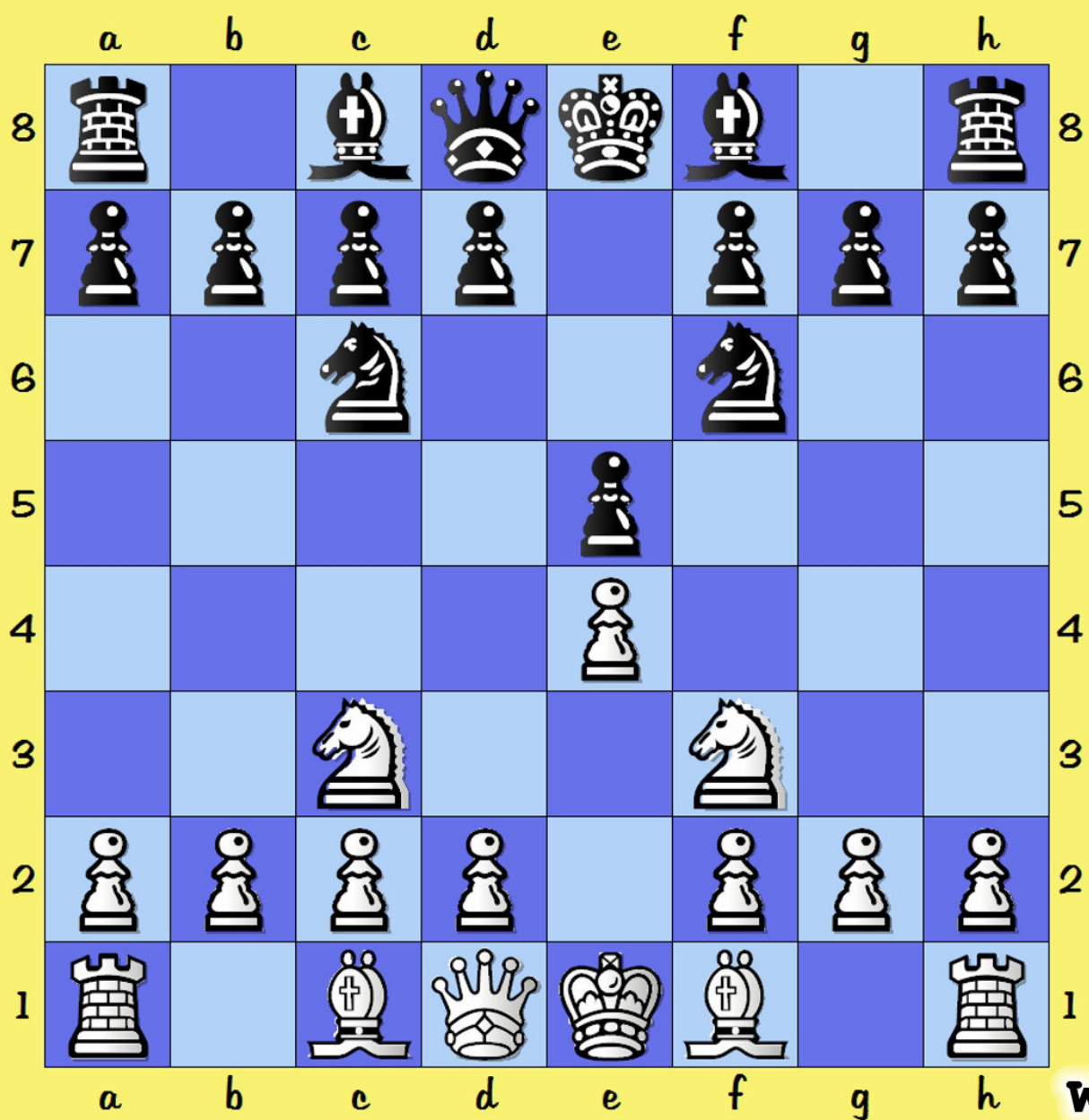
When a piece is threatened,
it is important to count the
number of attackers and
defenders.



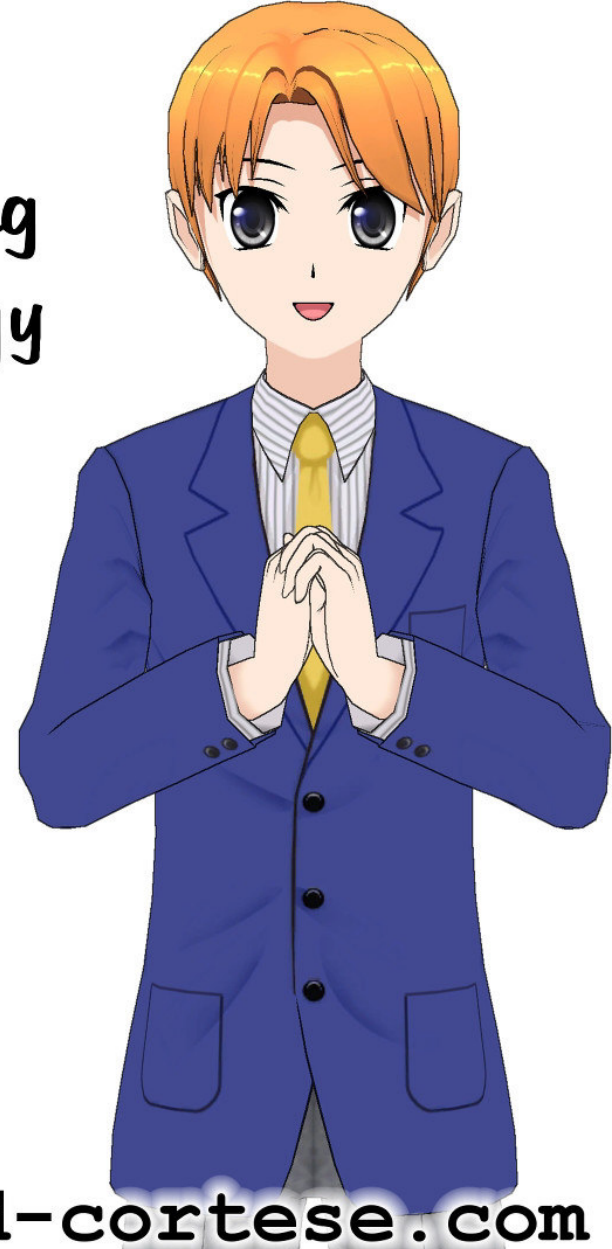


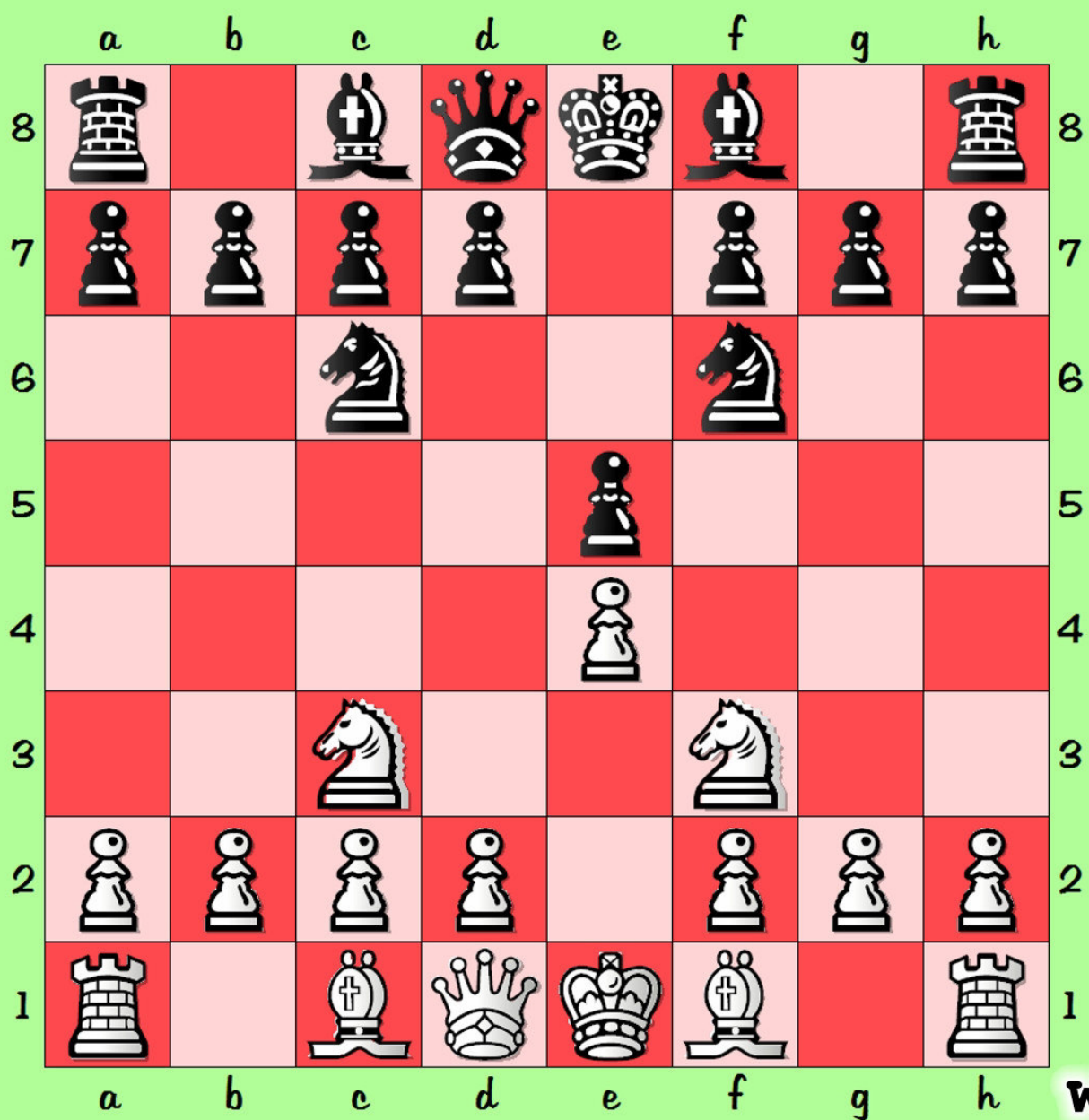
In this example, the black Pawn on e5 is attacked by the white Knight on f3 and by the white dark-squared Bishop on b2, but it is defended by the black dark-squared Bishop on d6 and by the black Knight on c6.





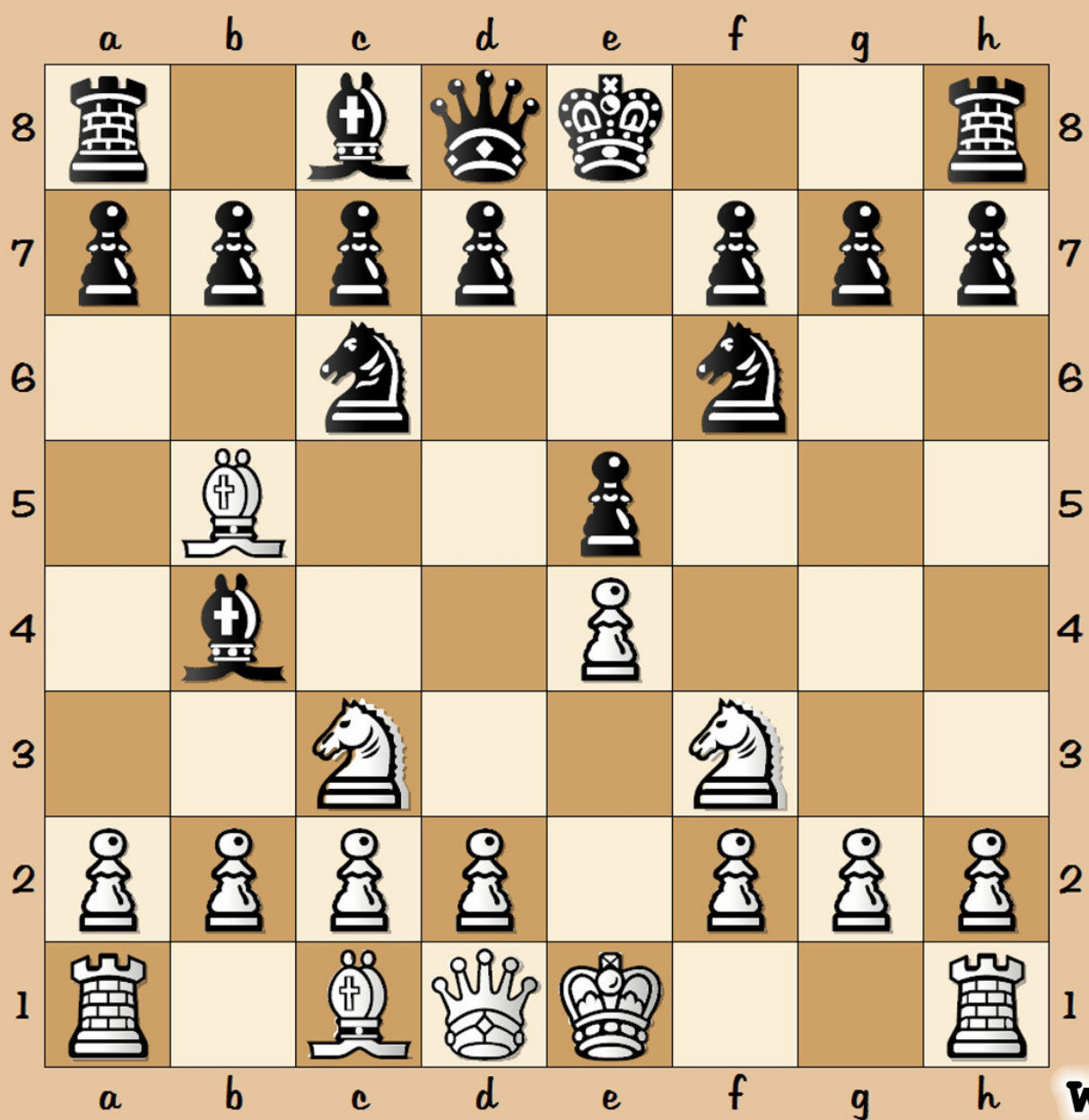
Opening Strategy



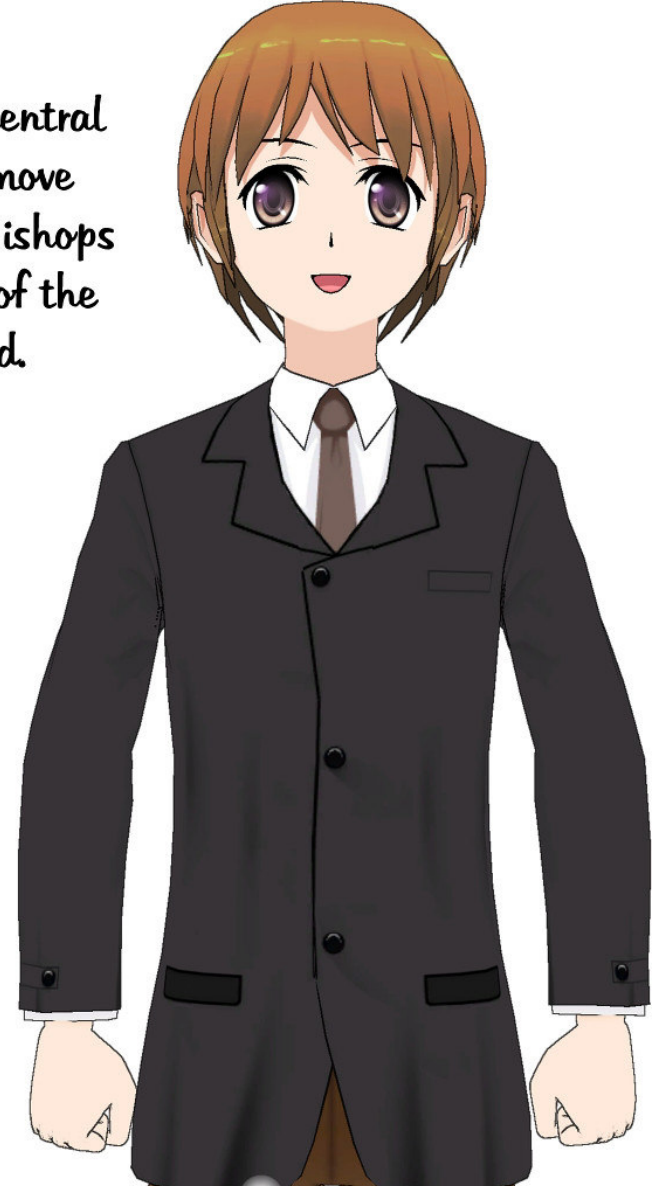


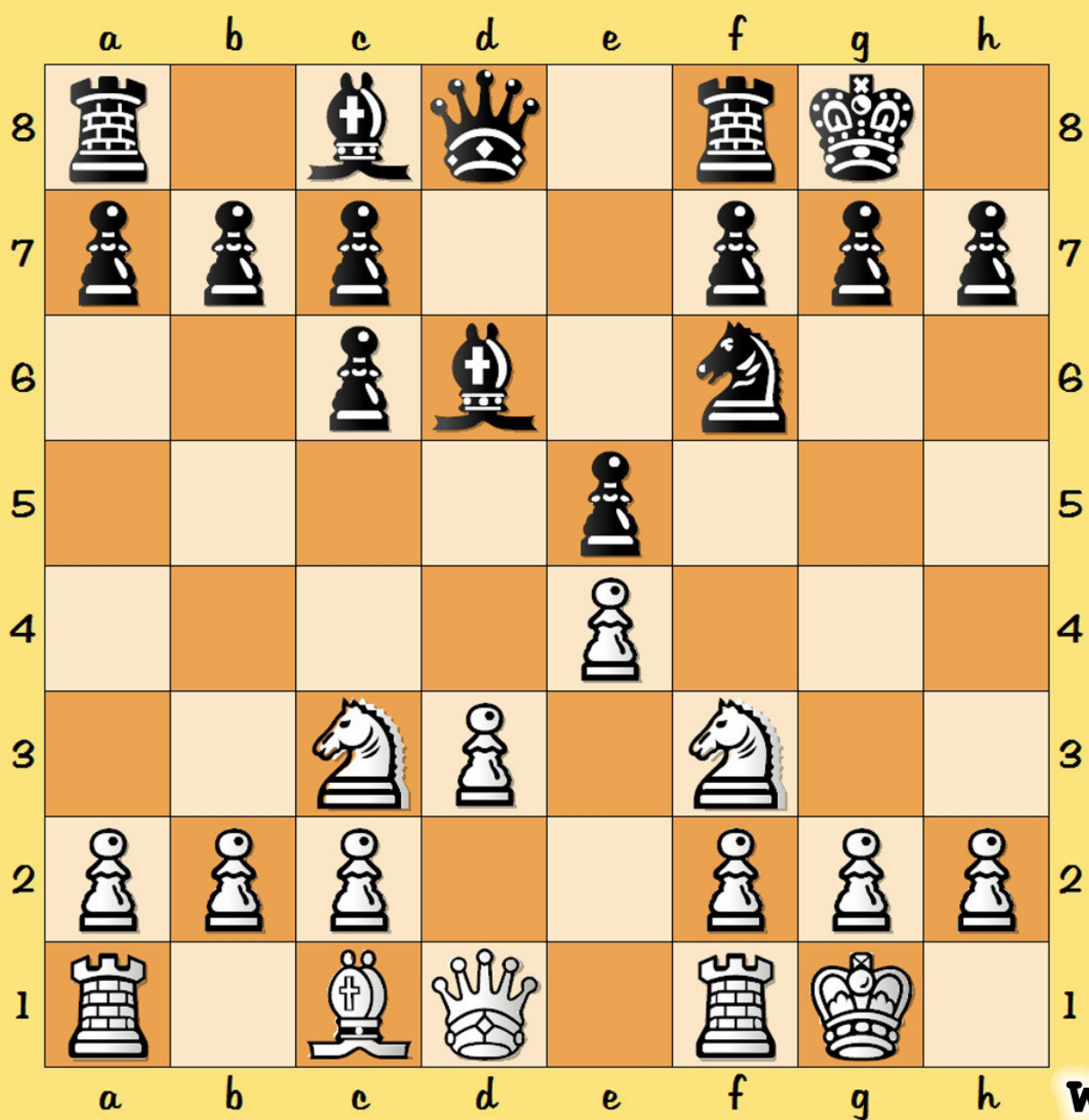
The control of the center of the chessboard is crucial.





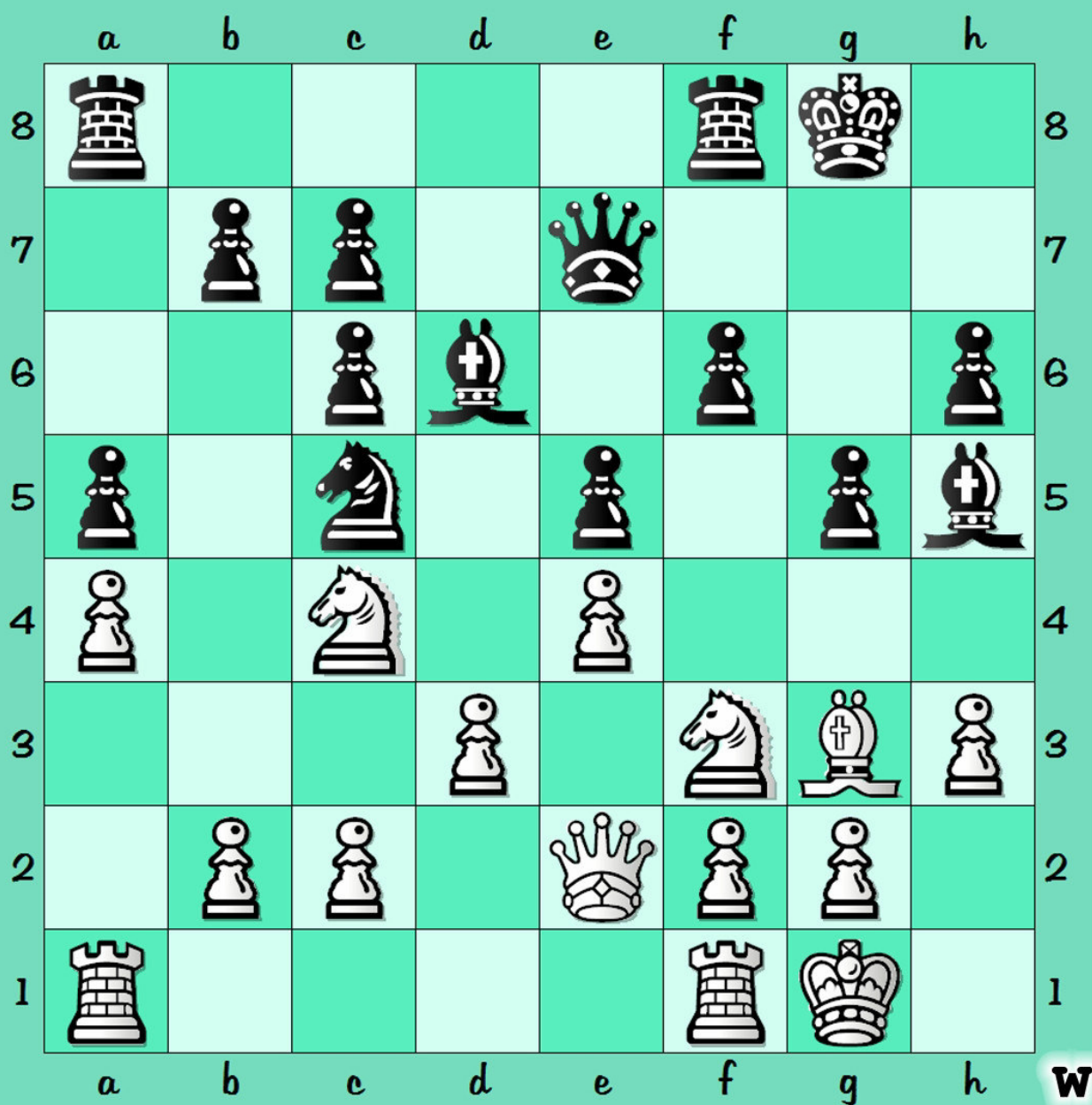
Advance the central
Pawns and move
Knights and Bishops
to the center of the
chessboard.





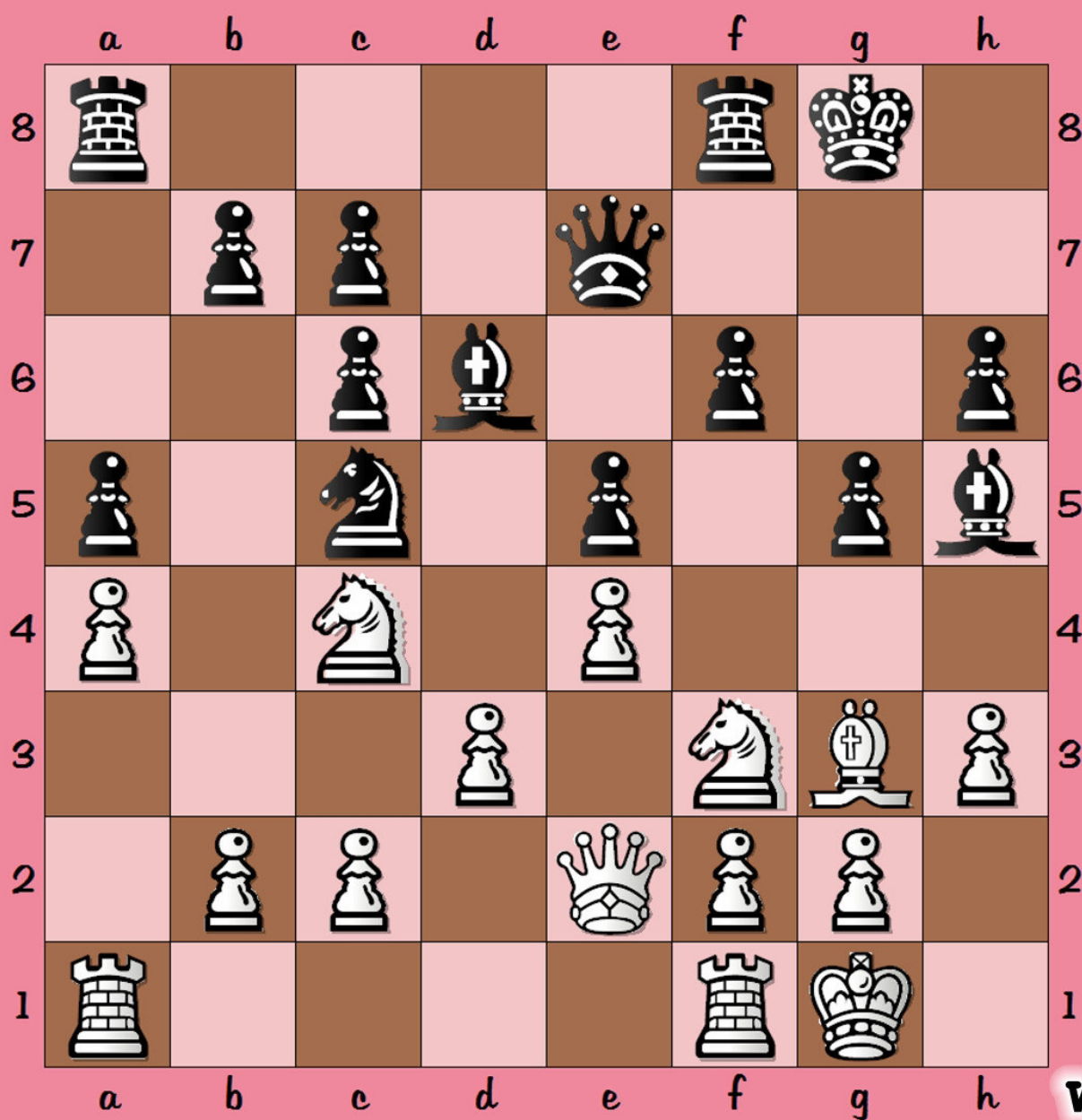
Perform a castling move to protect the King and to activate the Rook.





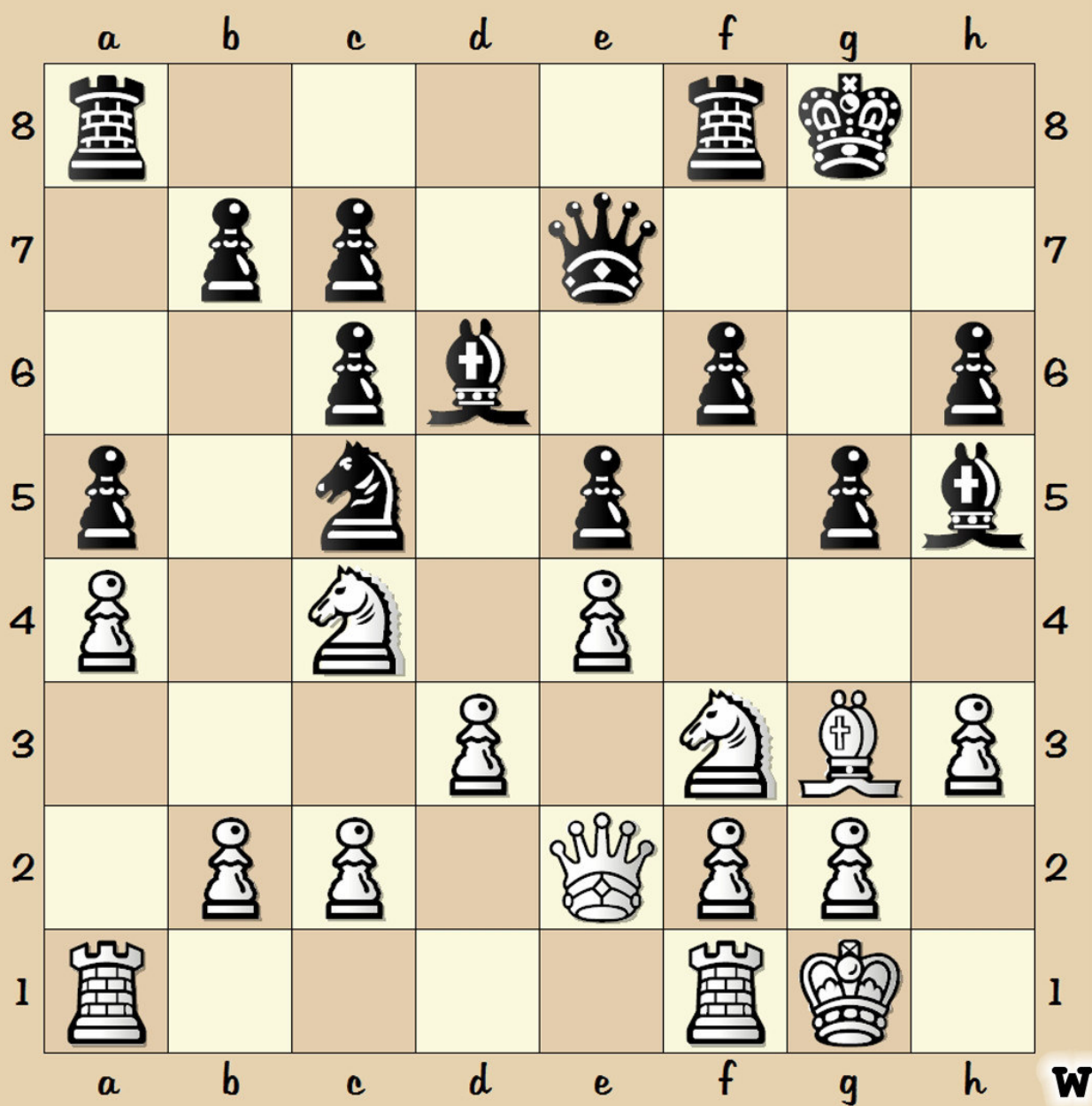
The Rooks can defend each other (connection of the Rooks) by moving the Queen, but avoid exposing the Queen too early.





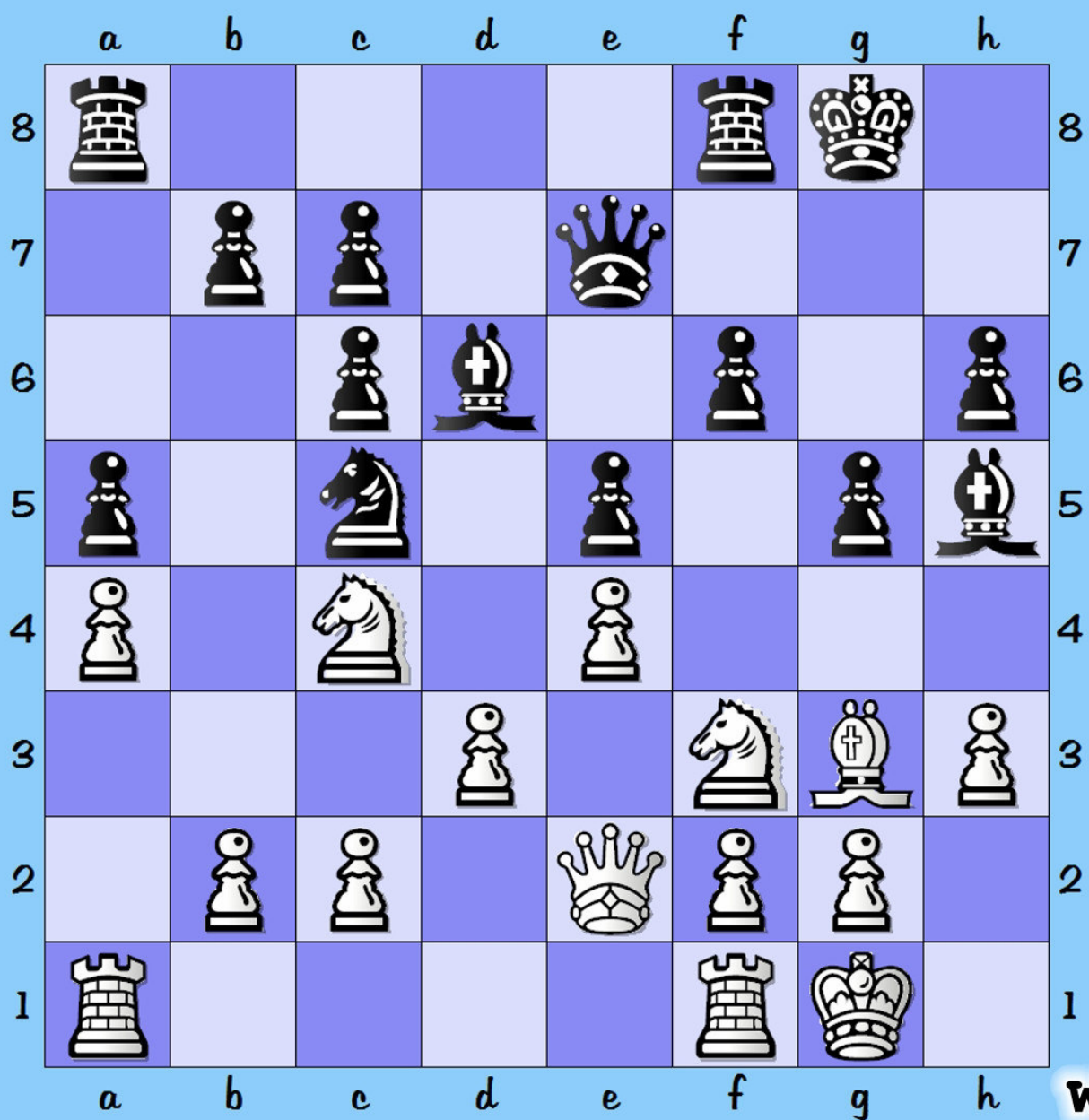
It is important to
create a synergy
between the pieces,
maximizing their ability
to attack and defend.





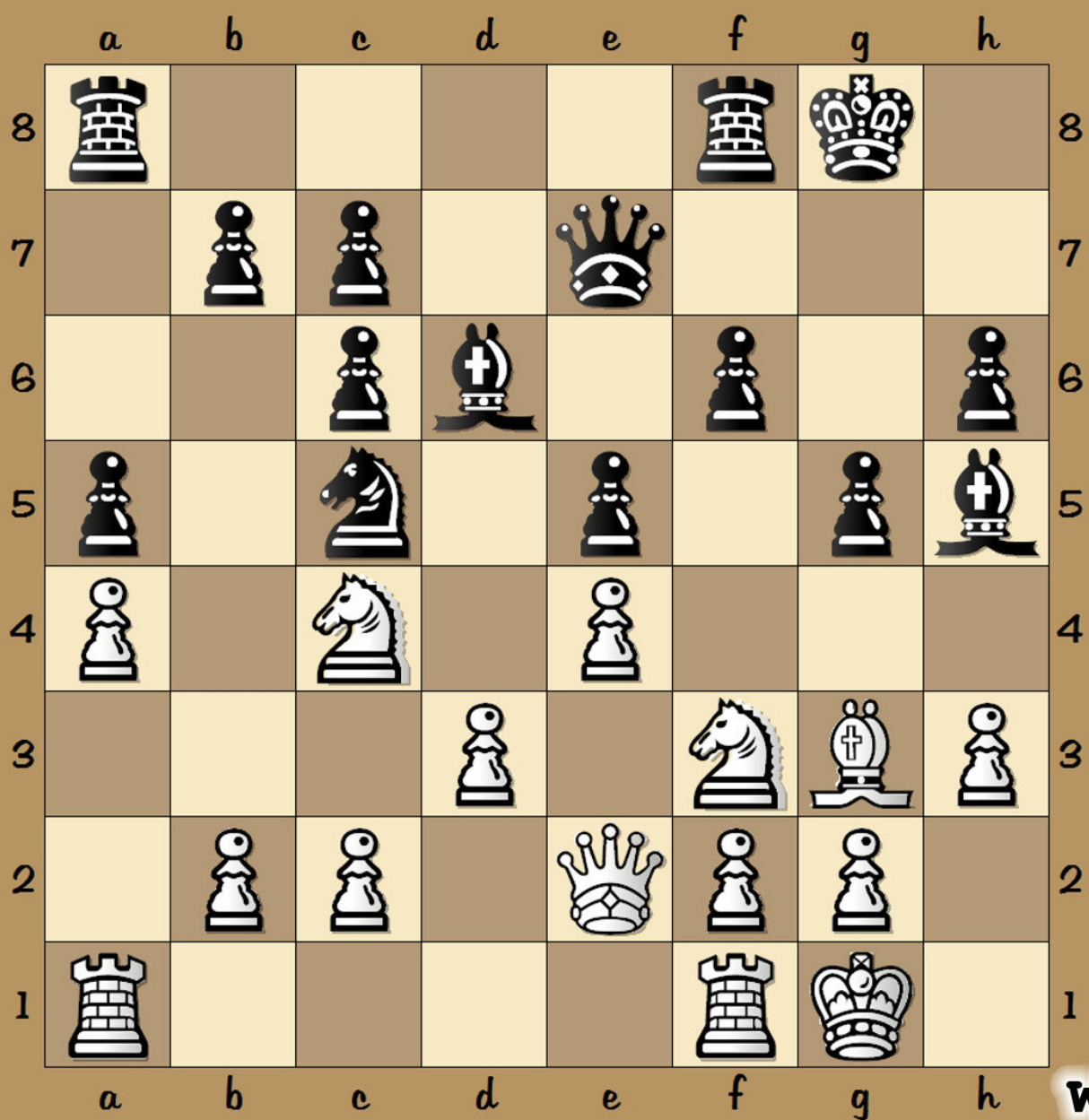
The Pawn structure should
avoid gaps; the Pawns
should protect themselves.





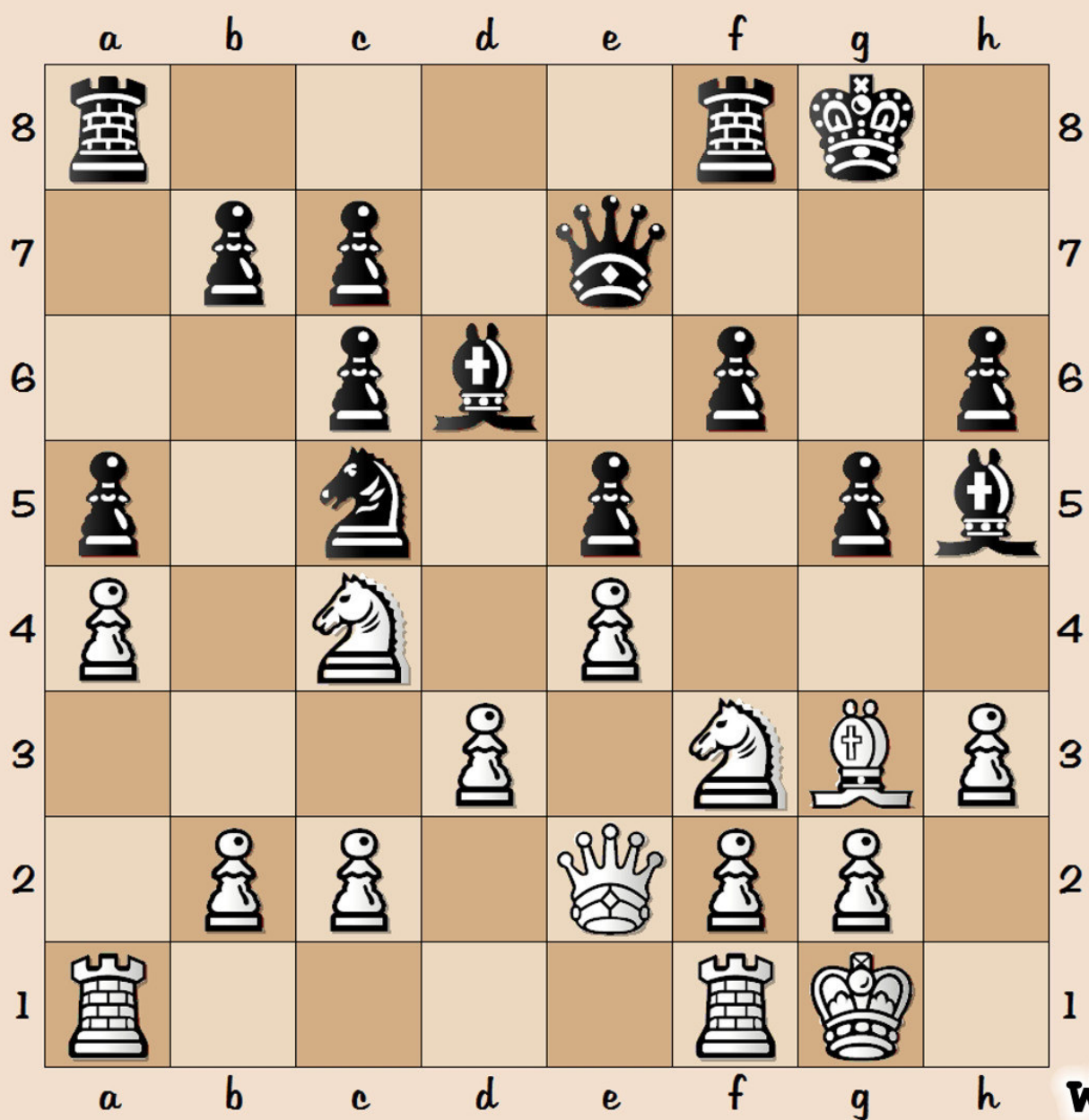
Avoid creating doubled Pawns, two Pawns of the same color on the same file, because they lose mobility and are easy prey.





The Pawns in front of the King are important for the defense.



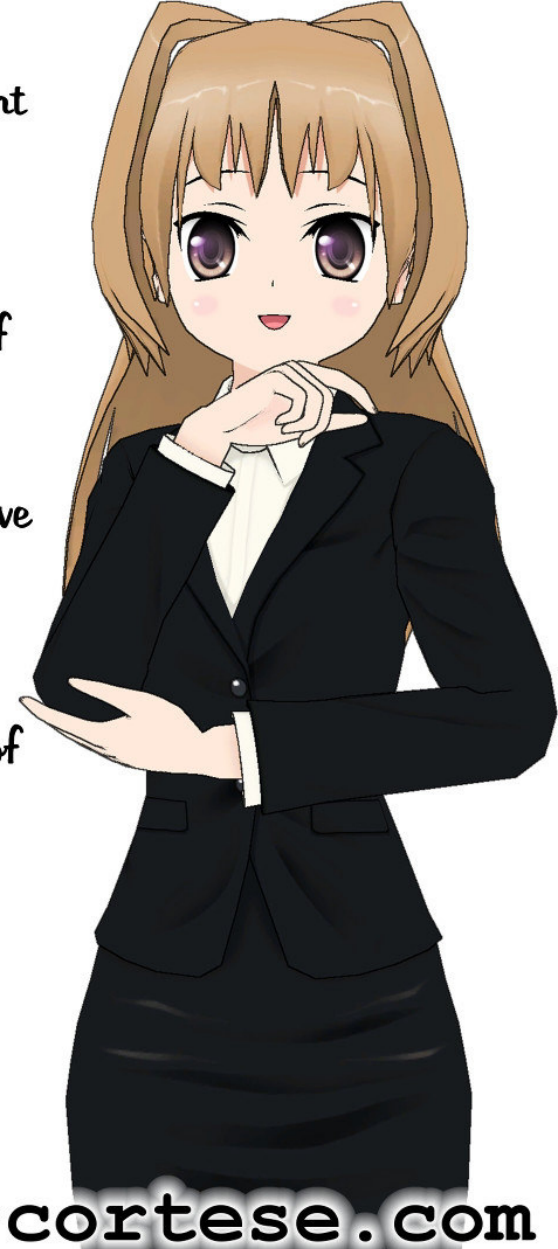


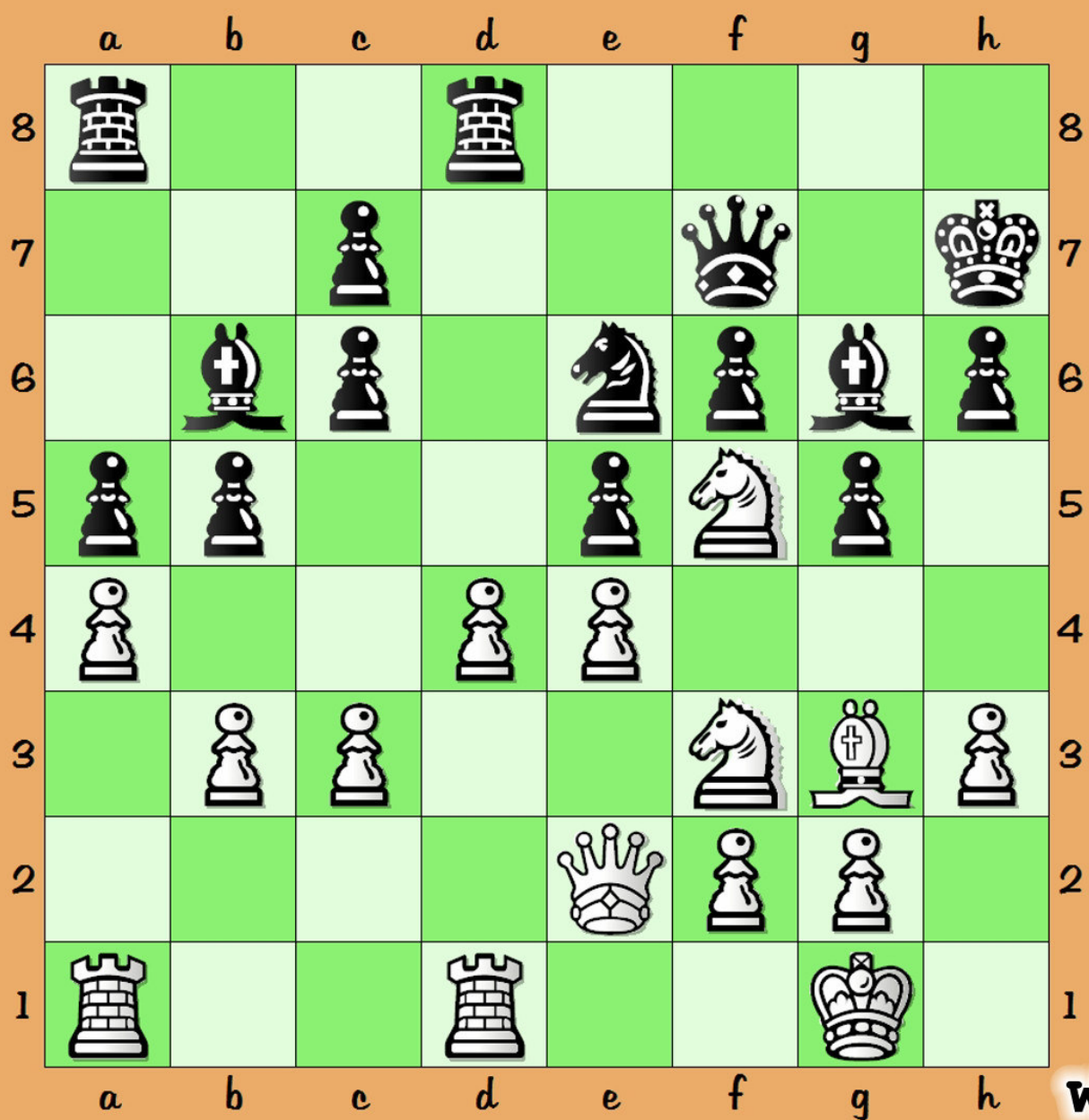
A piece should not hinder the development of the pieces of the same color.

Control the center of the chessboard.

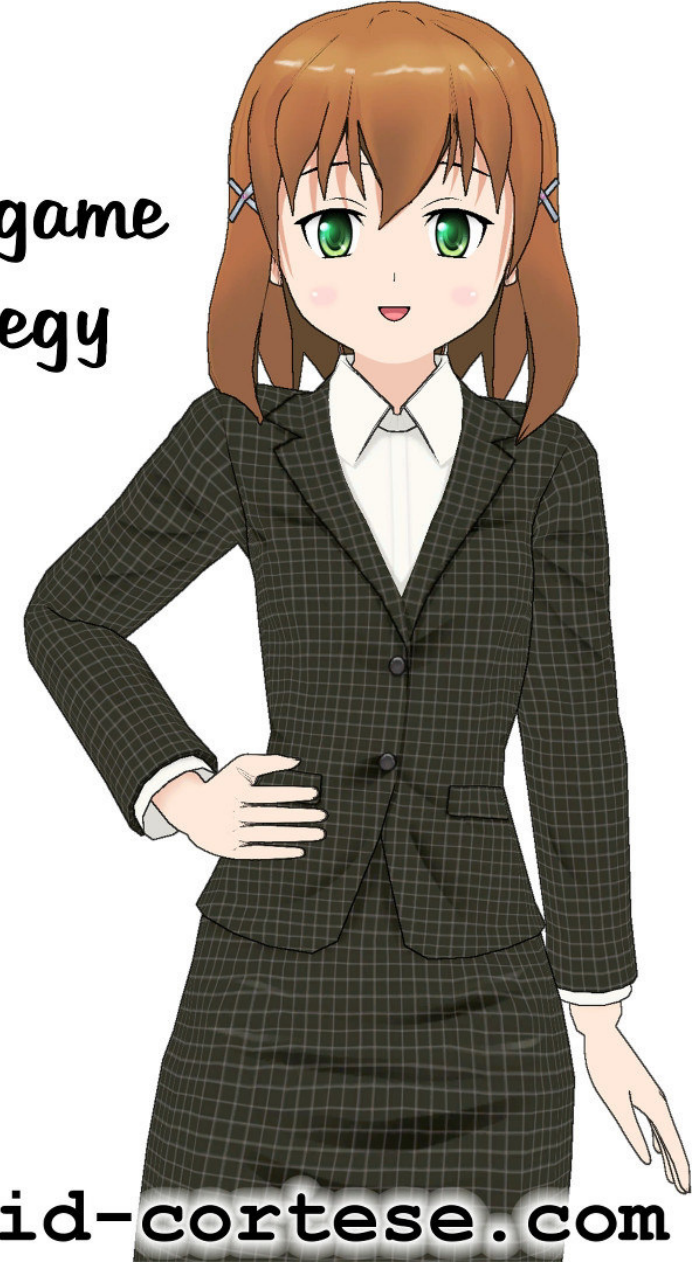
Develop the least active piece.

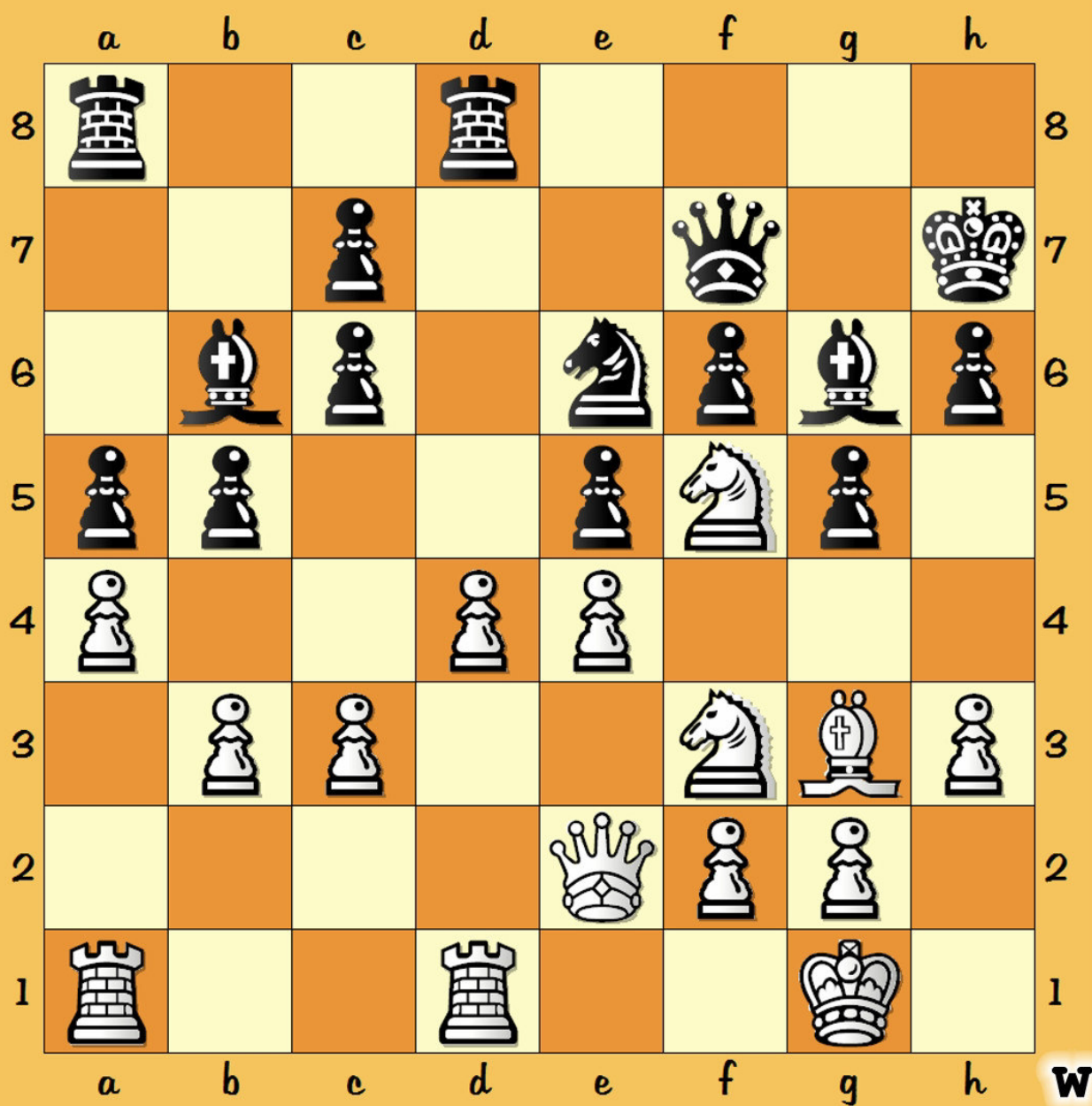
Each move should improve the activity of the pieces.





Middlegame Strategy





Avoid launching an attack without the control of the center of the chessboard.





7

5

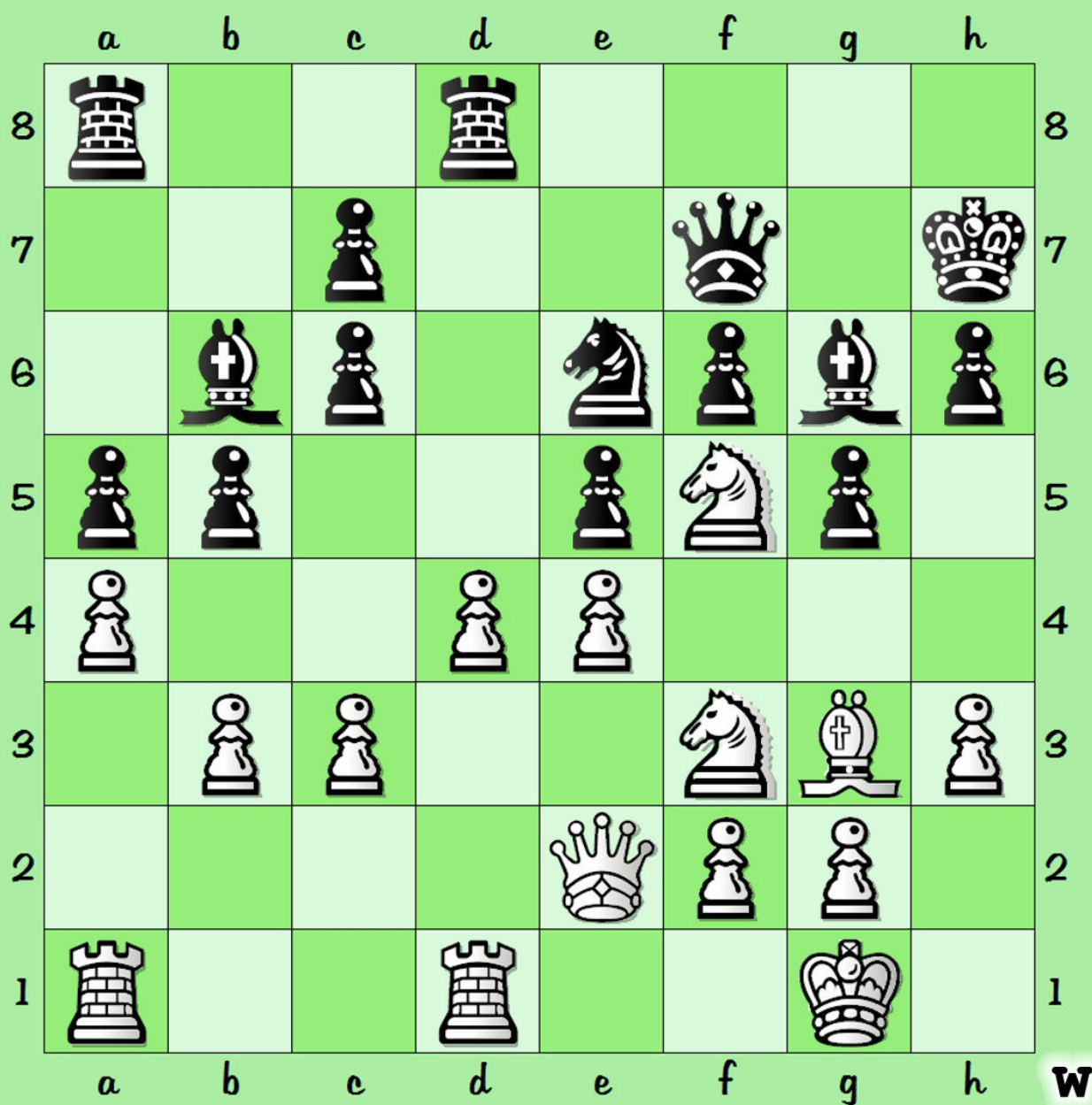
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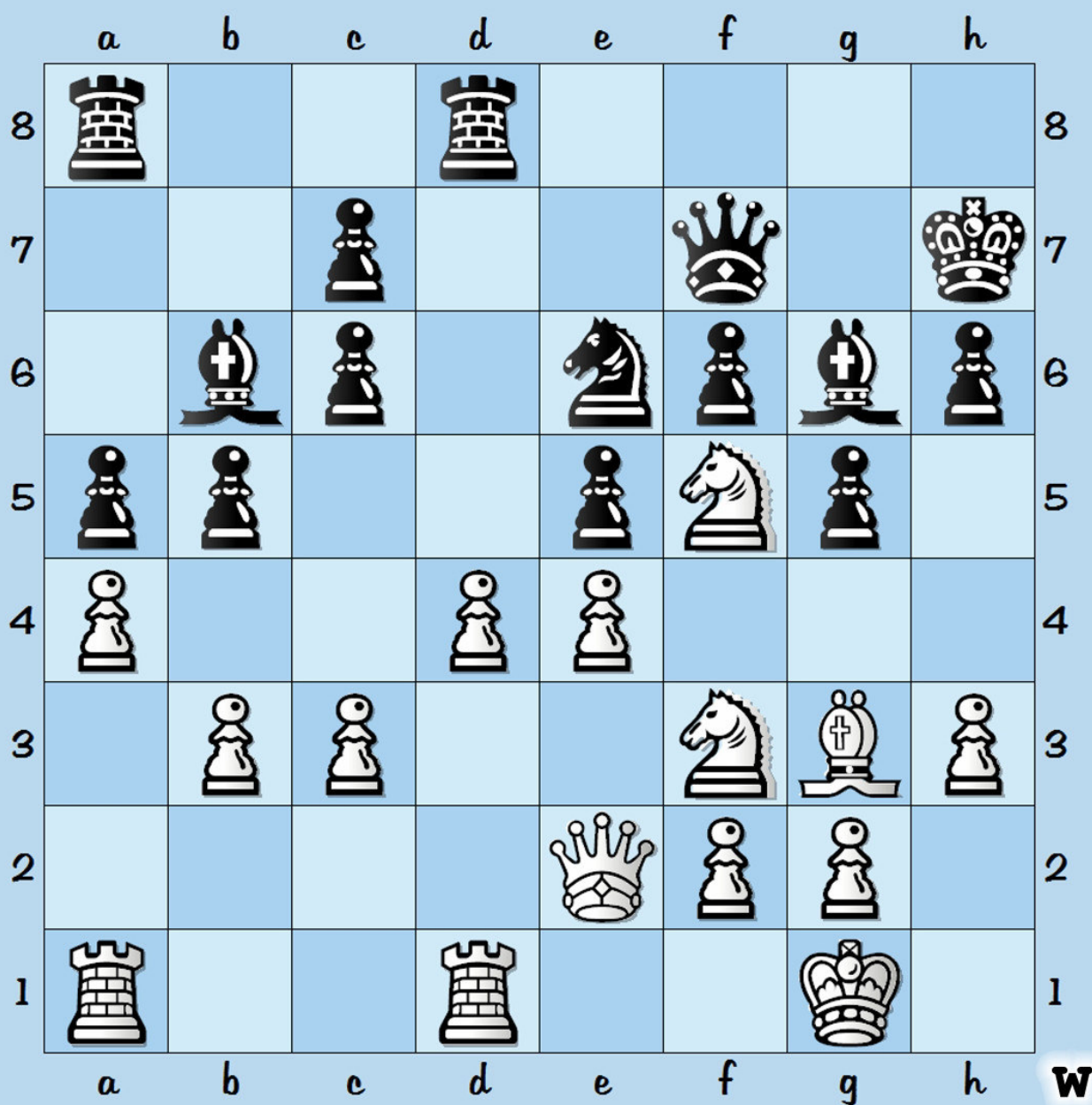
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Open a file and control
it with the Rooks.

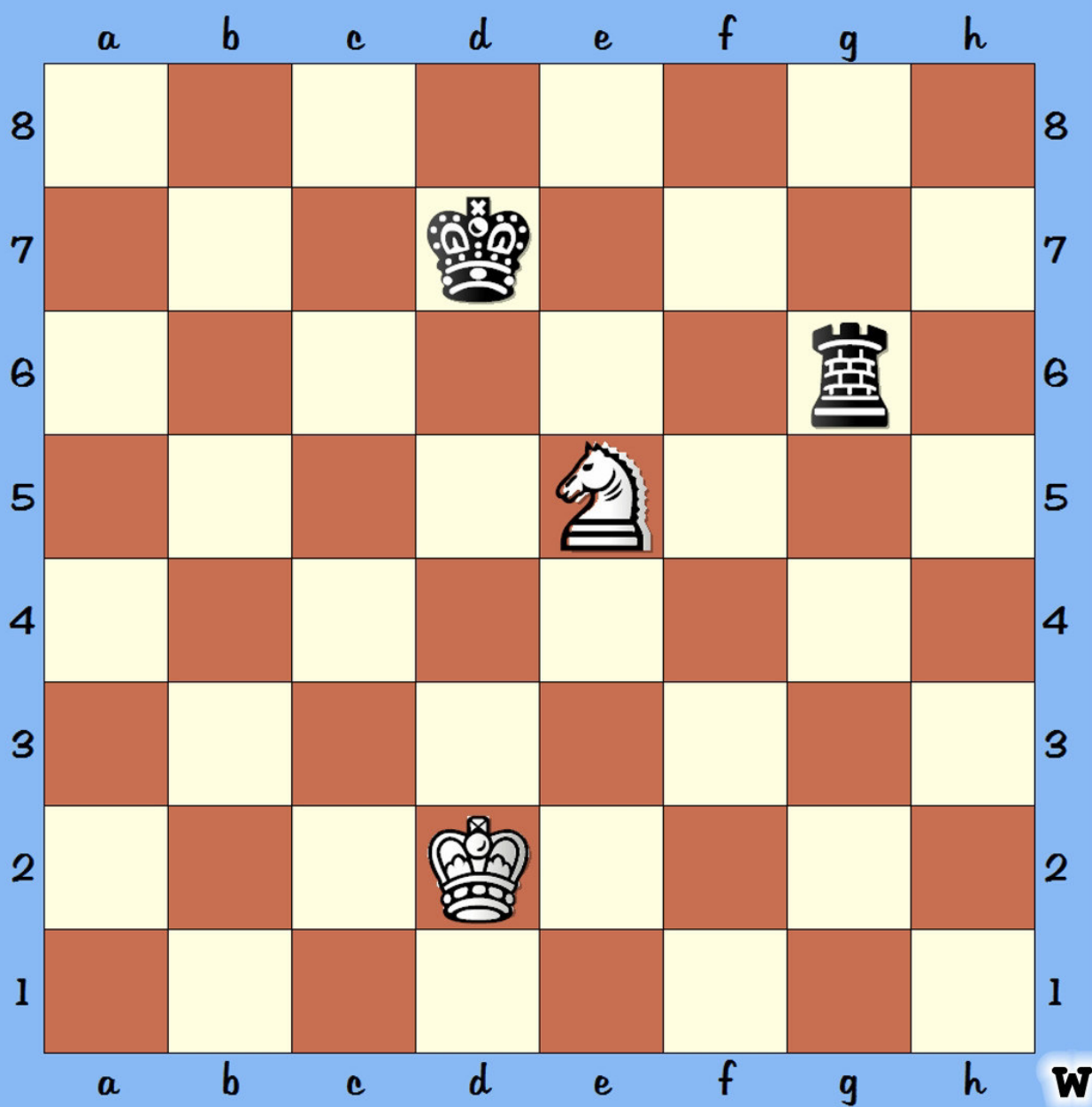




Every exchange of pieces
should avoid the loss of
material.

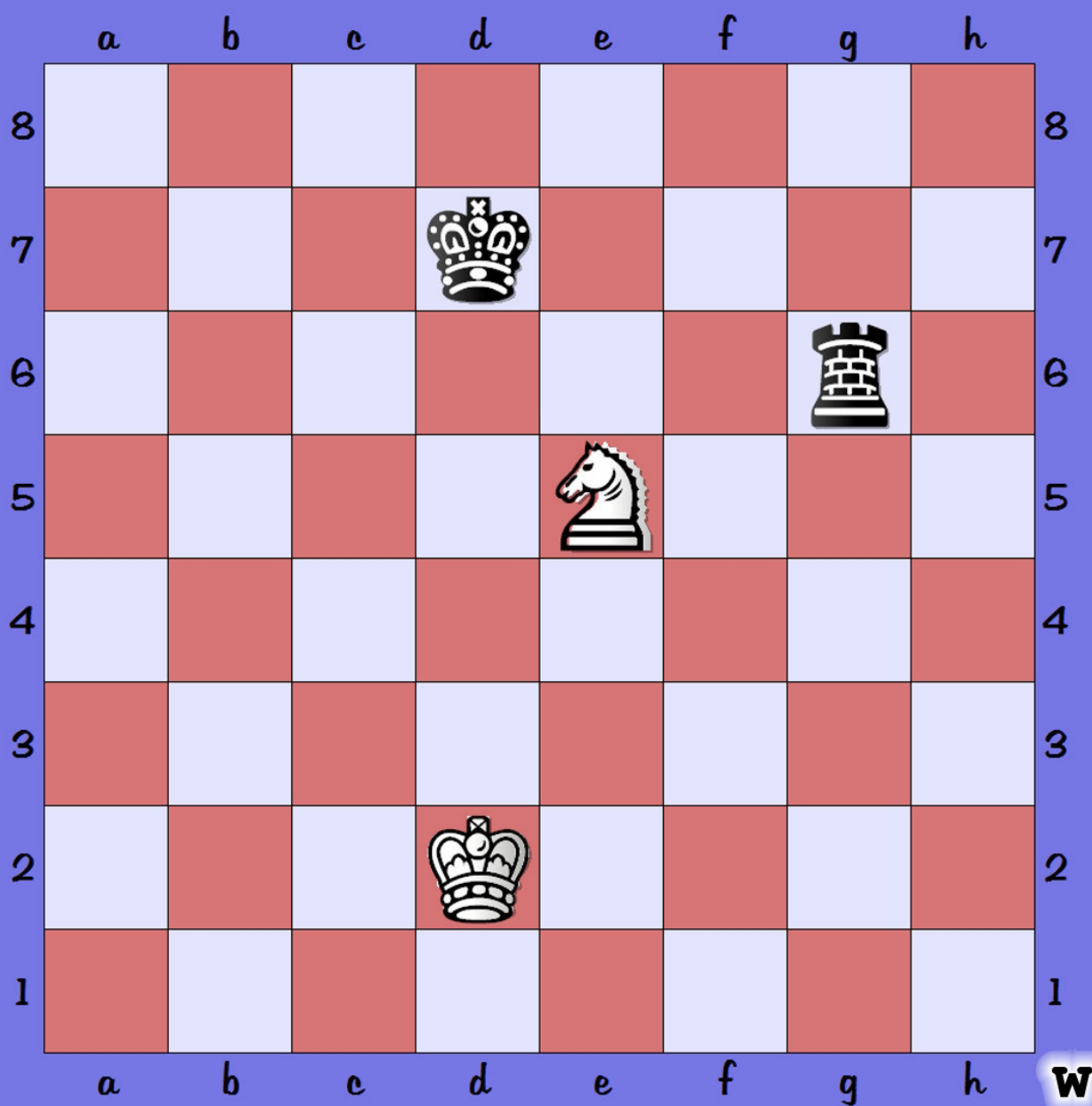
A loss of material is only
recommended if there is a
positional gain.



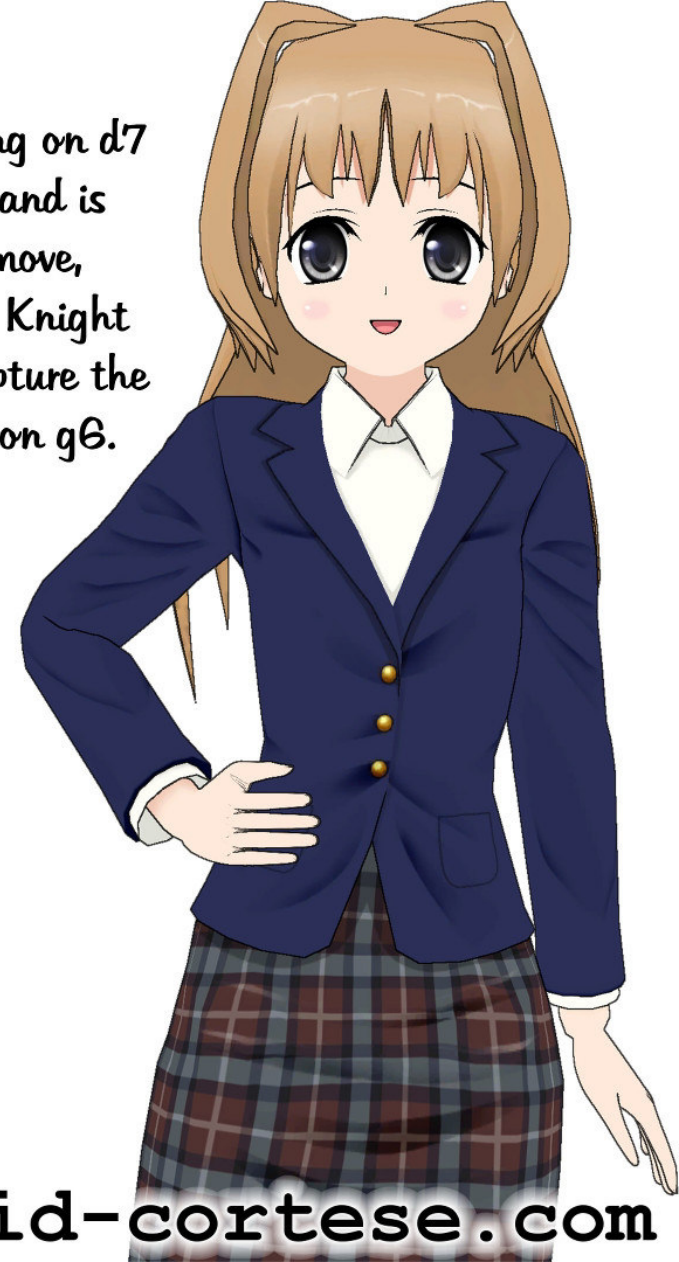


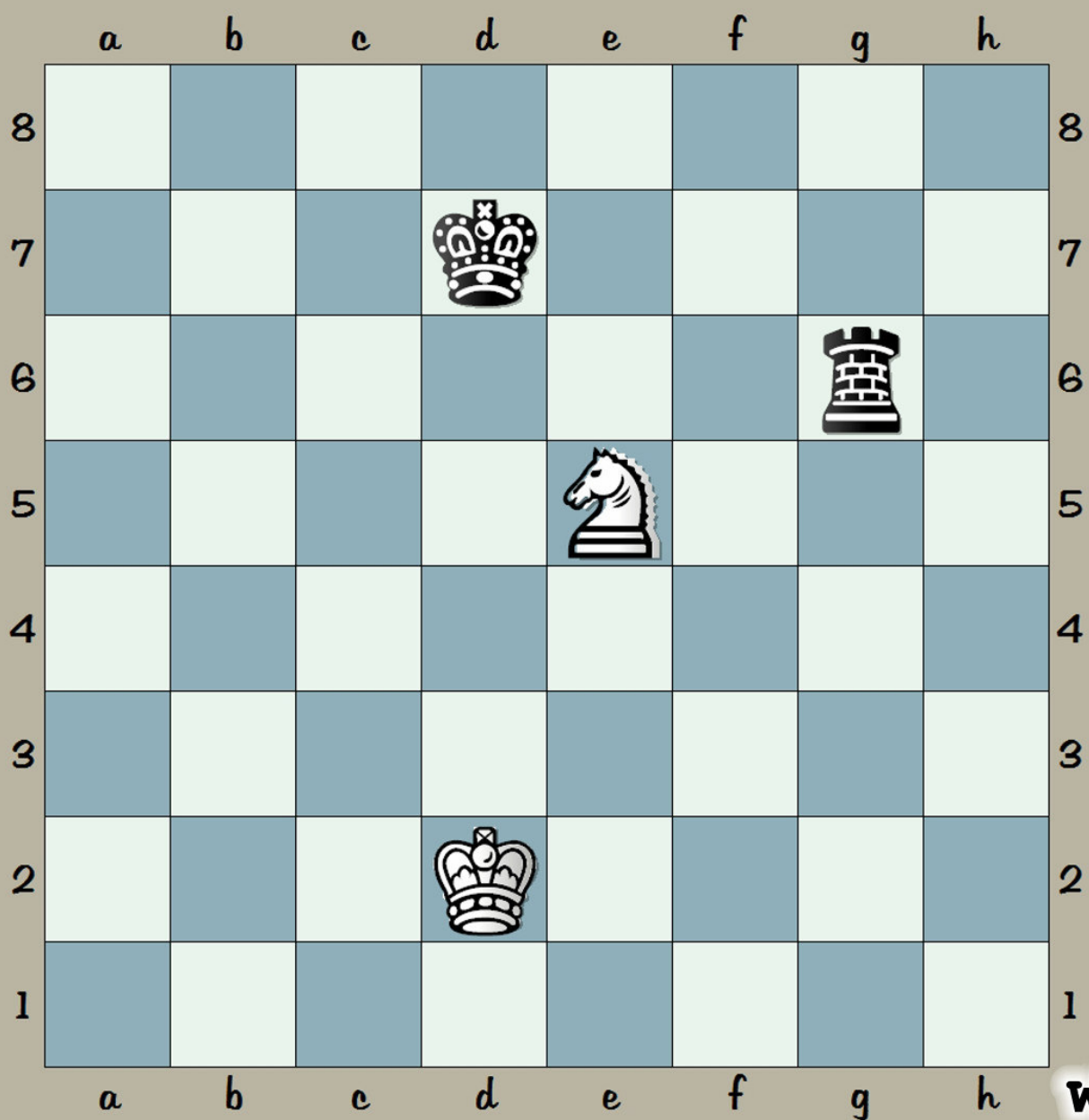
Fork





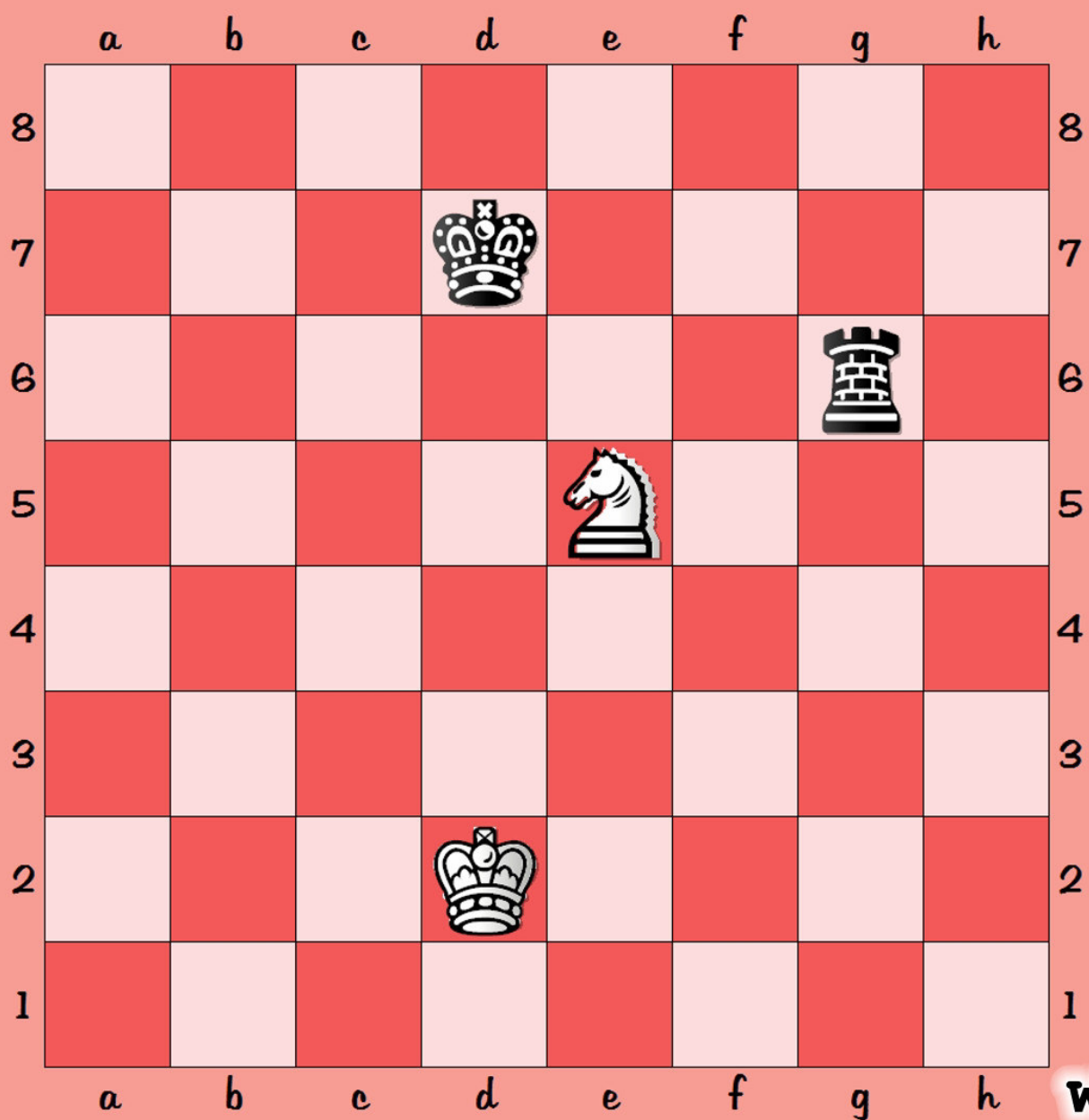
The black King on d7 is in check and is forced to move, so the white Knight on e5 can capture the black Rook on g6.



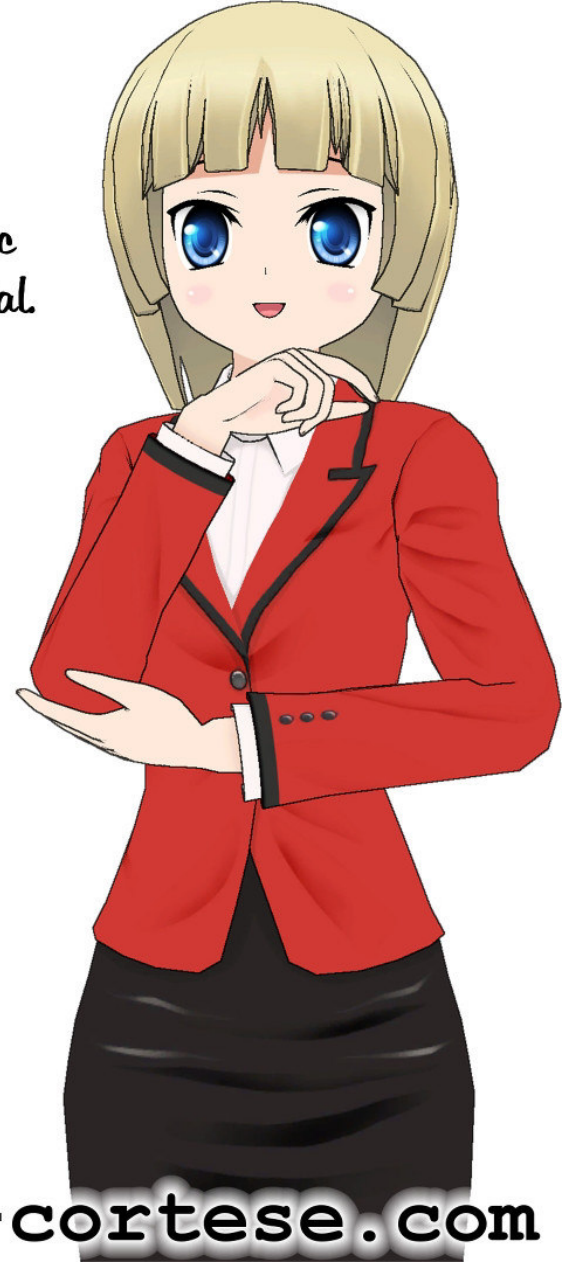


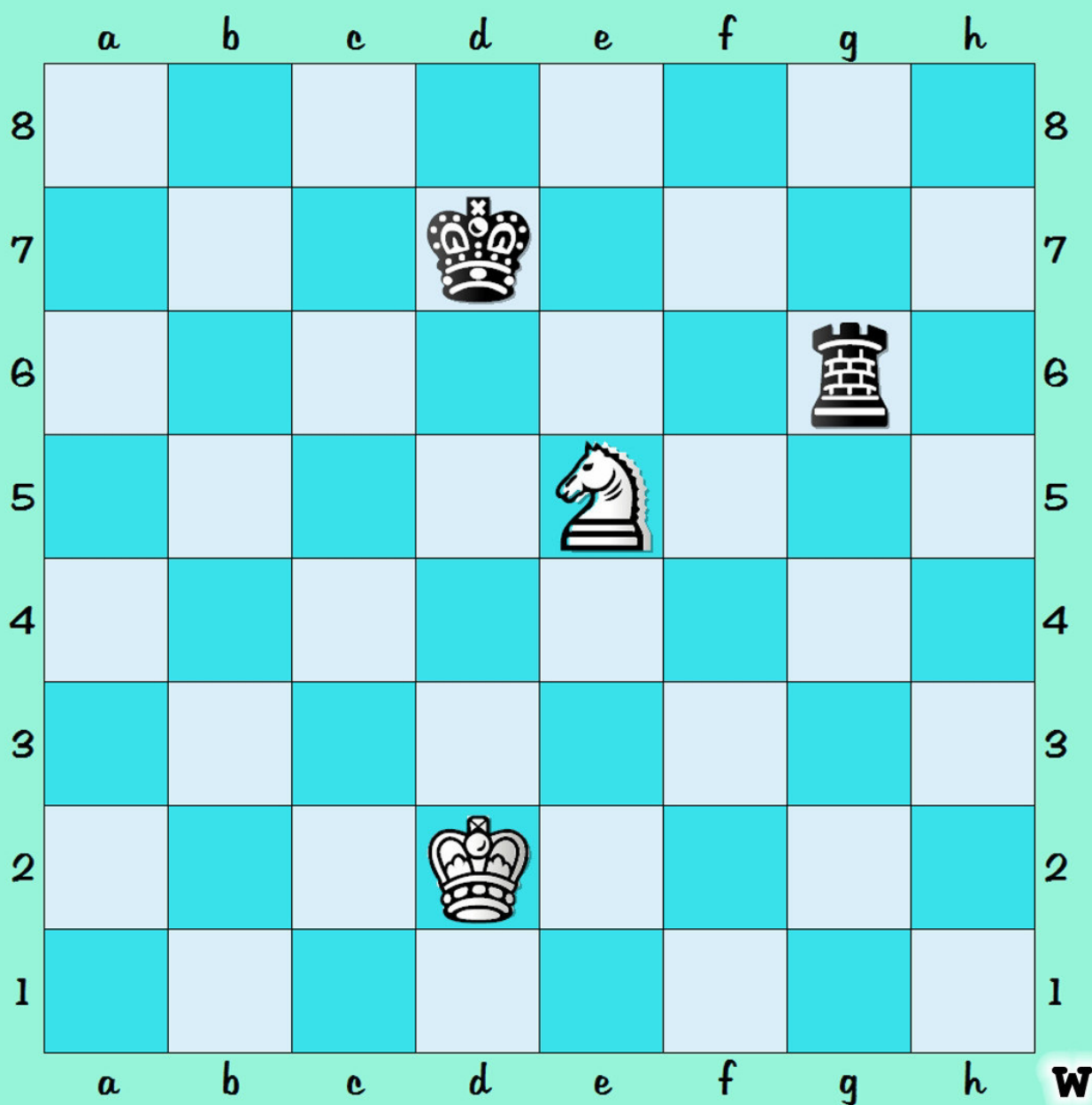
A fork is when a piece attacks two or more enemy pieces simultaneously.





The fork is a tactic used to gain material

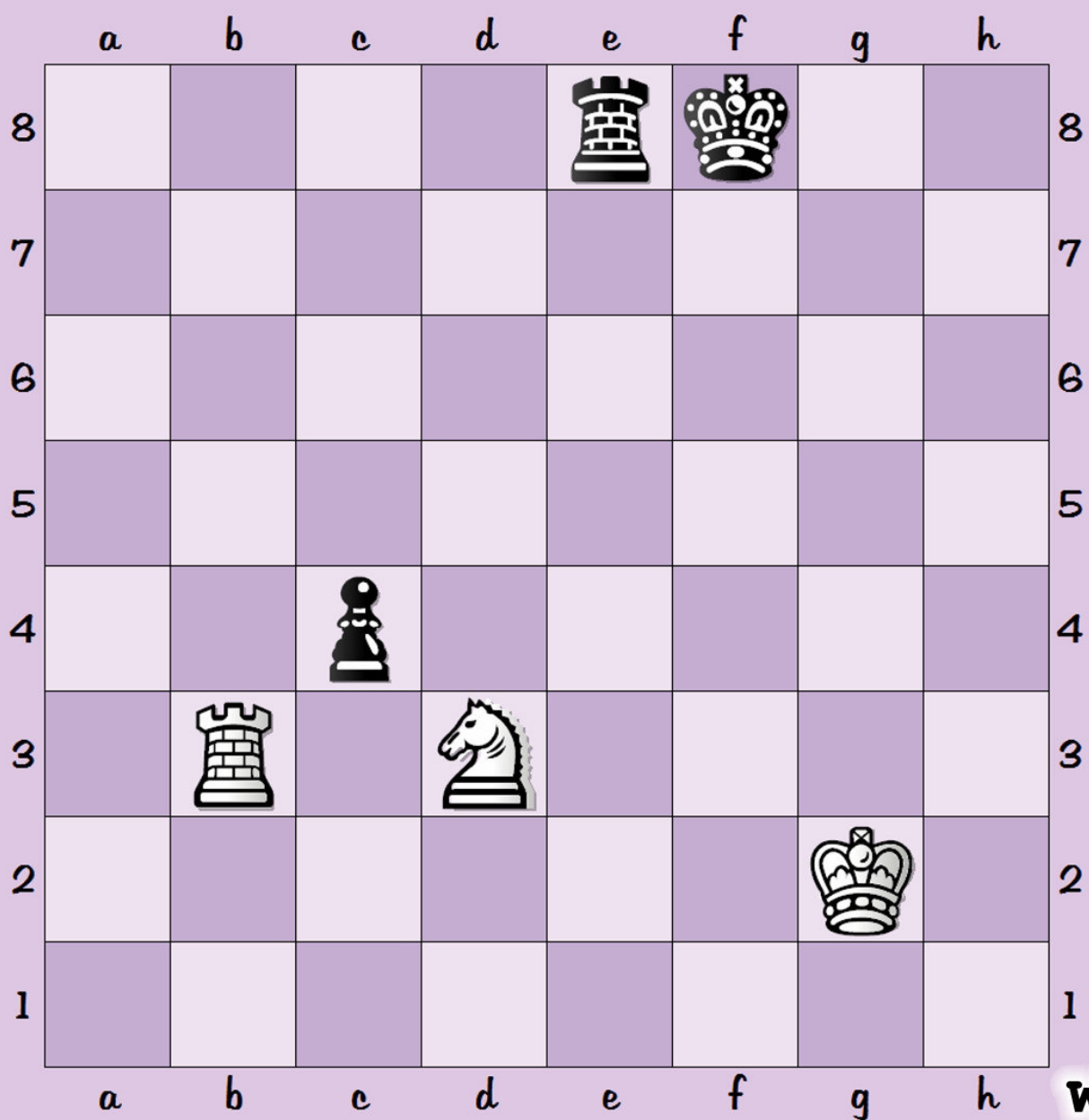




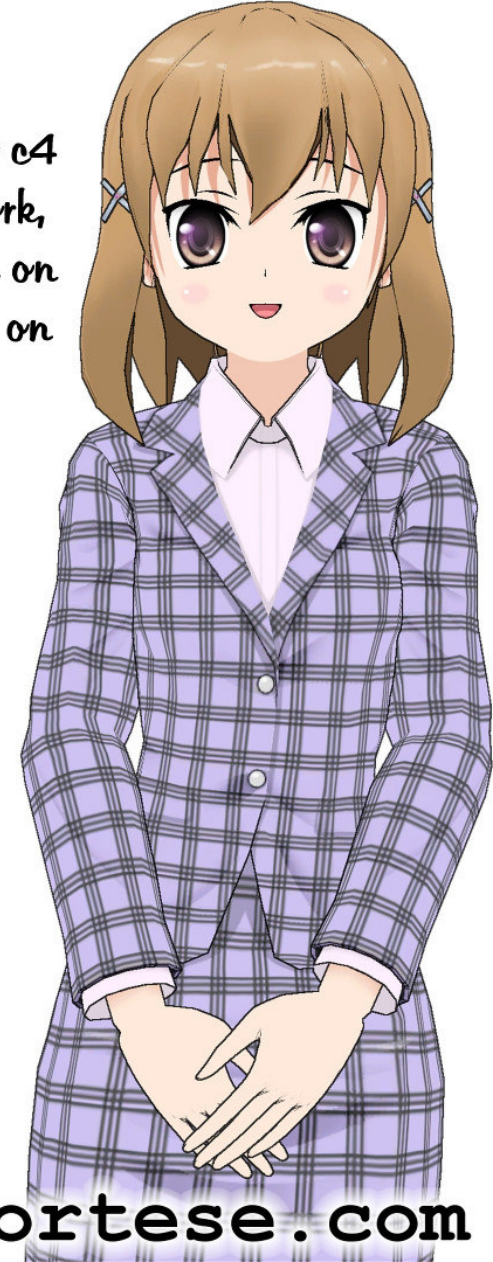
A fork is absolute when the King is one of the attacked pieces; otherwise, it is a relative fork.

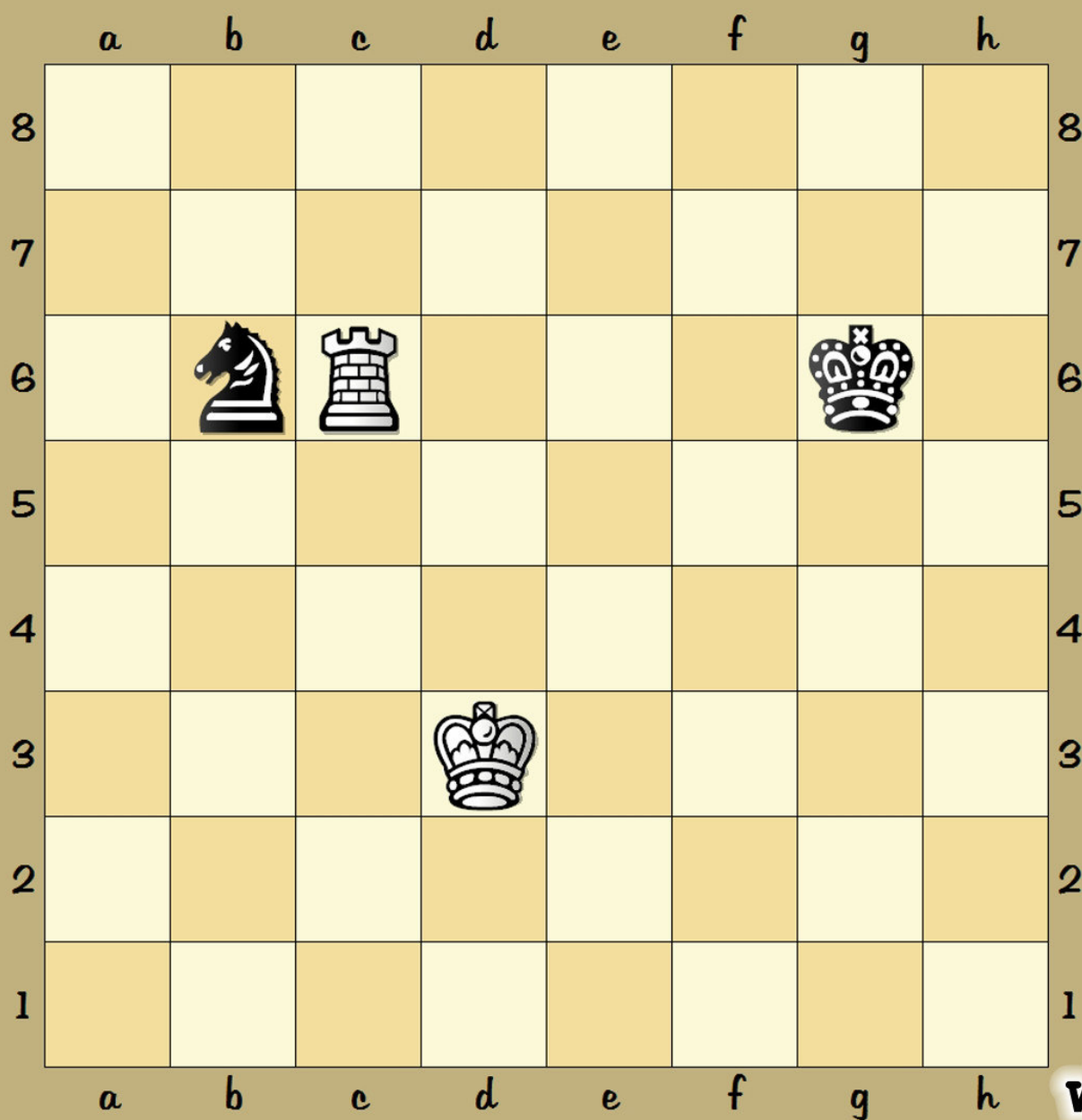
This example is an absolute fork.





The black Pawn moves to c4 and performs a relative fork, attacking the white Rook on b3 and the white Knight on d3 at the same time.

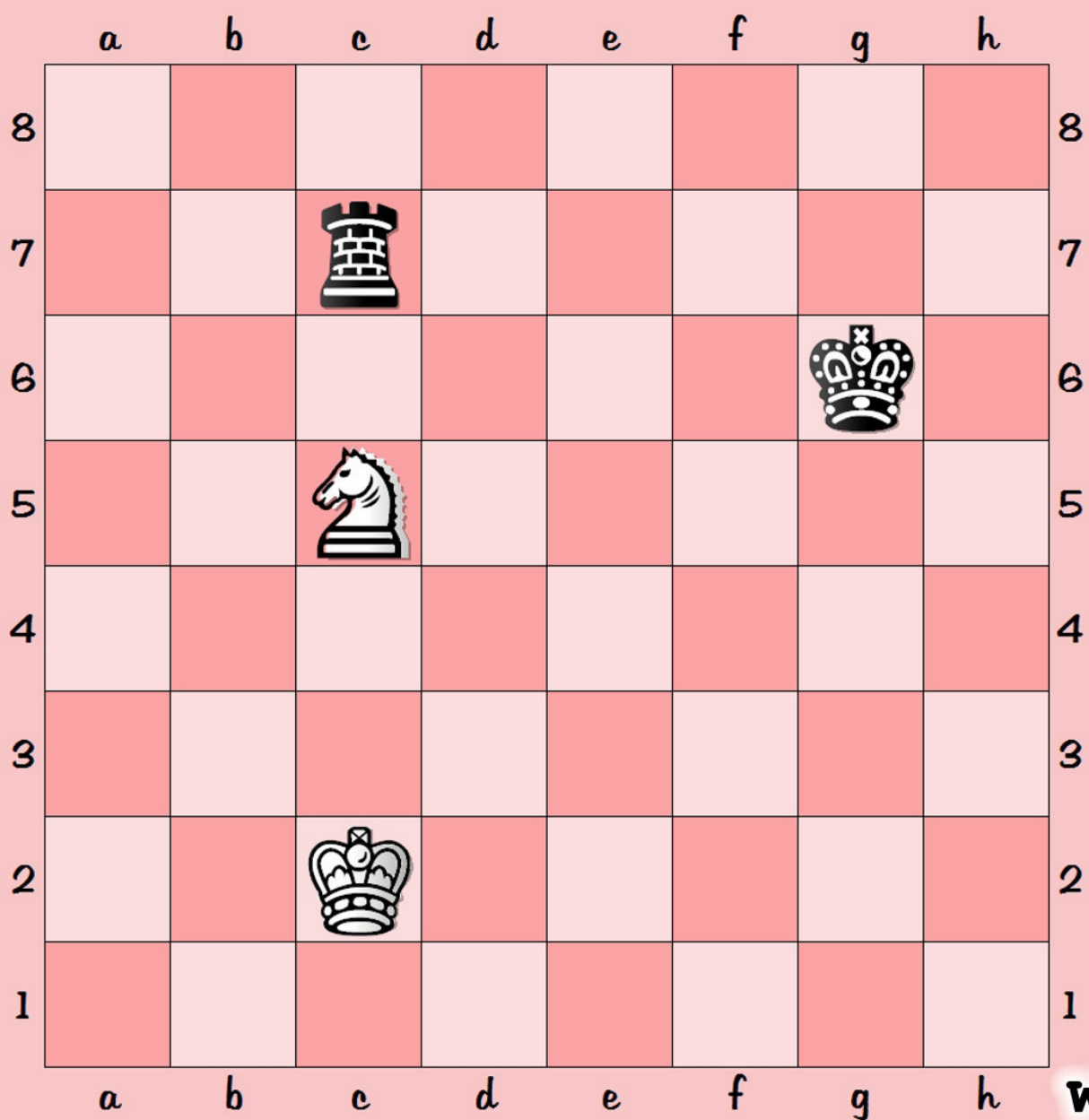




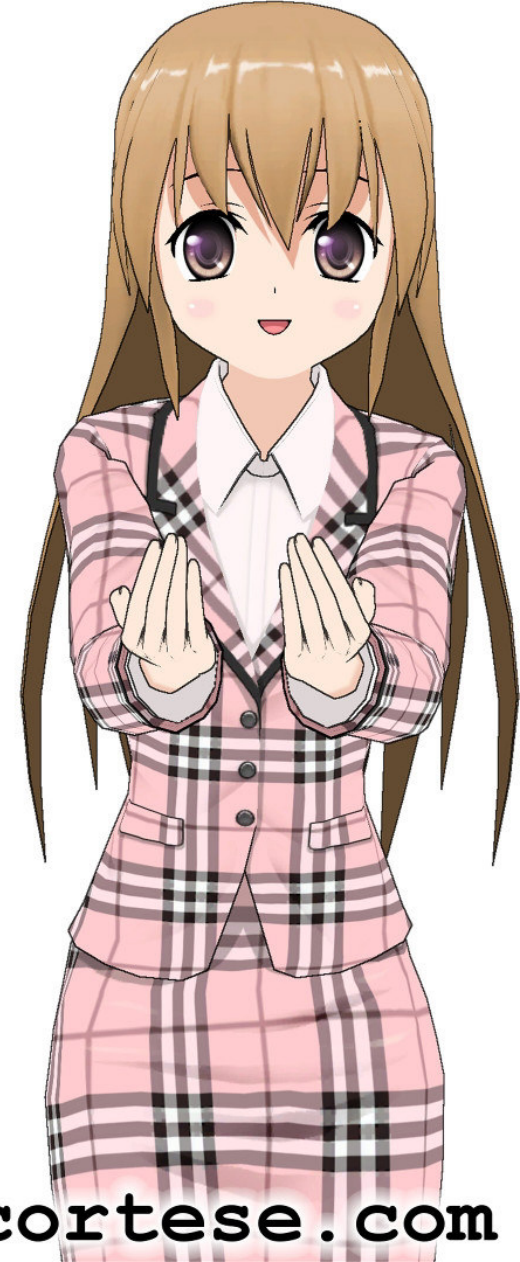
The white Rook moves to c6 and performs an absolute fork, checking the black King on g6 and attacking the black Knight on b6 simultaneously.

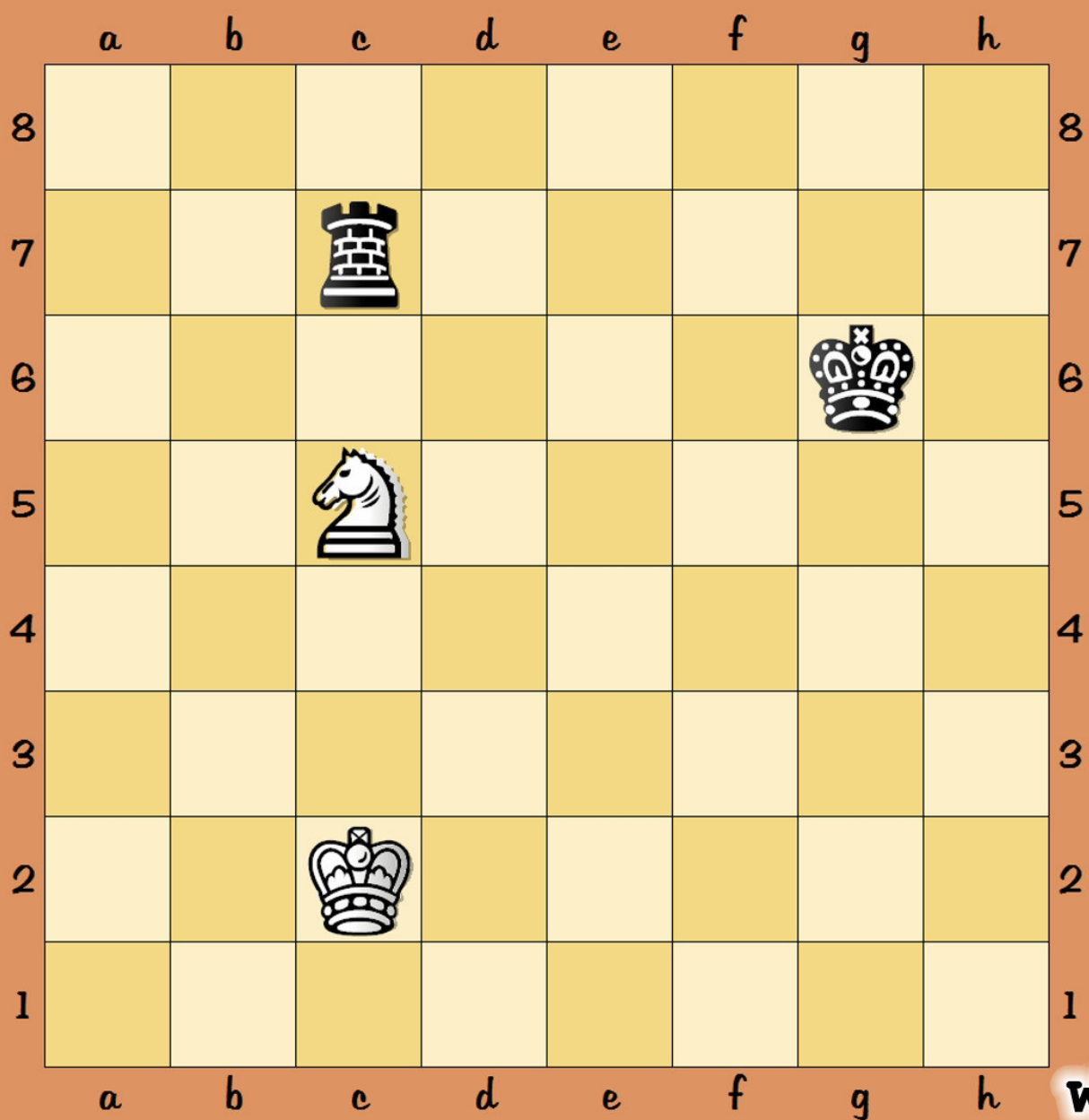
The black King is forced to move from g6, and the white Rook on c6 can capture the black Knight on b6.





Pin

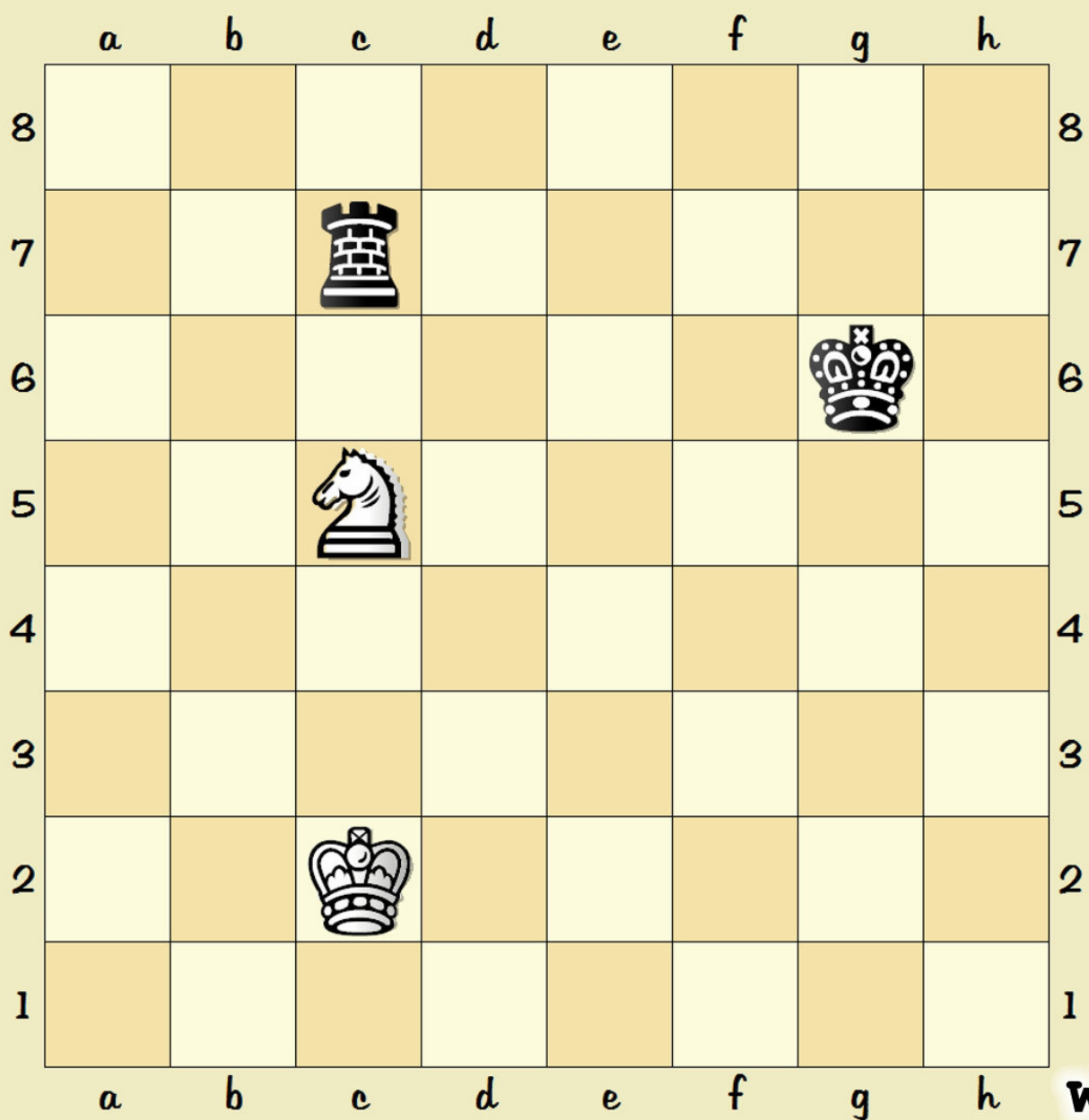




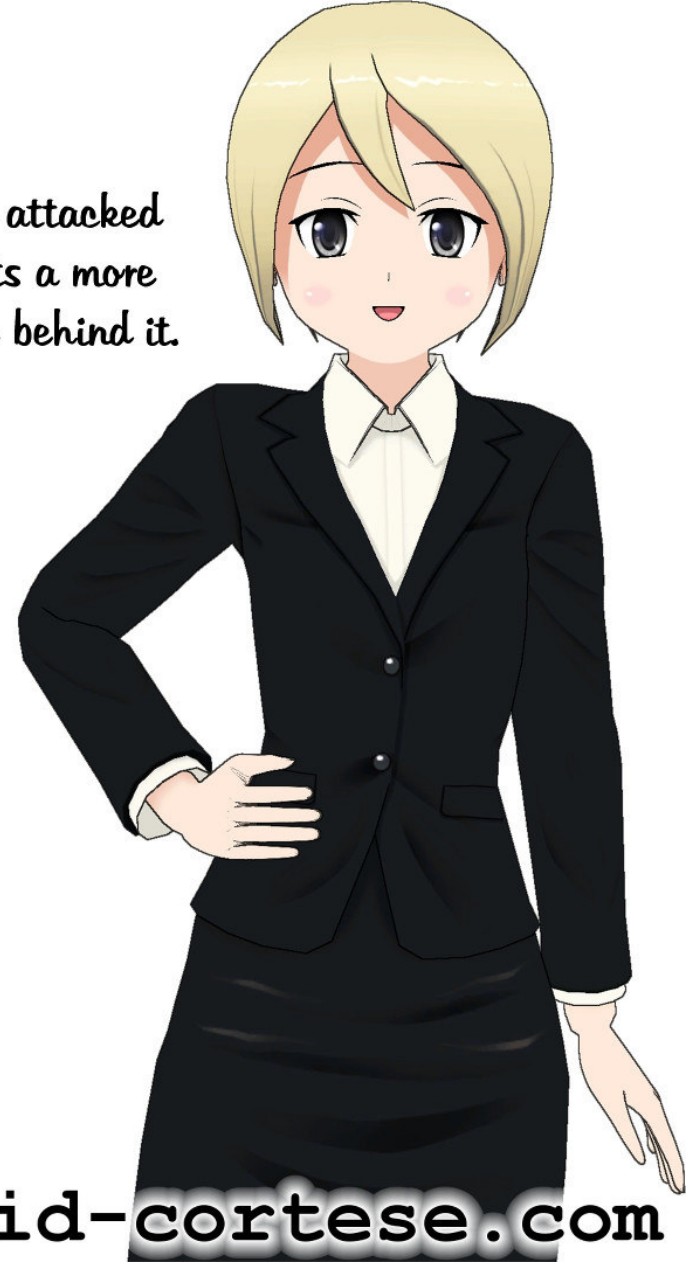
The black Rook moves to c7; the white Knight on c5 cannot move because it must defend the white King on c2.

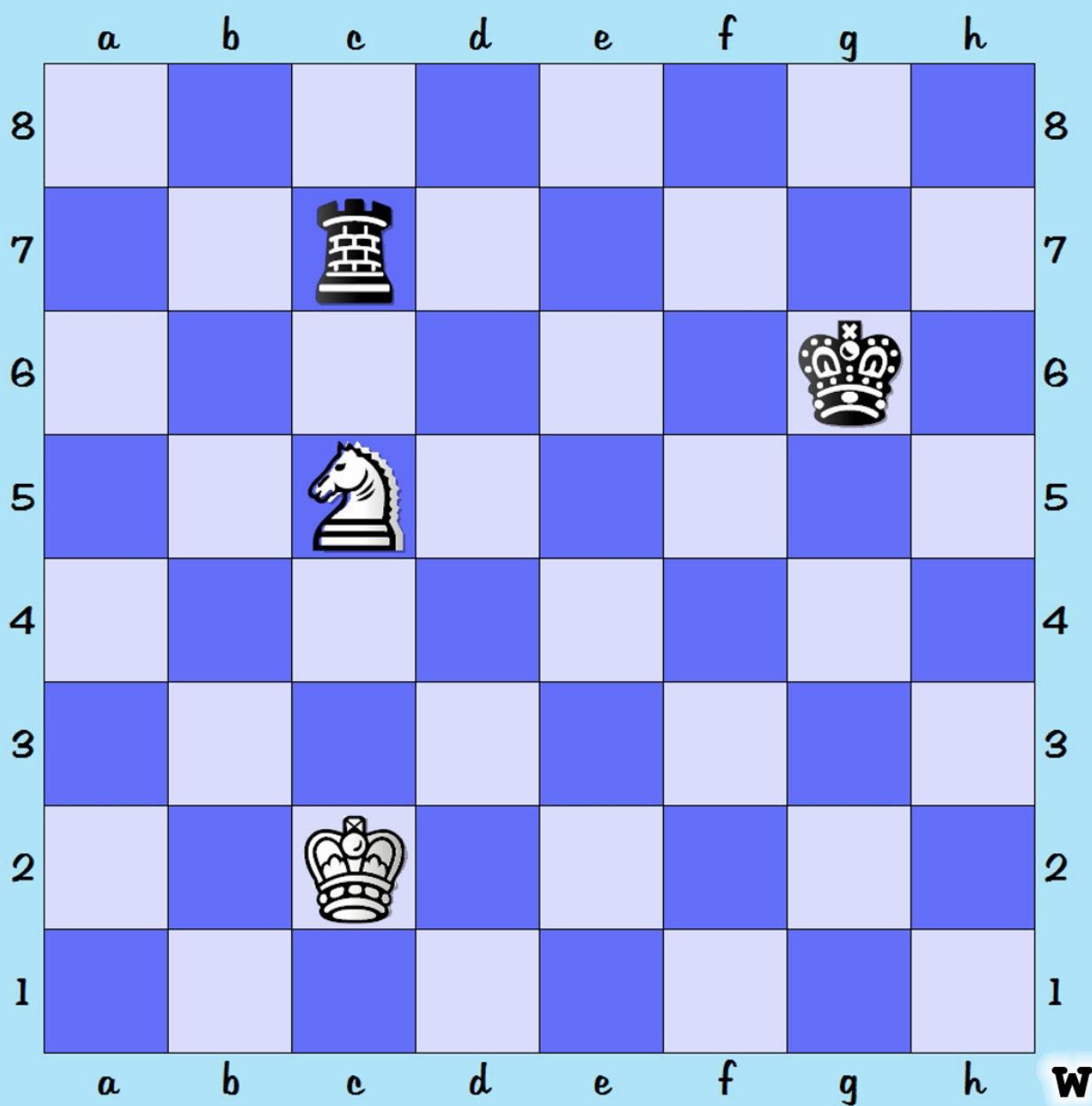
The white King is forced to move from c2 and the black Rook on c7 can capture the white Knight on c5.



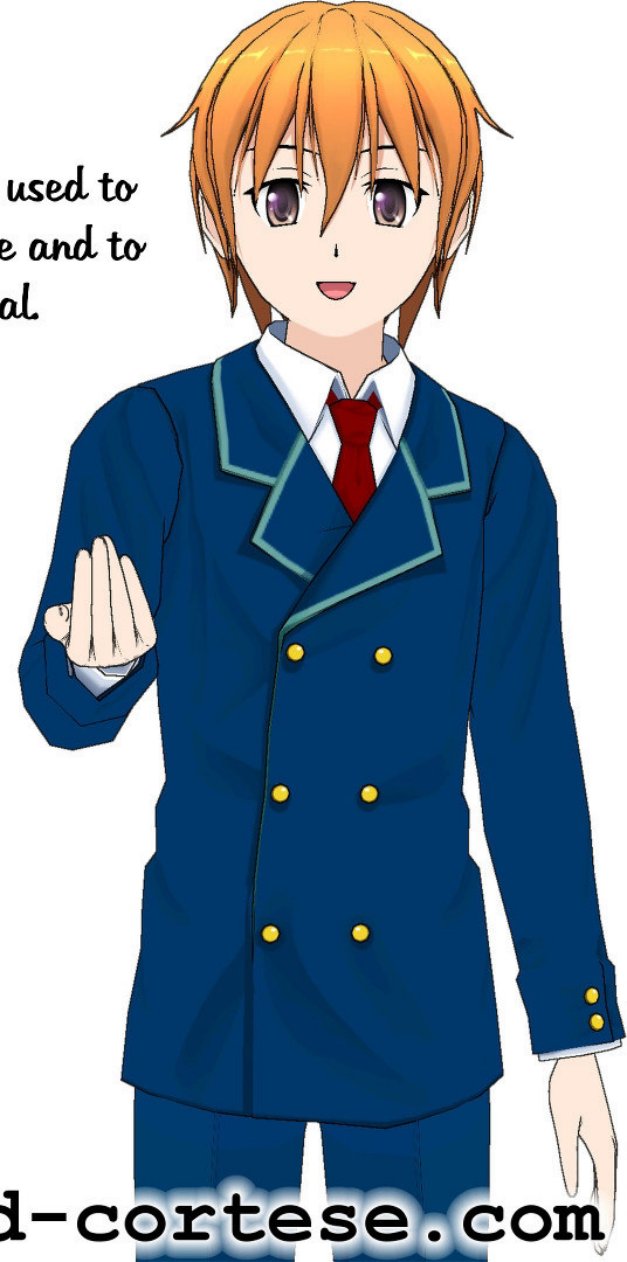


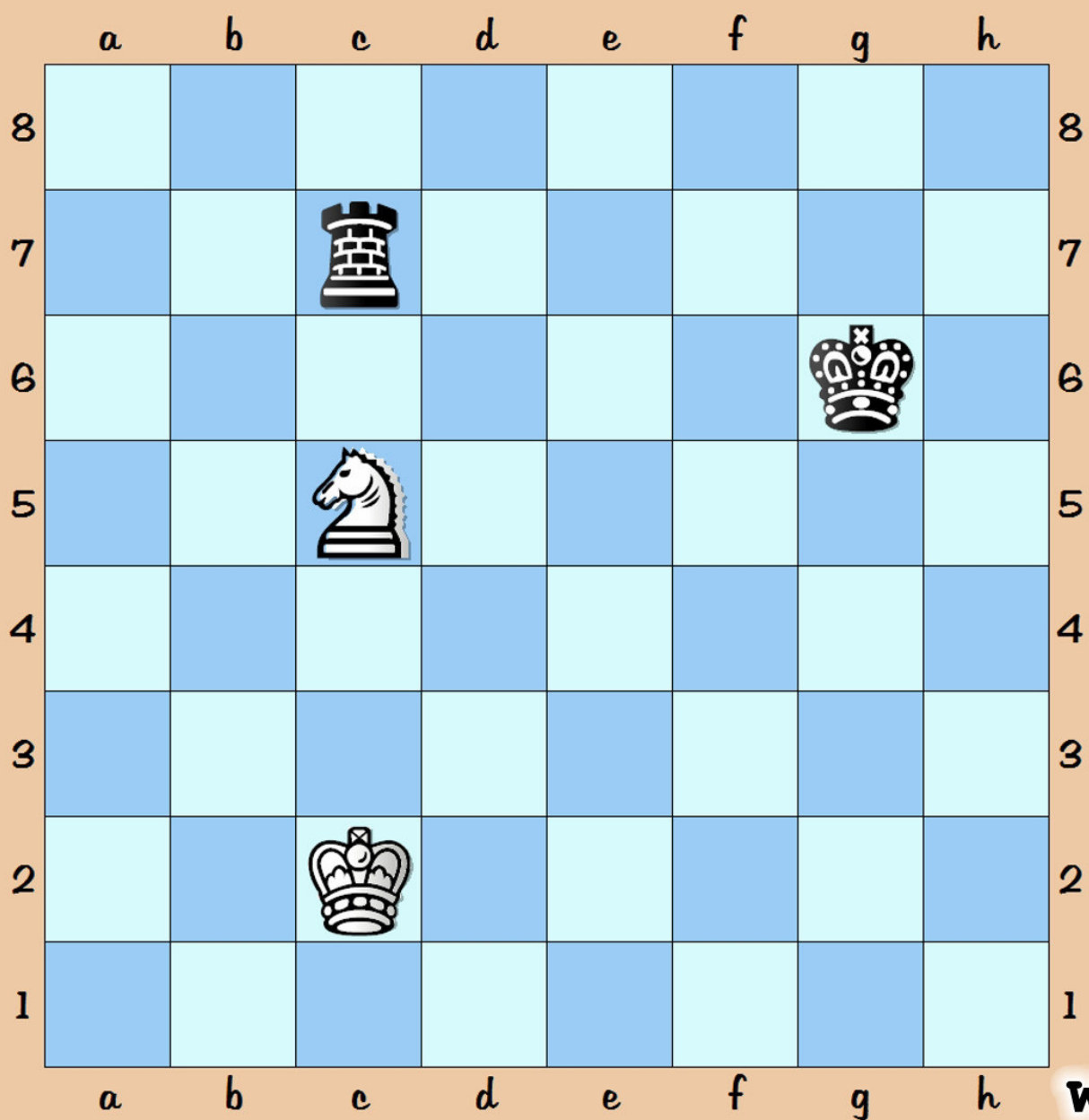
In a pin, the attacked piece protects a more valuable piece behind it.





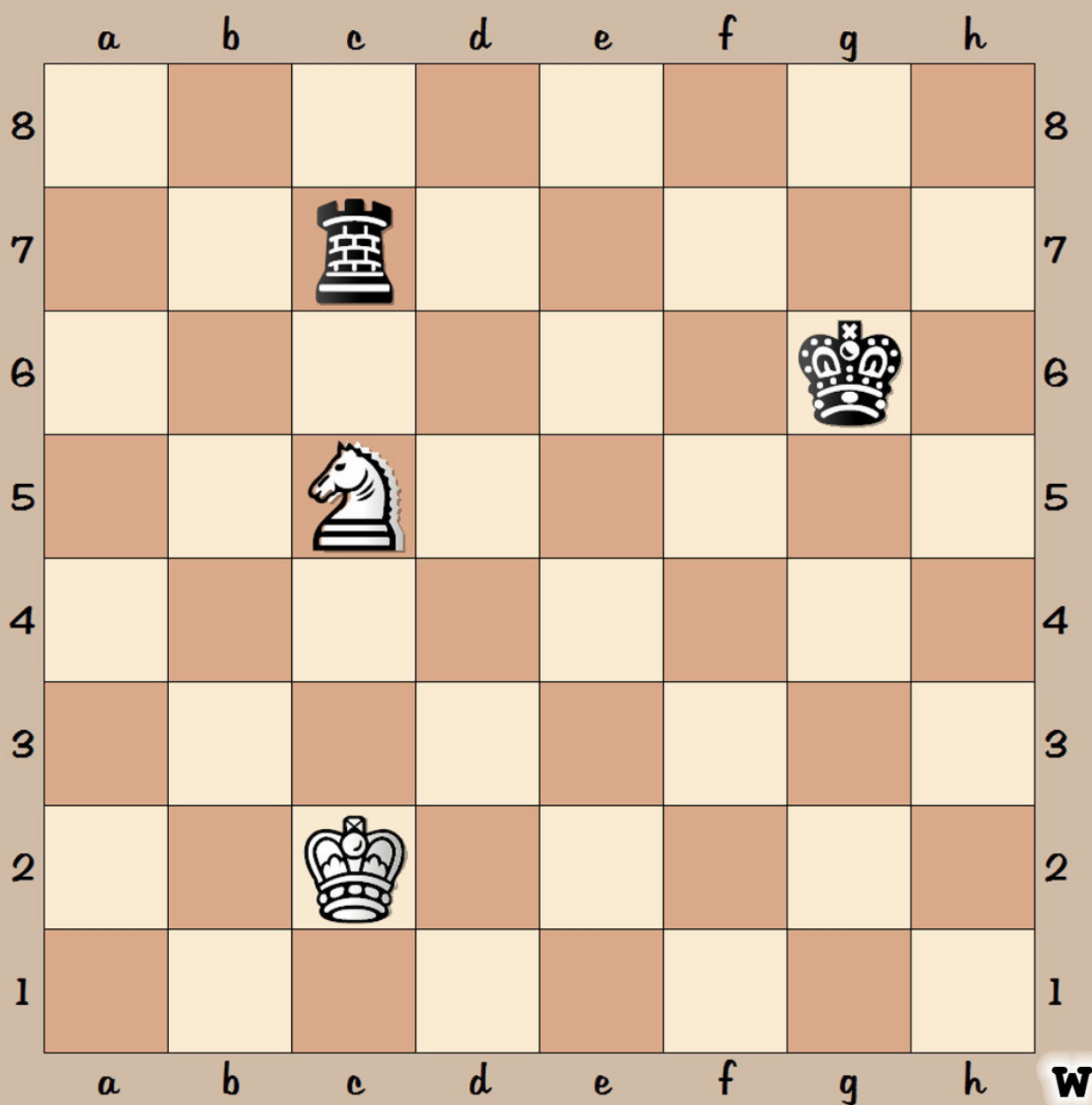
A pin is a tactic used to immobilize a piece and to gain material.





Only Bishops, Rooks,
and Queens can perform
a pin because they attack
in a straight line.

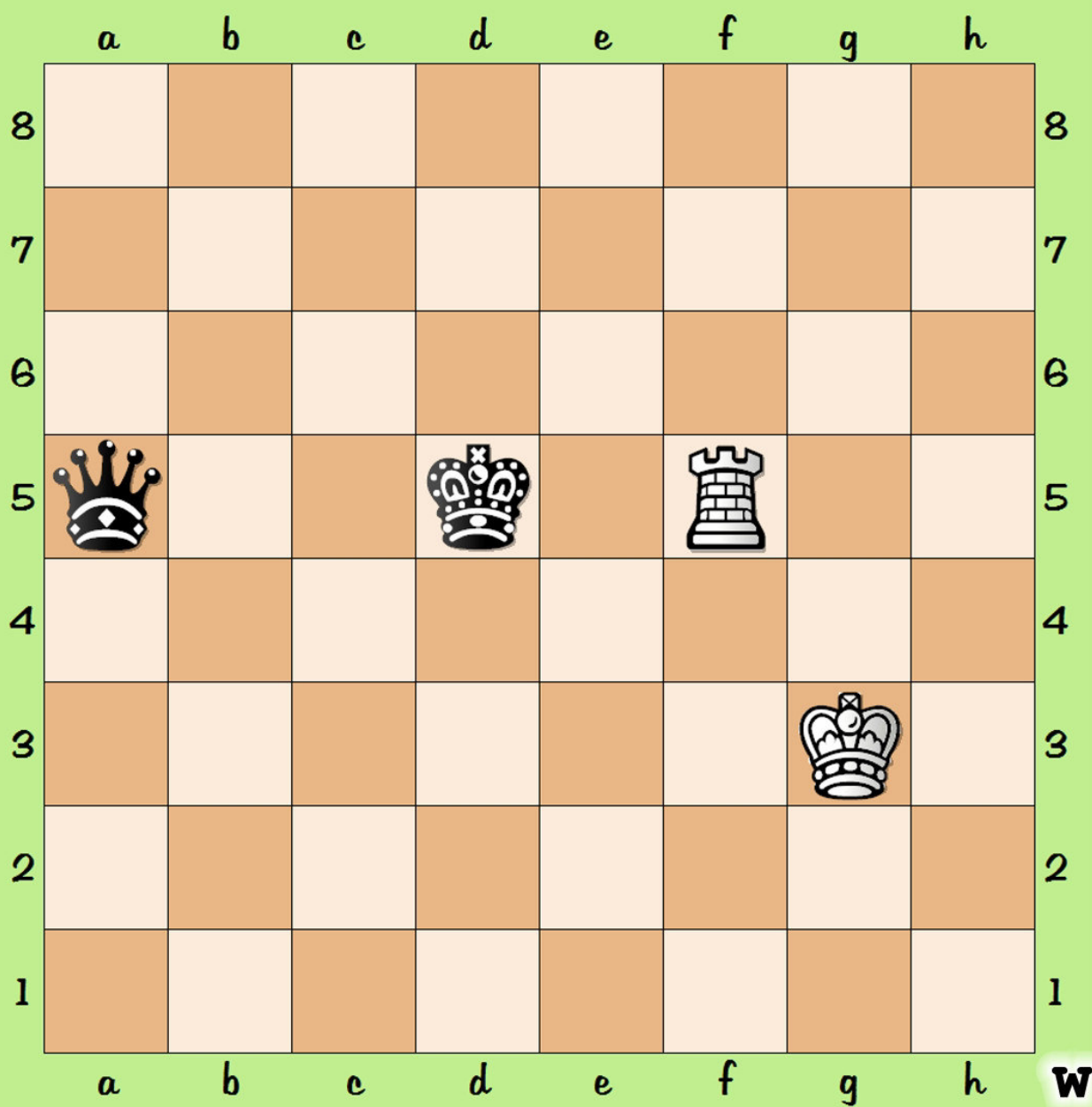




An absolute pin is
when the protected
piece is the King;
otherwise, it is a
relative pin.

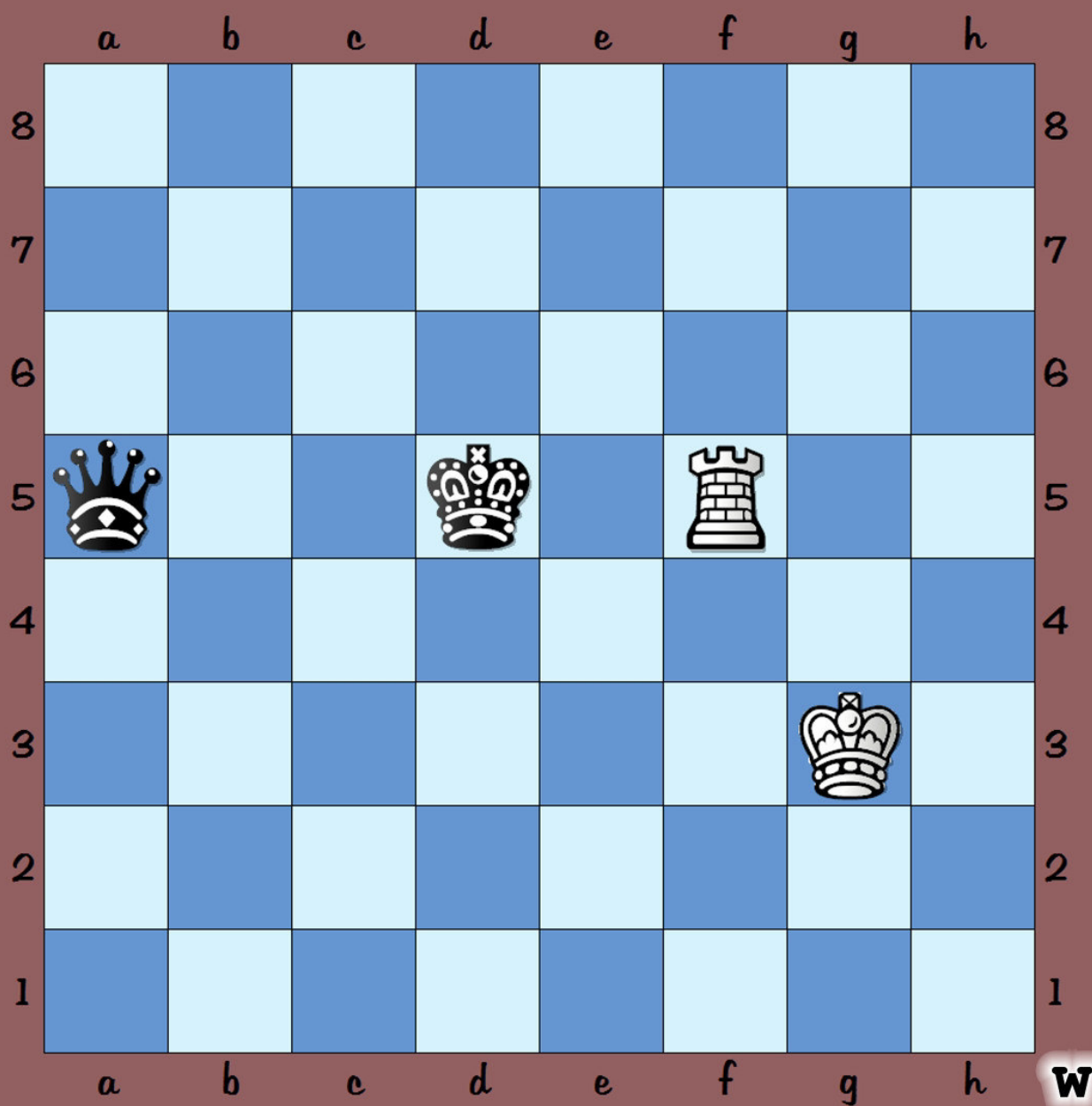
This example is an
absolute pin.





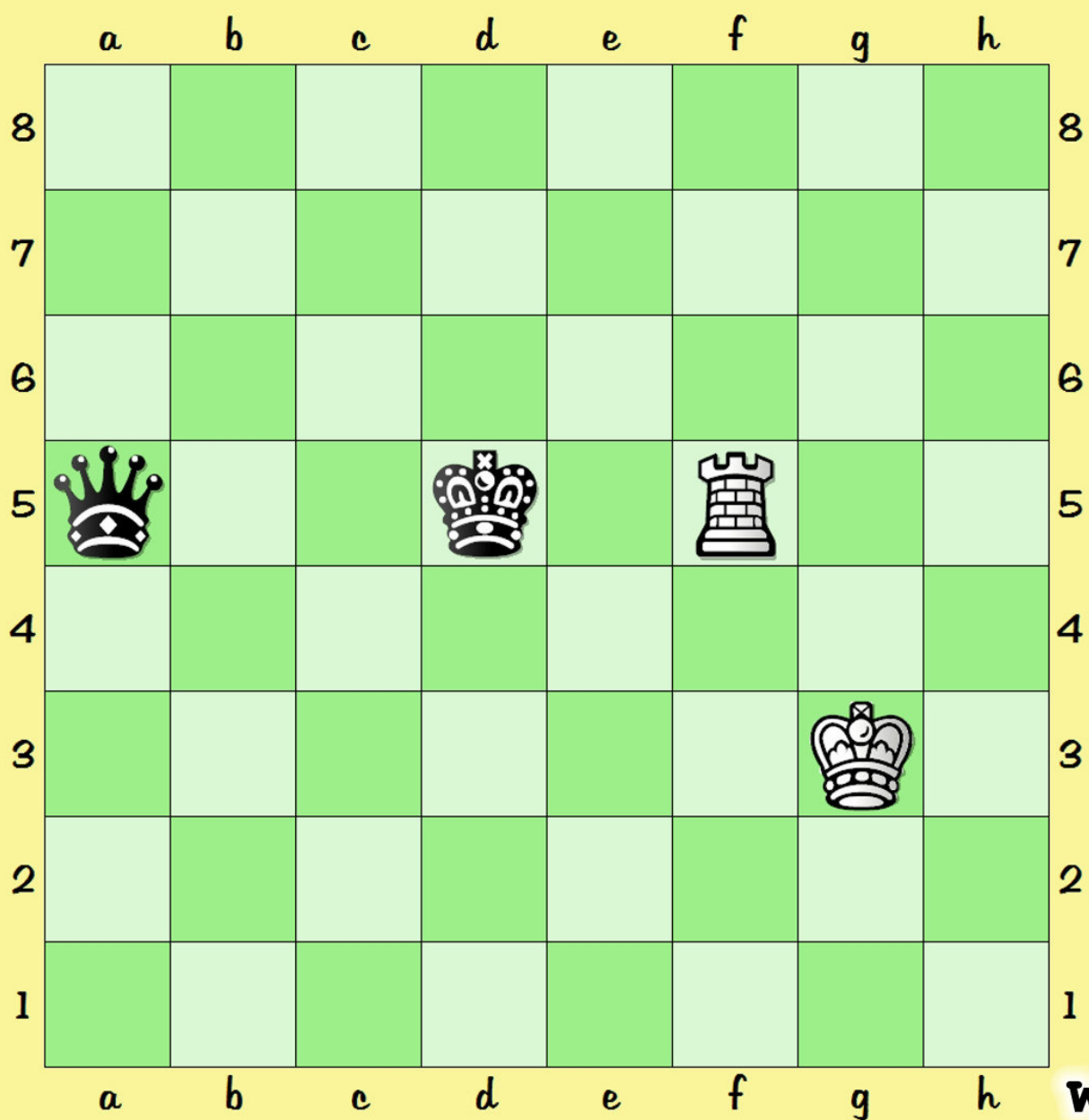
Skewer





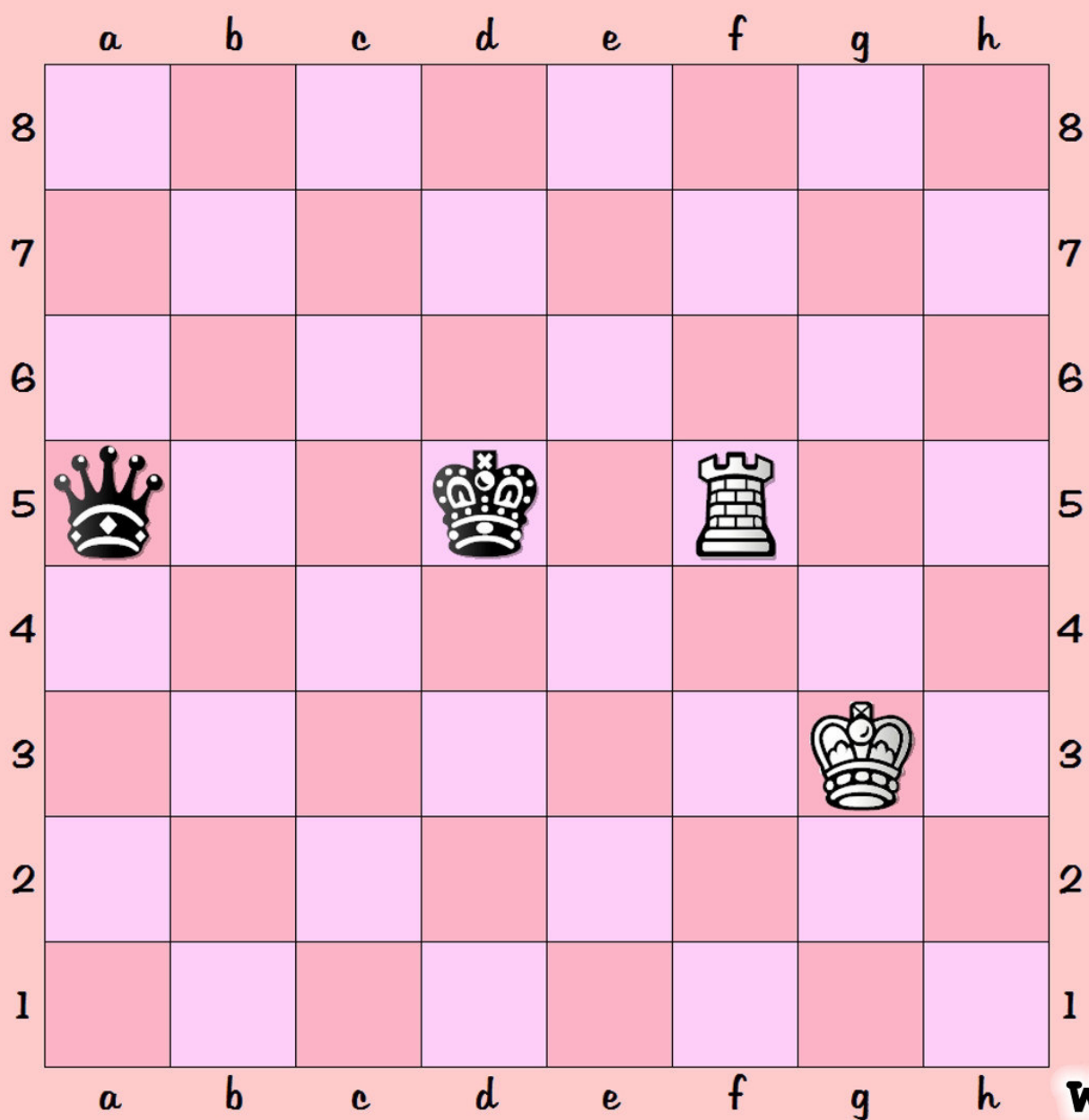
The white Rook moves to f5; the black King on d5 is in check and is forced to move, so the white Rook on f5 can capture the black Queen on a5.



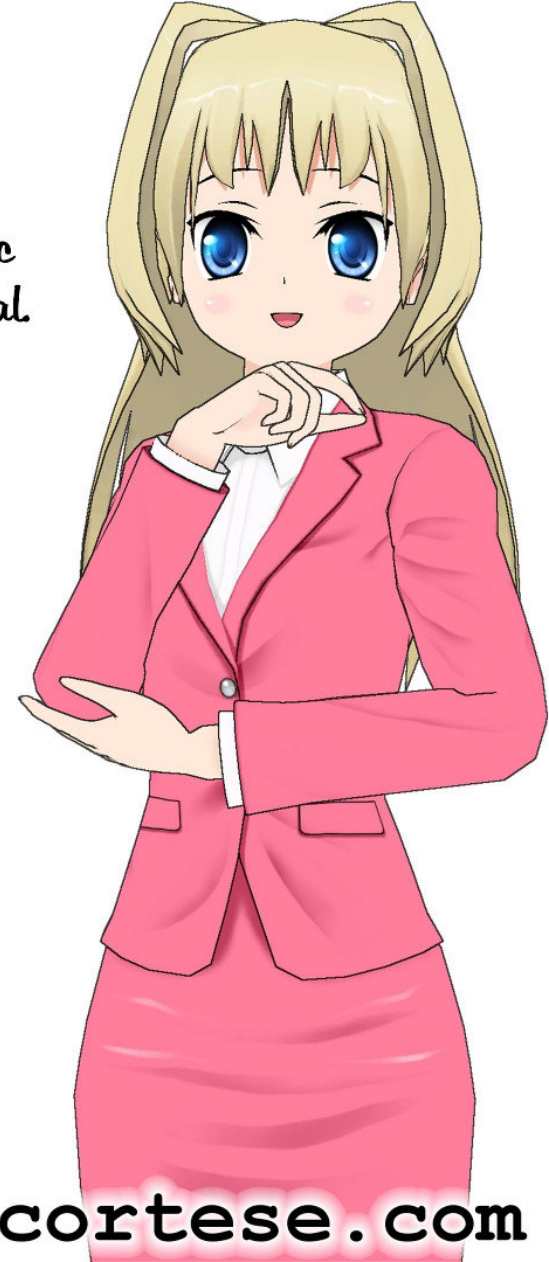


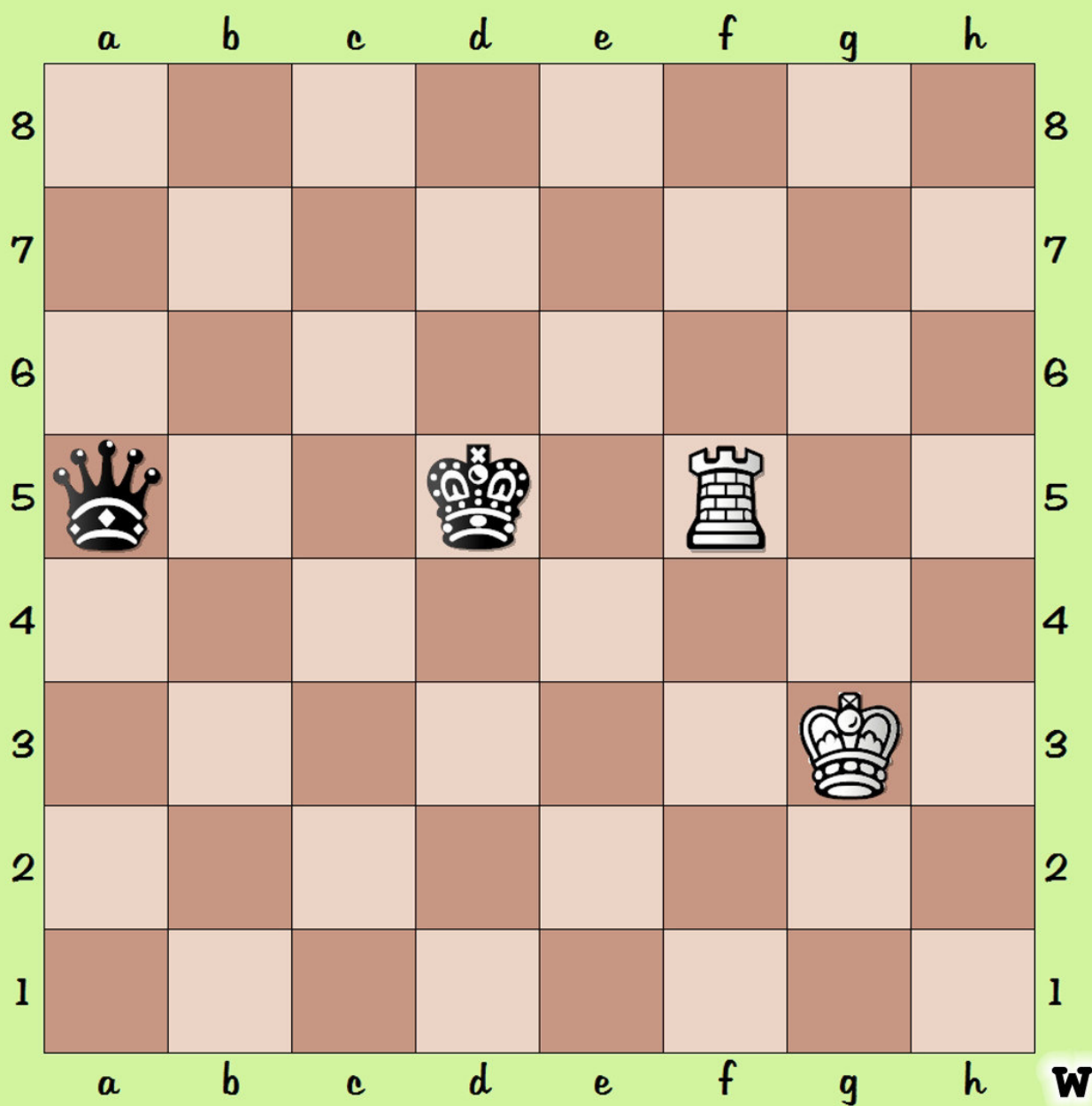
In a skewer, a piece attacks two enemy pieces in a straight line, but unlike the pin, the piece in front has a greater value, so it is forced to move, allowing the capture of the piece behind.





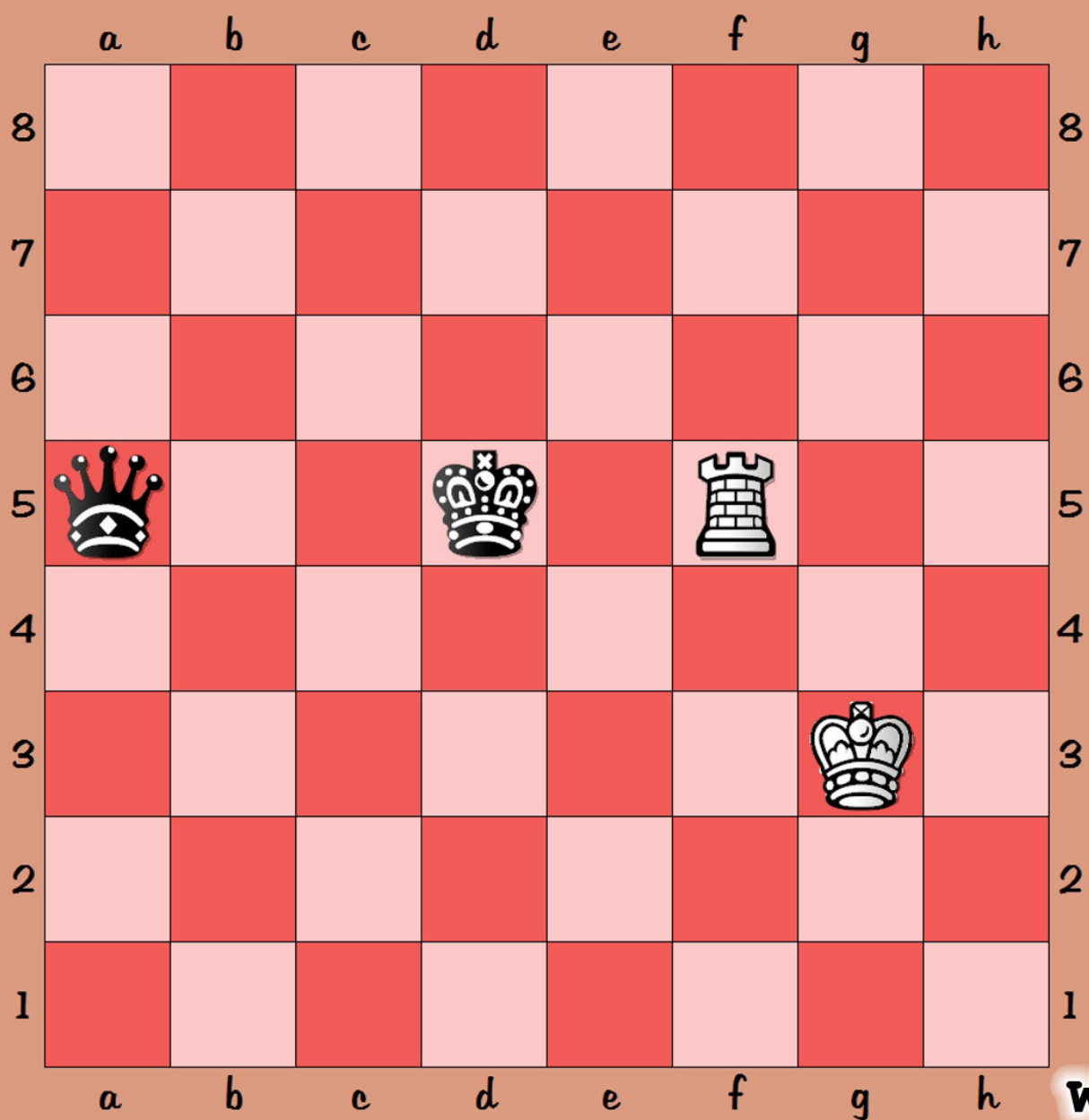
A skewer is a tactic
used to gain material.





Only Bishops, Rooks,
and Queens can perform
a skewer because they
attack in a straight line.

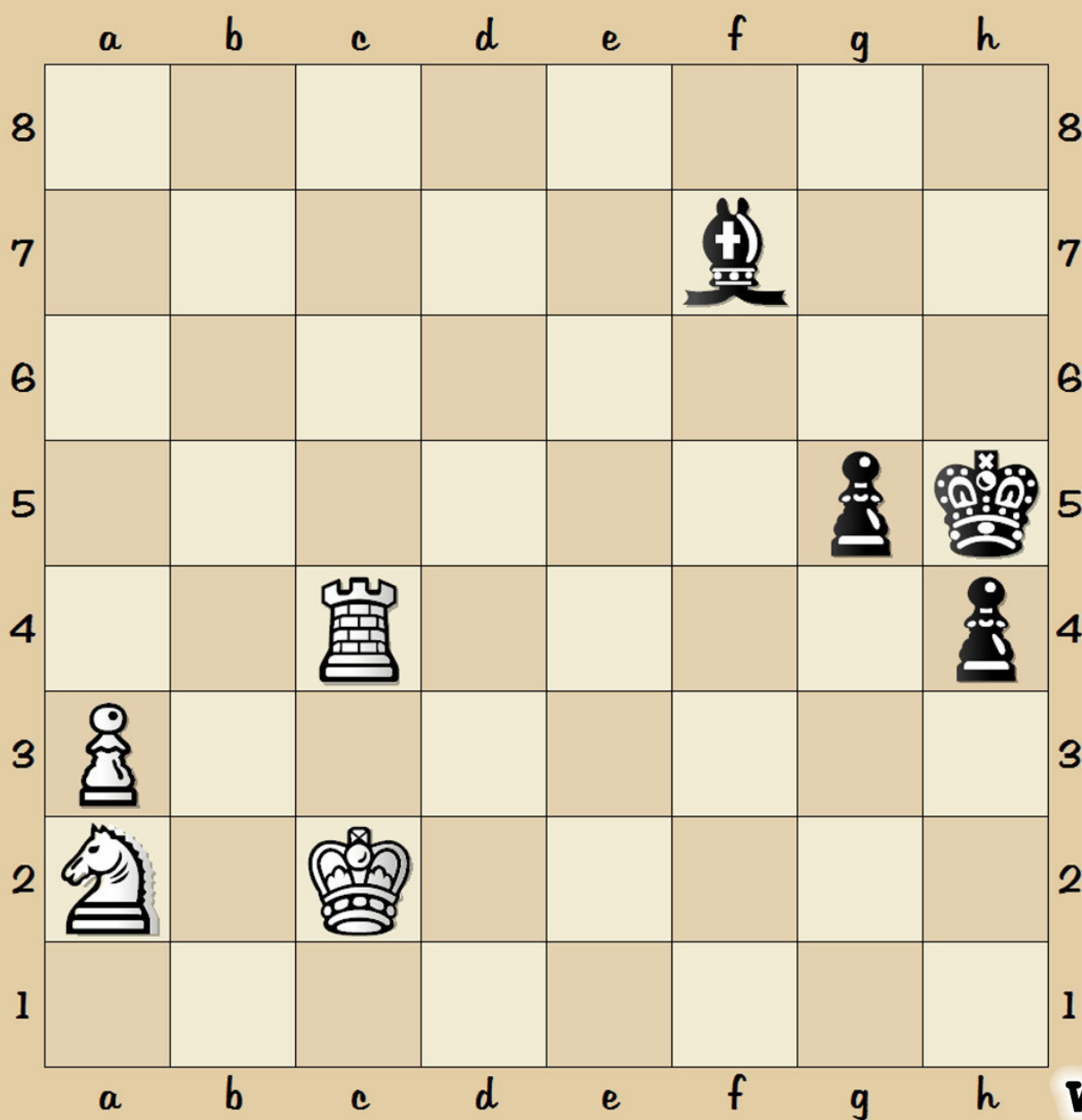




An absolute skewer is when the attacked piece is the King; otherwise, it is a relative skewer.

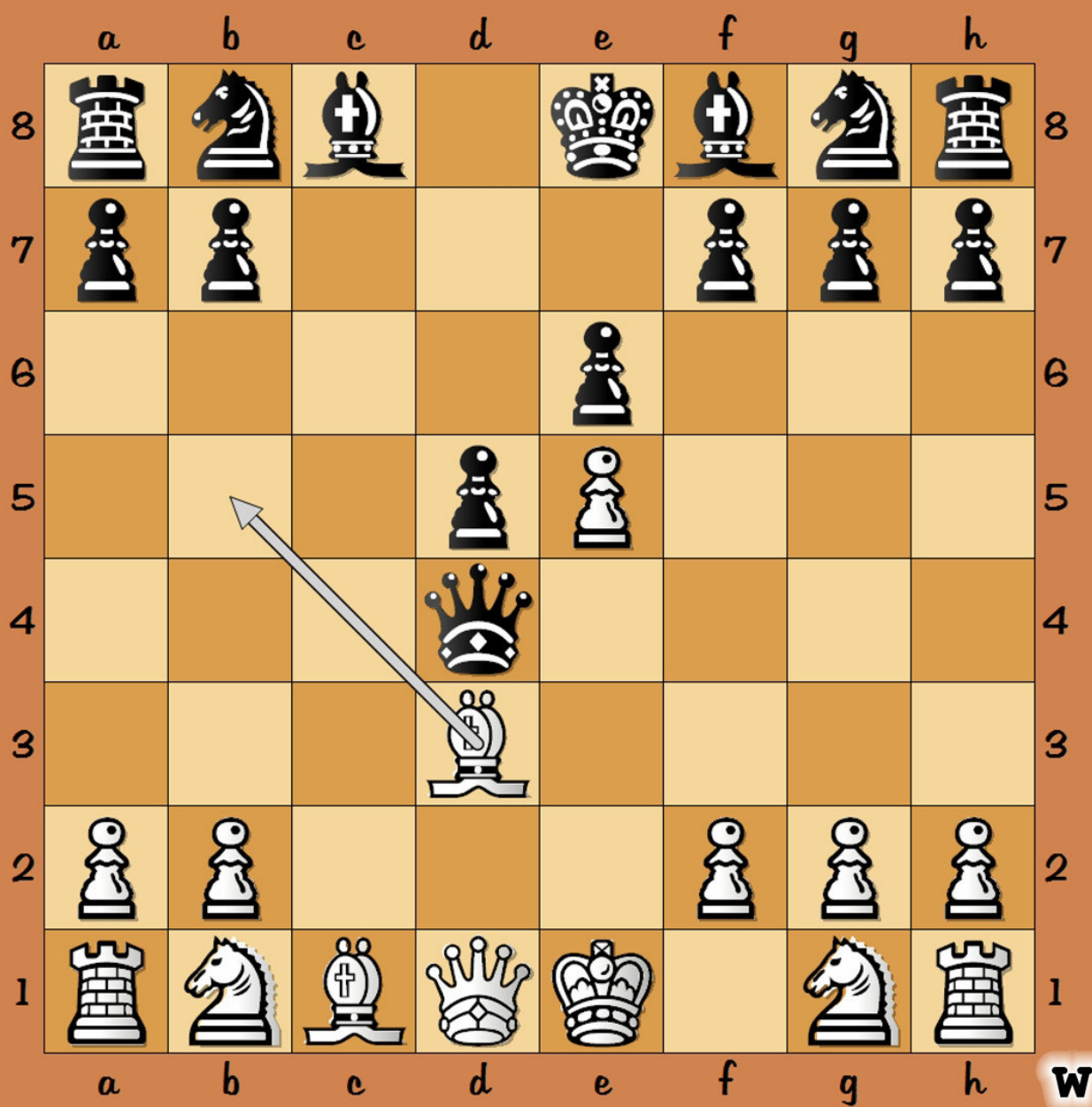
This example is an absolute skewer.





The black light-squared Bishop moves to f7 and performs a relative skewer; after the movement of the white Rook from c4, the black light-squared Bishop on f7 can capture the white Knight on a2.





Discovered
Attack

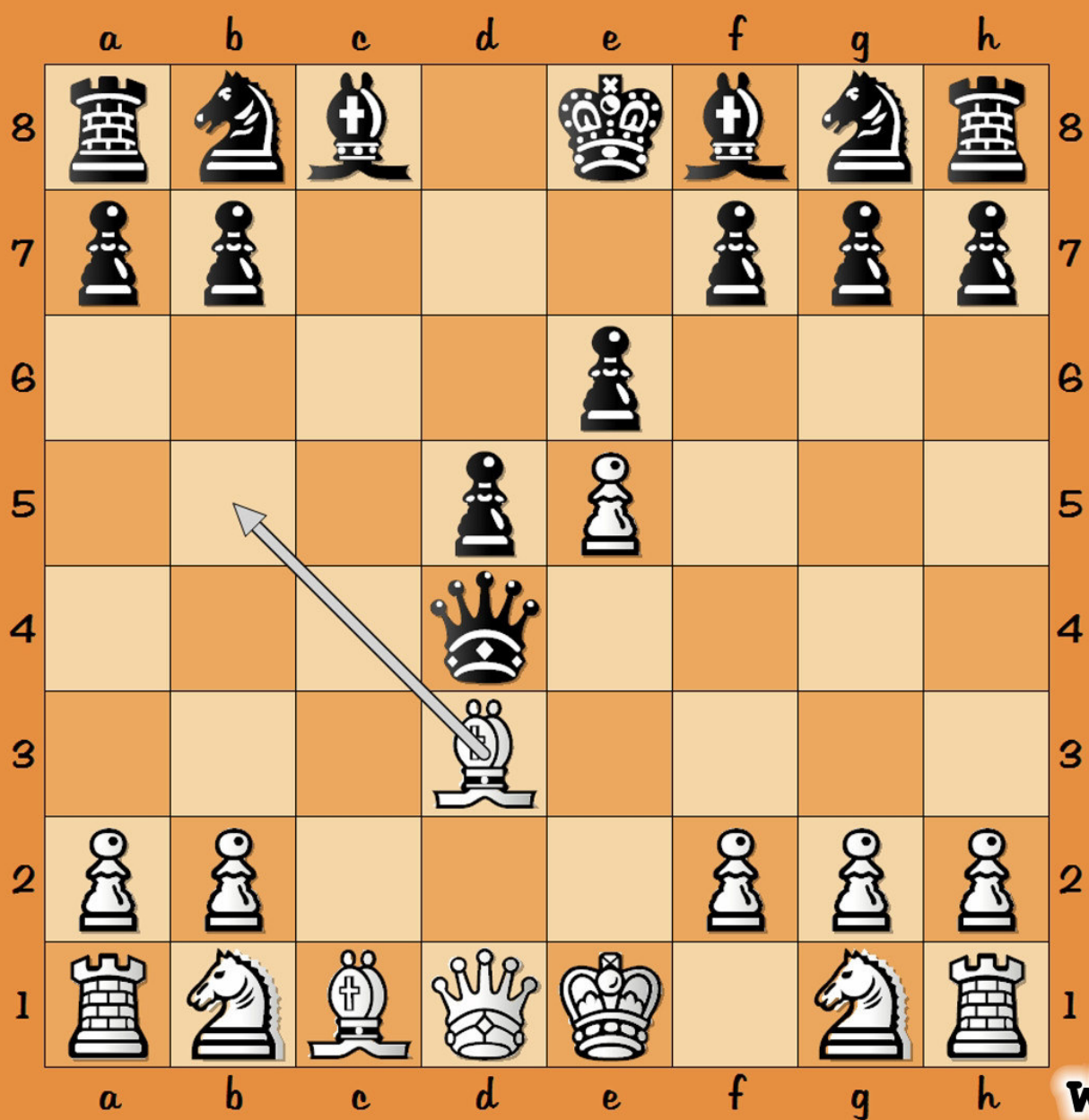




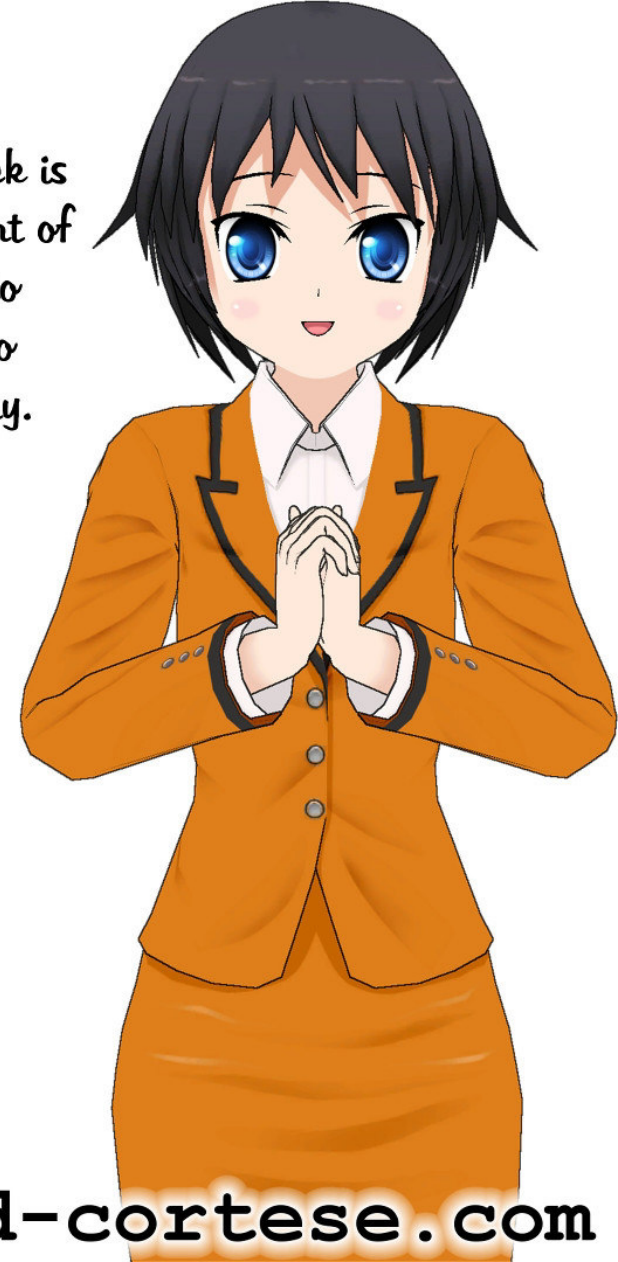
This example is 1.e4
e6 2.d4 d5 3.e5 c5
4.c3 cxd4 5.cxd4 Qb6
6.Bd3 Qxd4 7.Bb5+.

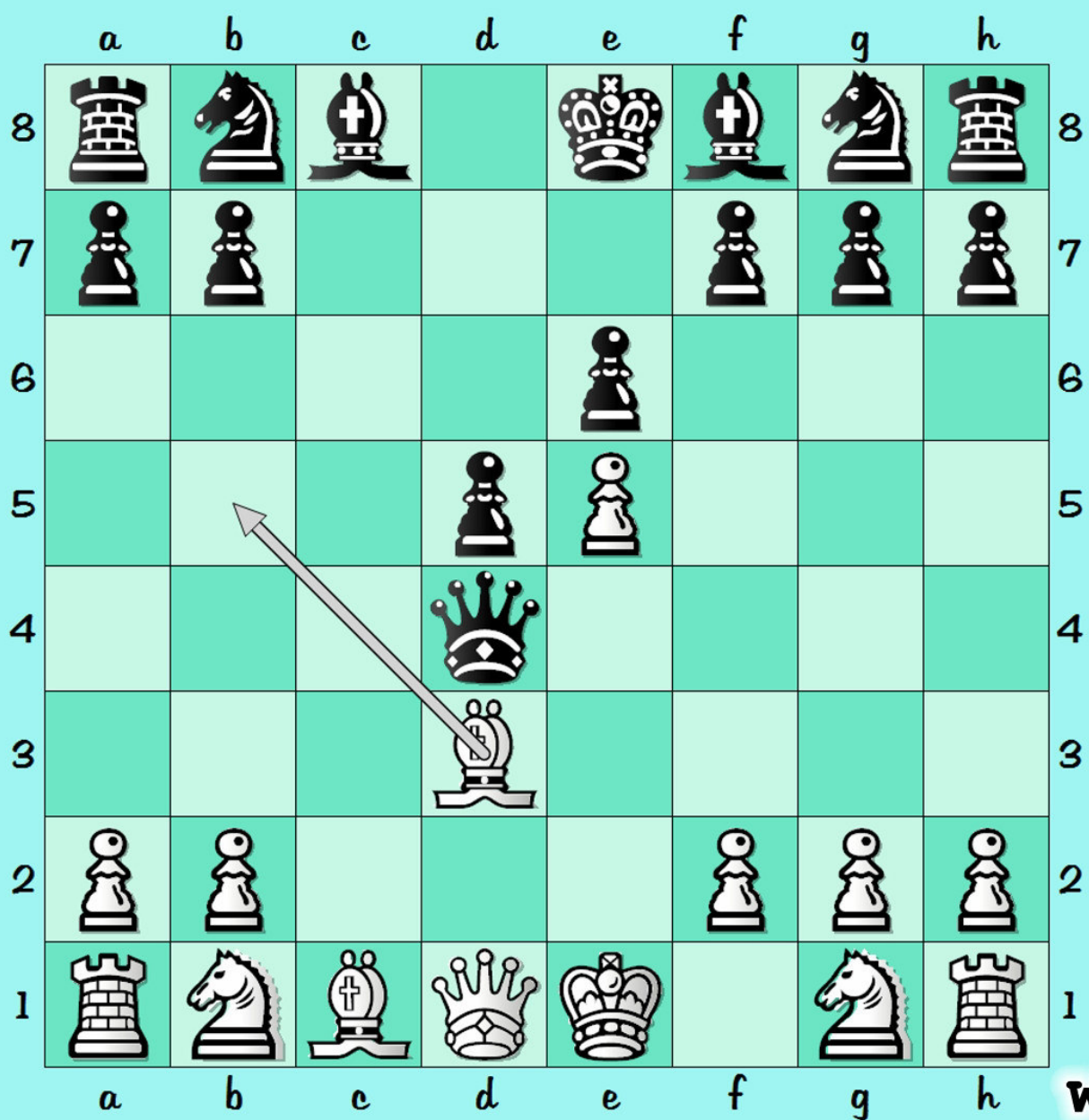
The white light-squared
Bishop performs a
discovered attack
by moving from d3
to b5; the black
King must escape
check, so the white
Queen on d1 can
capture the black
Queen on d4.





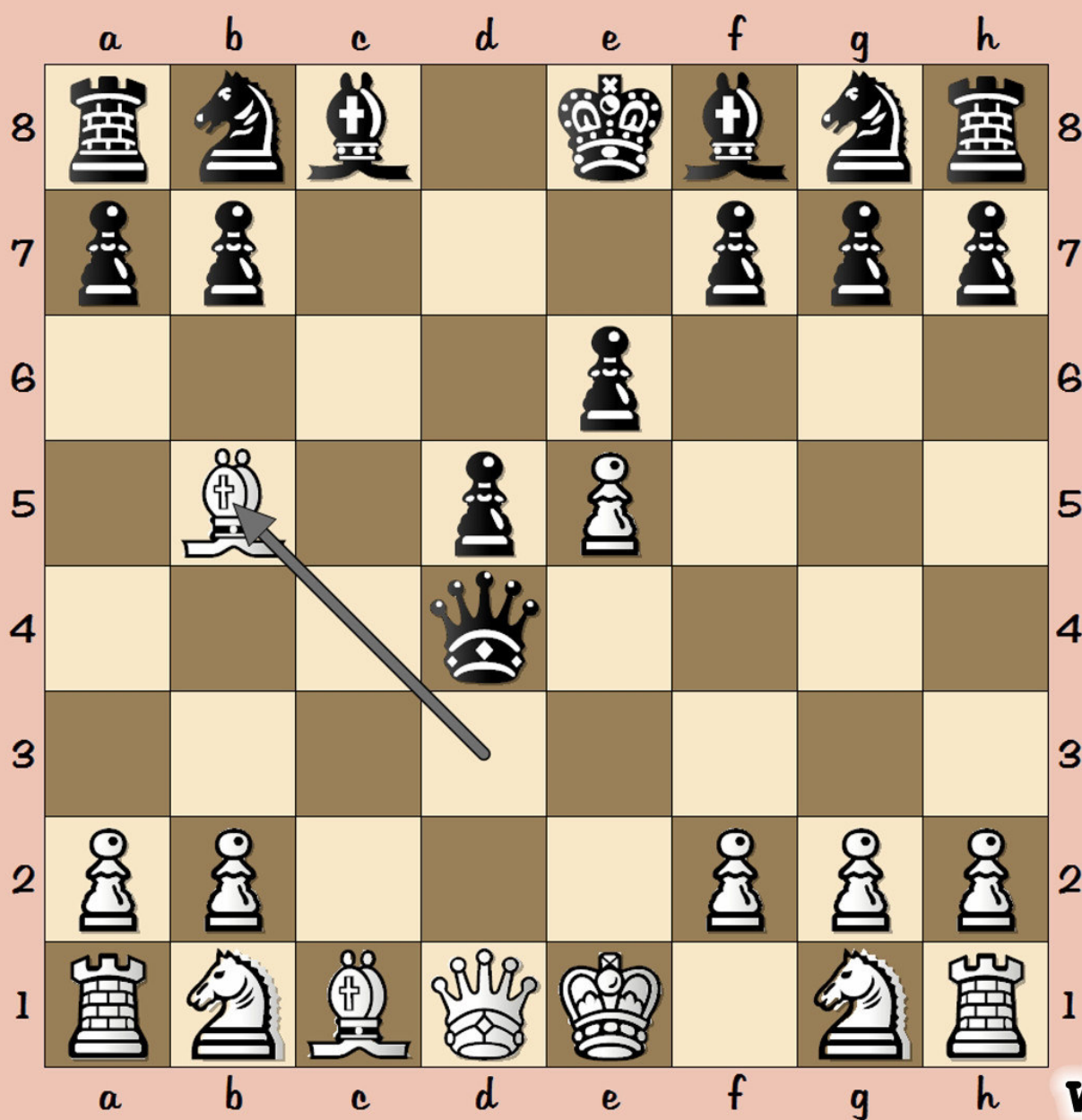
A discovered attack is when the movement of a piece allows to another piece to attack the enemy.





*A discovered attack is
a tactic used to gain
material or tempo.*

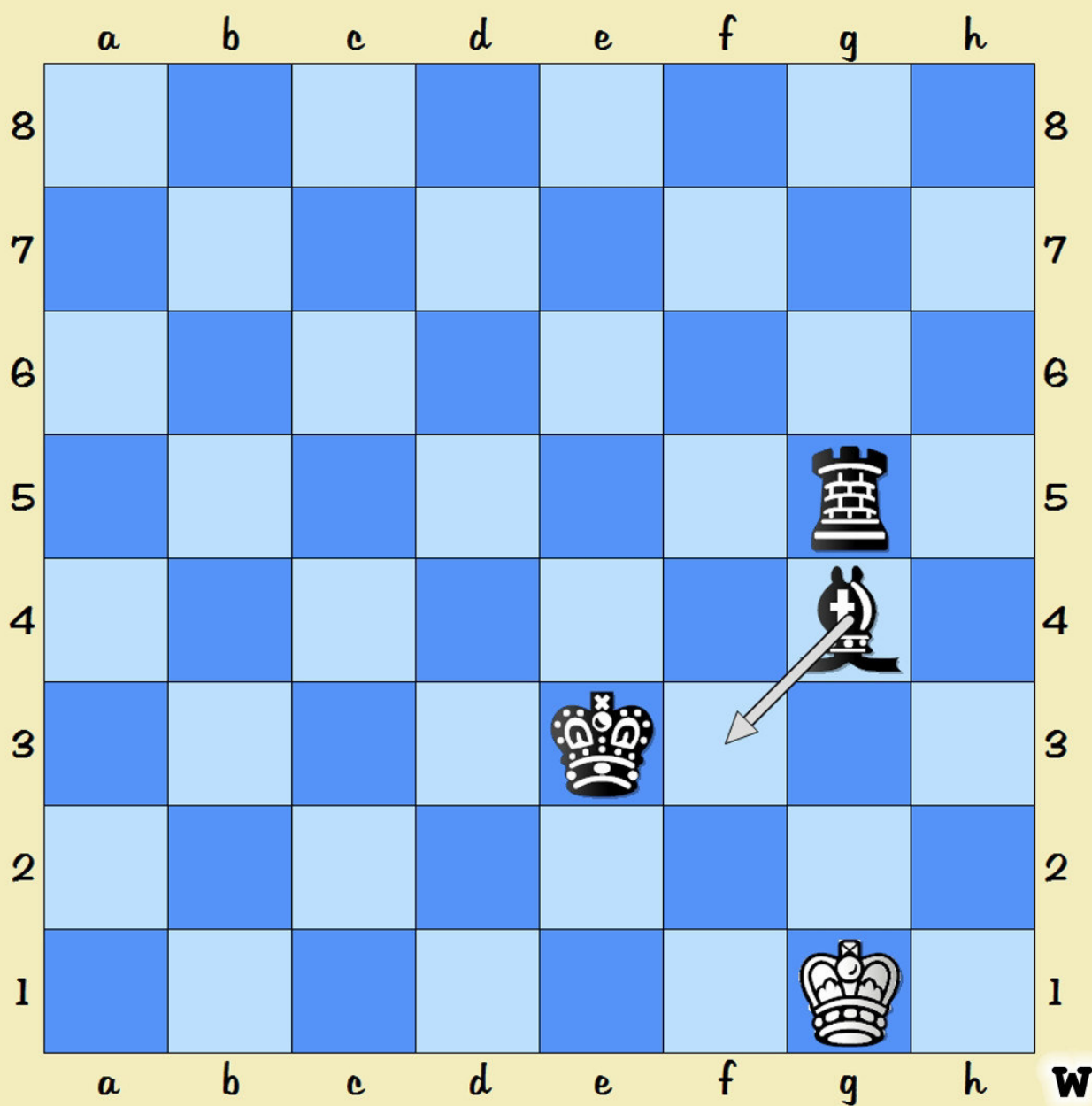




There are different types of discovered attack.

This example is a discovered attack with check.

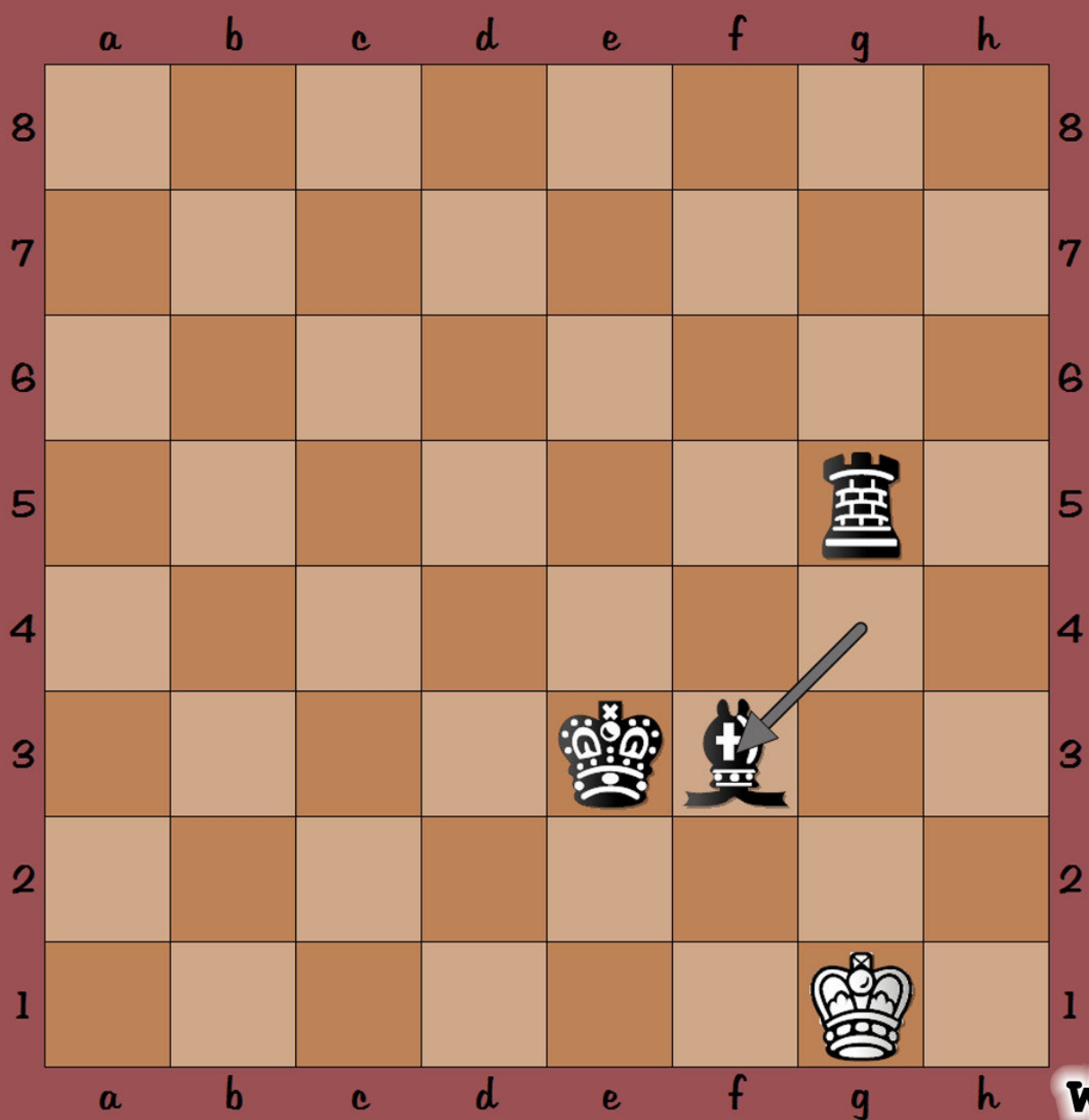




The movement of the black light-squared Bishop from g4 to f3 allows the black Rook on g5 to attack the white King on g1.

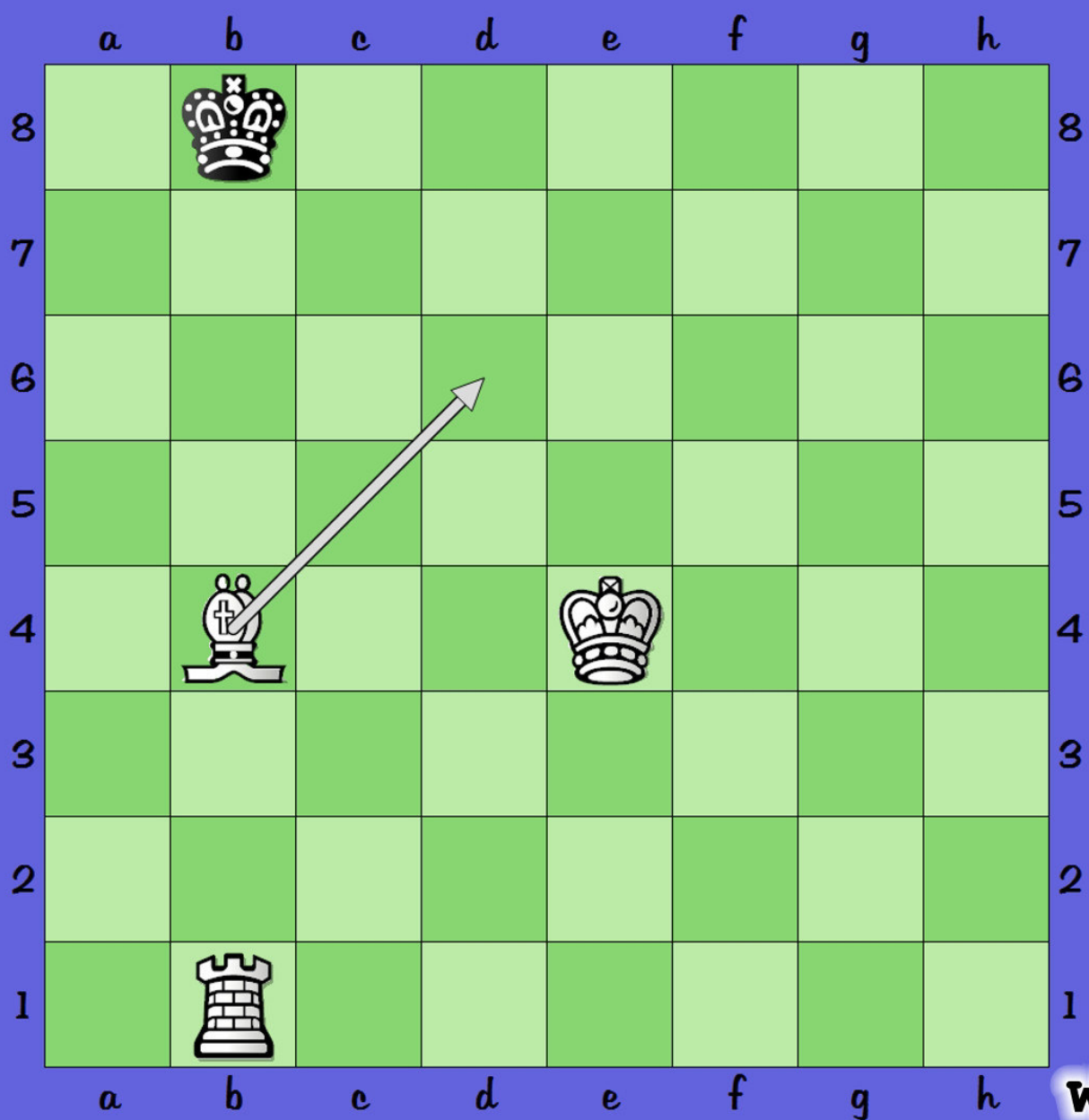
It is a discovered check.





A discovered check is
when the King is
attacked by a piece
that has not moved.

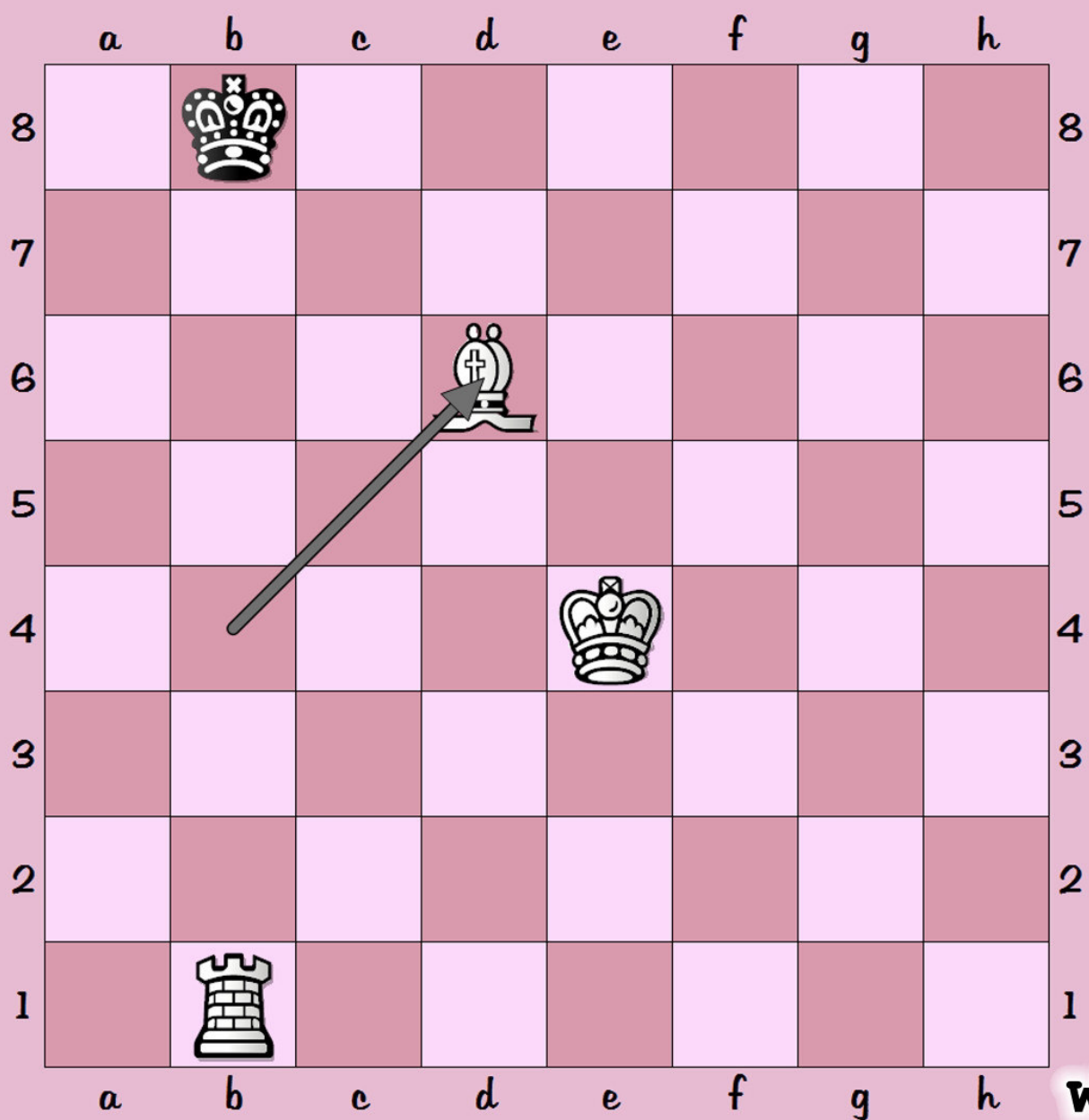




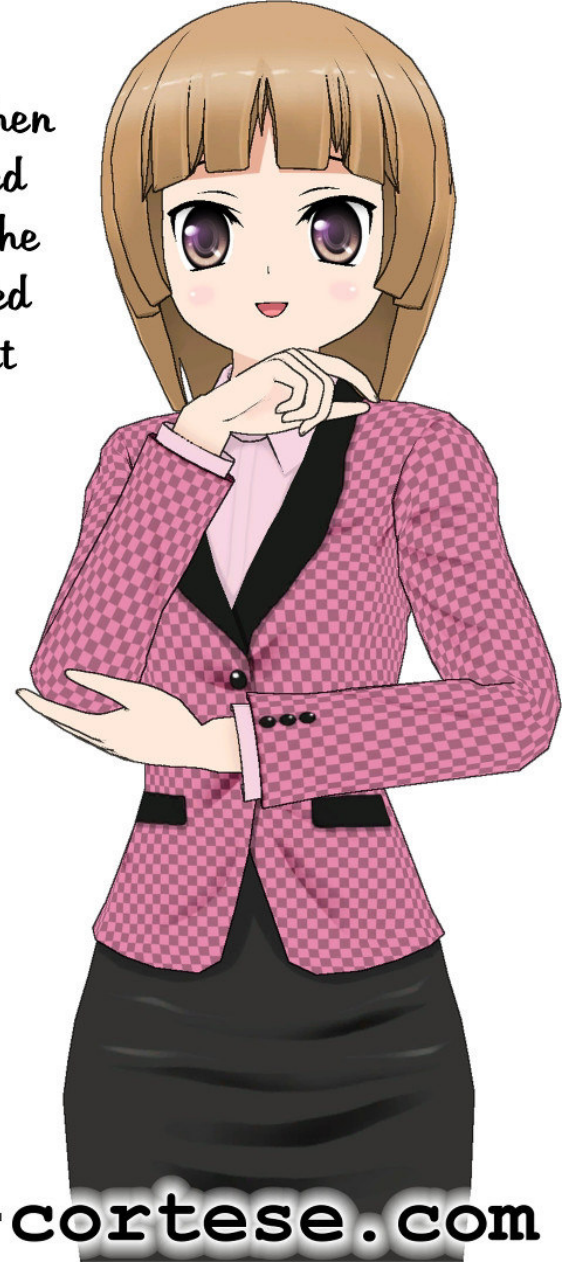
The white dark-squared Bishop moves from b4 to d6; the black King on b8 is attacked by the white dark-squared Bishop on d6 and by the white Rook on b1 at the same time.

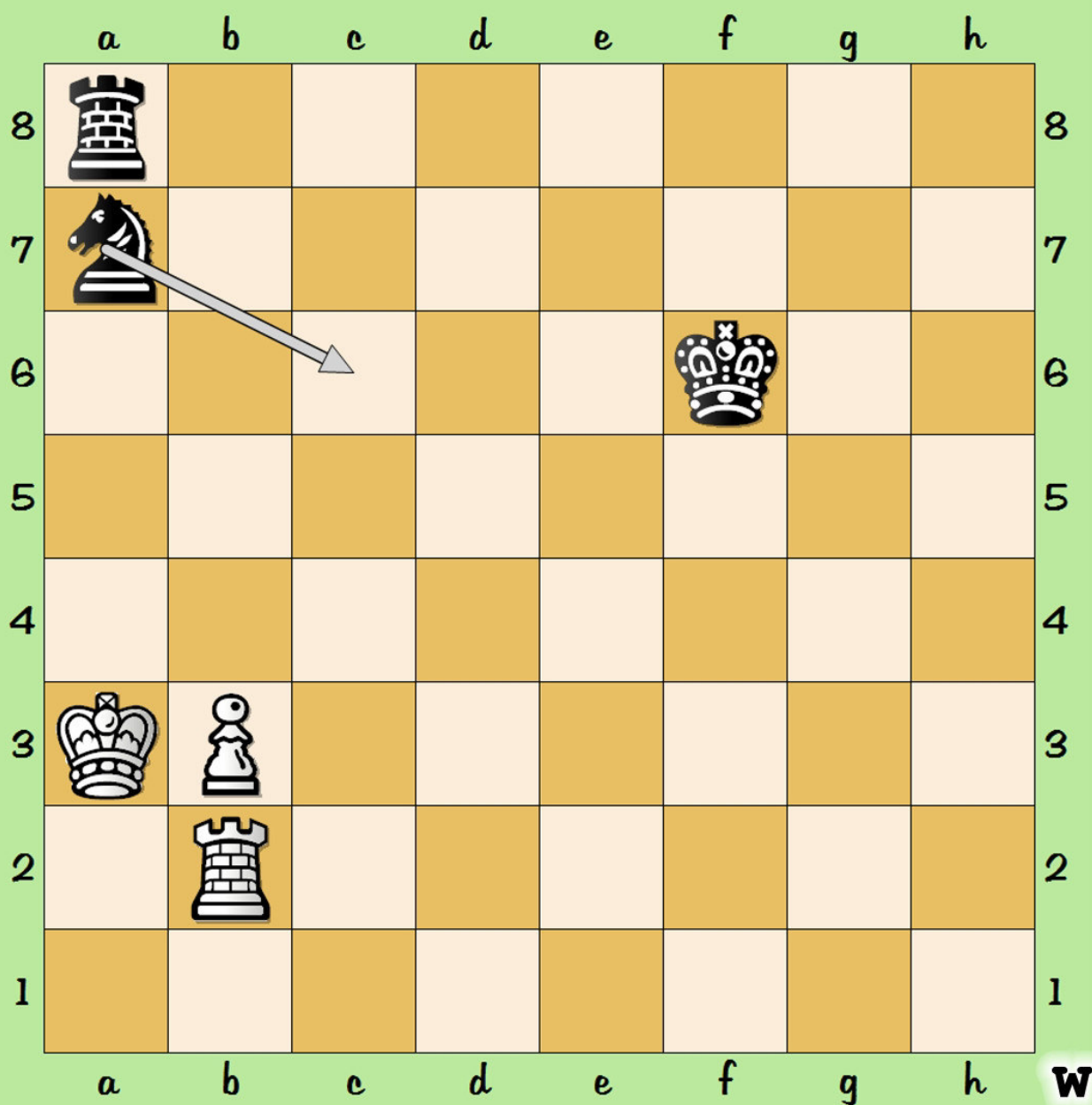
It is a double check.





A double check is when the King is attacked simultaneously by the piece that has moved and by a piece that has not moved.

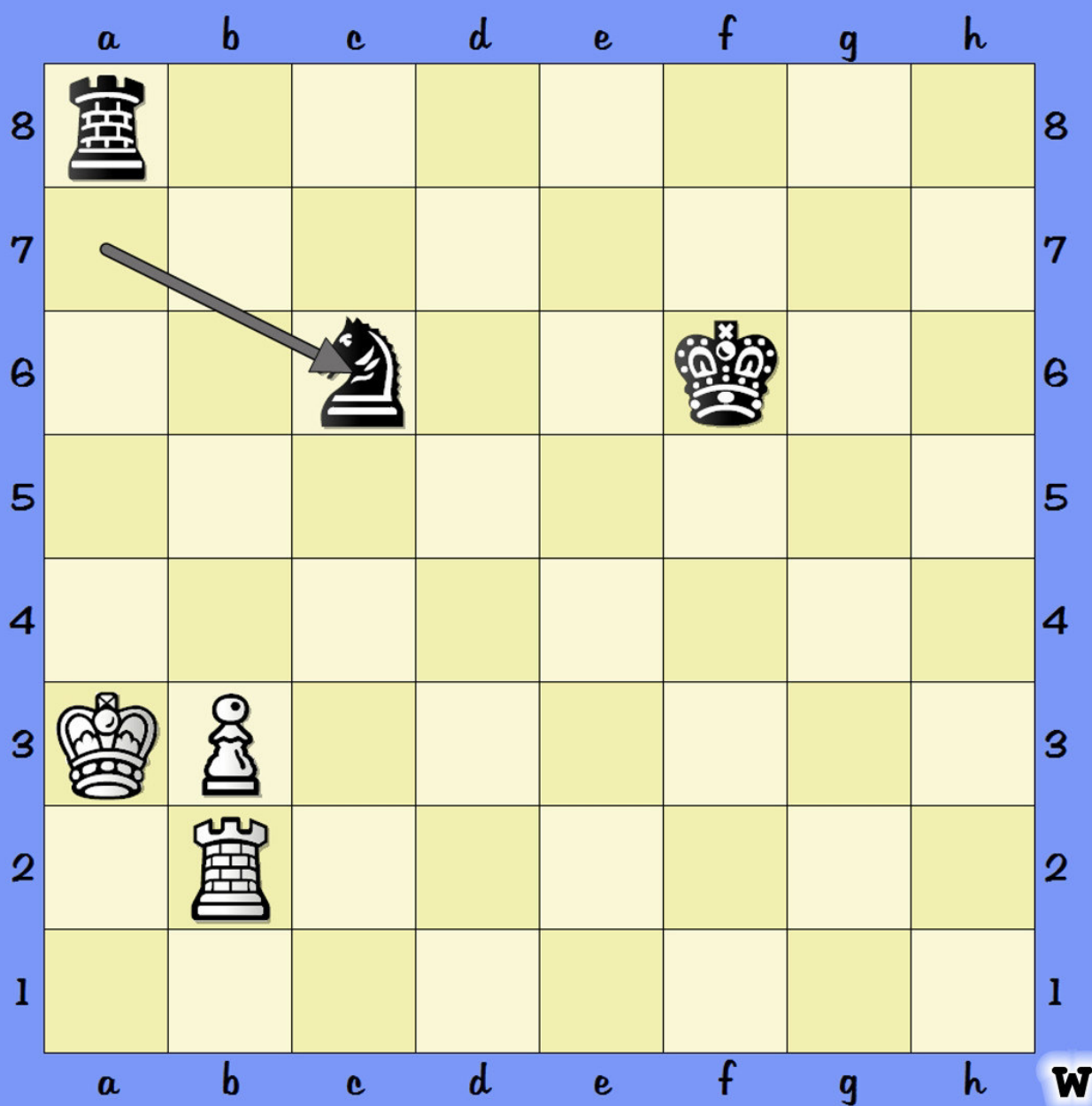




The black Knight on a7 moves to c6; the white King on a3 is attacked by the black Rook on a8 and has no escape.

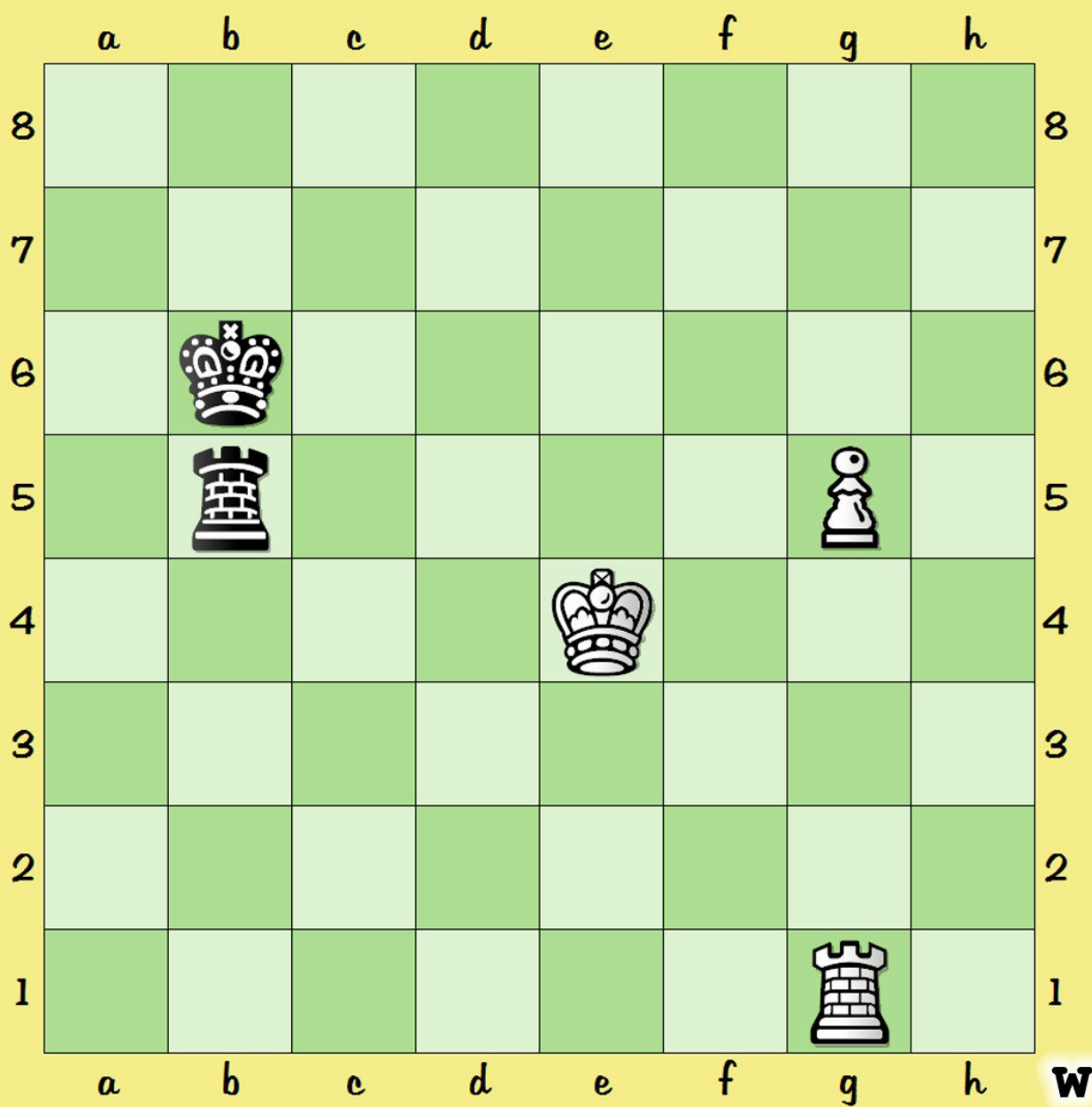
It is a discovered checkmate.





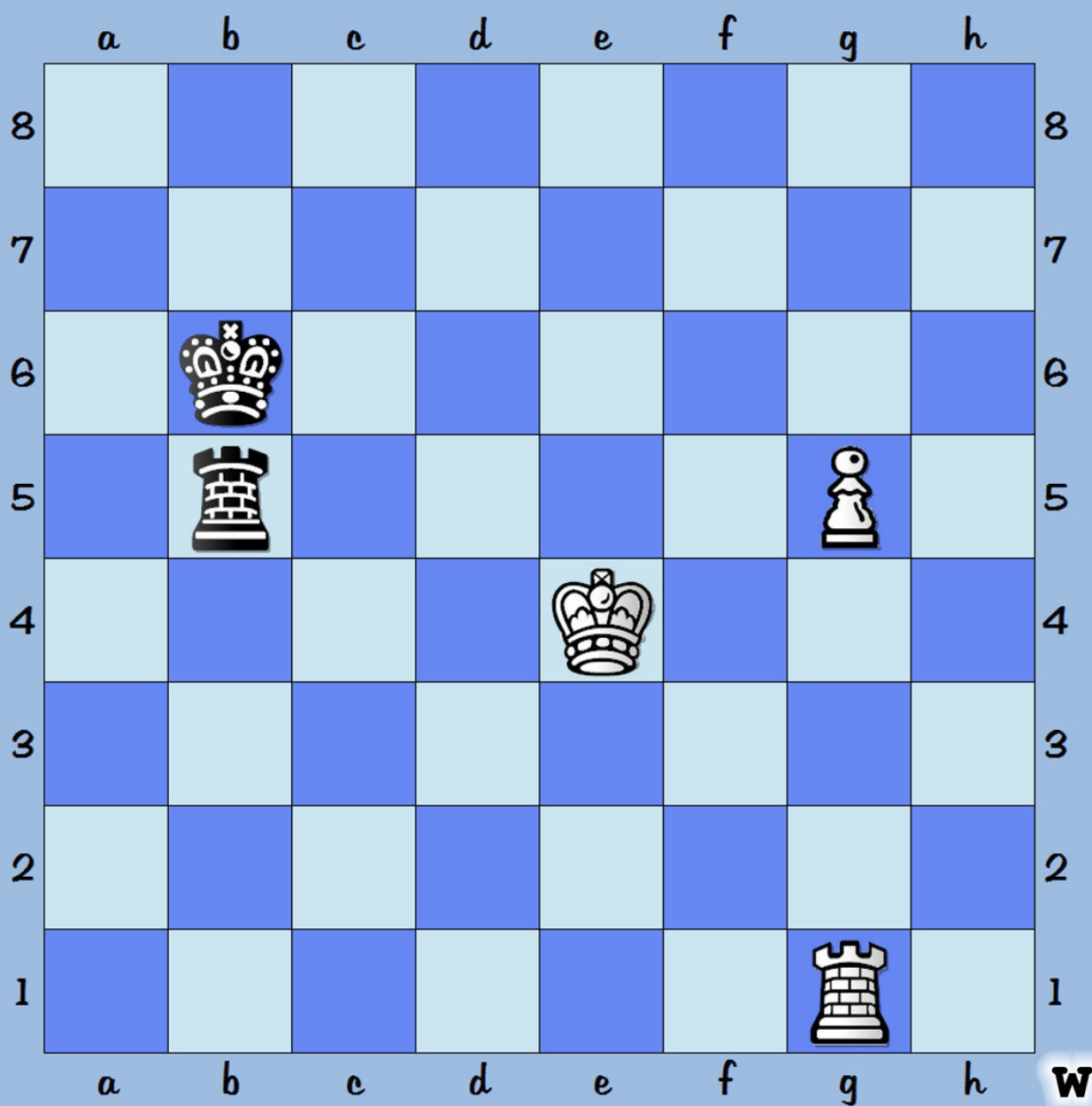
*A discovered checkmate
is when the King is
checkmated by a piece
that has not moved.*



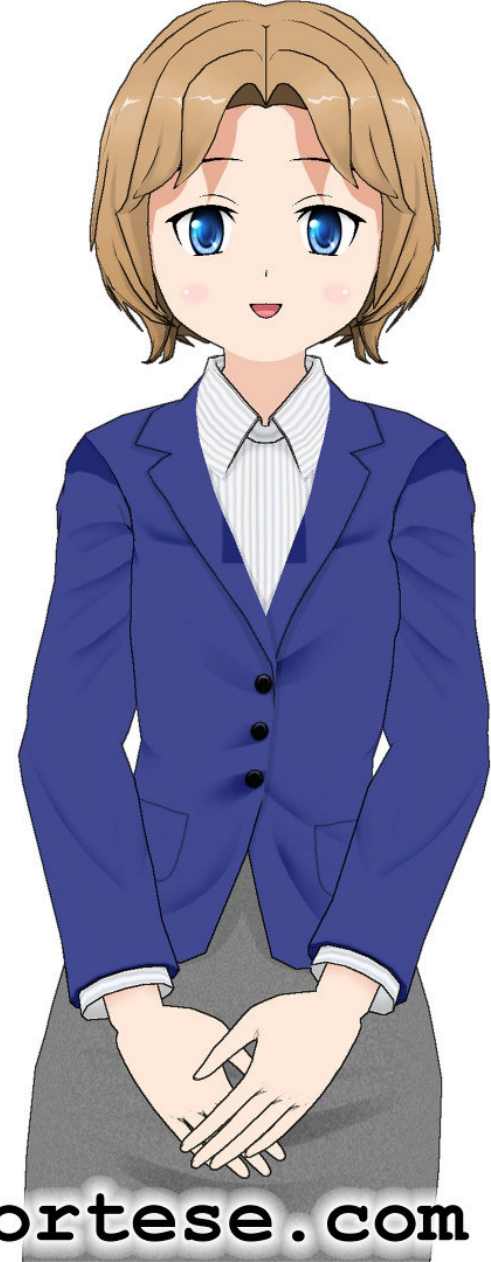


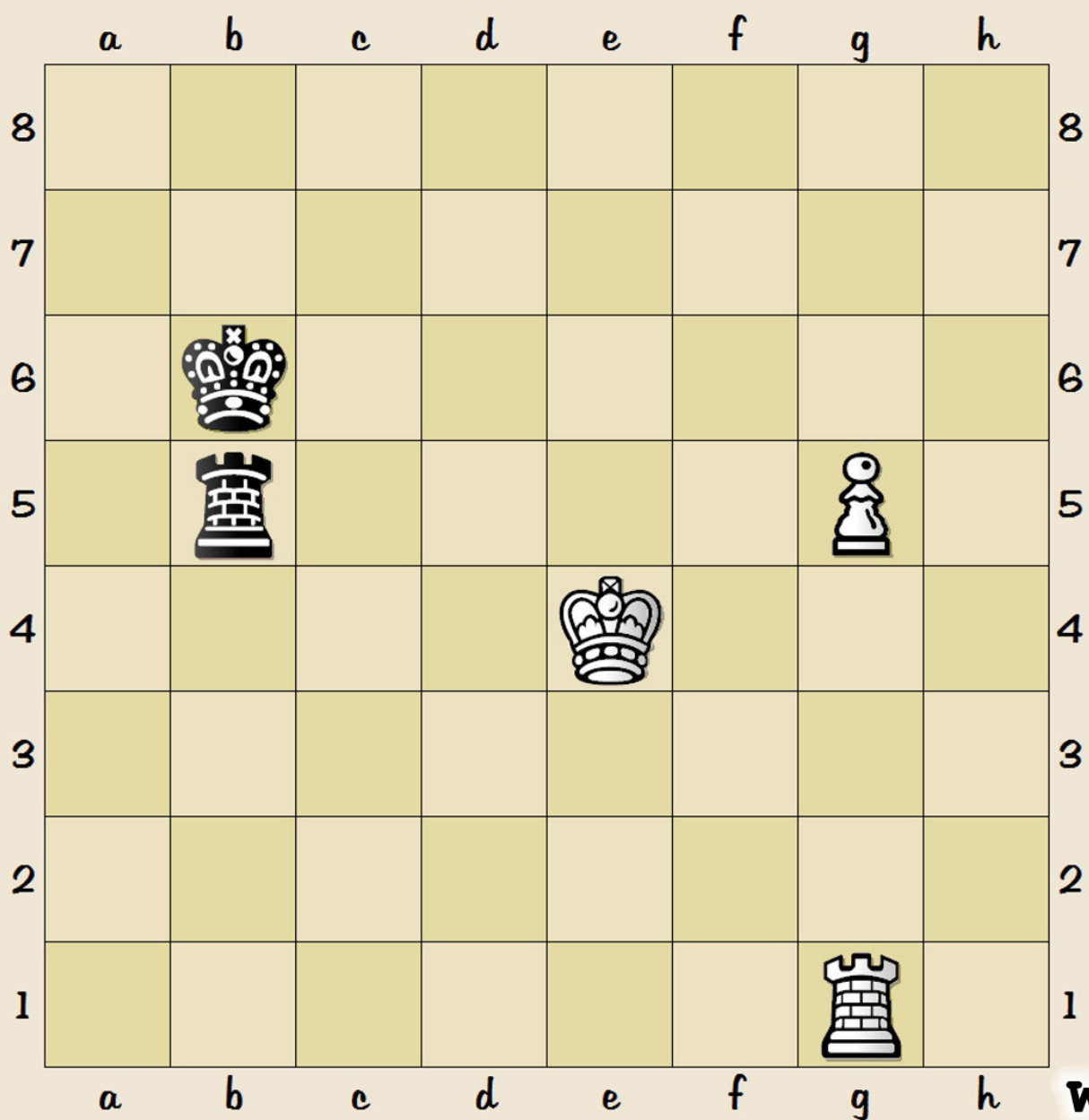
Endgame Strategy





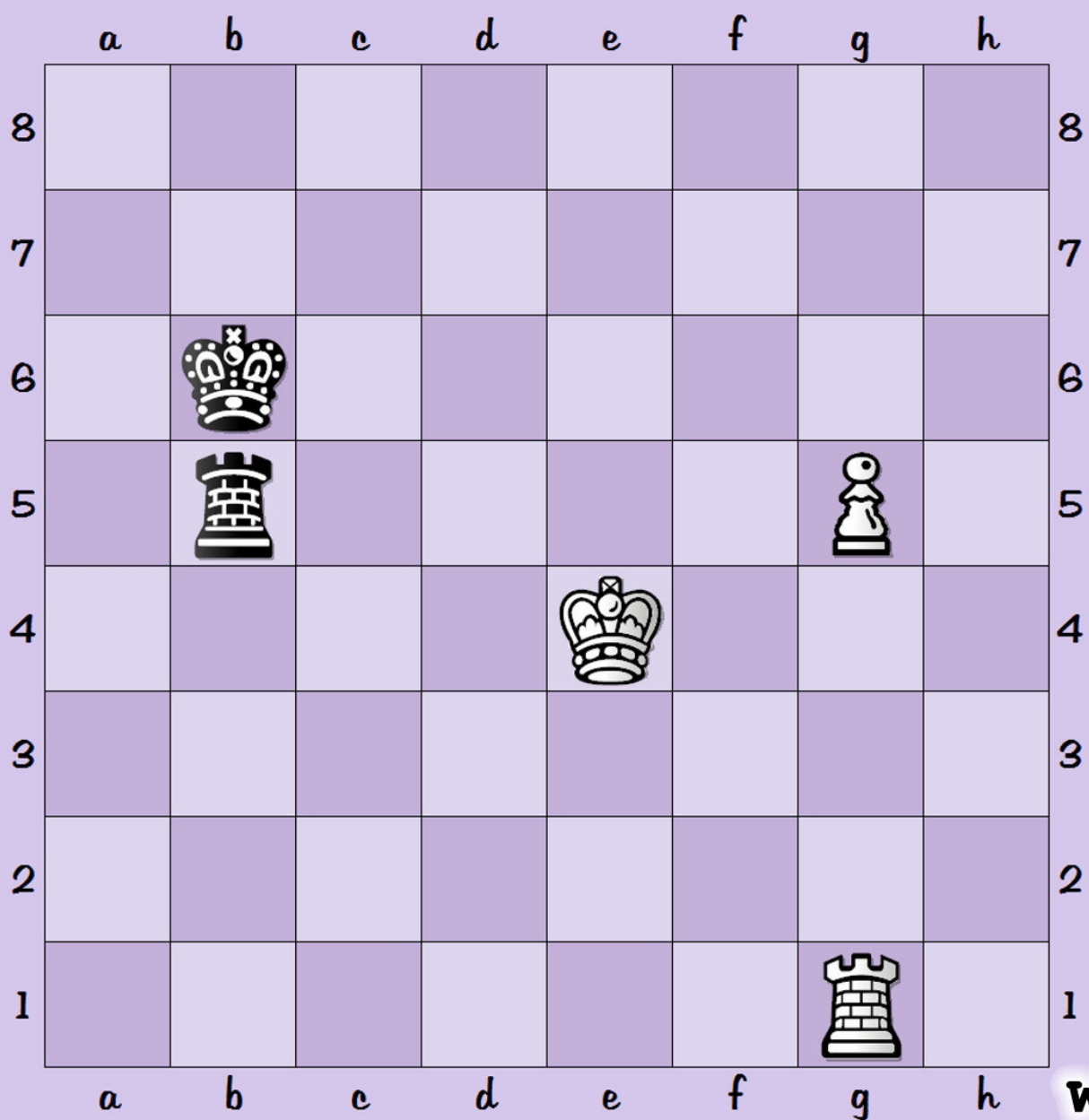
An endgame is when
few pieces remain on
the chessboard.



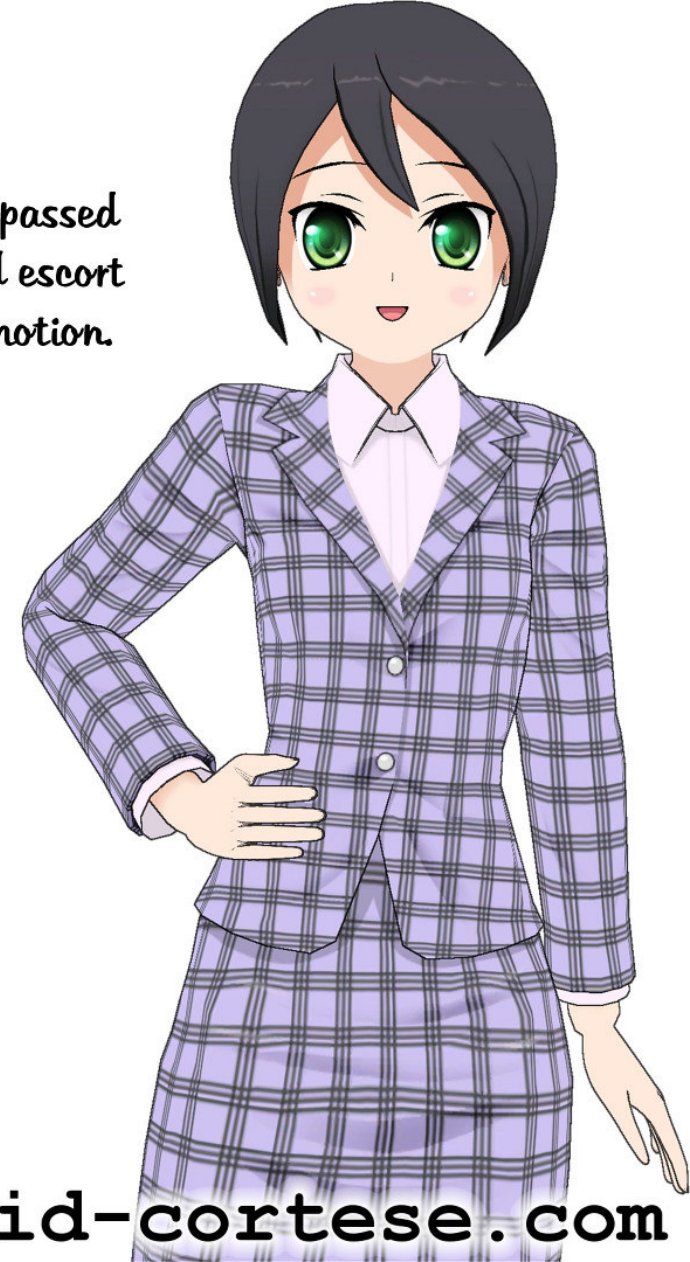


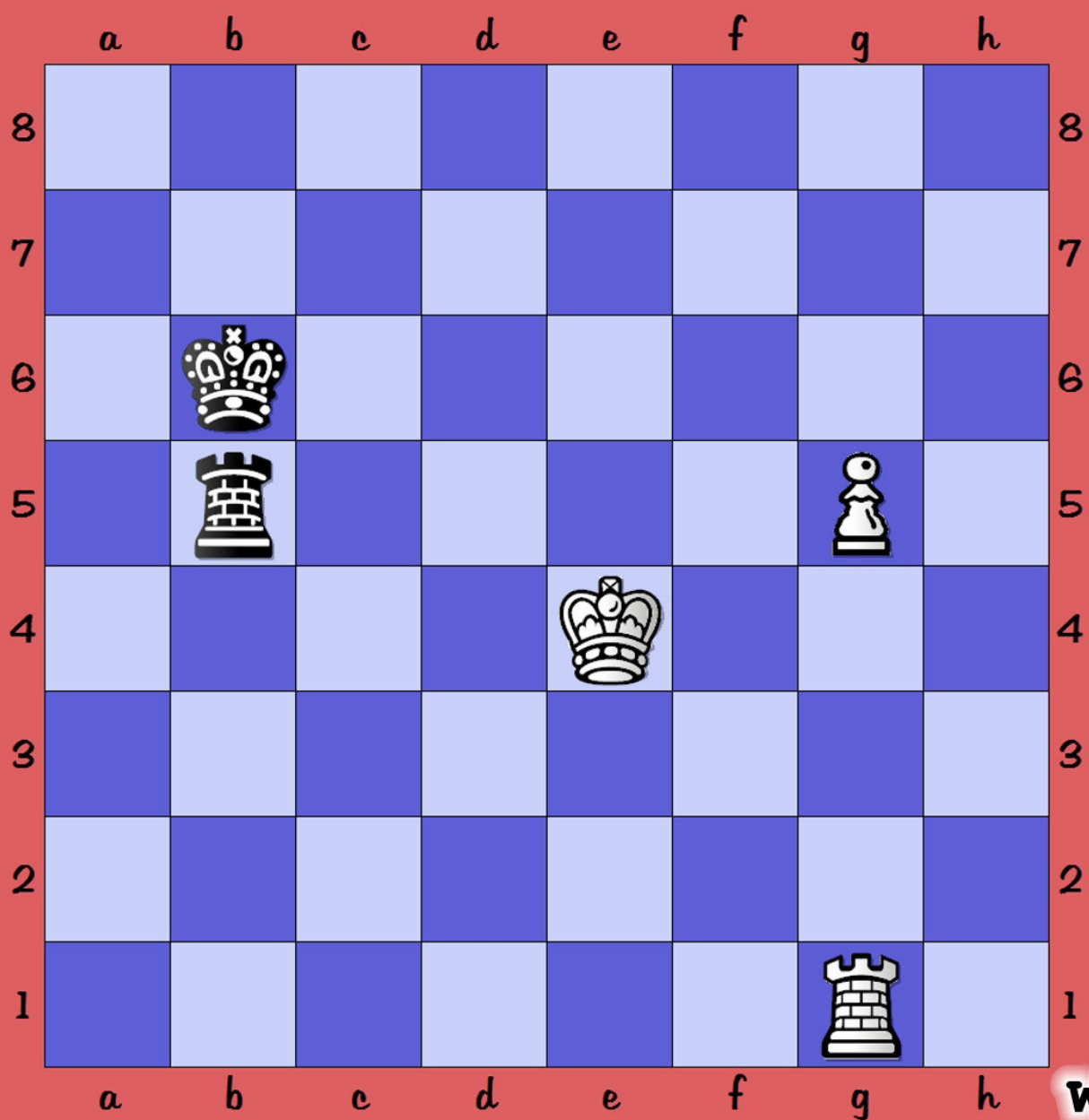
The King should
play an active role
in the endgame.





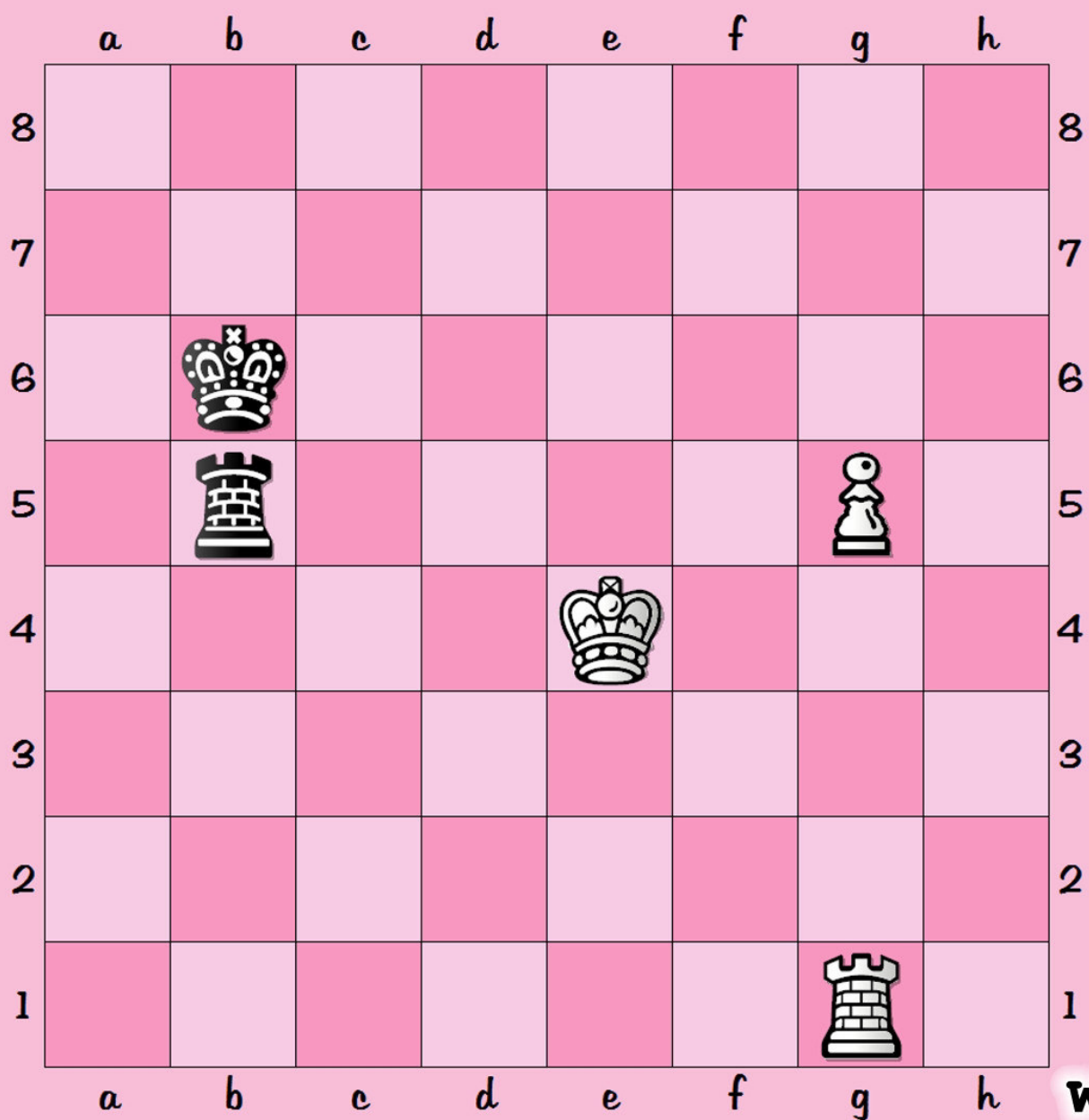
Create a passed
Pawn and escort
it to promotion.



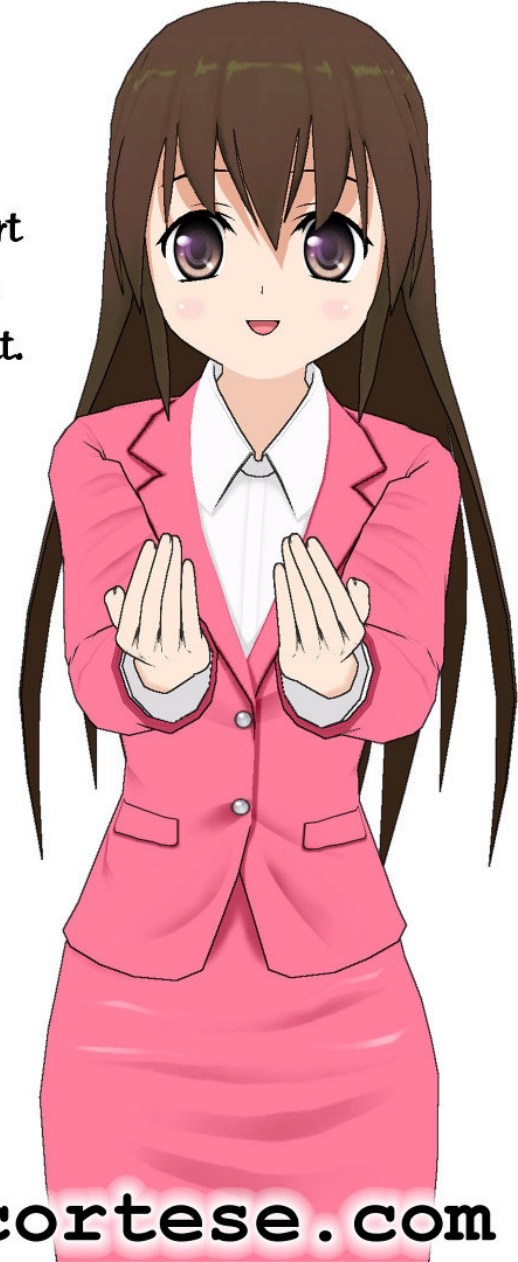


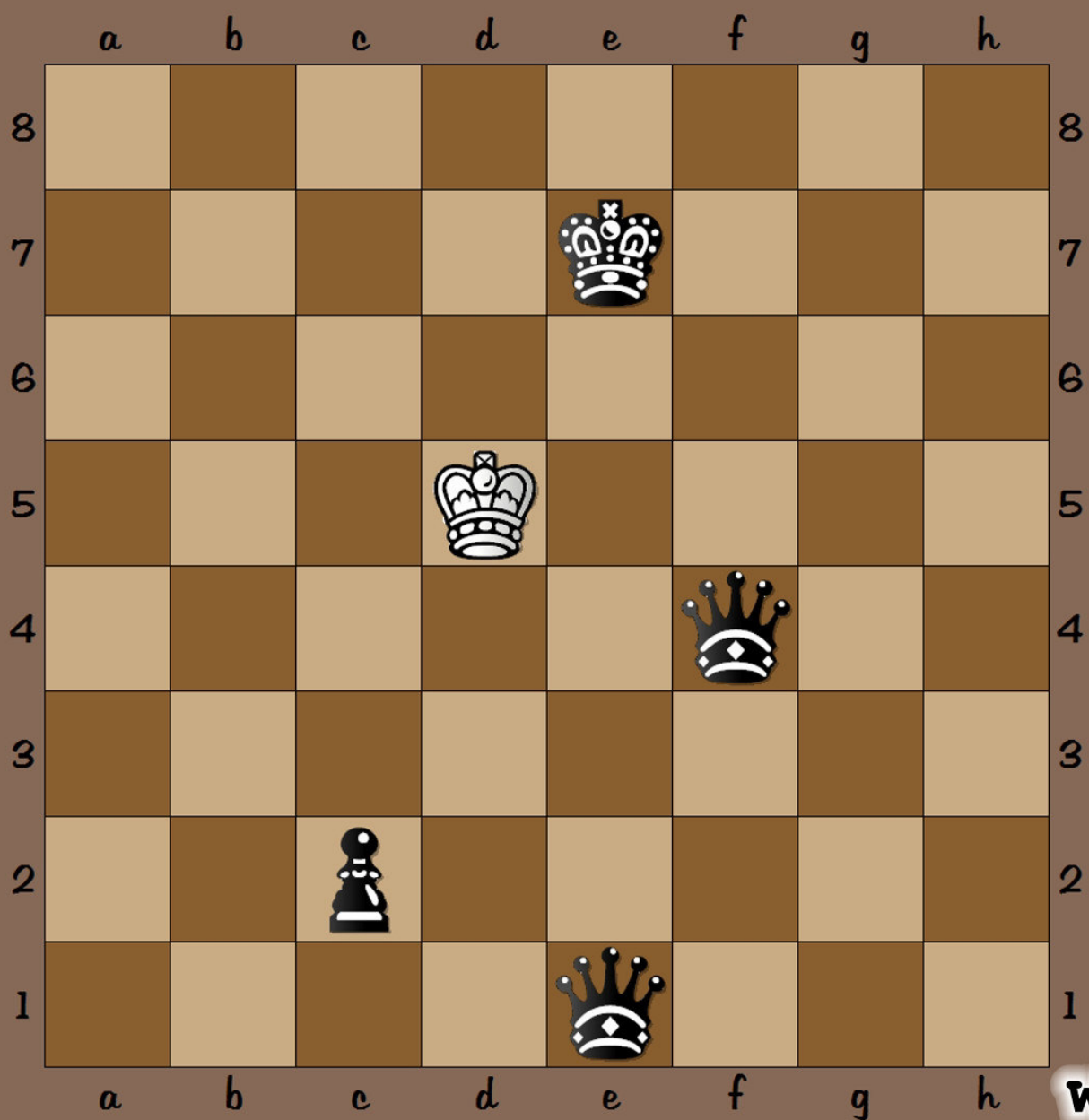
A passed Pawn is a Pawn with no enemy Pawns in front of it on the same file nor on an adjacent file.





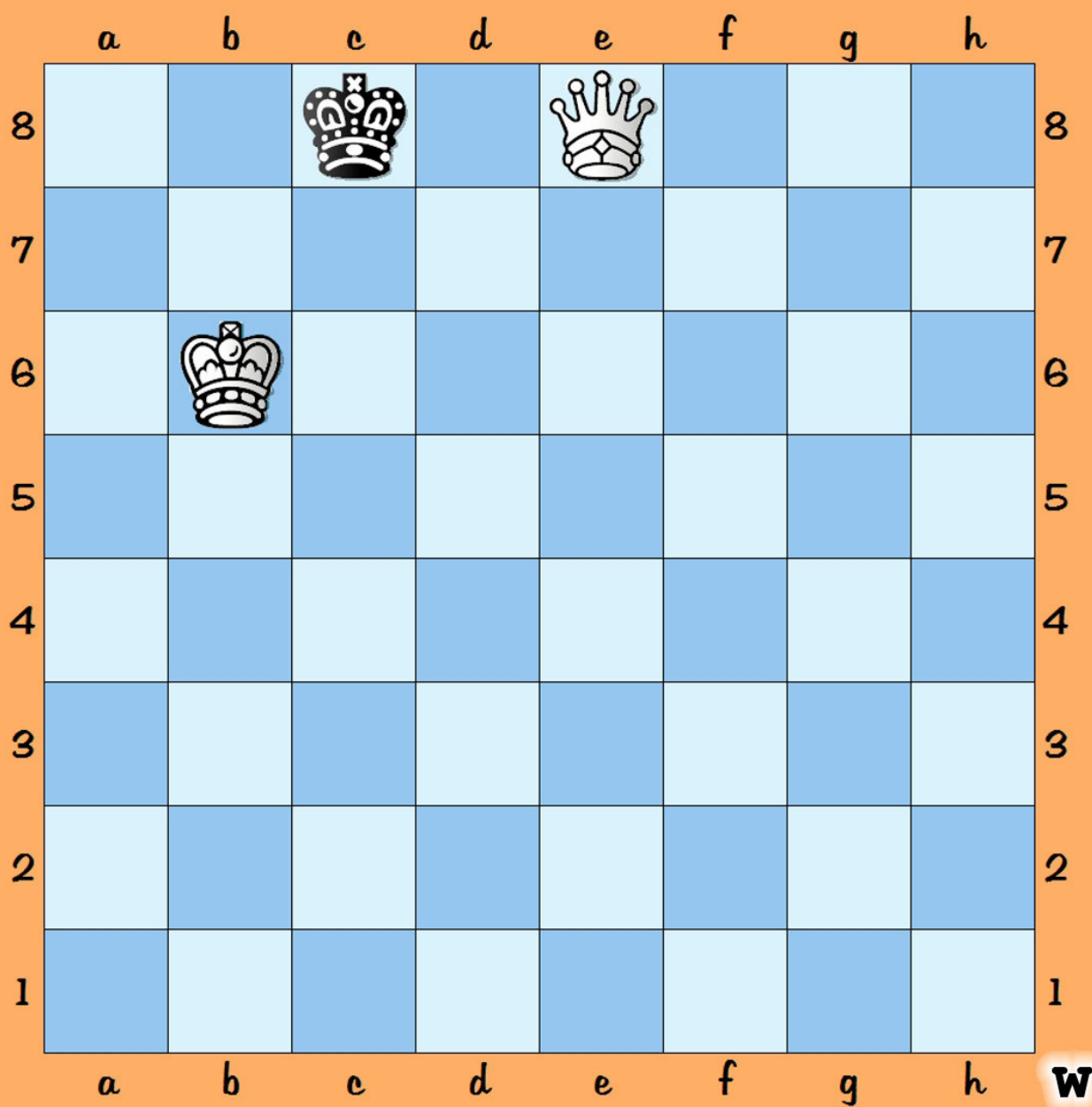
The best way to escort
a passed Pawn is to
place a Rook behind it.



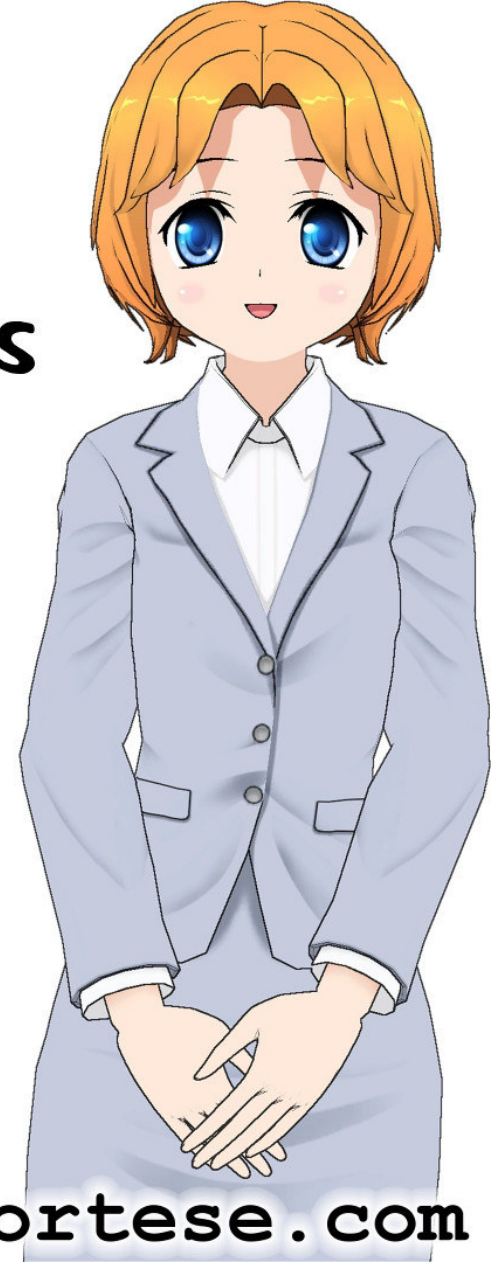


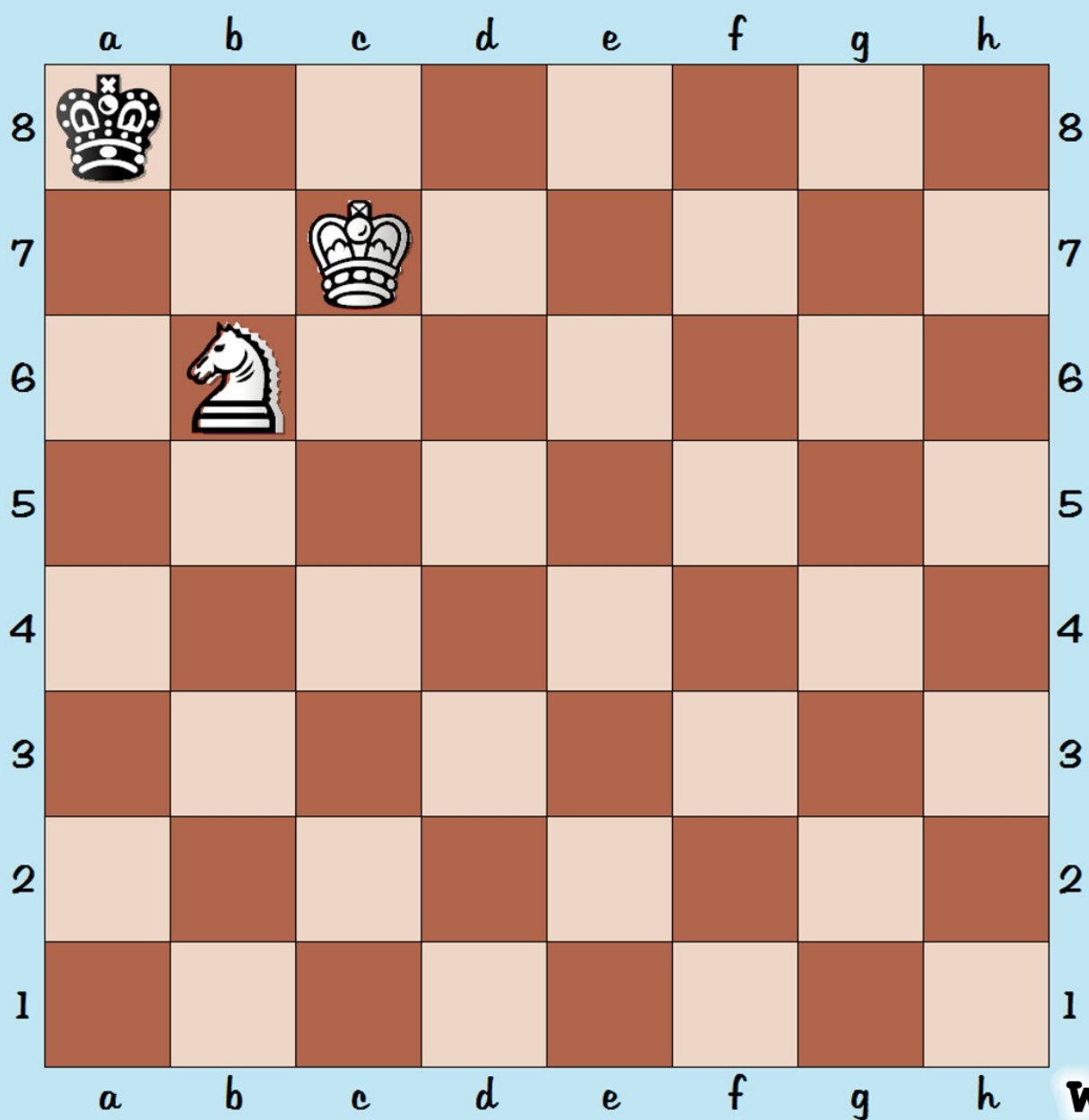
Promoting multiple Queens
can be counterproductive
because it could lead to a
stalemate, and it is usually
a waste of time;
the priority is to checkmate
the enemy King.





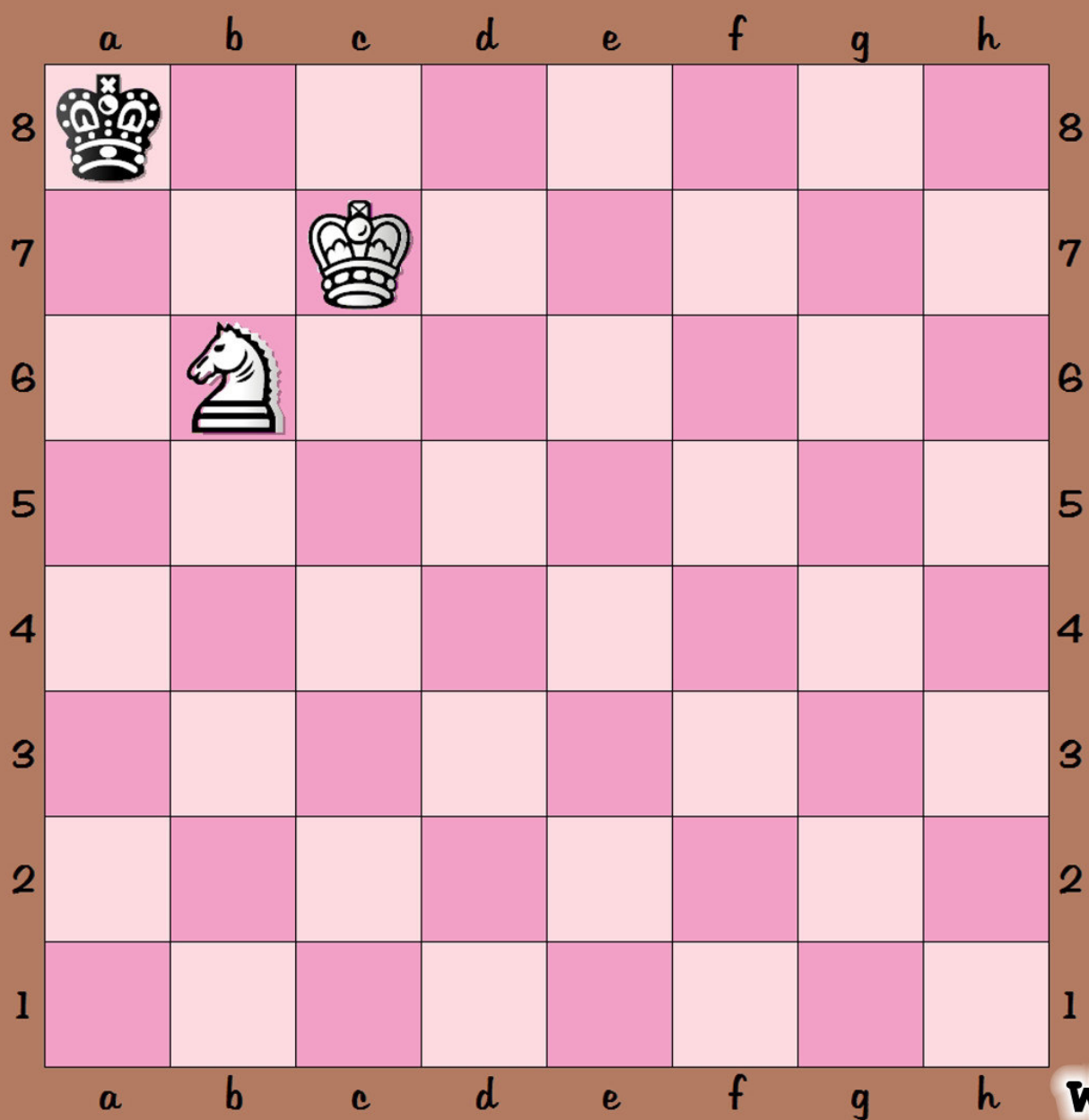
Chess Endgames



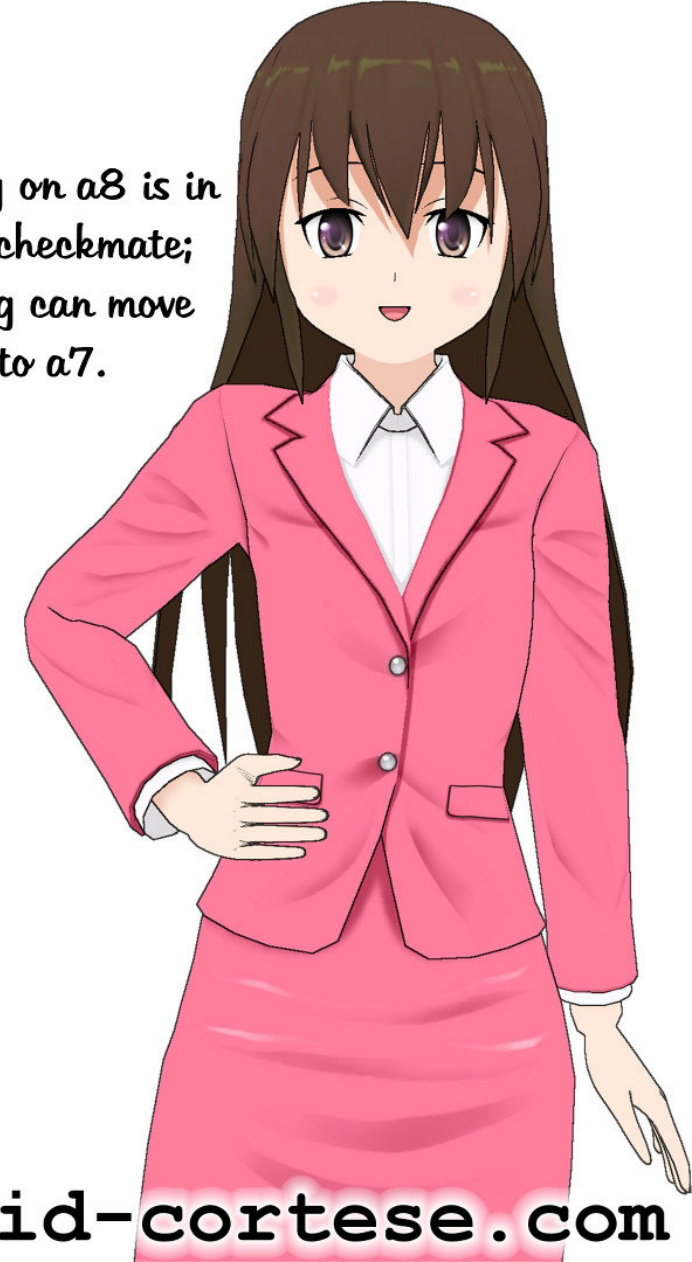


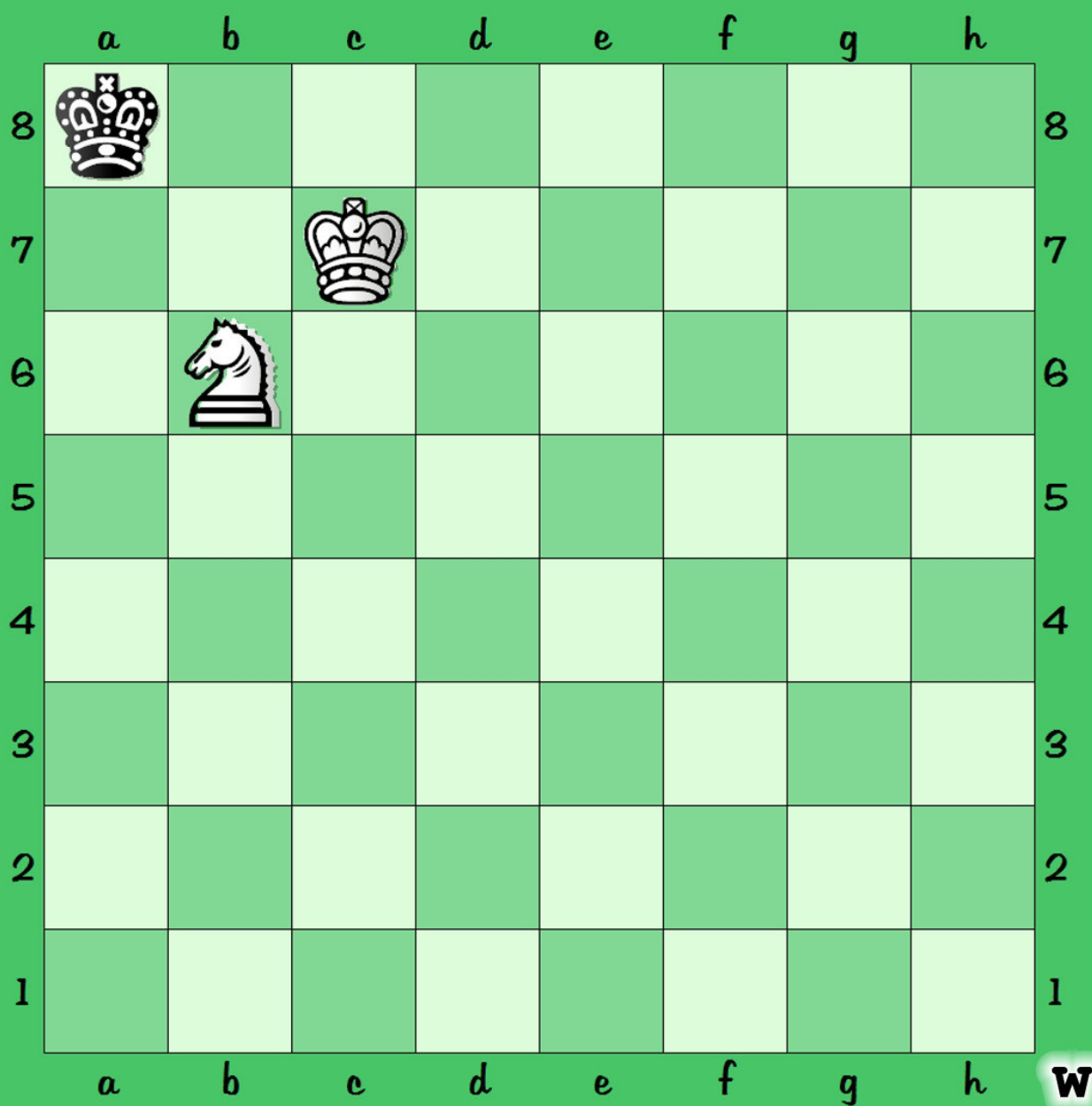
King and
Knight versus
King is a Draw





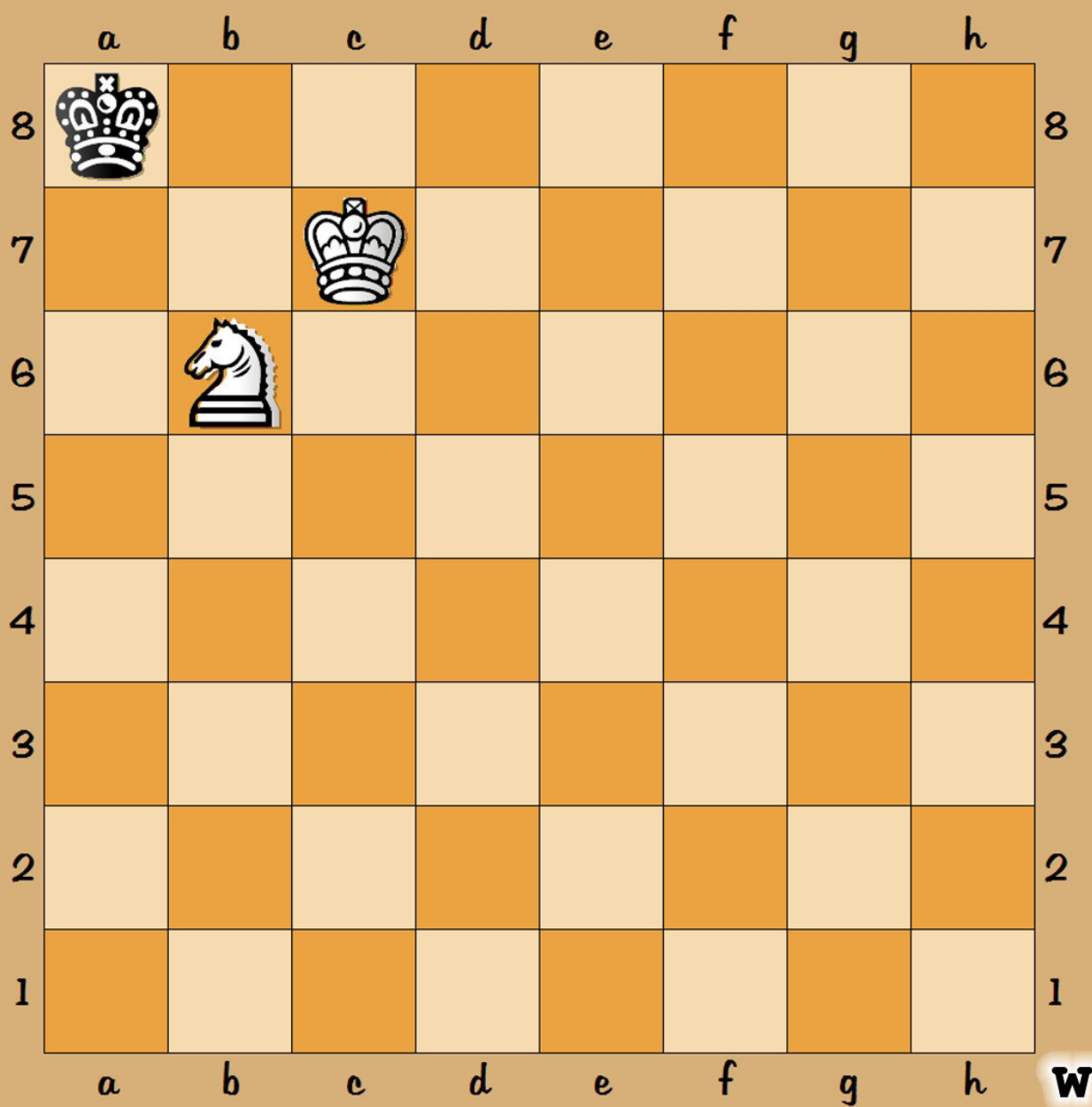
The black King on a8 is in check, not in checkmate; the black King can move from a8 to a7.





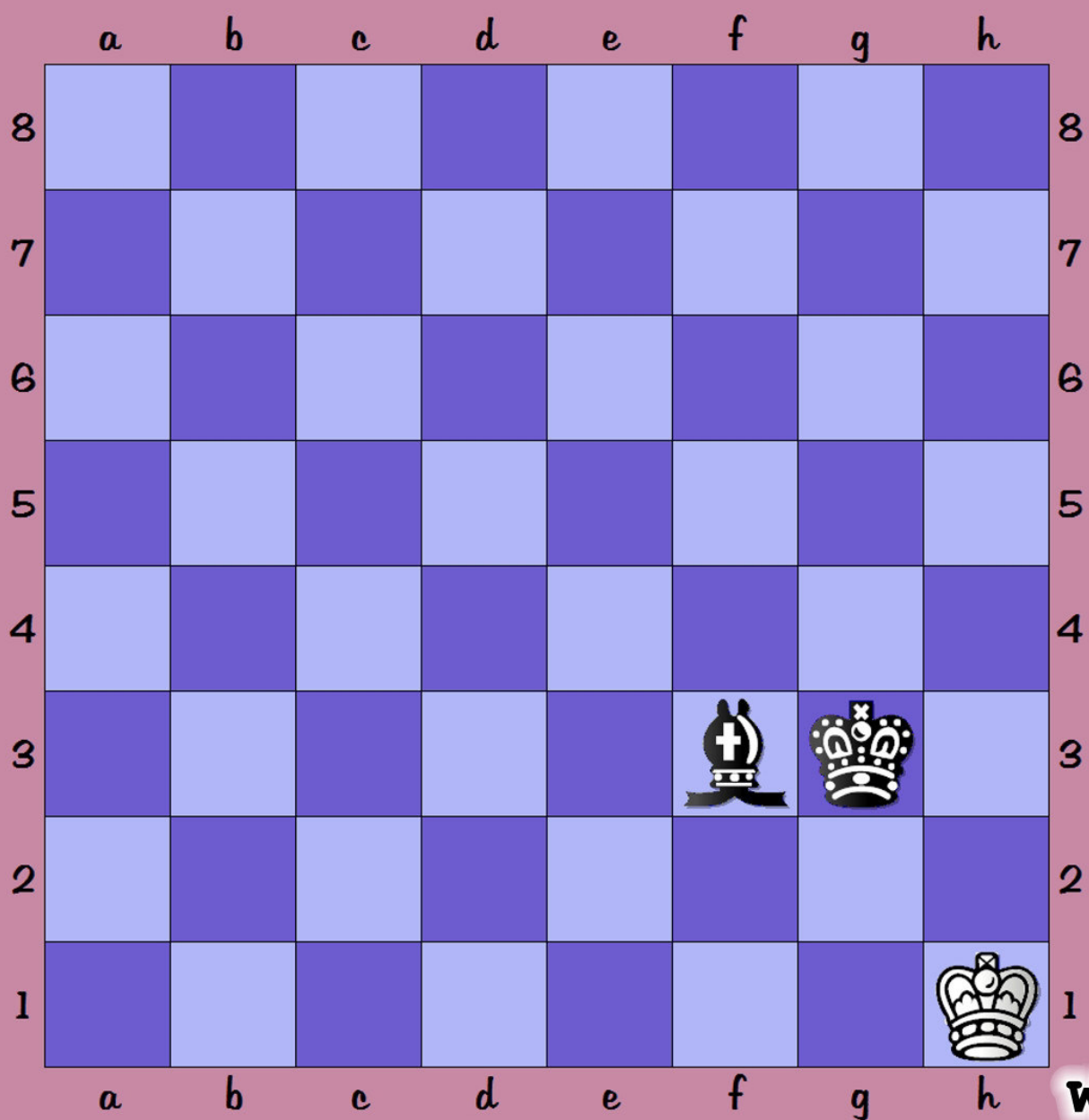
A Knight is considered a minor piece because cannot checkmate with only its King.



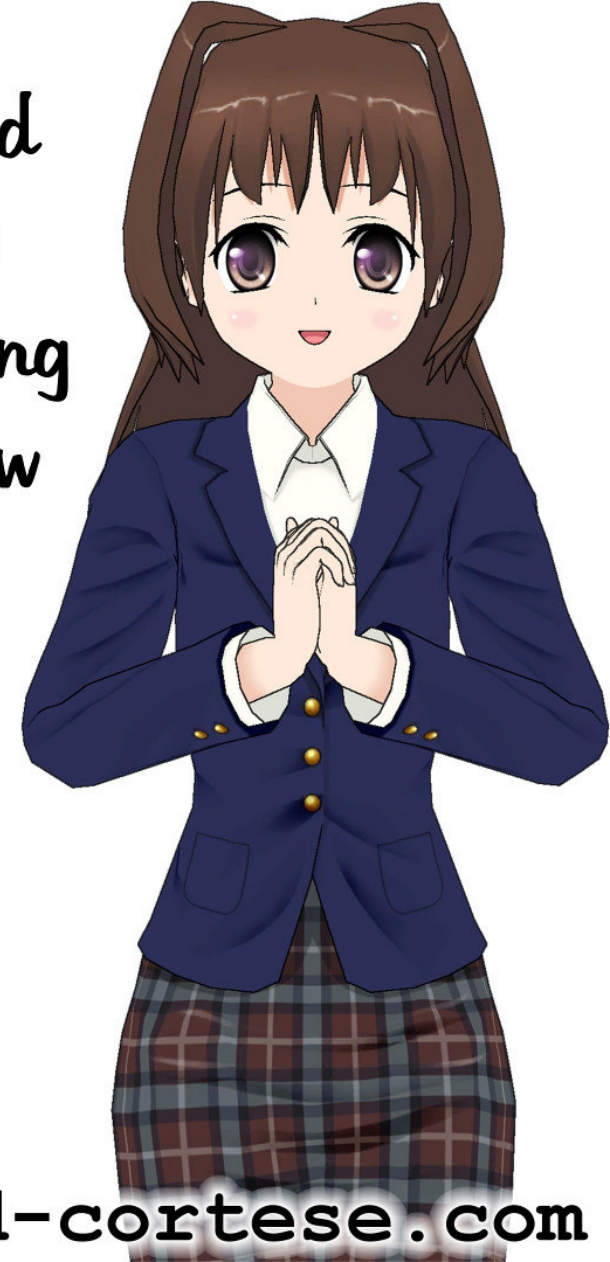


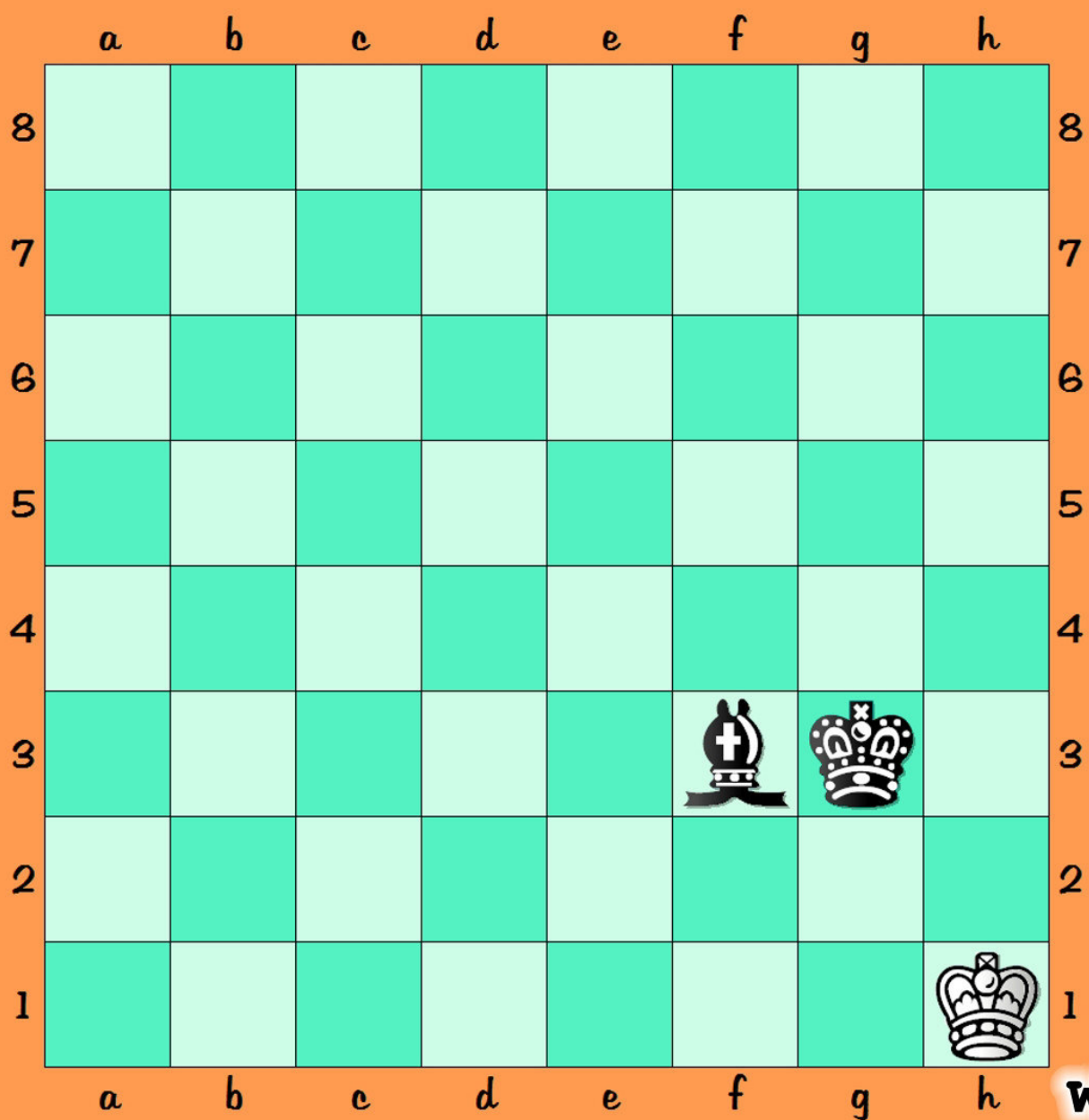
The game ends in a draw
by insufficient material;
nobody wins.



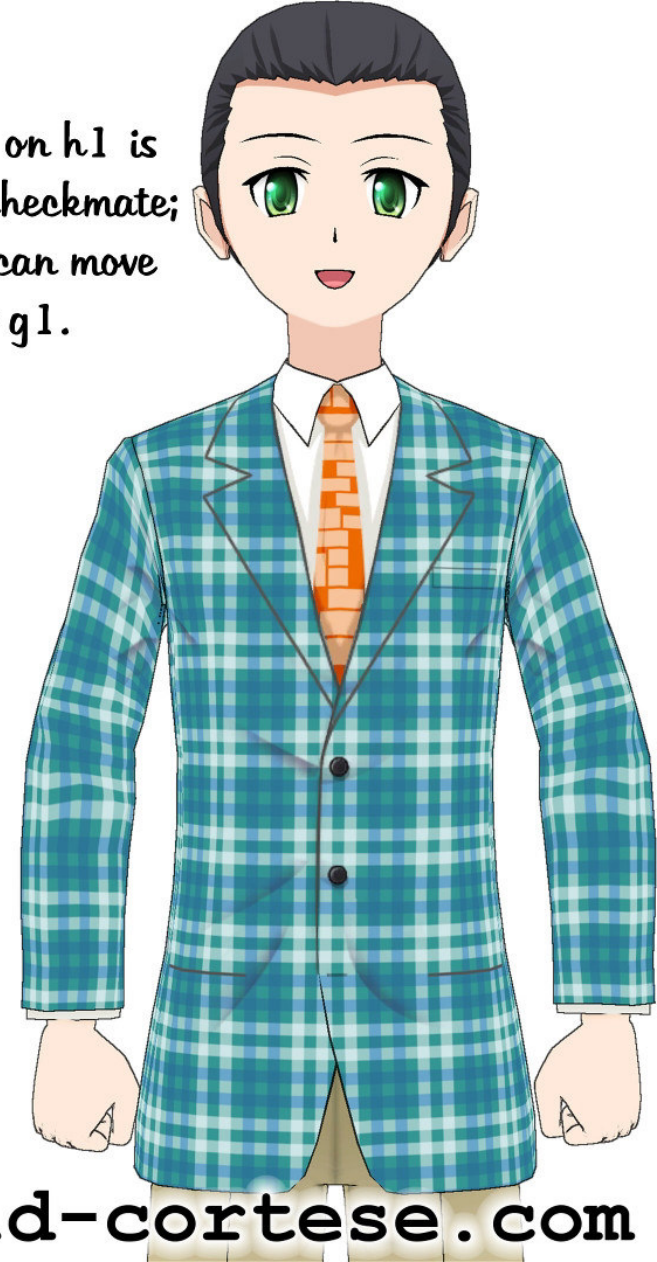


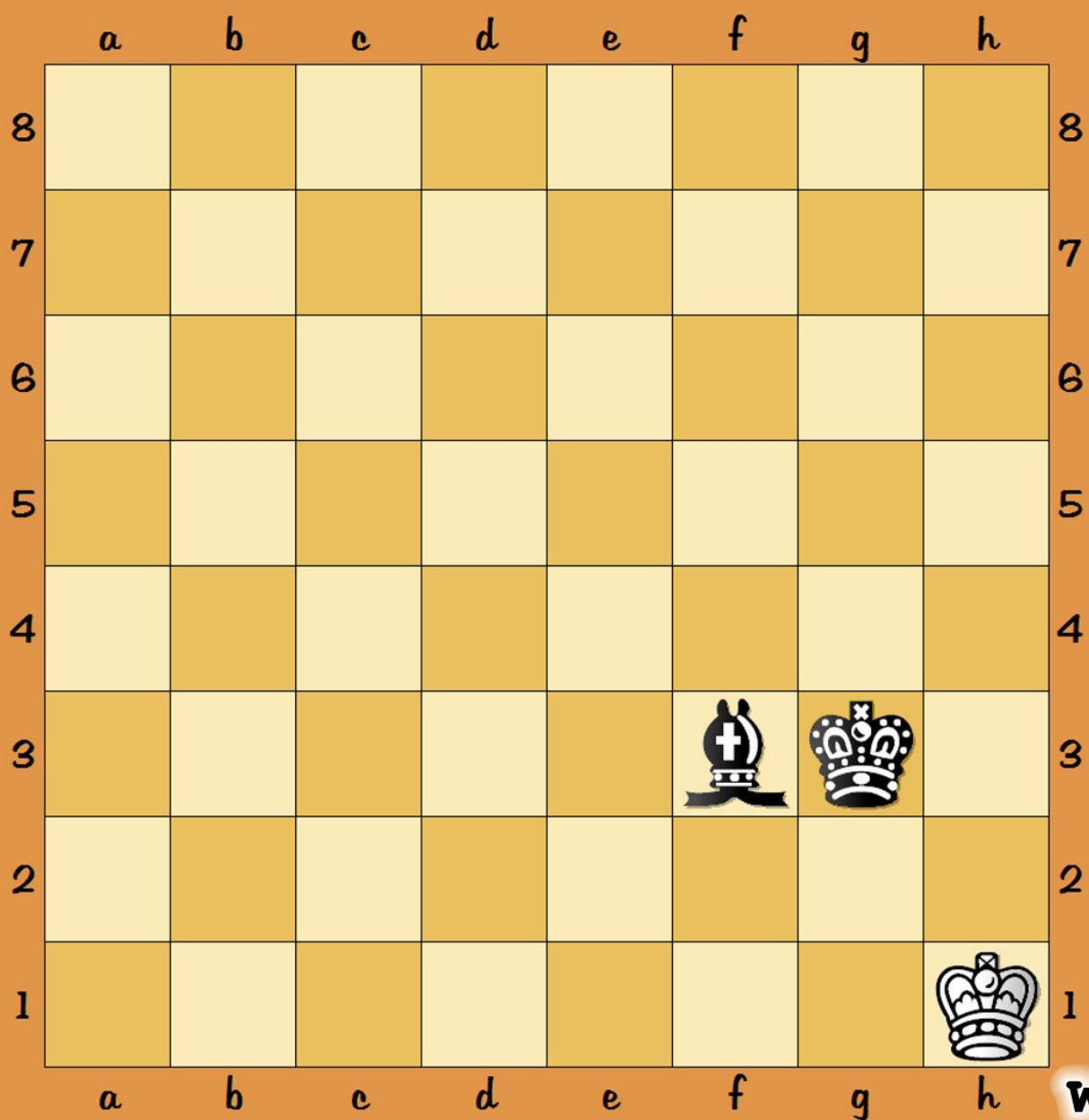
King and
Bishop
versus King
is a Draw





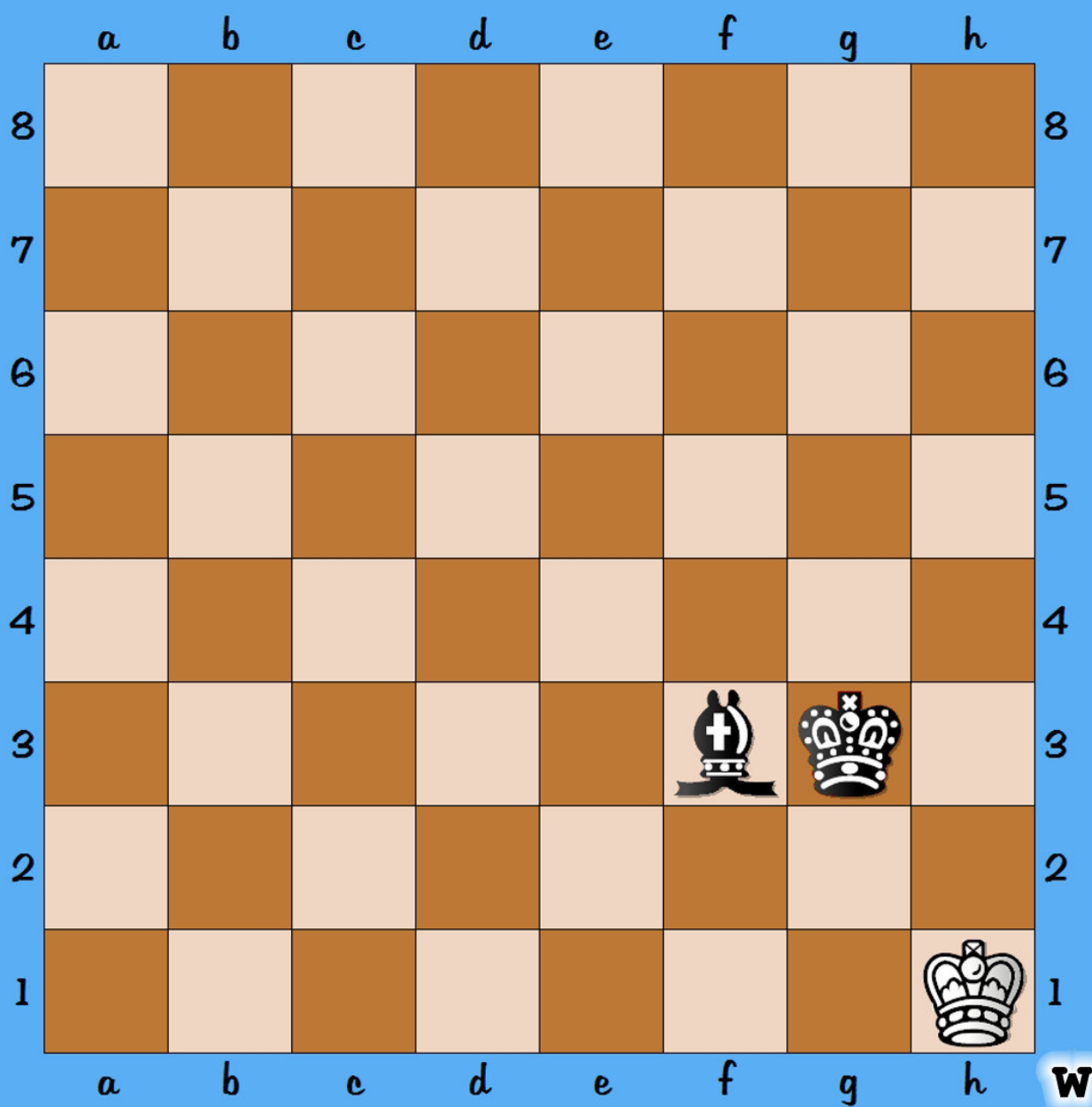
The white King on h1 is
in check, not in checkmate;
the white King can move
from h1 to g1.





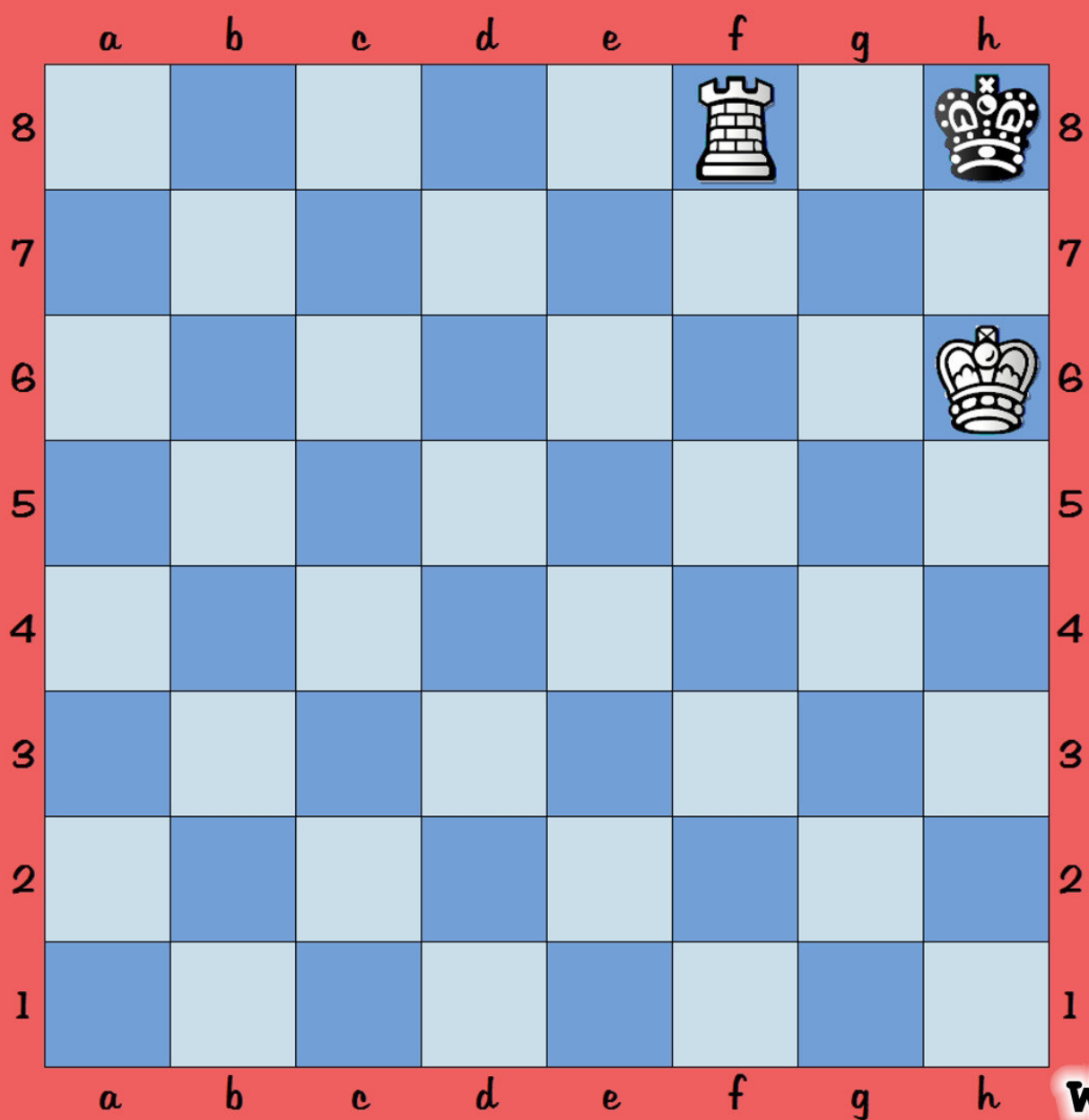
A Bishop is considered a minor piece because cannot checkmate with only its King.





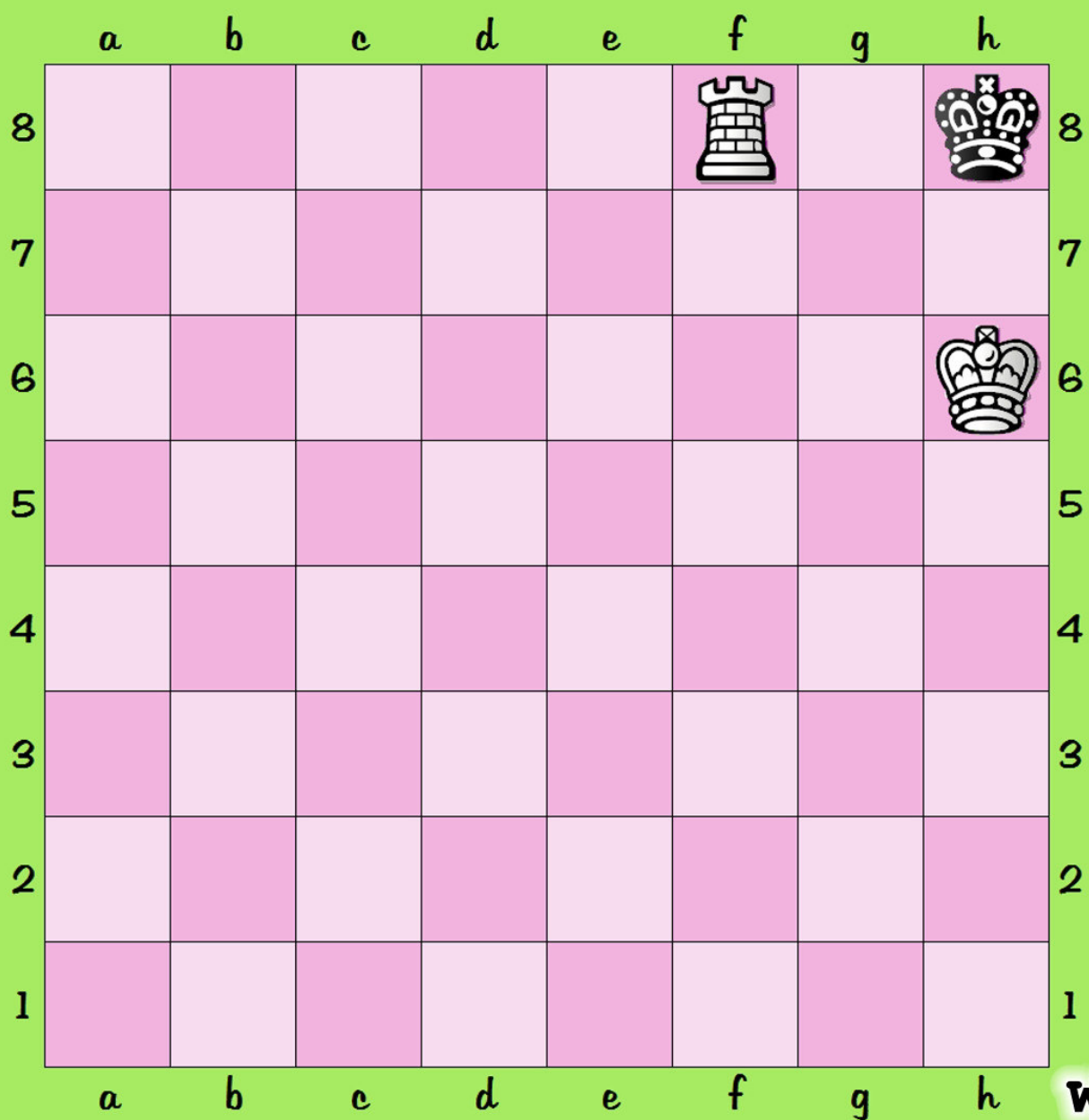
The game ends in a draw
by insufficient material;
nobody wins.





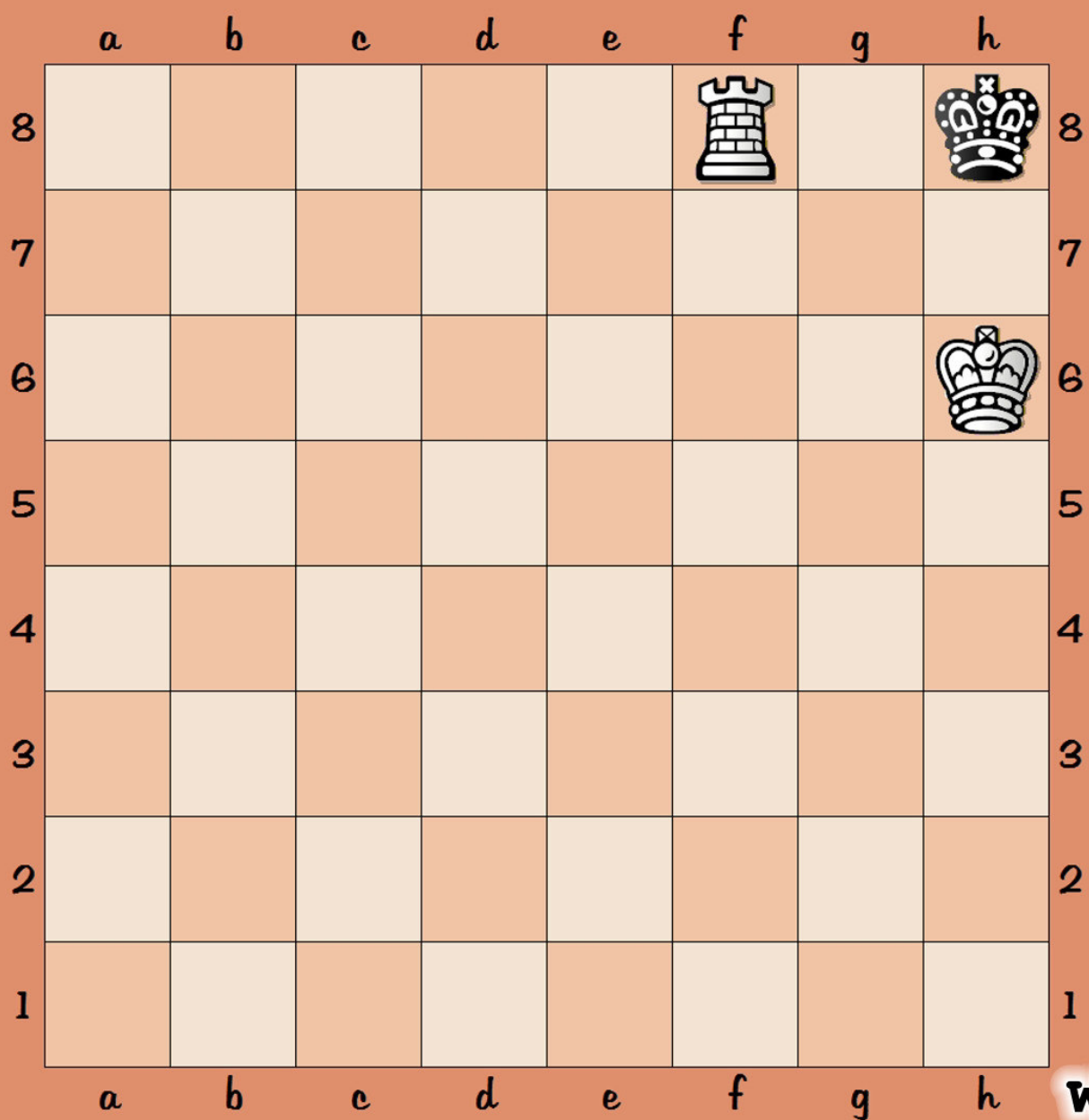
King and
Rook versus
King is a
Checkmate





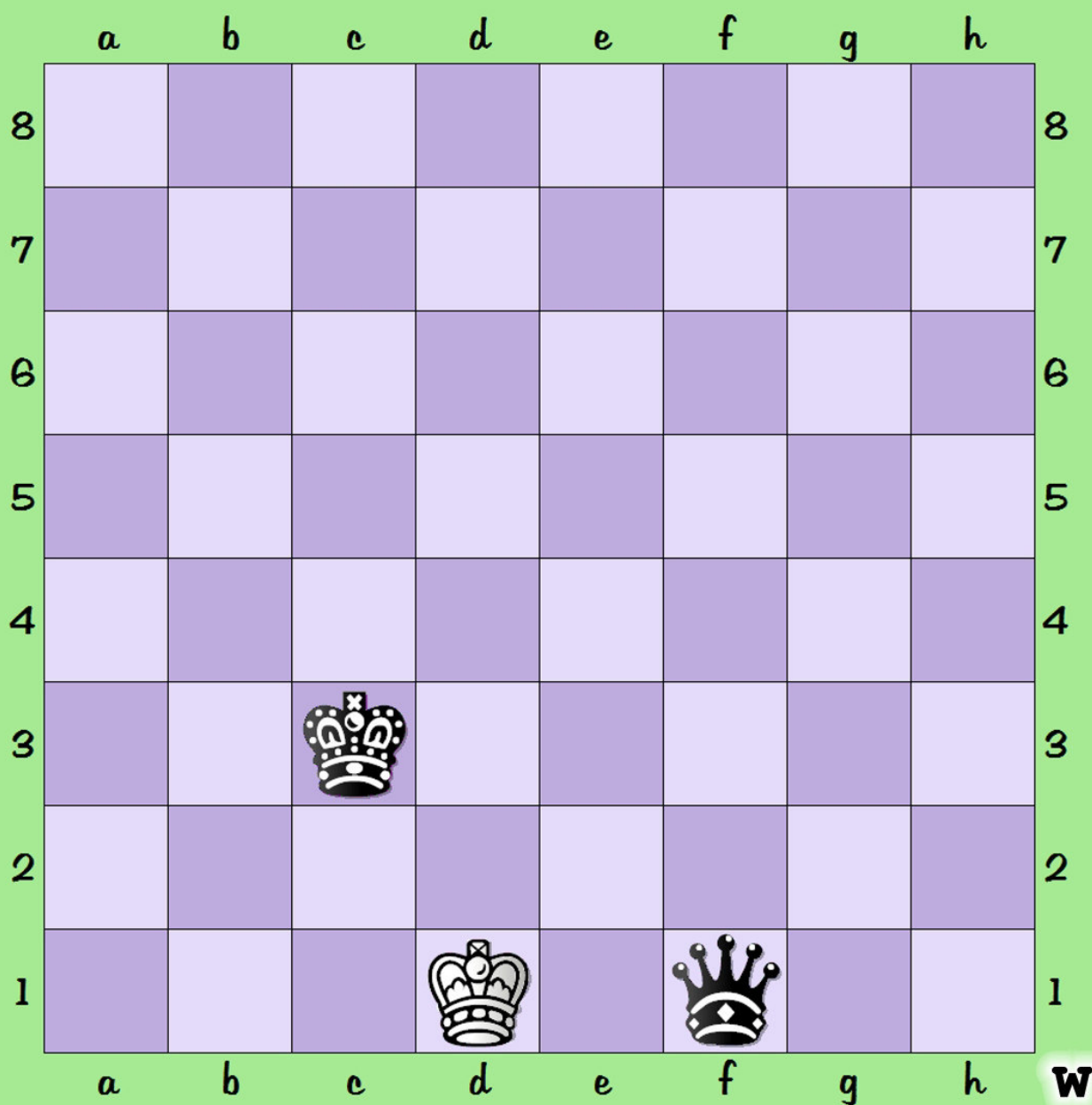
The black King on h8 is
in checkmate; white wins.



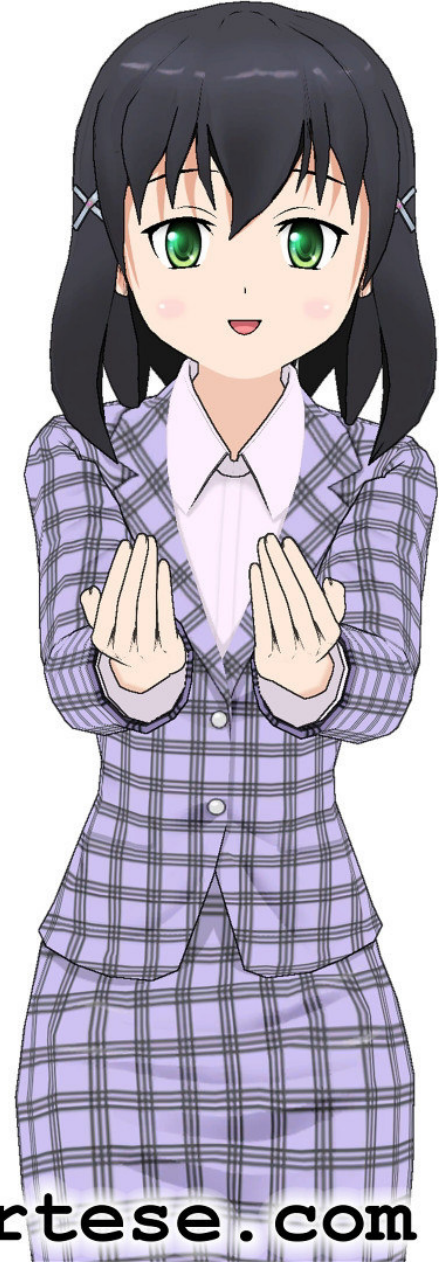


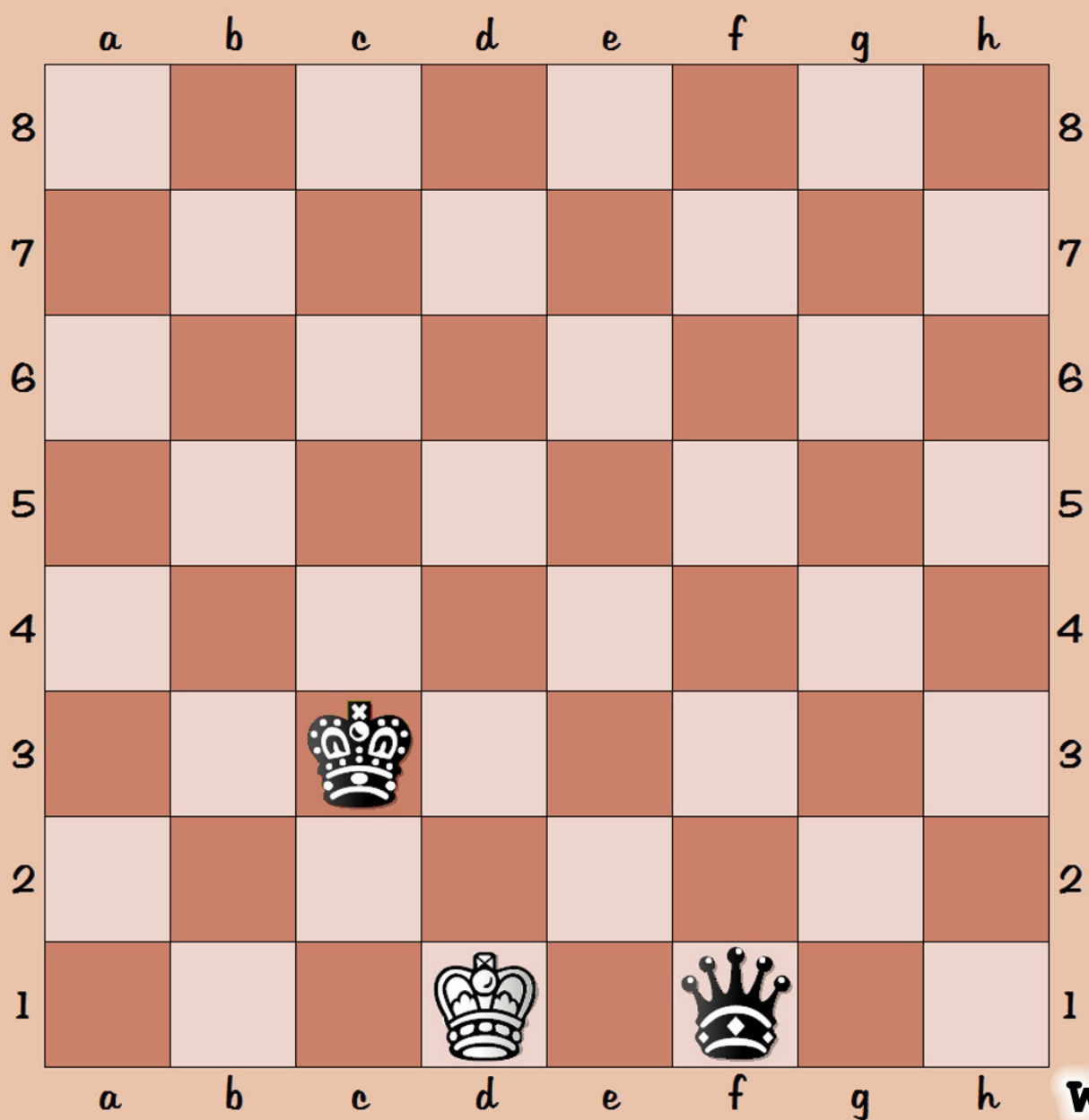
A Rook is considered a major piece because can checkmate with only its King.





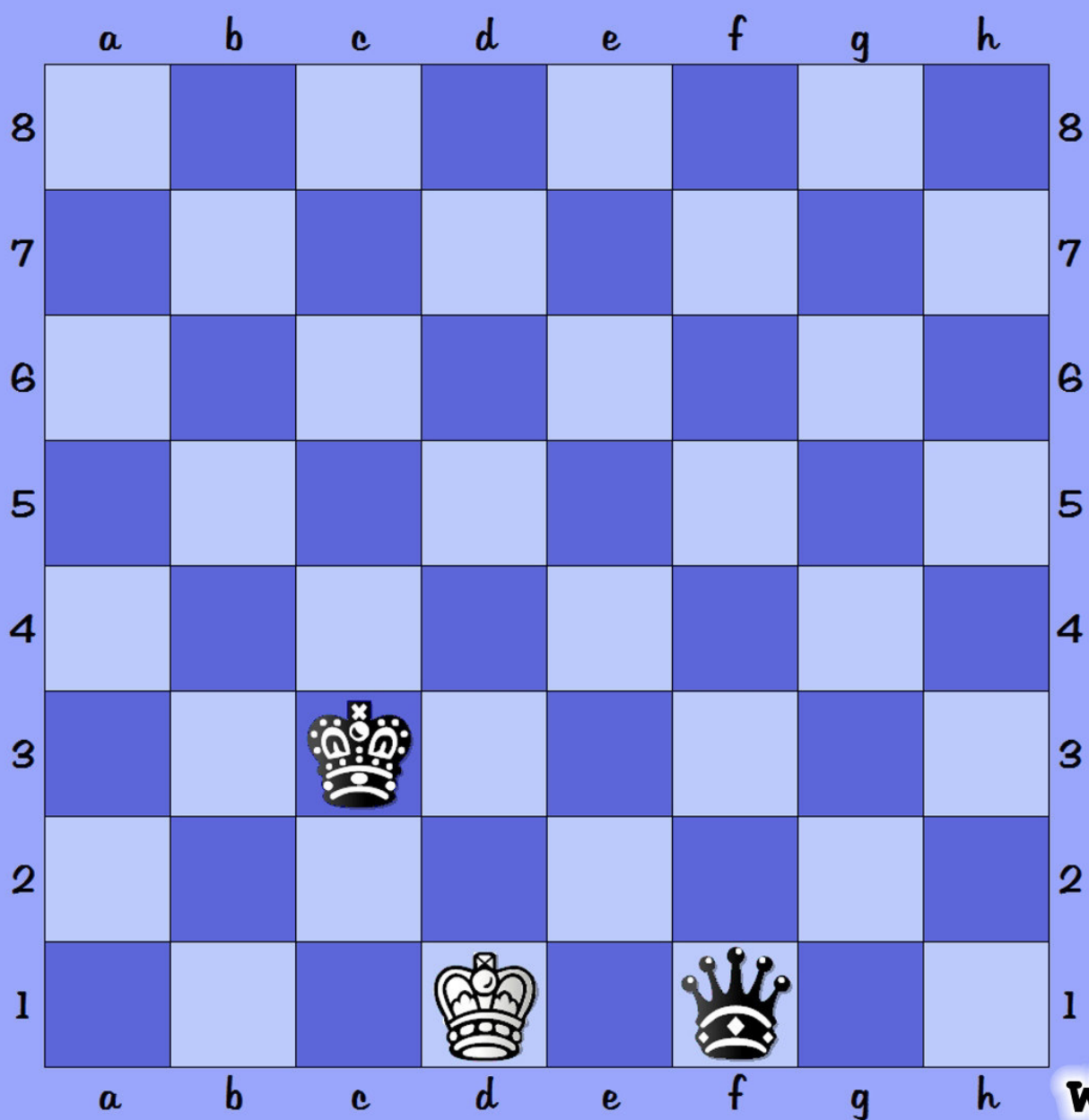
King and
Queen versus
King is a
Checkmate



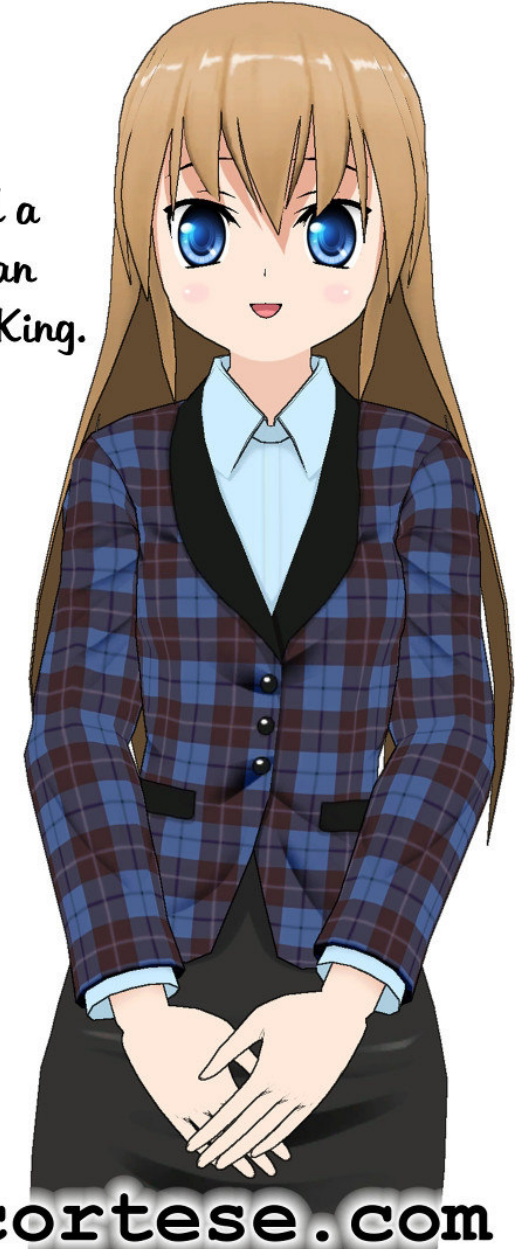


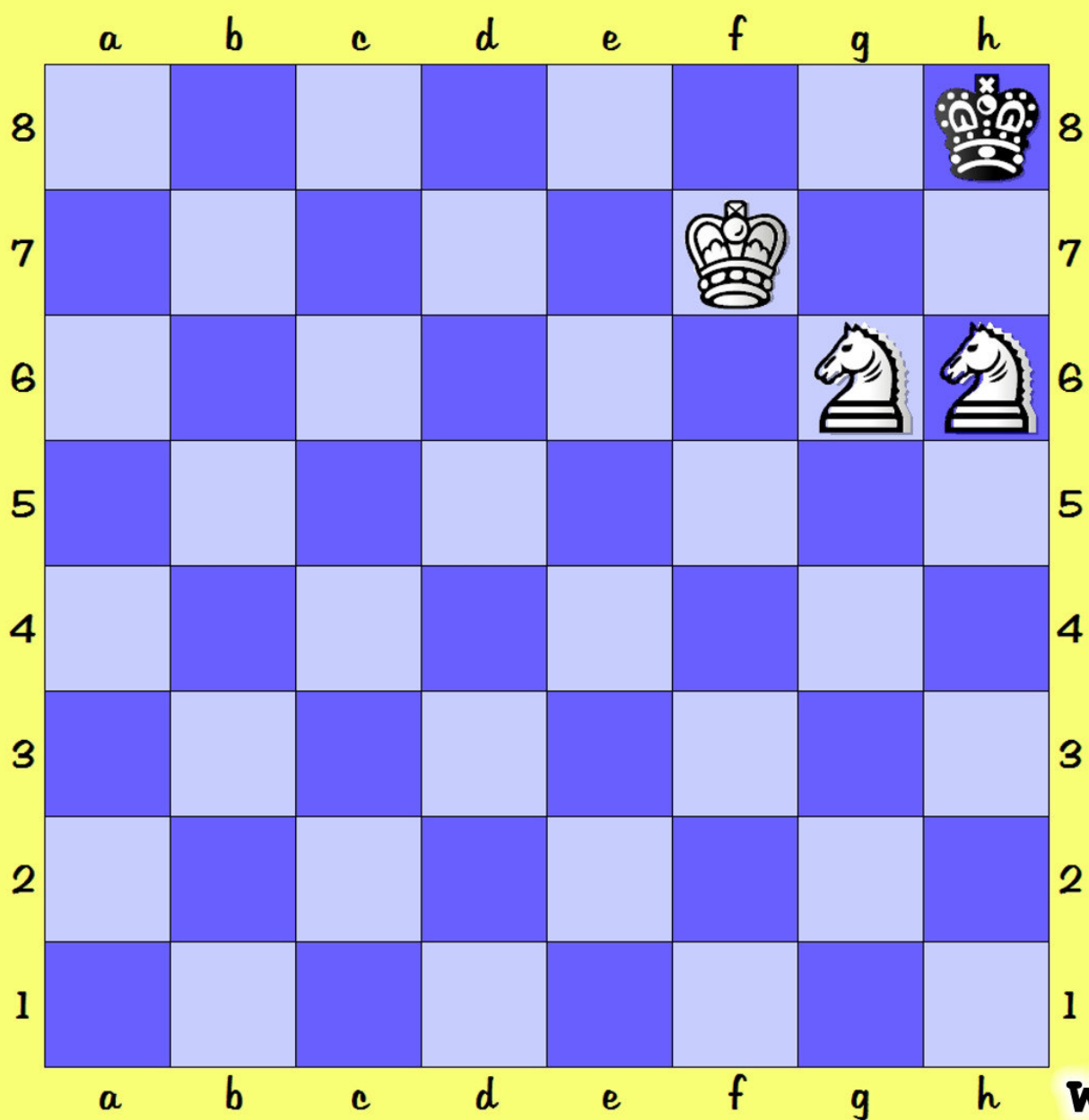
The white King on d1 is in
checkmate; black wins.





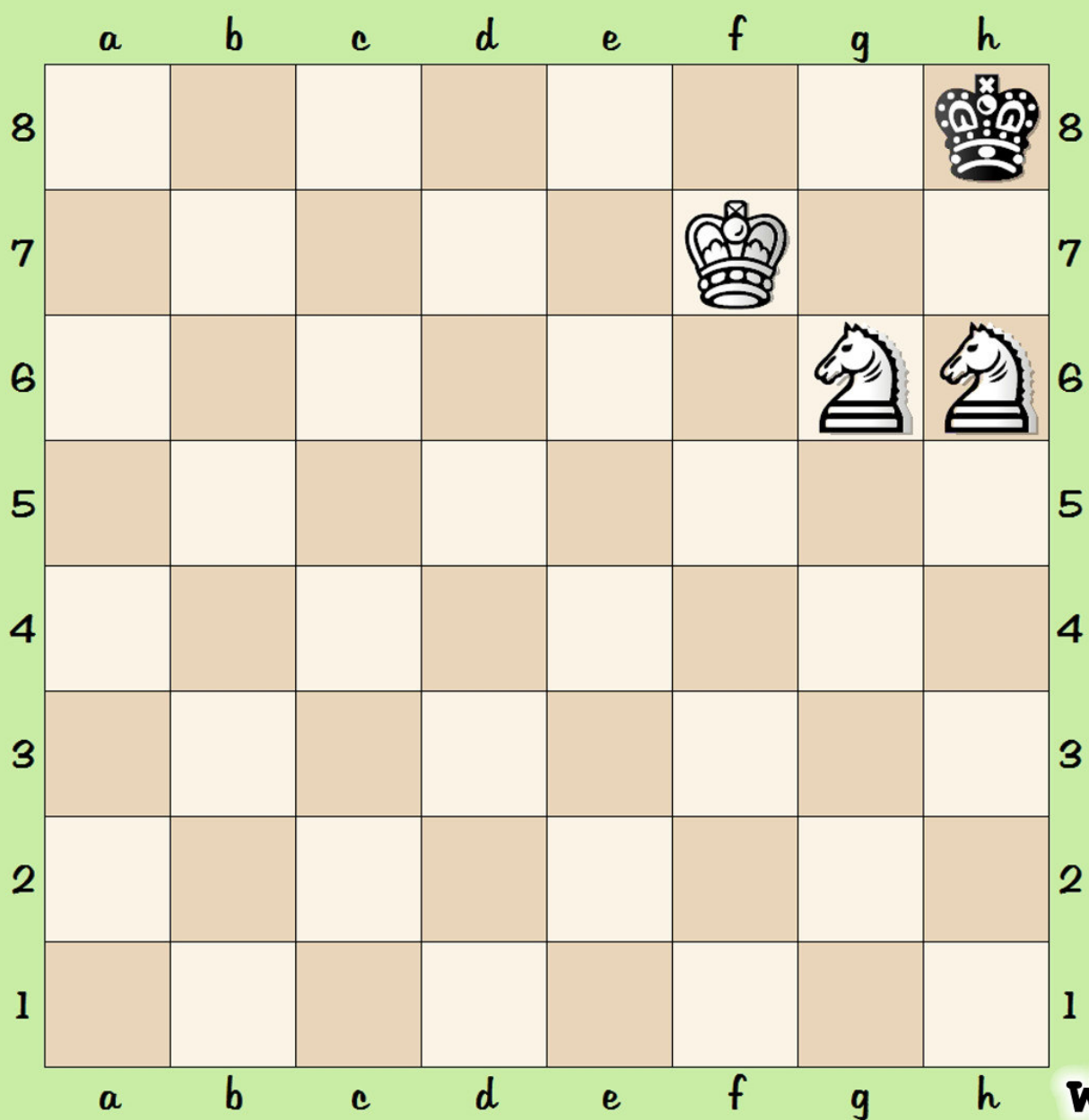
A Queen is considered a major piece because can checkmate with only its King.





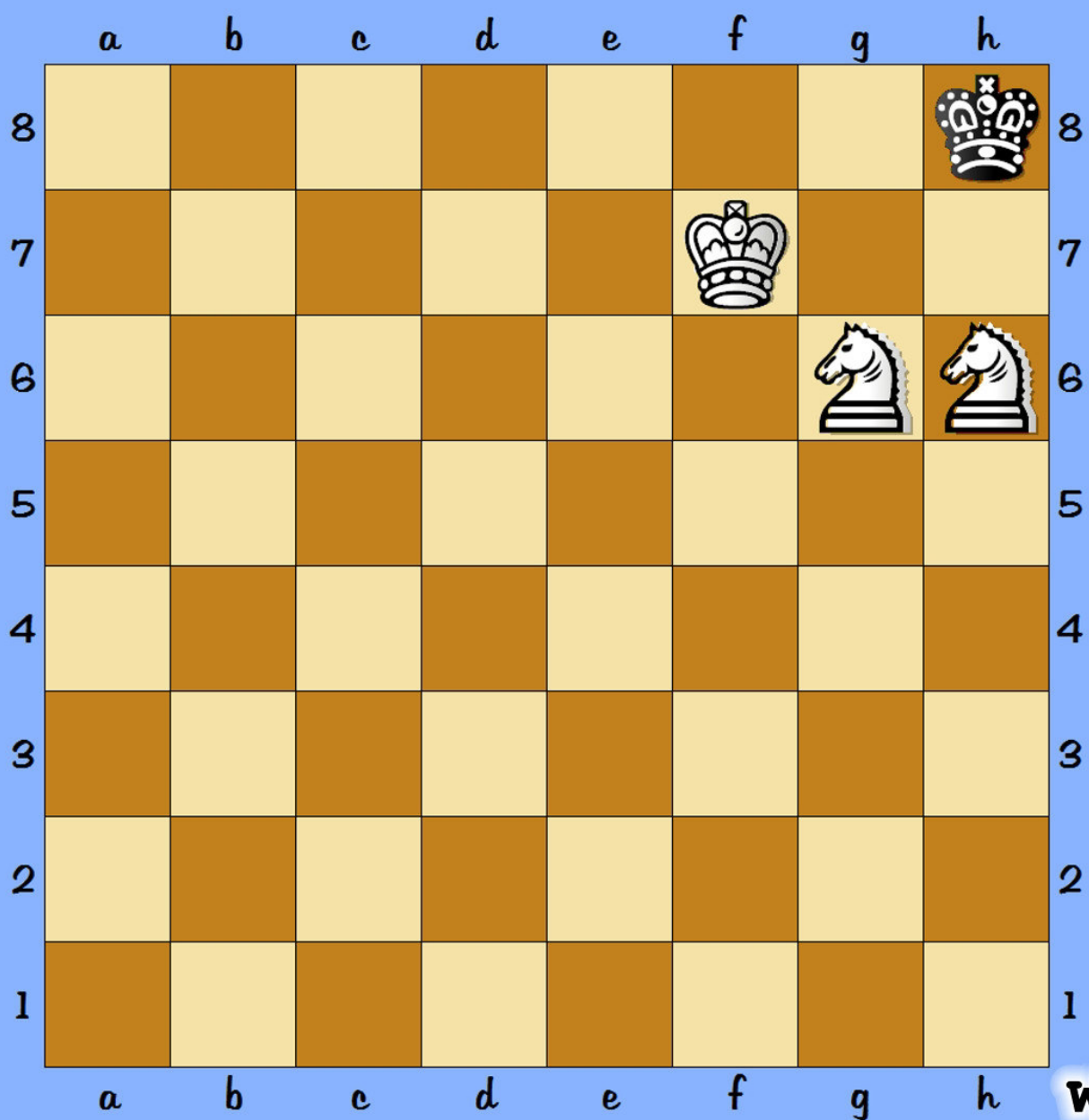
King and two
Knights
versus King
is a Draw





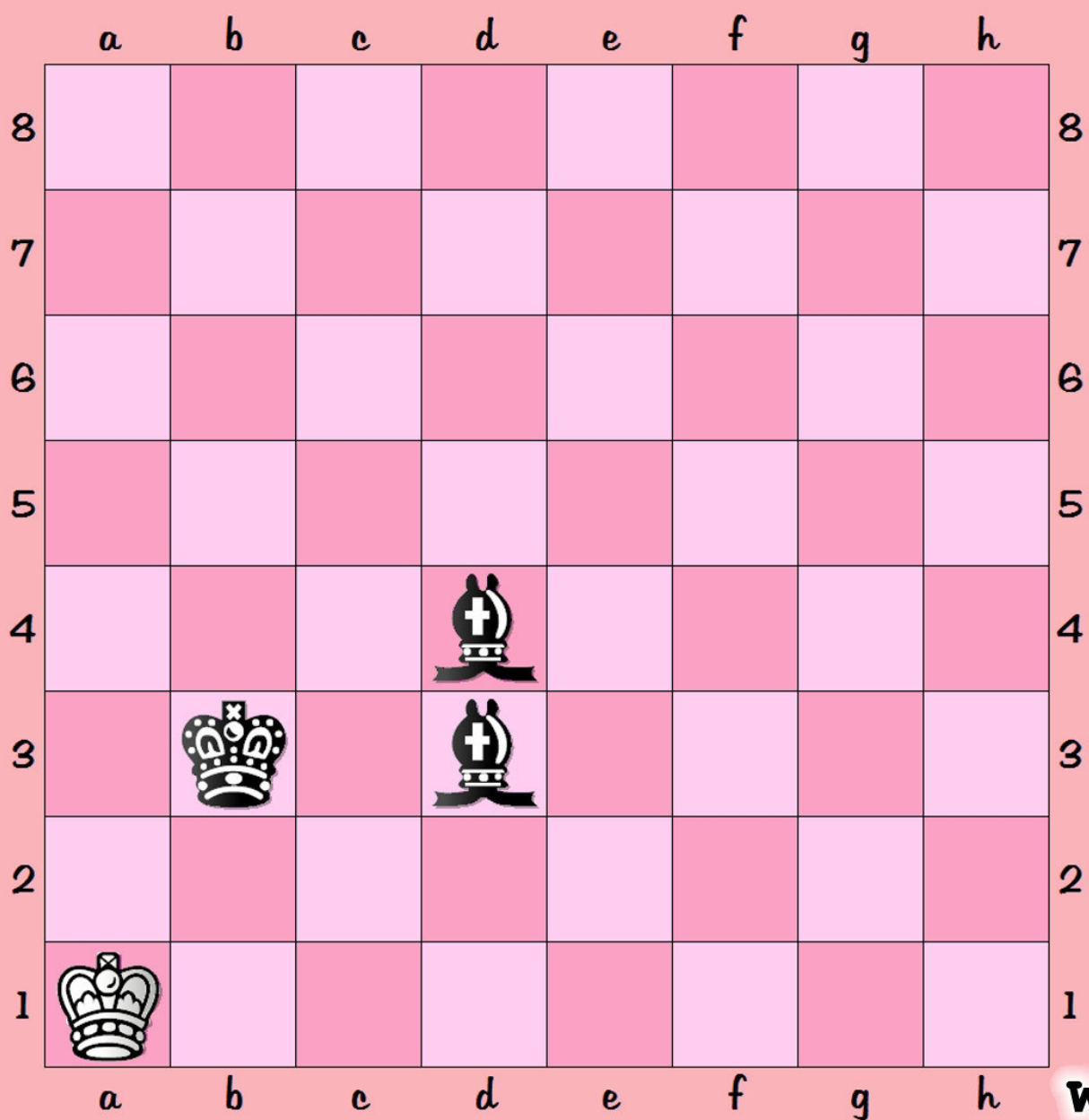
The black King on h8 is in check, not in checkmate; the black King can move from h8 to h7.



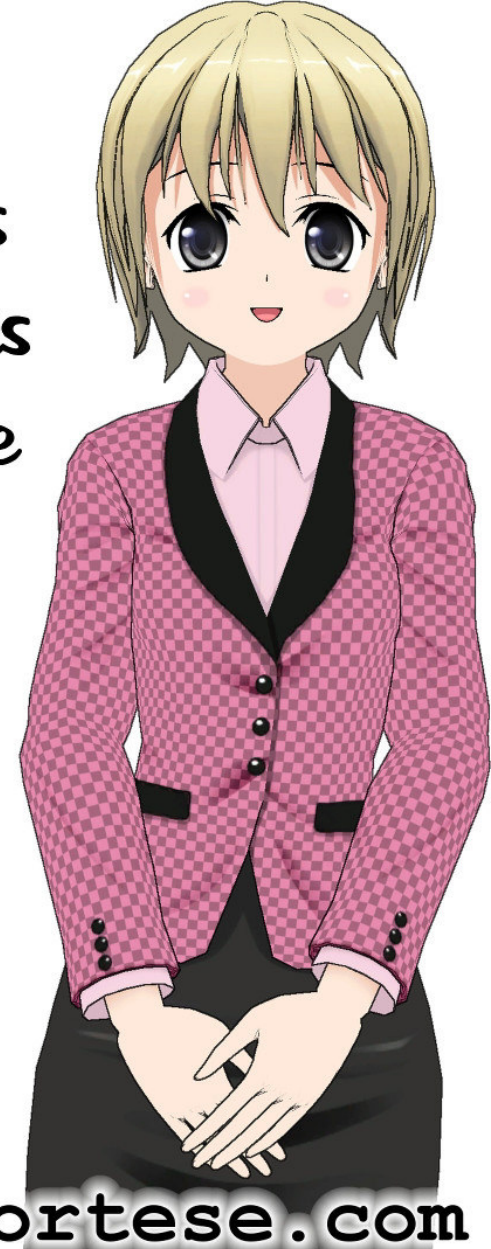


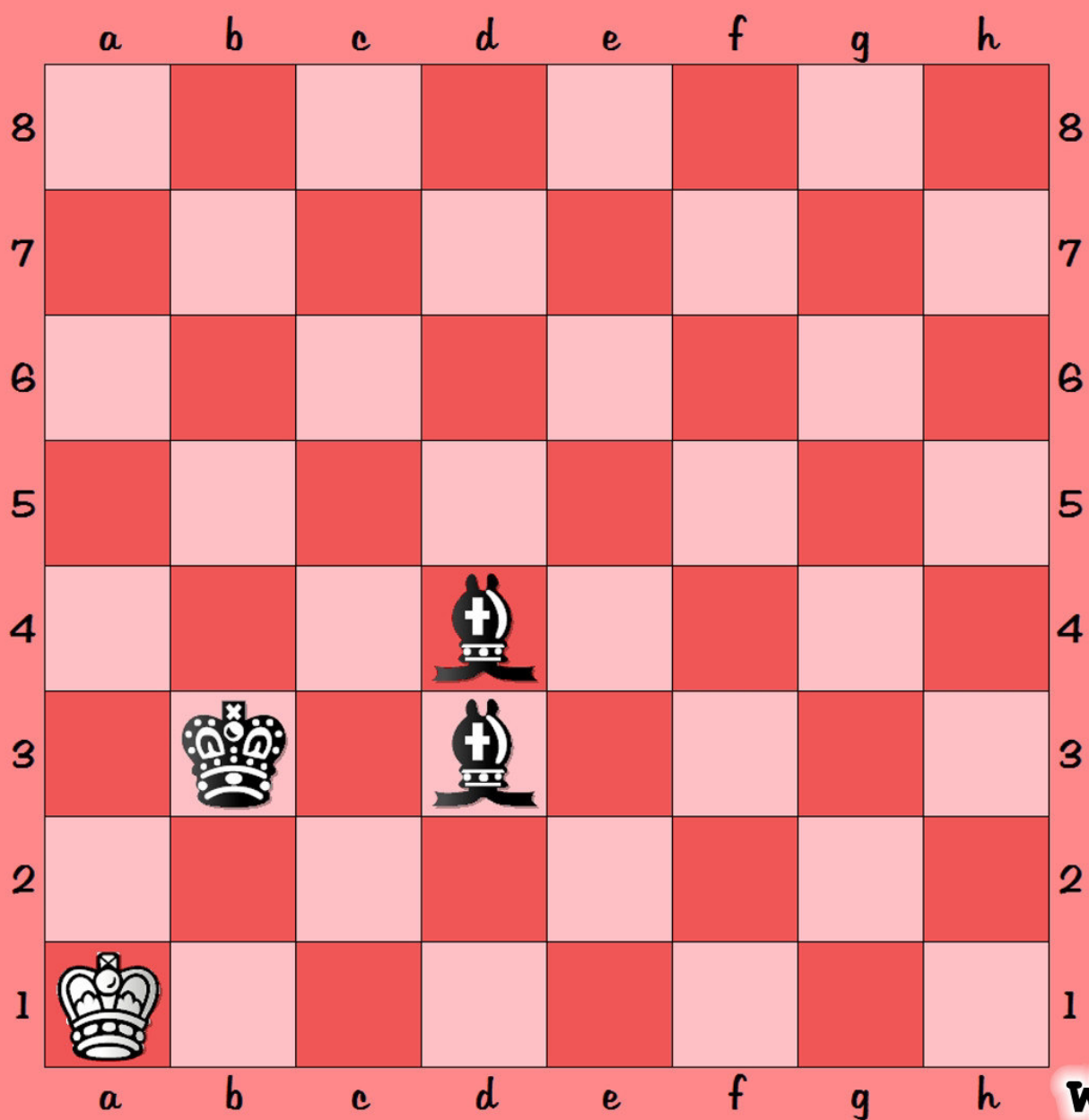
In the two Knights
endgame, checkmate
cannot be forced;
it will be a draw.





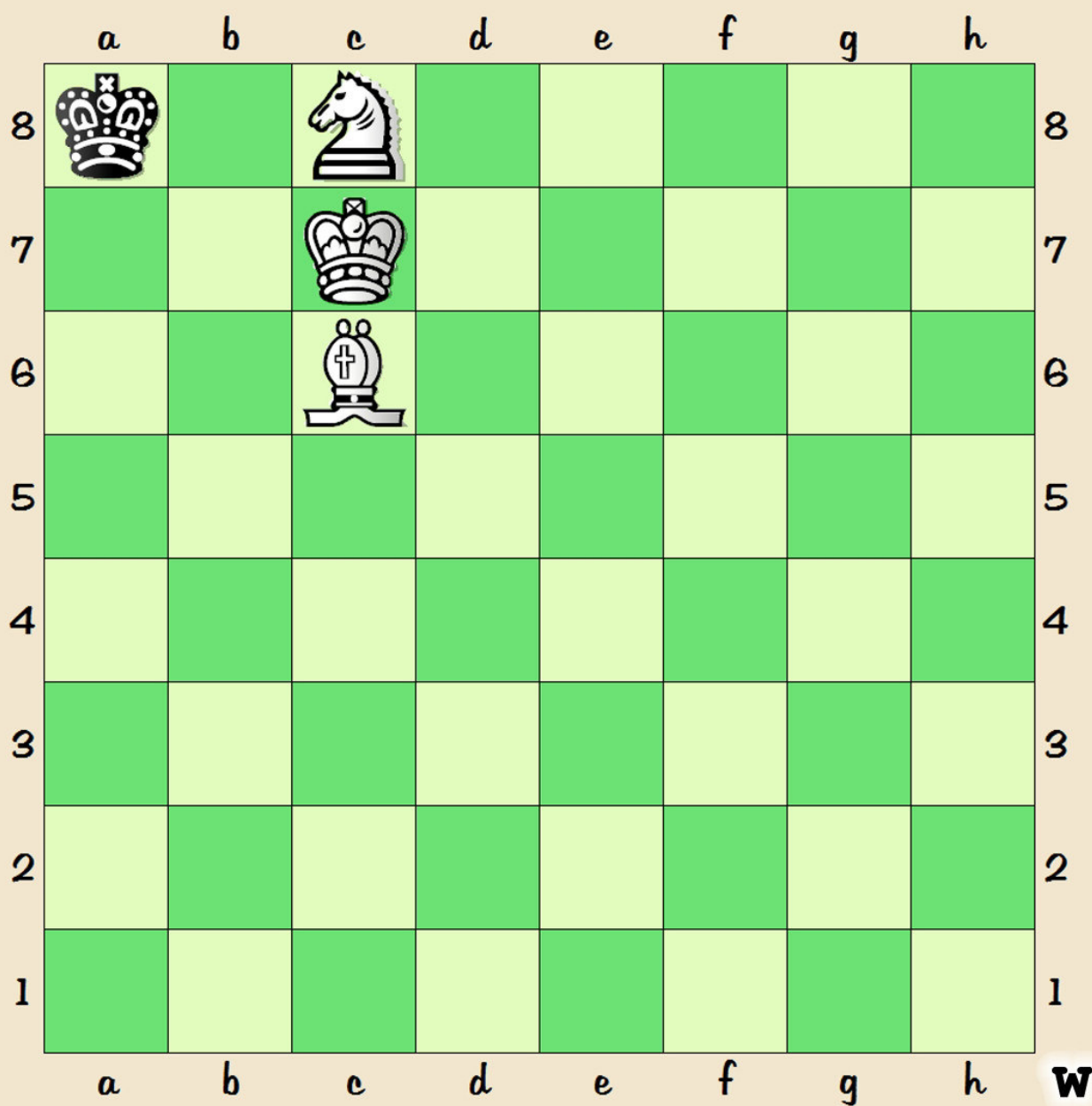
King and
two Bishops
versus King is
a Checkmate





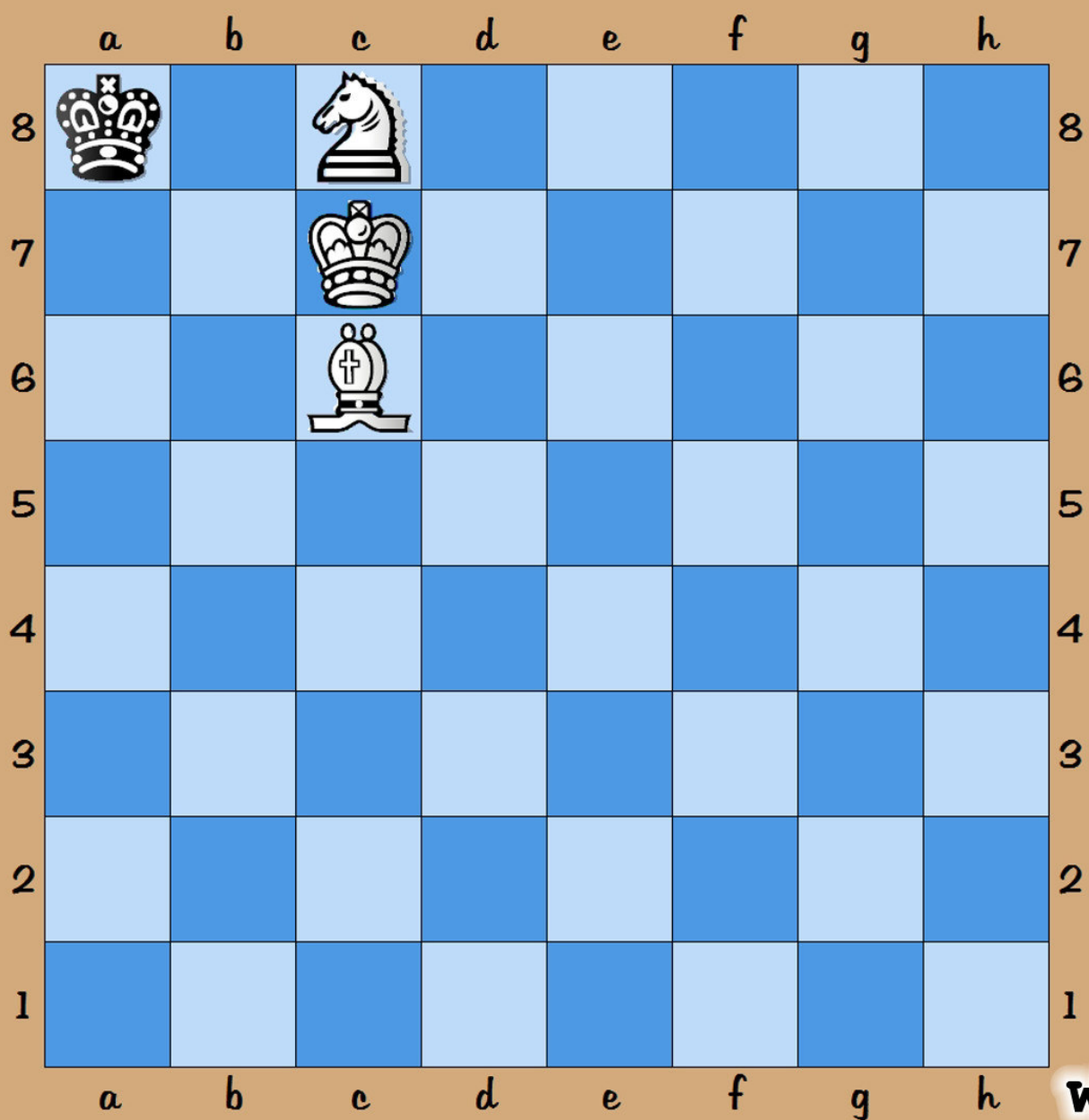
Two Bishops with their
King can checkmate.





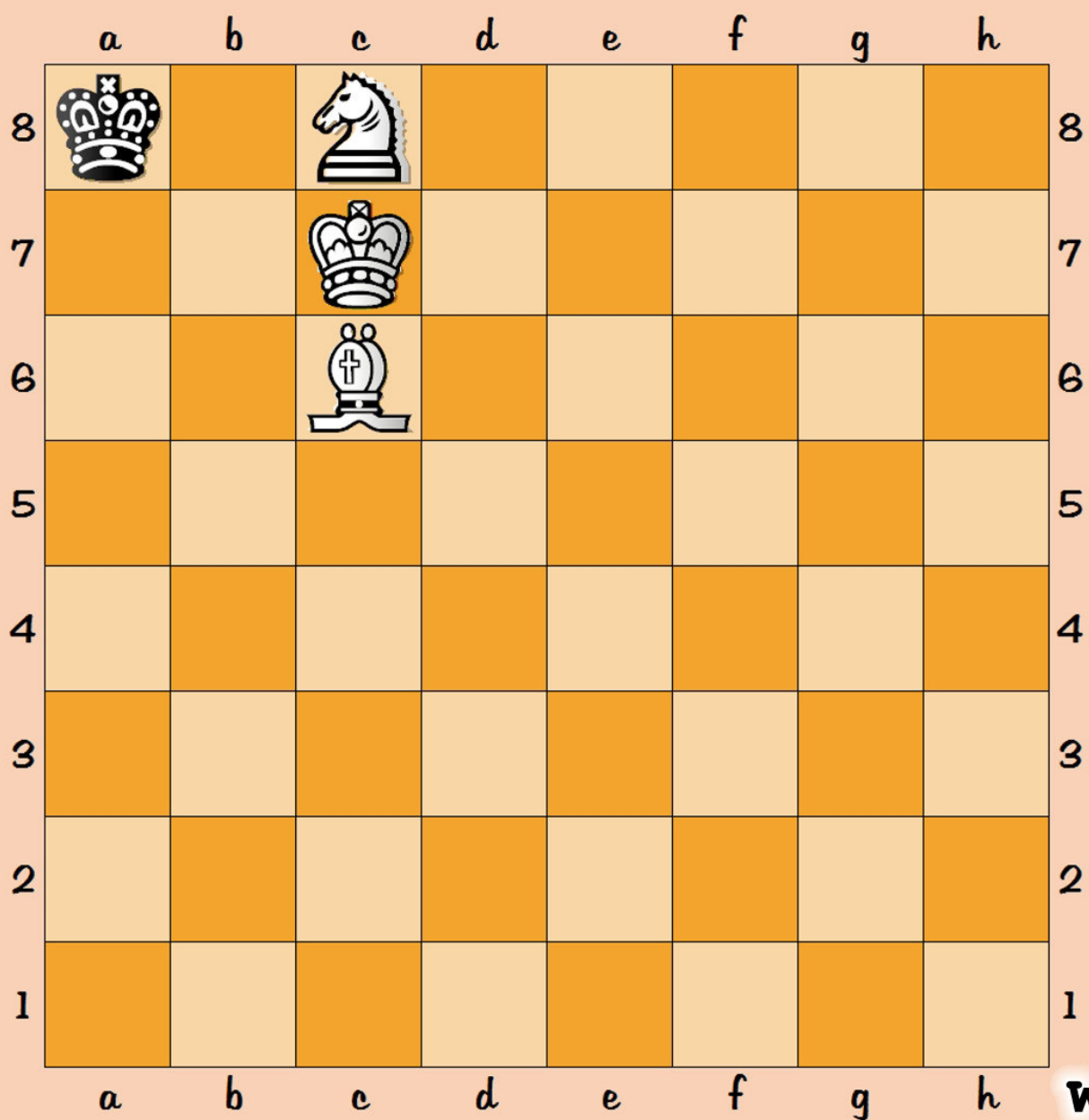
King with
Bishop and
Knight versus
King is a
Checkmate





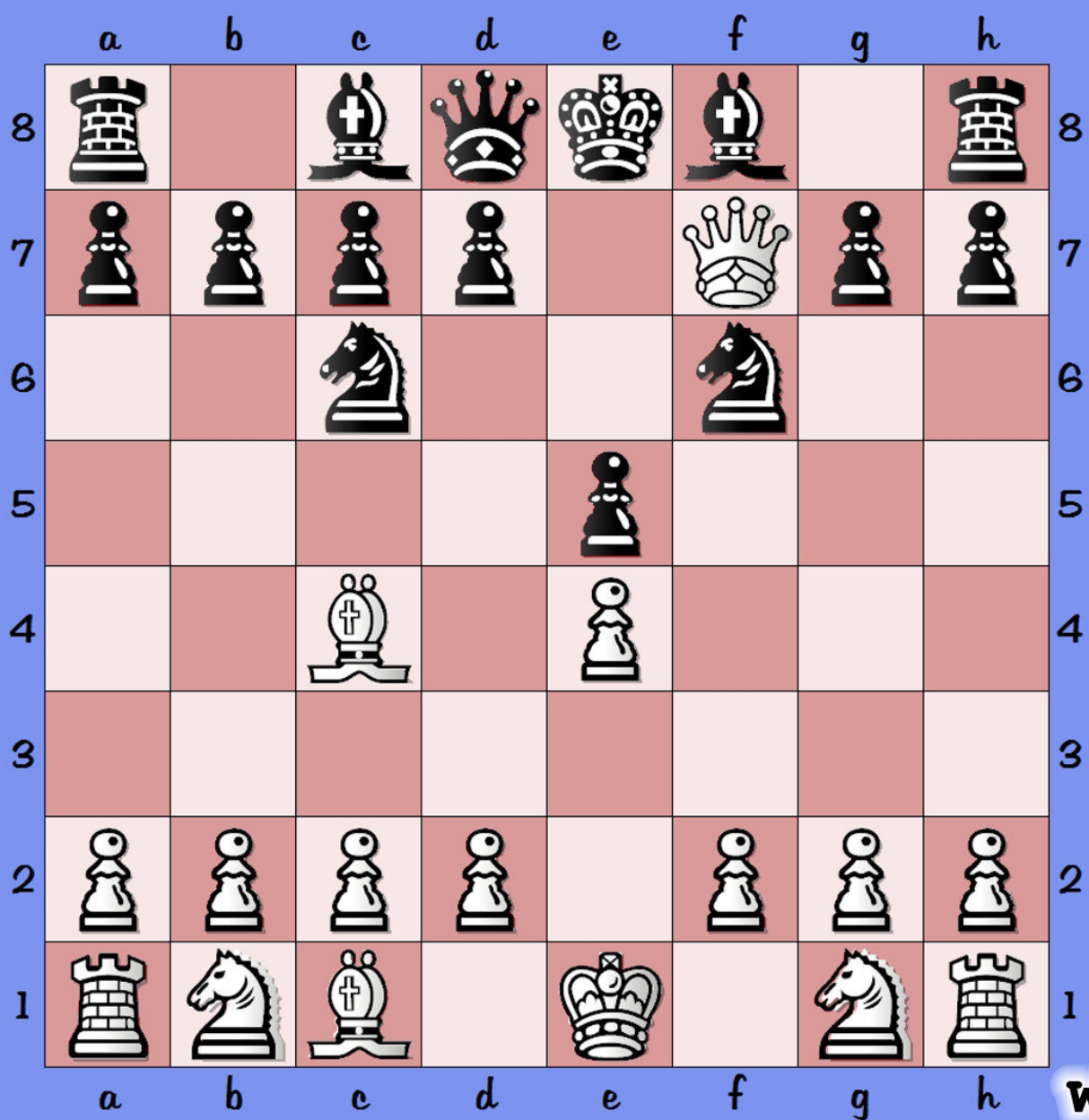
The black King on a8 is in checkmate; white wins.



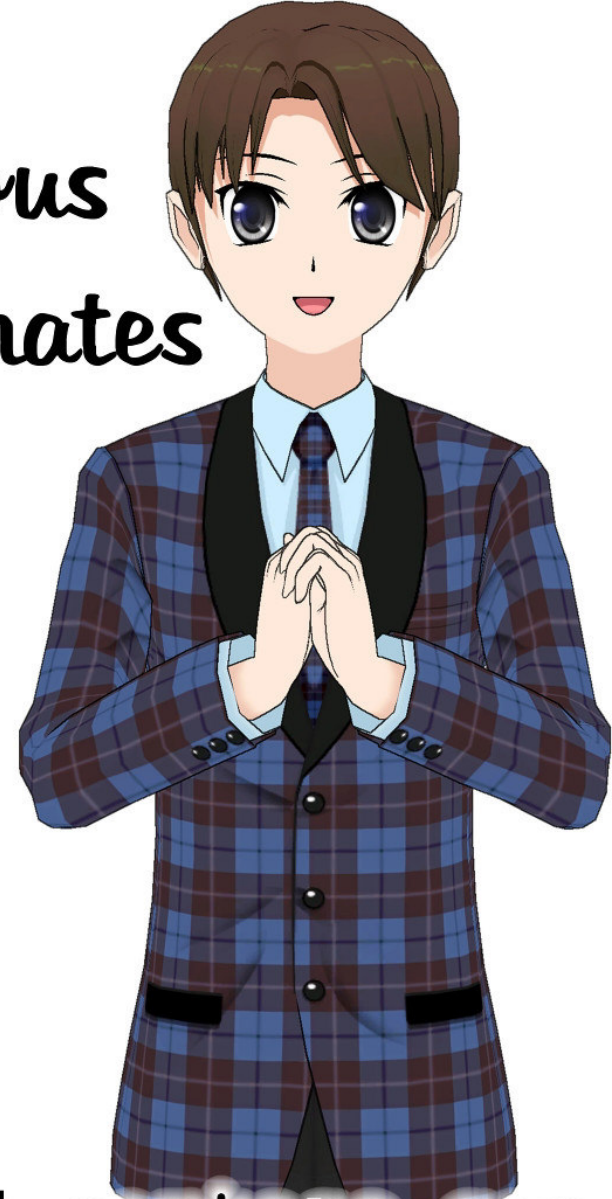


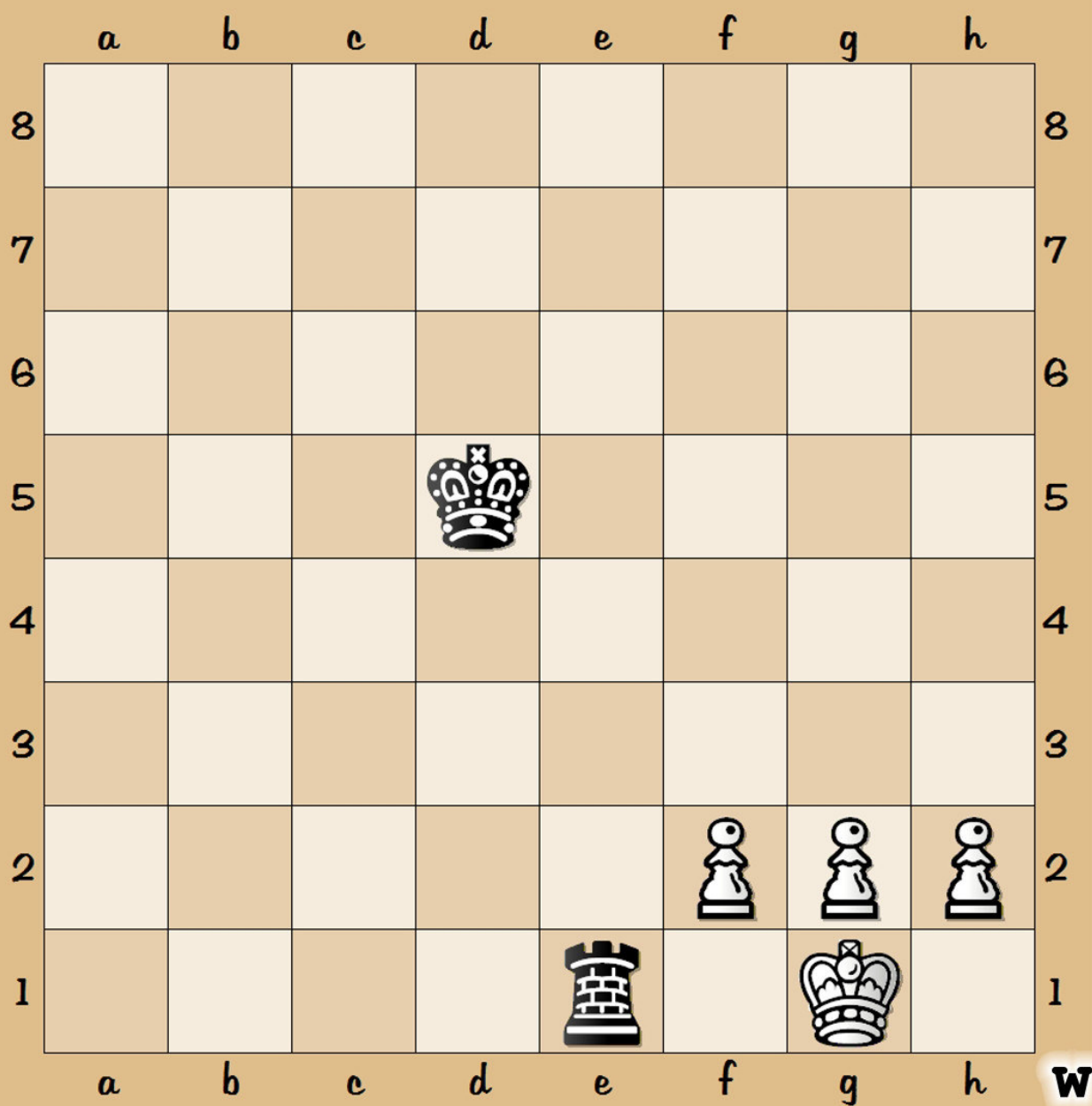
A Bishop and a Knight
with their King can
checkmate; it is the Bishop
and Knight checkmate.



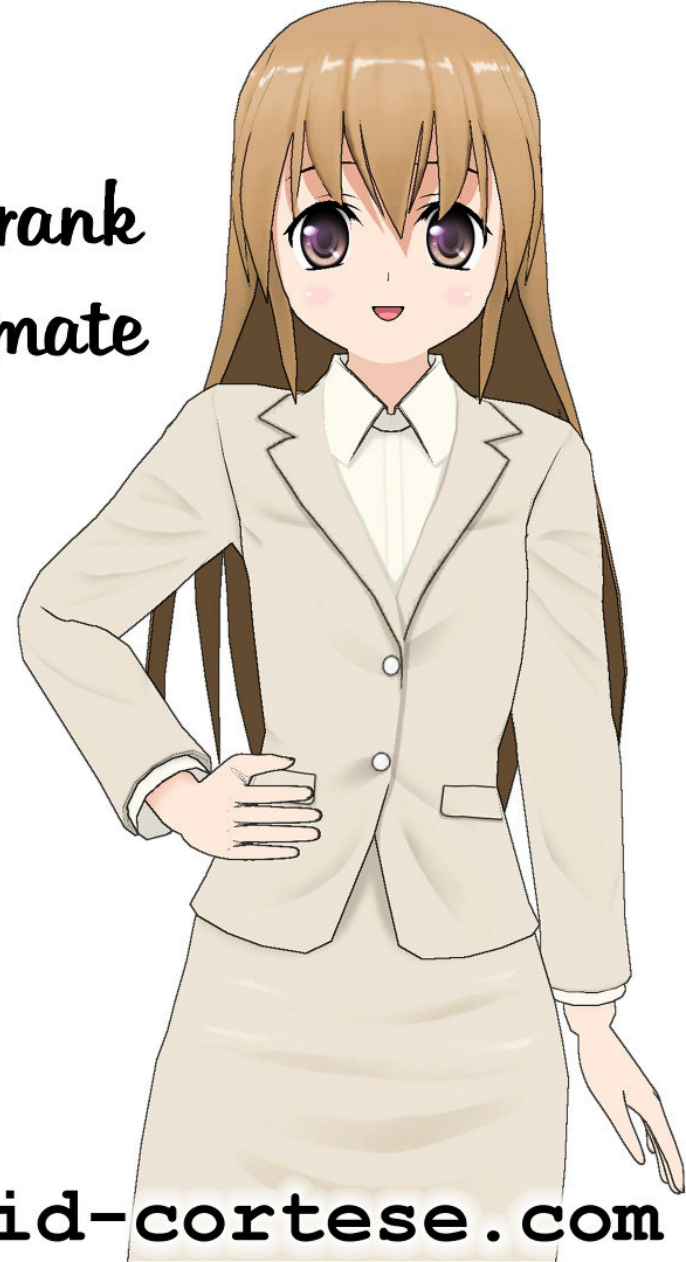


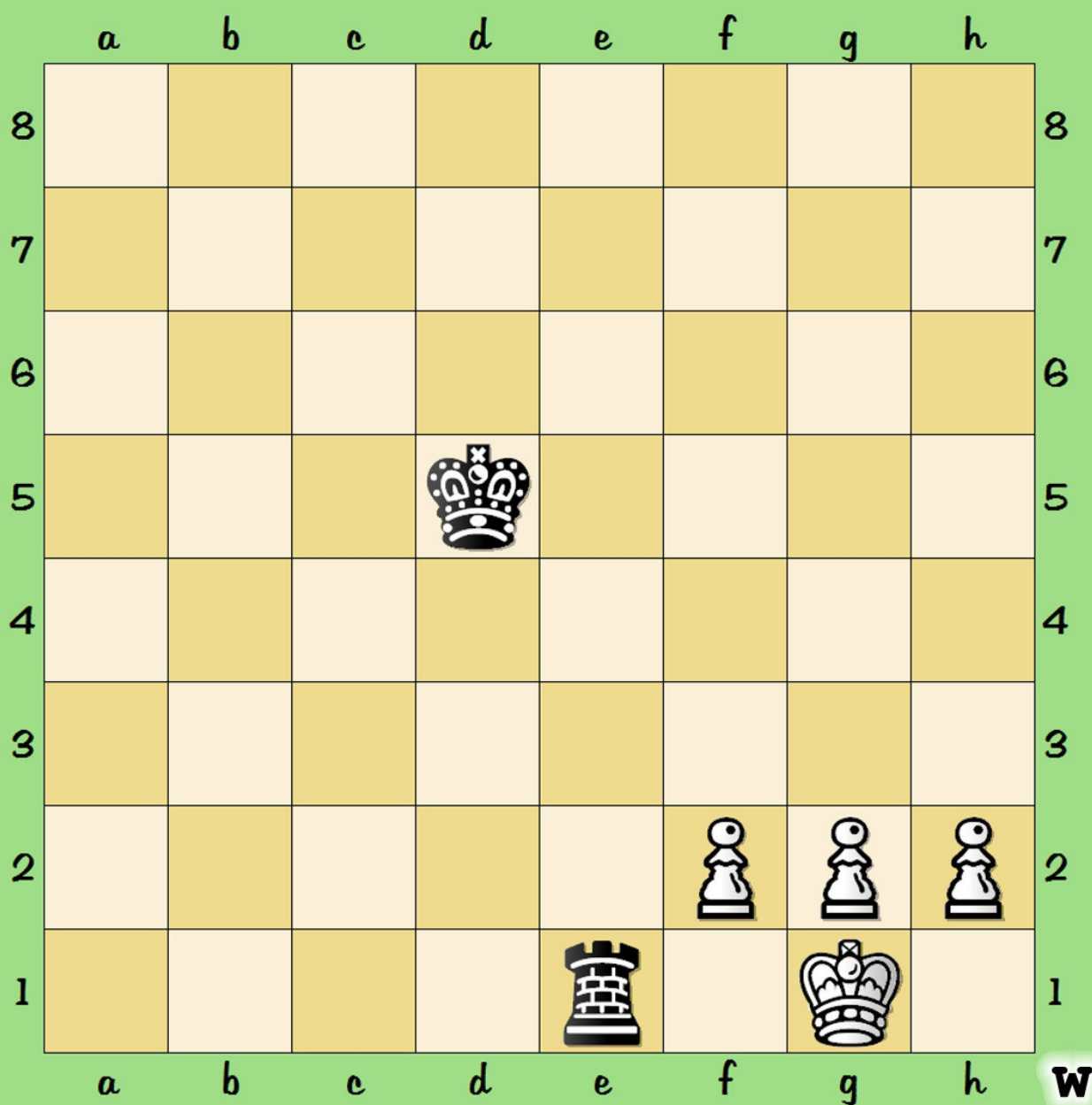
Famous Checkmates





Back-rank
Checkmate





The white King on g1 is
blocked by its Pawns;
it is a Back-rank
Checkmate, also known
as Corridor Mate.



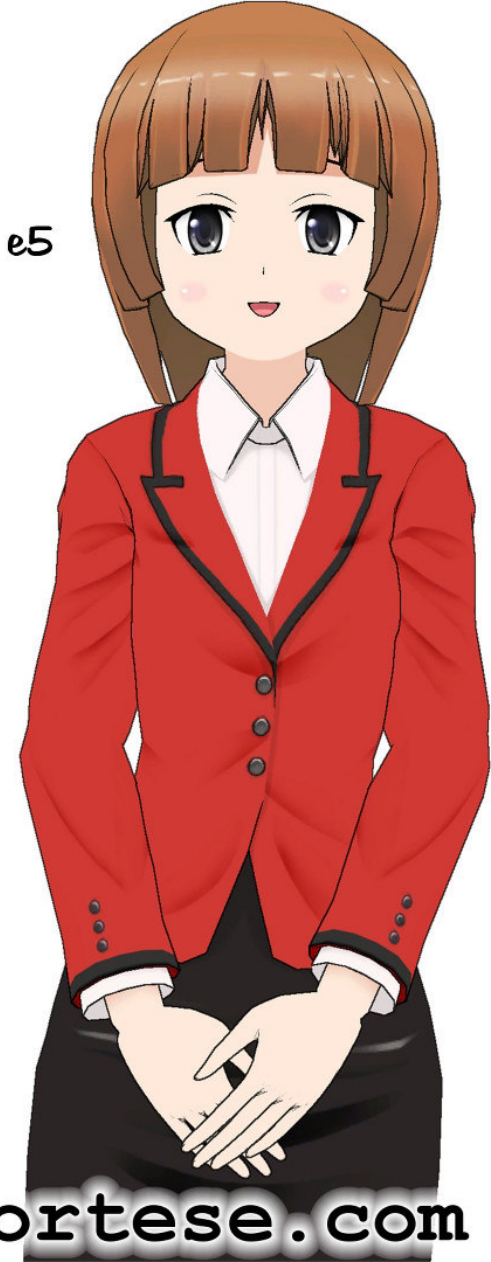


Fool's Mate





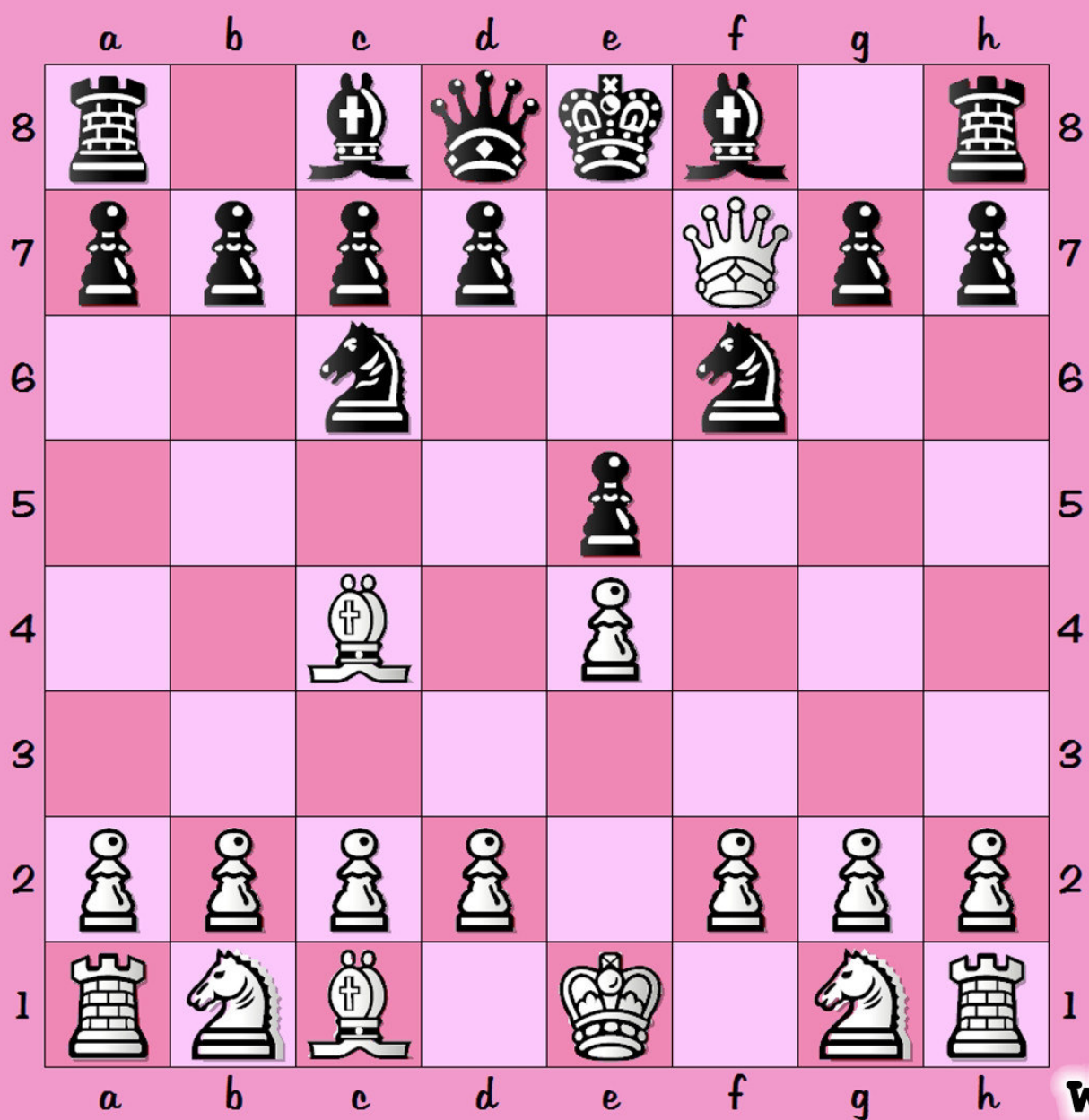
The Fool's Mate is 1.f3 e5
2.g4 Qh4#.





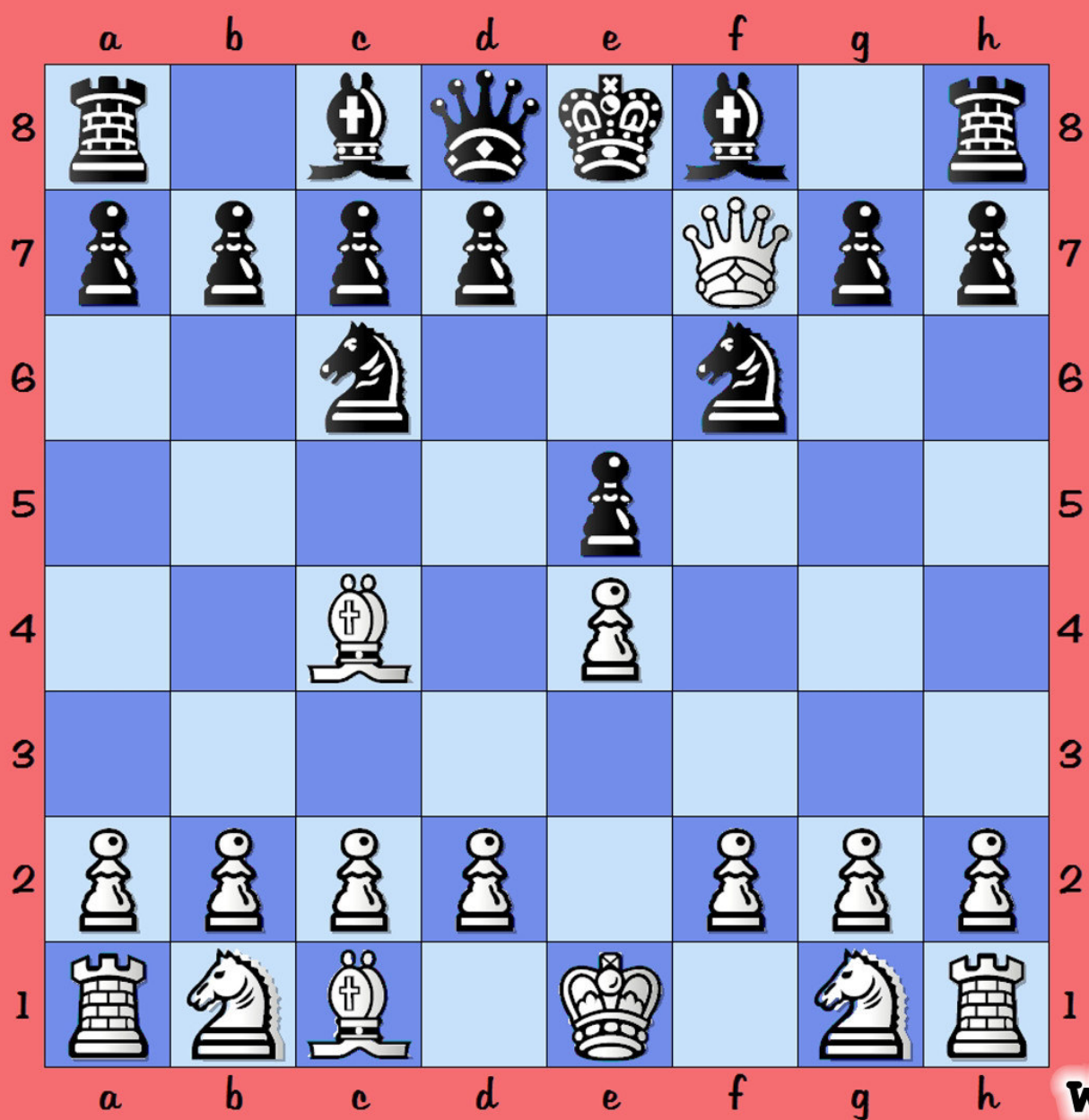
It is the checkmate with the fewest moves possible.





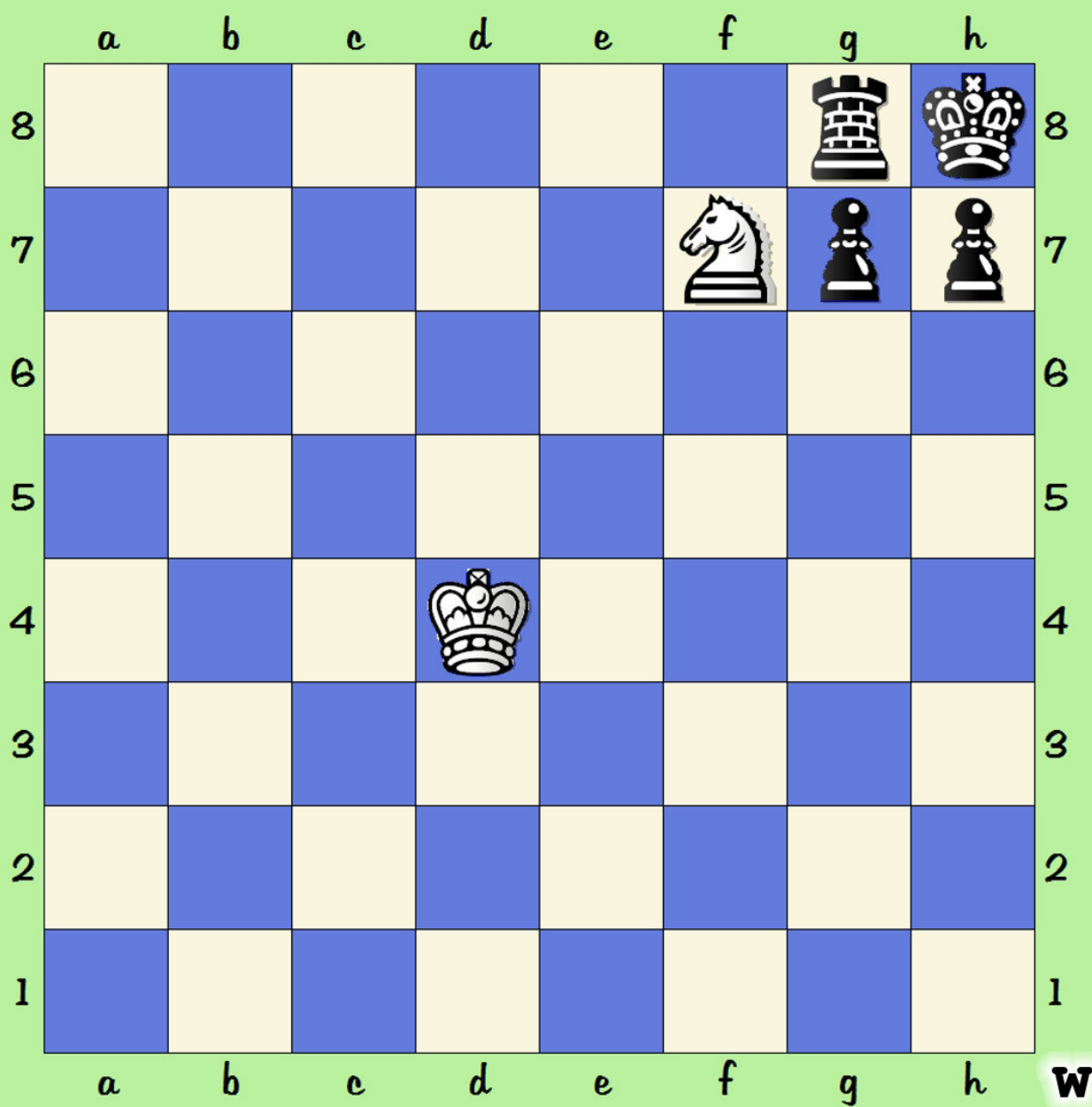
Scholar's Mate





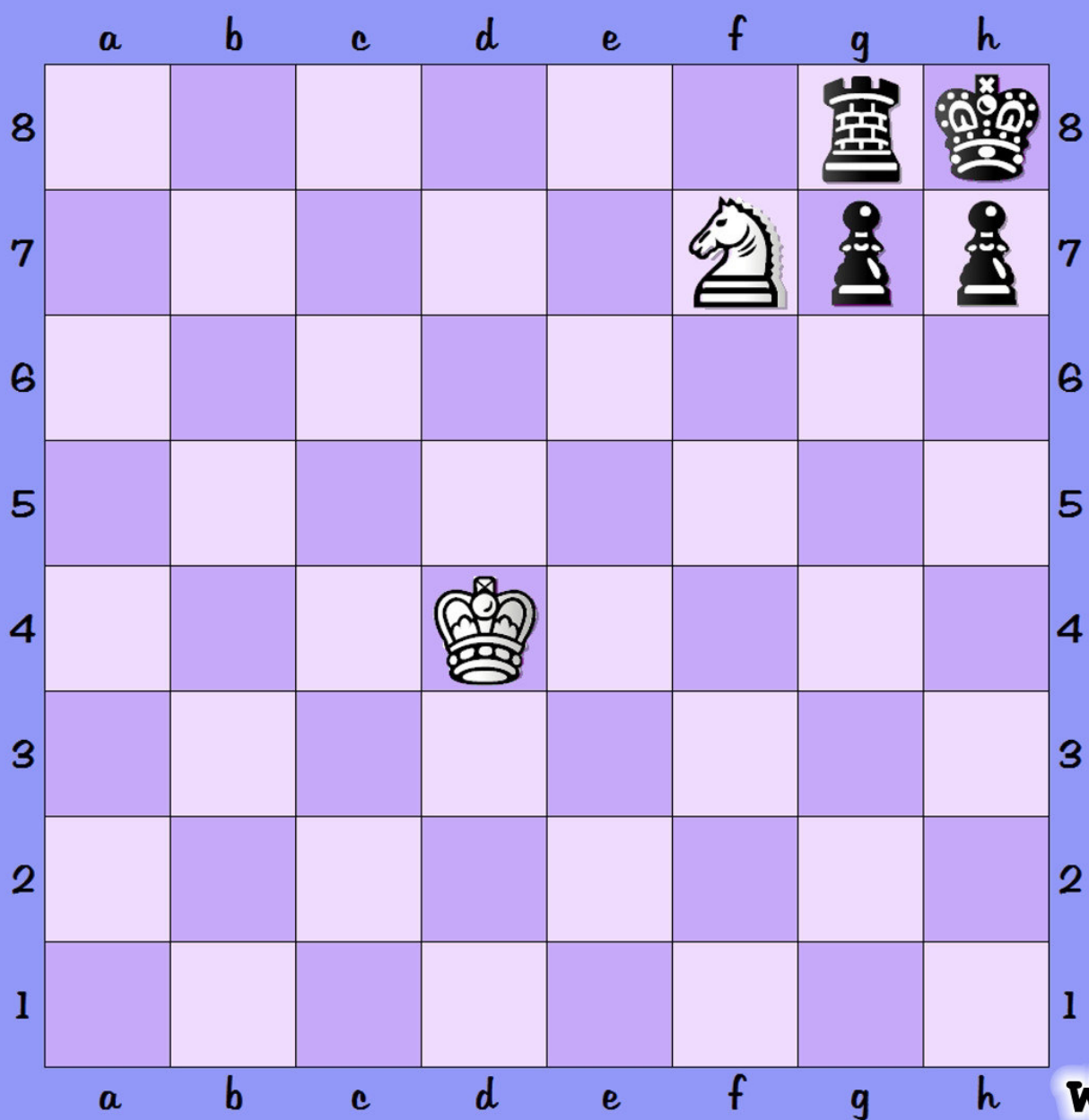
The Scholar's Mate is
1.e4 e5 2.Qh5 Nc6
3.Bc4 Nf6 4.Qxf7 #.



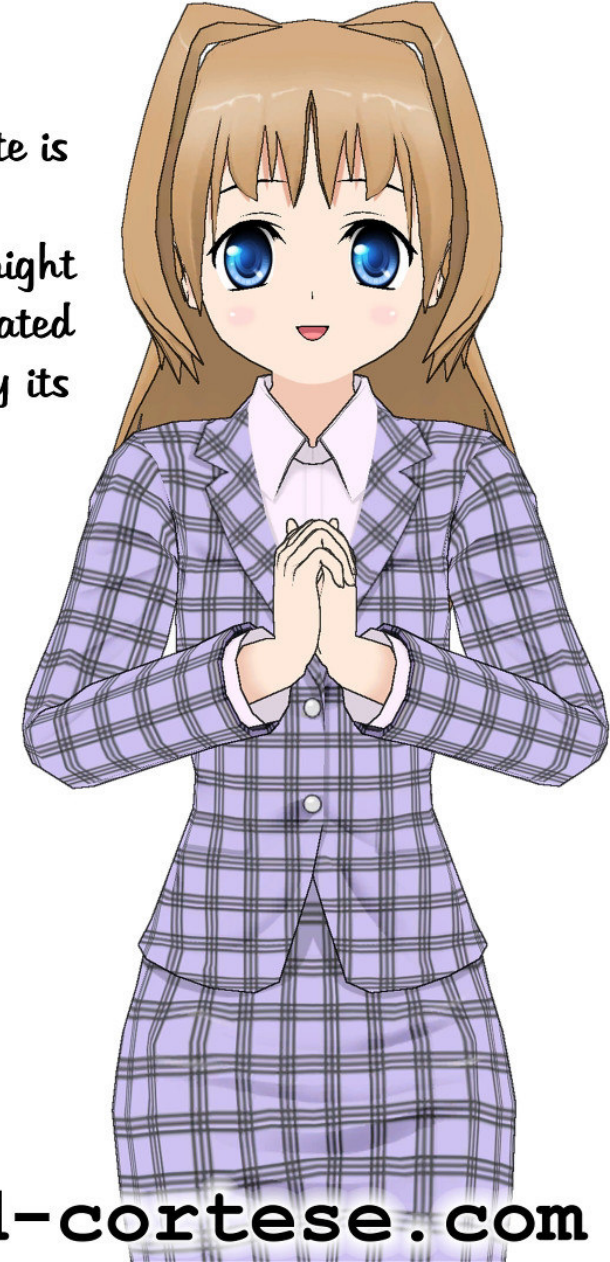


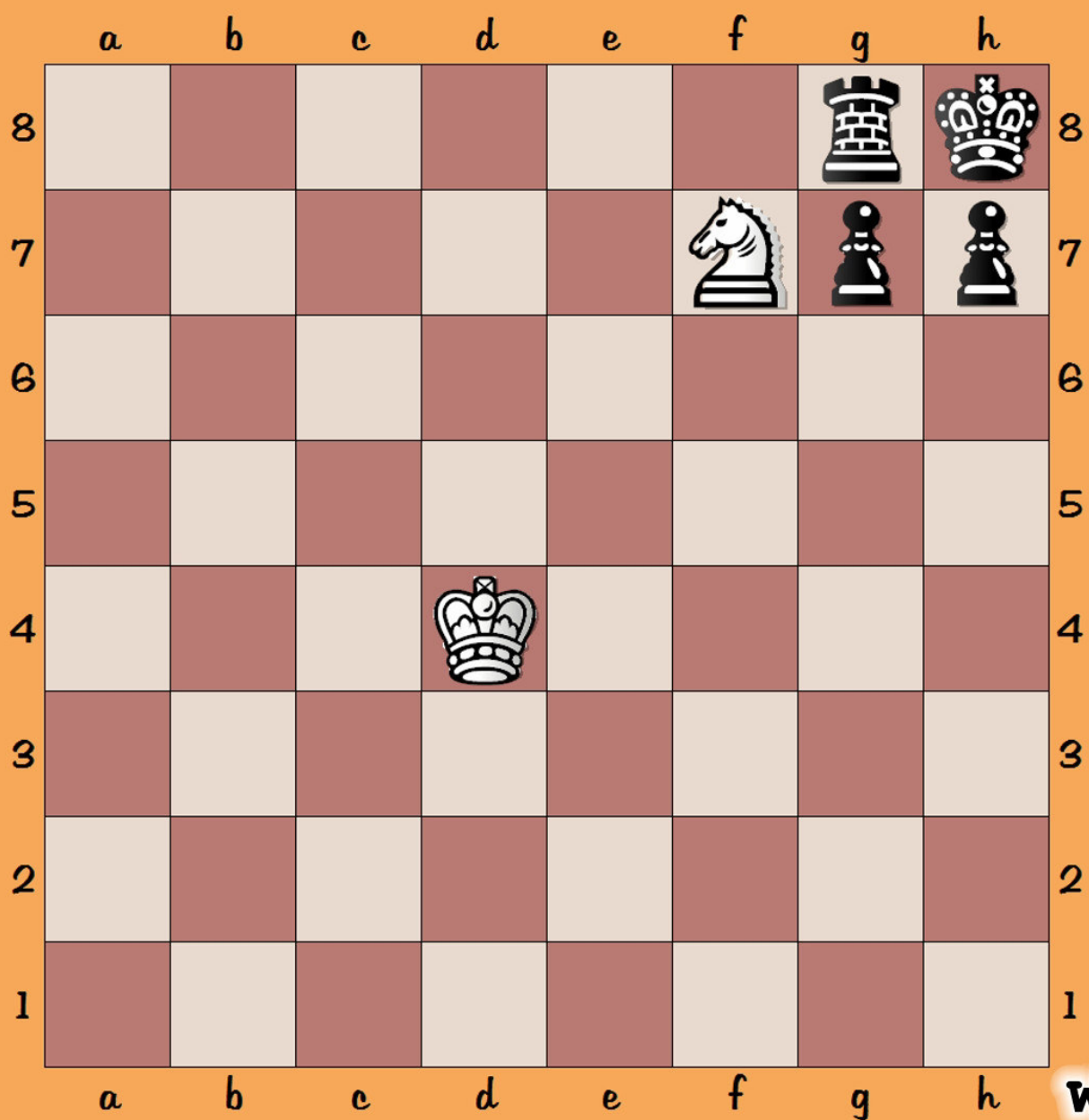
Smothered
Mate





A Smothered Mate is a checkmate performed by a Knight where the checkmated King is blocked by its own pieces.





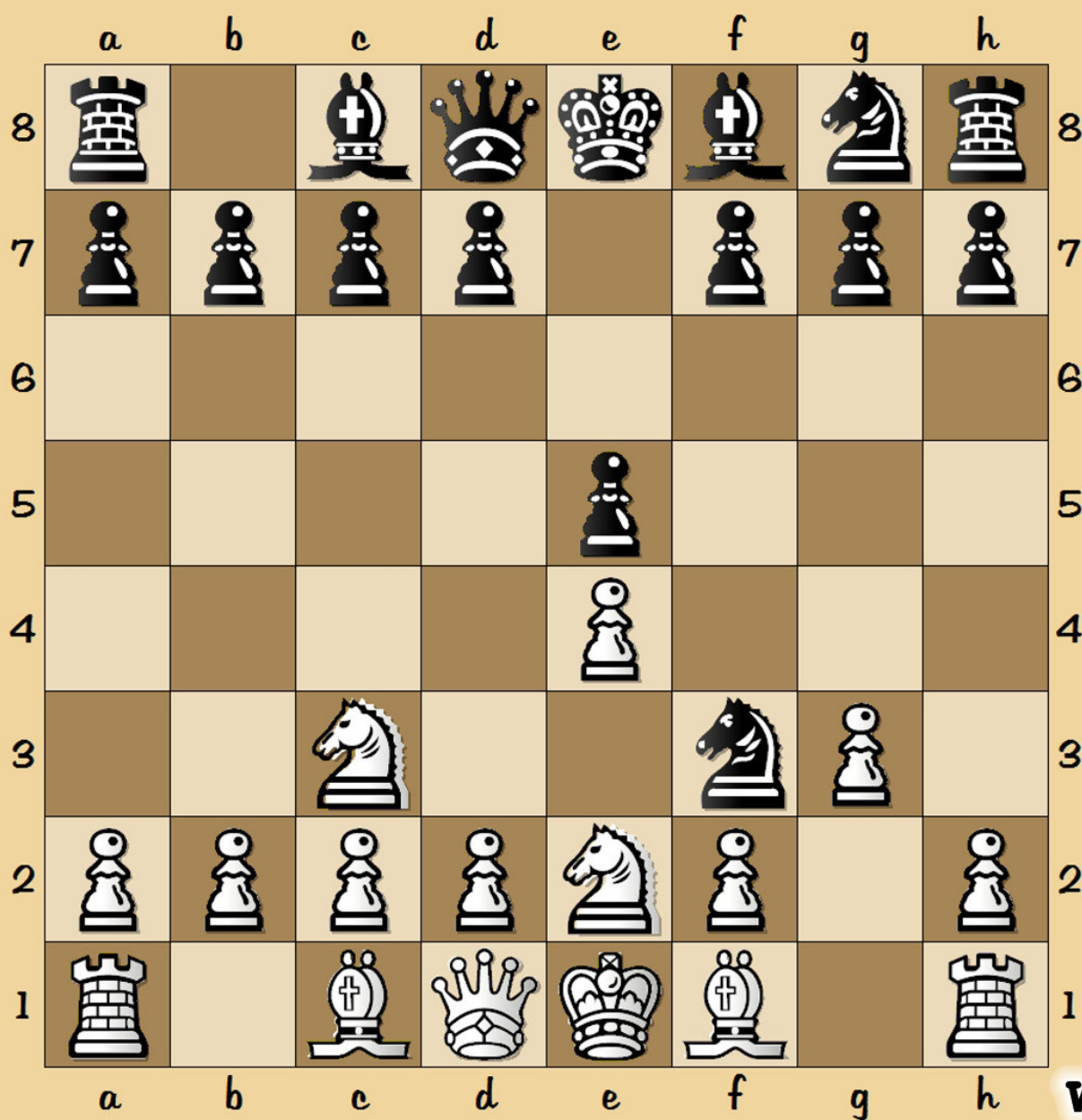
The black King on h8 is checkmated by the white Knight on f7; it is a Smothered Mate.





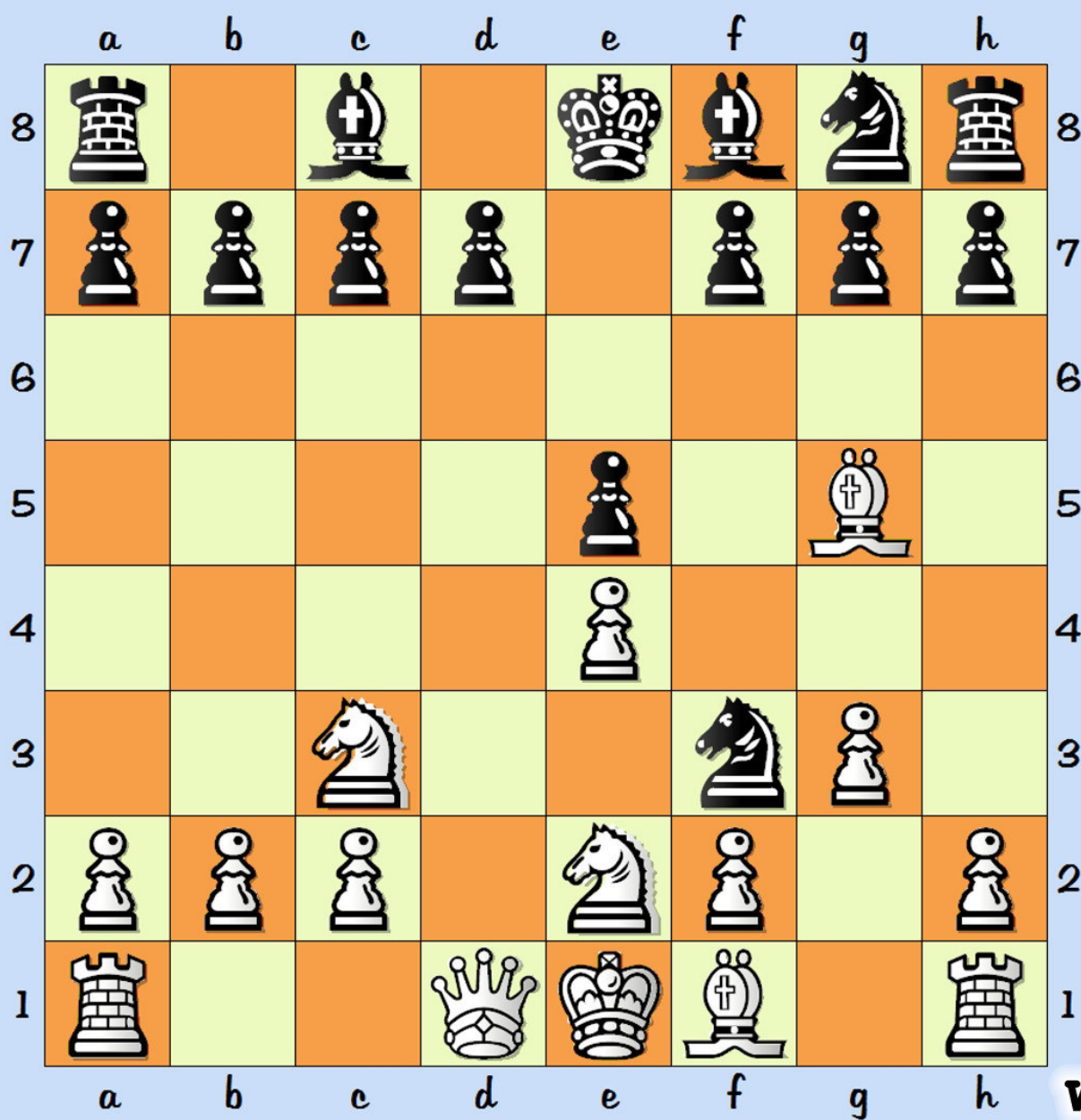
Smothered Mate - King's Pawn



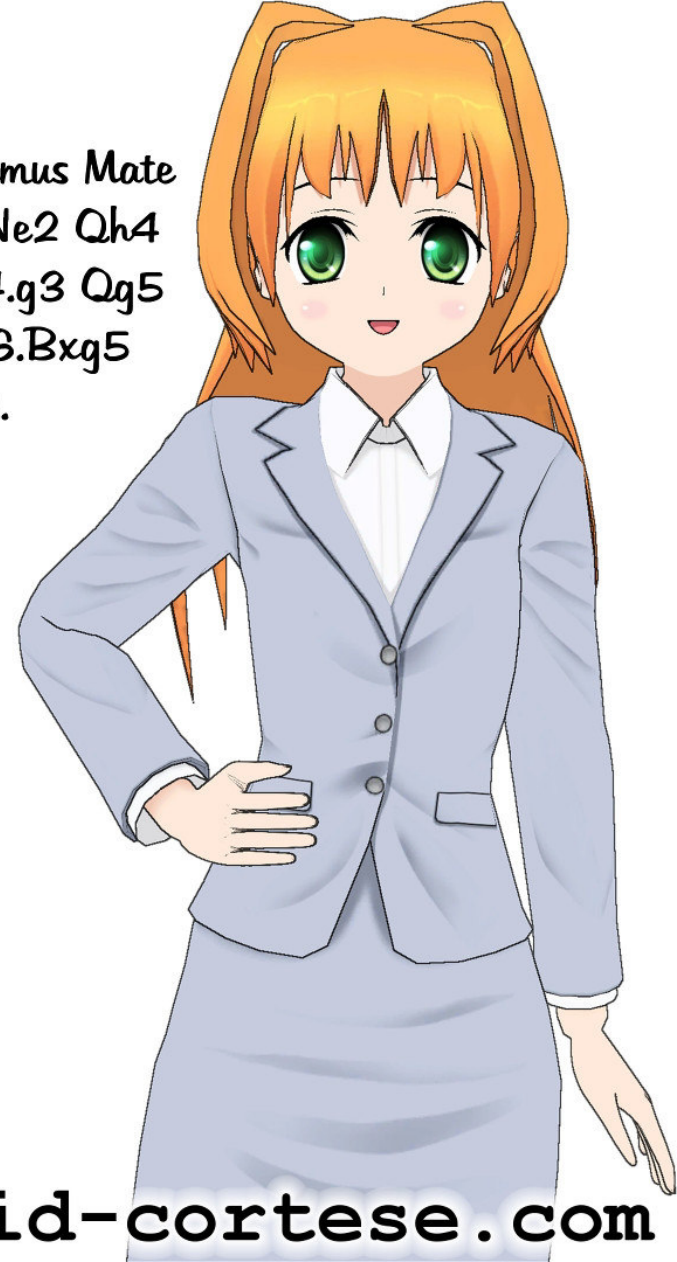


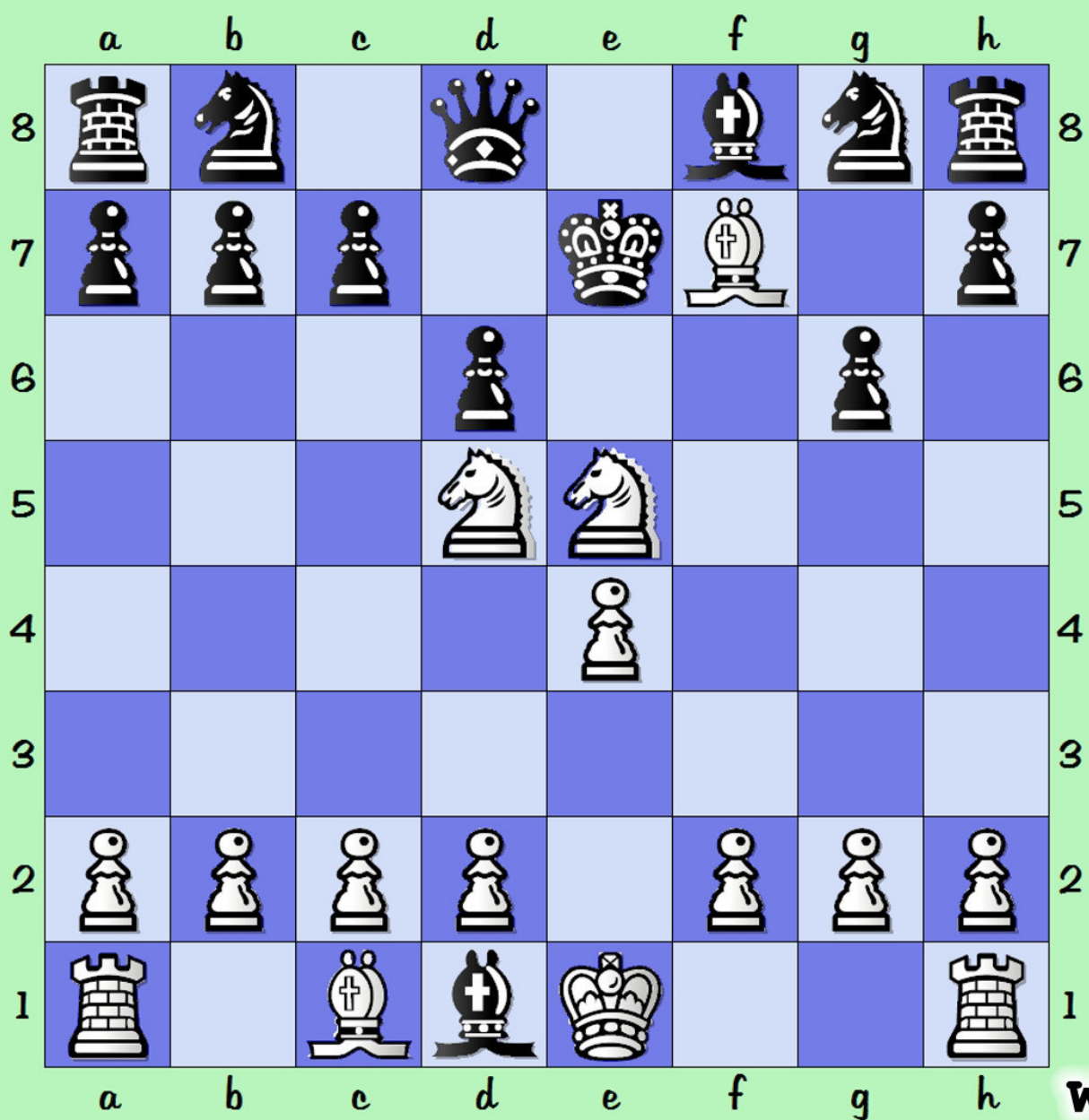
The Smothered Mate -
 King's Pawn is 1.e4 e5
 2.Ne2 Nc6 3.Nbc3 Nd4
 4.g3 Nf3#.



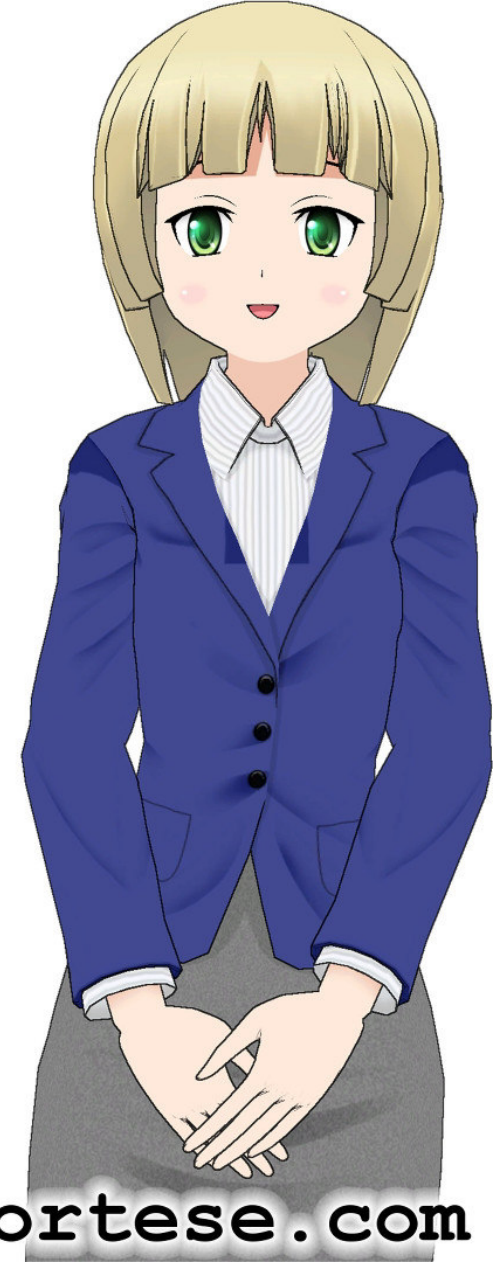


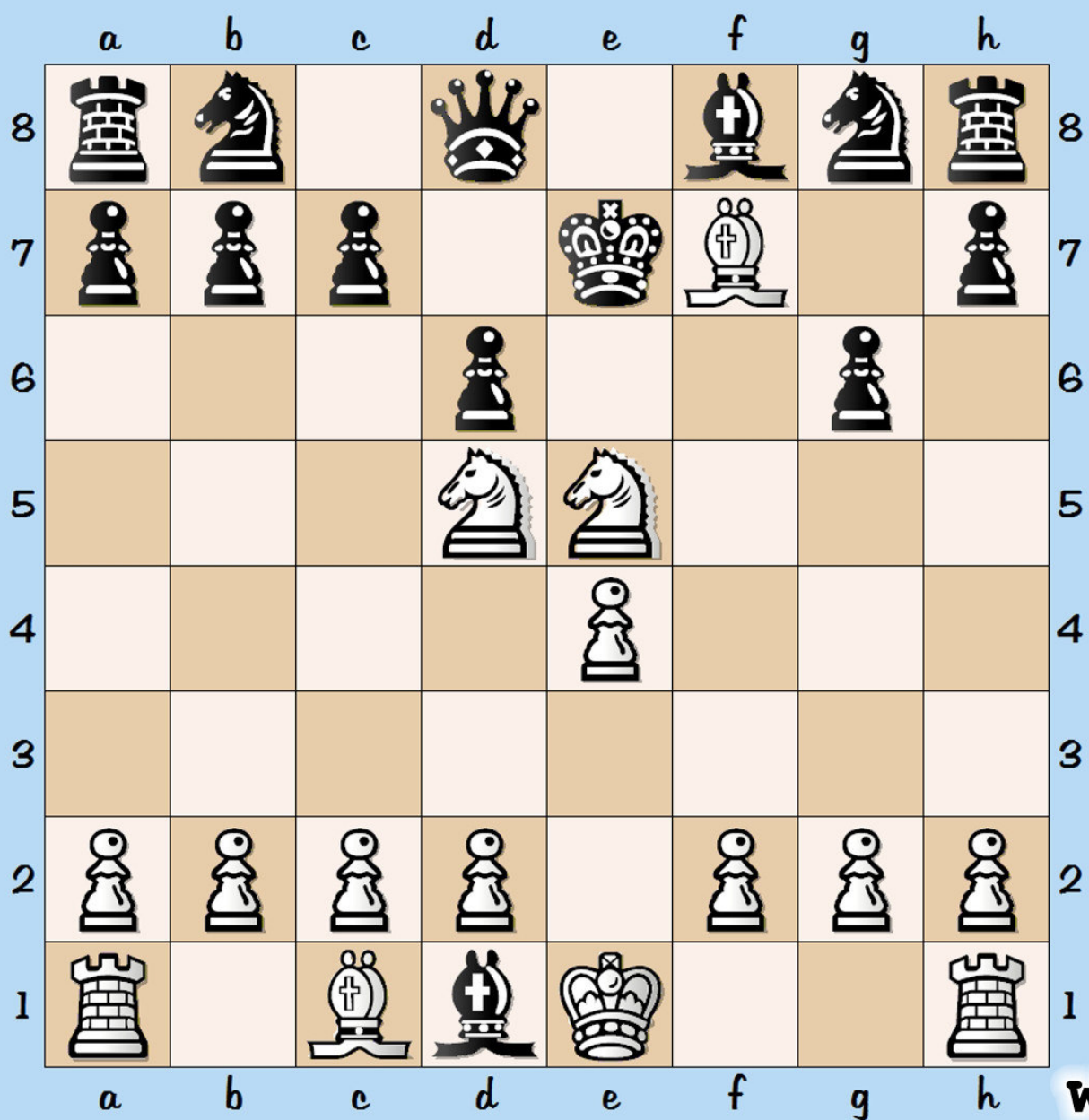
The Hippopotamus Mate
is 1.e4 e5 2.Ne2 Qh4
3.Nbc3 Nc6 4.g3 Qg5
5.d4 Nxd4 6.Bxg5
Nf3#.





Légal Trap





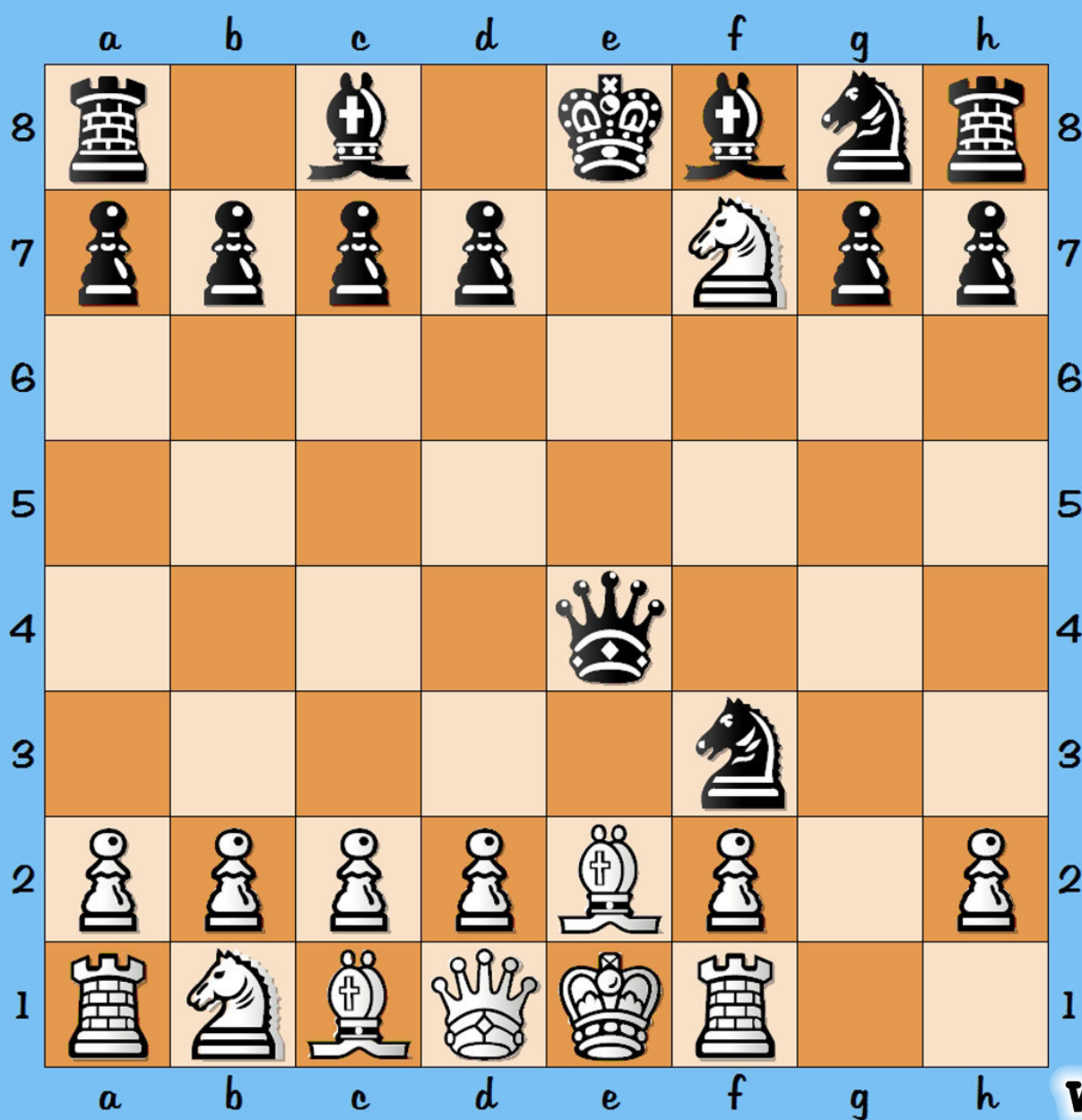
The Légal Trap is 1.e4 e5
 2.Nf3 d6 3.Bc4 Bg4
 4.Nc3 g6 5.Nxe5 Bxd1
 6.Bxf7+ Ke7 7.Nd5#.





Blackburne Shilling Mate





The Blackburne Shilling

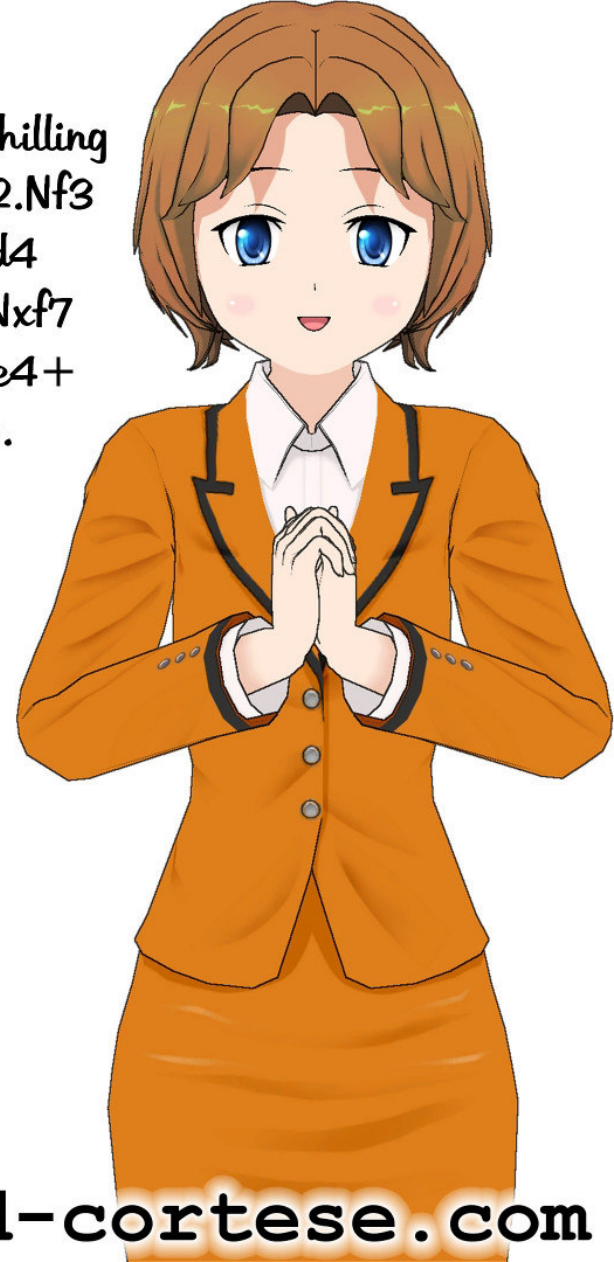
Mate is 1.e4 e5 2.Nf3

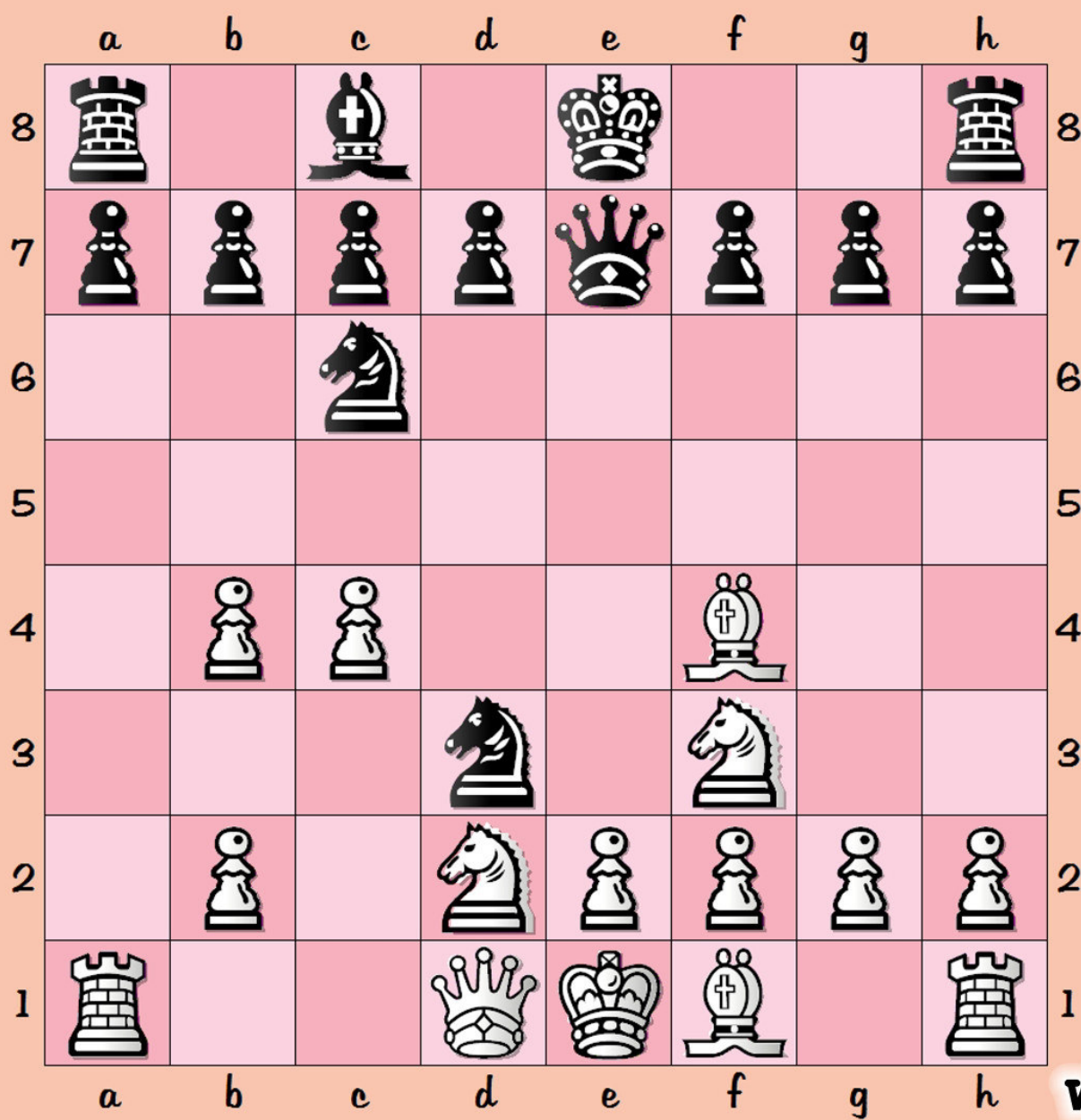
Nc6 3.Be4 Nd4

4.Nxe5 Qg5 5.Nxf7

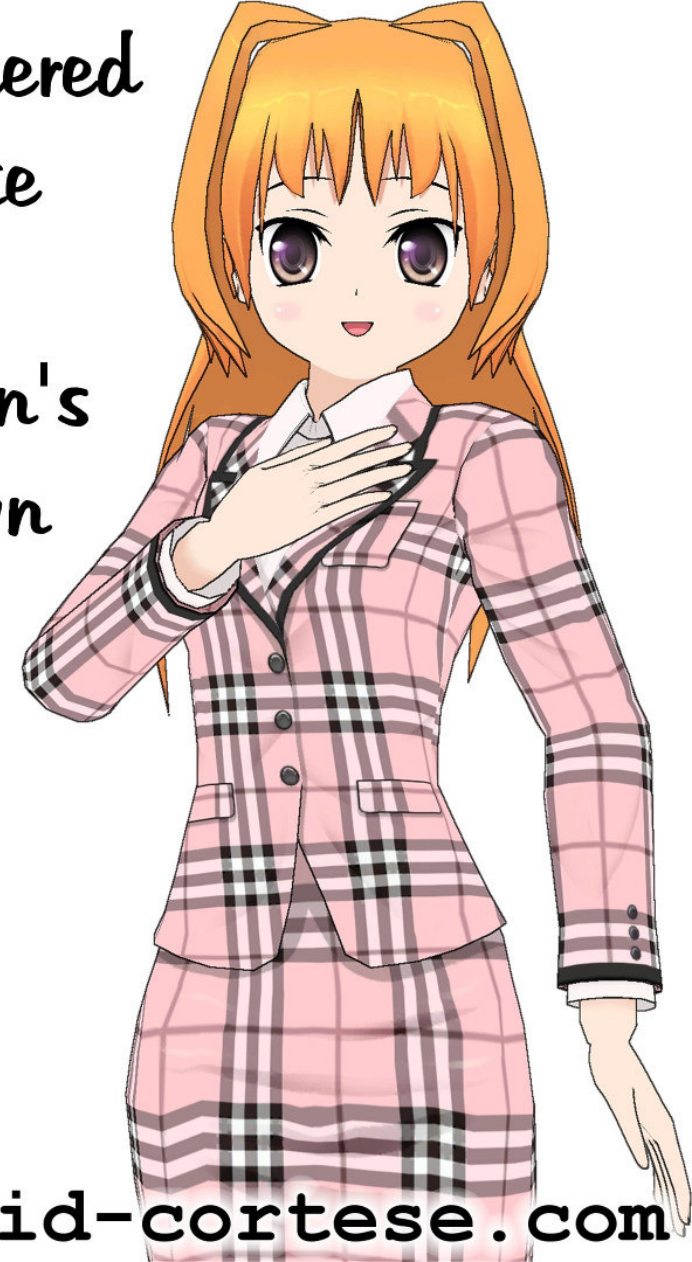
Qxg2 6.Rf1 Qxe4+

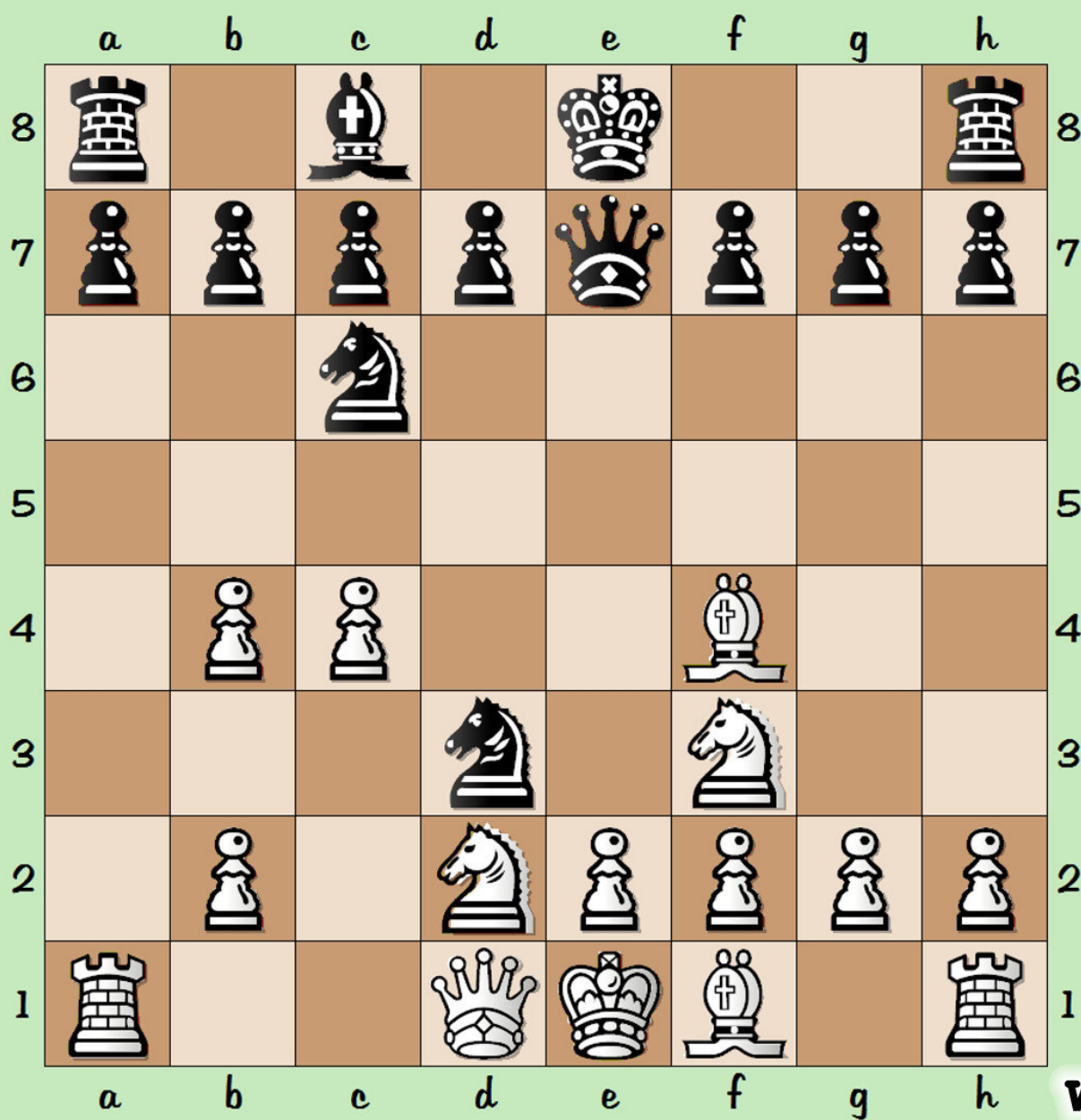
7.Be2 Nf3#.





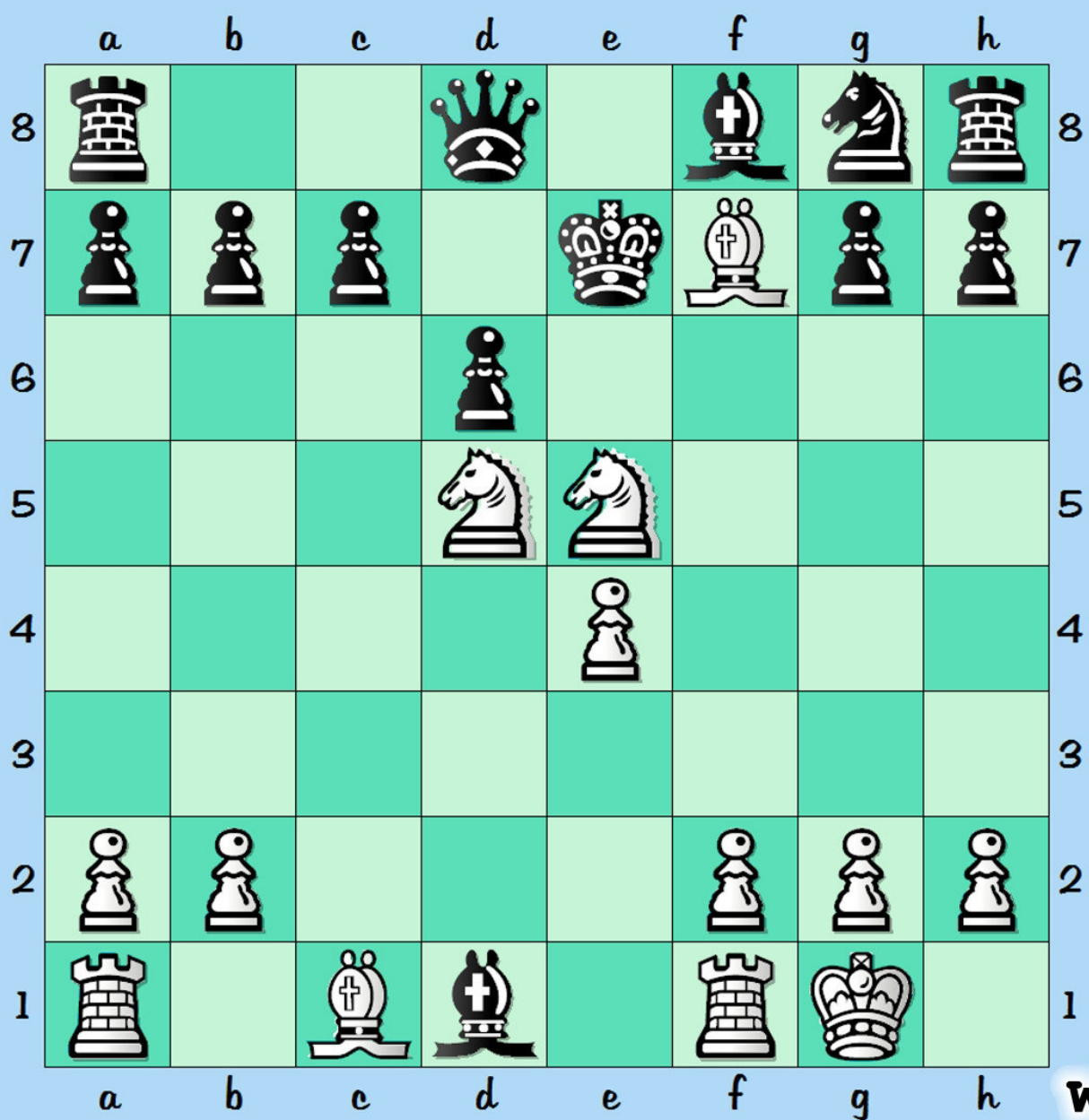
Smothered Mate - Queen's Pawn





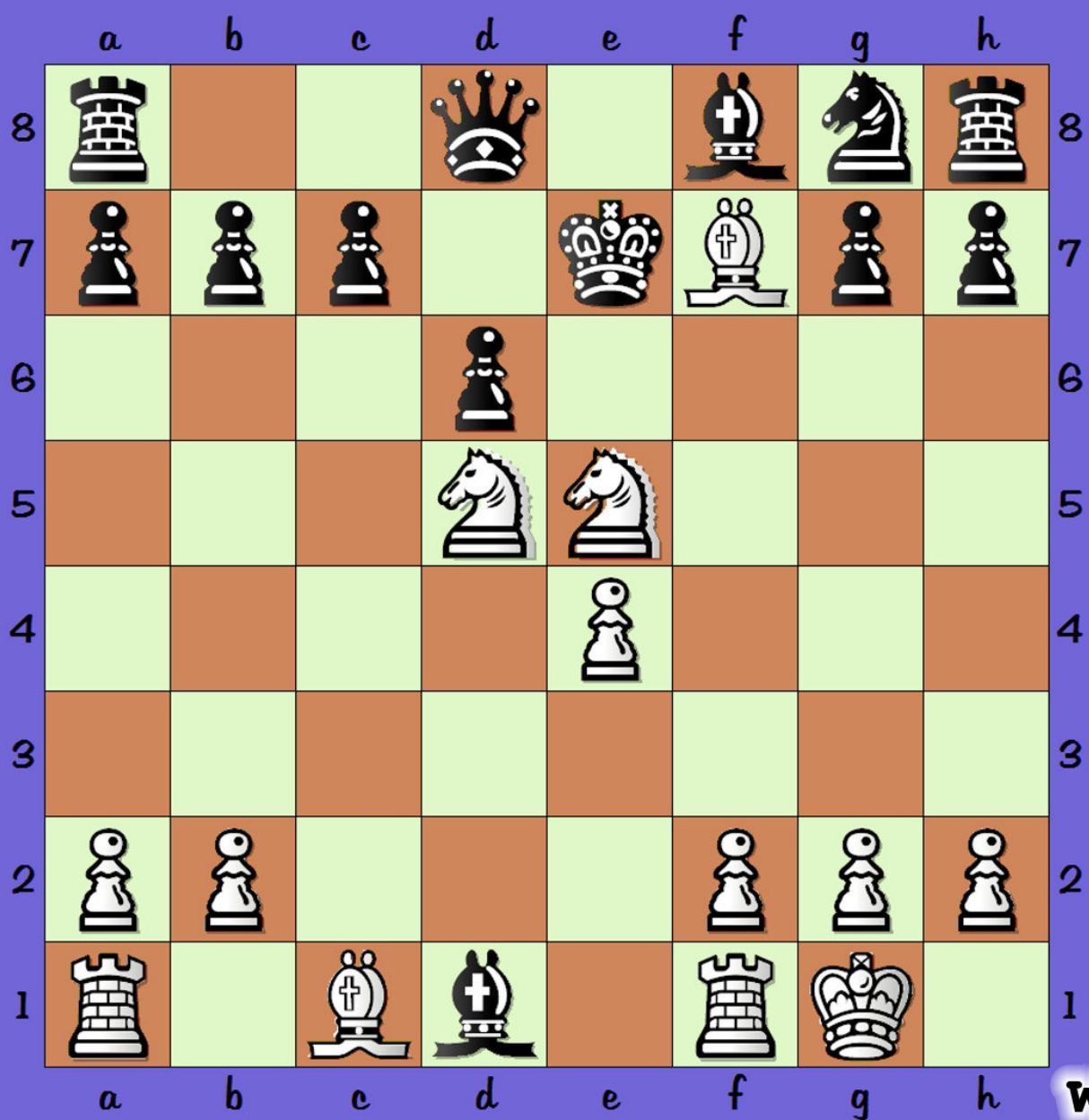
The Smothered Mate -
 Queen's Pawn is 1.d4
 Nf6 2.c4 e5 3.dxe5 Ng4
 4.Nf3 Nc6 5.Bf4 Bb4+
 6.Nbd2 Qe7 7.a3 Nqxe5
 8.axb4 Nd3#.





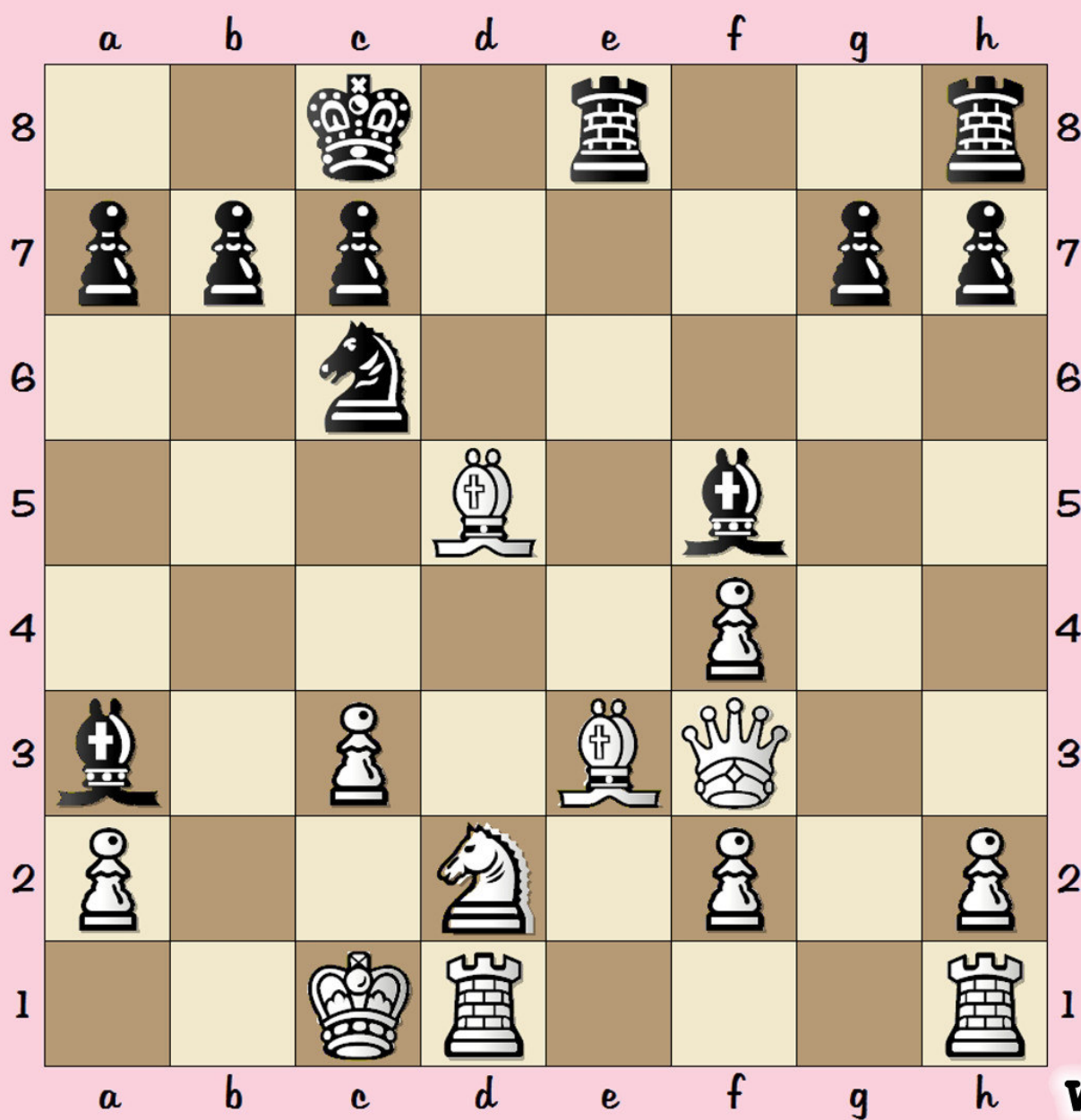
Sea Cadet Mate



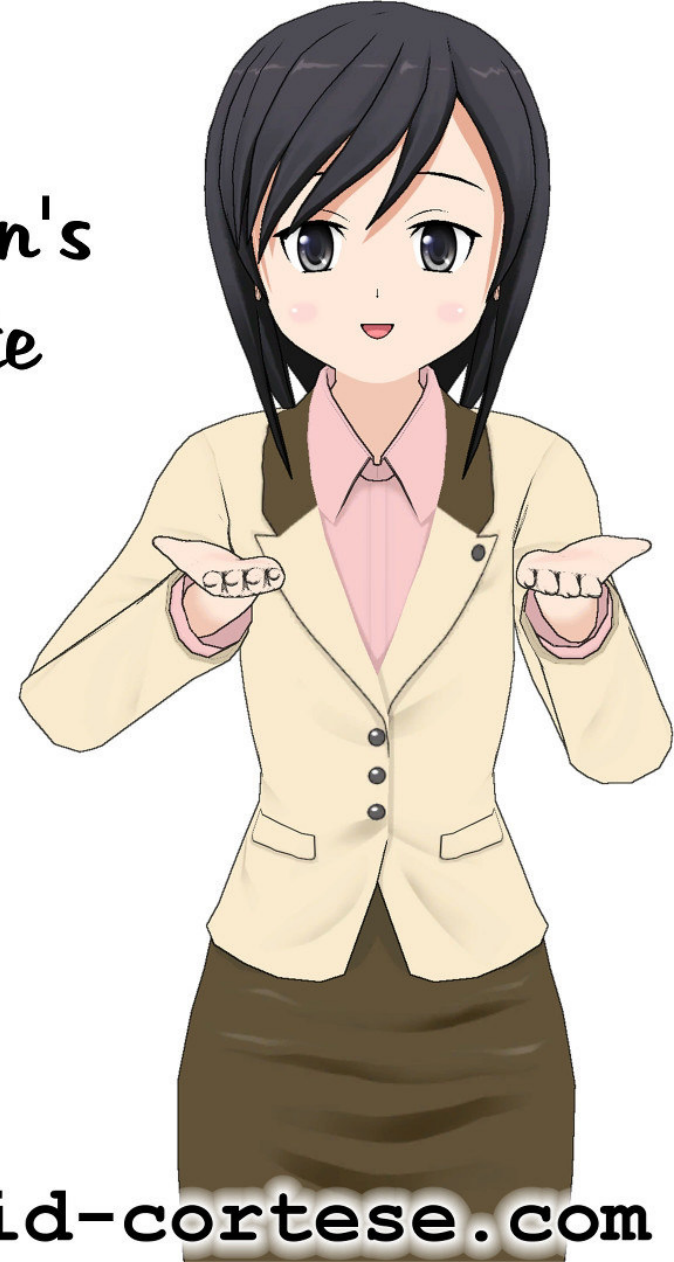


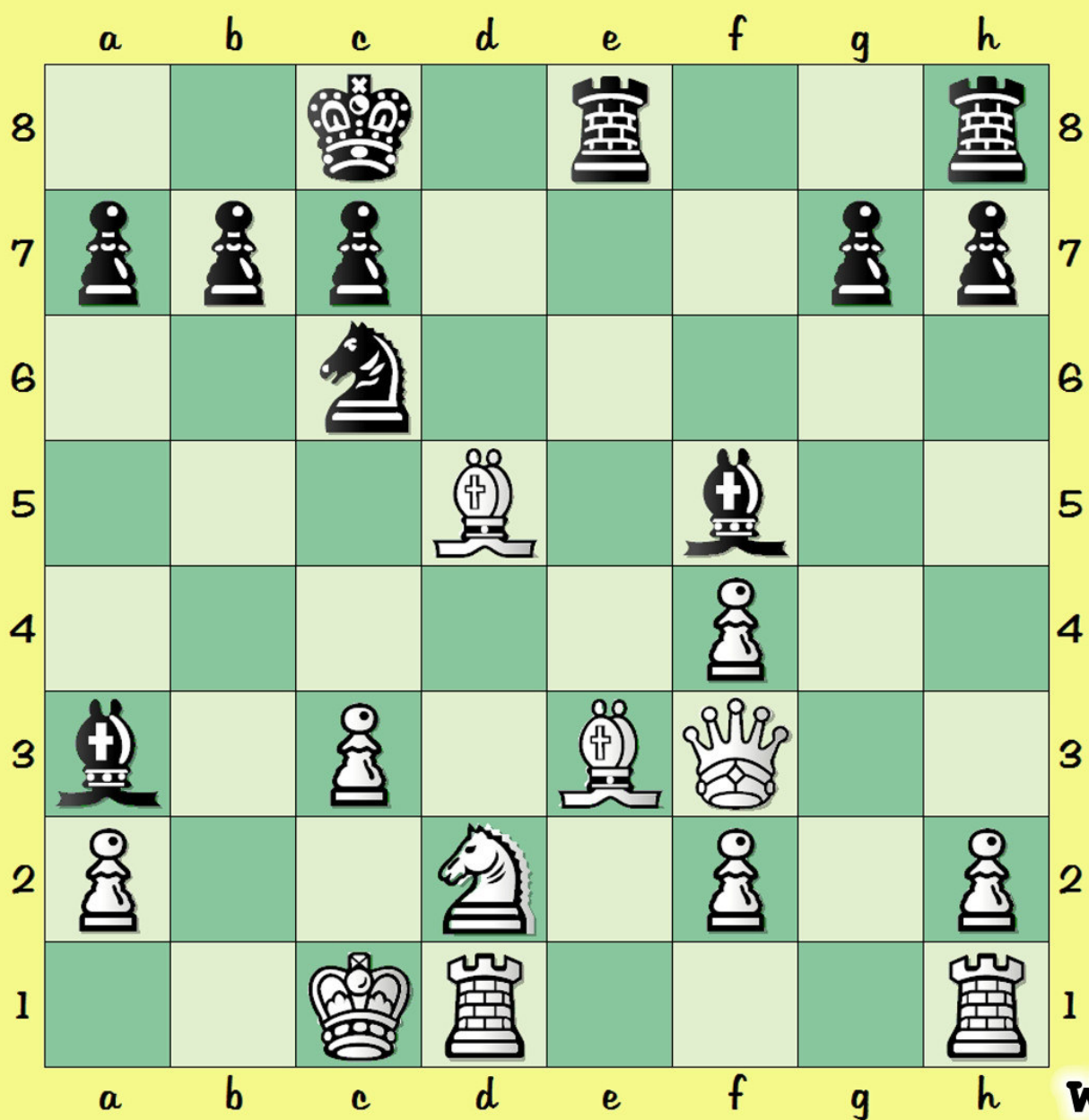
The Sea Cadet Mate is
 1.e4 e5 2.Nf3 Nc6 3.d4
 exd4 4.c3 dxc3 5.Nxc3 d6
 6.Bc4 Bg4 7.O-O Ne5
 8.Nxe5 Bxd1 9.Bxf7+
 Ke7 10.Nd5#.



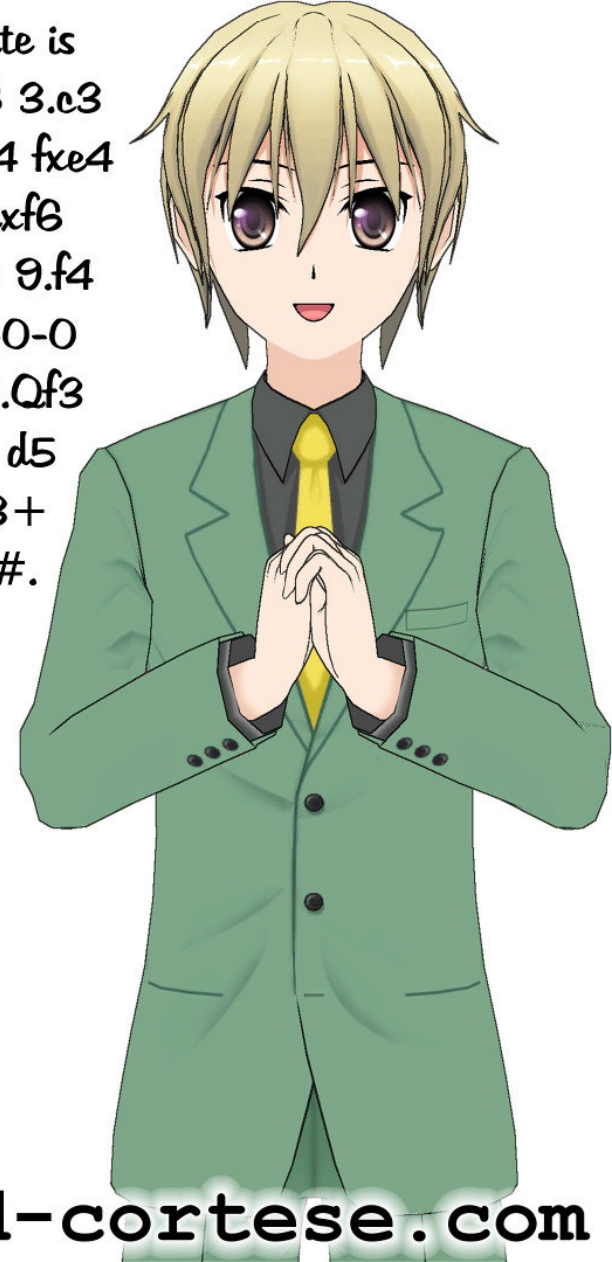


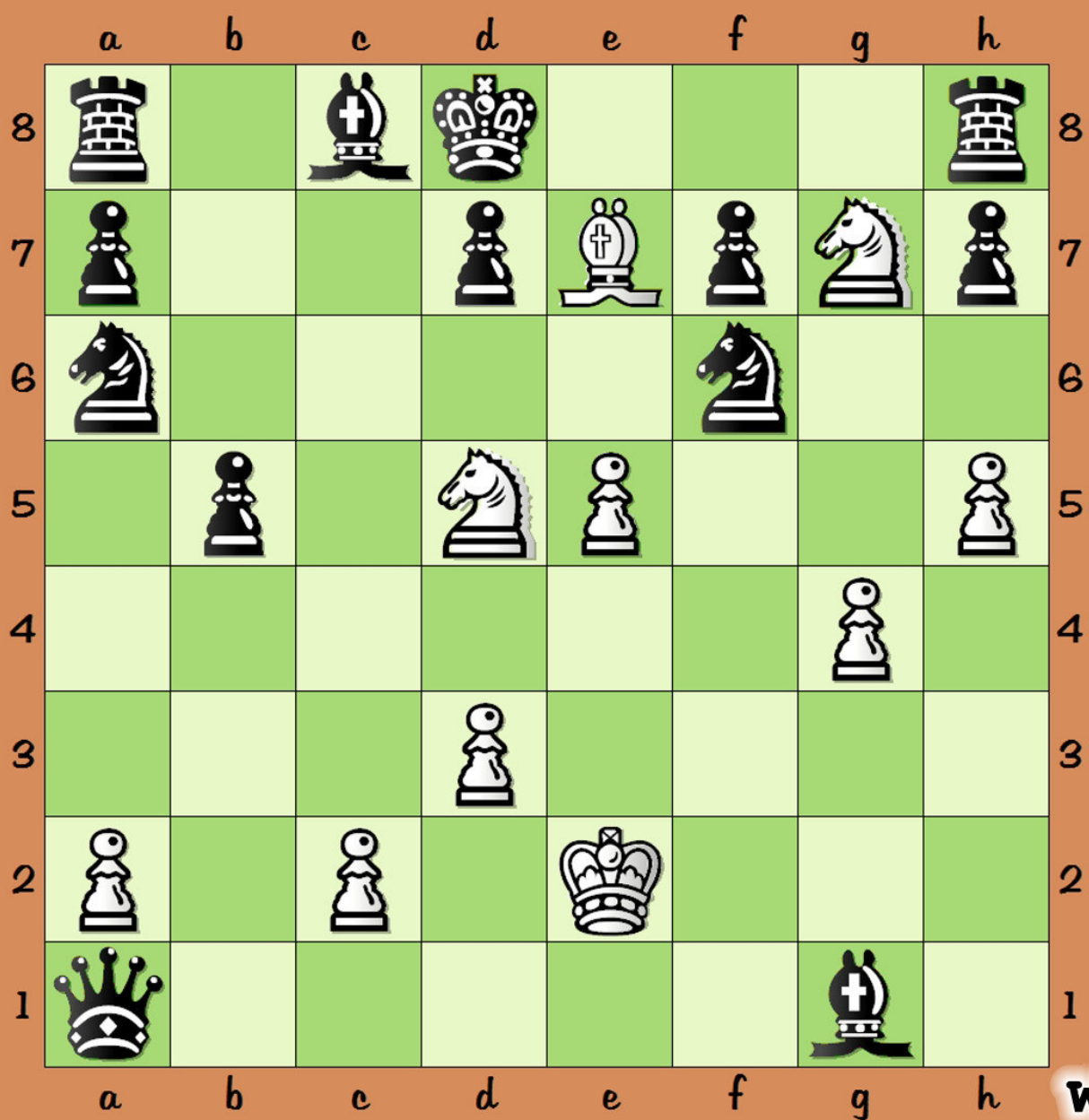
Boden's Mate





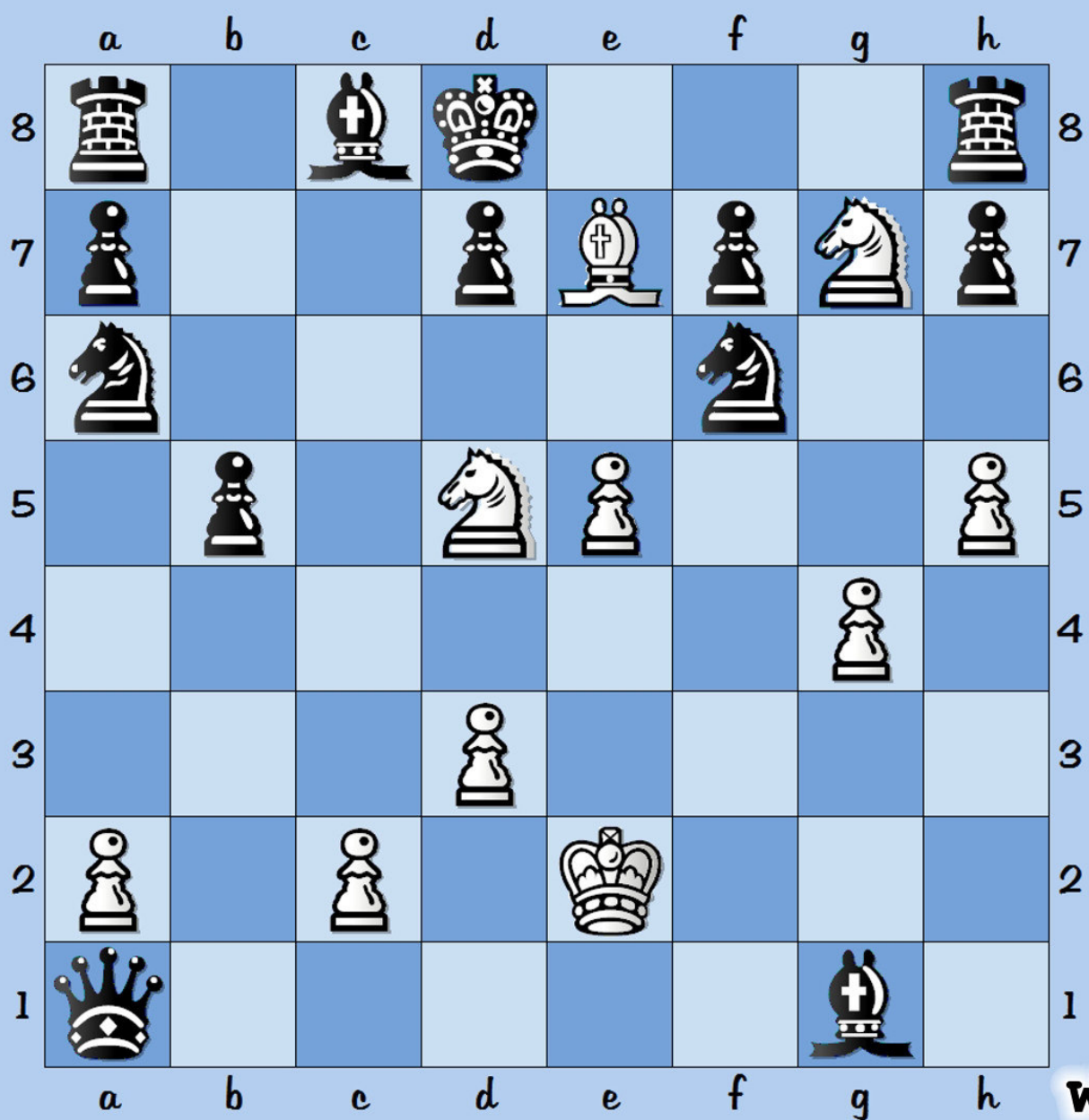
The Boden's Mate is
 1.e4 e5 2.Nf3 d6 3.c3
 f5 4.Bc4 Nf6 5.d4 fxe4
 6.dxe5 exf3 7.exf6
 Qxf6 8.gxf3 Nc6 9.f4
 Bd7 10.Be3 O-O-O
 11.Nd2 Re8 12.Qf3
 Bf5 13.O-O-O d5
 14.Bxd5 Qxc3+
 15.bxc3 Ba3#.

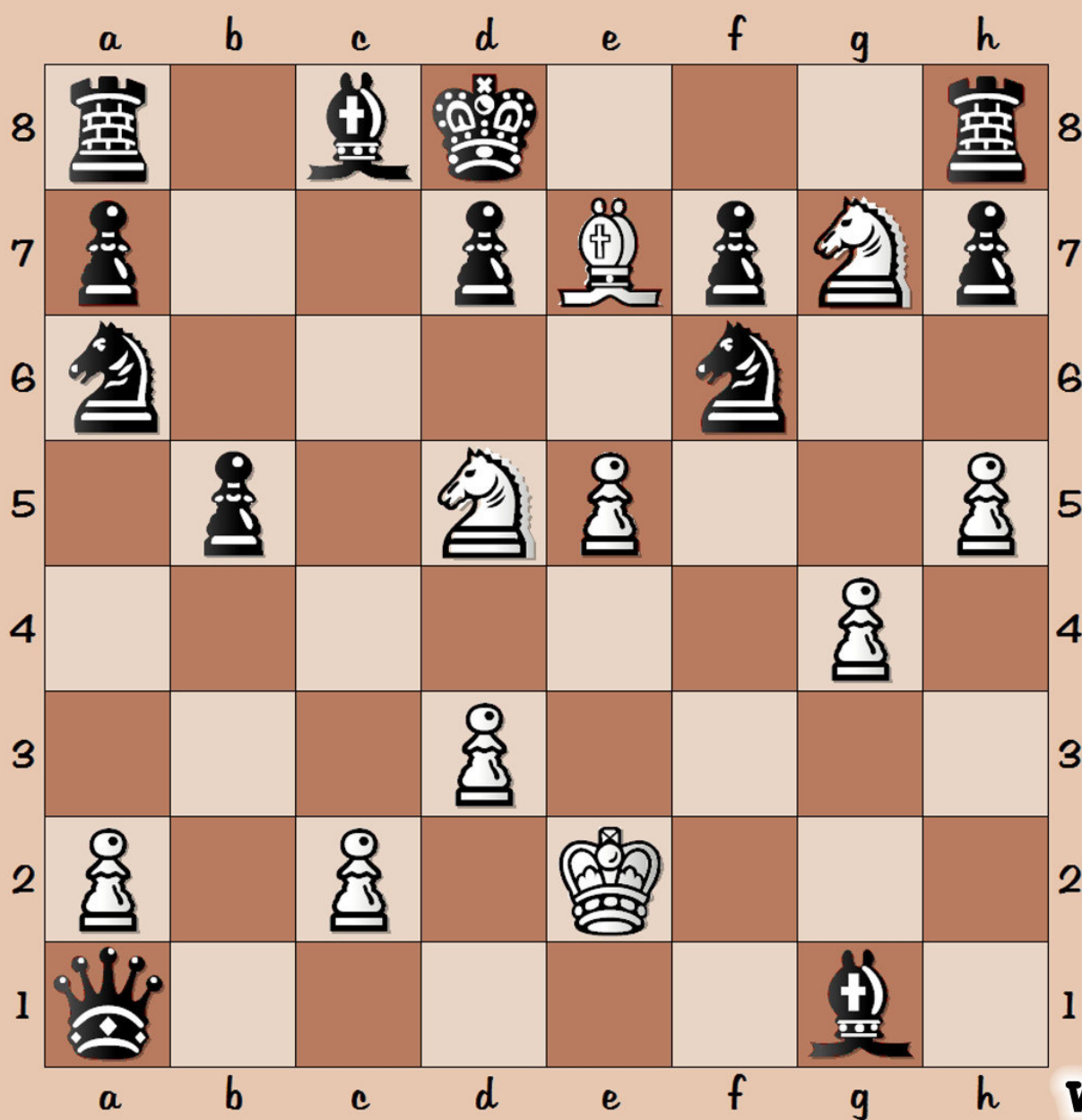




Immortal Game



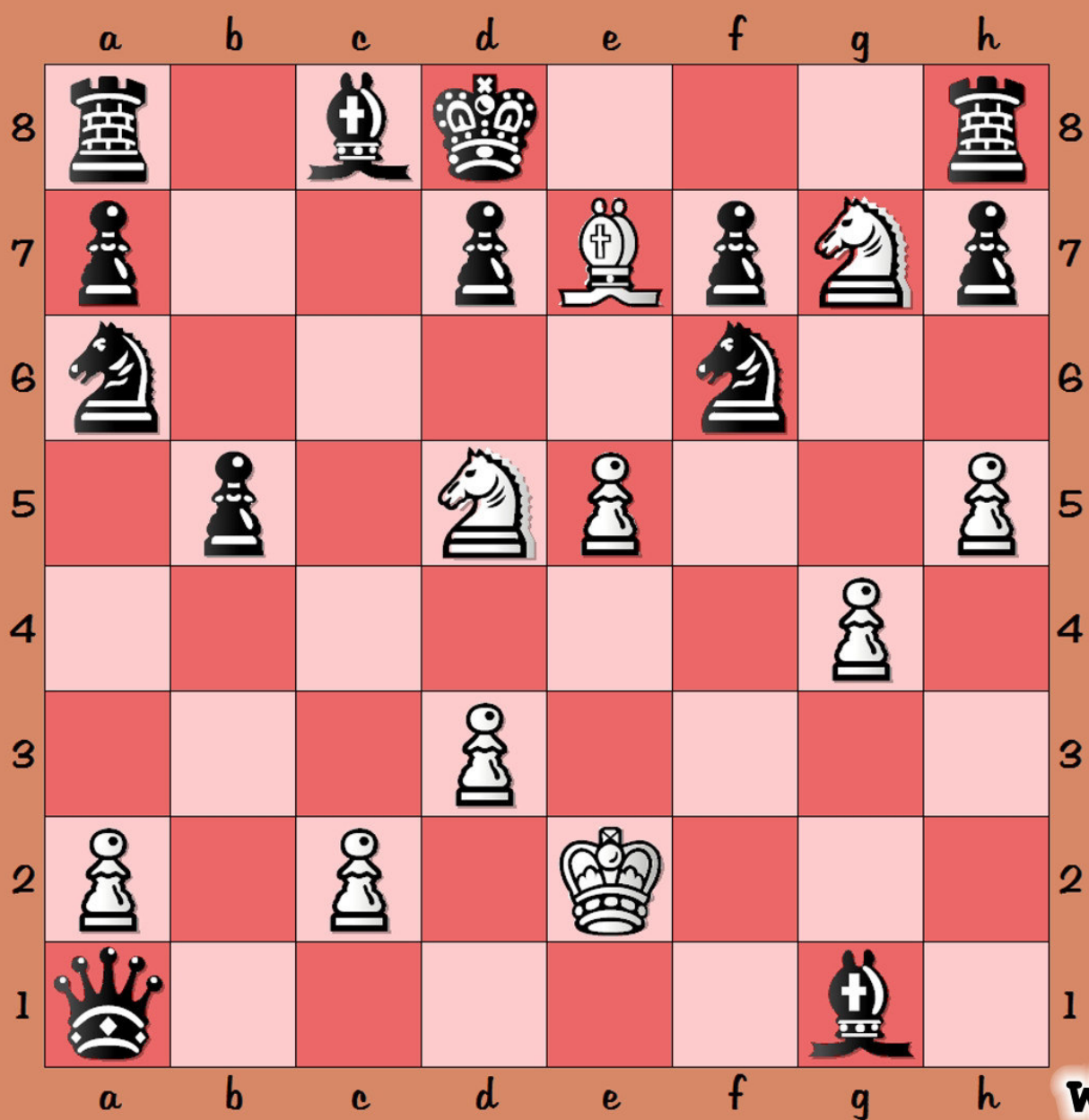




The Immortal Game is

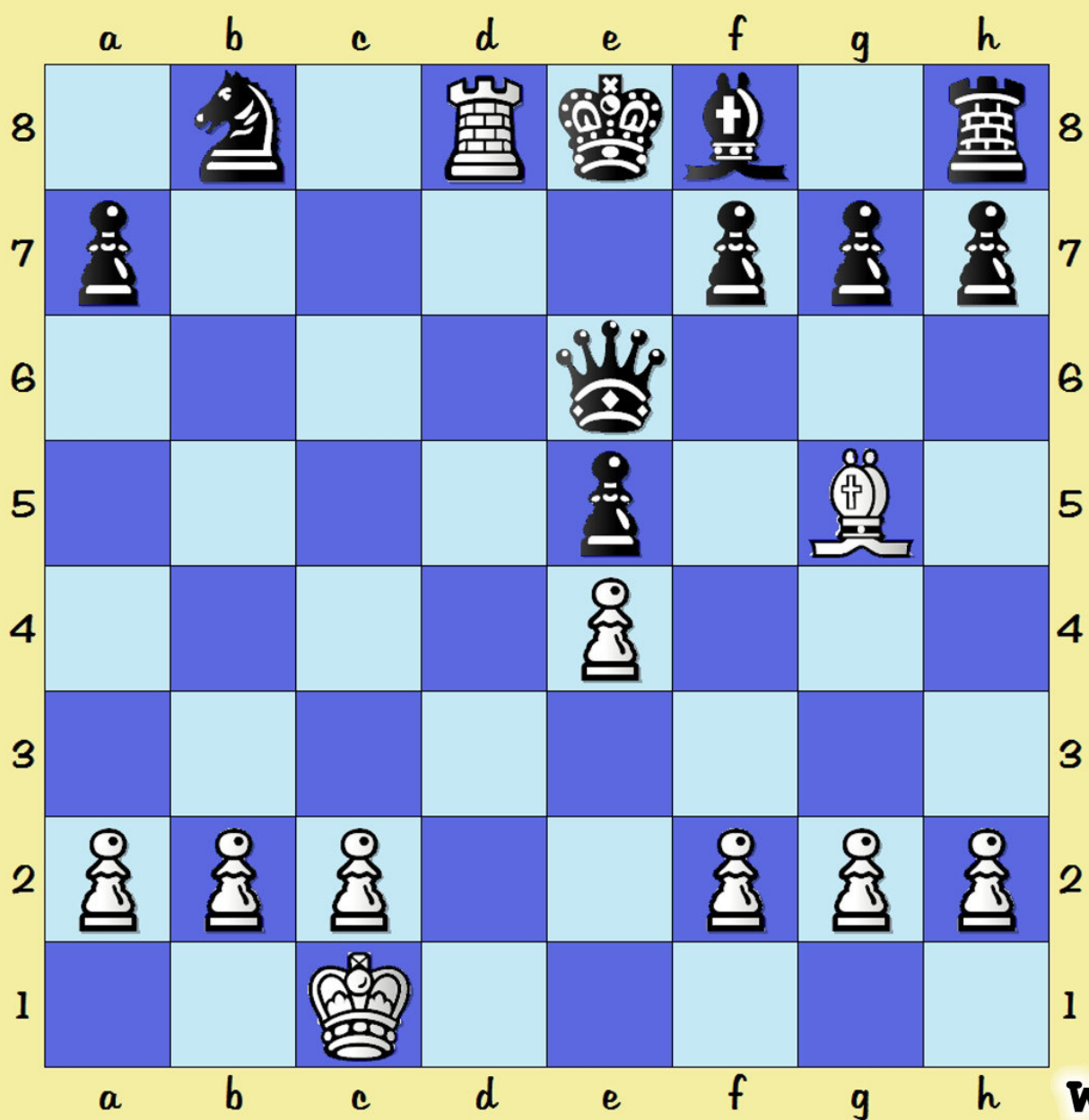
1.e4 e5 2.f4 exf4
 3.Bc4 Qh4+ 4.Kf1 b5
 5.Bxb5 Nf6 6.Nf3 Qh6
 7.d3 Nh5 8.Nh4 Qg5
 9.Nf5 c6 10.Rg1 cxb5
 11.g4 Nf6 12.h4 Qg6
 13.h5 Qg5 14.Qf3
 Ng8 15.Bxf4 Qf6
 16.Nc3 Bc5 17.Nd5
 Qxb2 18.Bd6 Qxa1+
 19.Ke2 Bxg1 20.e5
 Na6 21.Nxg7+ Kd8
 22.Qf6+ Nxf6
 23.Be7#.



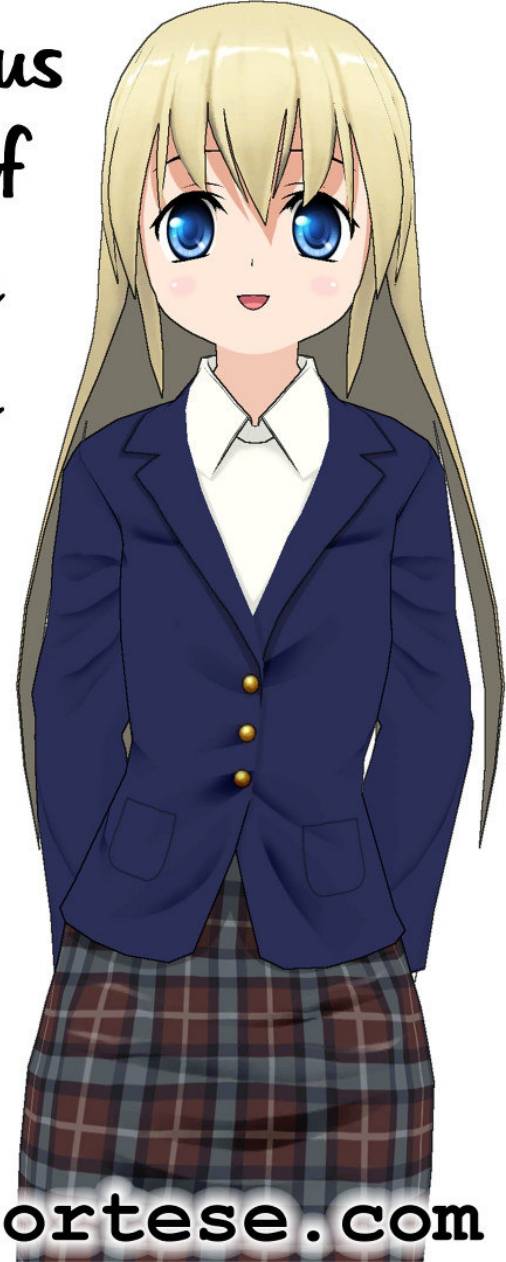


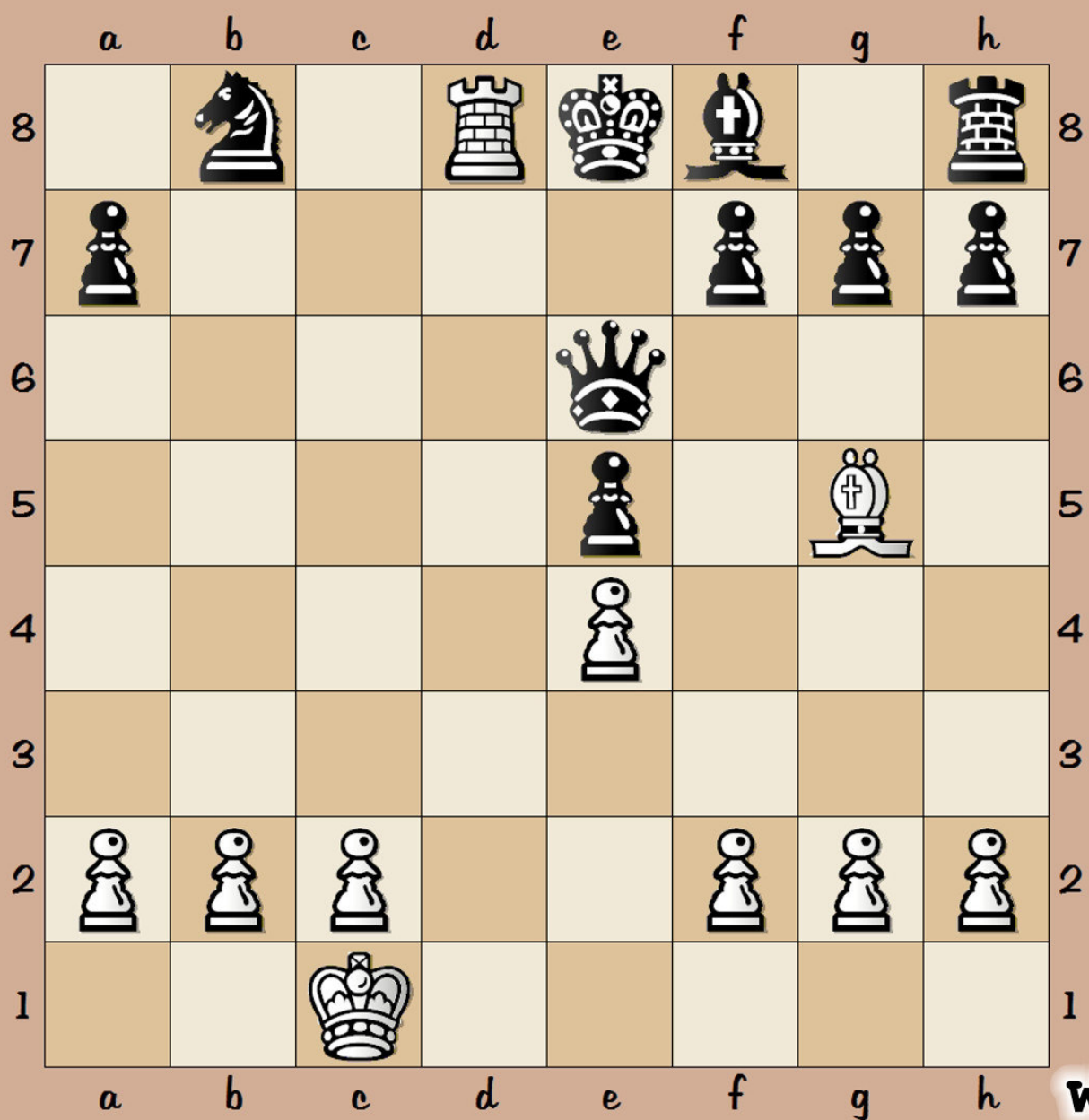
Adolf Anderssen
sacrificed a Bishop,
two Rooks, and the
Queen, checkmating
the opponent with
his three remaining
minor pieces.



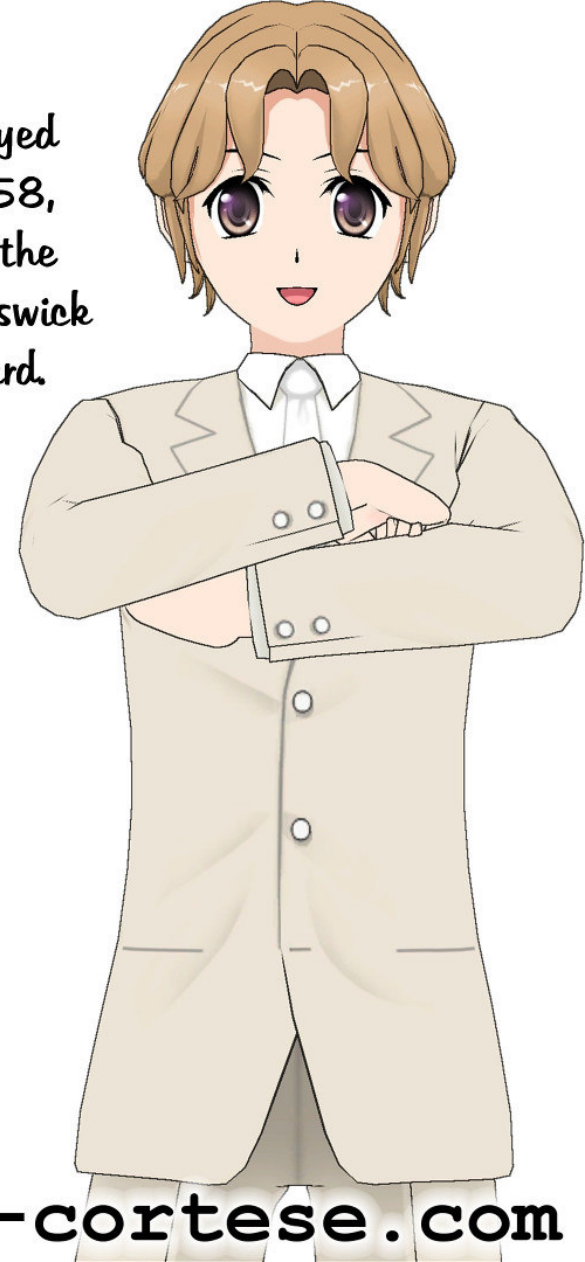


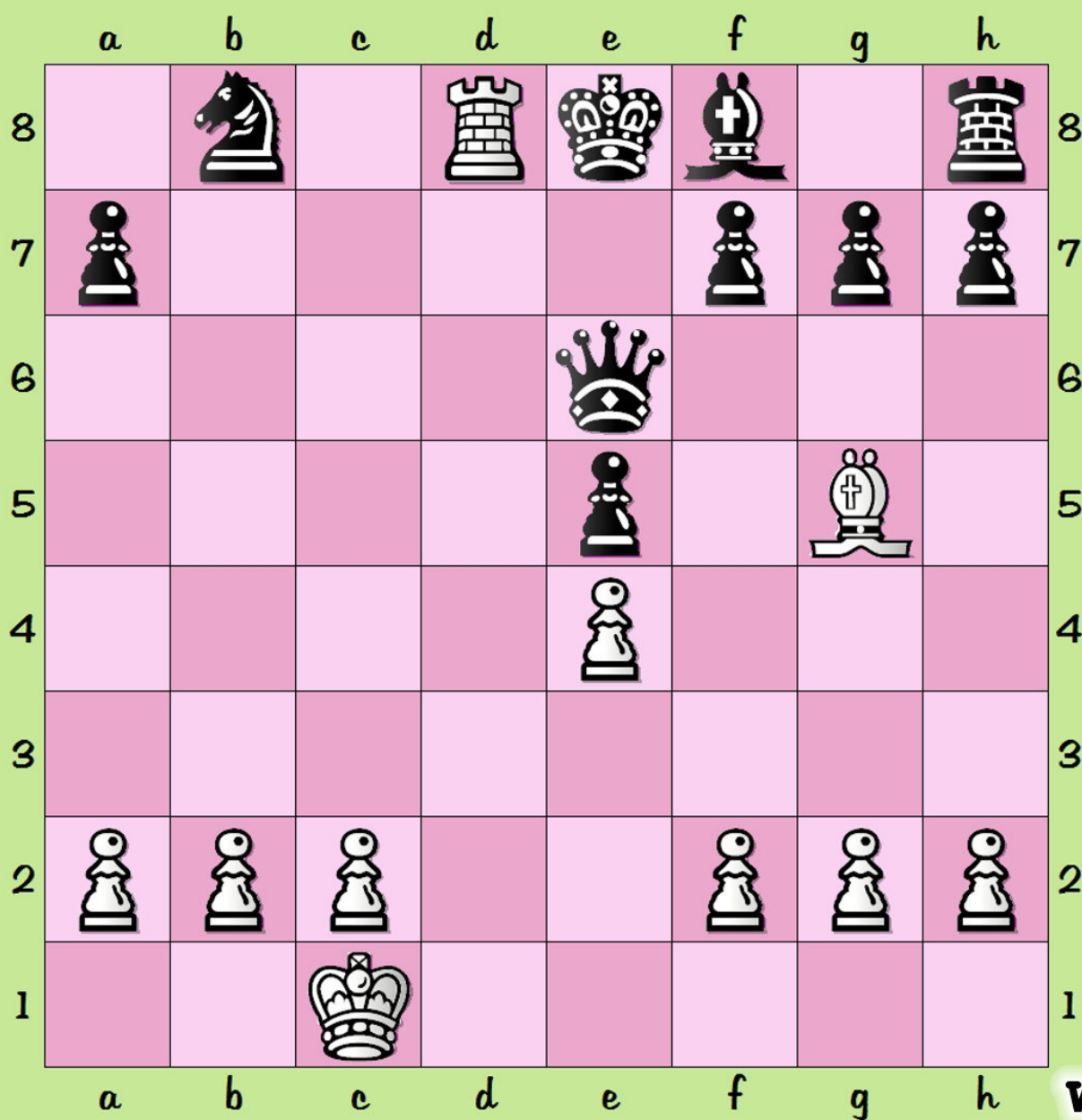
Morphy versus
the Duke of
Brunswick
and Count
Isouard



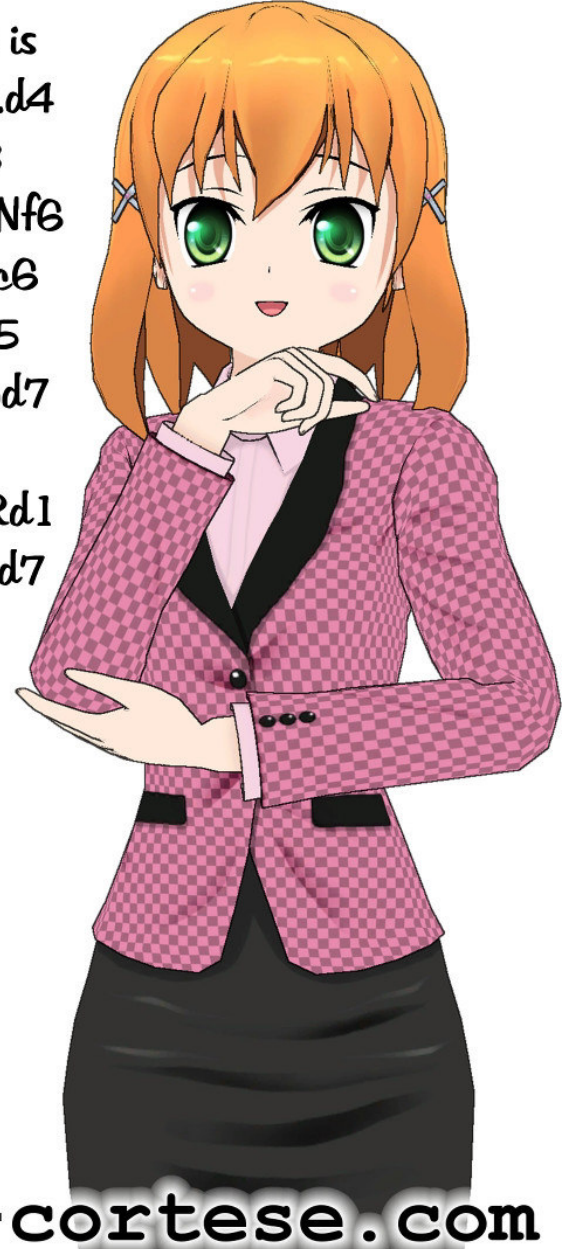


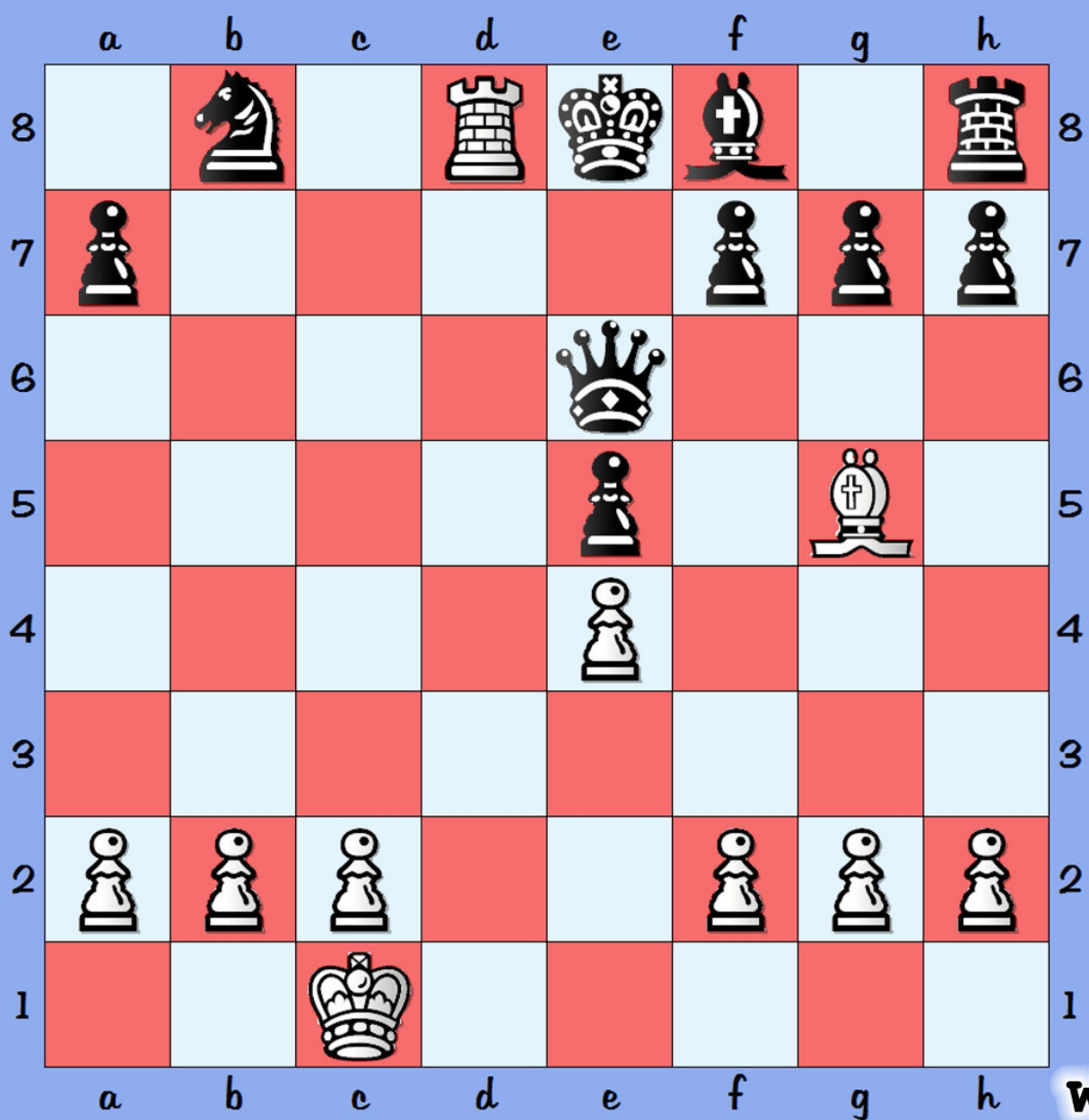
Paul Morphy played
this game in 1858,
in Paris, against the
Duke Karl of Brunswick
and Count Isouard.





The Morphy's game is
 1.e4 e5 2.Nf3 d6 3.d4
 Bg4 4.dxe5 Bxf3
 5.Qxf3 dxe5 6.Bc4 Nf6
 7.Qb3 Qe7 8.Nc3 c6
 9.Bg5 b5 10.Nxb5
 exb5 11.Bxb5+ Nbd7
 12.O-O-O Rd8
 13.Rxd7 Rxd7 14.Rd1
 Qe6 15.Bxd7+ Nxd7
 16.Qb8+ Nxb8
 17.Rd8#.





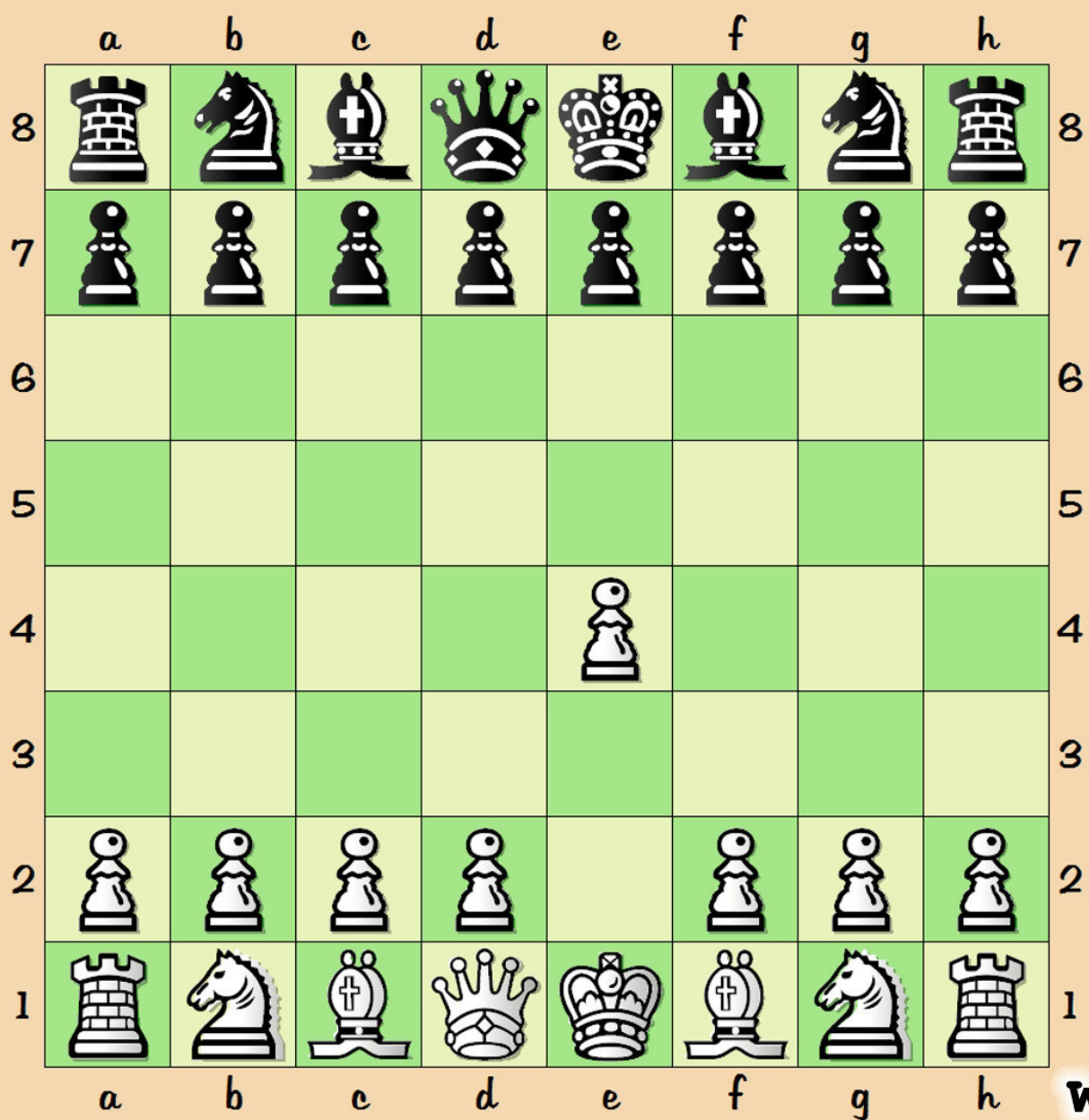
This game shows the importance of the rapid development of the pieces and the efficacy of the sacrifices.





Chess Openings





King's Pawn Game

1.e4

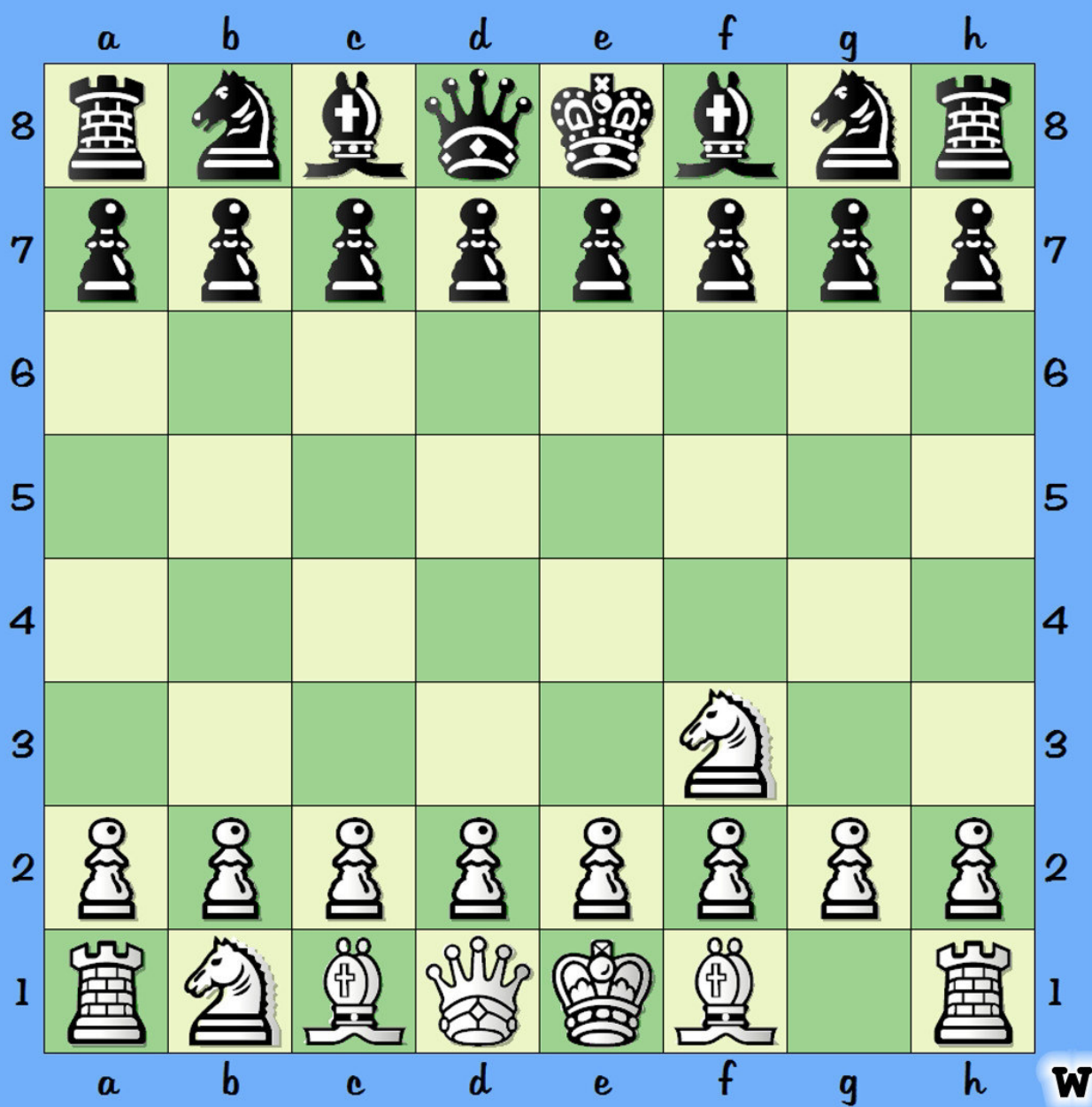




Queen's Pawn Game

1.d4

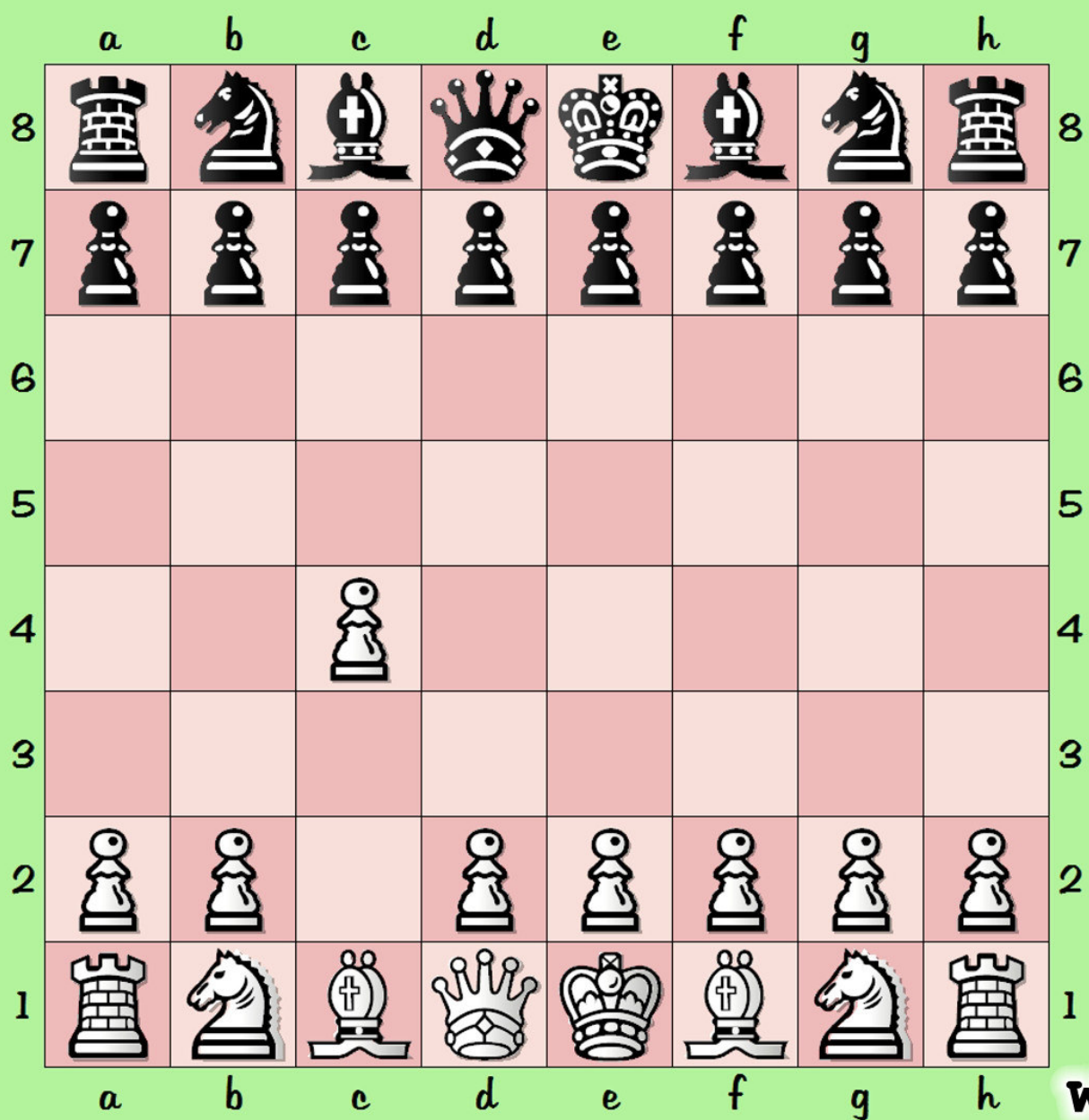




Zukertort Opening

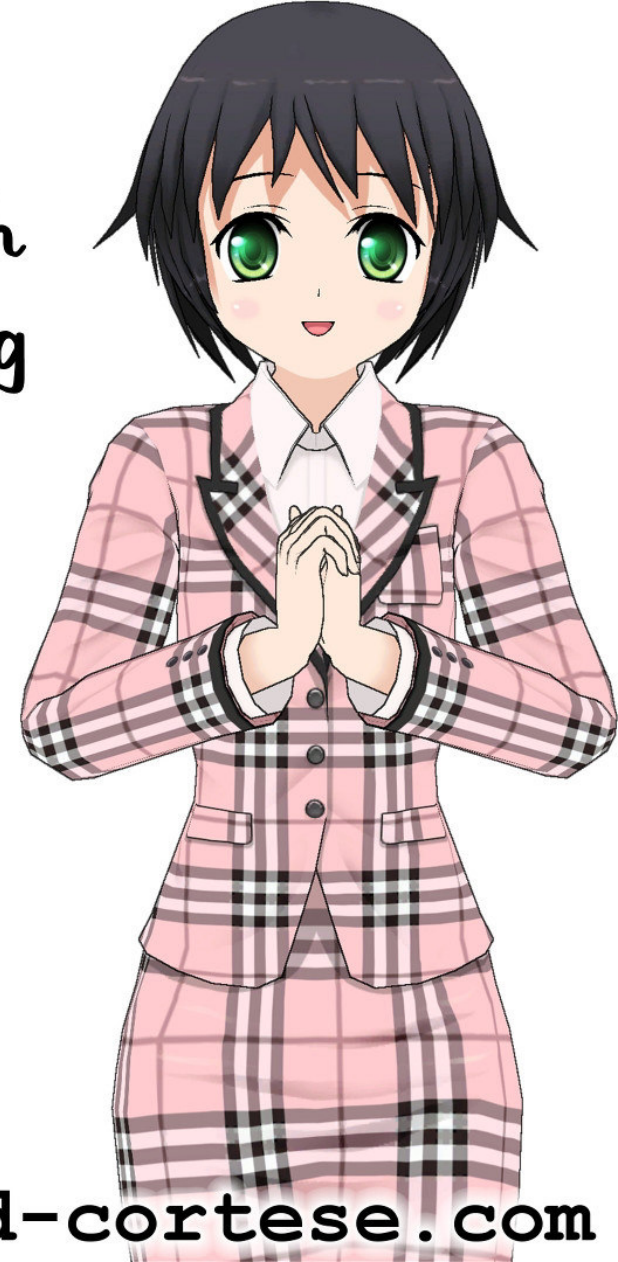
1.Nf3

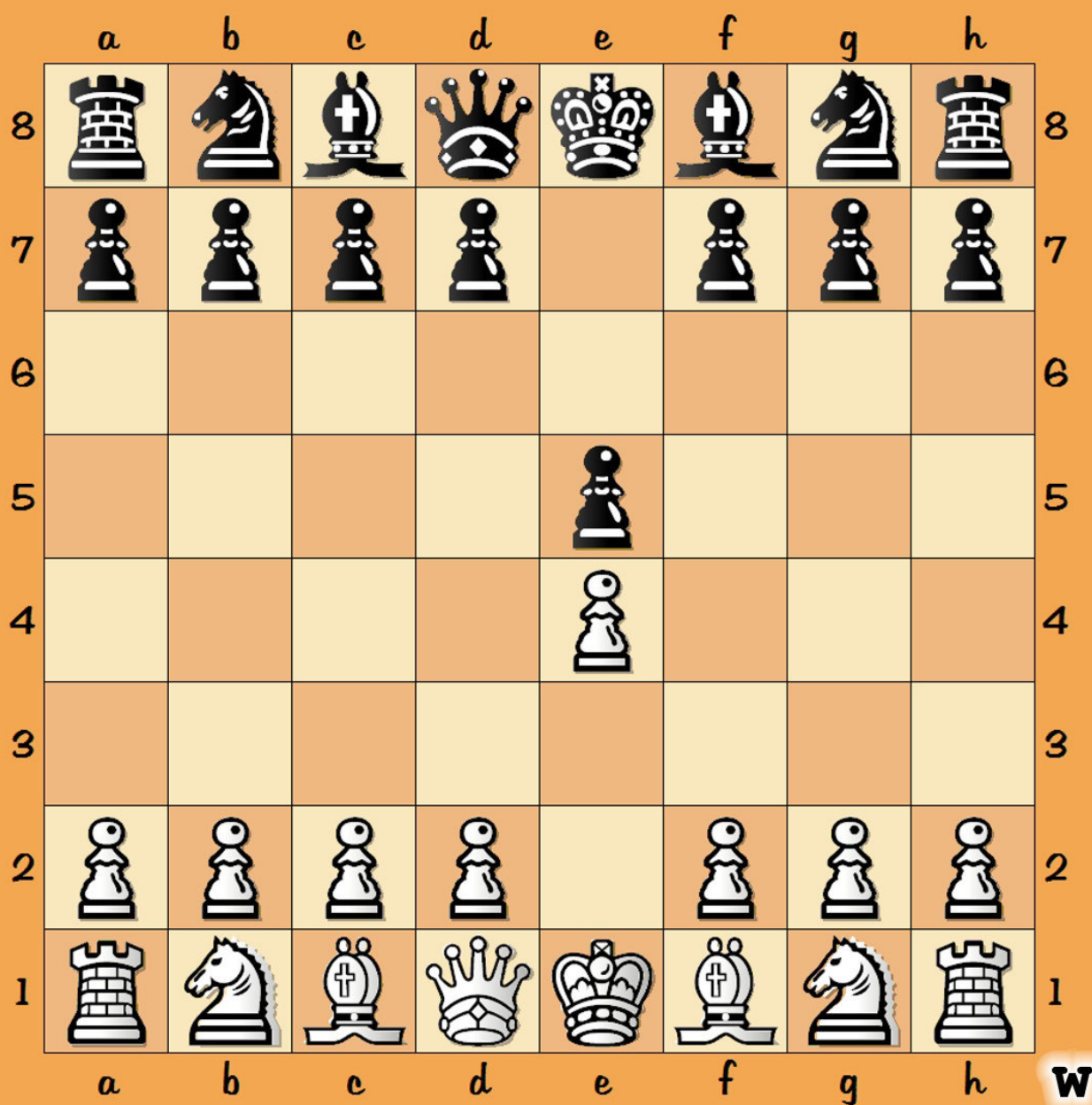




English Opening

1.c4



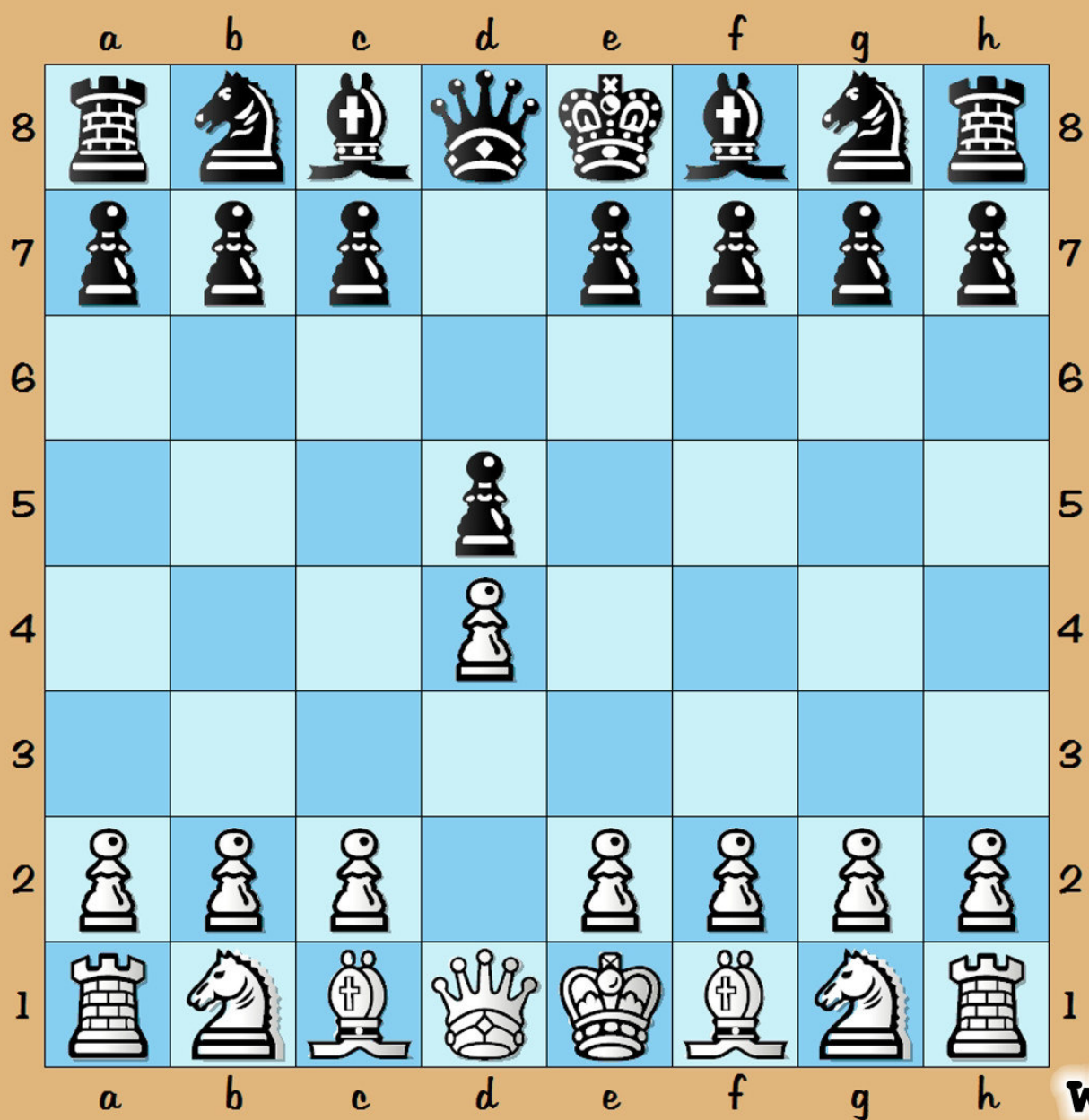


Open Game

or Double King's Pawn
Opening

1.e4 e5

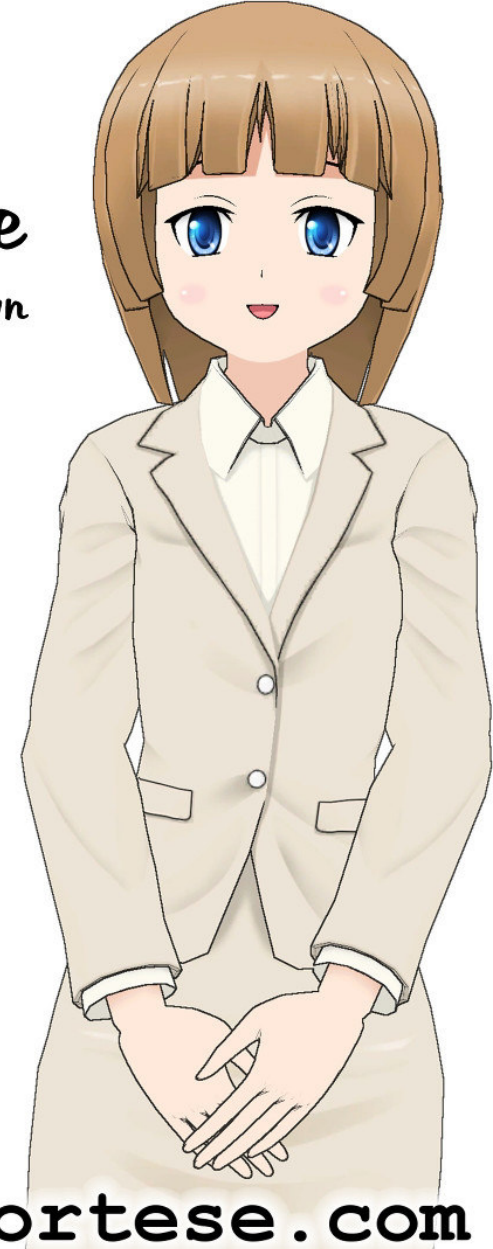


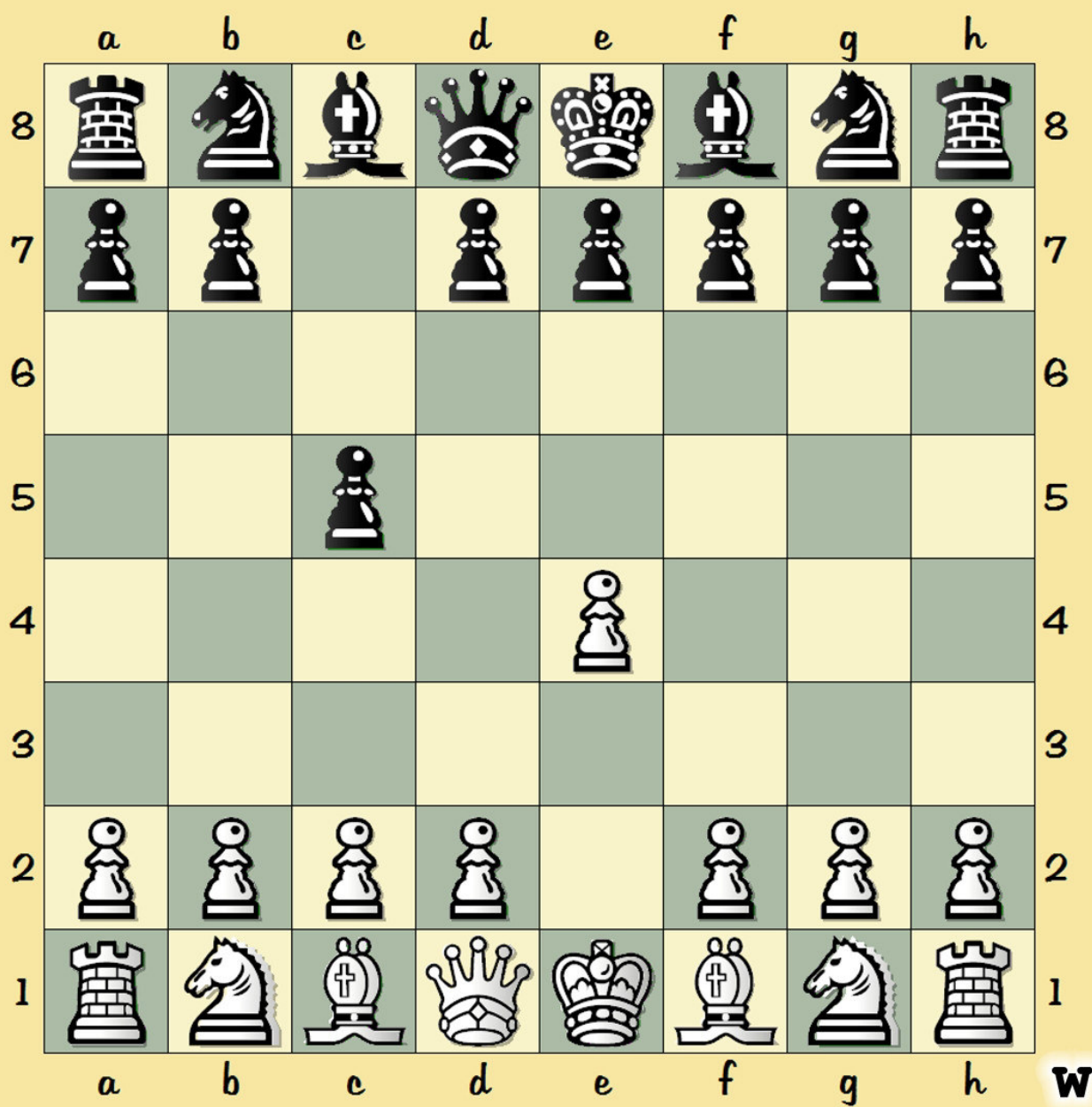


Closed Game

or Double Queen's Pawn
Opening

1.d4 d5

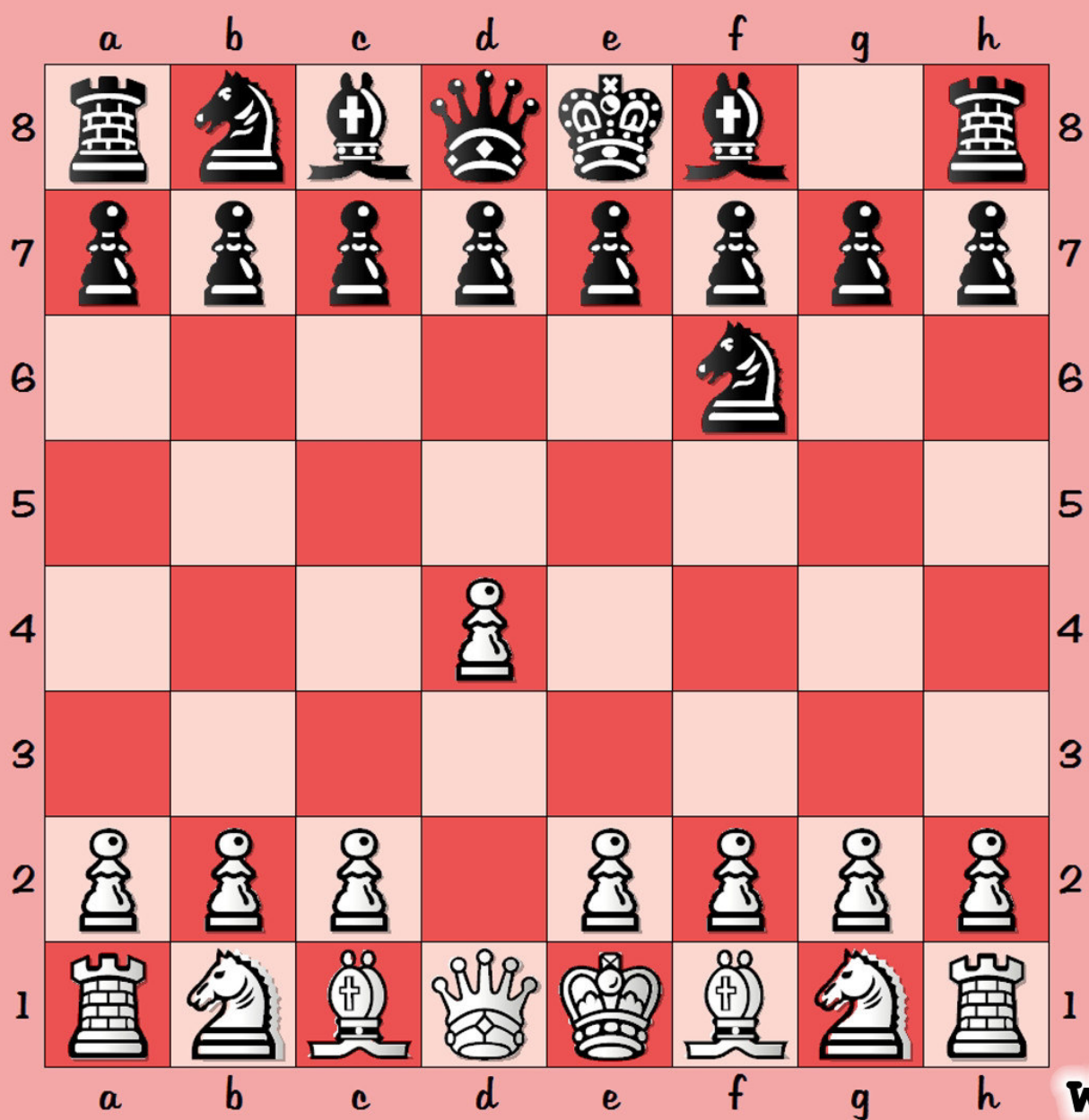




Sicilian Defence

1.e4 c5

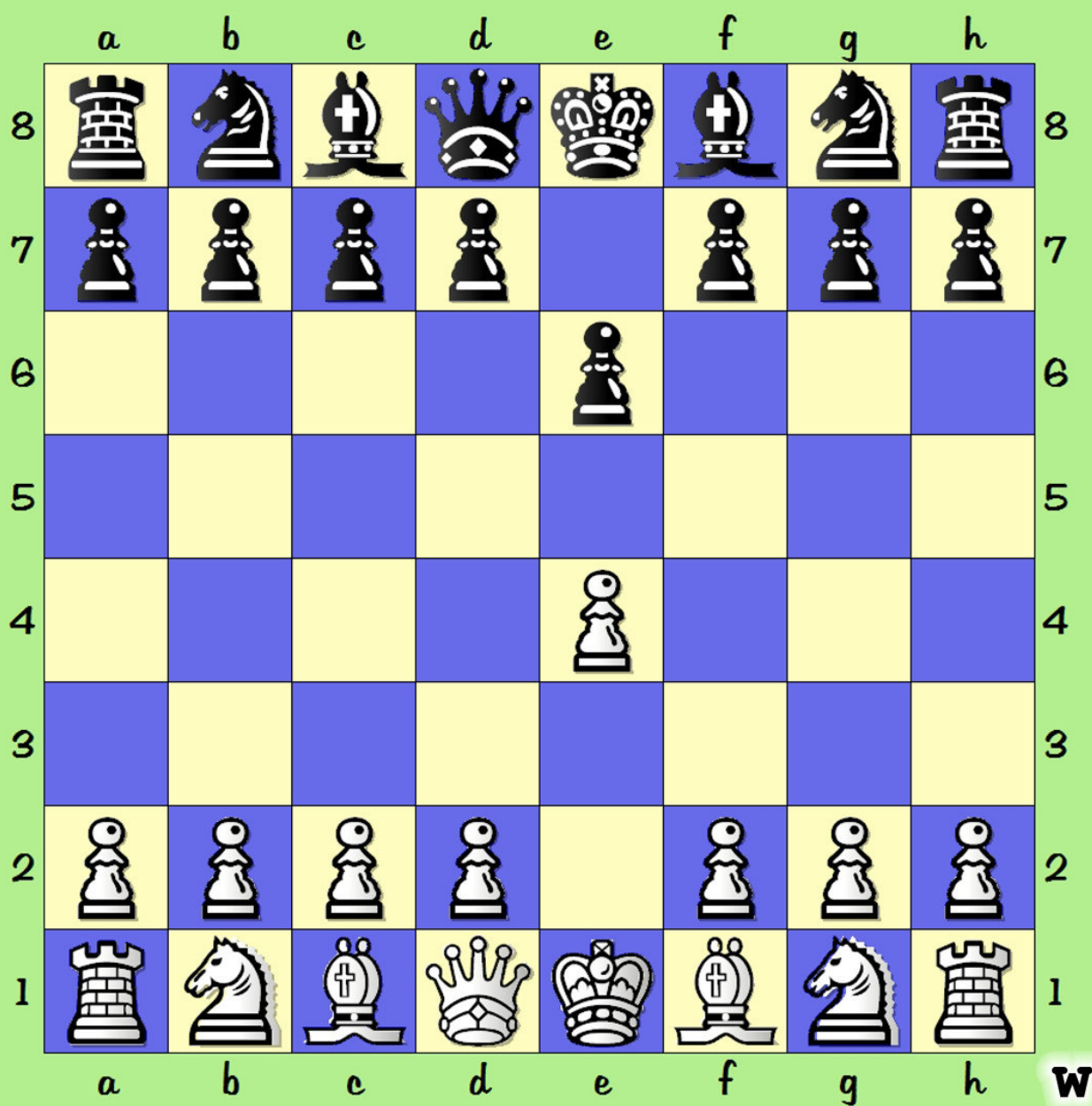




Indian Defence

1.d4 Nf6

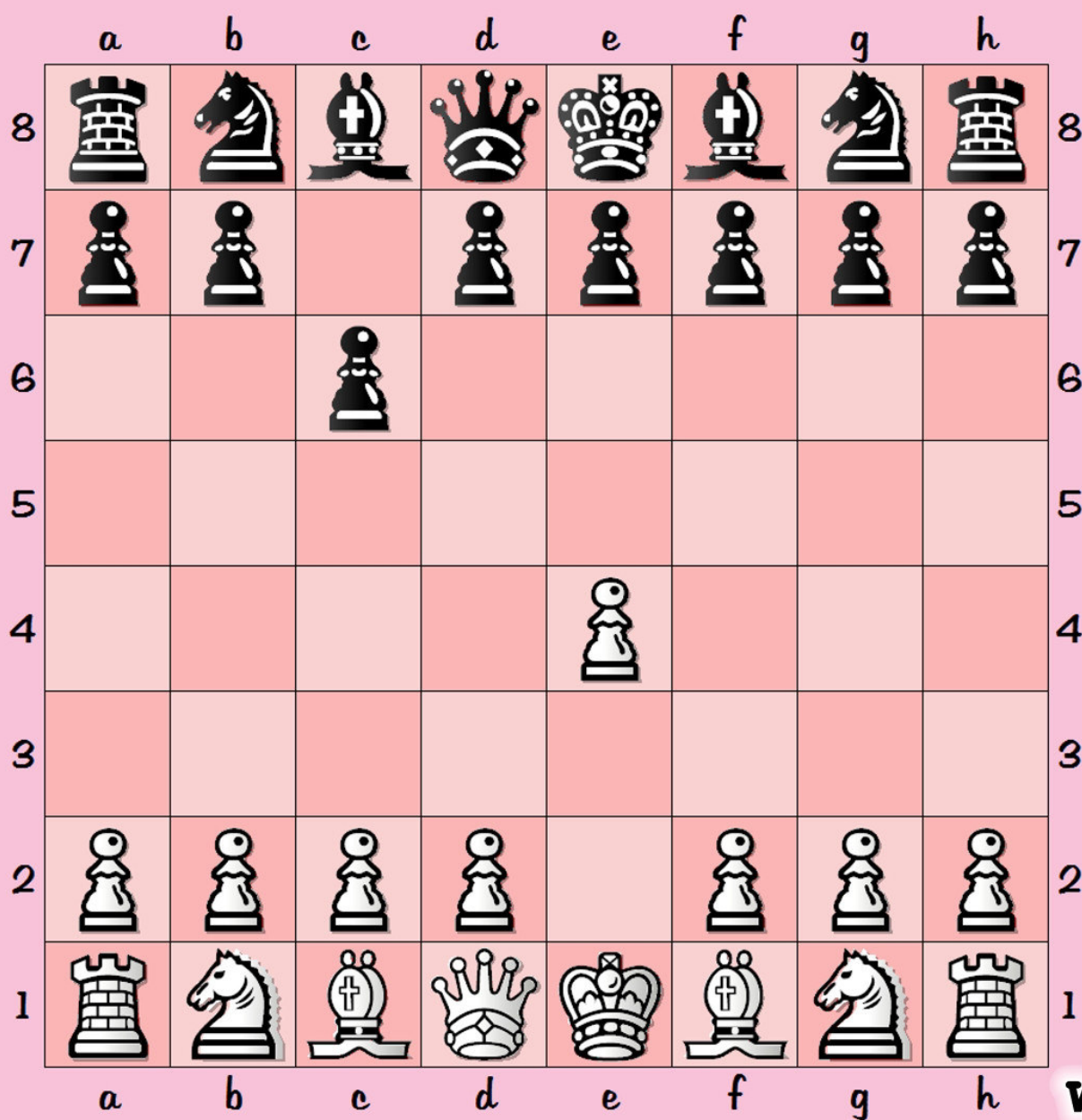




French Defence

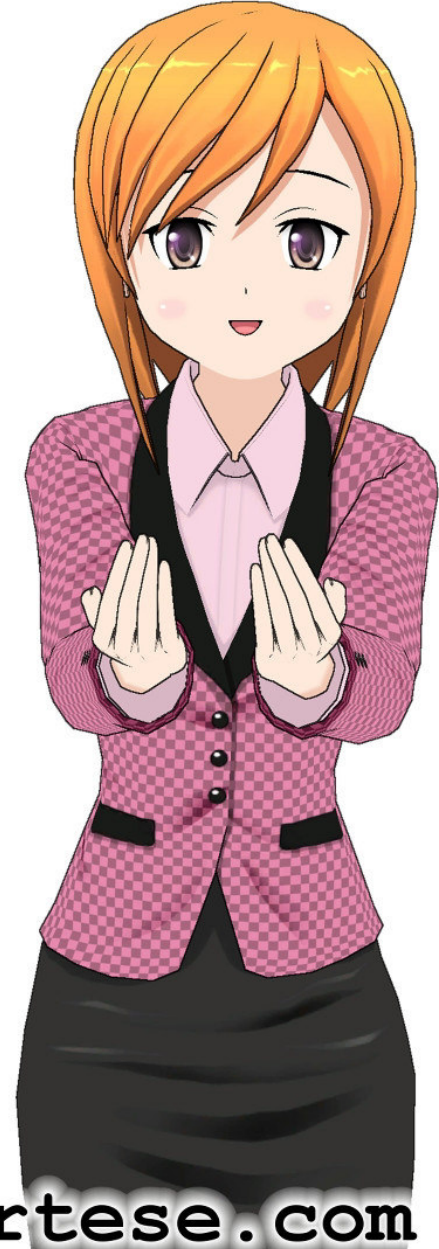
1.e4 e6

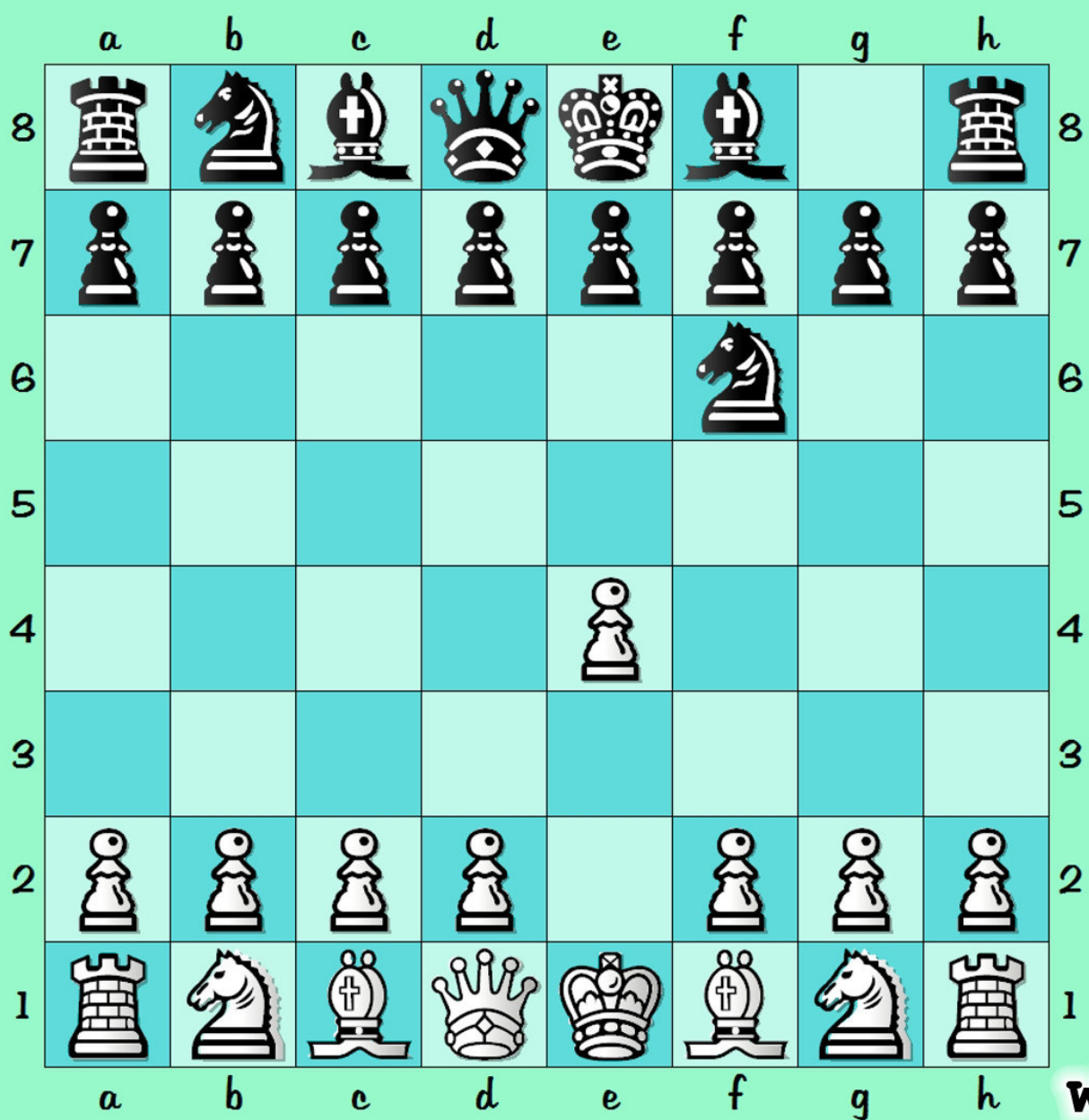




Caro-Kann Defence

1.e4 c6





Alekhine's Defence

1.e4 Nf6

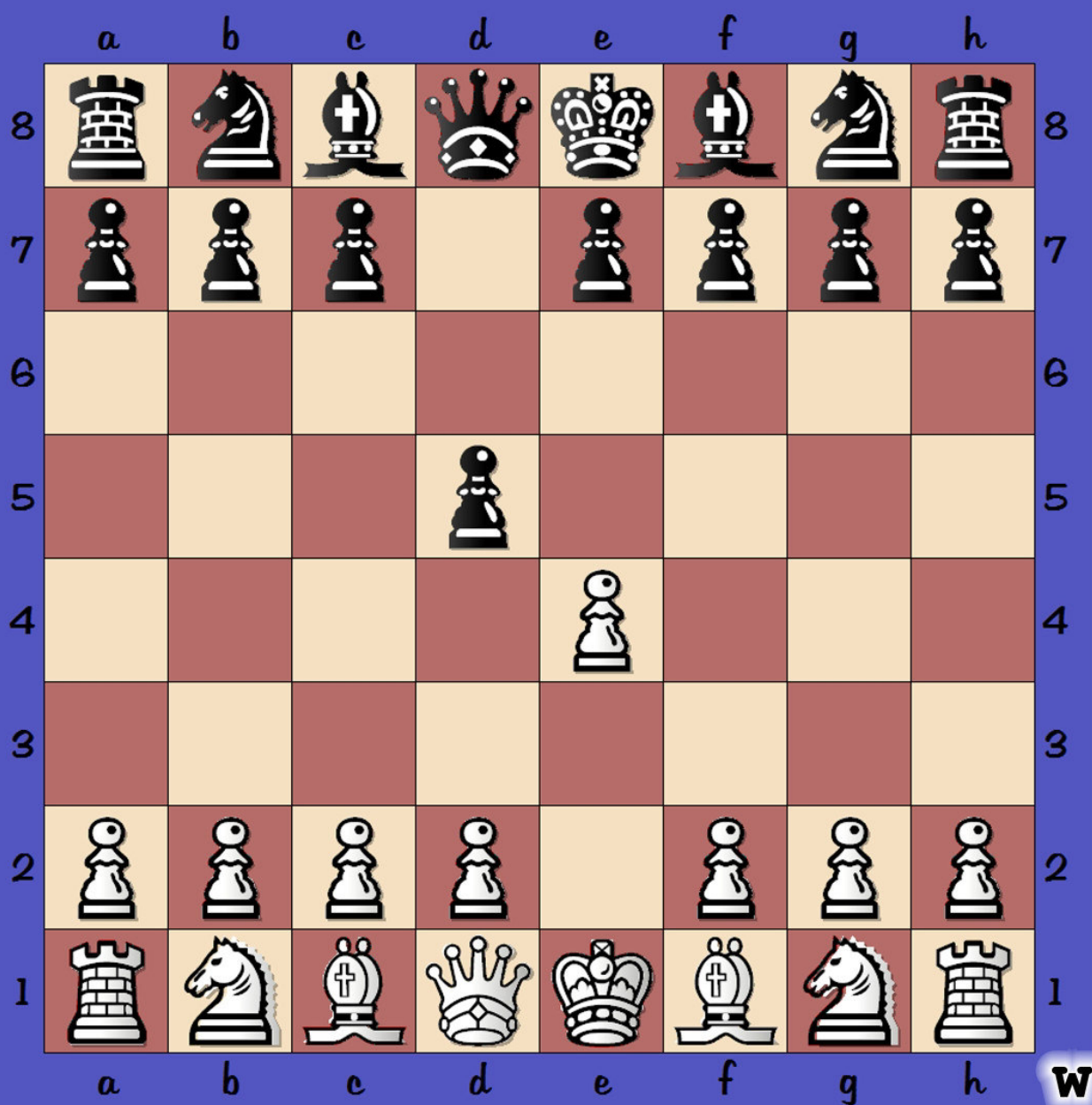




Modern Defense

1.e4 g6



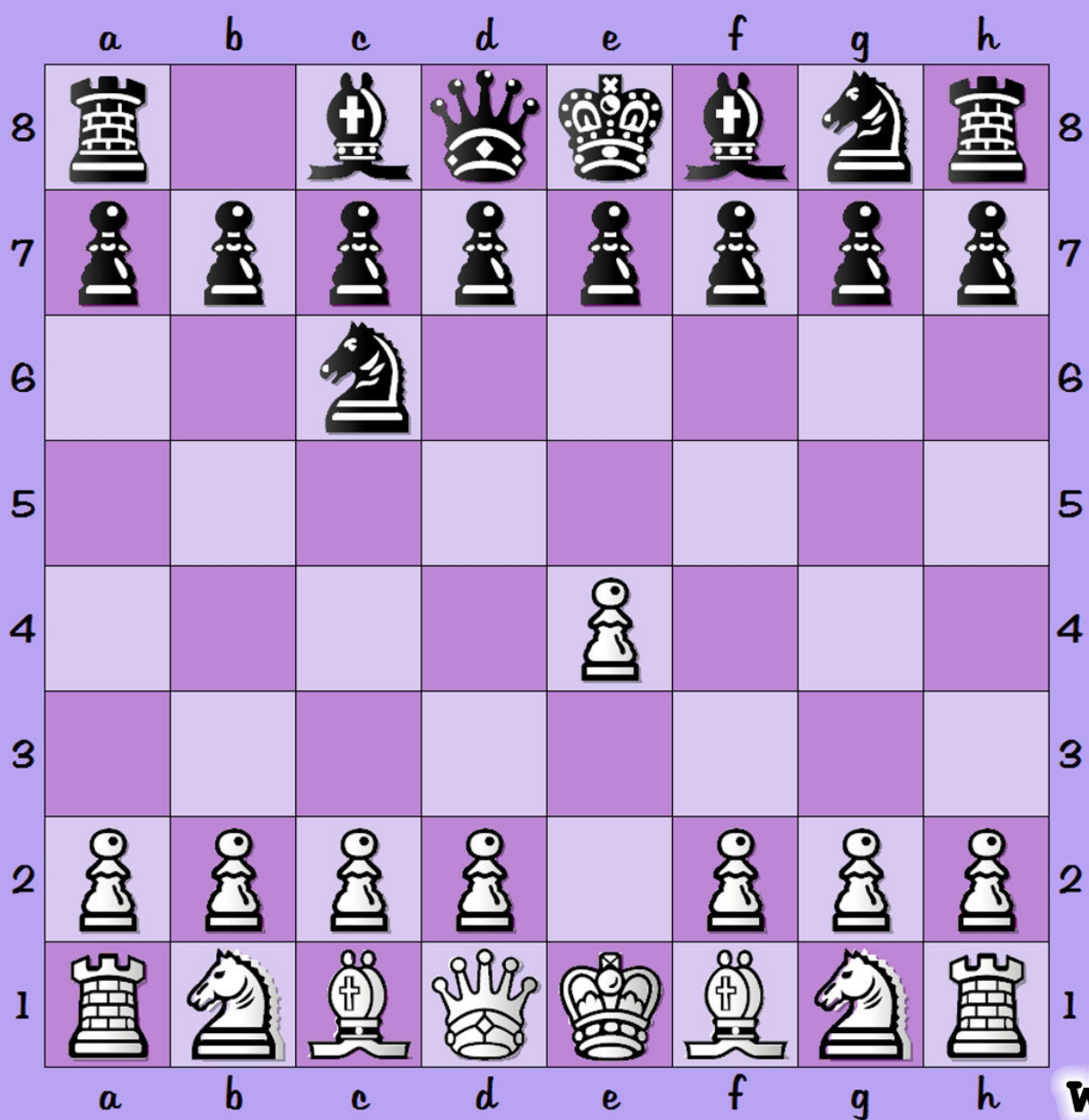


Scandinavian Defense

or Center Counter Defense

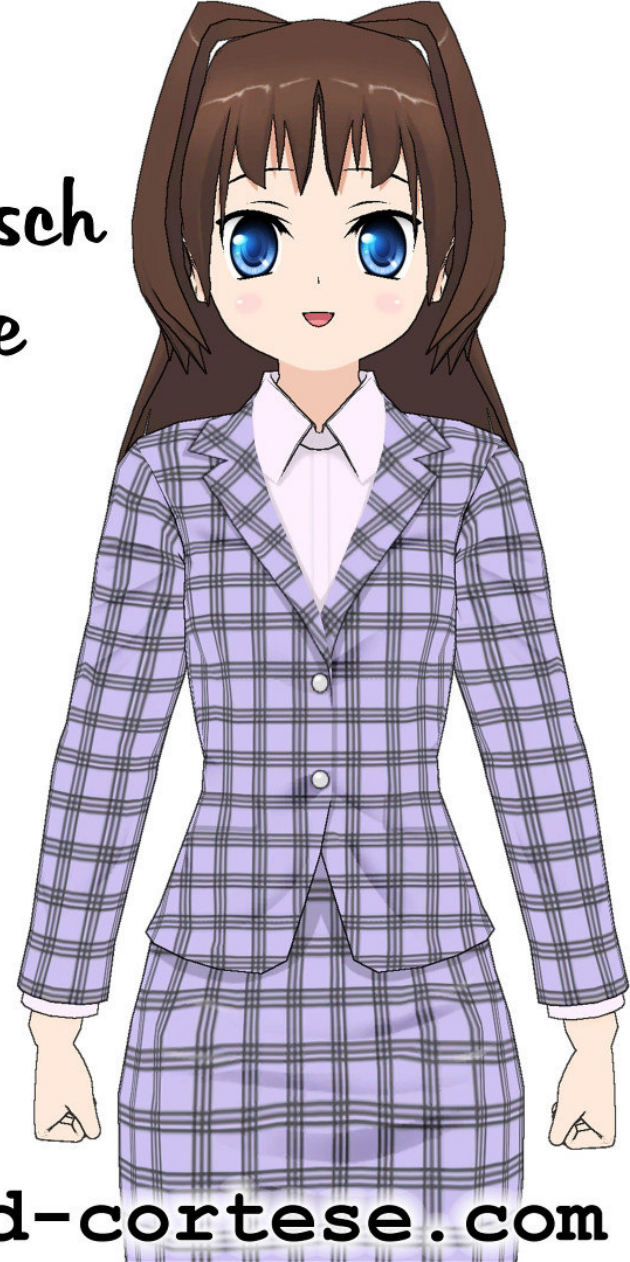
1.e4 d5





Nimzowitsch Defence

1.e4 Nc6

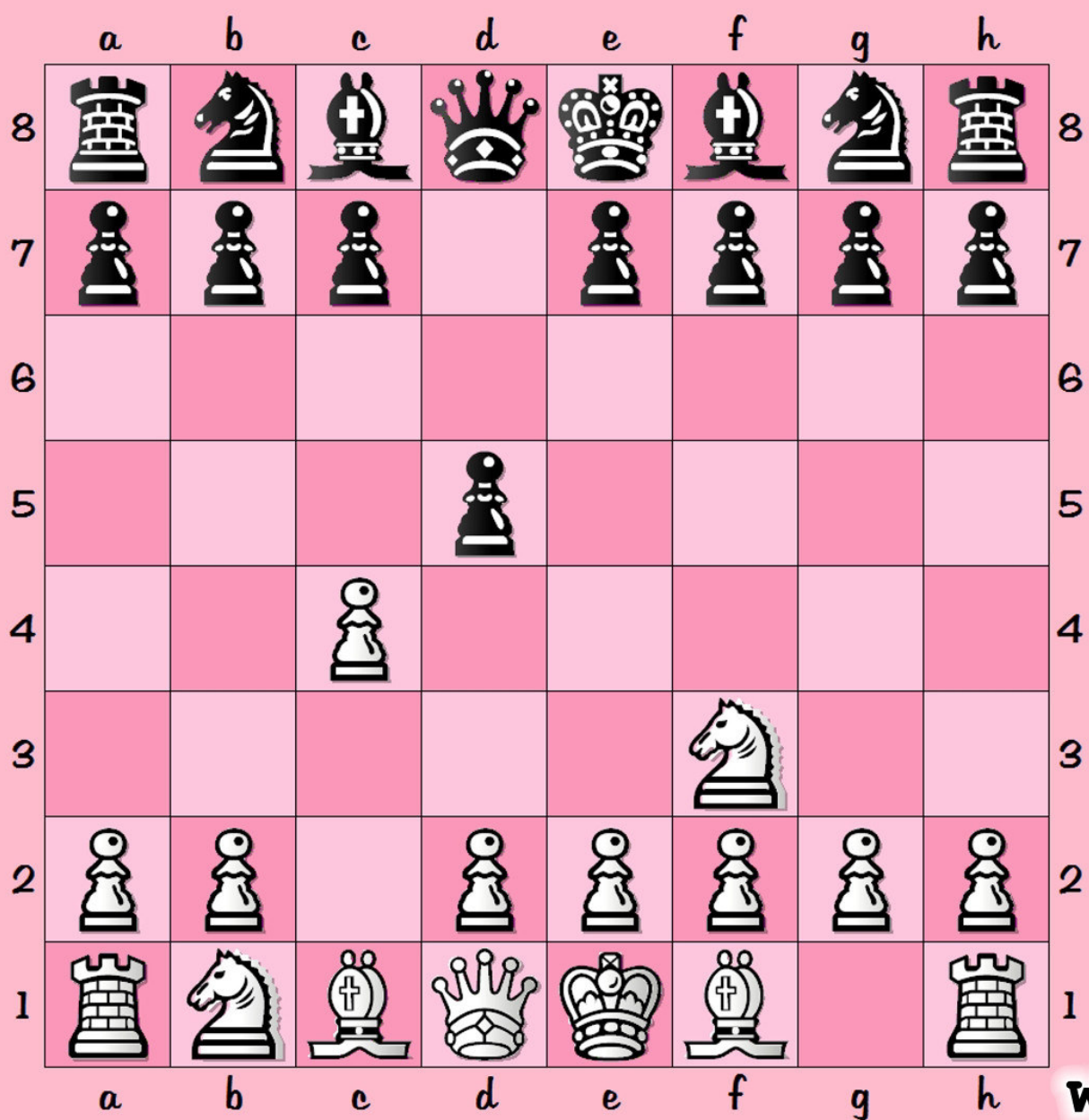




Dutch Defence

1.d4 f5

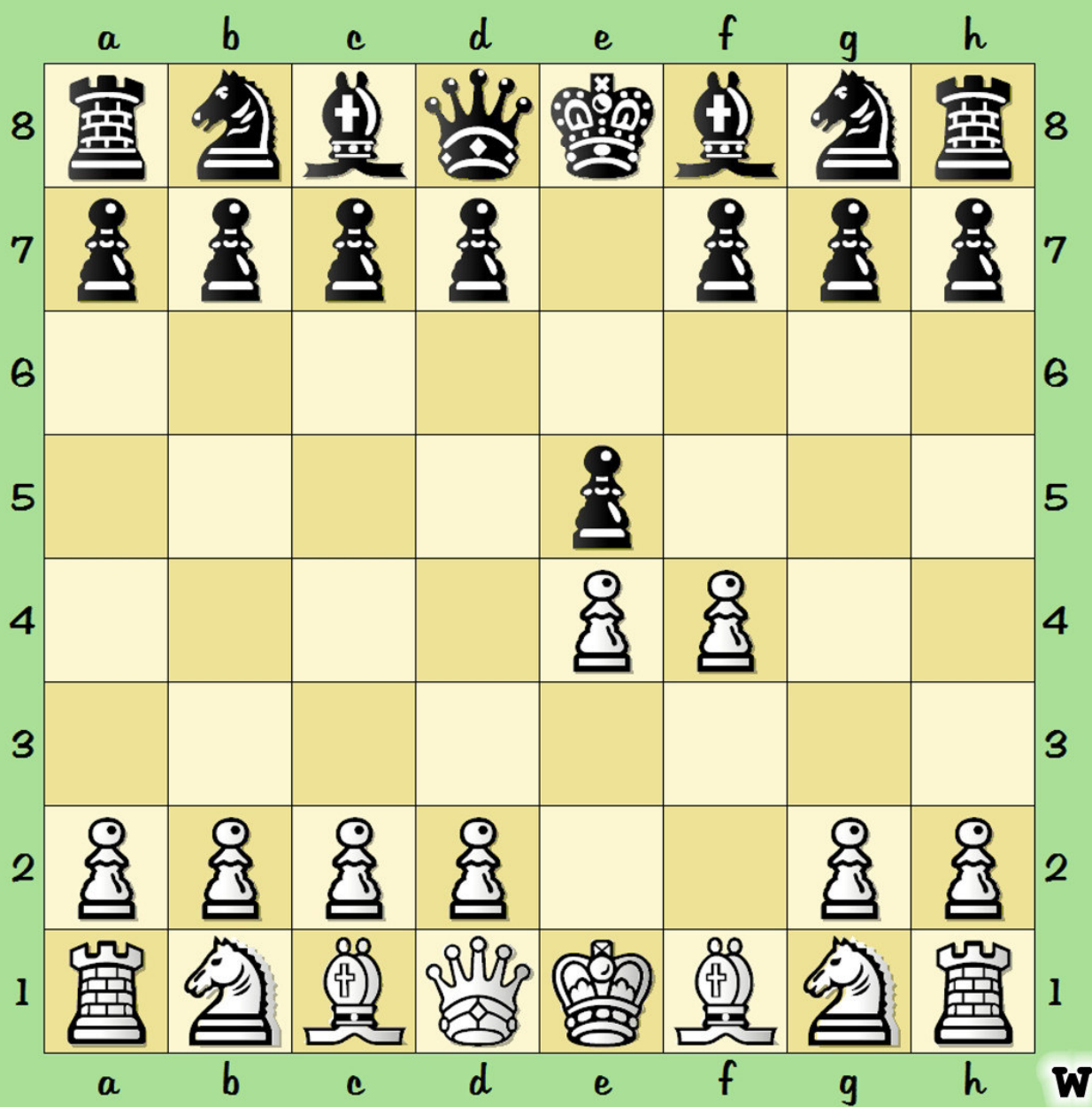




R ti Opening

1.Nf3 d5 2.c4





King's Gambit

1.e4 e5 2.f4

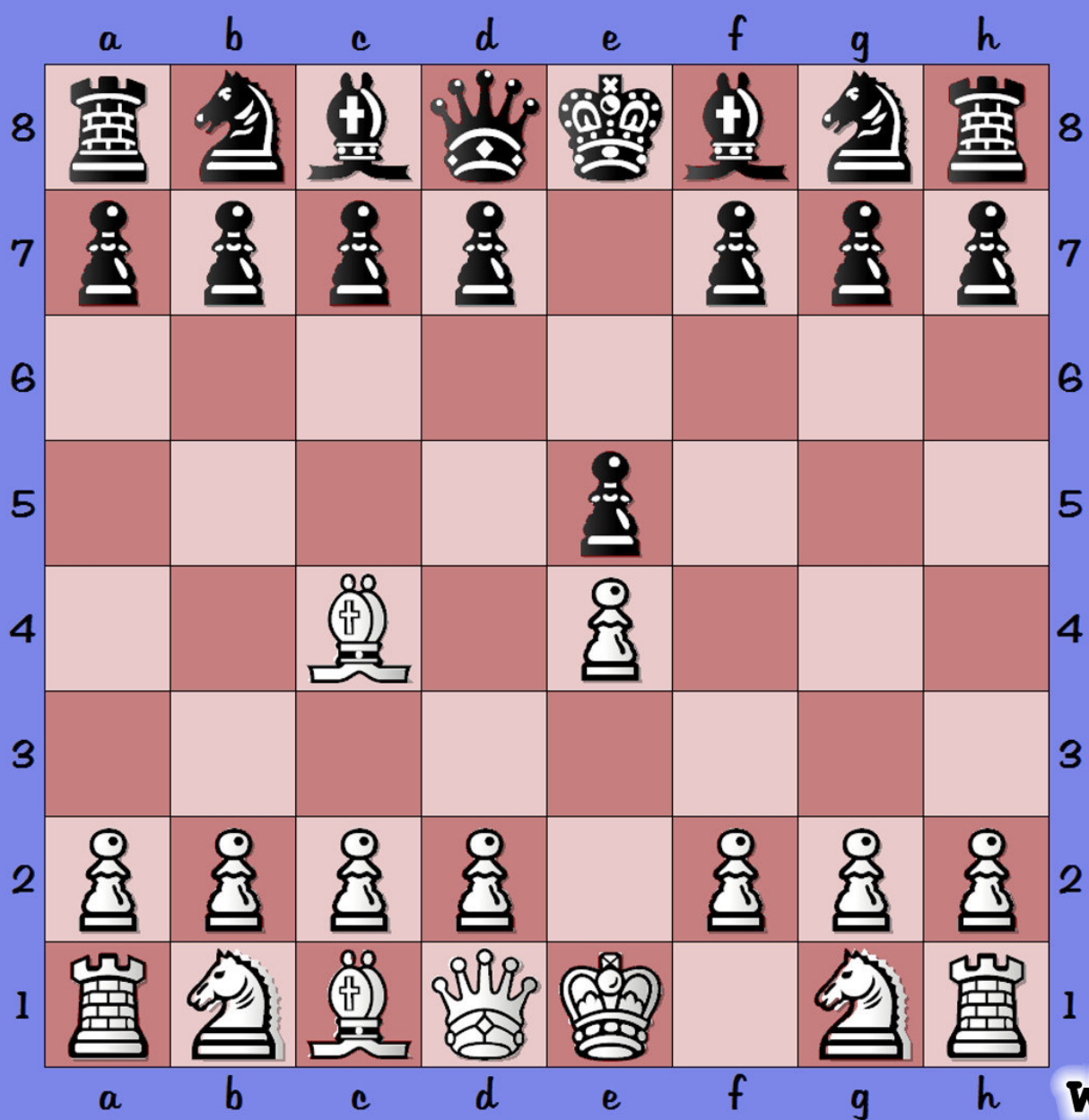




Vienna Game

1.e4 e5 2.Nc3

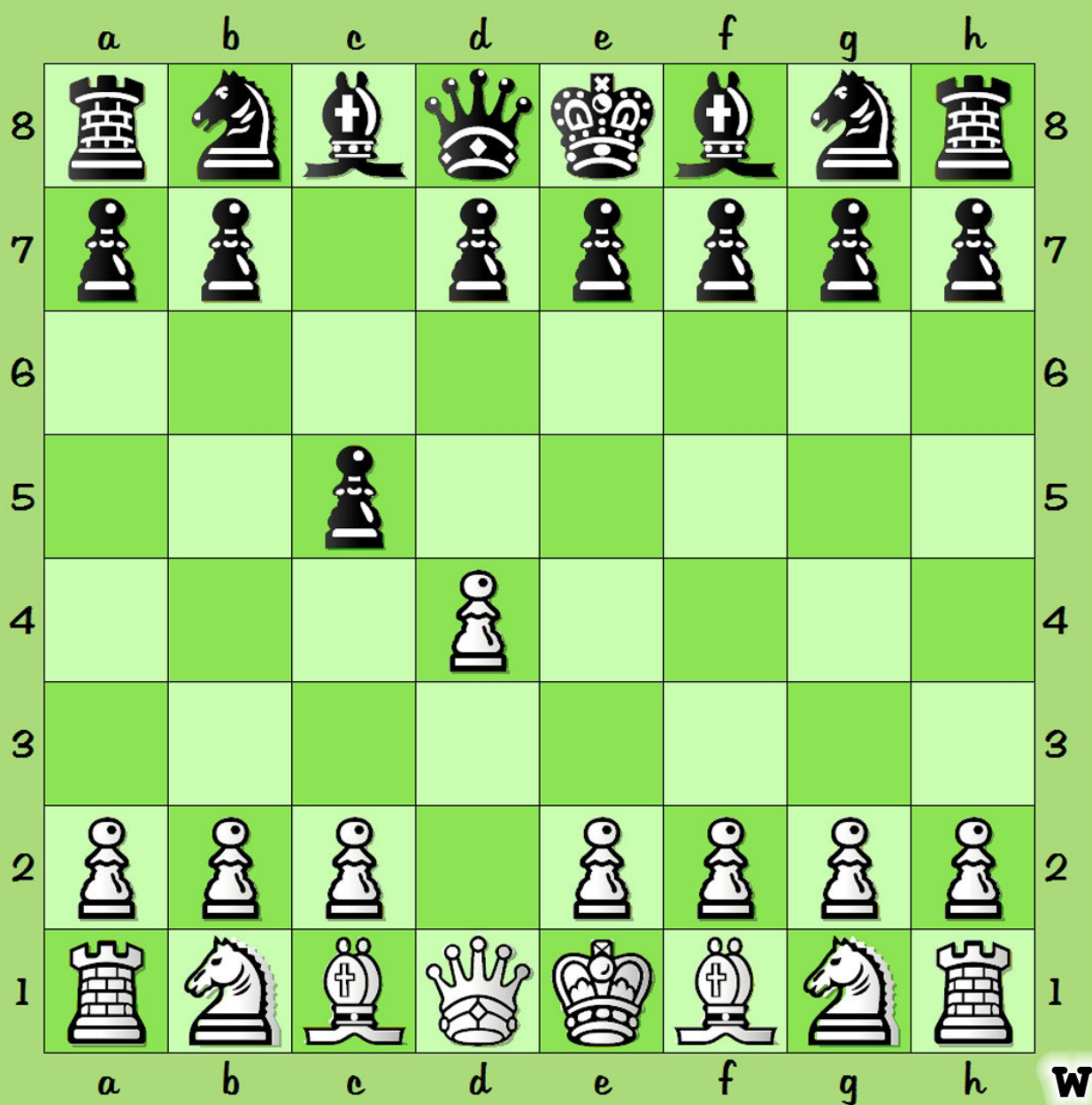




Bishop's Opening

1.e4 e5 2.Bc4

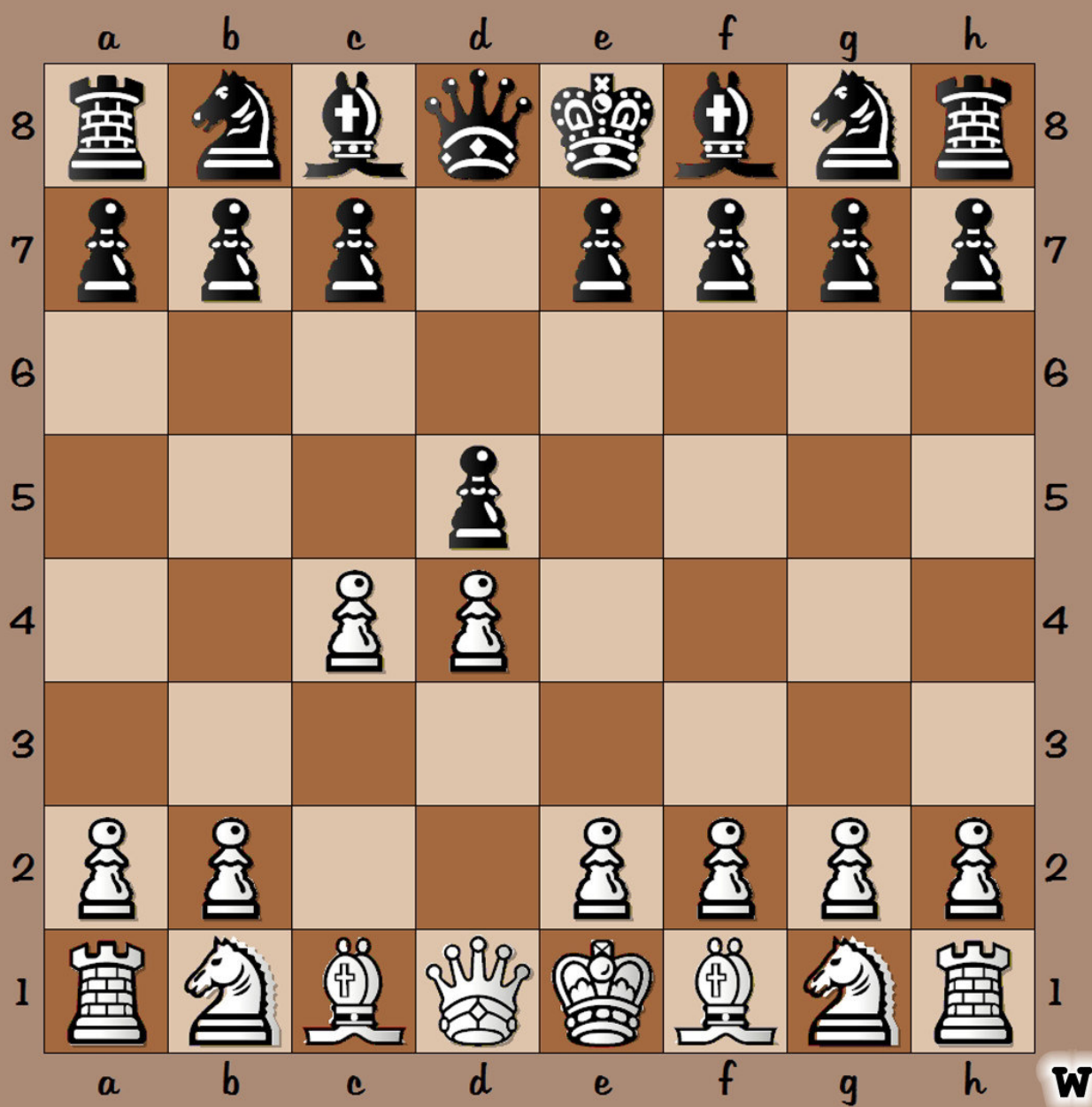




Old Benoni

1.d4 c5





Queen's Gambit

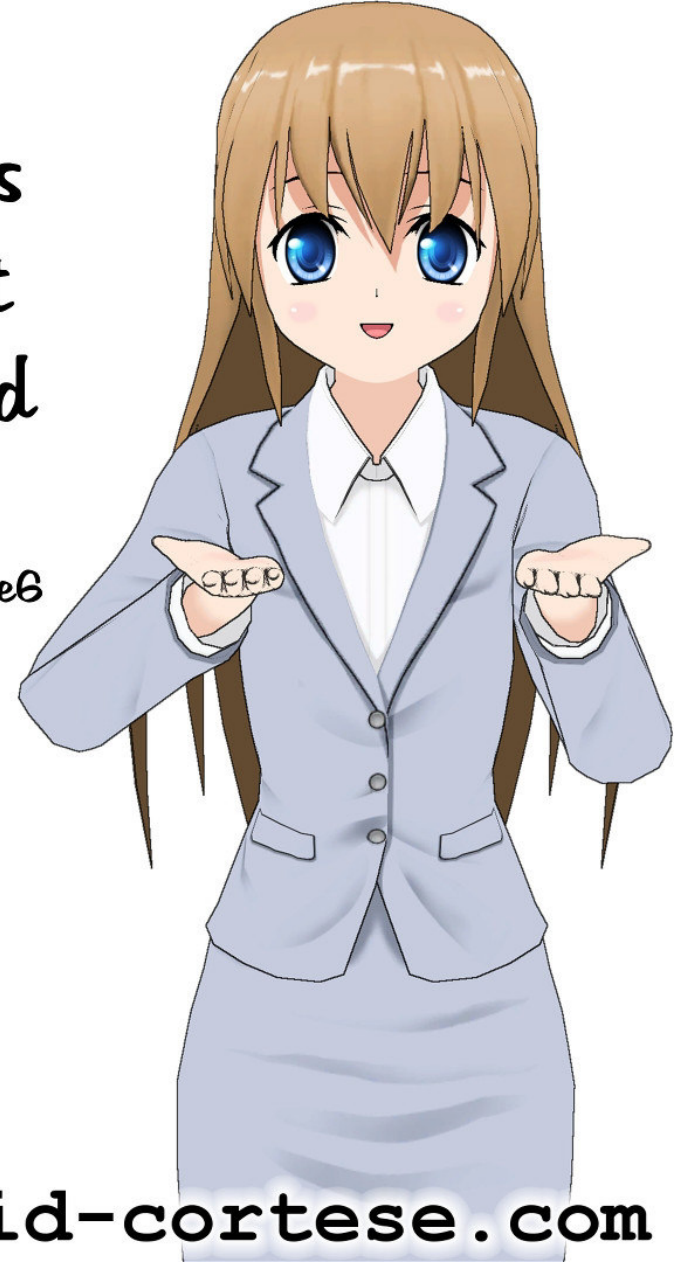
1.d4 d5 2.c4





Queen's Gambit Declined

1.d4 d5 2.c4 e6

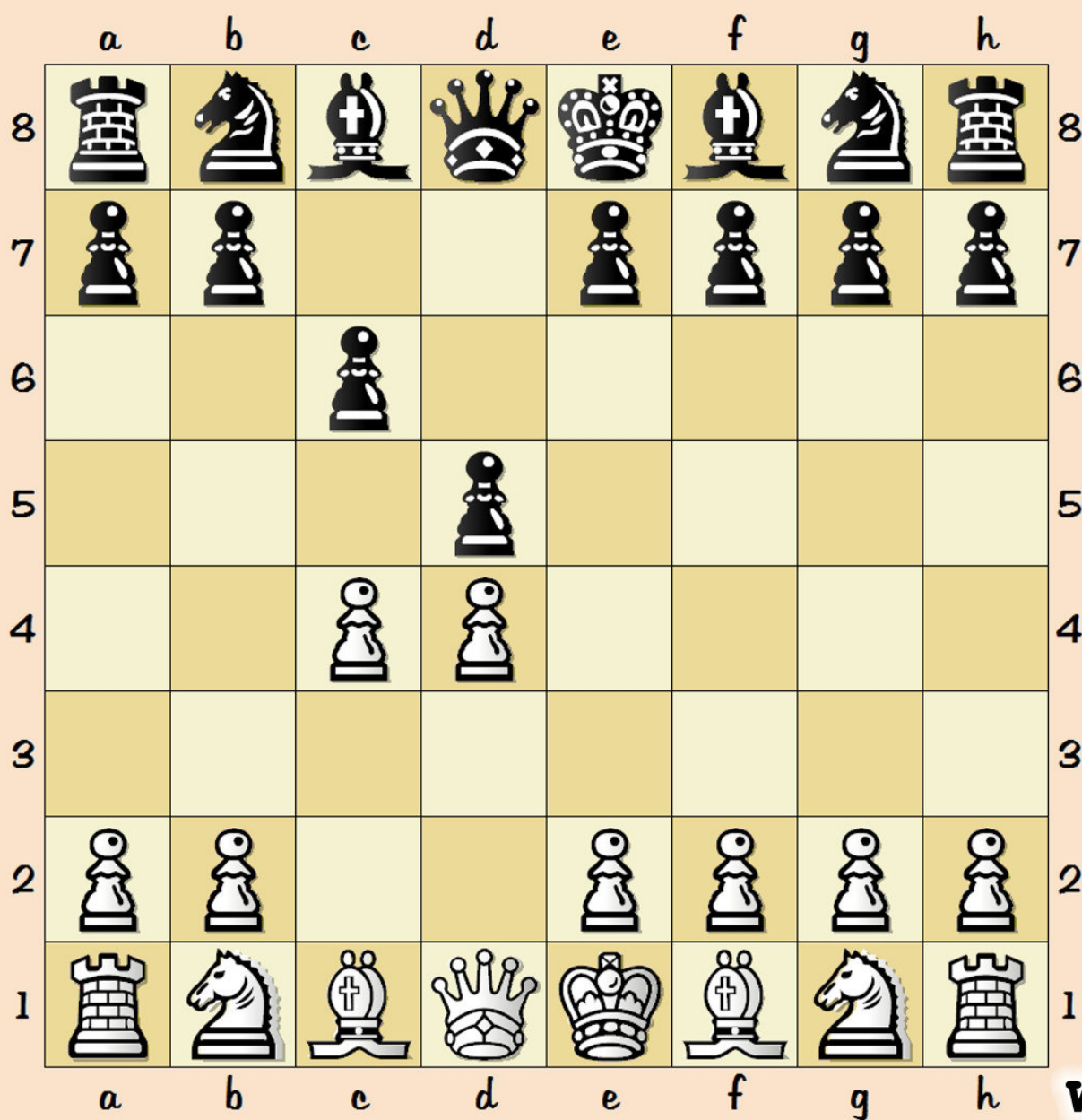




Queen's Gambit Accepted

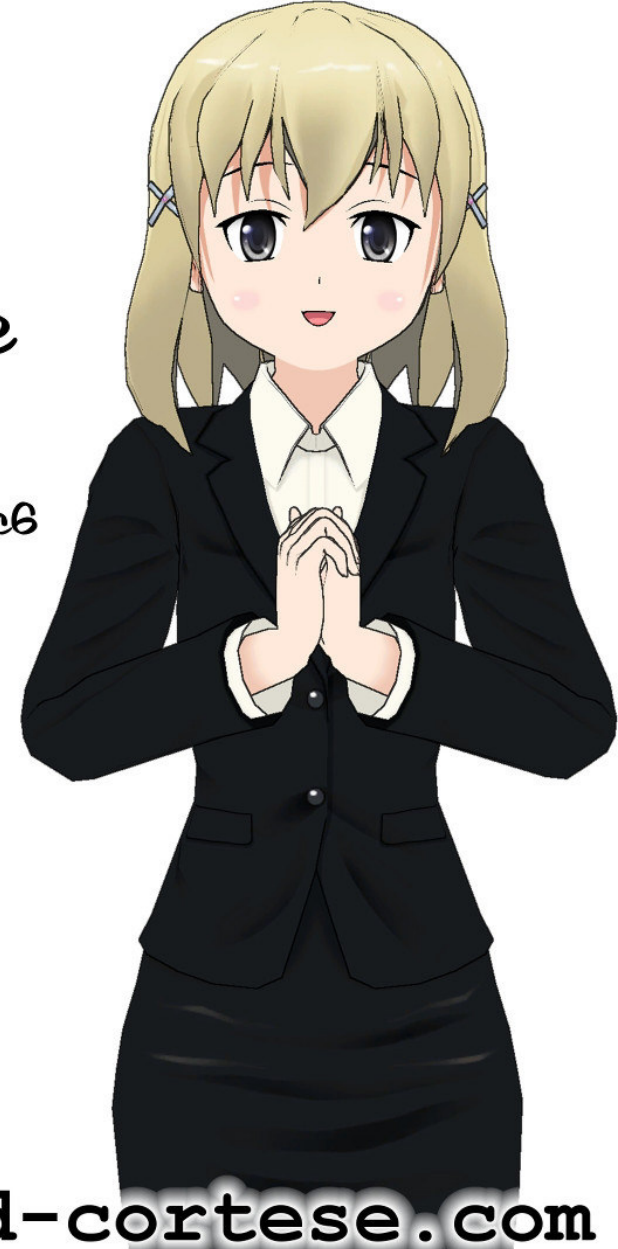
1.d4 d5 2.c4 dxc4

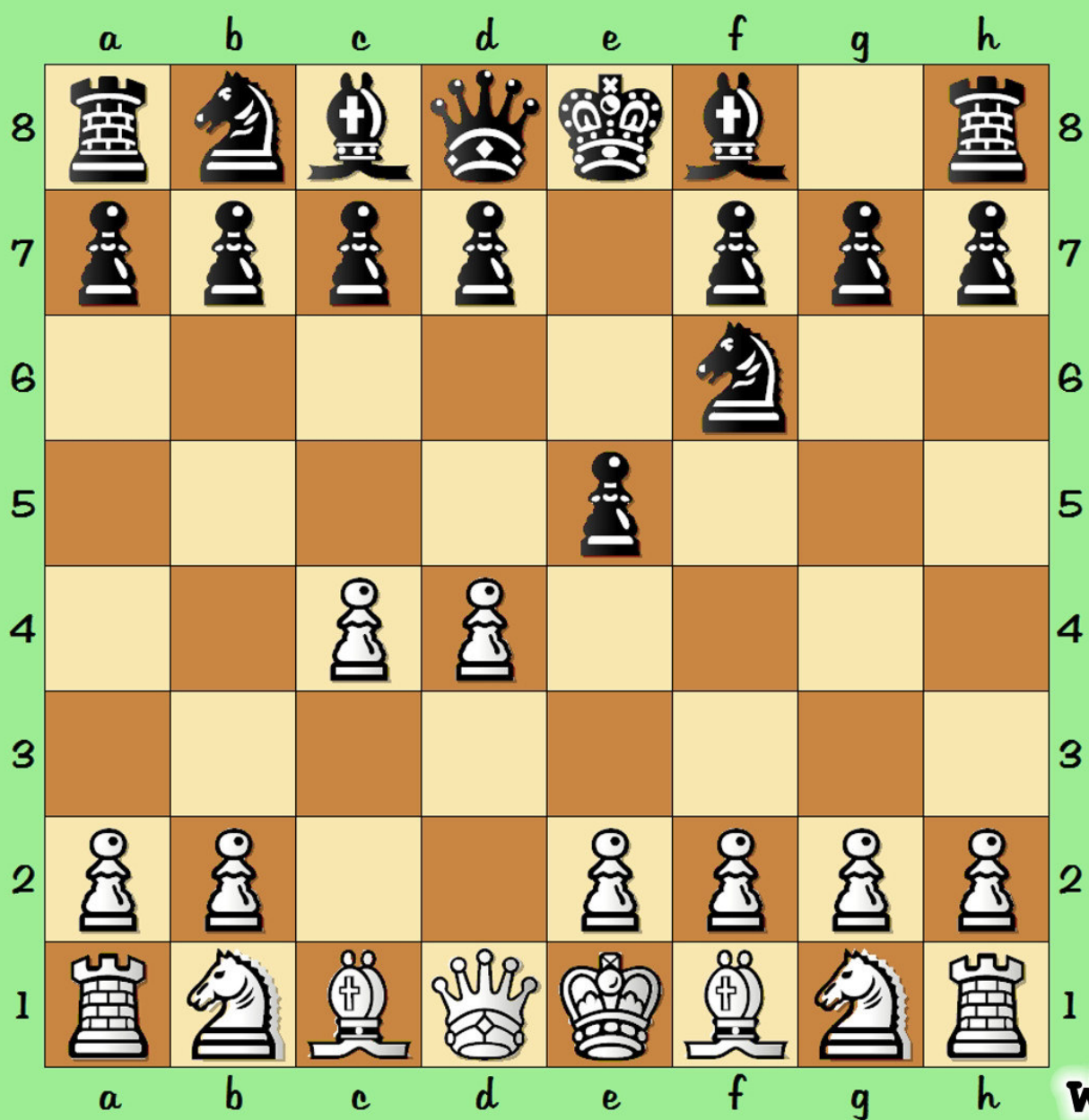




Slav Defense

1.d4 d5 2.c4 c6



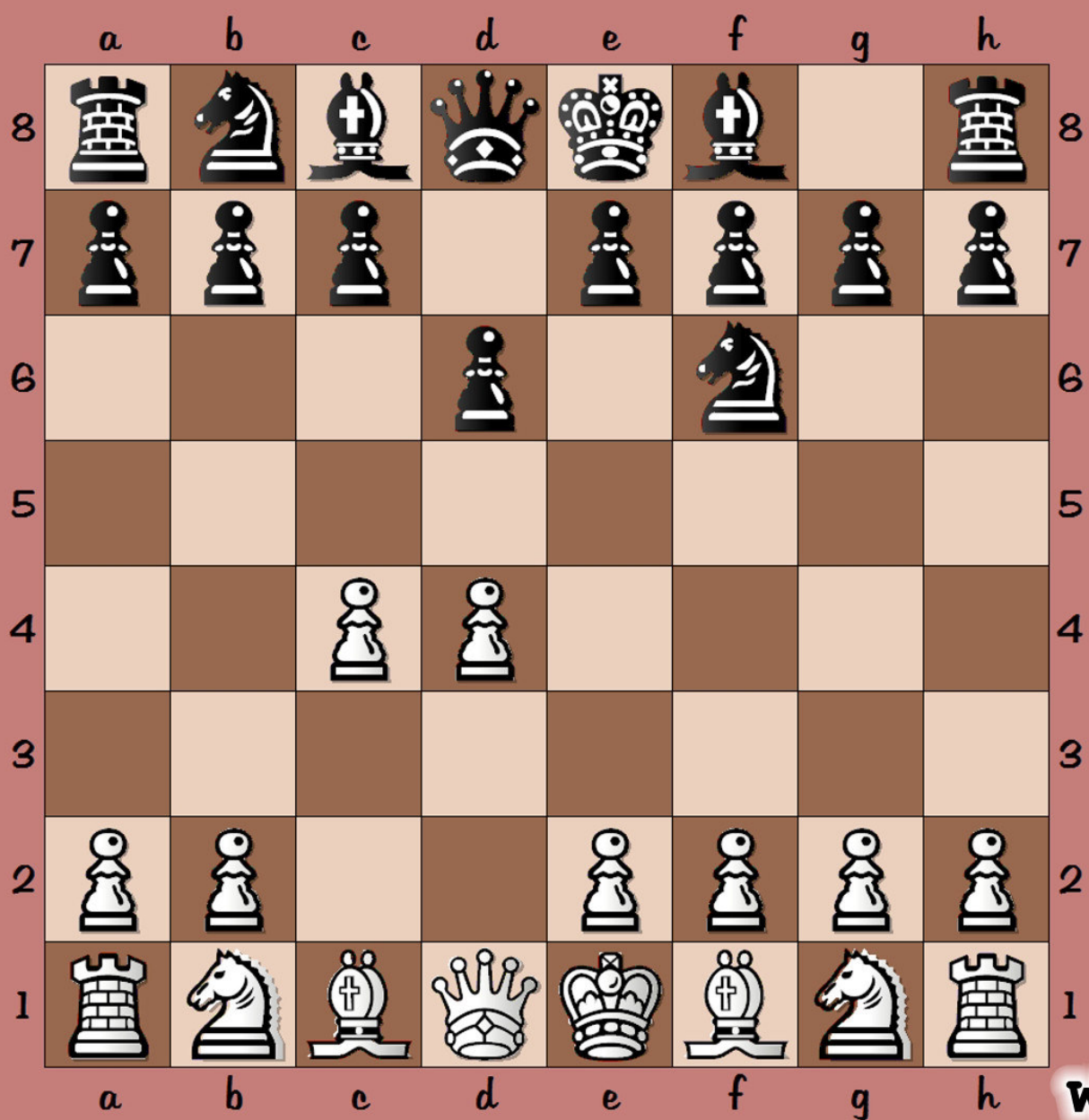


Budapest Gambit

or Budapest Defence

1.d4 Nf6 2.c4 e5

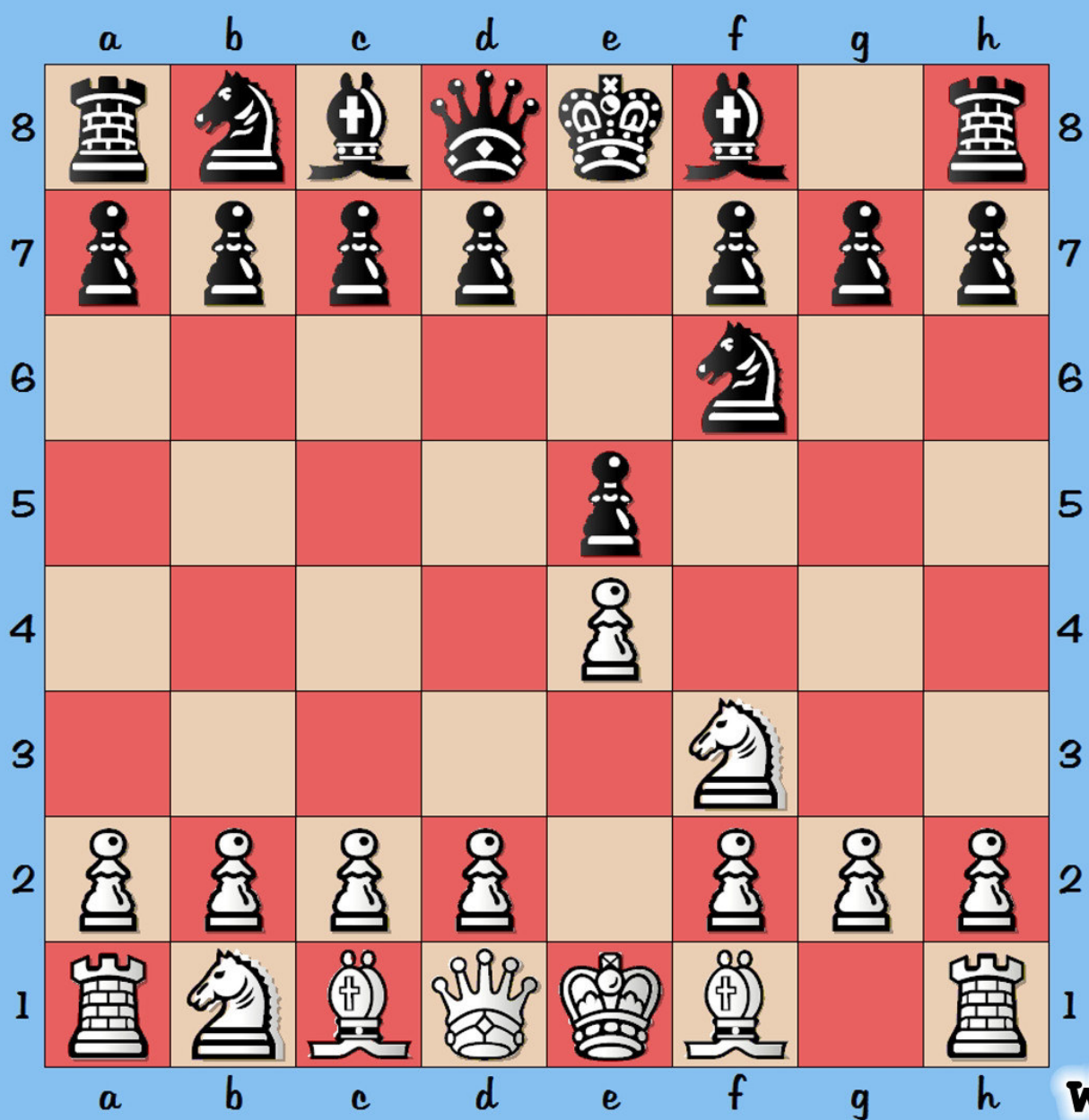




Old Indian Defense

1.d4 Nf6 2.c4 d6



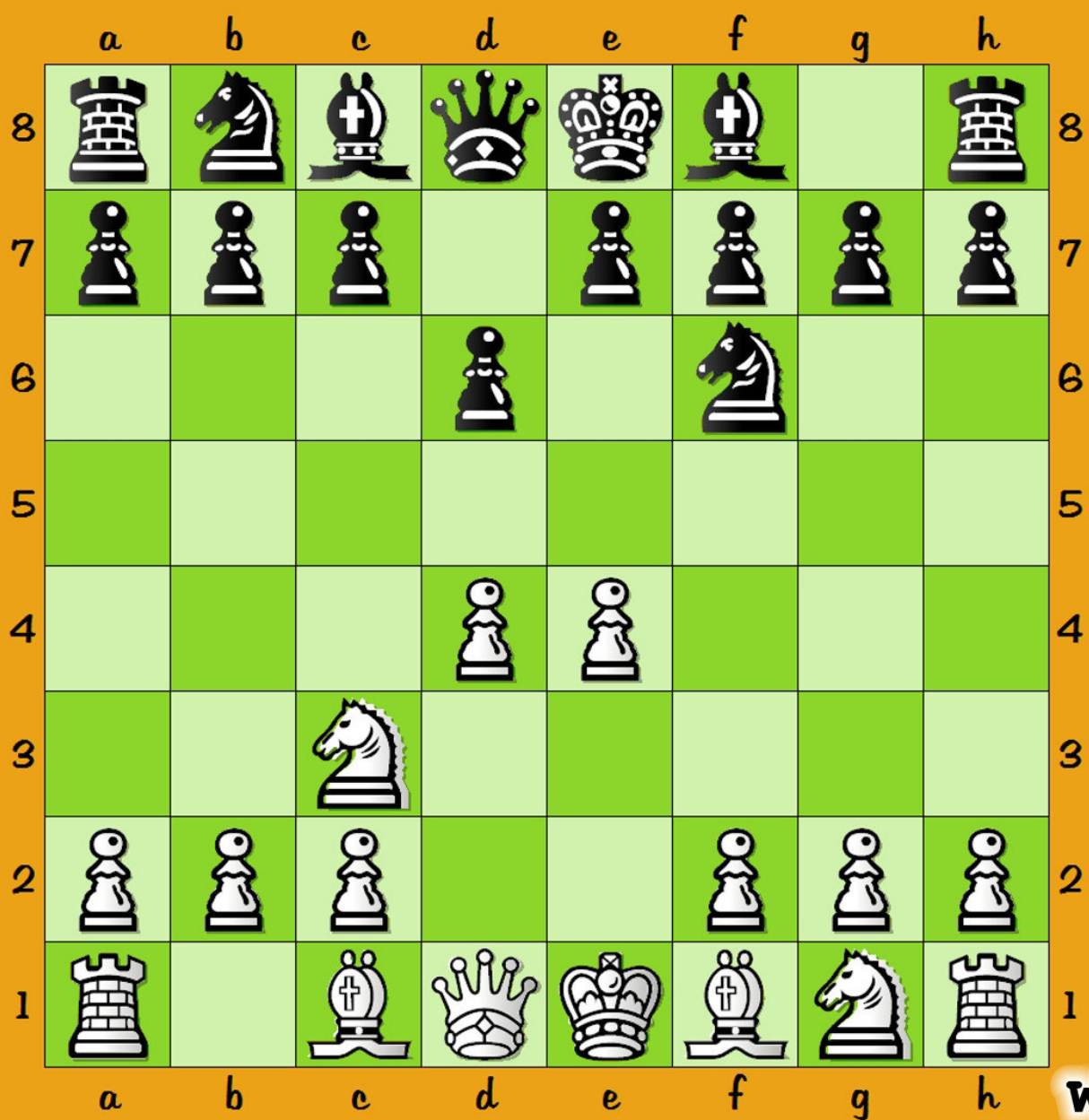


Petrov's Defence

or Petroff's Defence
or Russian Game
or Russian Defence

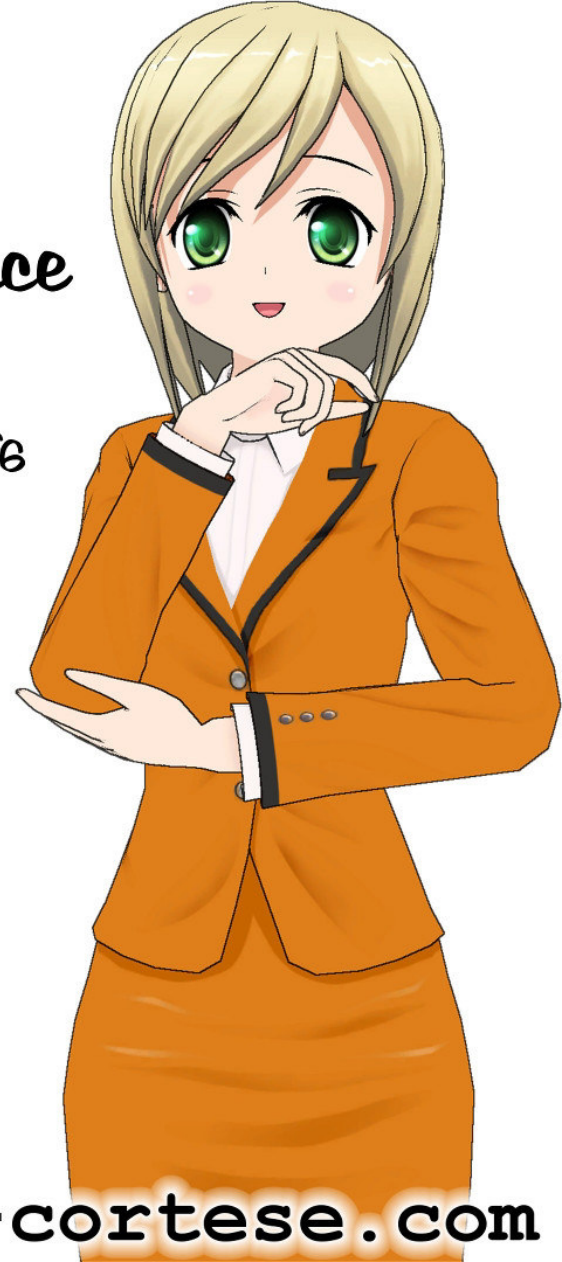
1.e4 e5 2.Nf3 Nf6

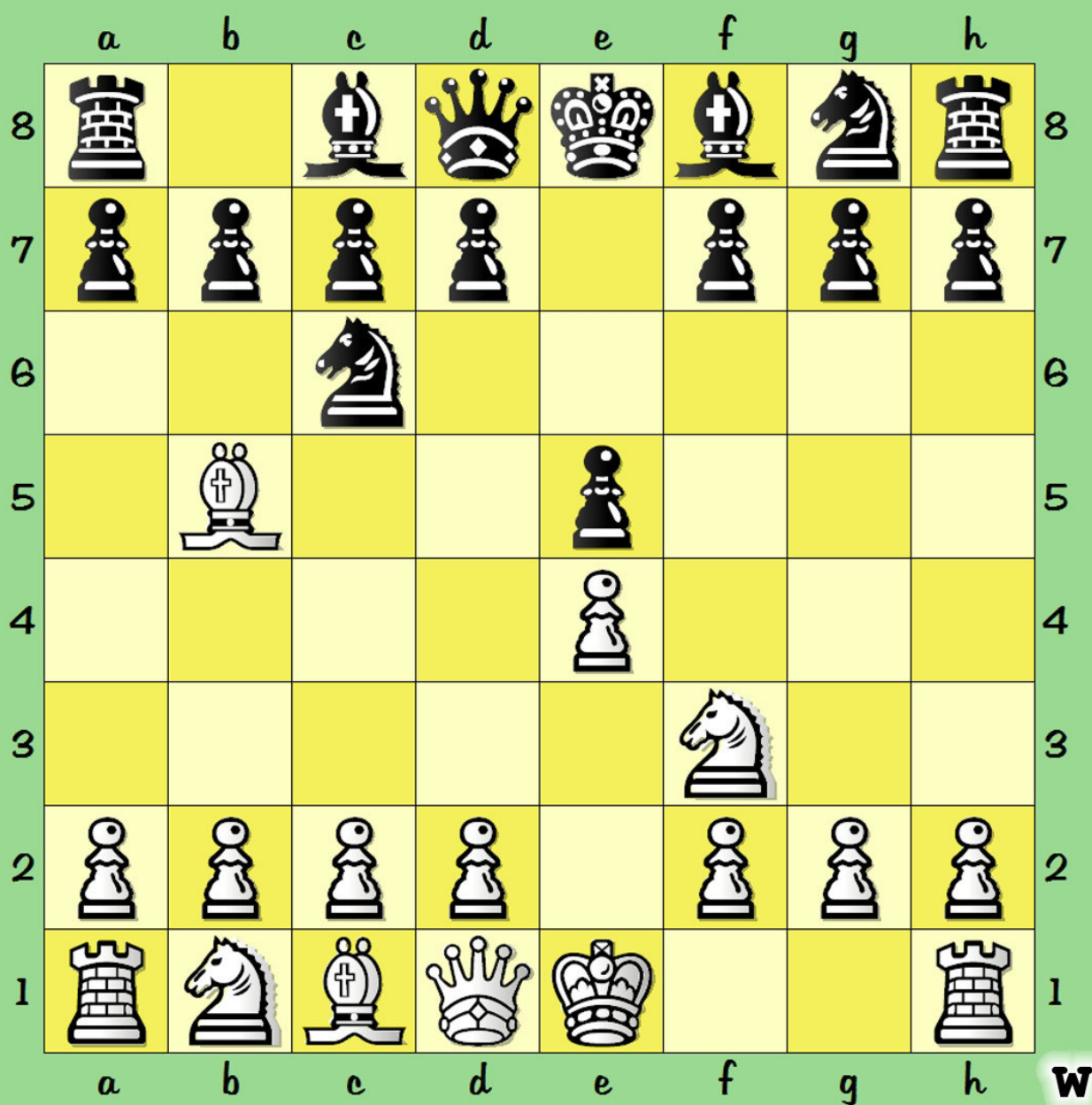




Pirc Defence

1.e4 d6 2.d4 Nf6
3.Nc3





Ruy Lopez

or Spanish Opening
or Spanish Game

1.e4 e5 2.Nf3 Nc6
3.Bb5

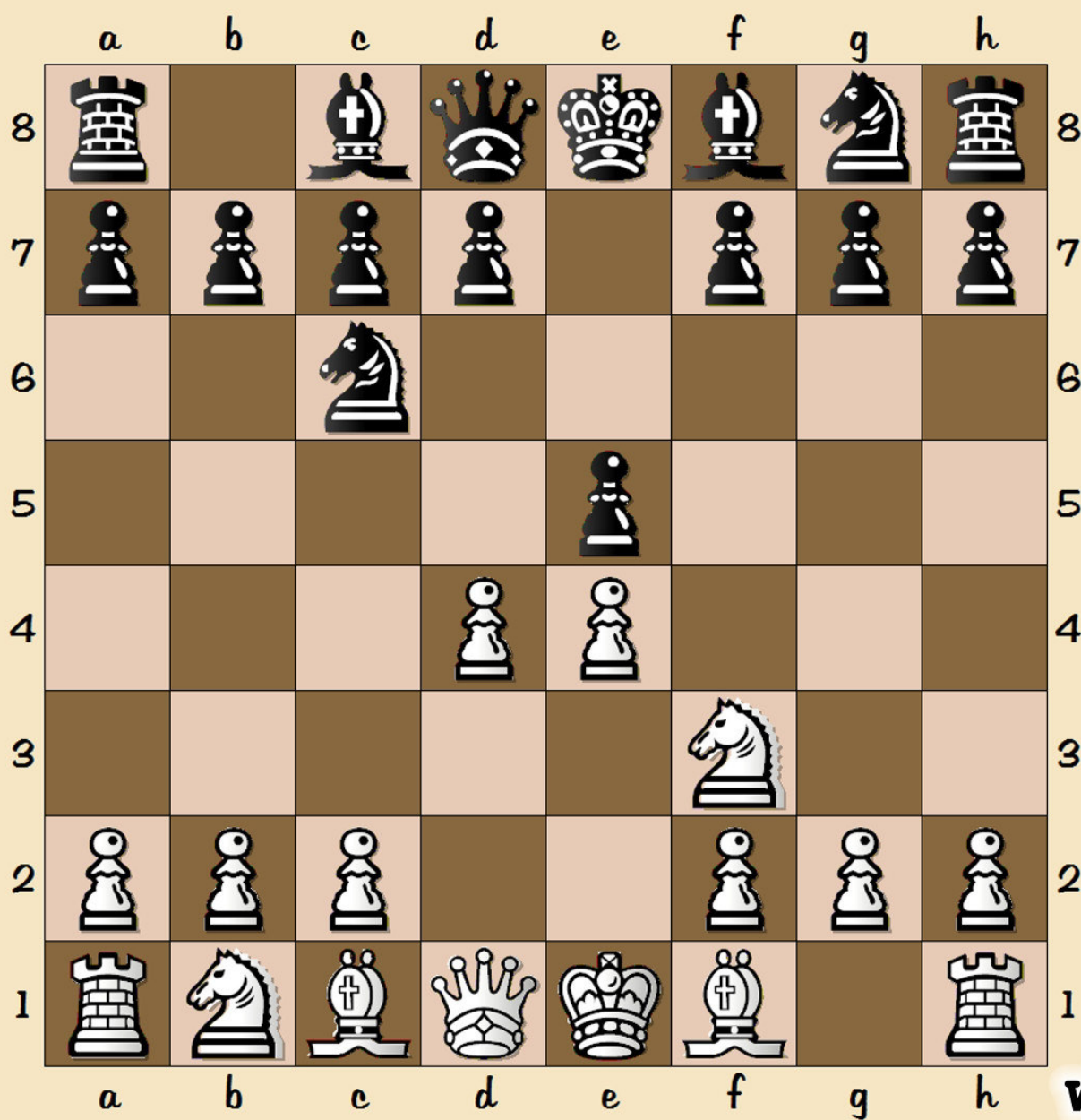




Italian Game

1.e4 e5 2.Nf3 Nc6
3.Bc4





Scotch Game

or Scotch Opening

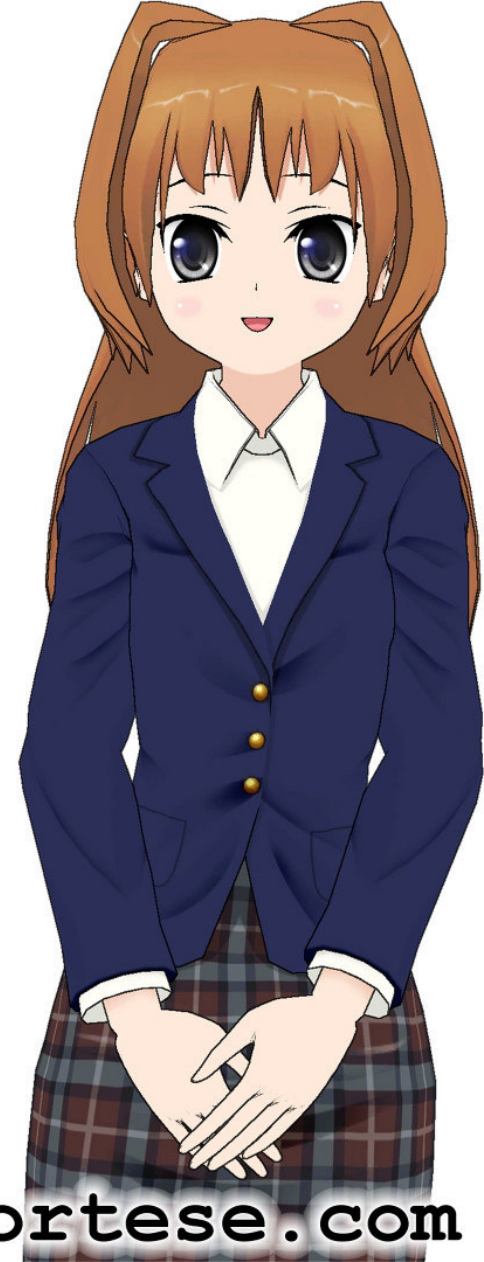
1.e4 e5 2.Nf3 Nc6
3.d4

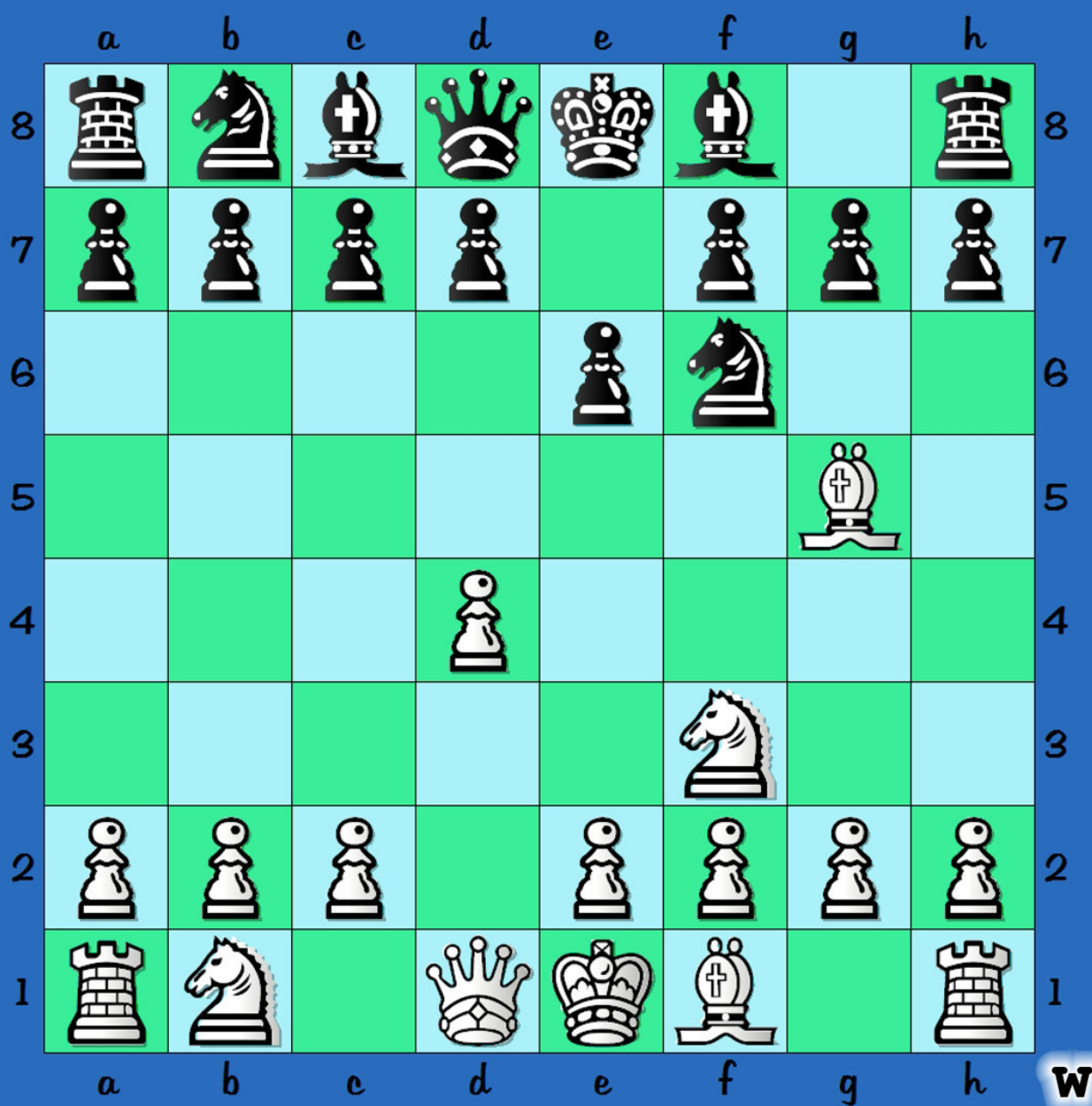




Benoni Defense

1.d4 Nf6 2.c4 c5

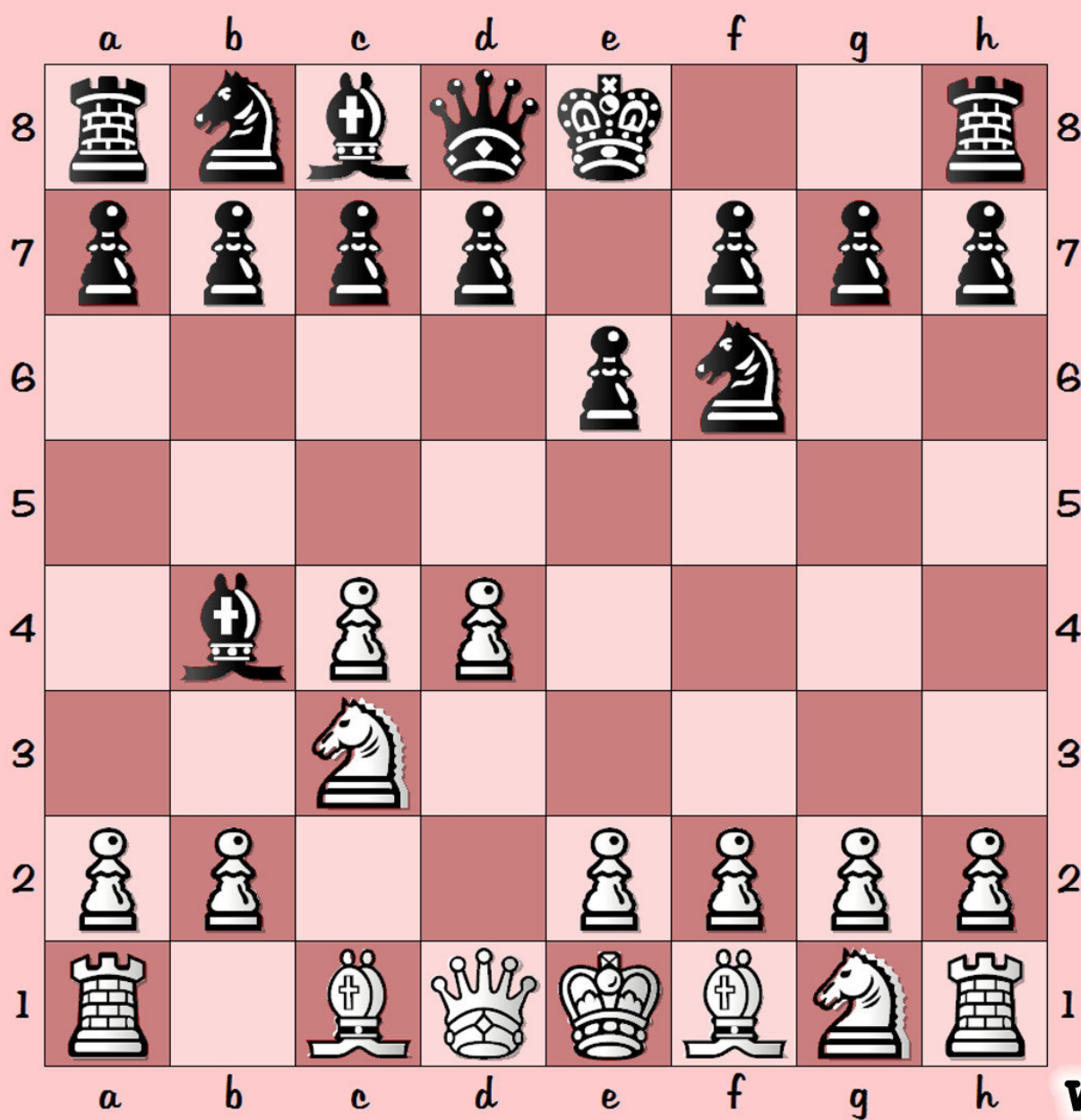




Torre Attack

1.d4 Nf6 2.Nf3 e6
3.Bg5

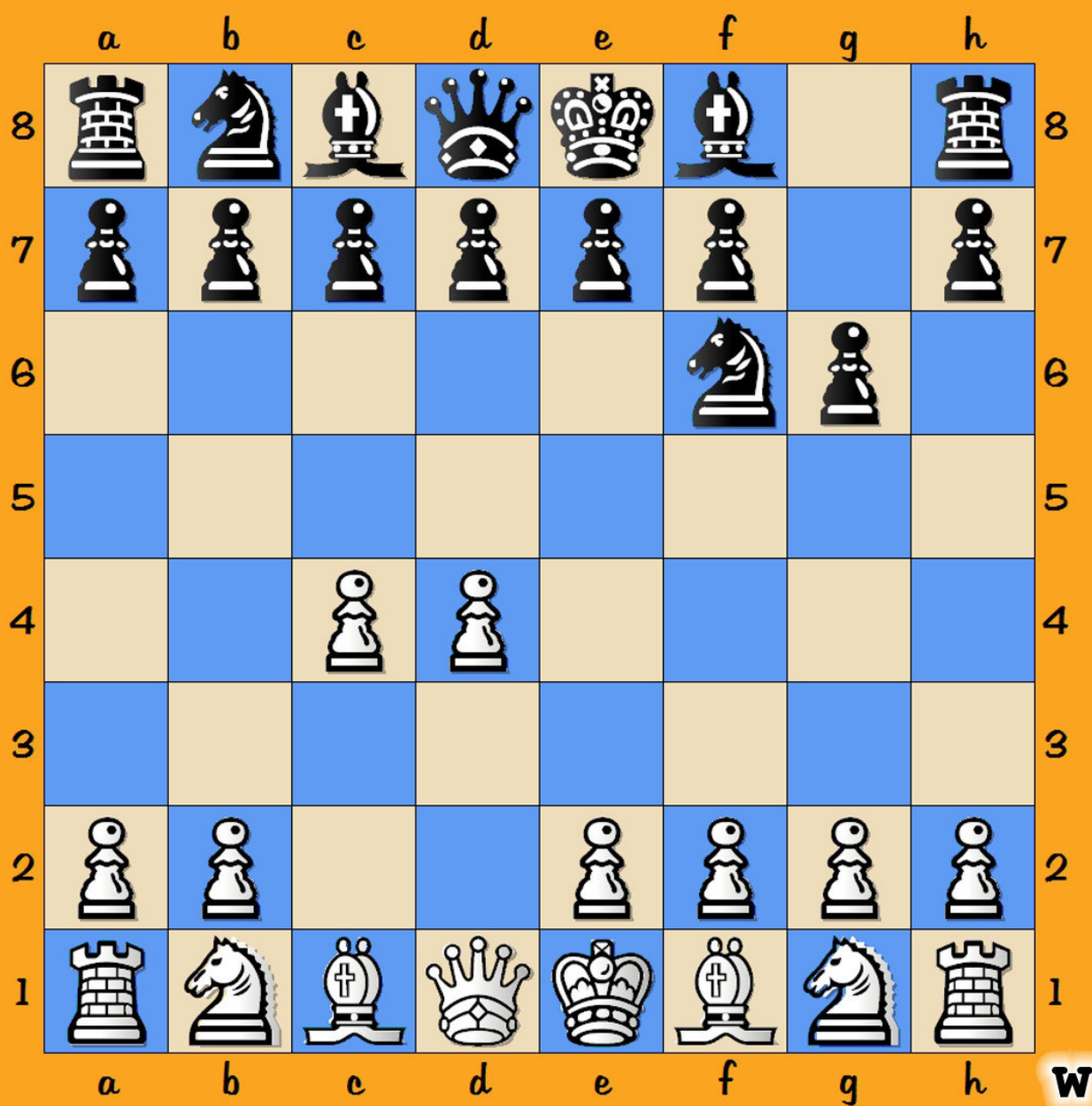




Nimzo-Indian Defence

1.d4 Nf6 2.c4 e6
3.Nc3 Bb4





King's Indian Defence

1.d4 Nf6 2.c4 g6





Grünfeld Defence

1.d4 Nf6 2.c4 g6
3.Nc3 d5





Queen's Indian Defense

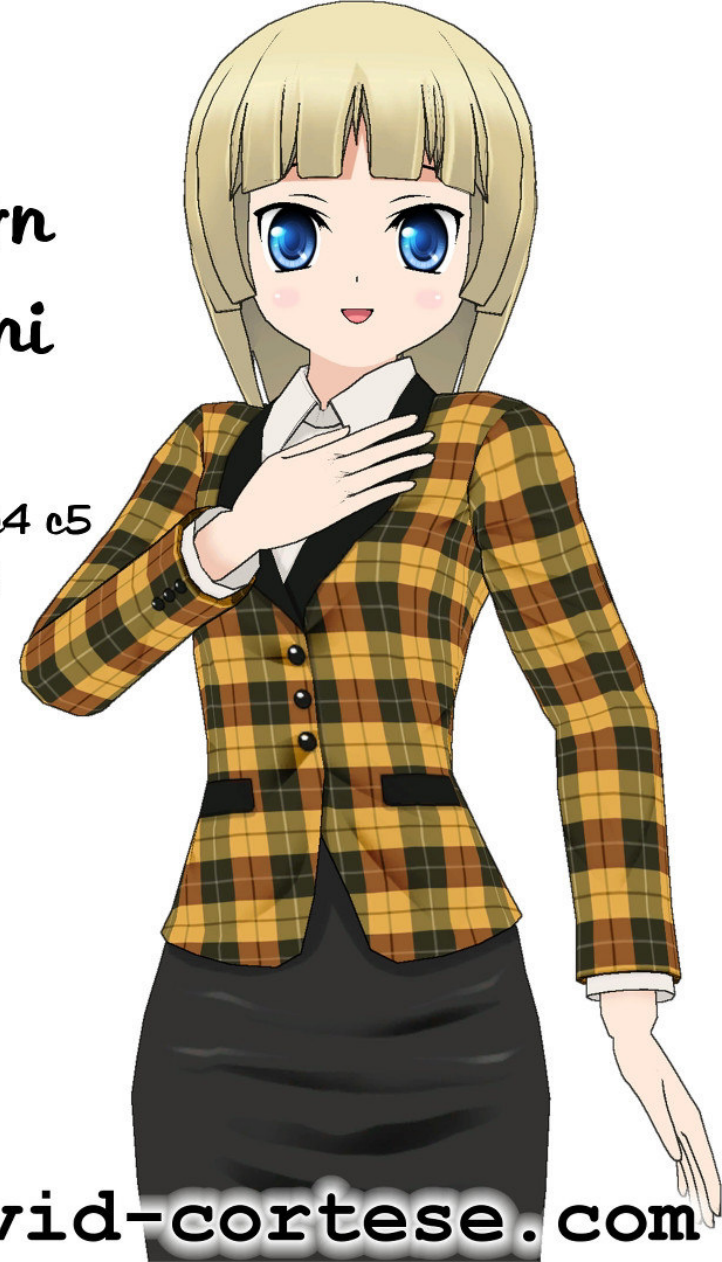
1.d4 Nf6 2.c4 e6
3.Nf3 b6





Modern Benoni

1.d4 Nf6 2.c4 c5
3.d5 e6





London System

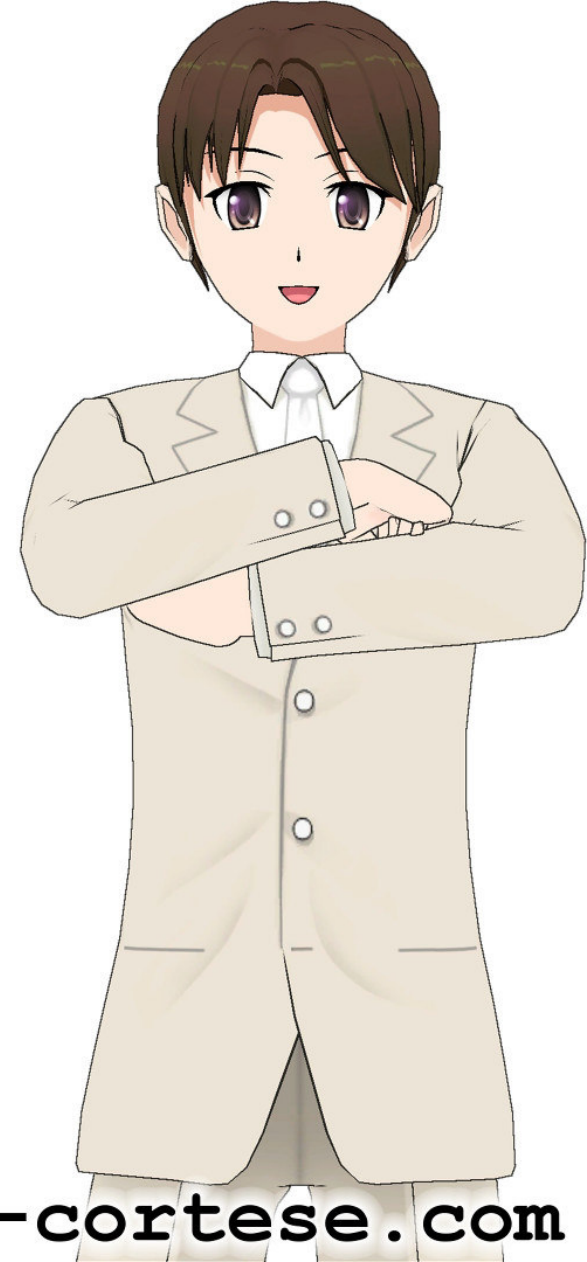
1.d4 d5
2.Nf3 Nf6 3.Bf4

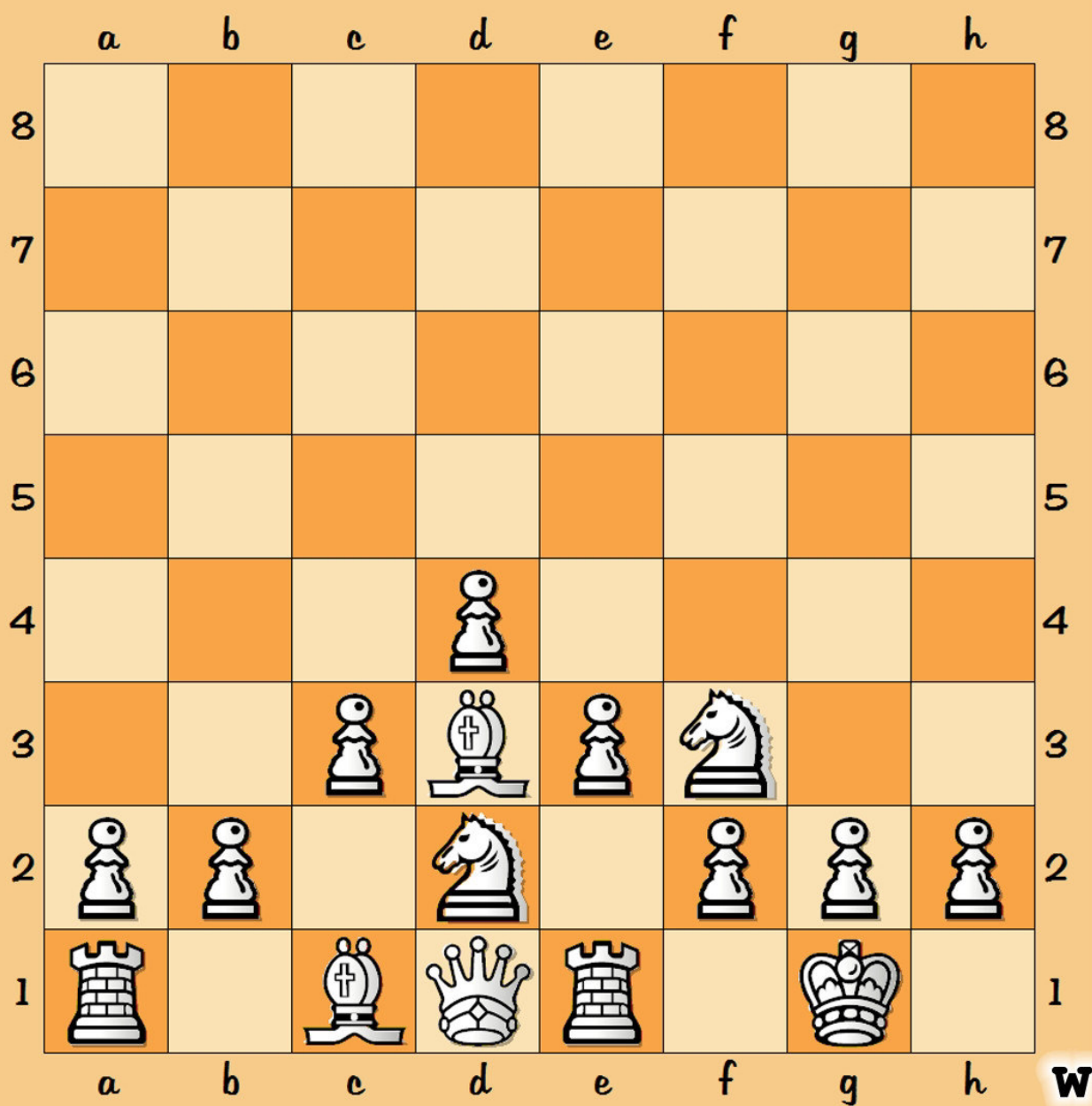
or

1.d4 Nf6
2.Nf3 e6 3.Bf4

or

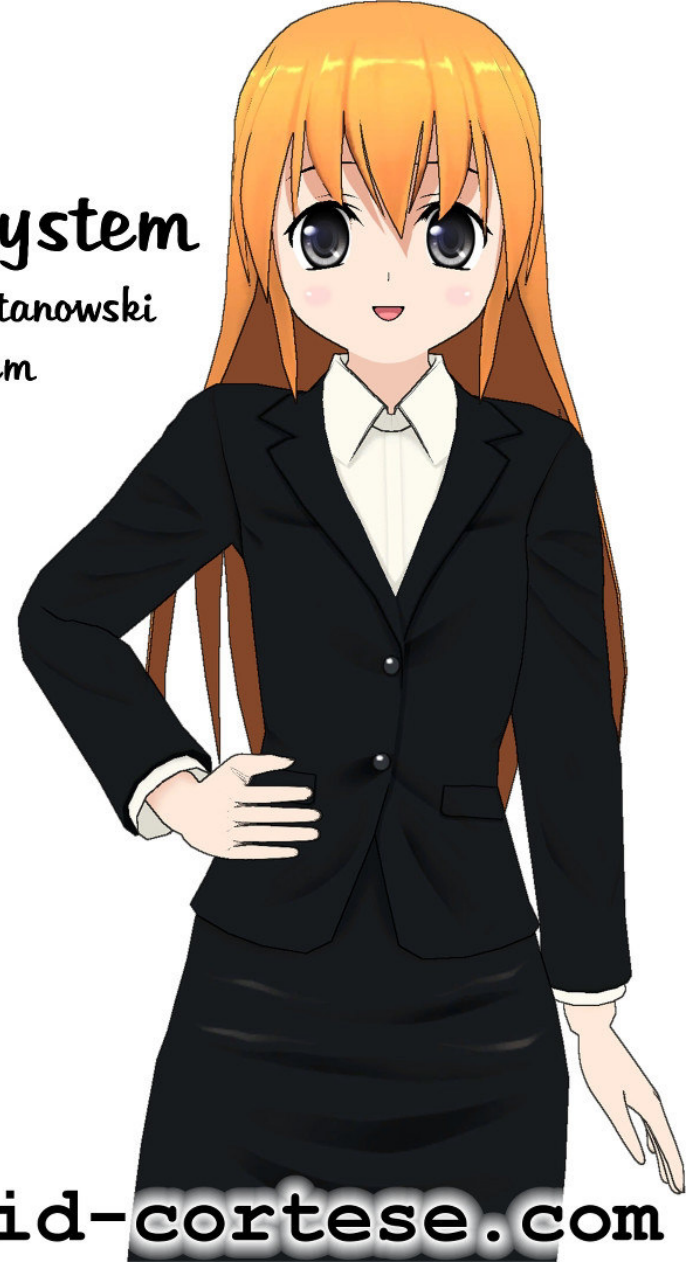
1.d4 Nf6
2.Nf3 g6 3.Bf4

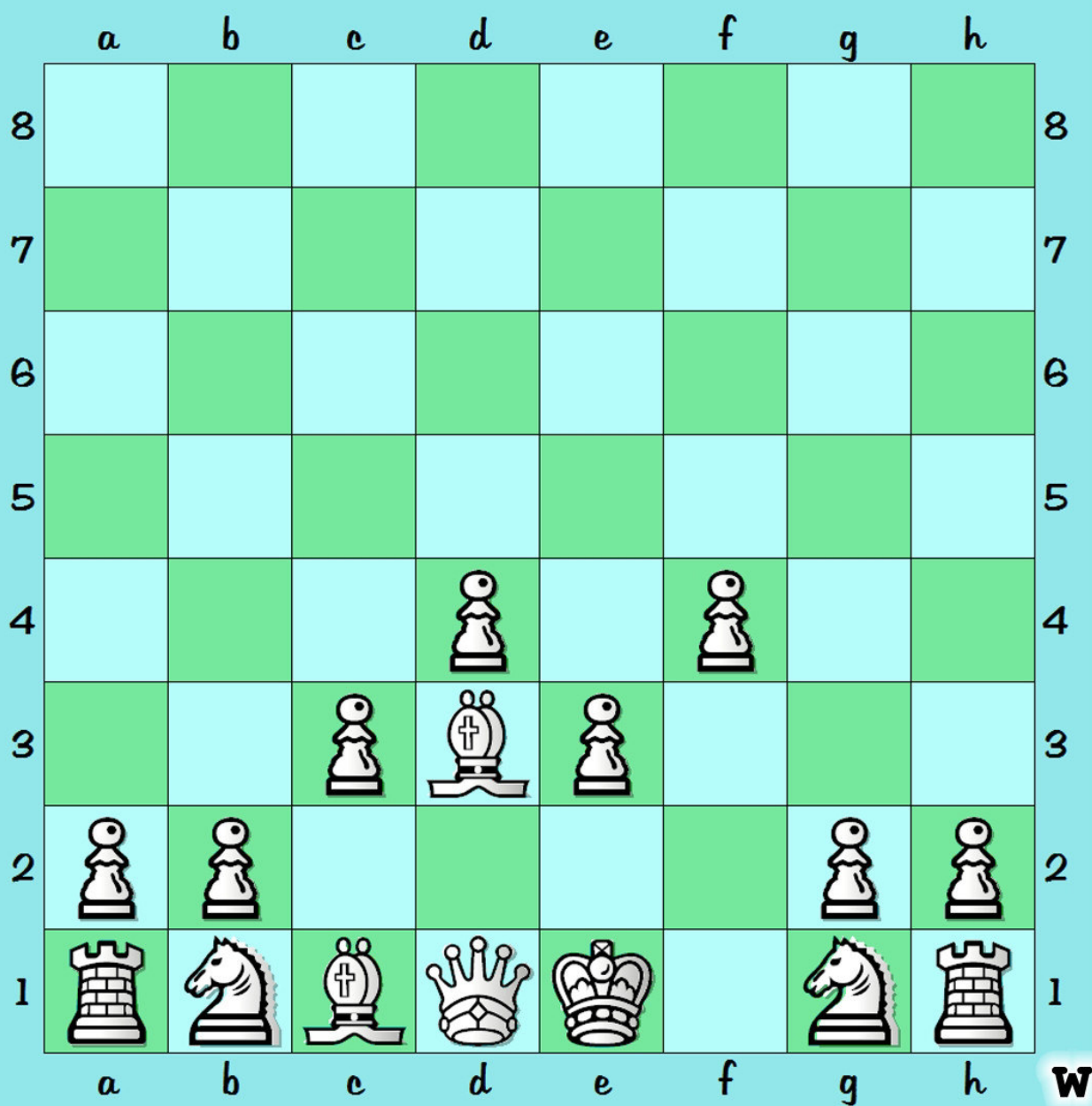




Colle System

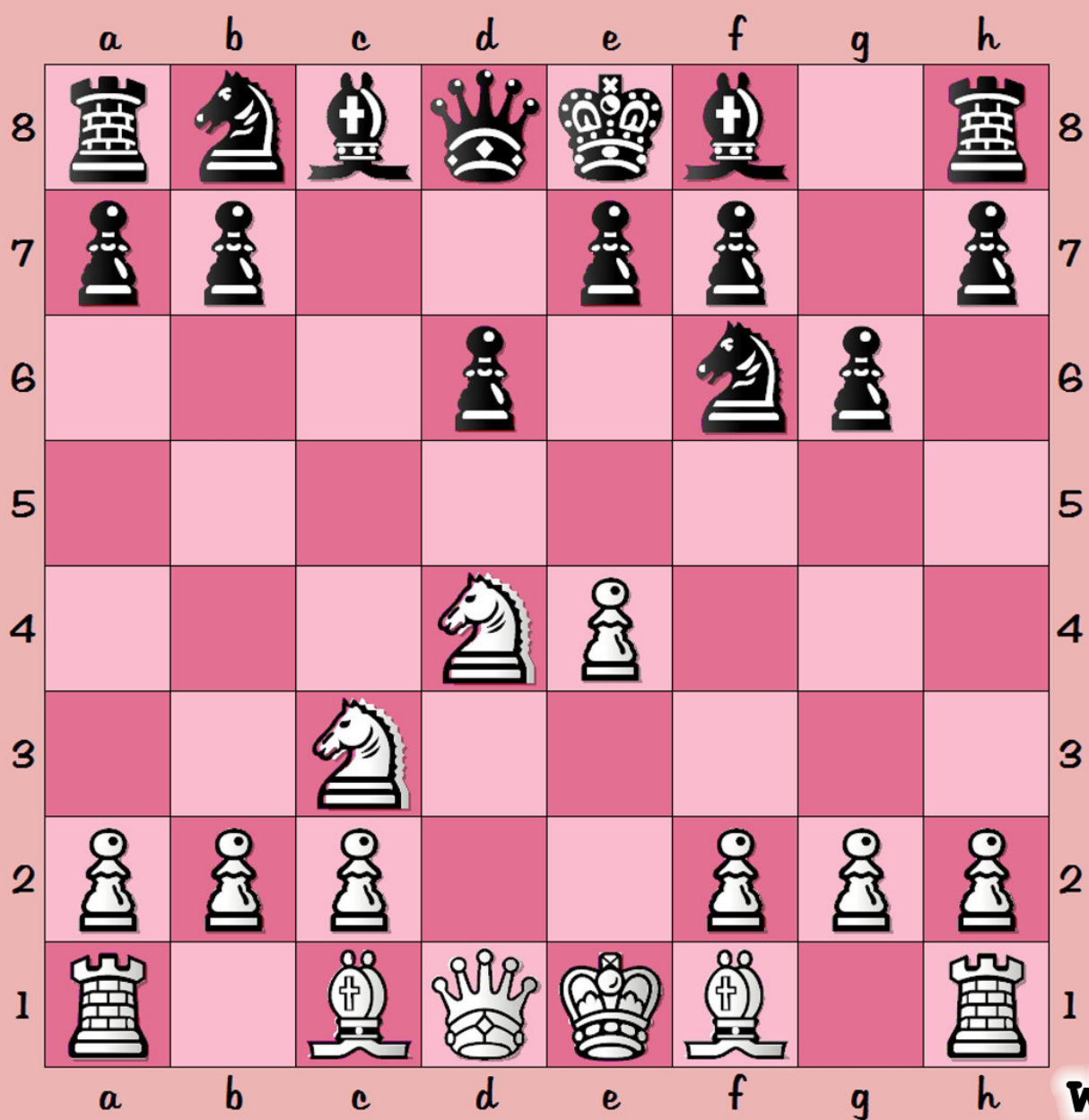
or Colle-Koltanowski
System





Stonewall Attack





Sicilian Defence - Dragon Variation

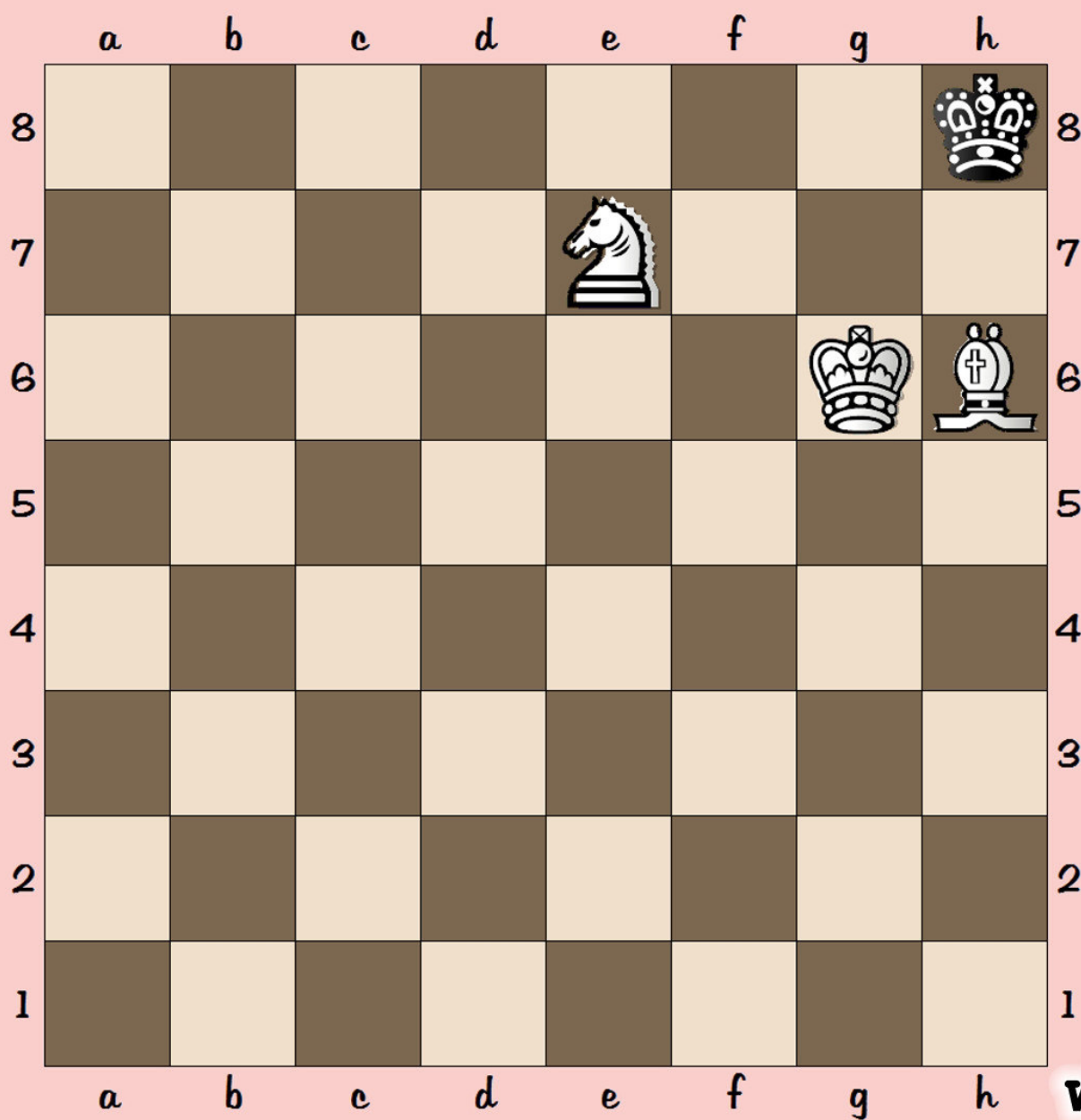
1.e4 c5 2.Nf3 d6
3.d4 cxd4 4.Nxd4
Nf6 5.Nc3 g6





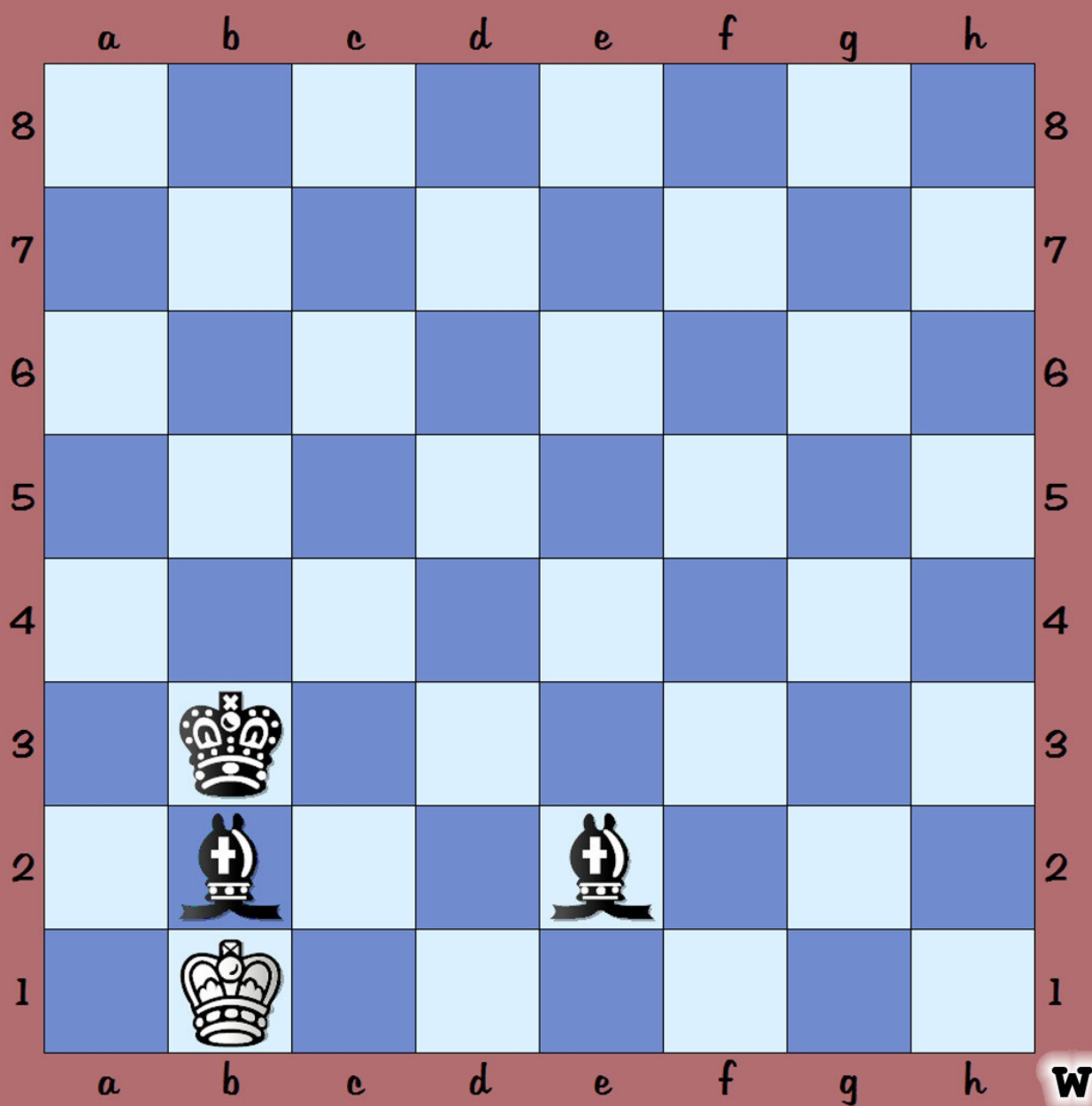
Chess Puzzles





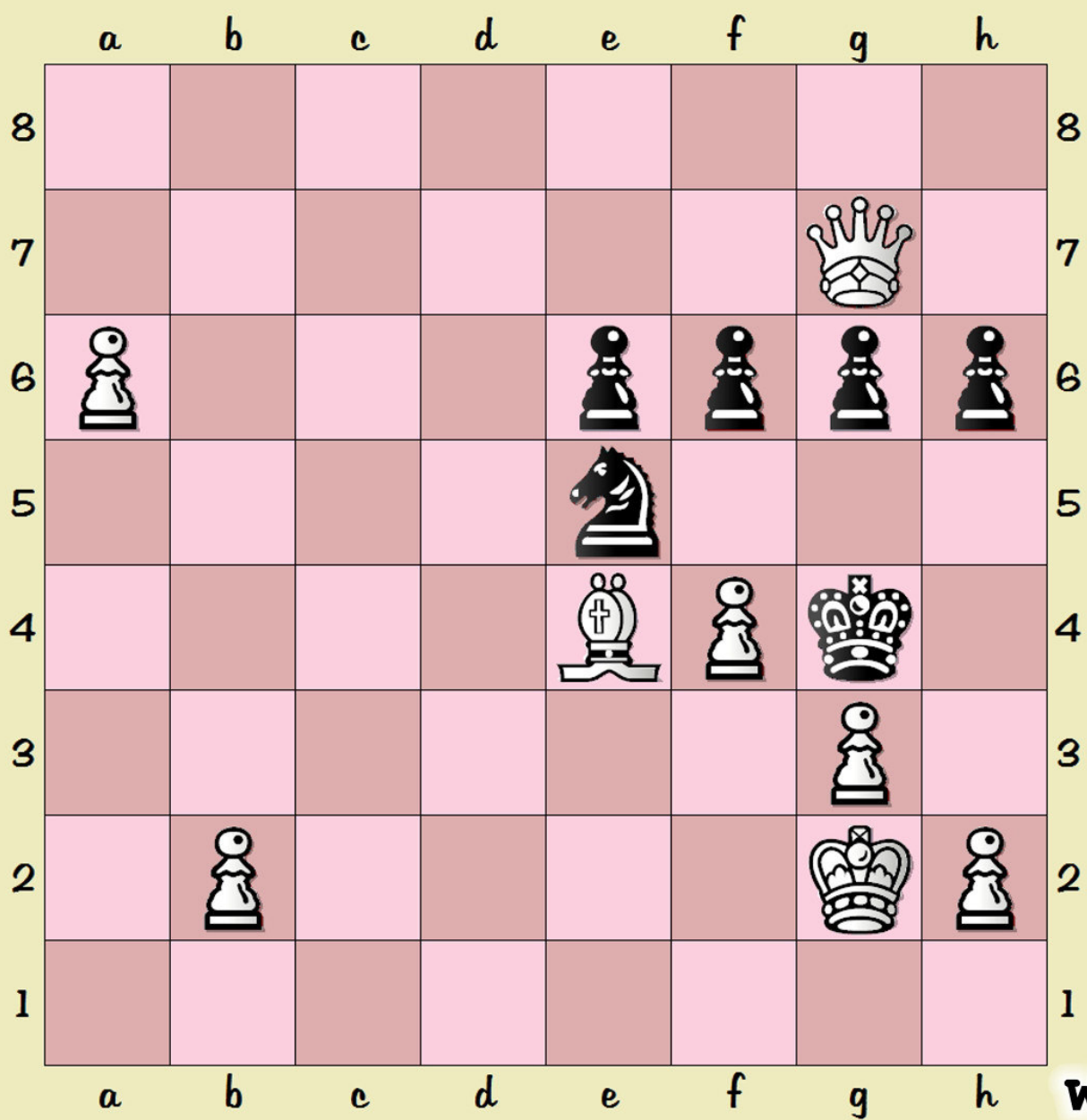
White
mates
in one
move





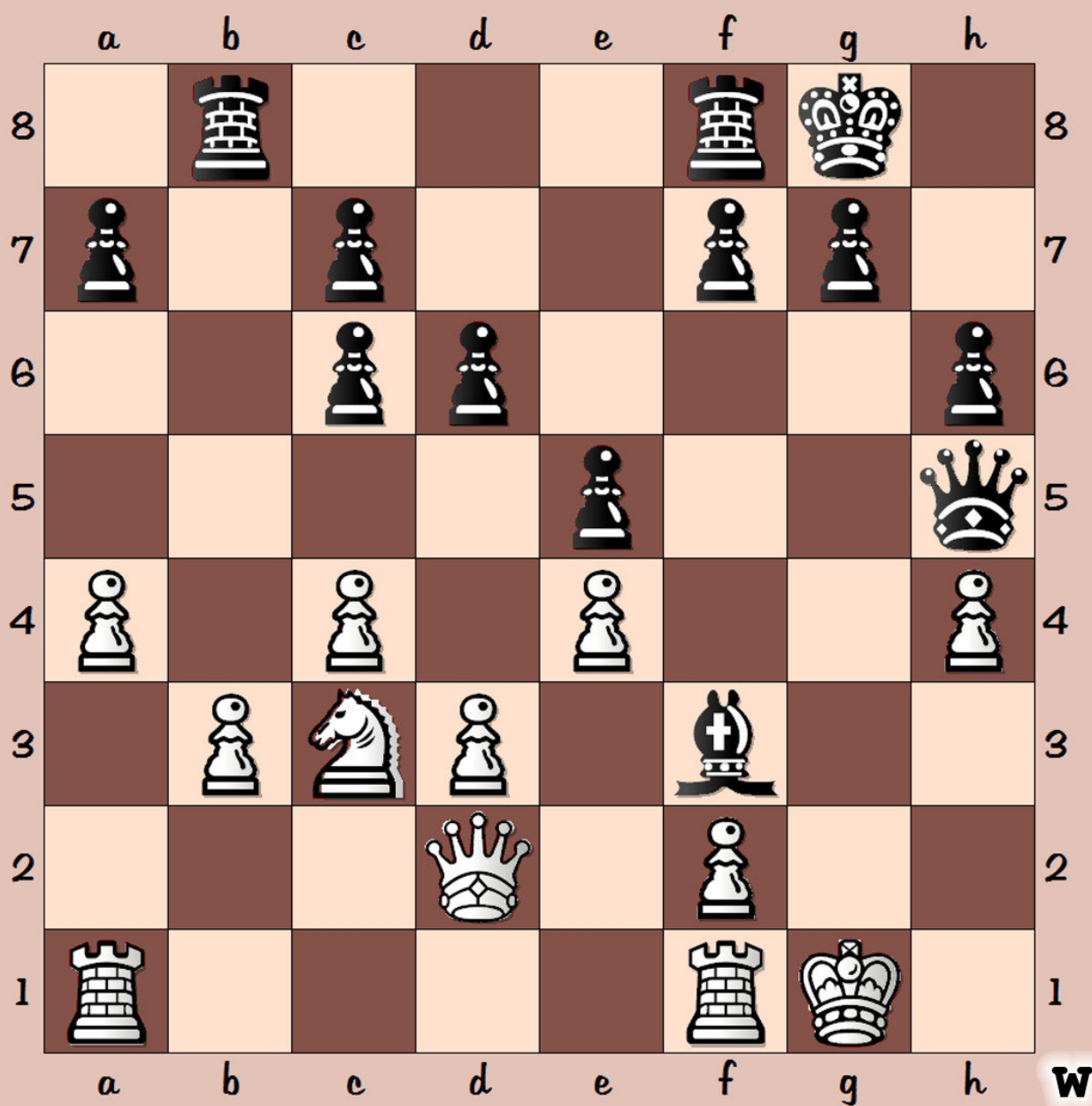
Black
mates
in one
move





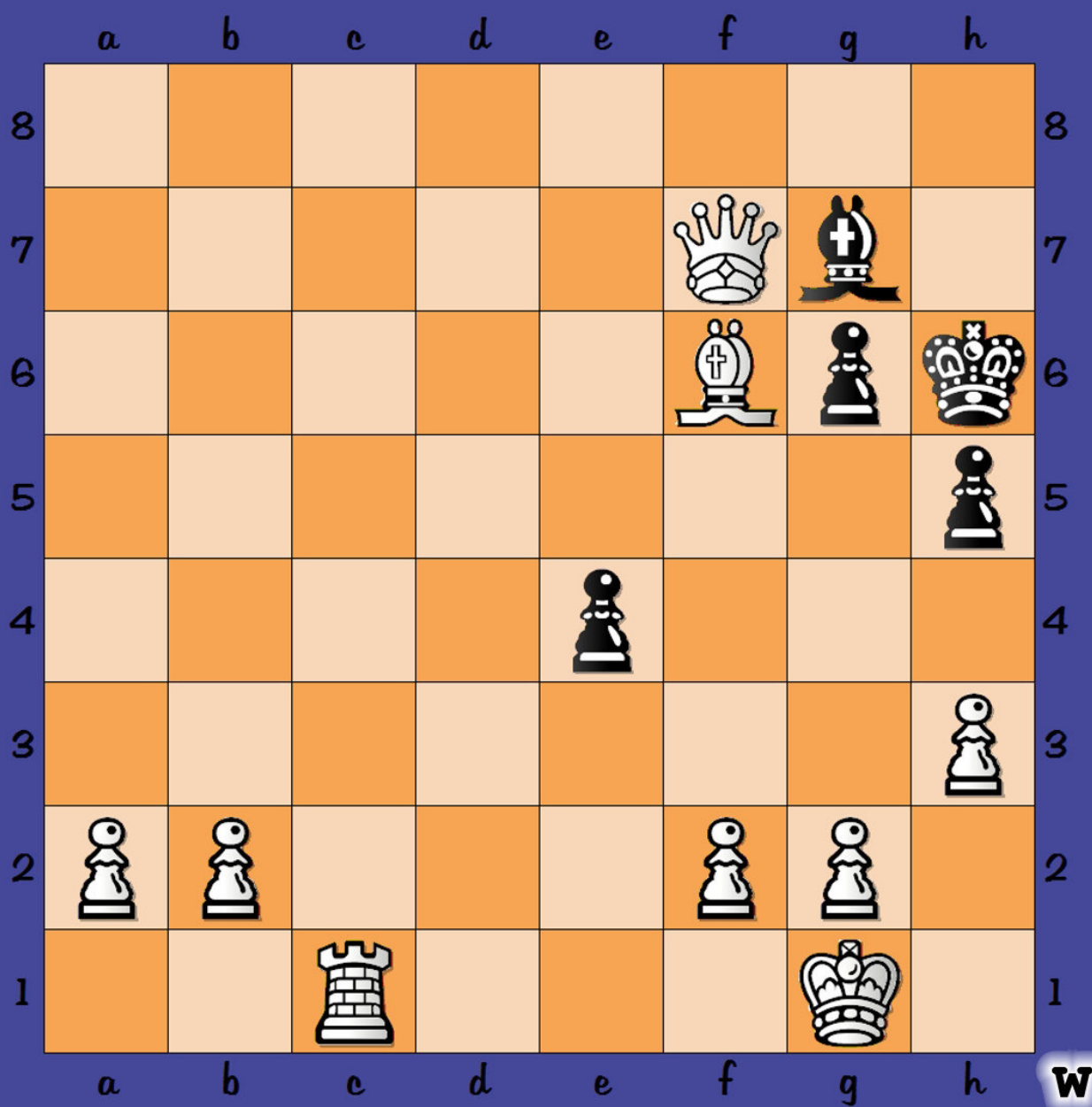
White
mates
in two
moves





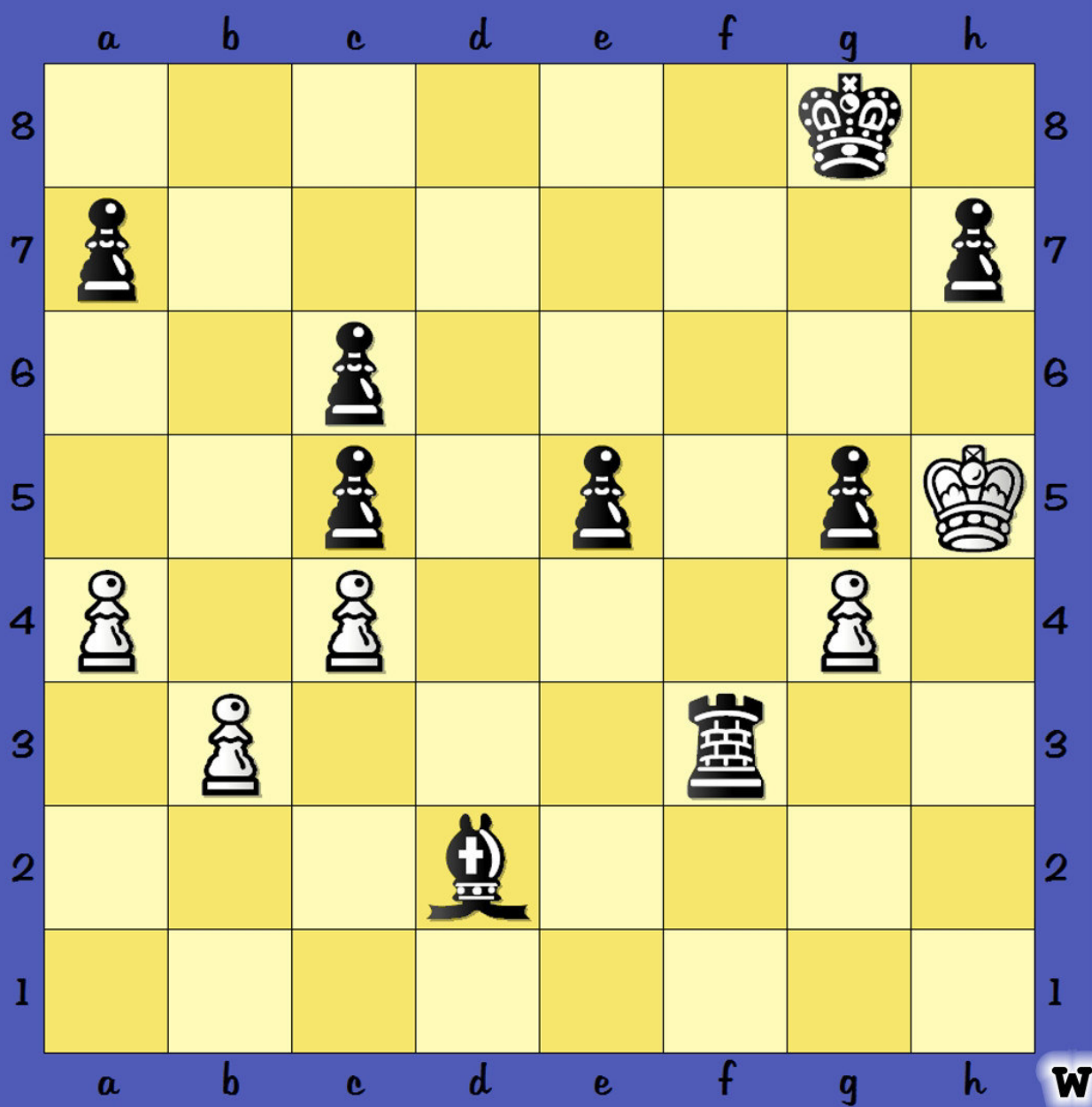
Black
mates
in two
moves





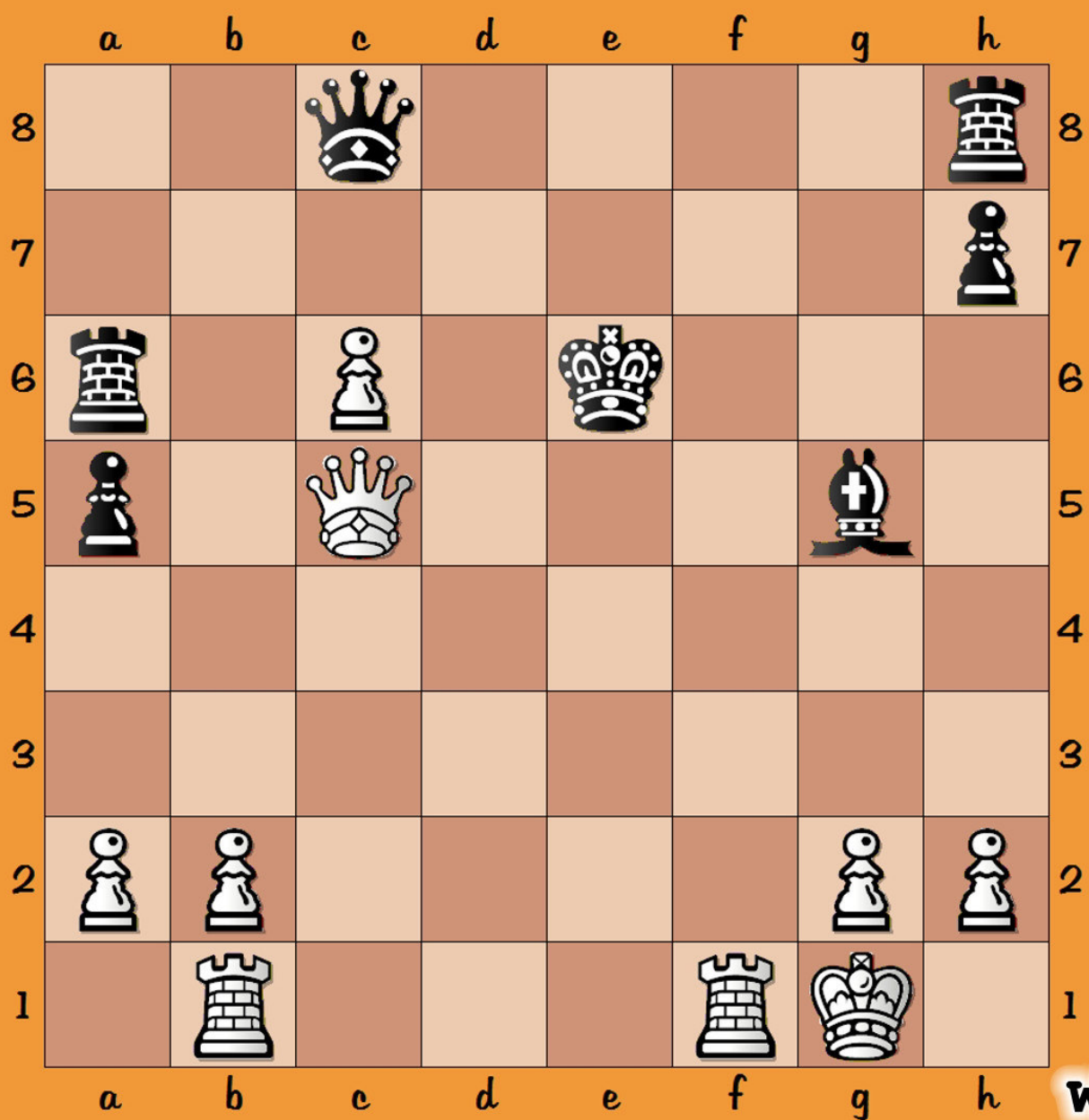
White
mates
in one
move





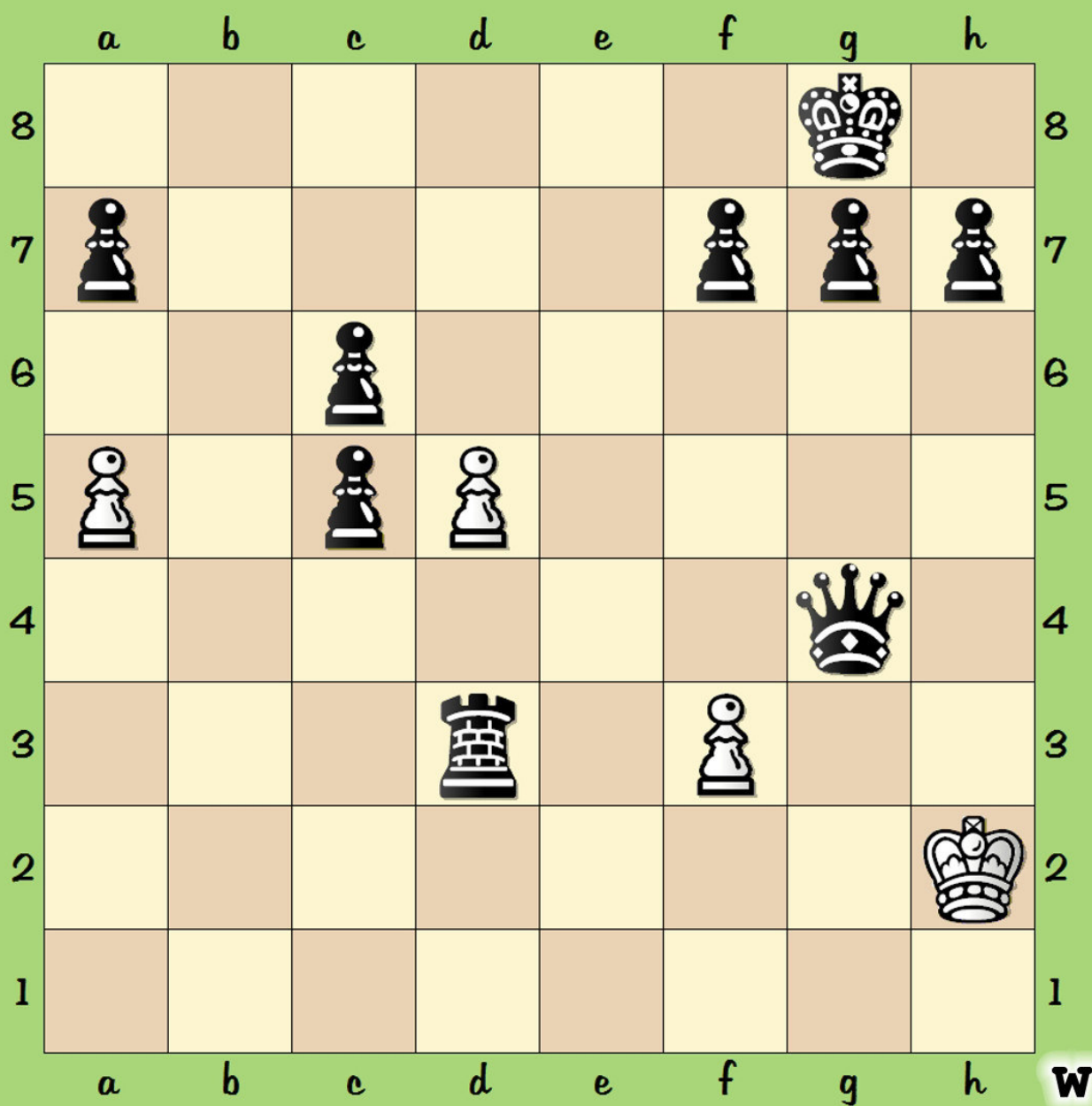
Black
mates
in one
move





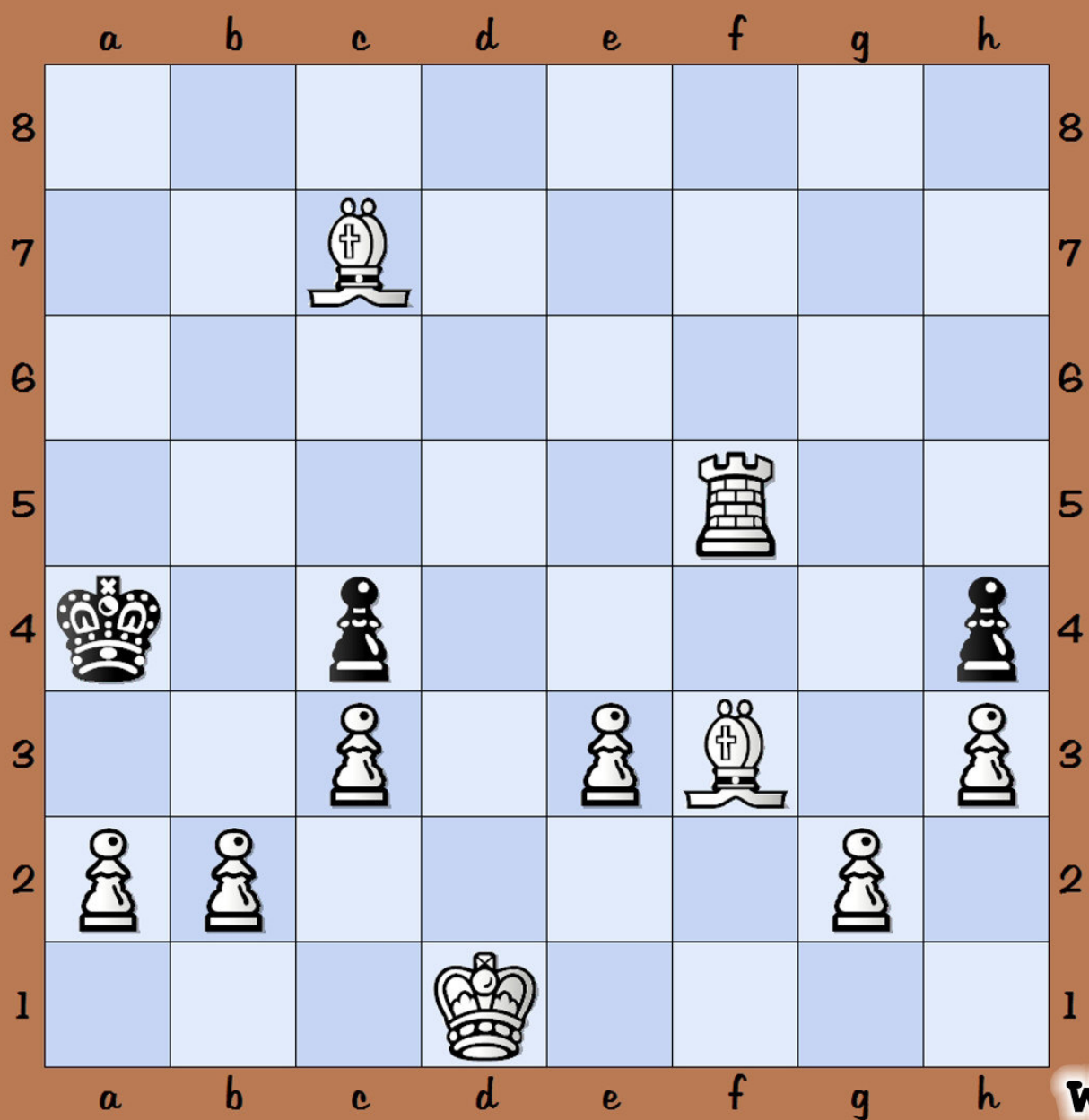
White
mates
in two
moves



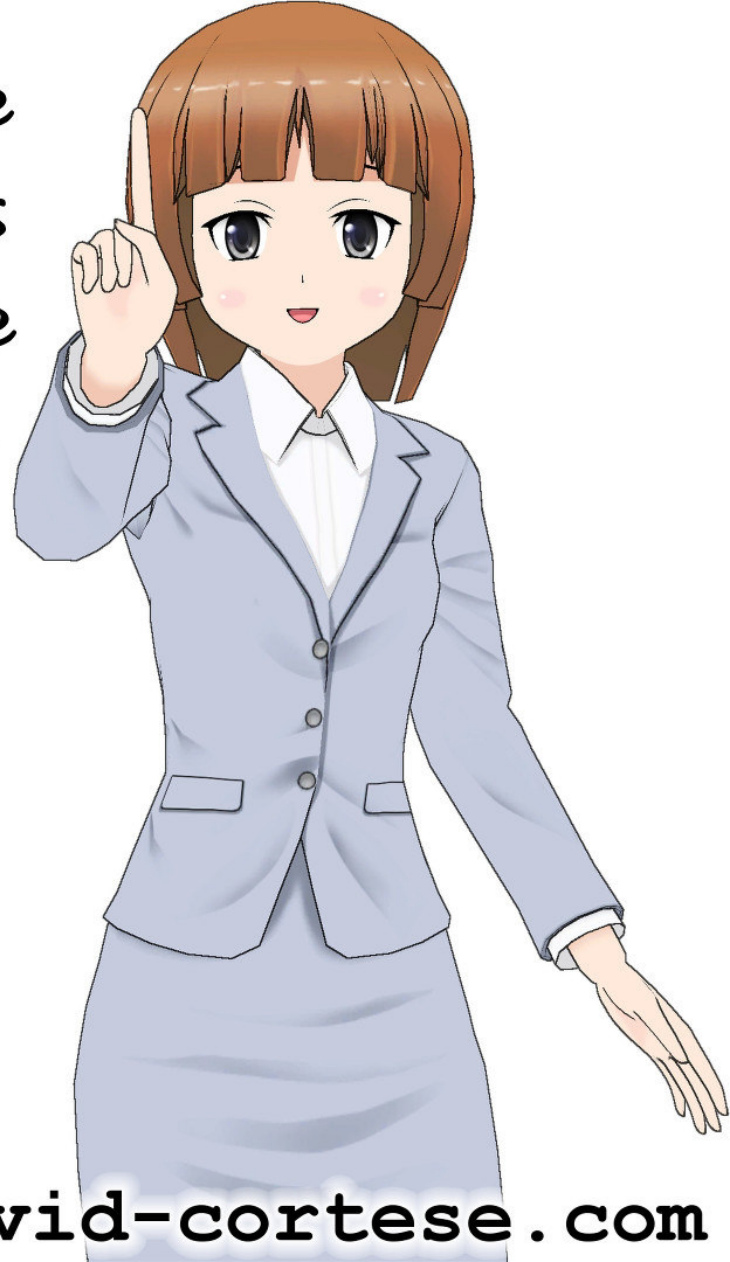


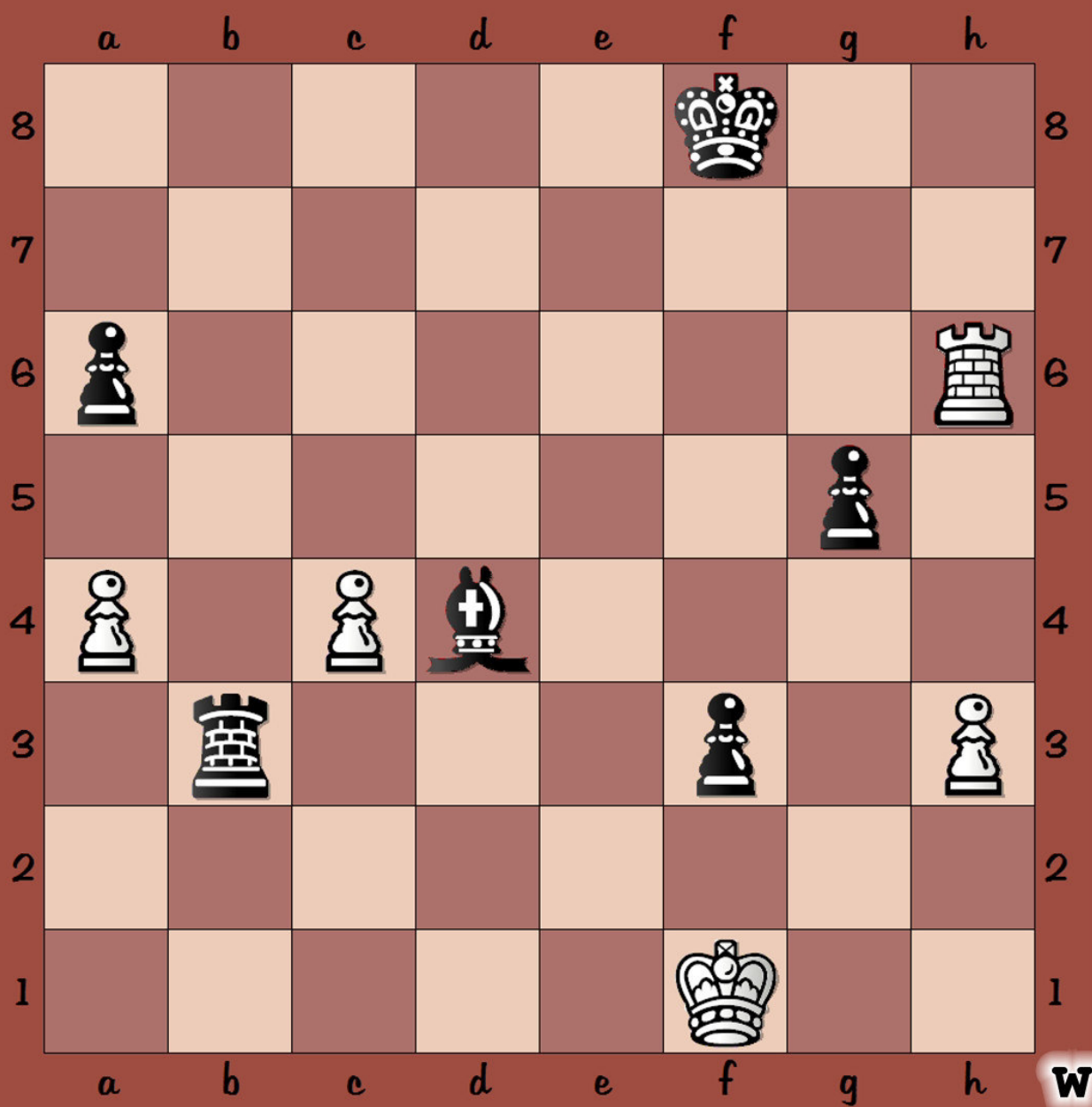
Black
mates
in two
moves





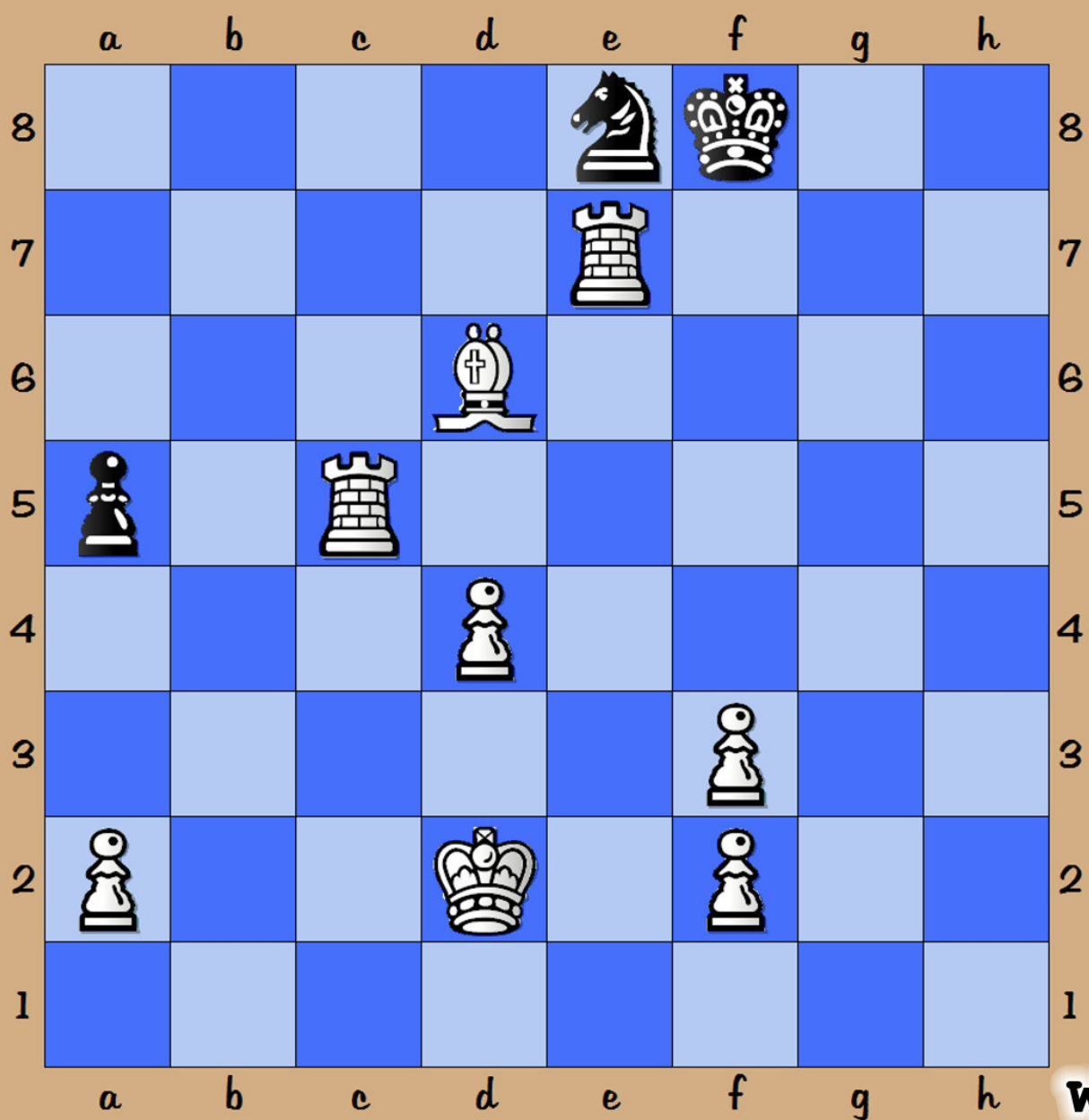
White
mates
in one
move





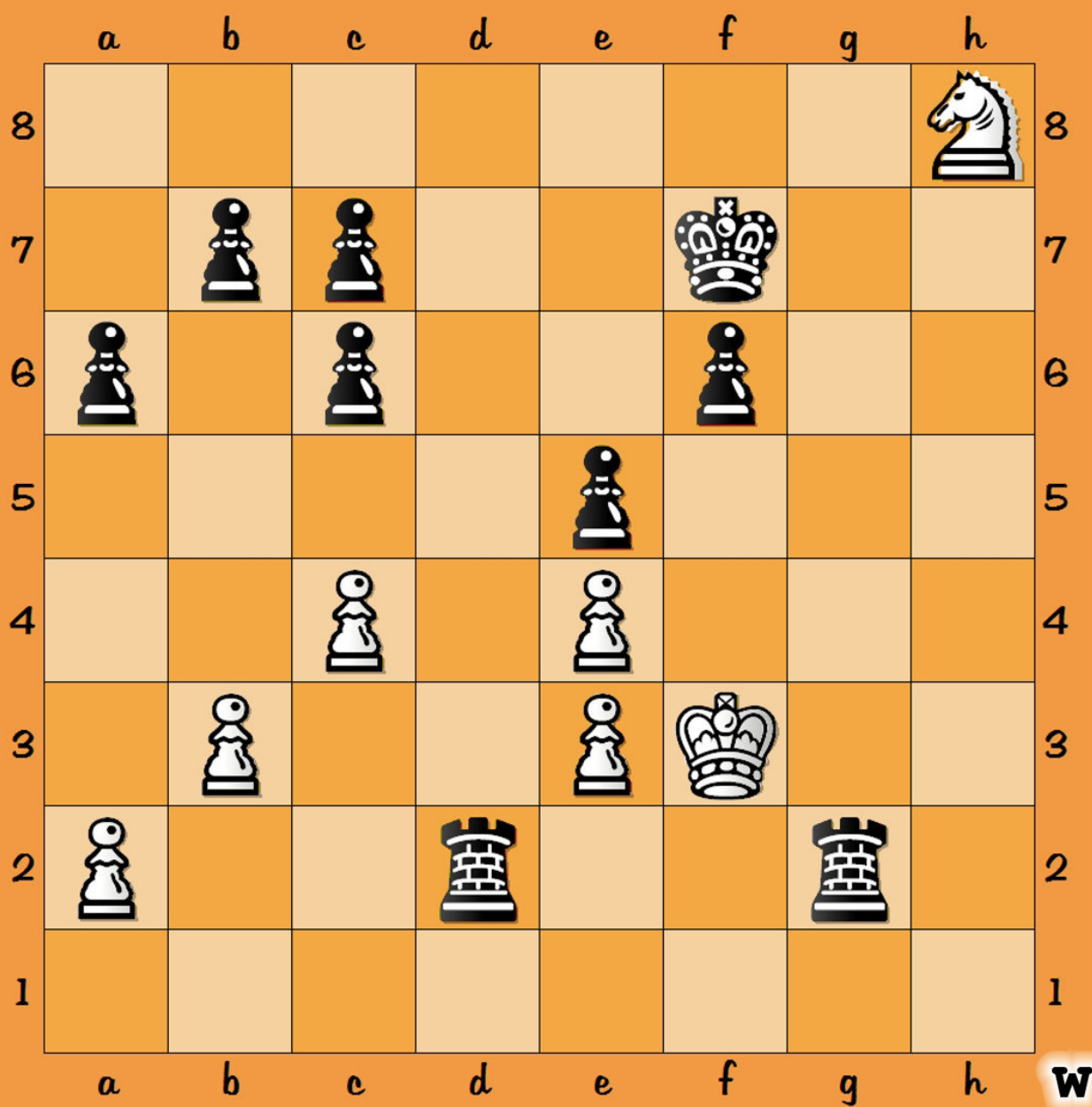
Black
mates
in one
move





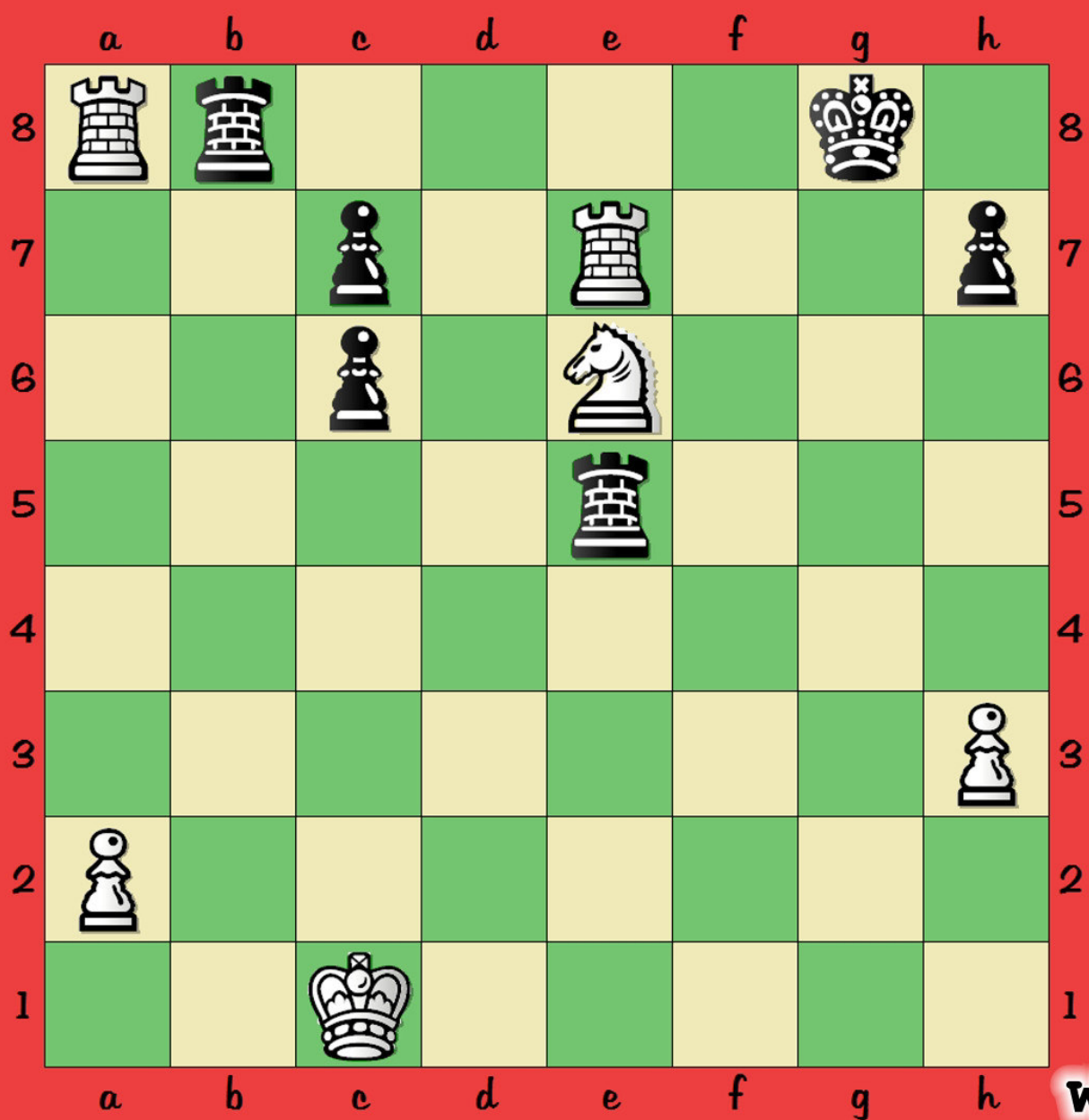
White
mates
in two
moves





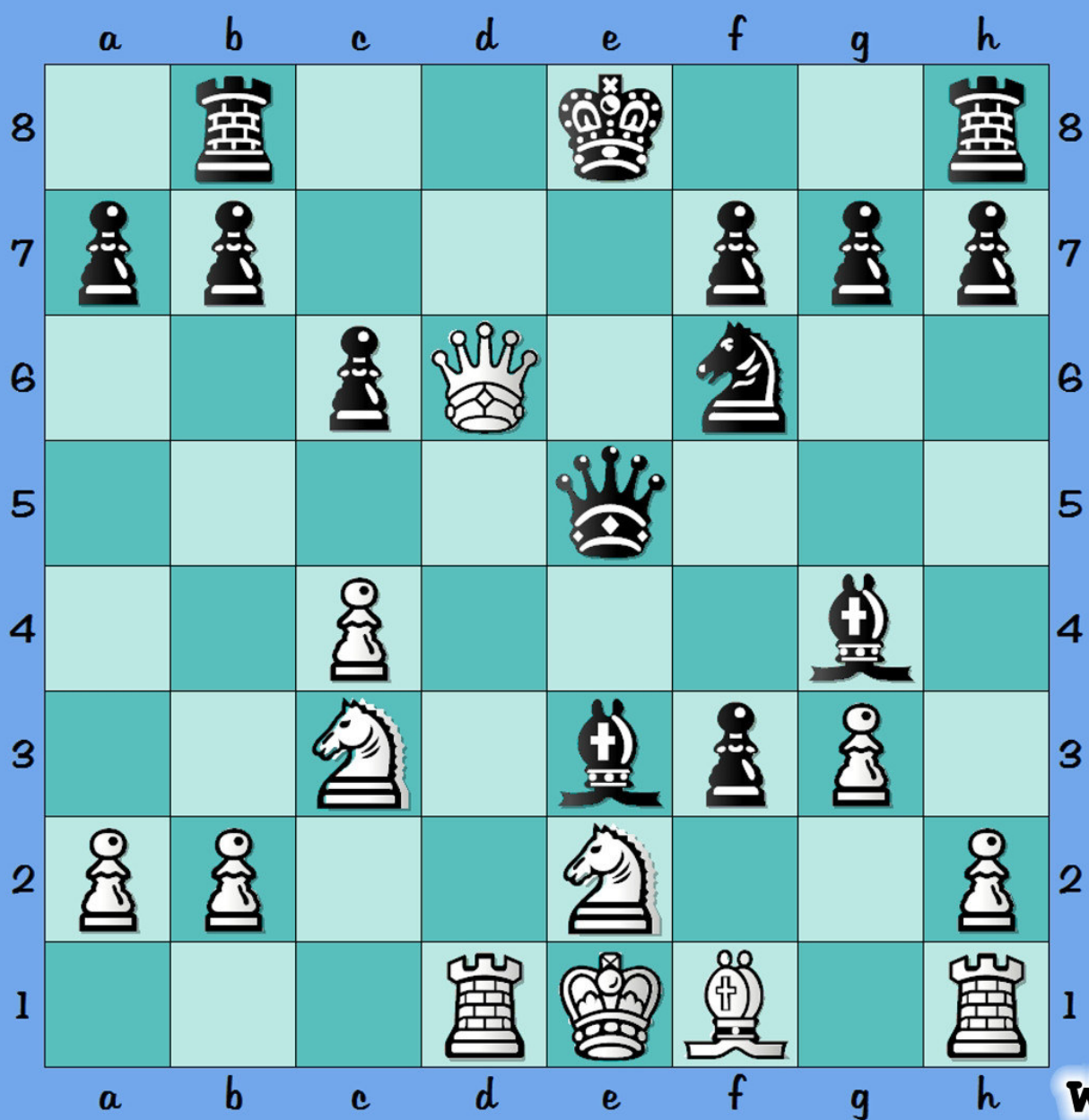
Black
mates
in two
moves



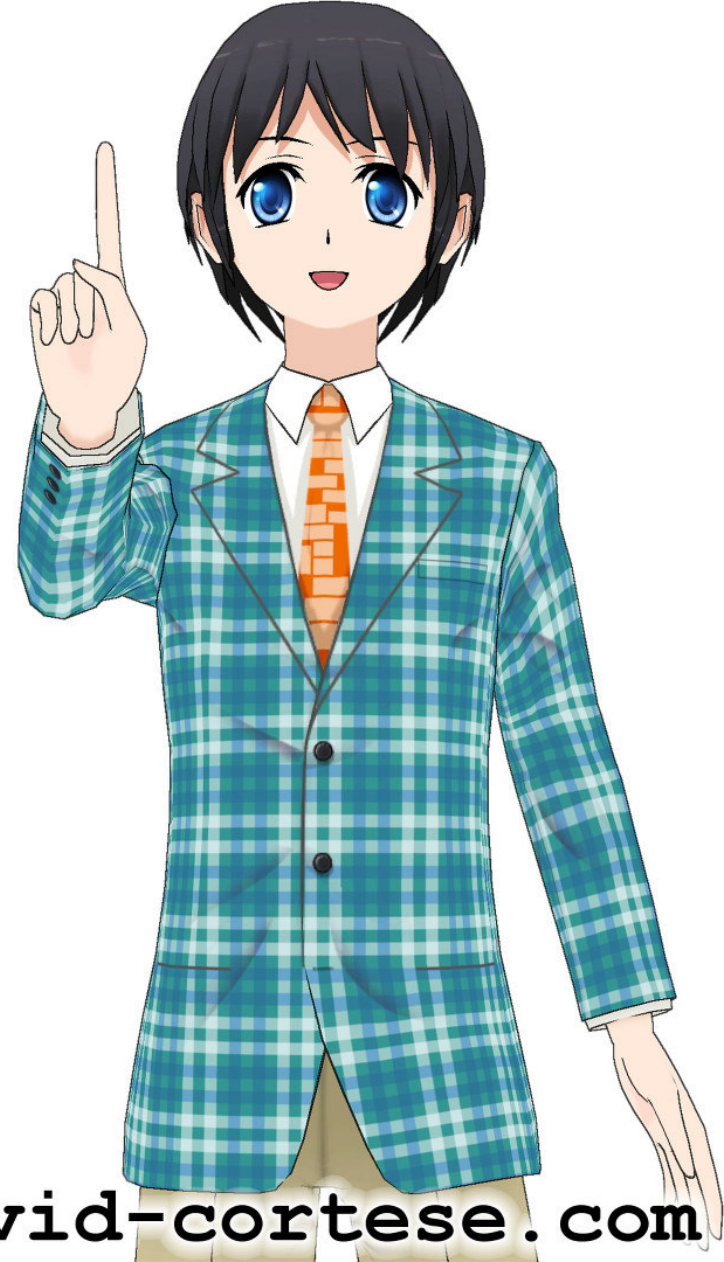


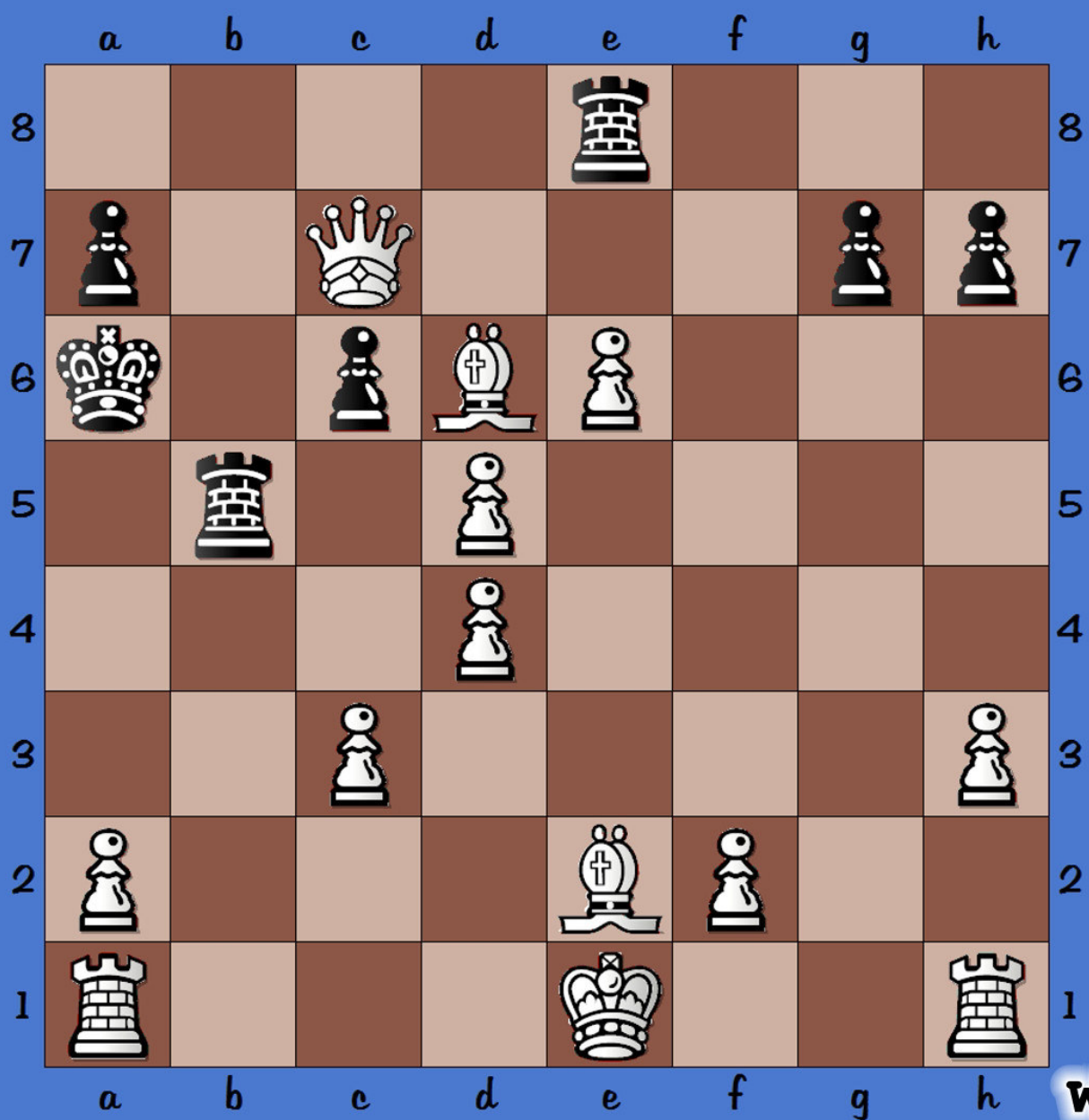
White
mates
in one
move





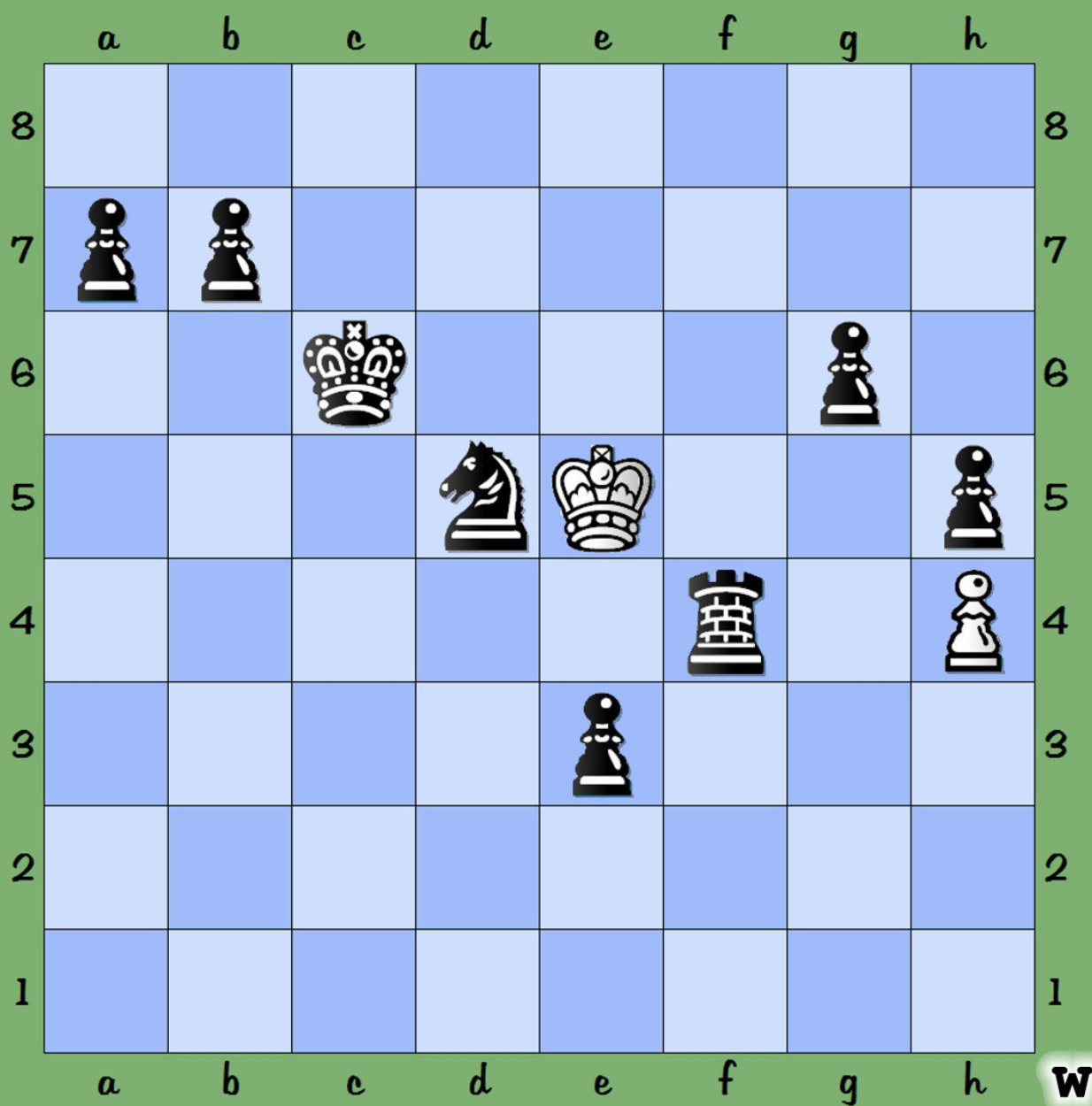
Black
mates
in one
move





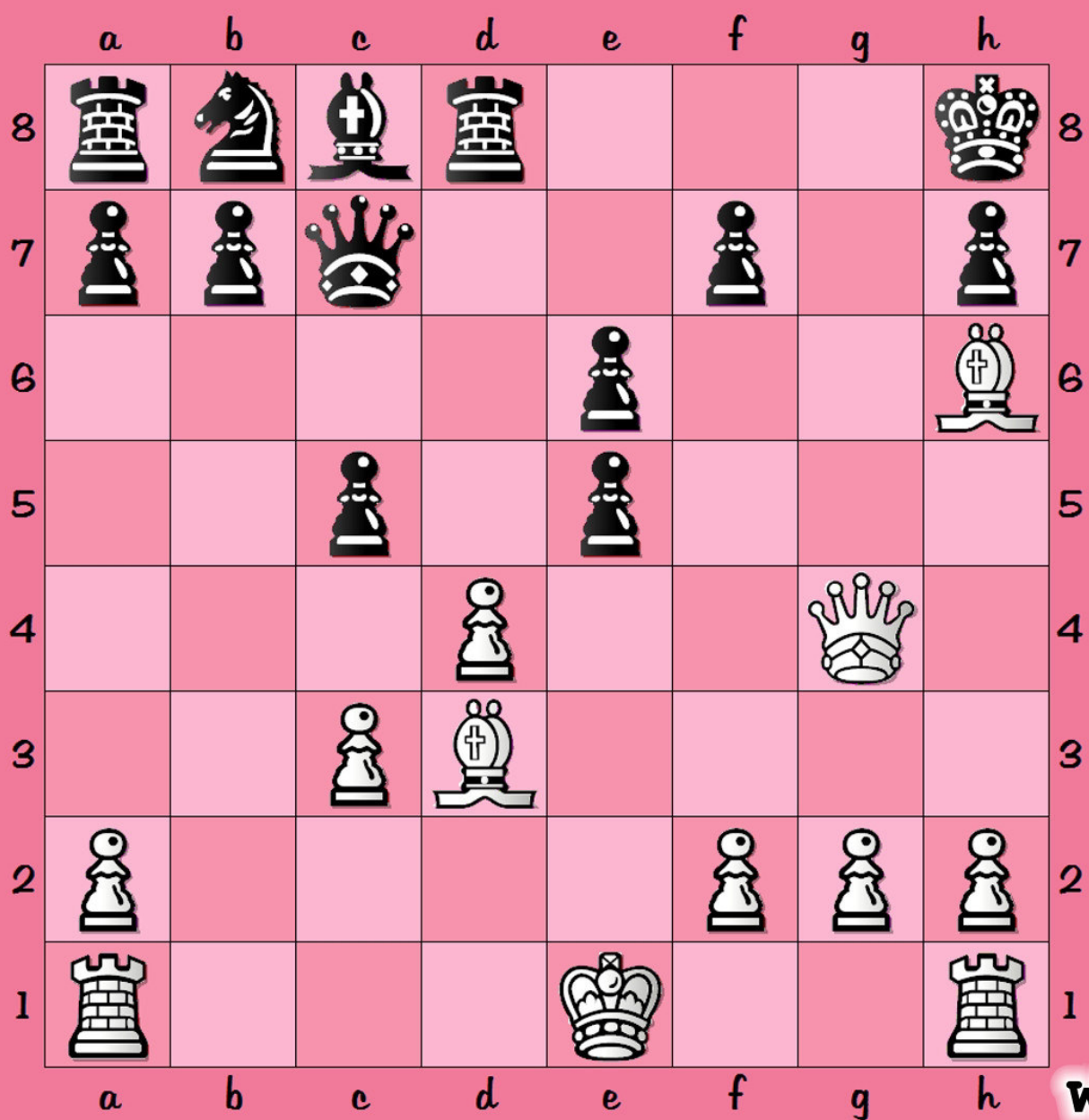
White
mates
in two
moves





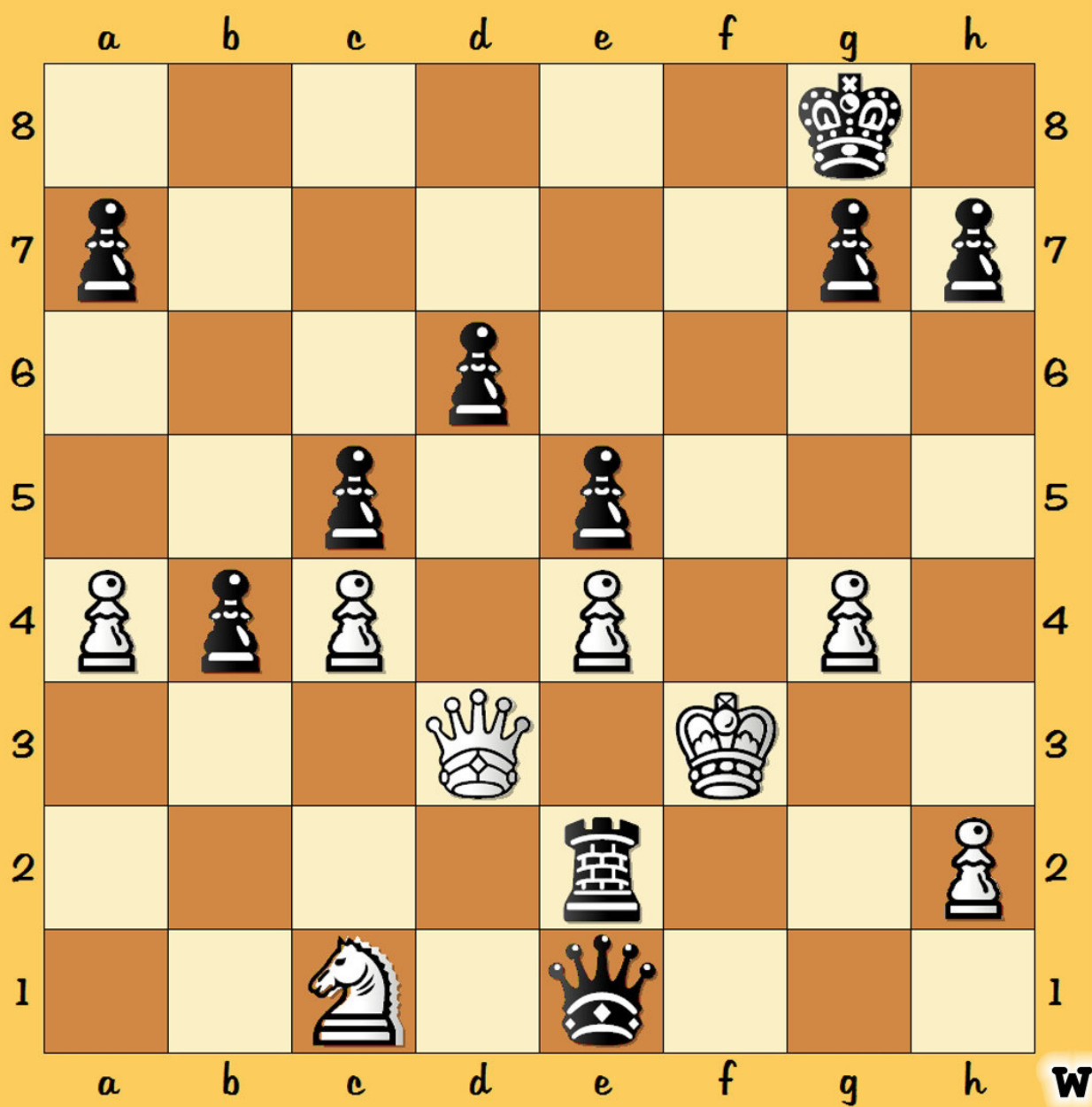
Black
mates
in two
moves





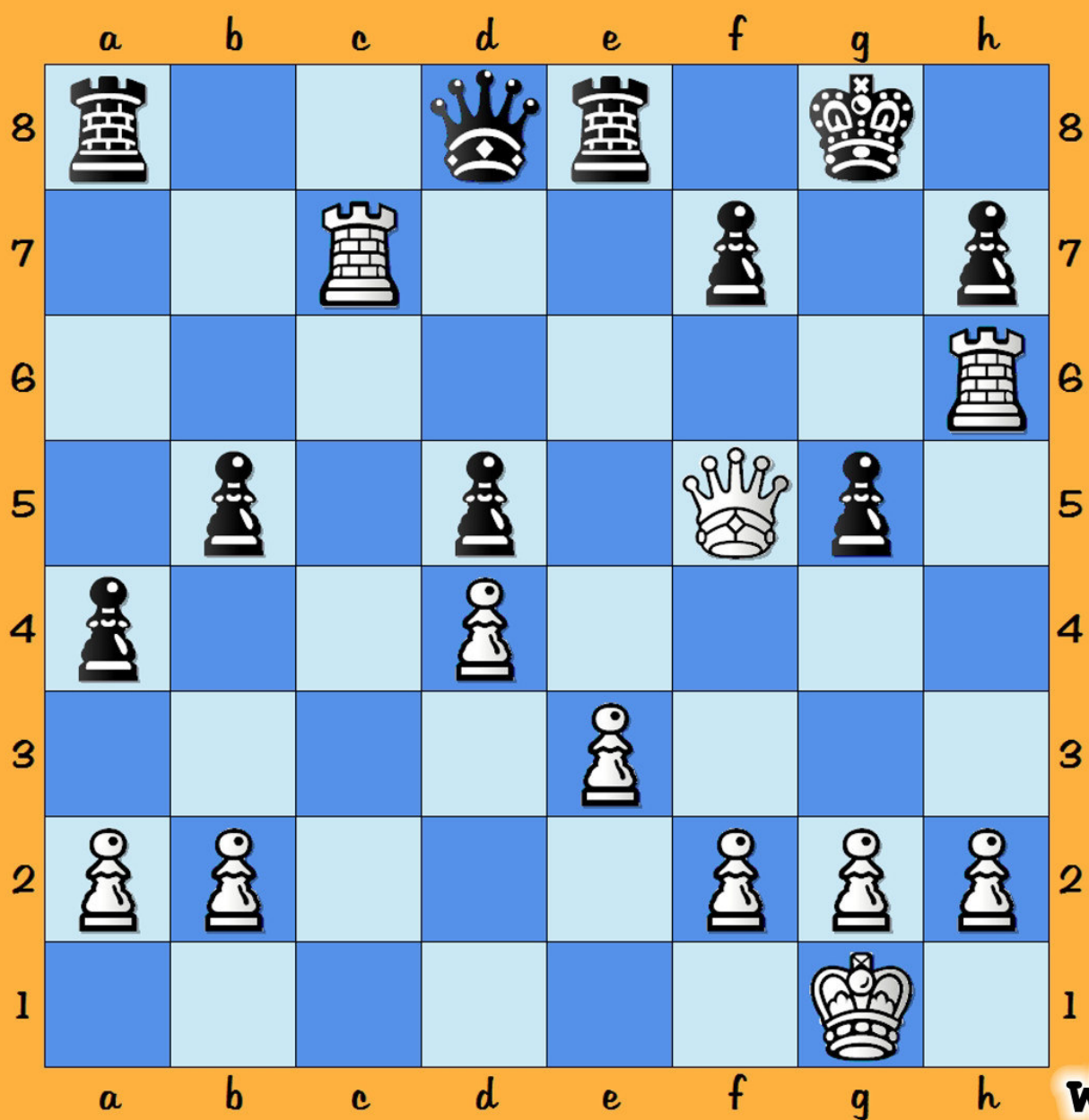
White
mates
in one
move





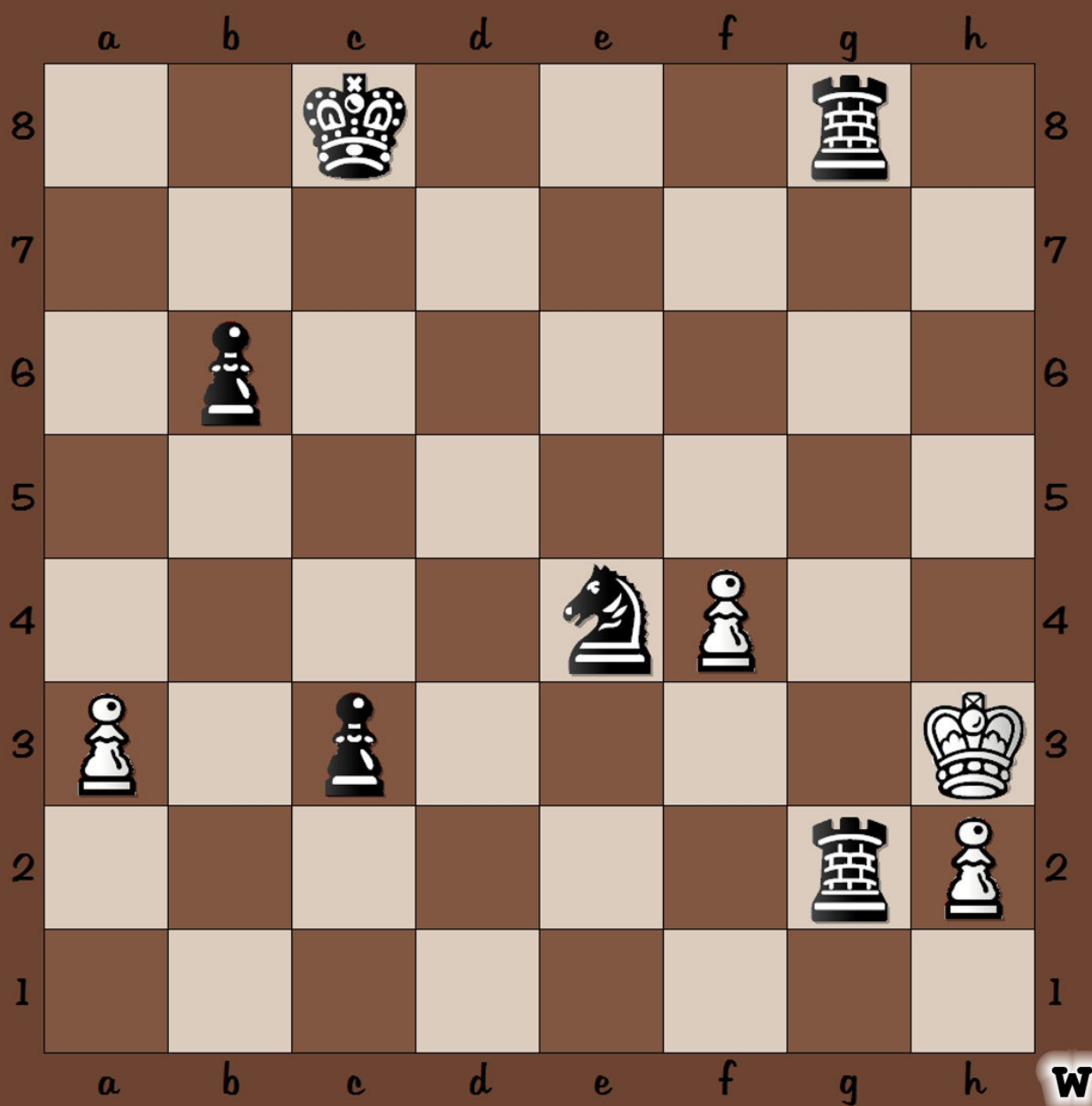
Black
mates
in one
move





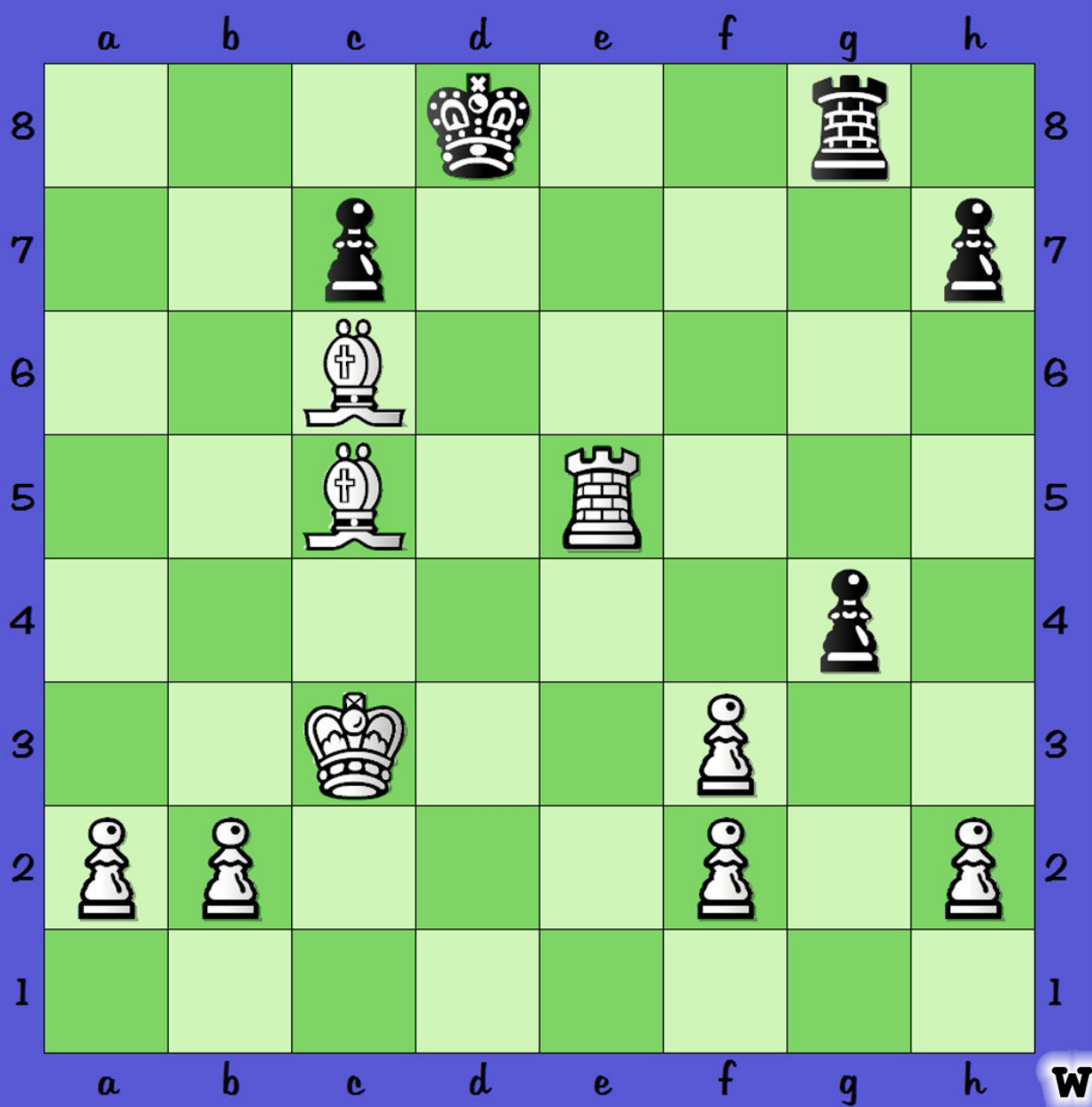
White
mates
in two
moves



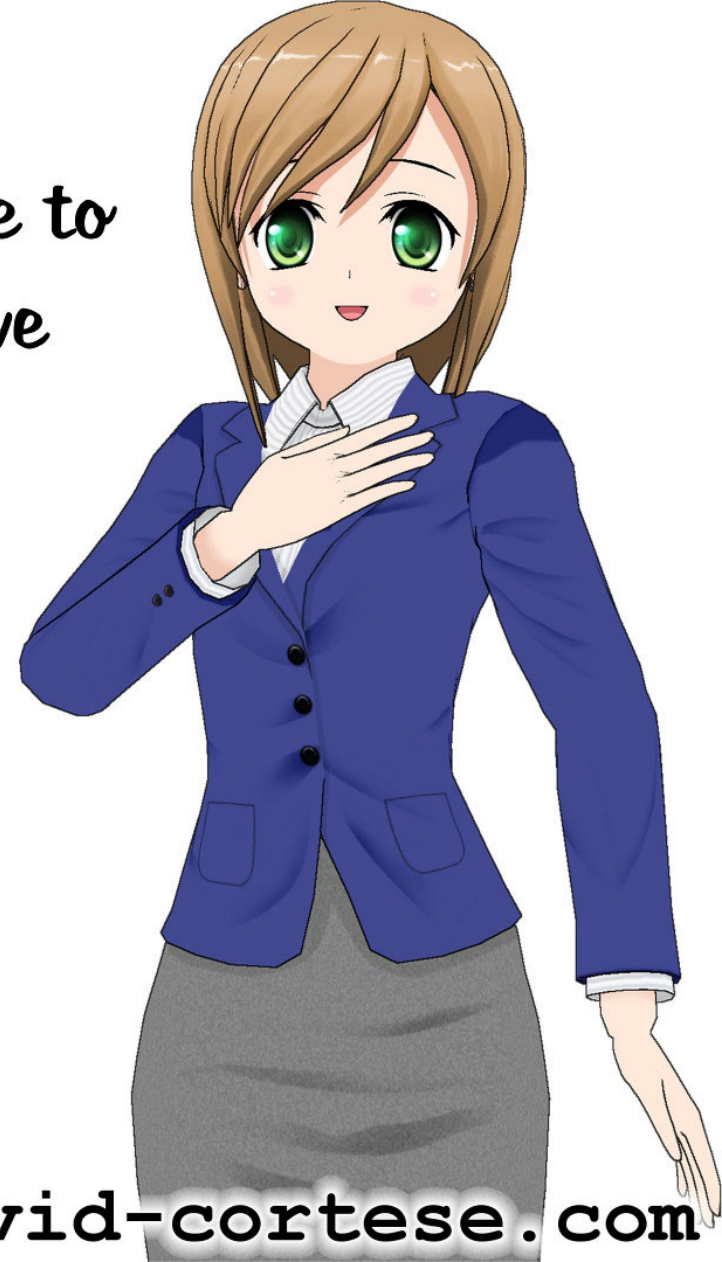


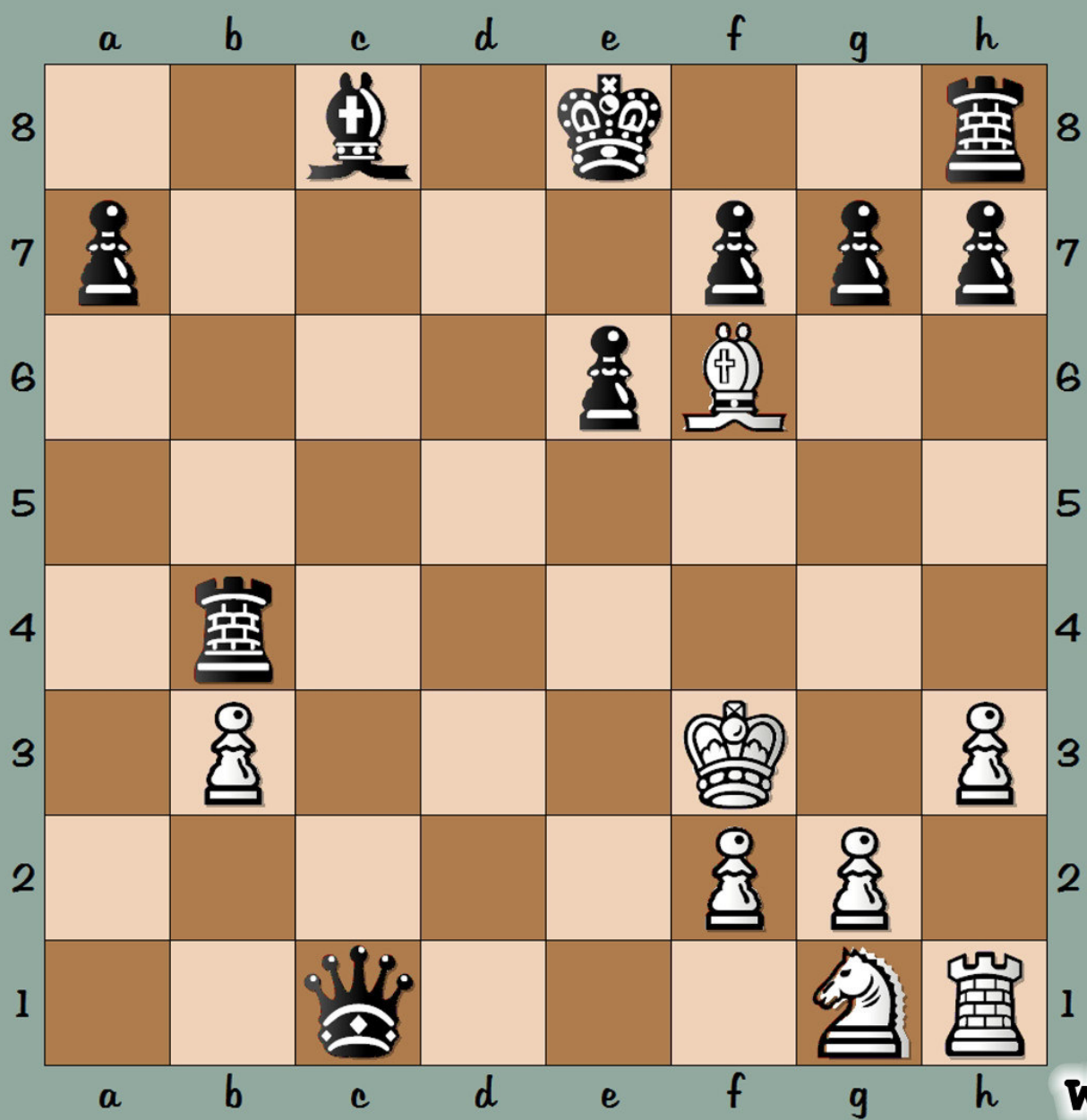
Black
mates
in two
moves





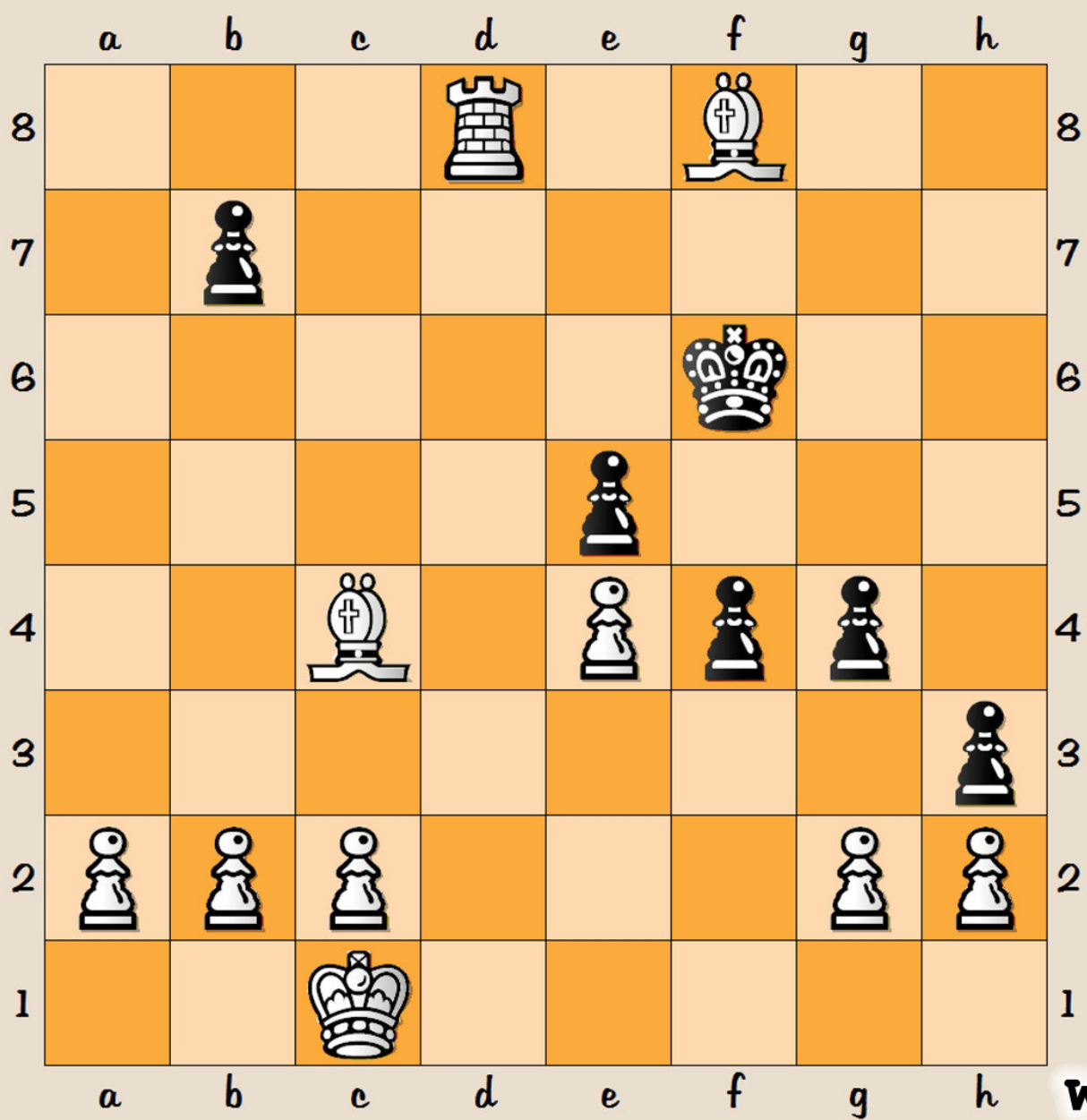
White to
move



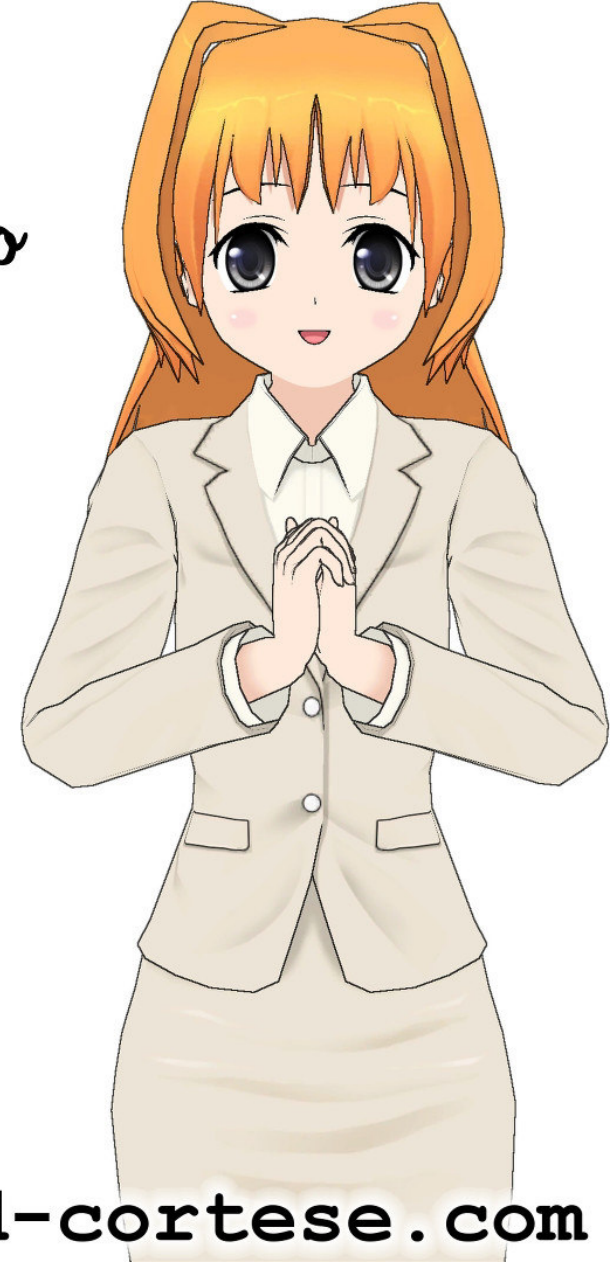


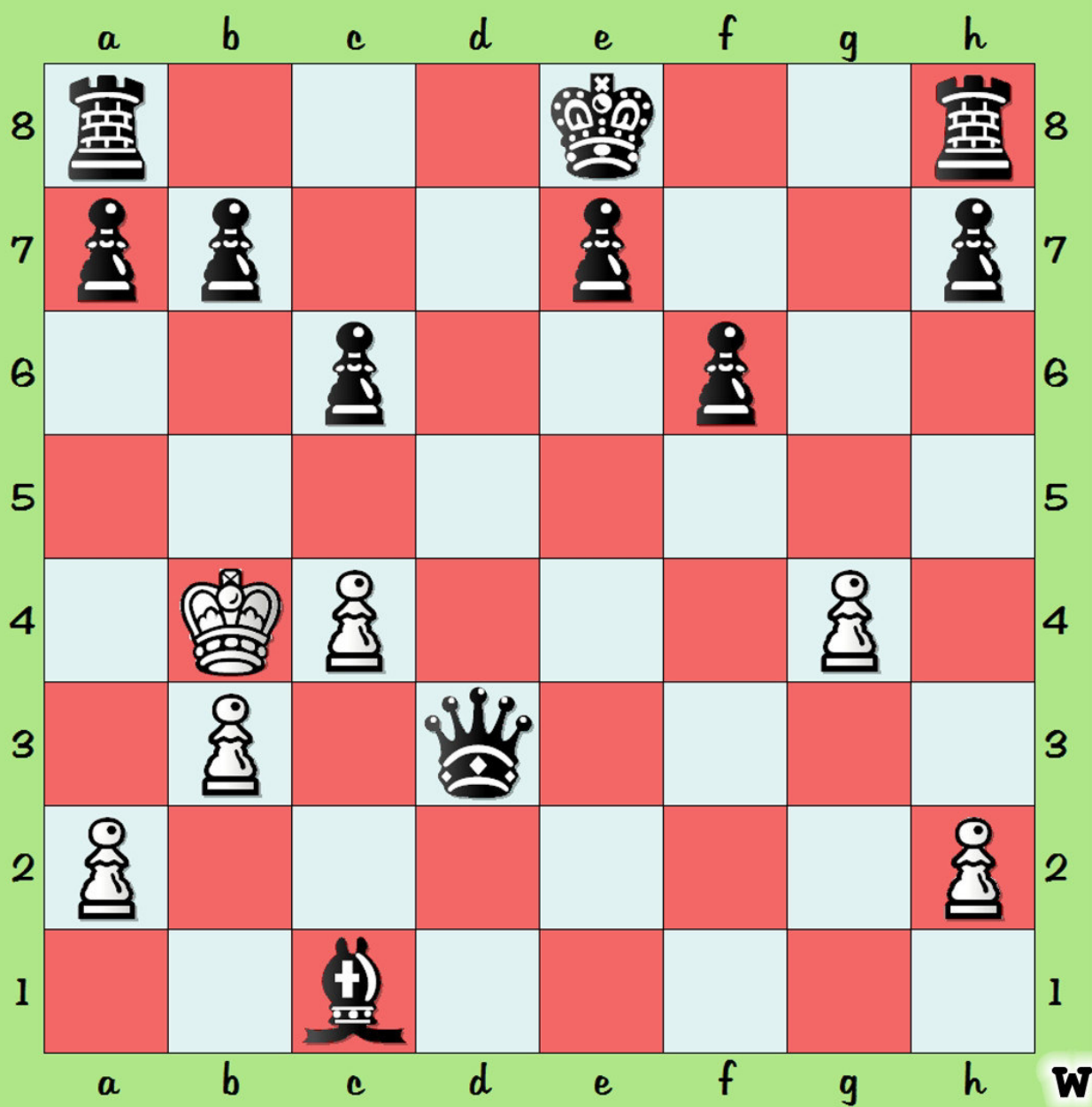
Black to
move





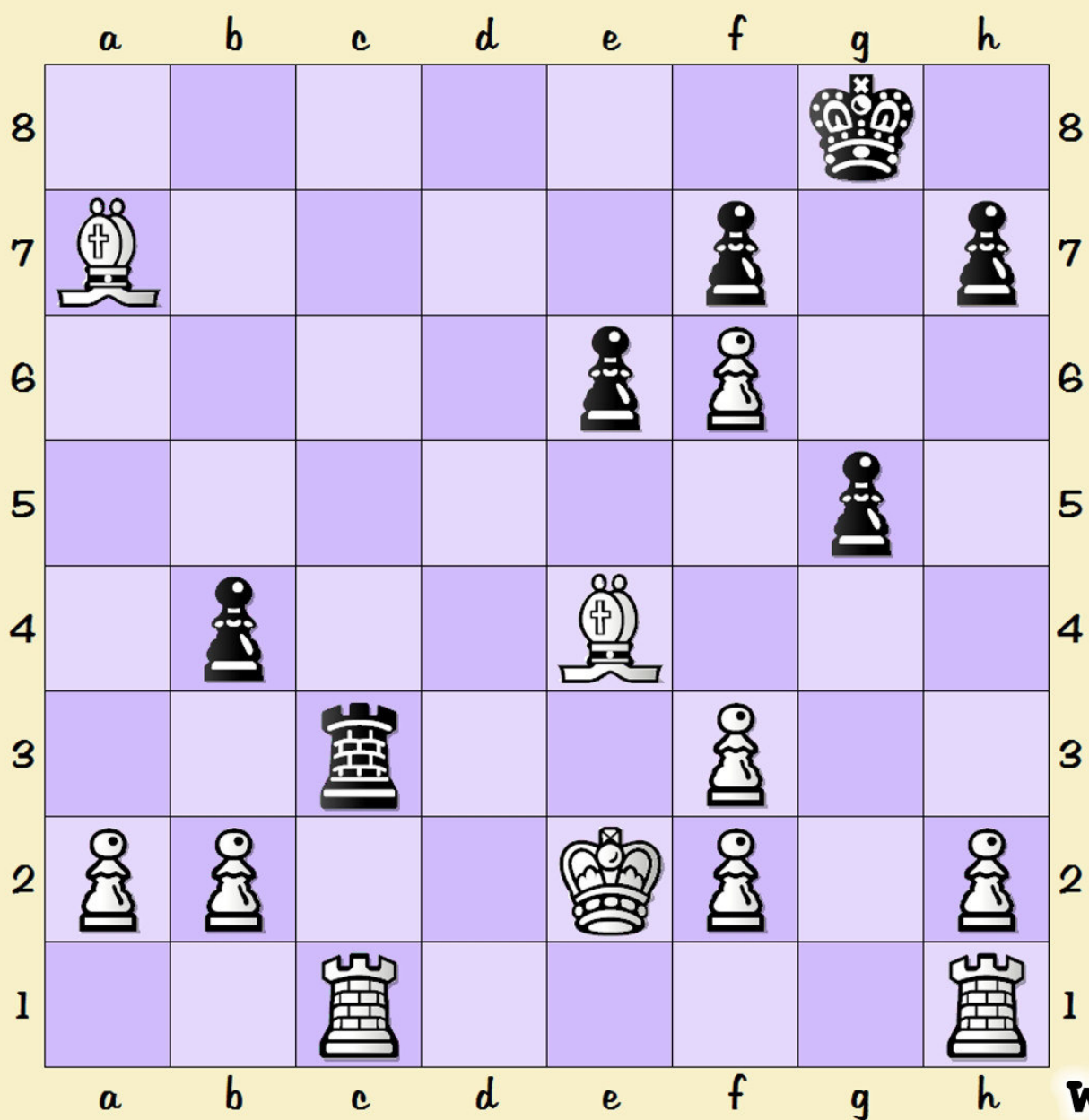
White to
move



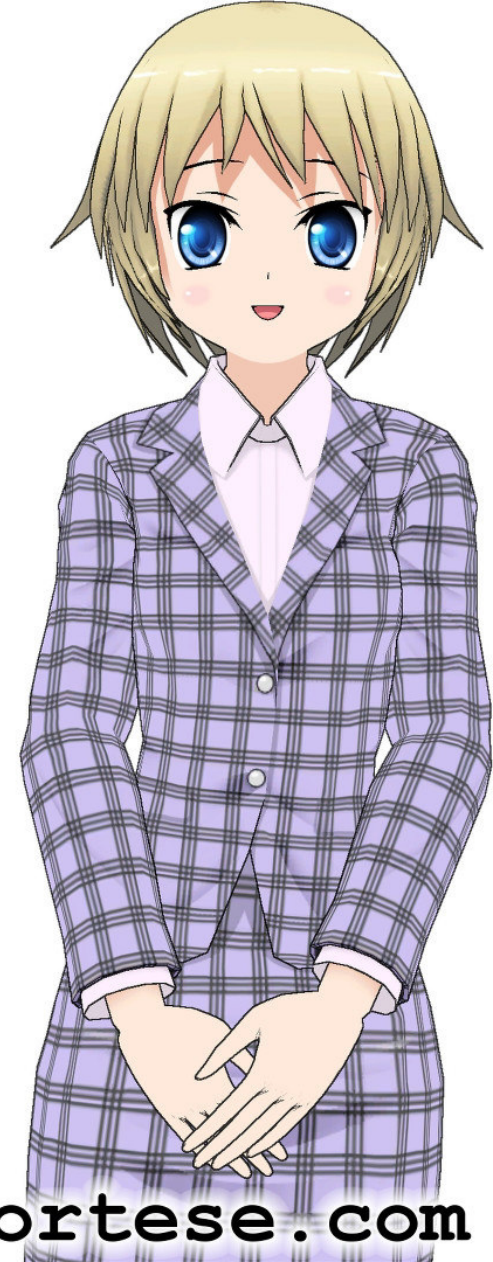


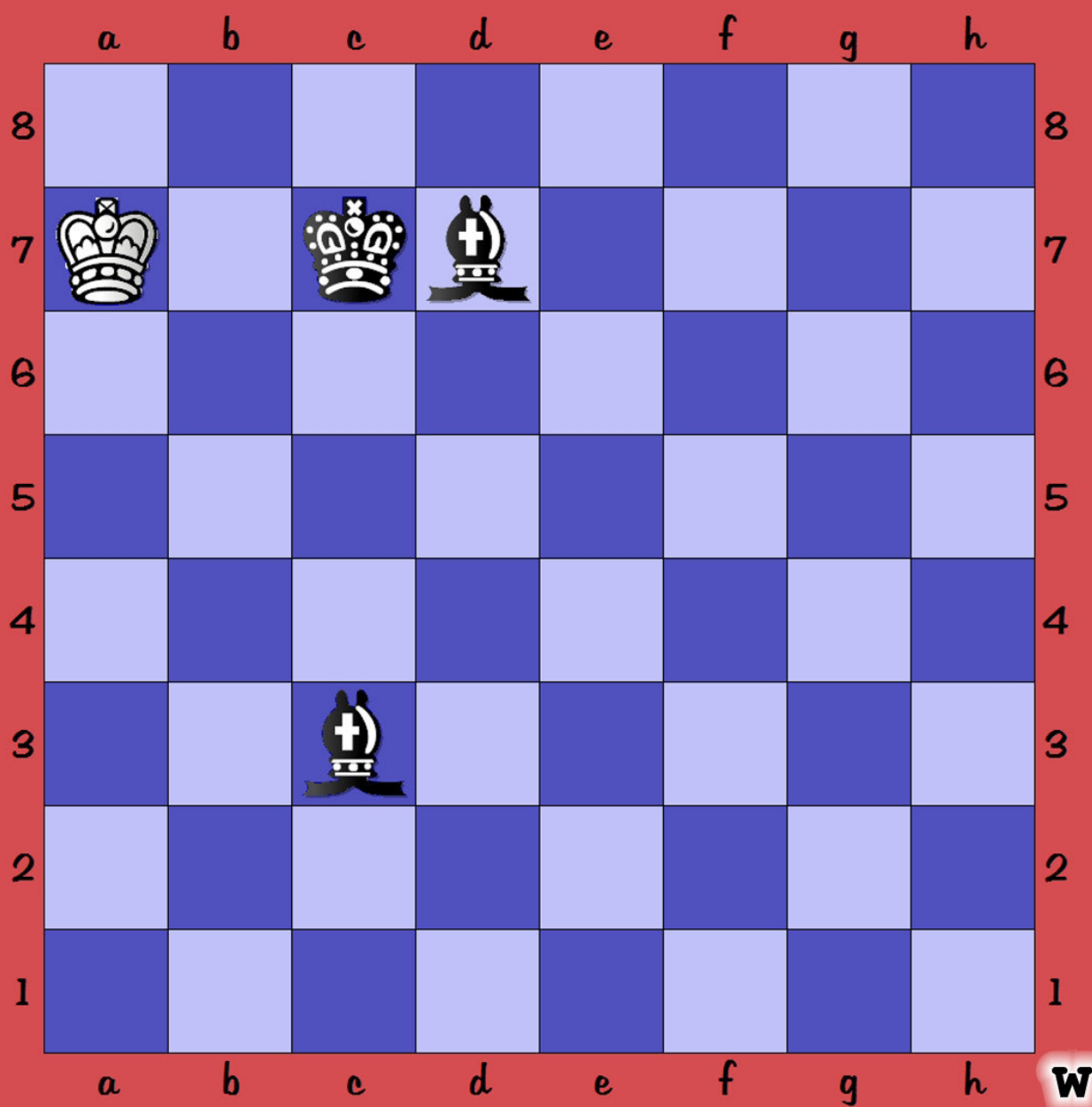
Black to
move





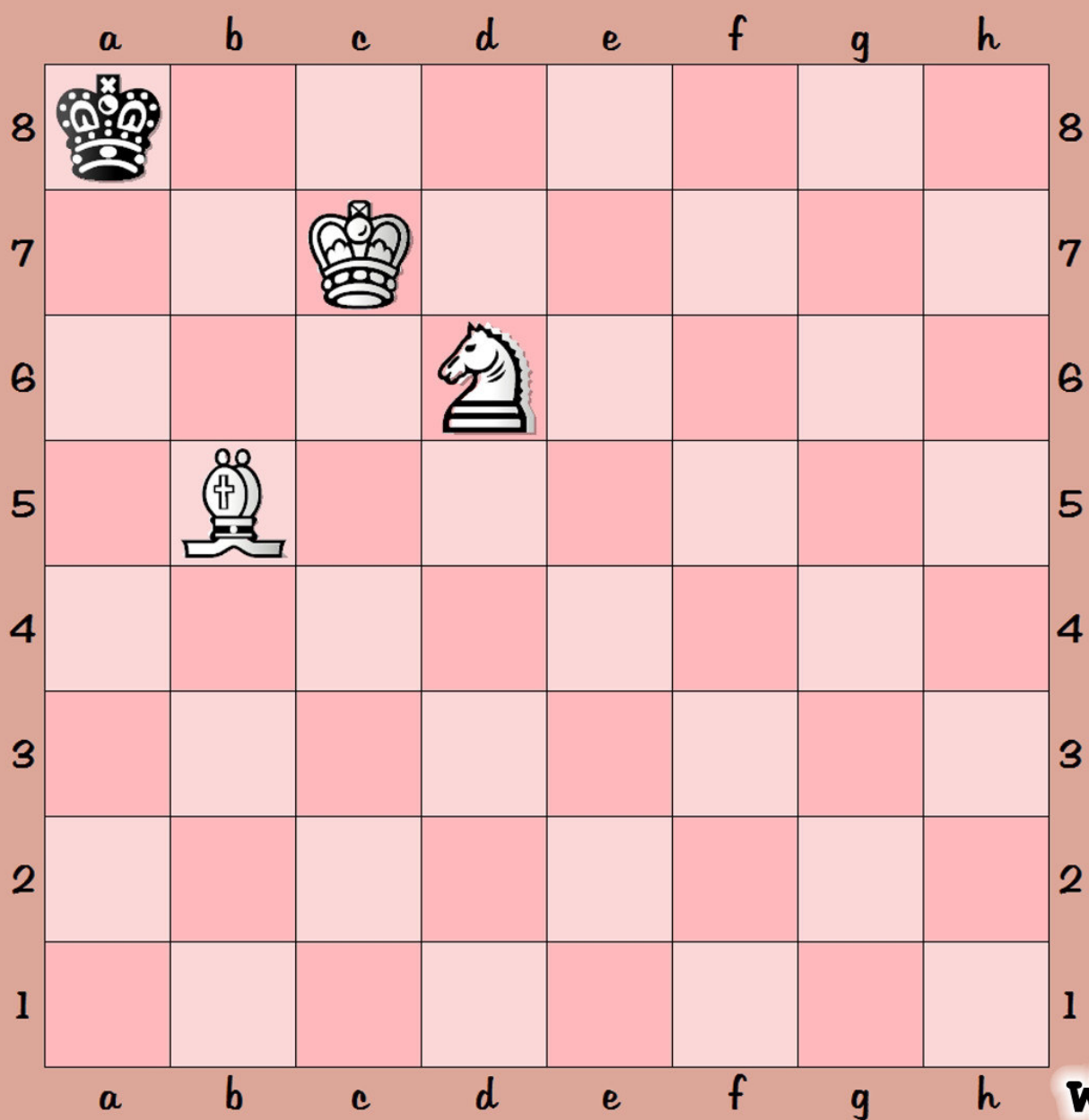
White to
move





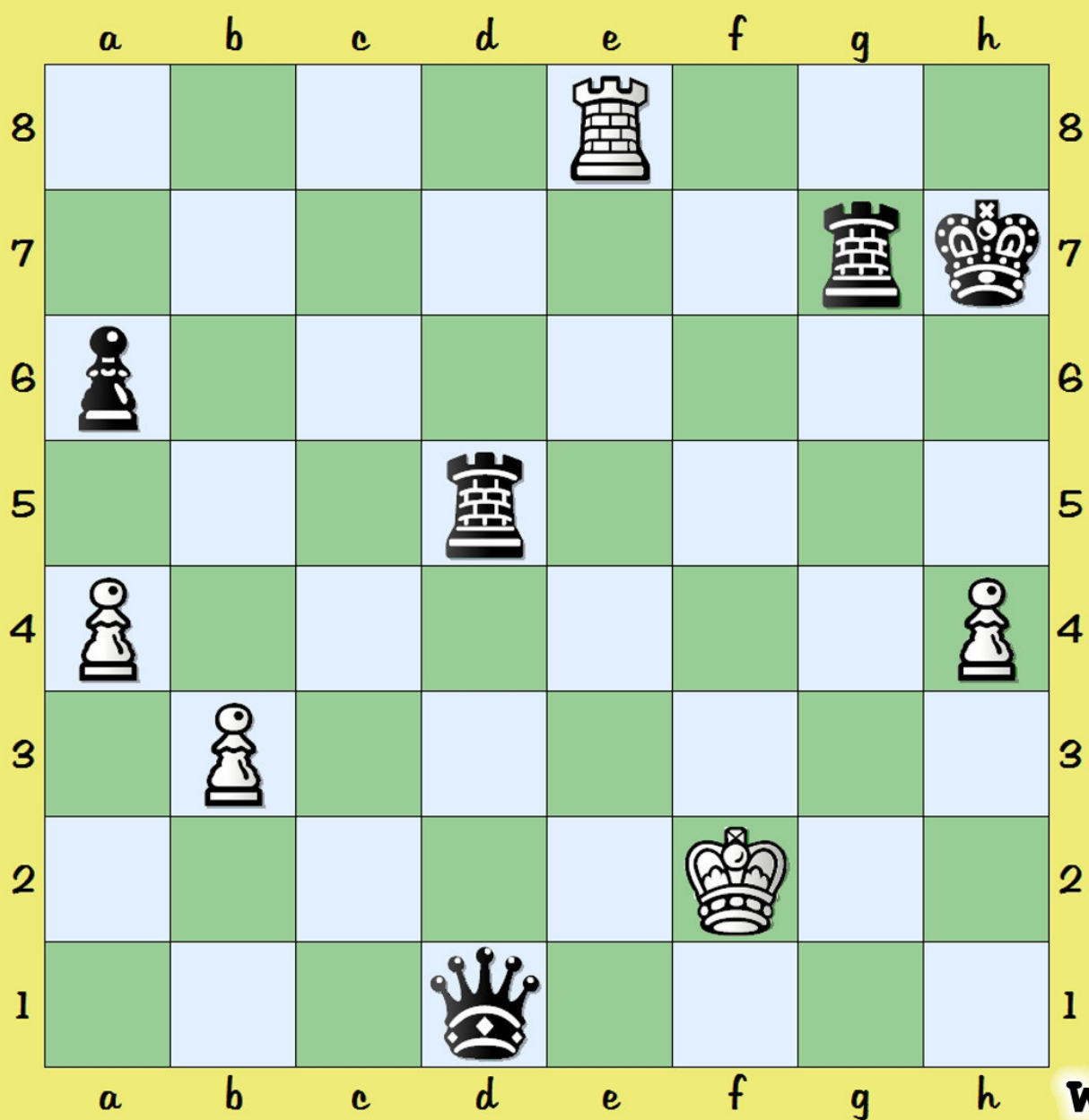
Black to
move





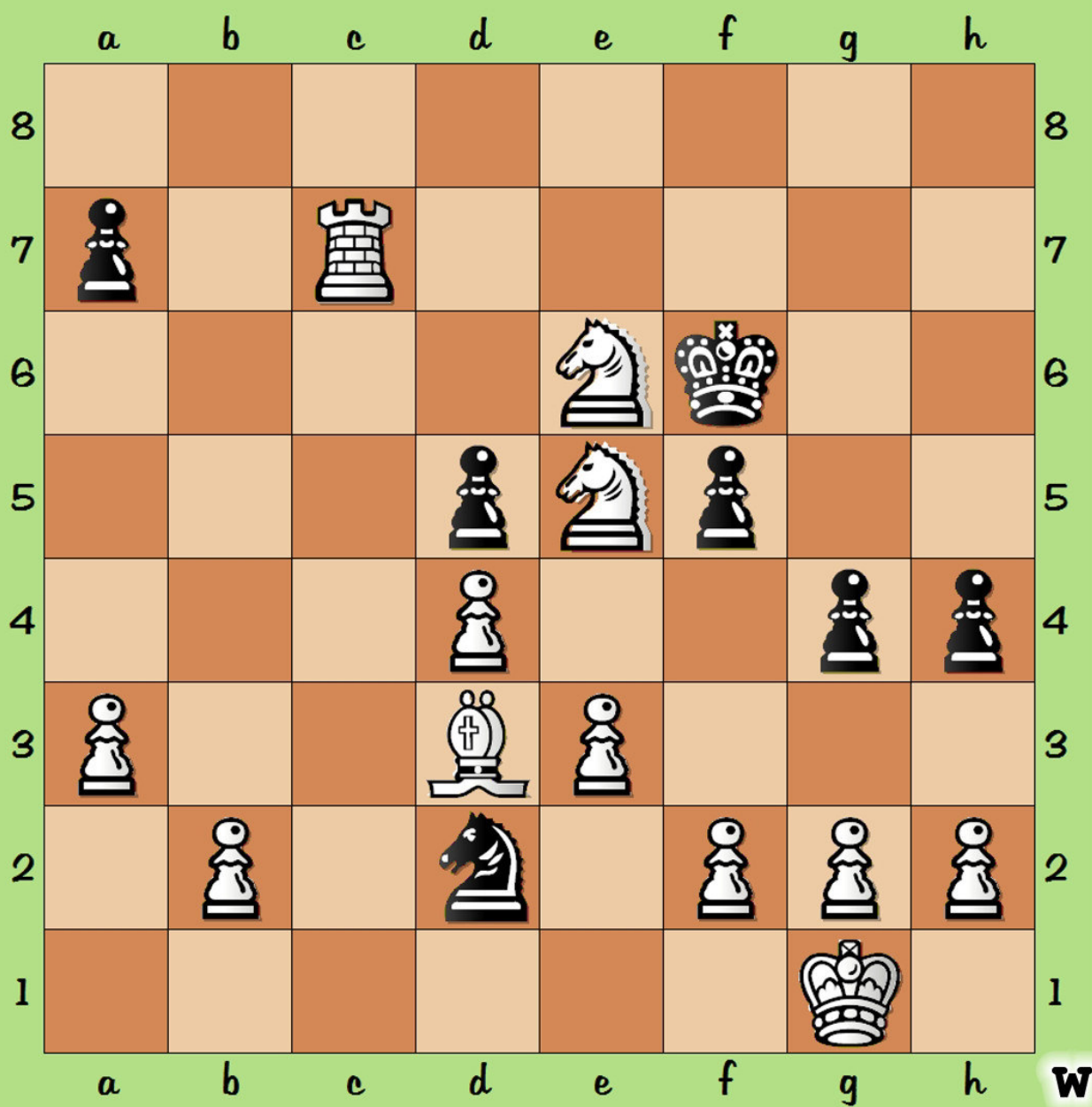
White to
move



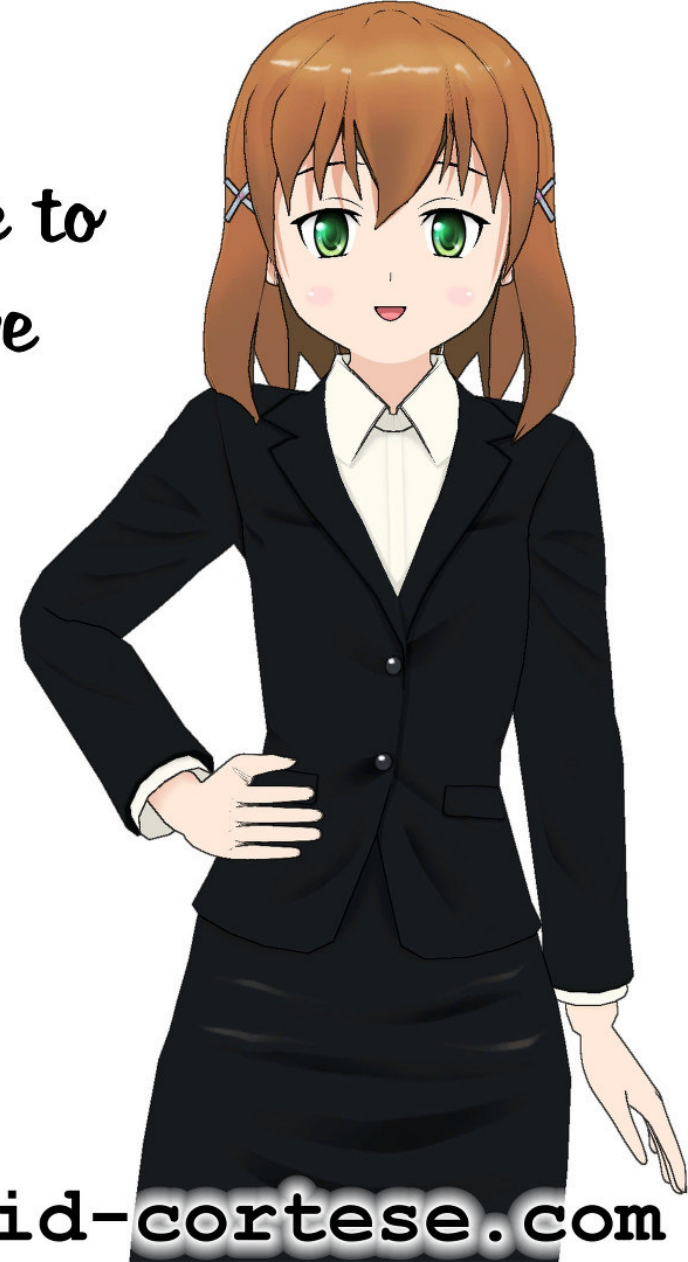


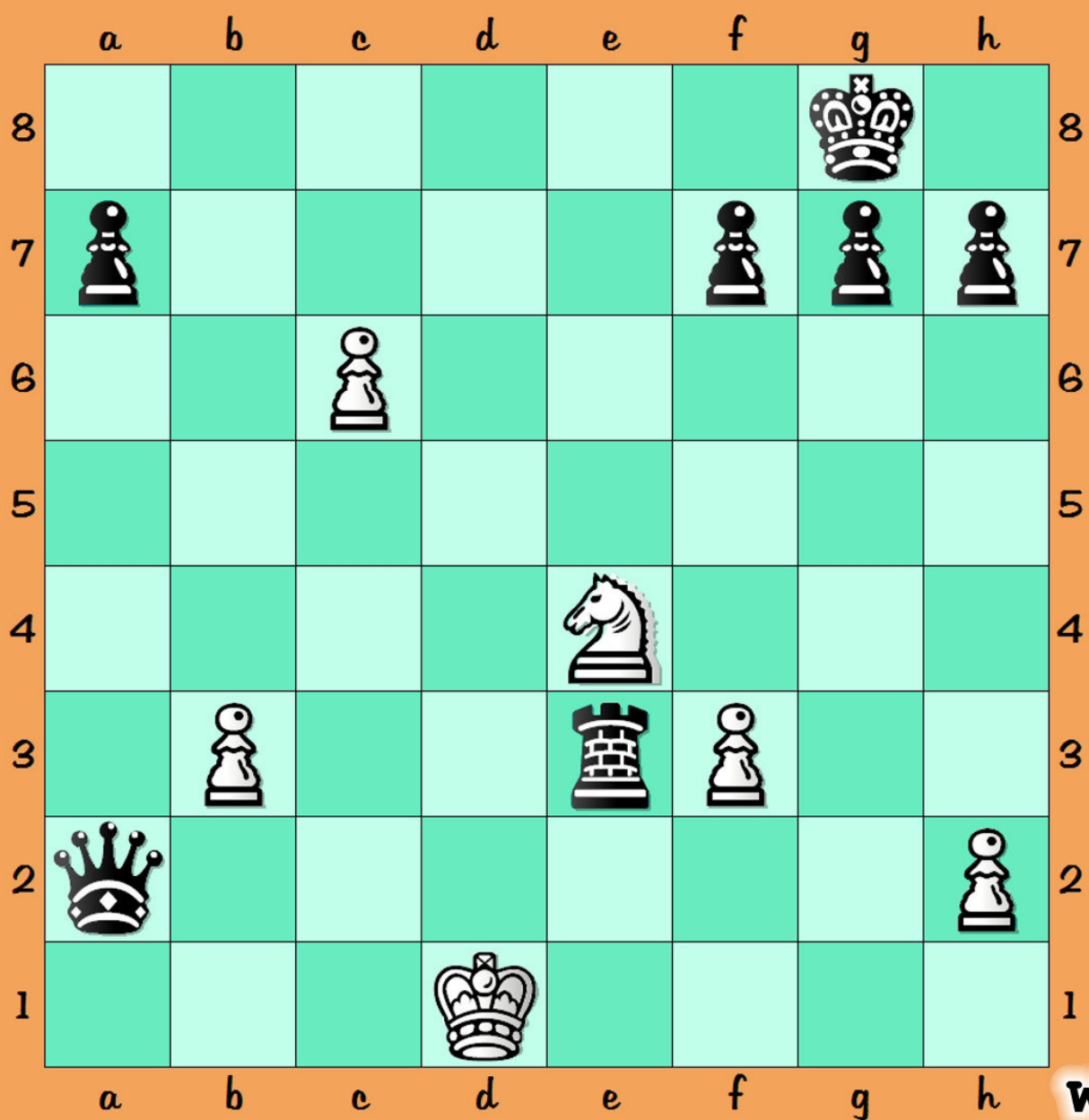
Black to
move





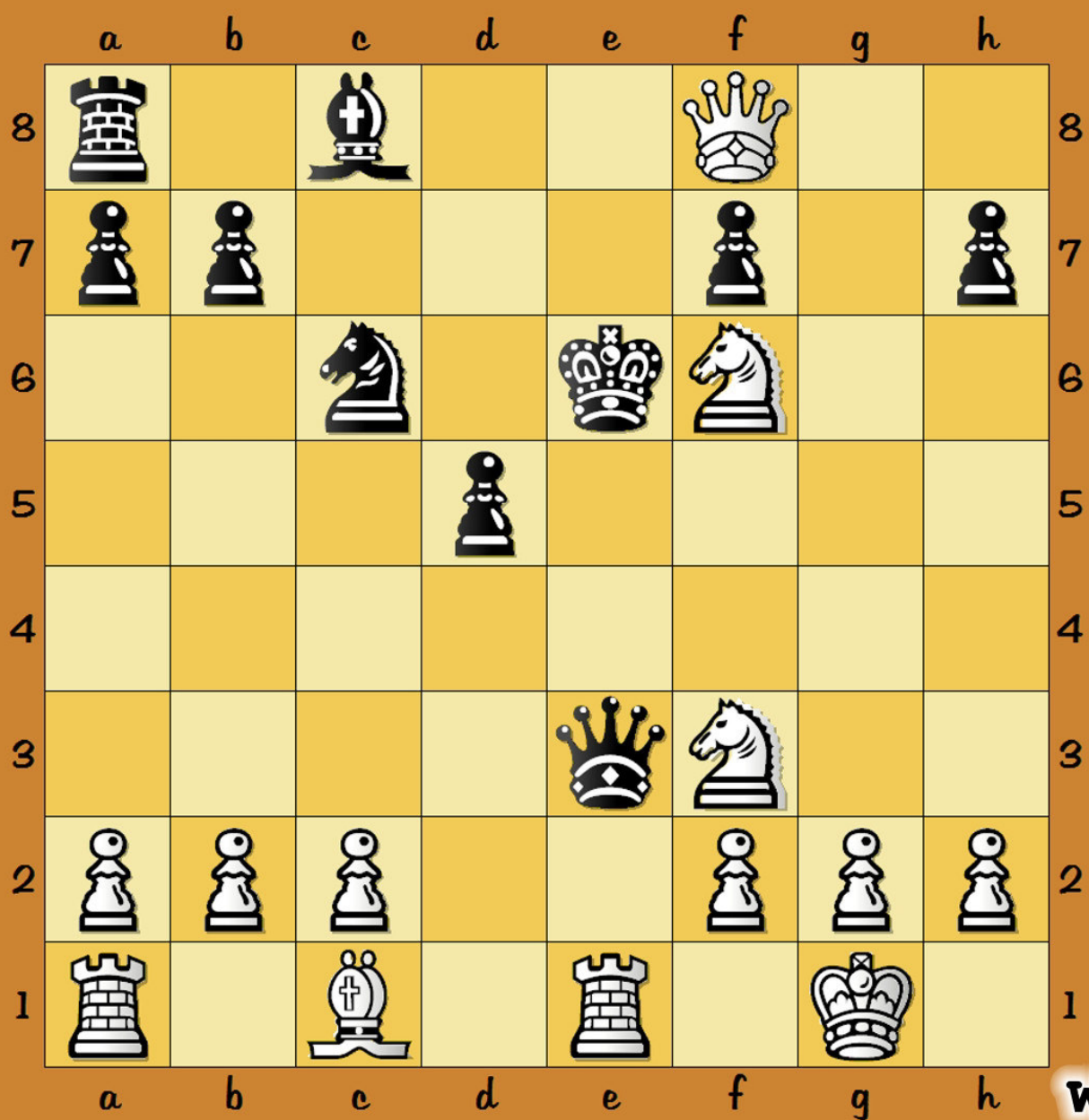
White to
move



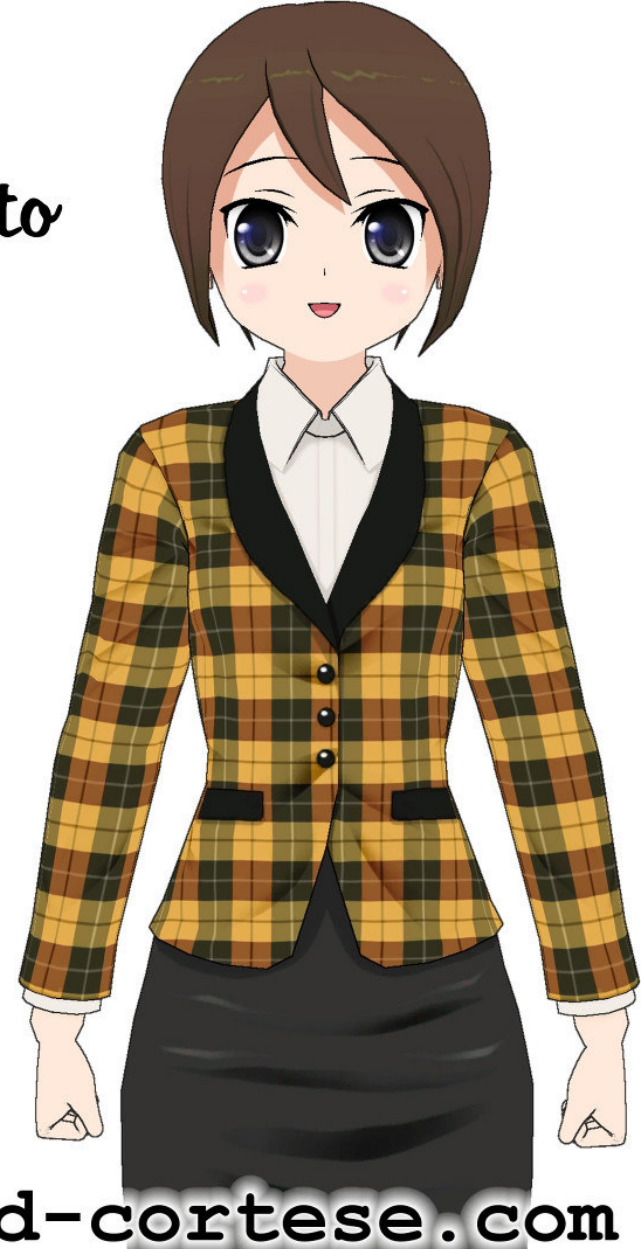


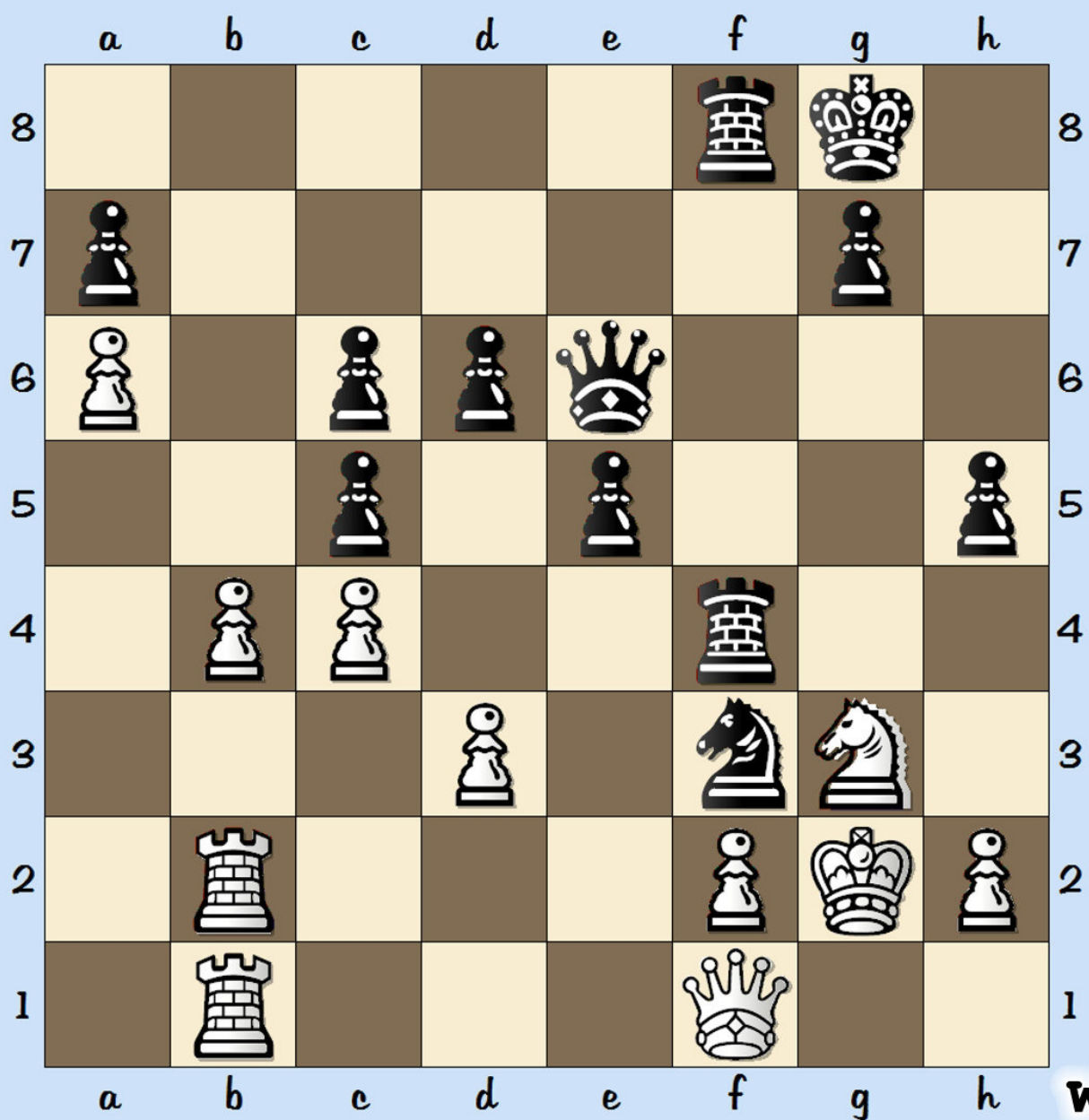
Black to
move





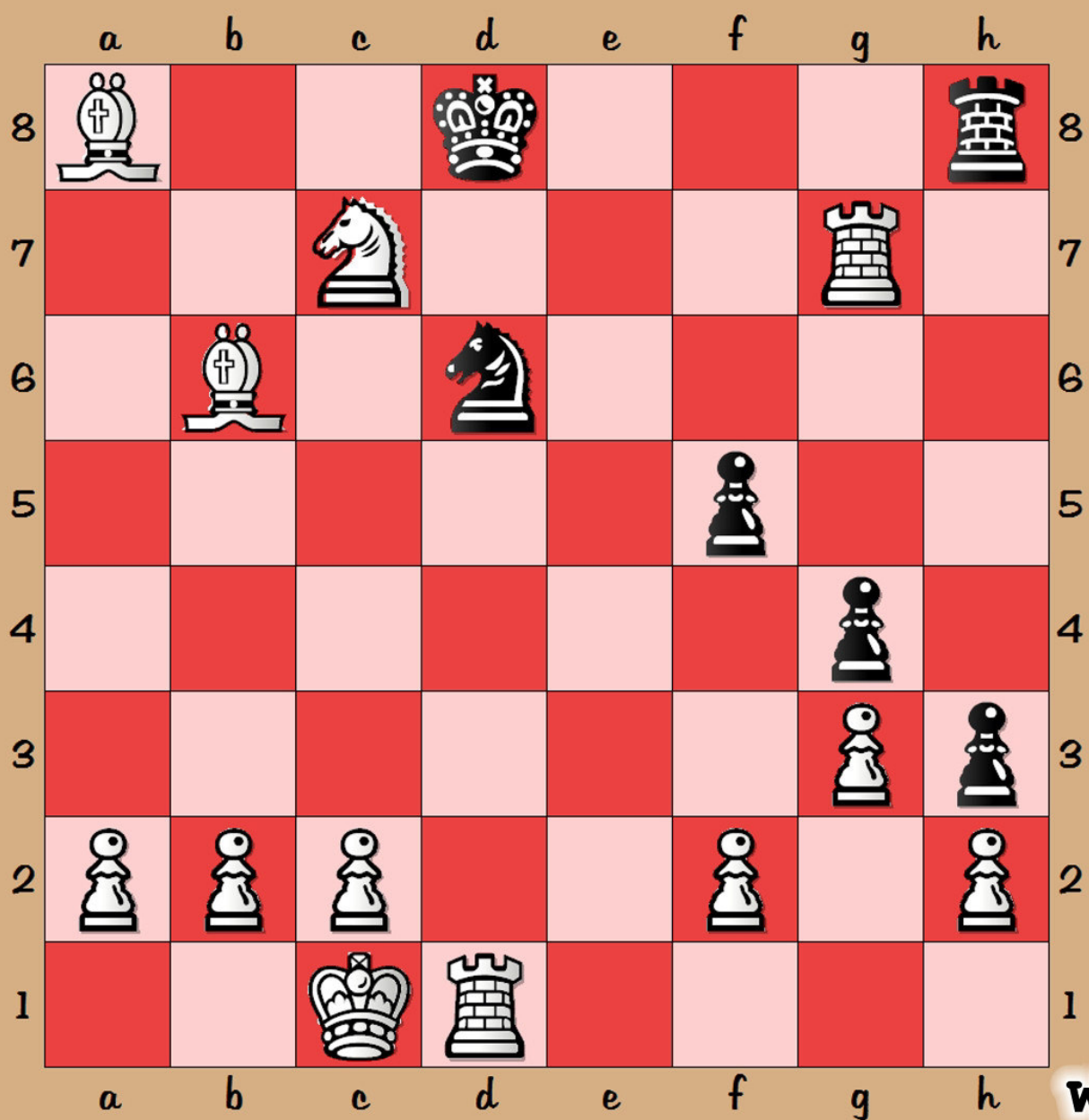
White to
move





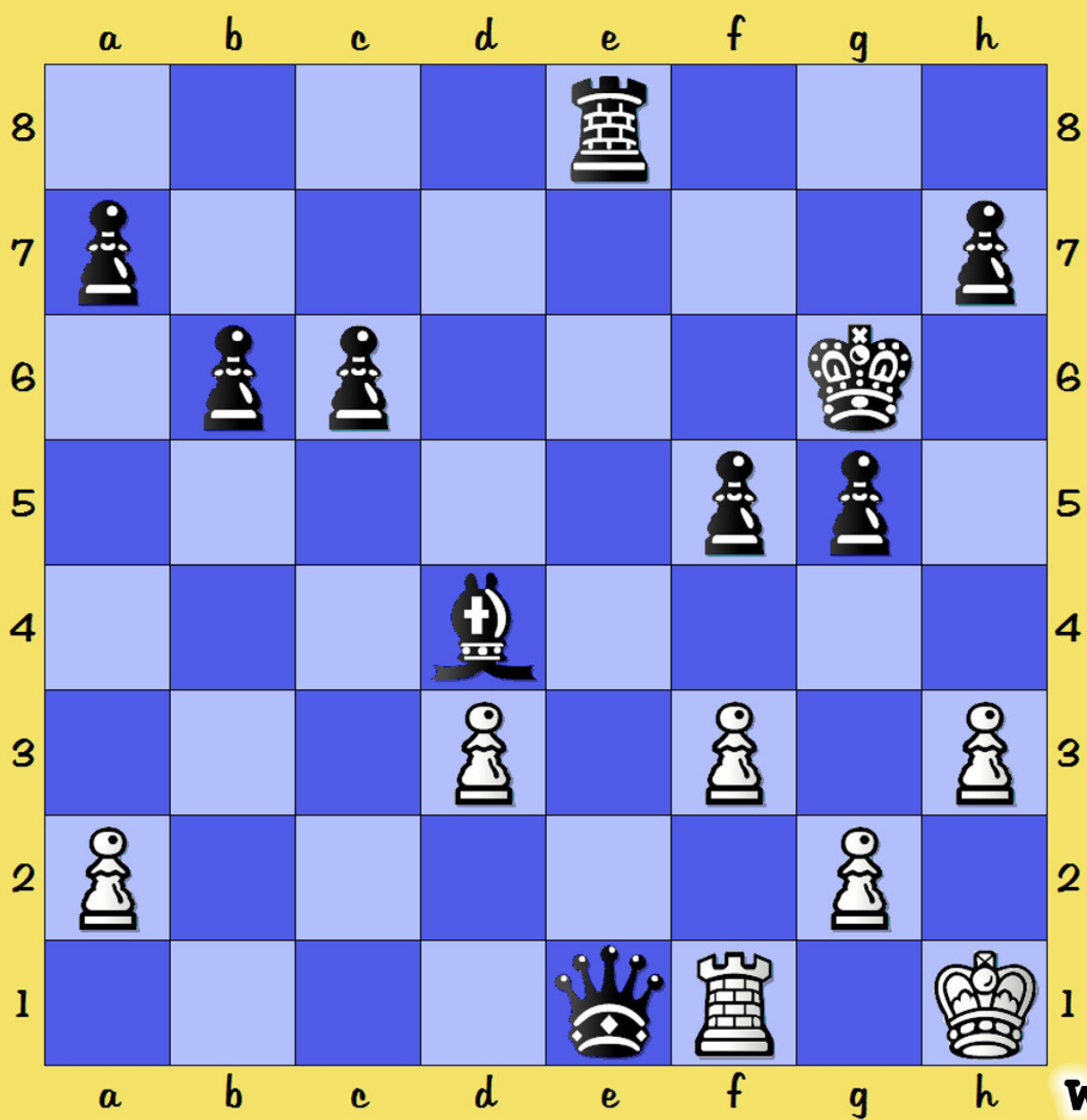
Black to
move





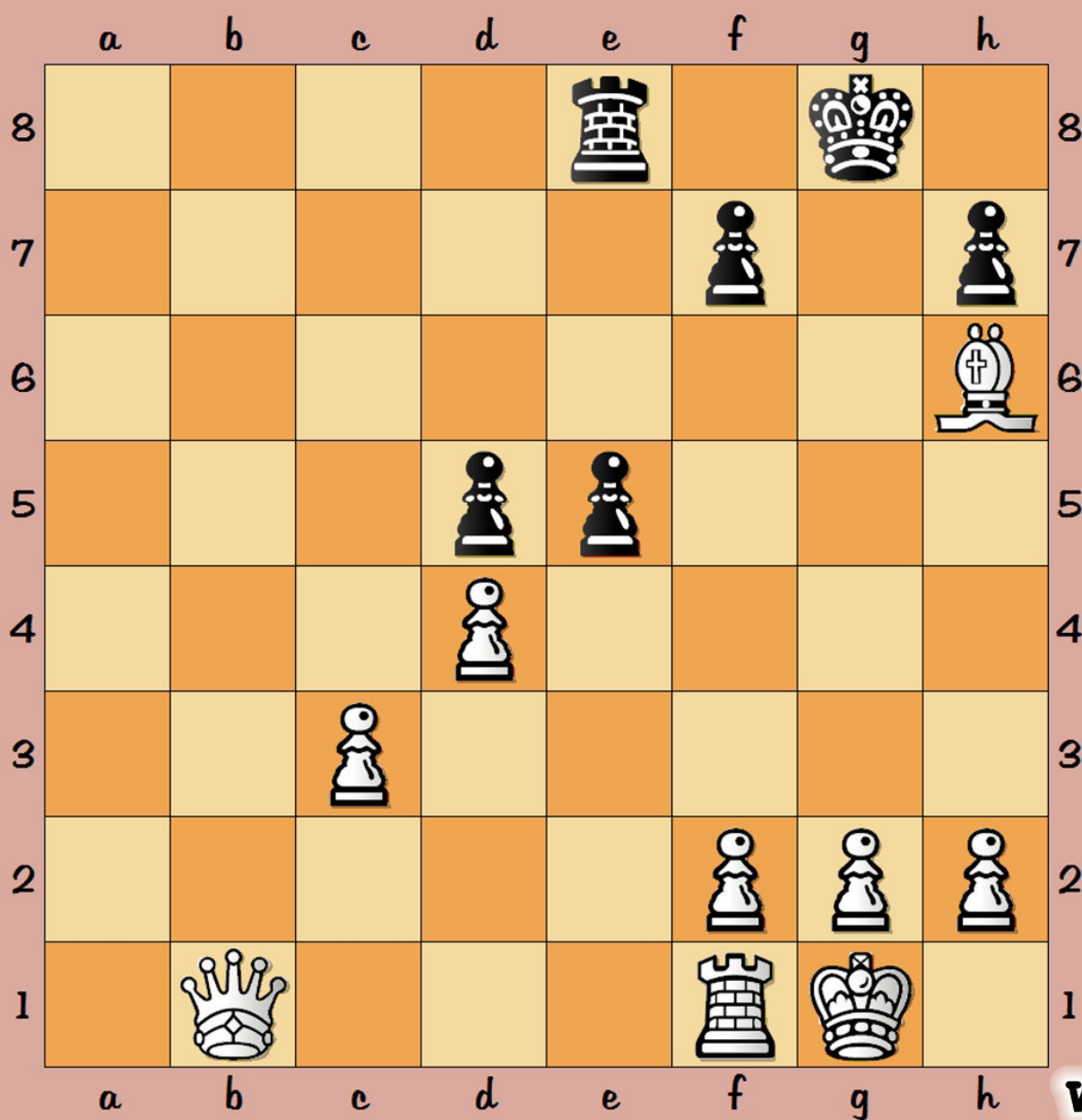
White to
move





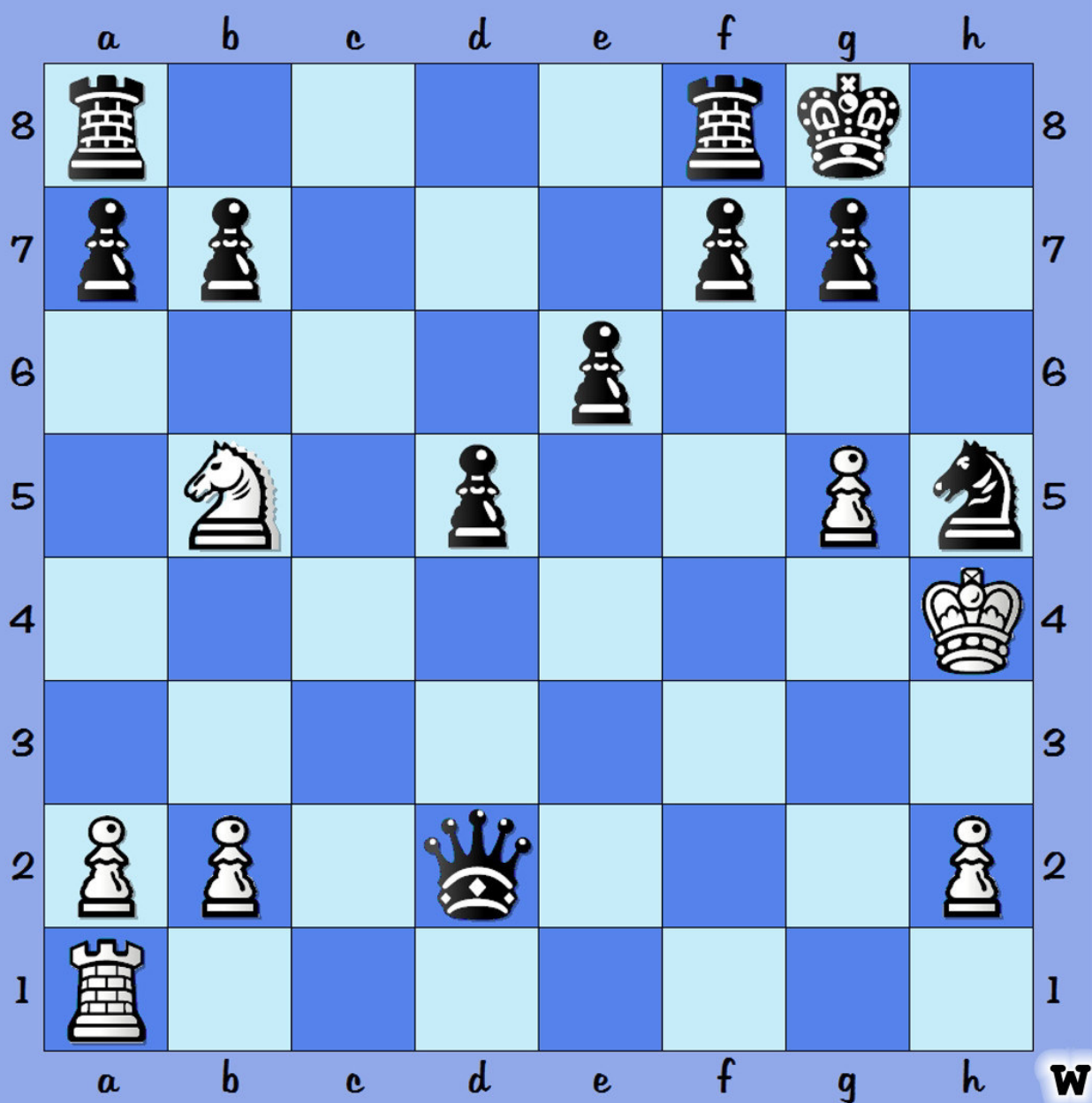
Black to
move





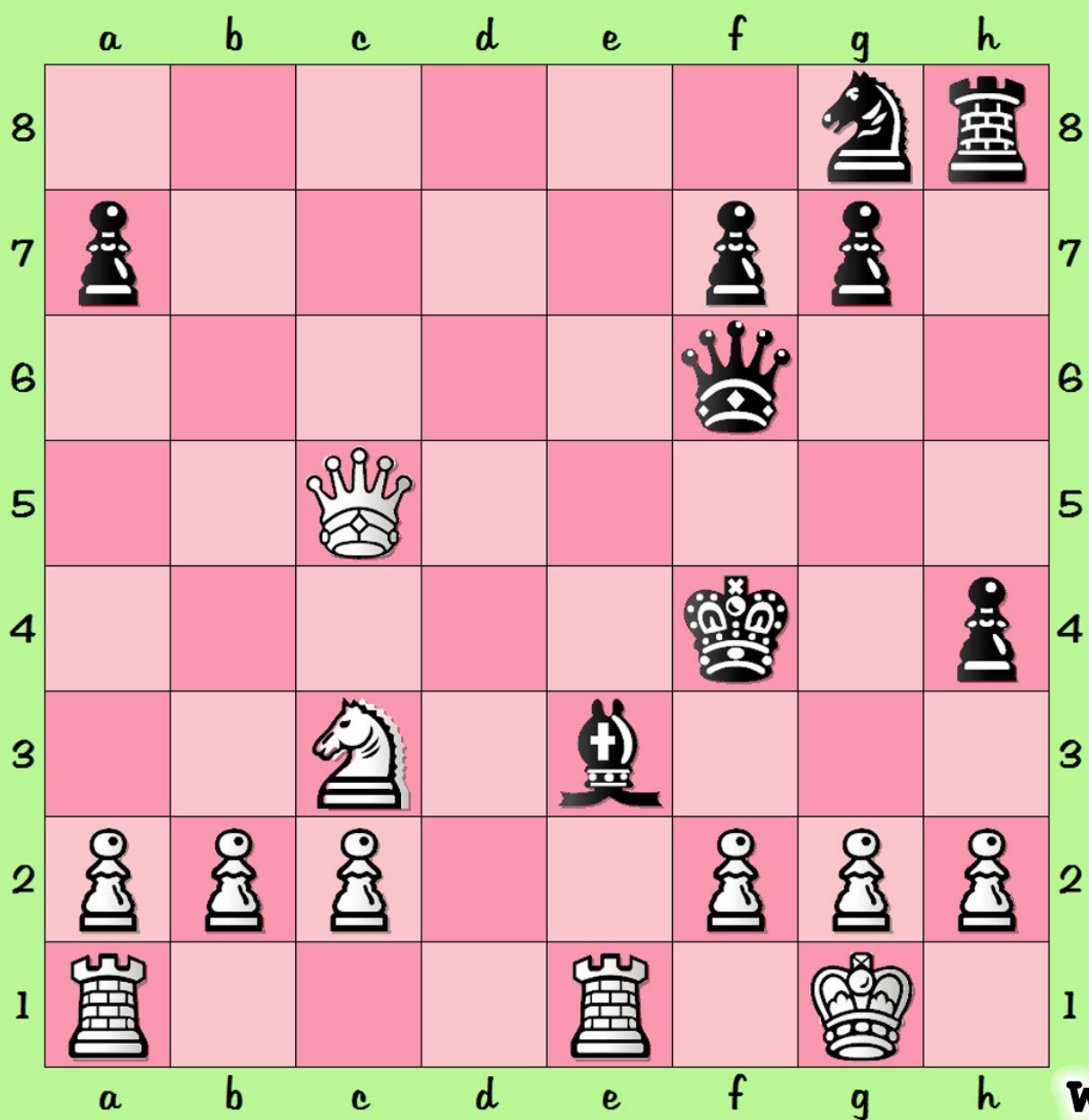
White to
move





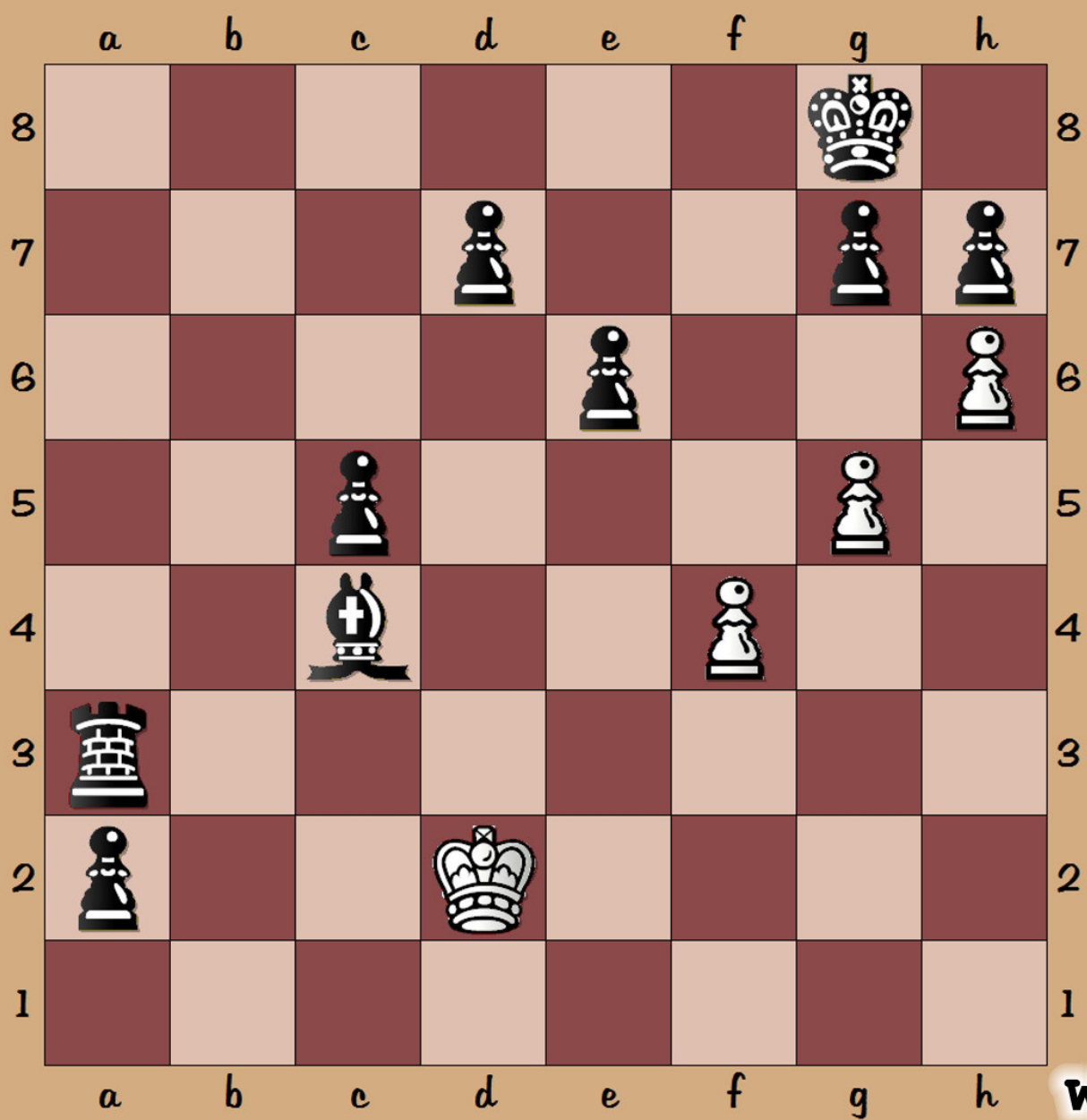
Black to
move





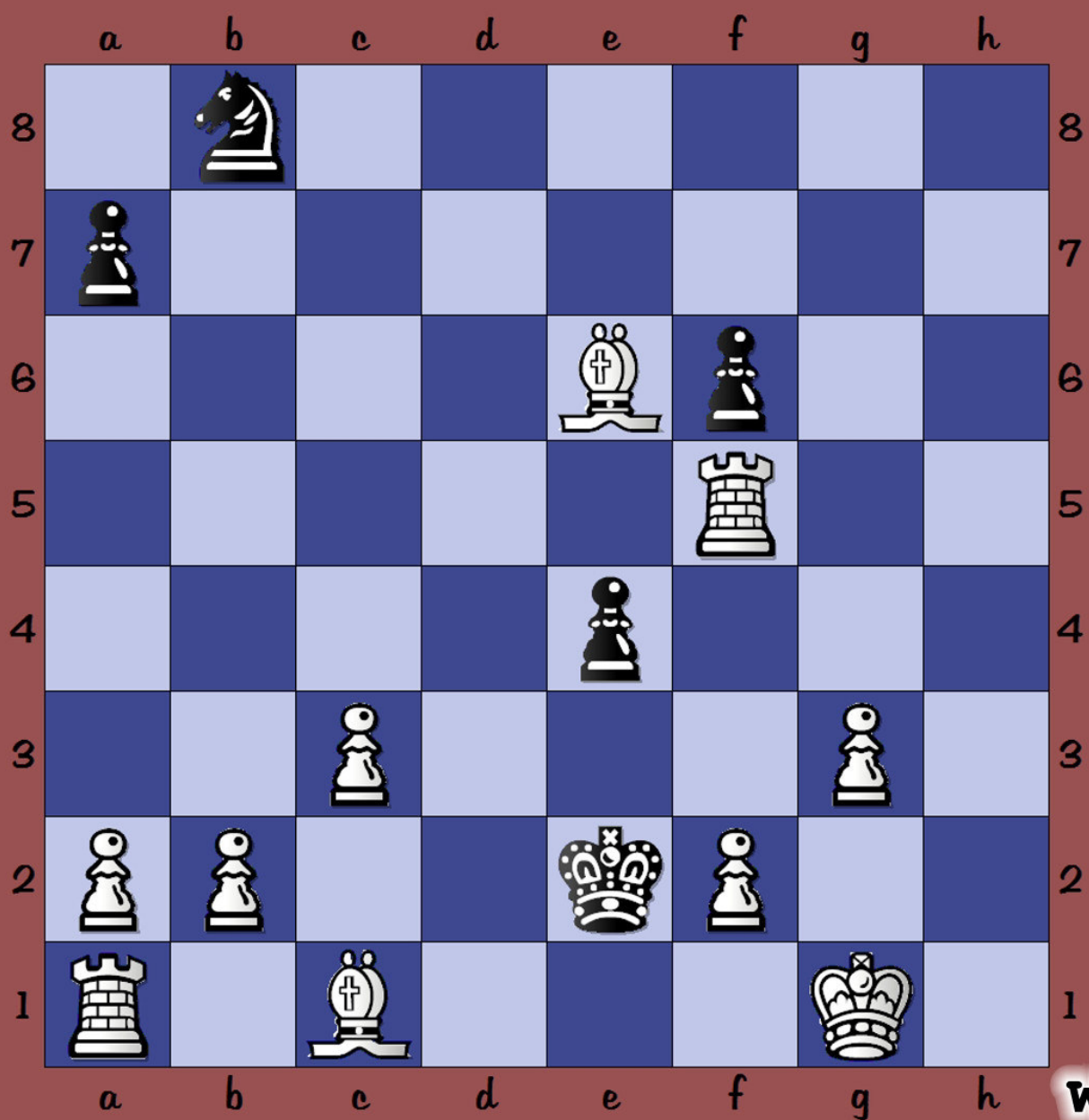
White to
move





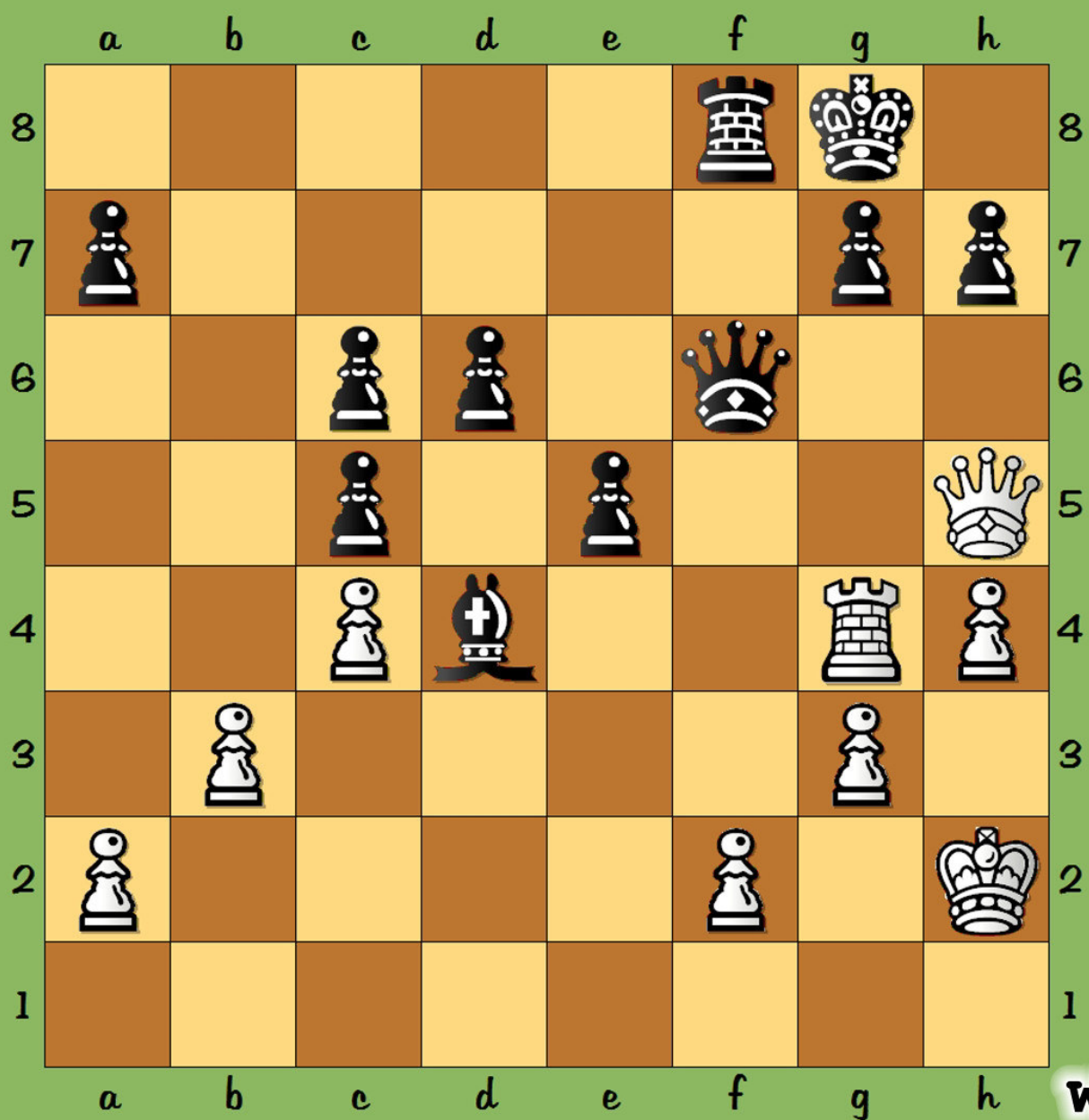
Black to
move





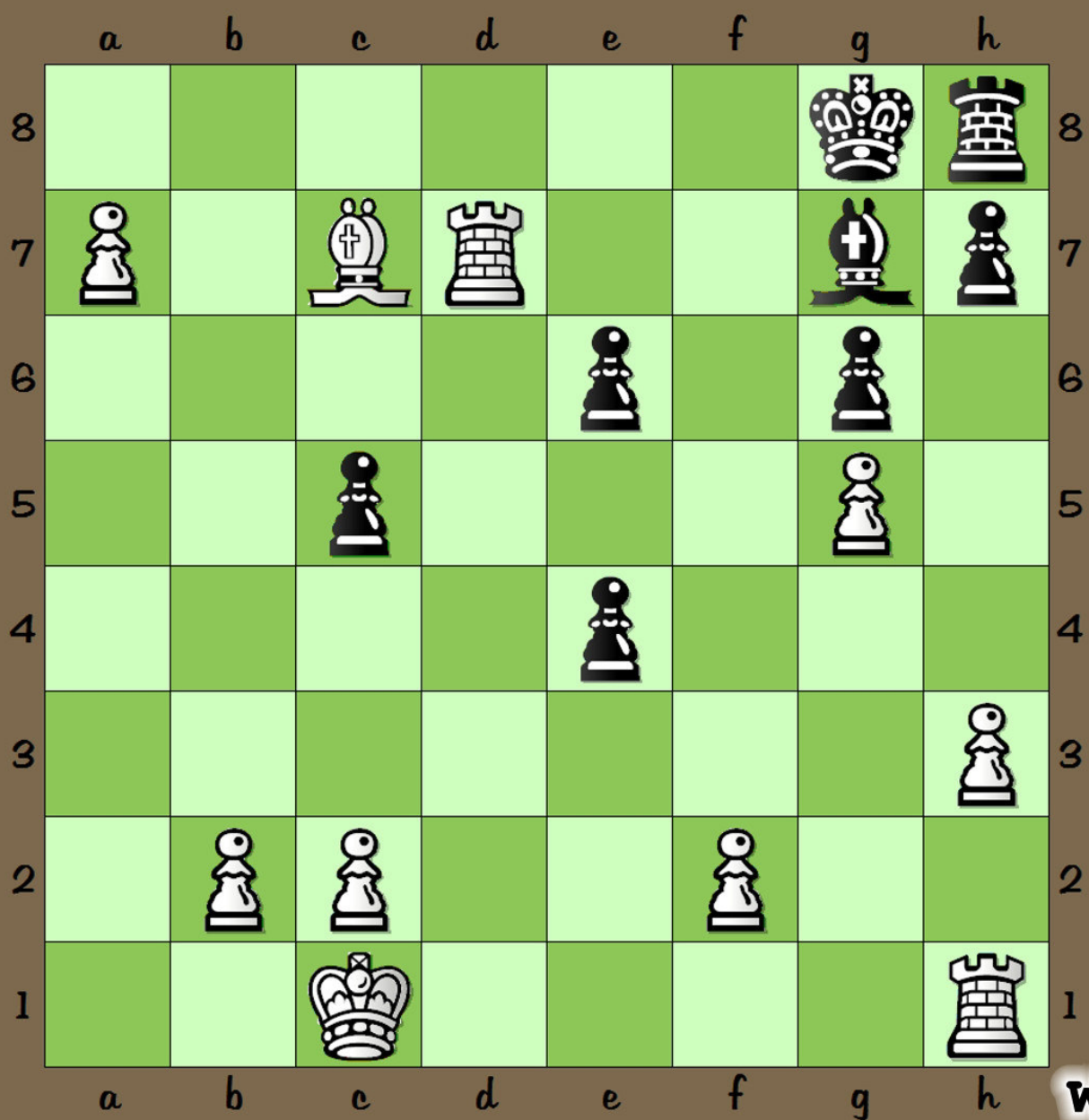
White to
move



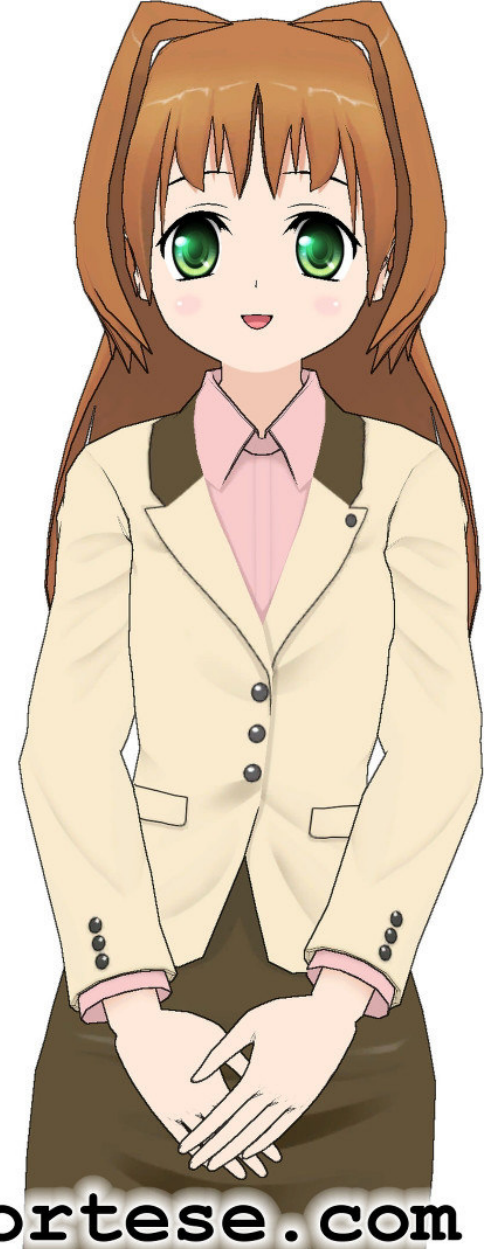


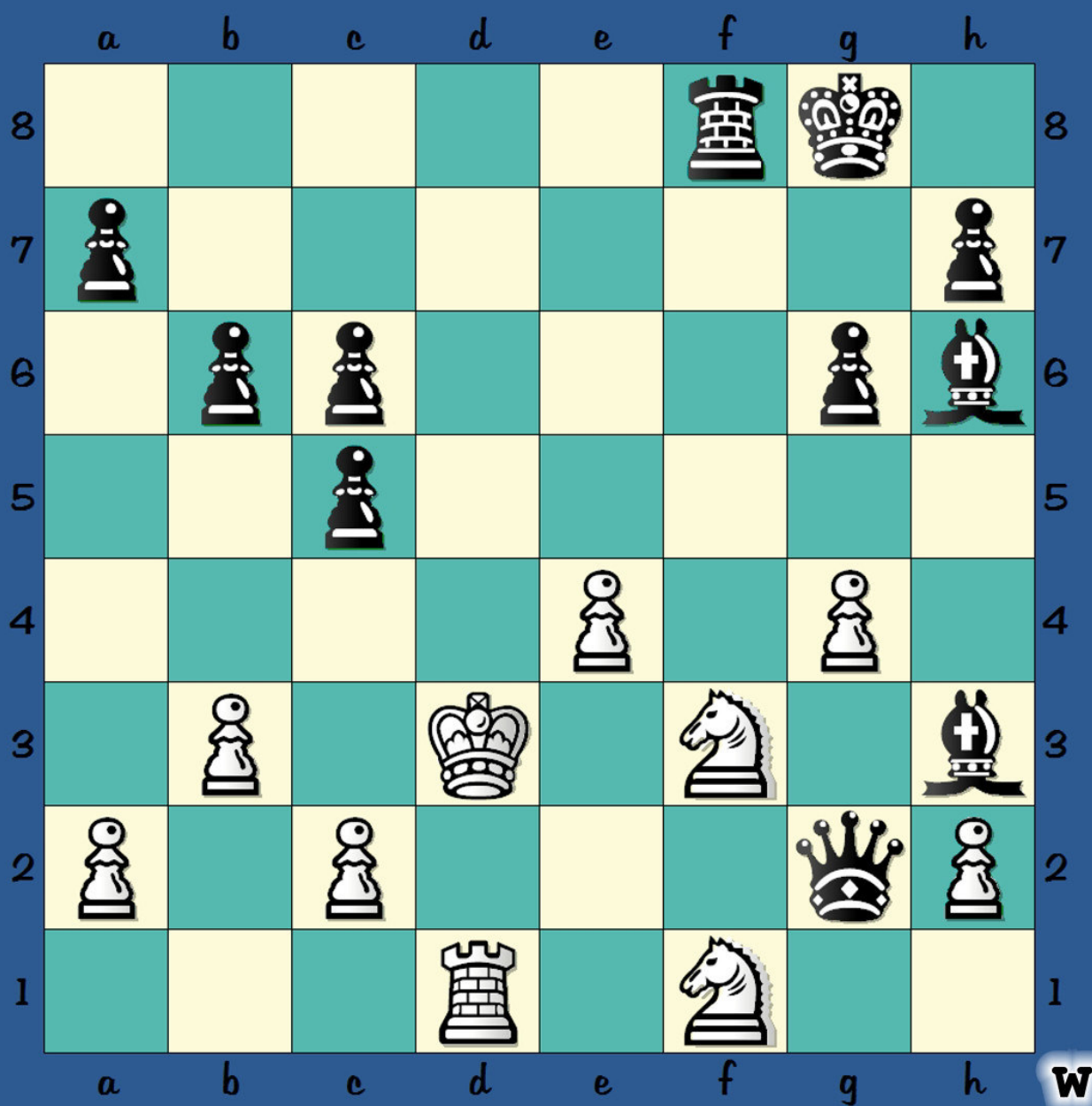
Black to
move



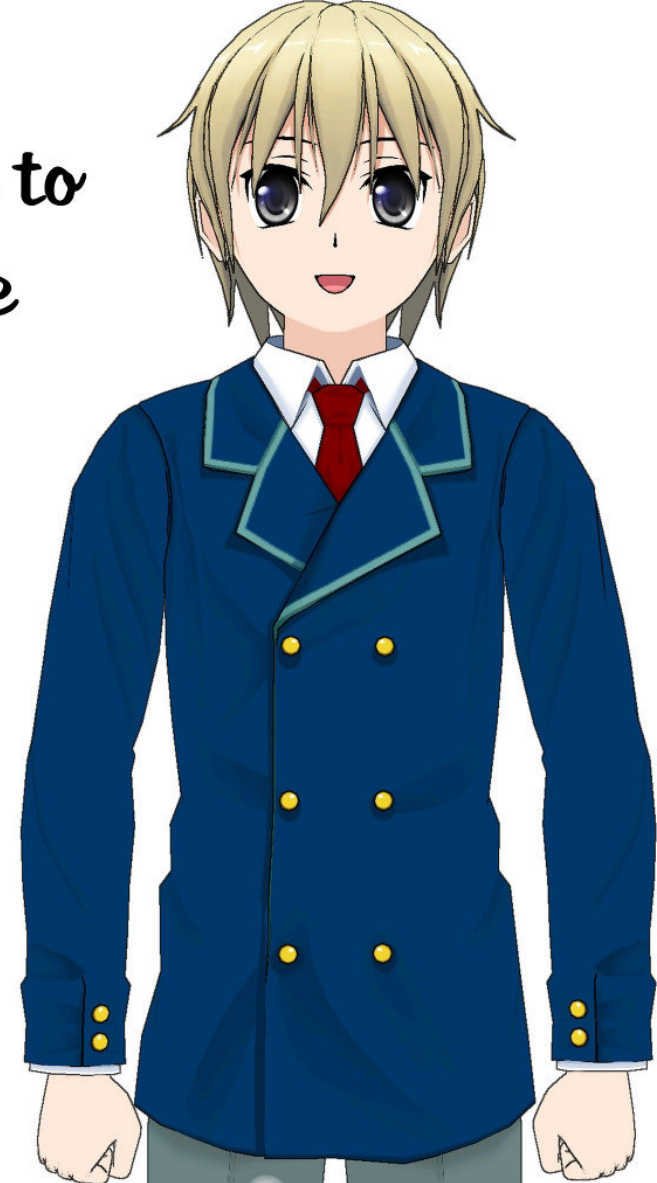


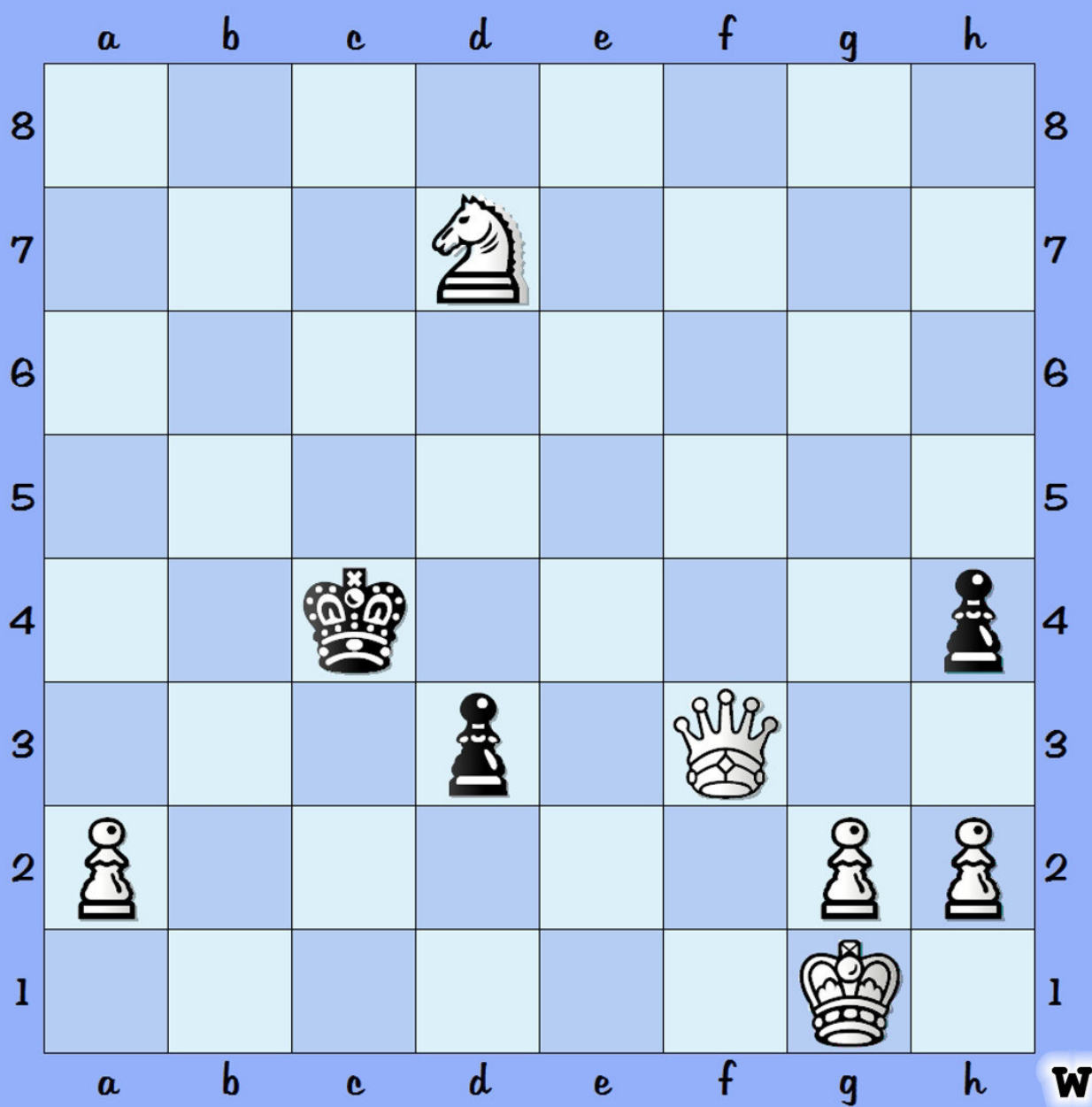
White to
move



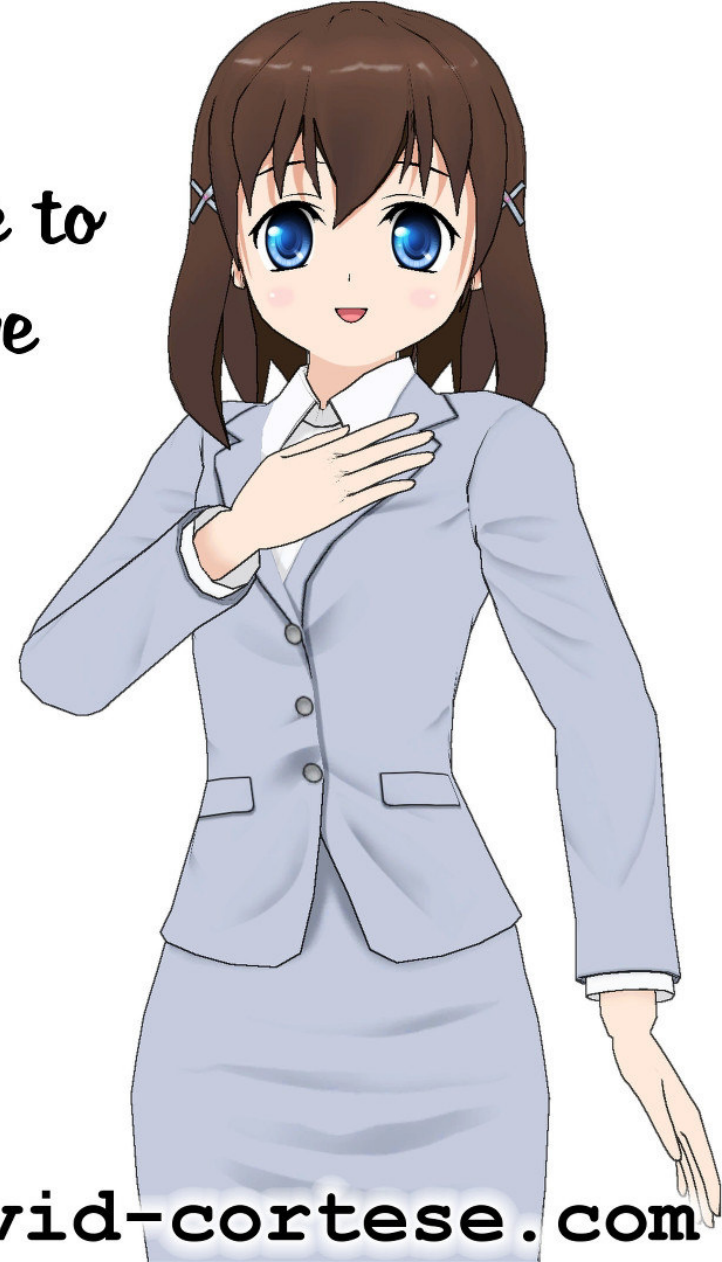


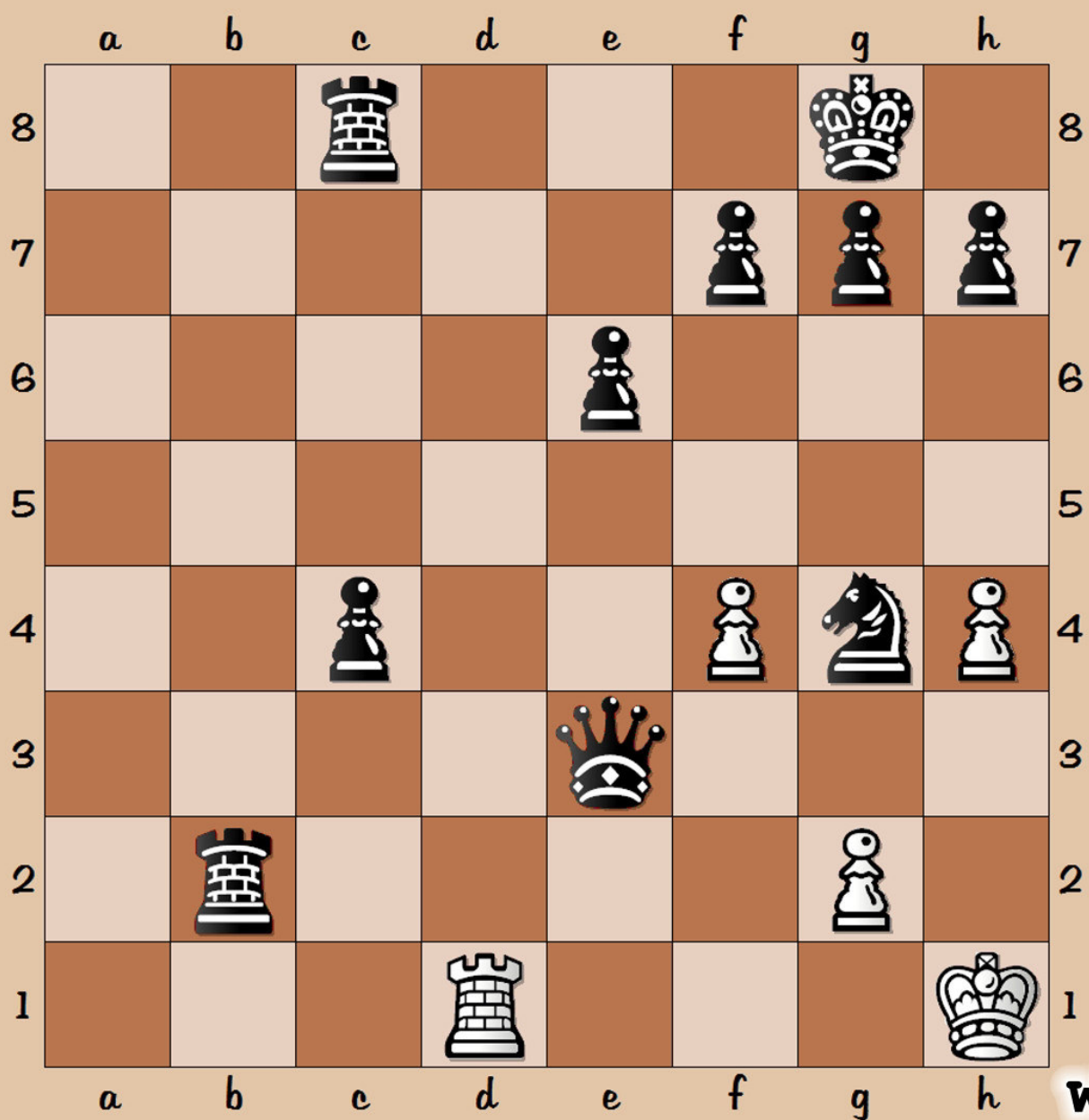
Black to
move





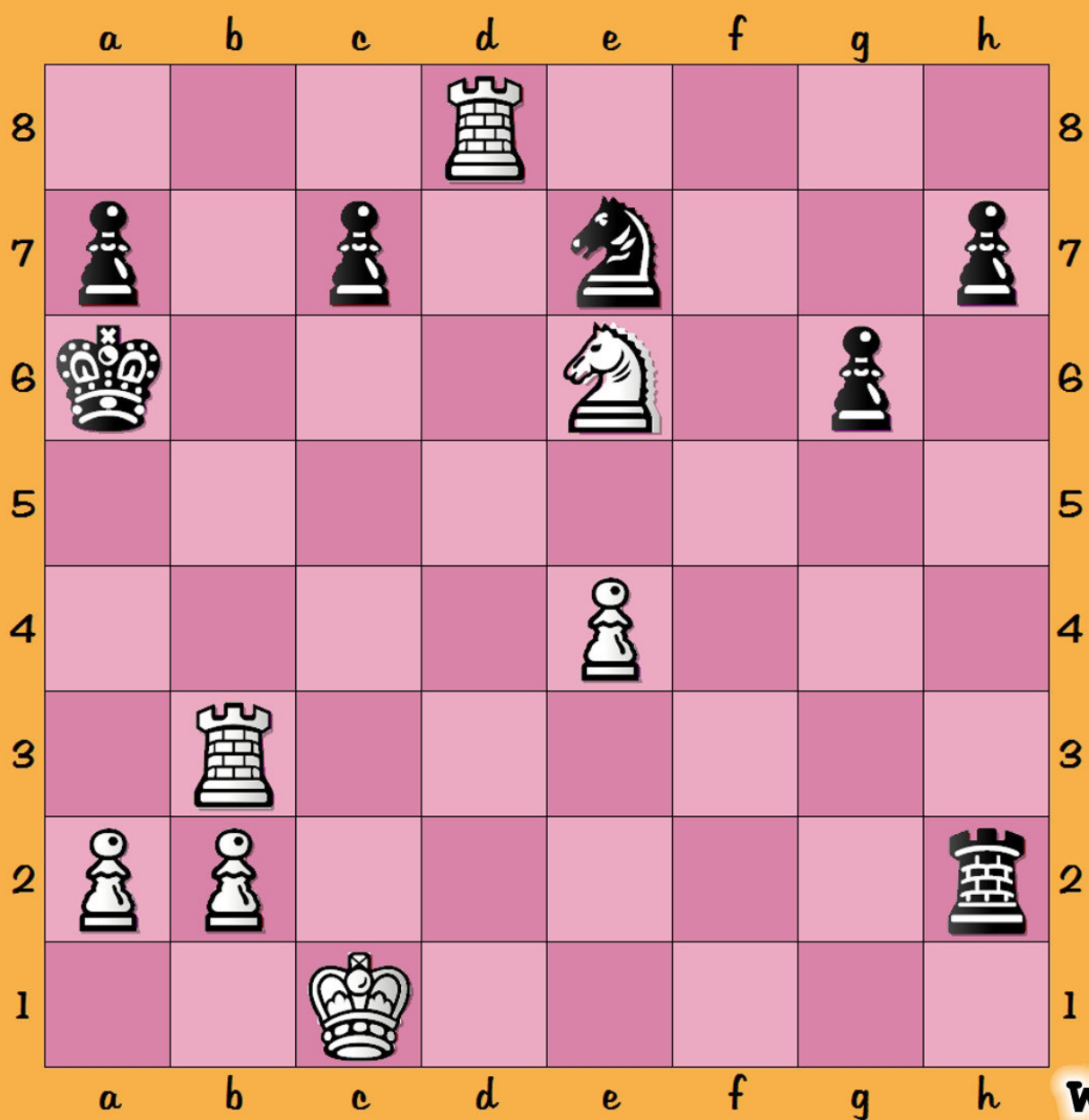
White to
move



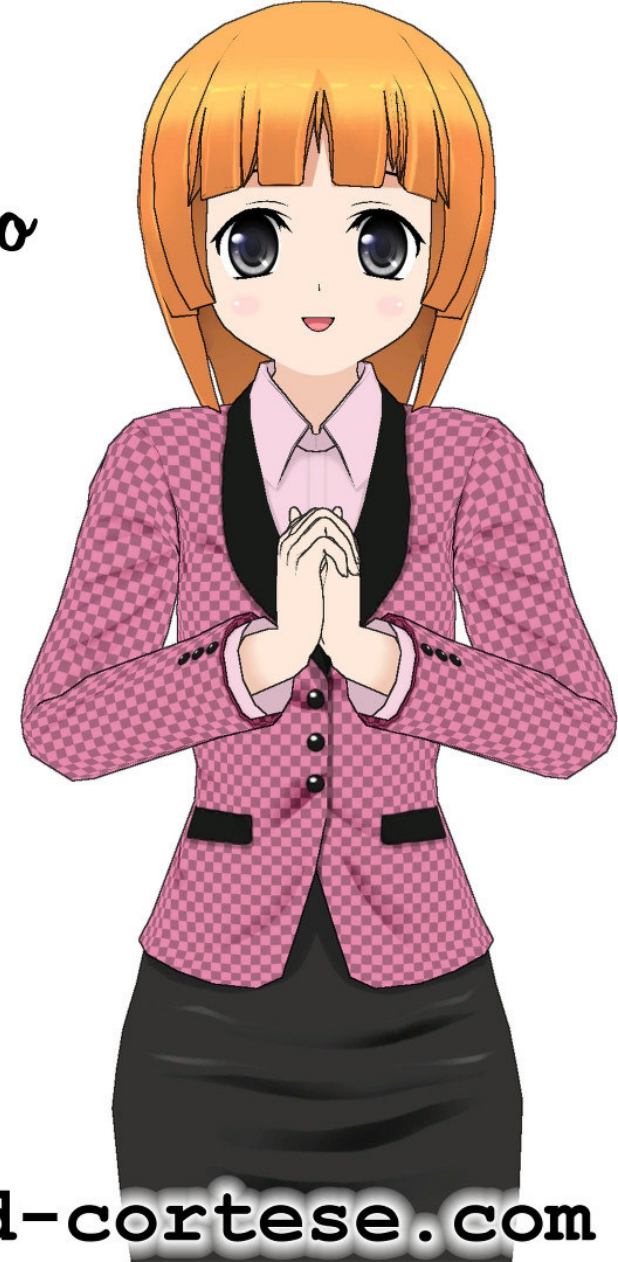


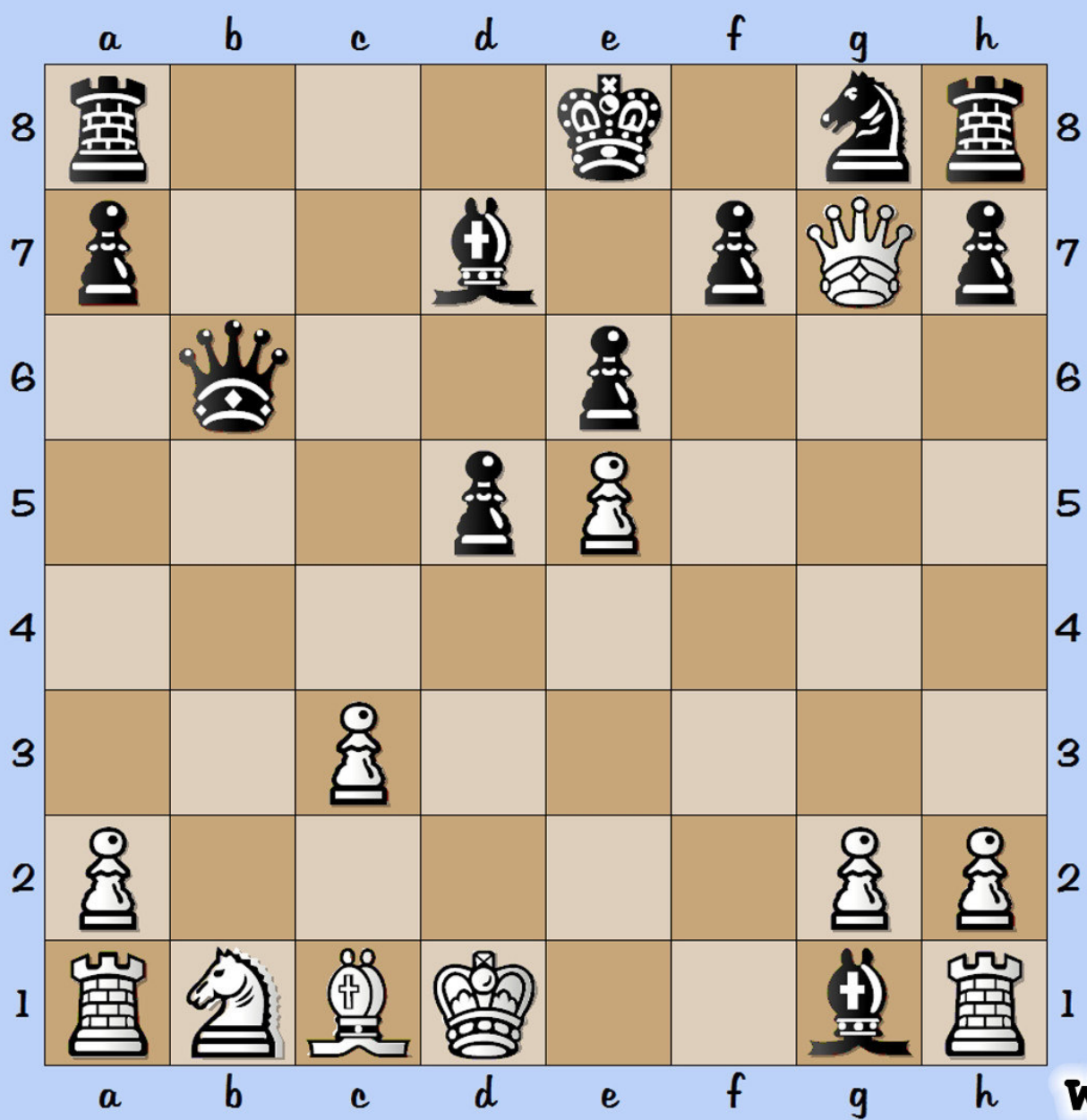
Black to
move





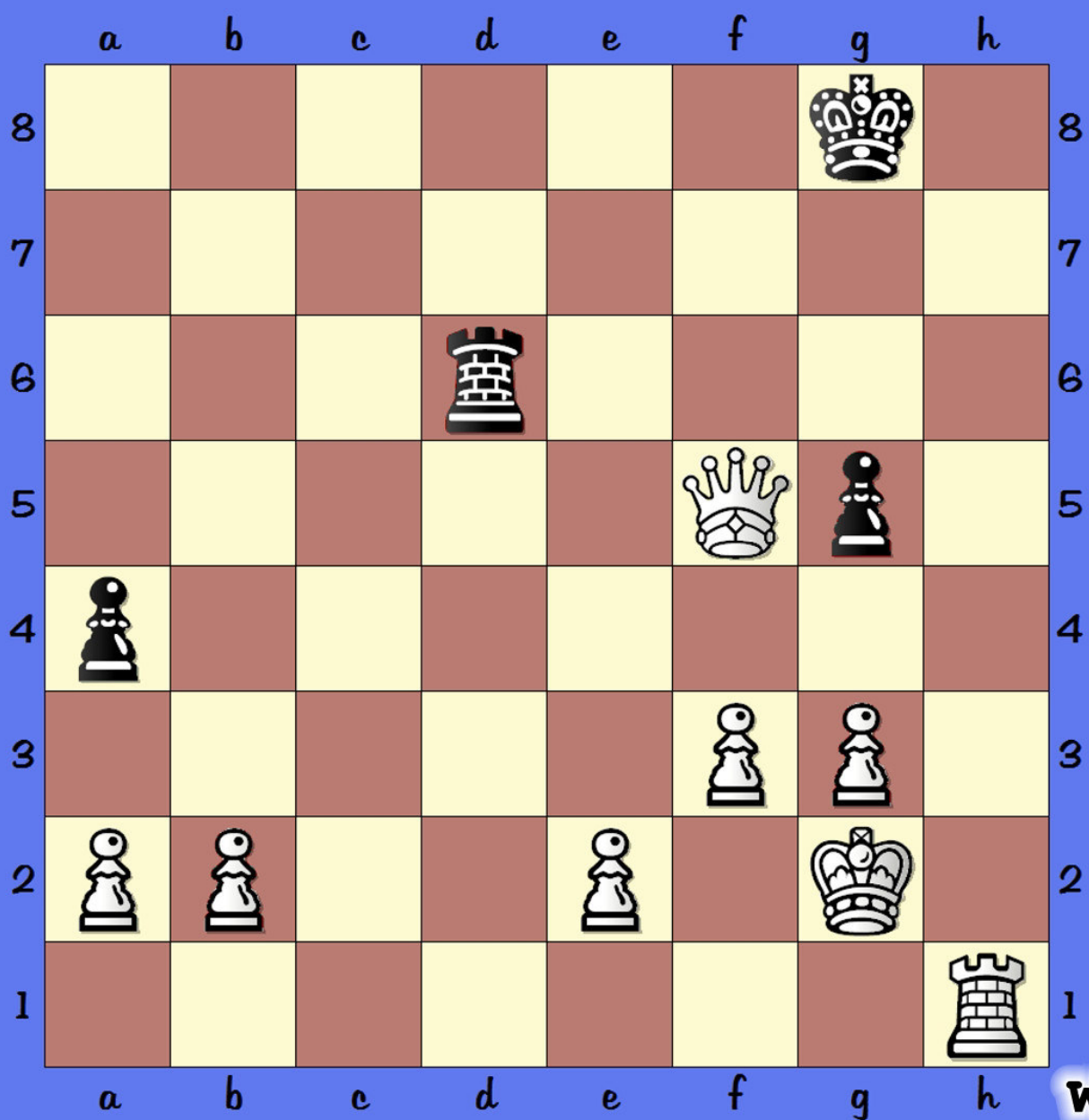
White to
move



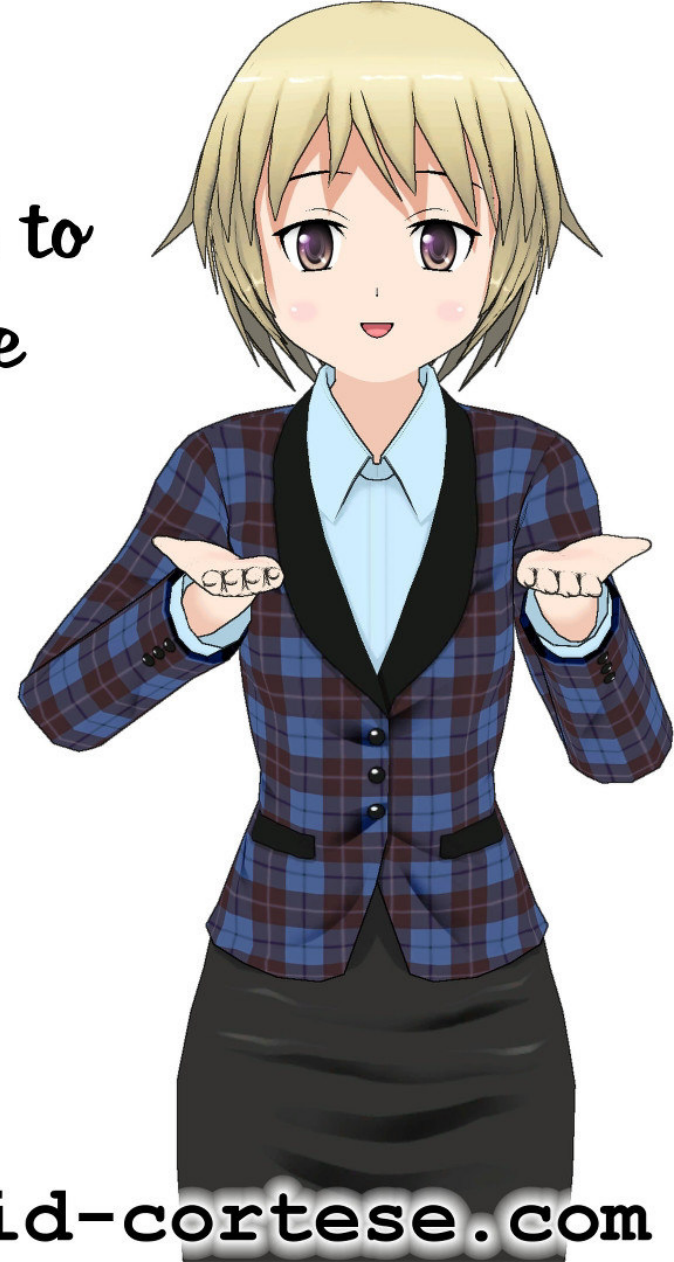


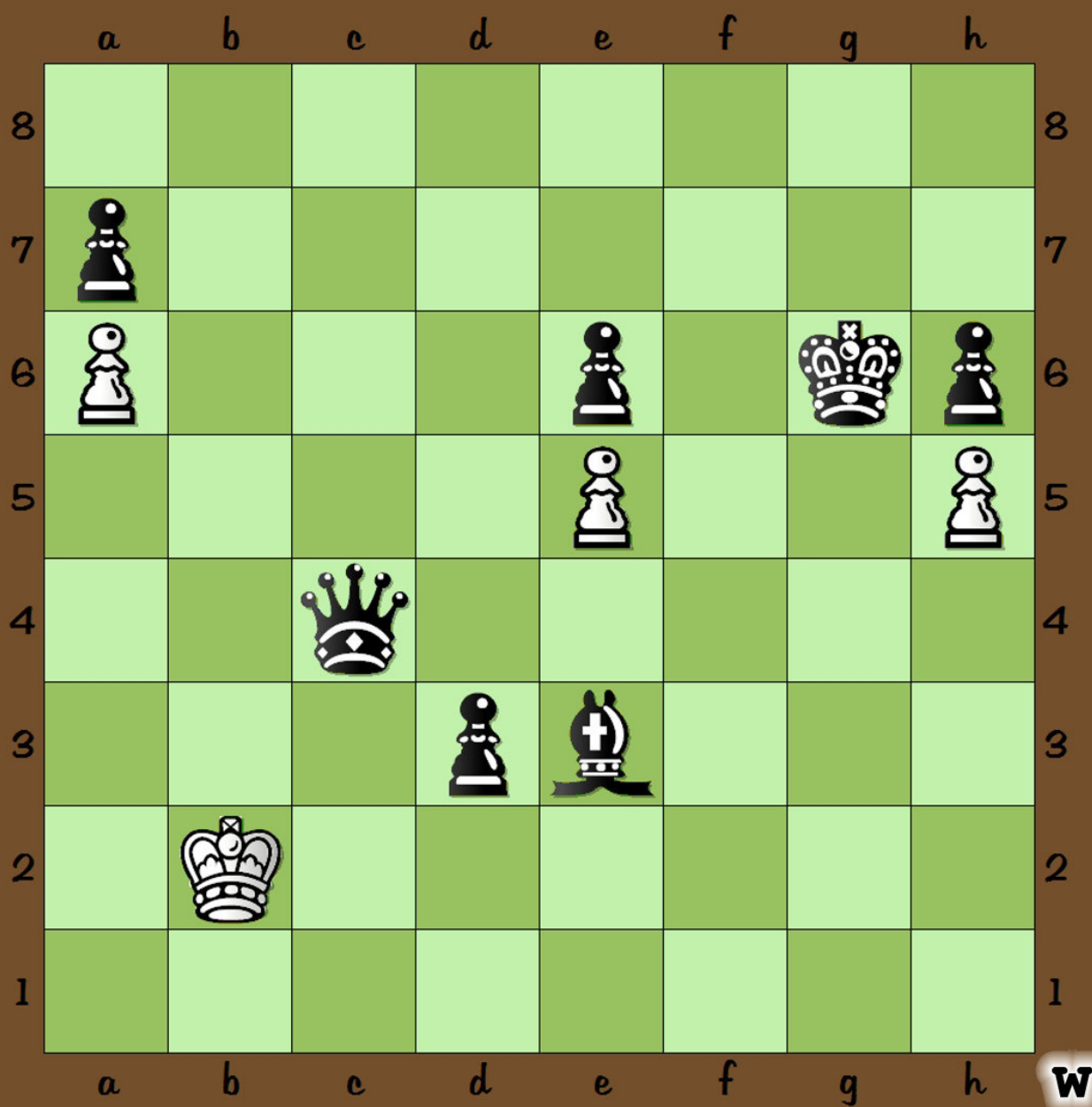
Black to
move





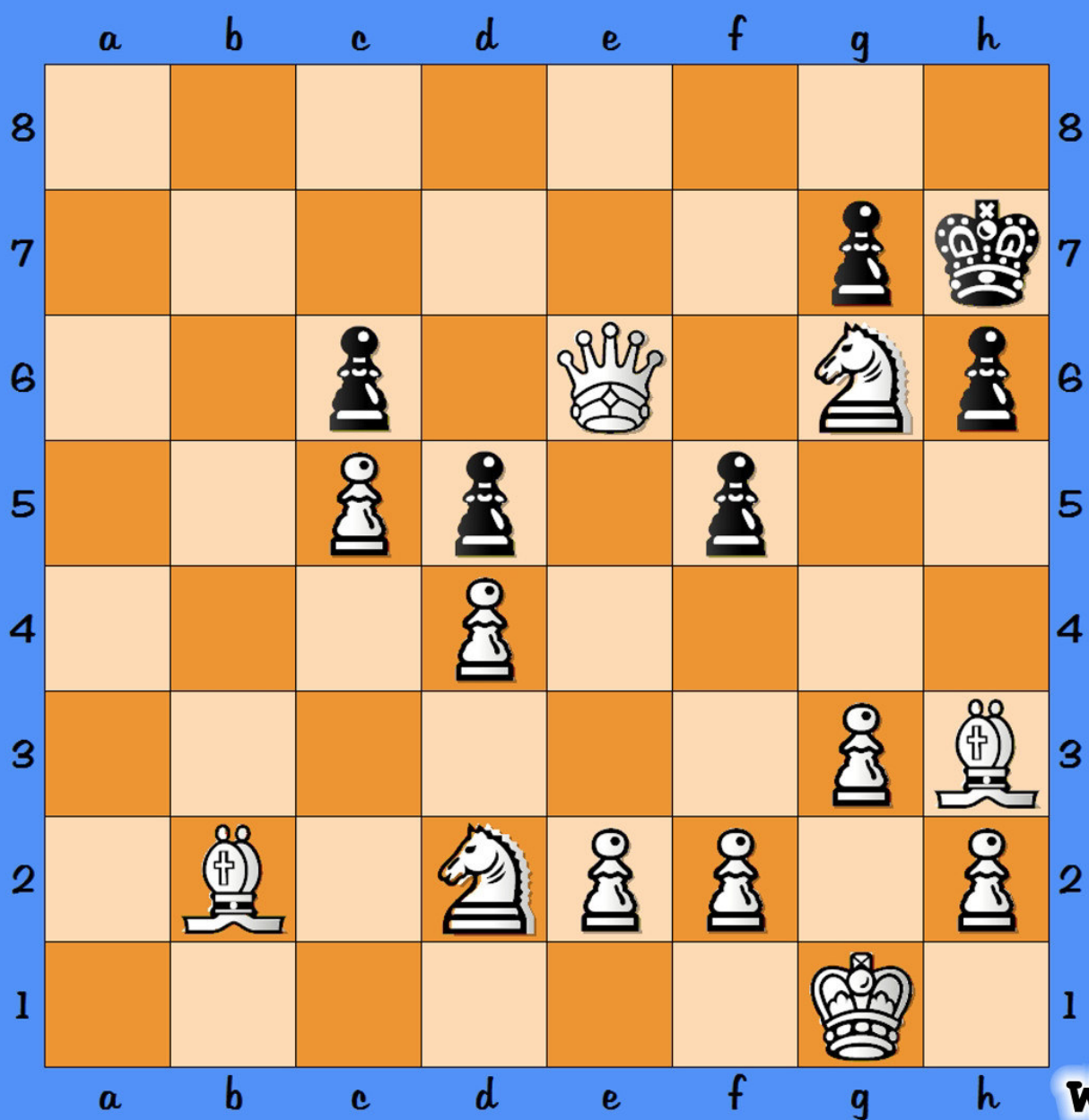
White to
move





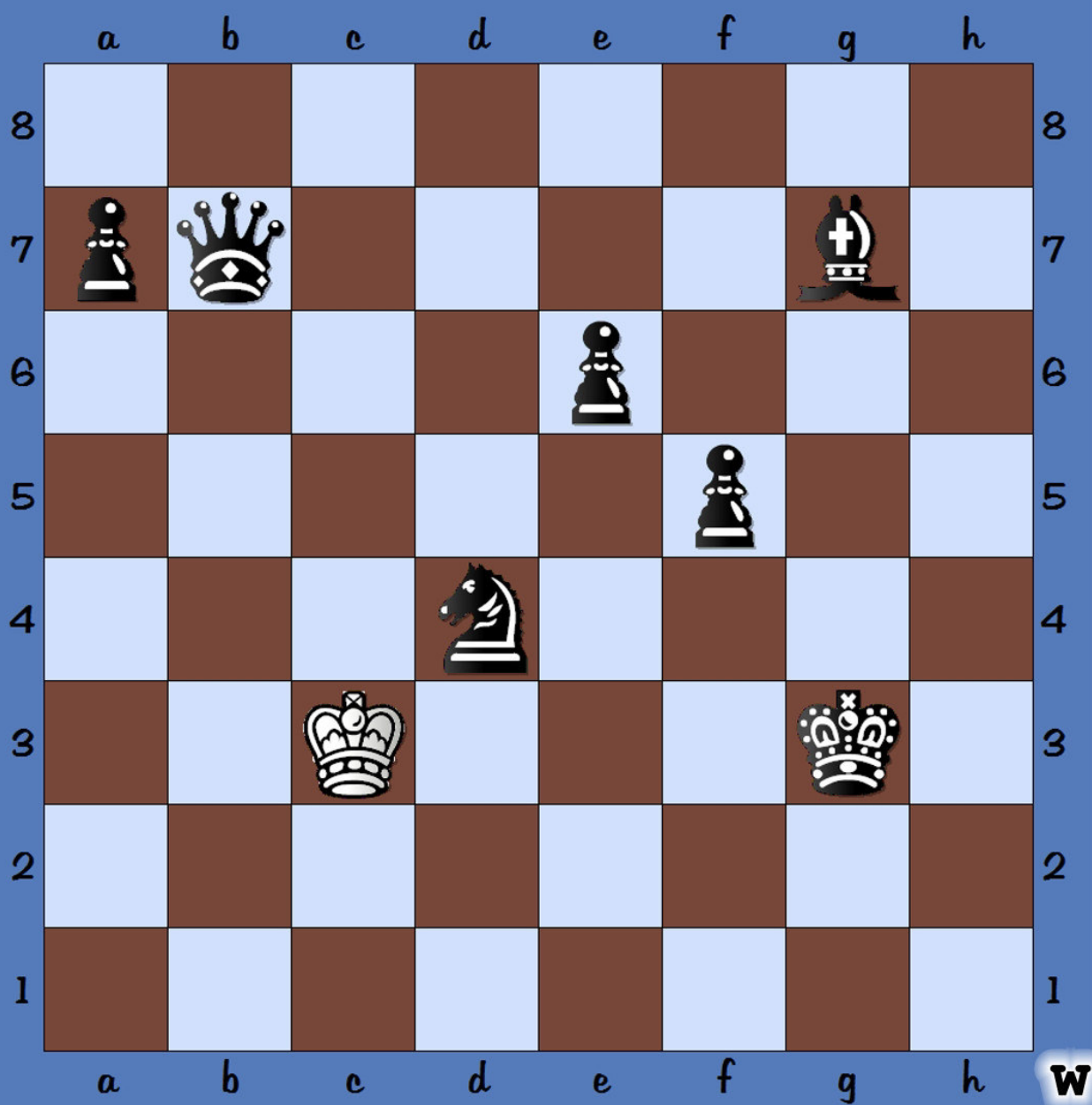
Black to
move





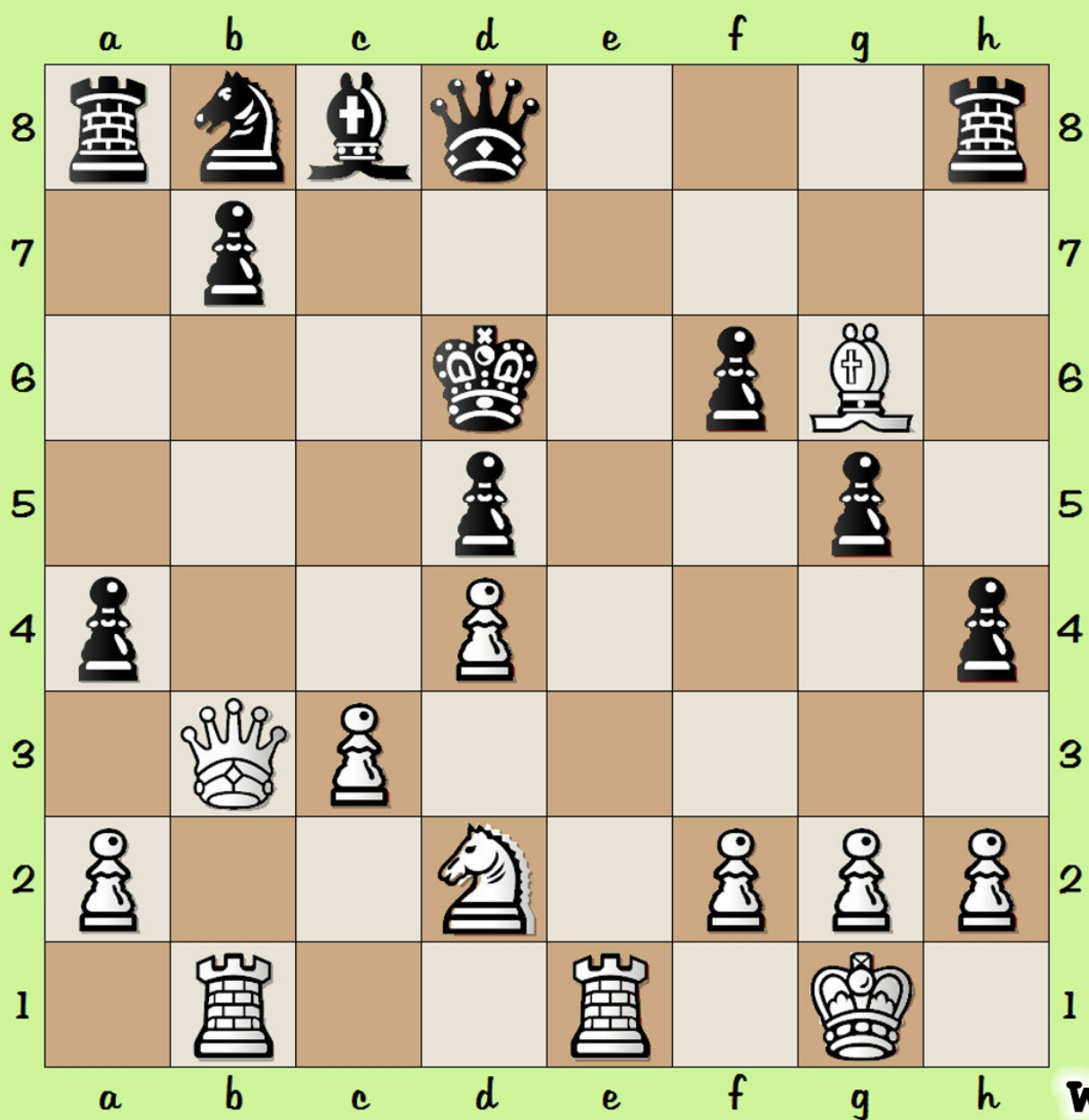
White to
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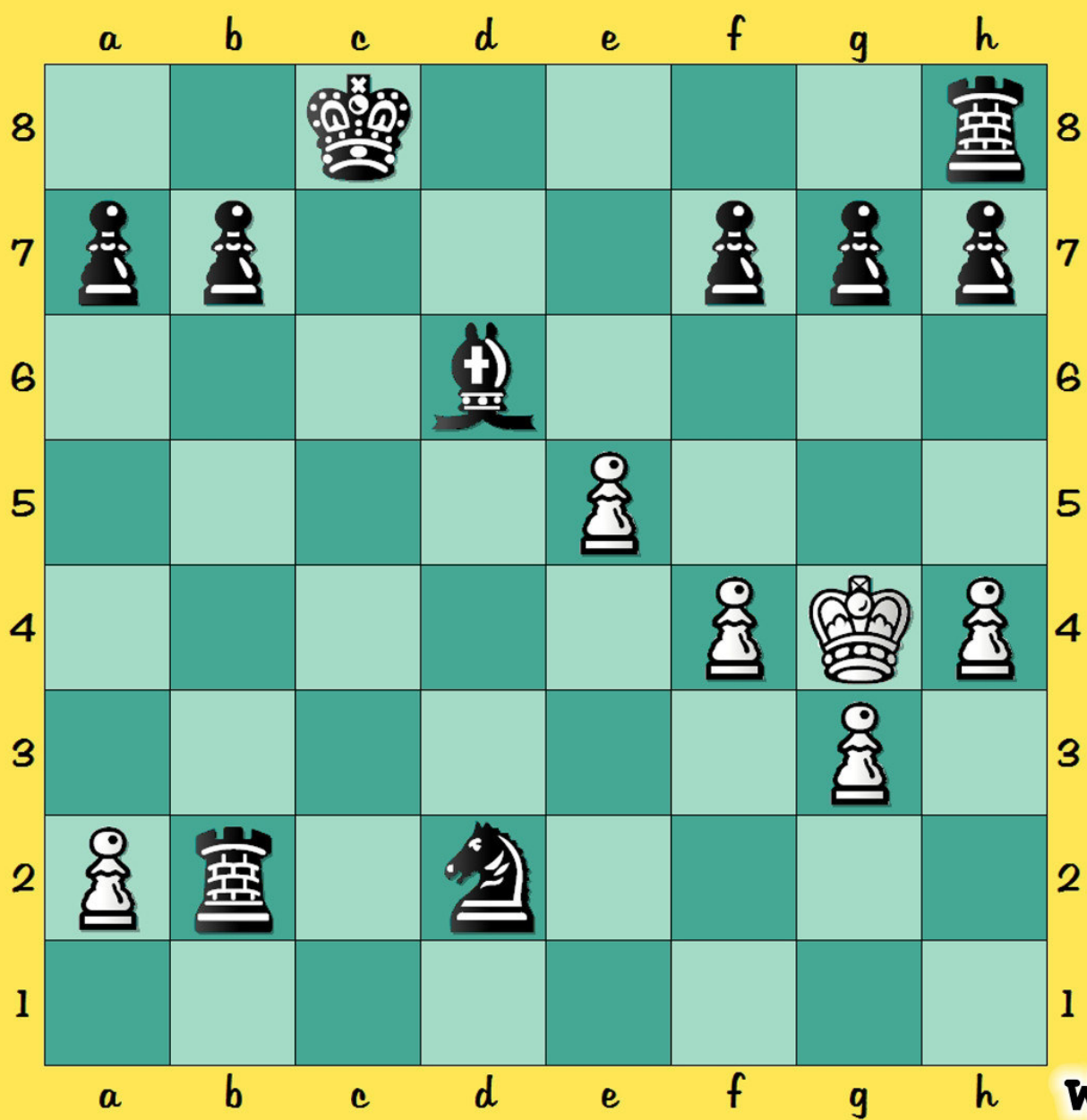
Black to
move





White to
move





Black to
move

