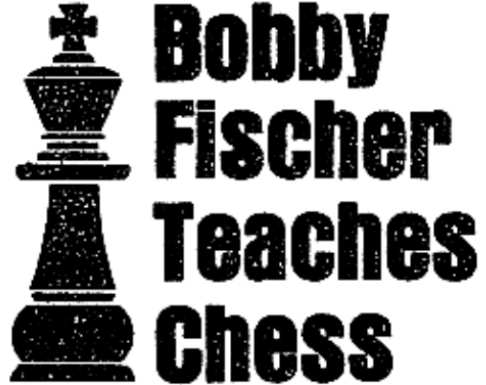


How to Play Chess

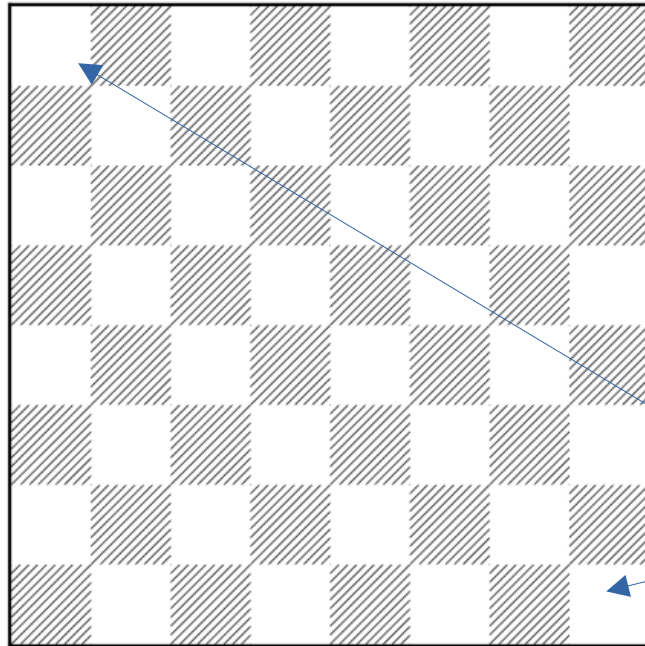


BY
Bobby Fischer
International Grandmaster



Arranged by Coach K.

Chess is played by two players who move by turns. Play takes place on a chessboard that contains 64 squares, i.e., eight rows of eight squares. The squares are alternately colored white and black. The board should be arranged in such a way that each player has a white square in the corner at his right.



The Chessboard.

Coach's Note: The board must be placed so that there is a white square in each player's lower right corner - remember "white on right!"

Diagrams may seem puzzling at first, but once you know what each symbol stands for they are very simple. Let's review the pieces and their symbols one by one:

King



symbol



Queen



symbol



Rook



symbol



Bishop



symbol



Knight



symbol



Pawn

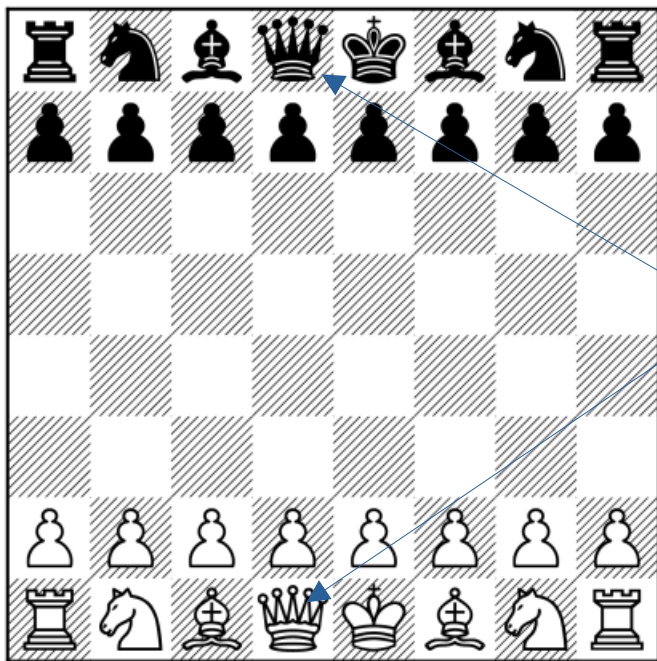


symbol



The starting arrangement of the pieces on the board, looking from the White side:

Black



Note that the Queen starts from the square of its own color and that the King is placed next to its Queen. (Opposing Kings and Queens face each other.)

White always moves first.

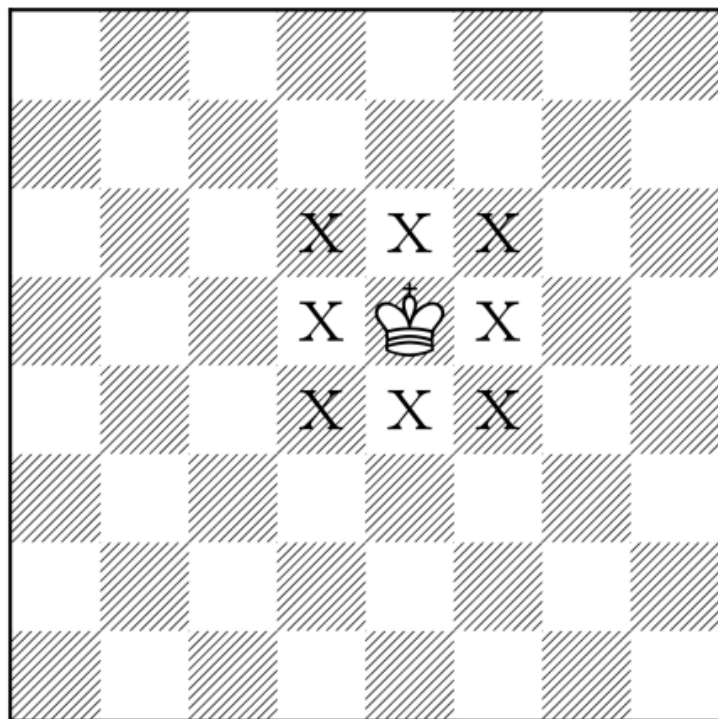
White

MOVING AND CAPTURING

A move is the transfer of a chess piece from one square to another. A capture is the removal of an opposing piece from the board; it is accomplished by actually removing the piece from its square and replacing it with the capturing piece. (You cannot capture your own piece.)

Powers of the Pieces

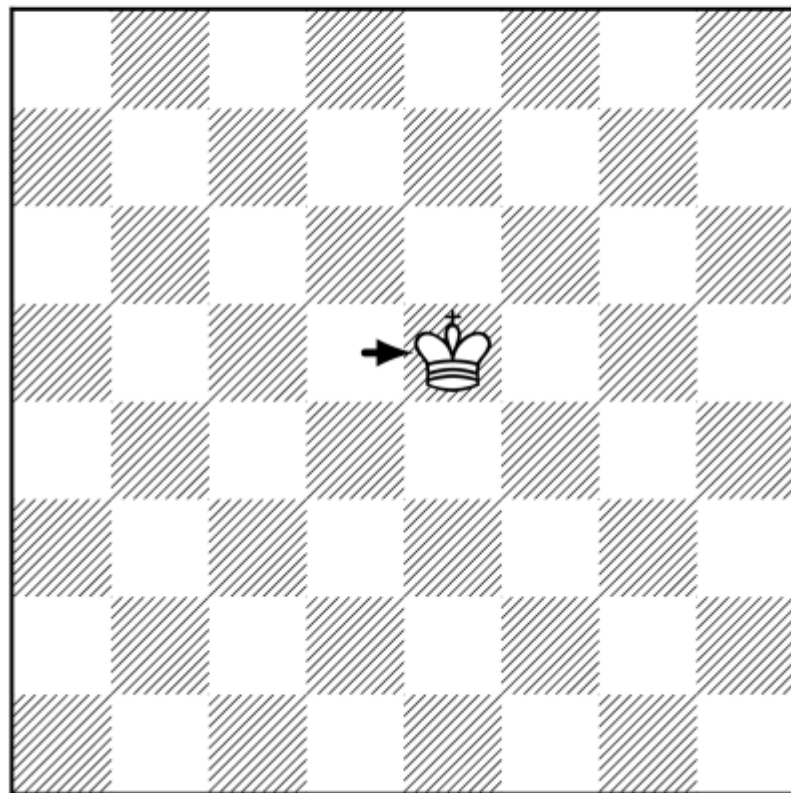
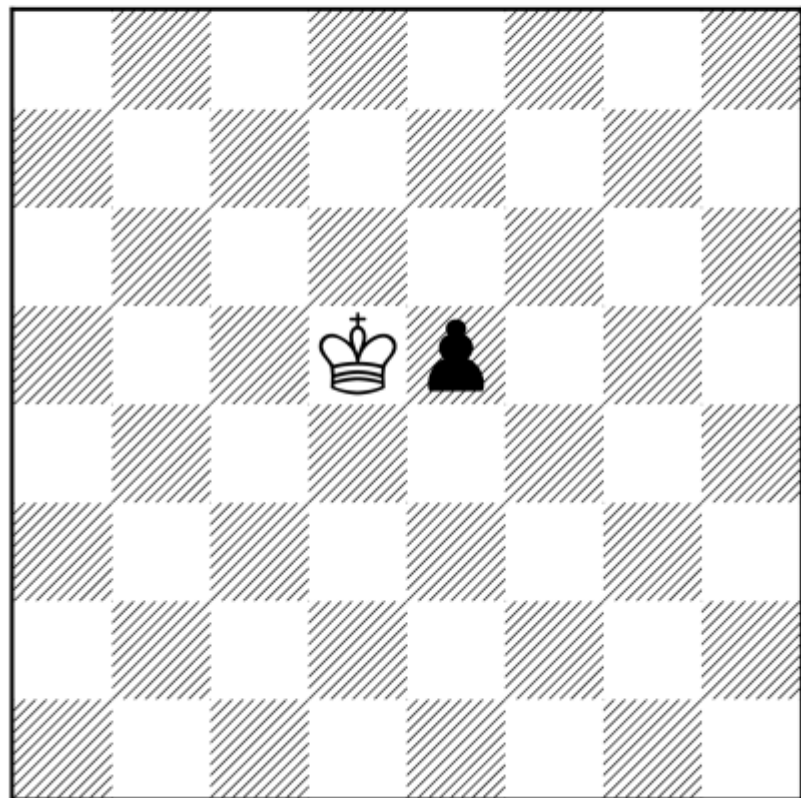
The King can move or capture one square in any direction.

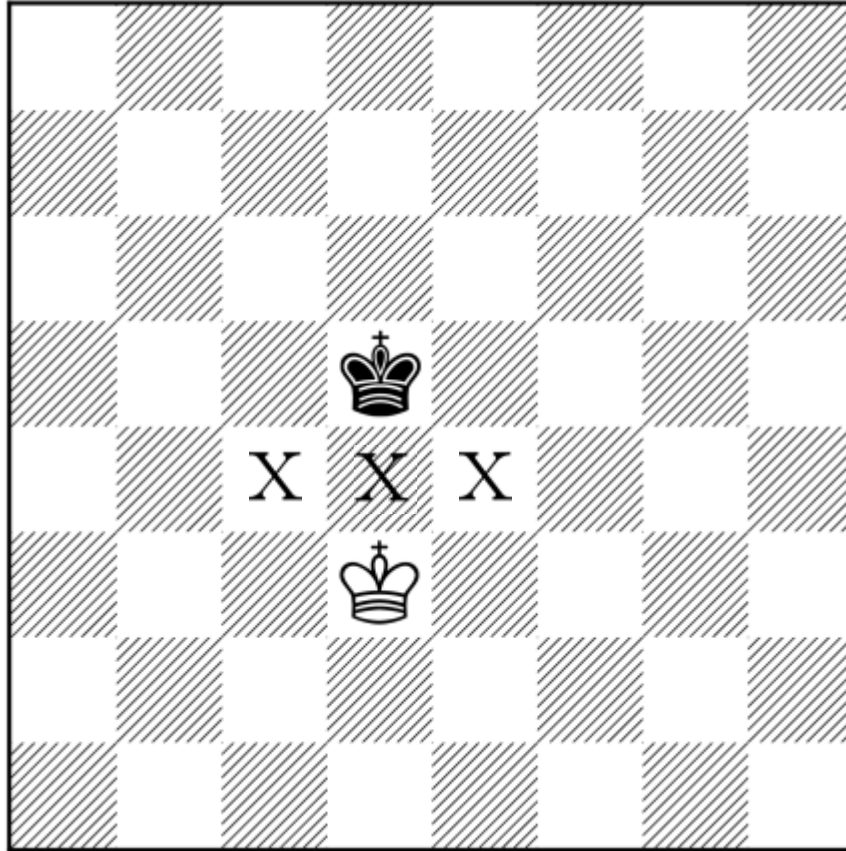


The King can move to any square marked with an x.

The King cannot move to squares where it may be captured by enemy pieces; nor can the King move to squares already occupied by its own pieces. The King can capture an enemy piece within its moving range by removing the enemy piece from the board and by placing itself on the square occupied by the removed piece.

The King can capture the Pawn as shown:



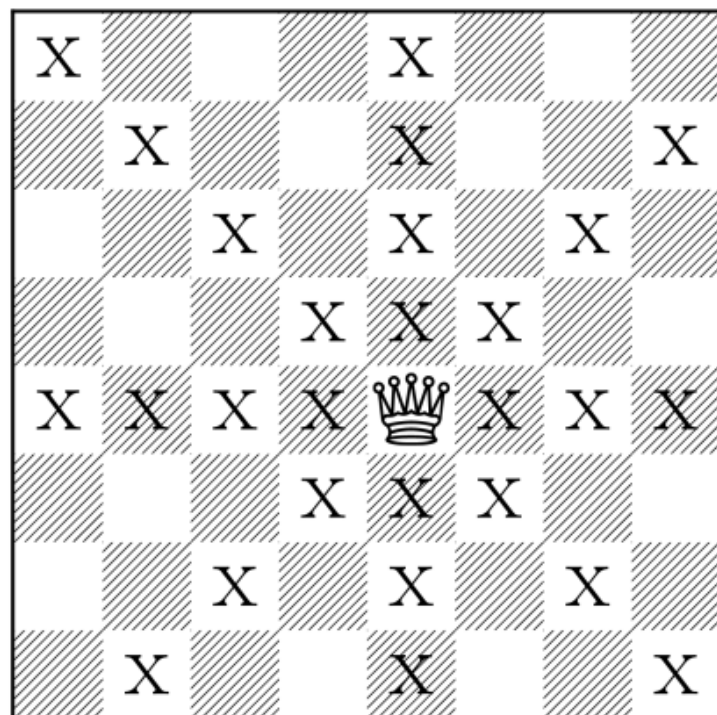


It is Black's move.

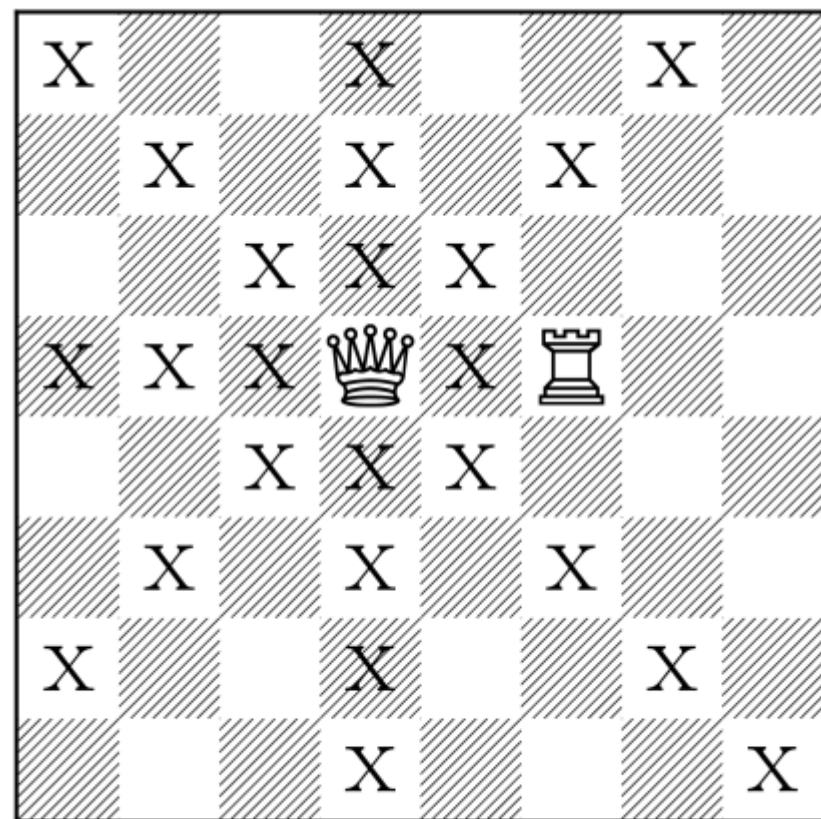
*1. Can the Black King move
to the squares marked with
an X?*

If not, why not?

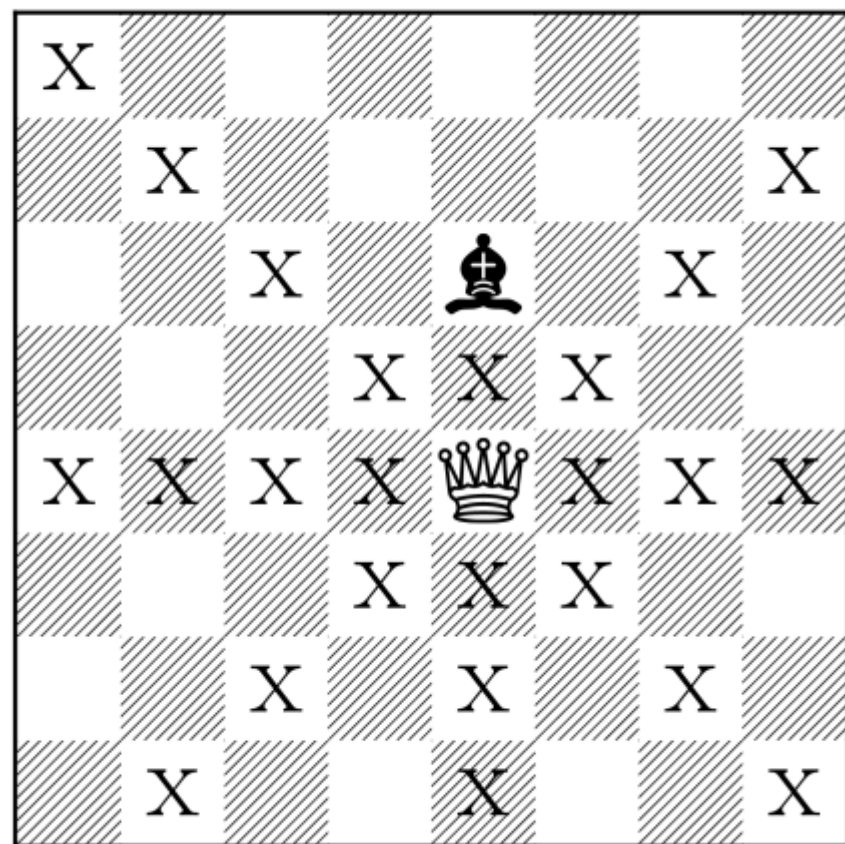
The Queen can move or capture as far as it wants in any direction—horizontally, vertically, or diagonally—unless it is obstructed by a piece belonging to either side.



The Queen can move to any square marked with an x.

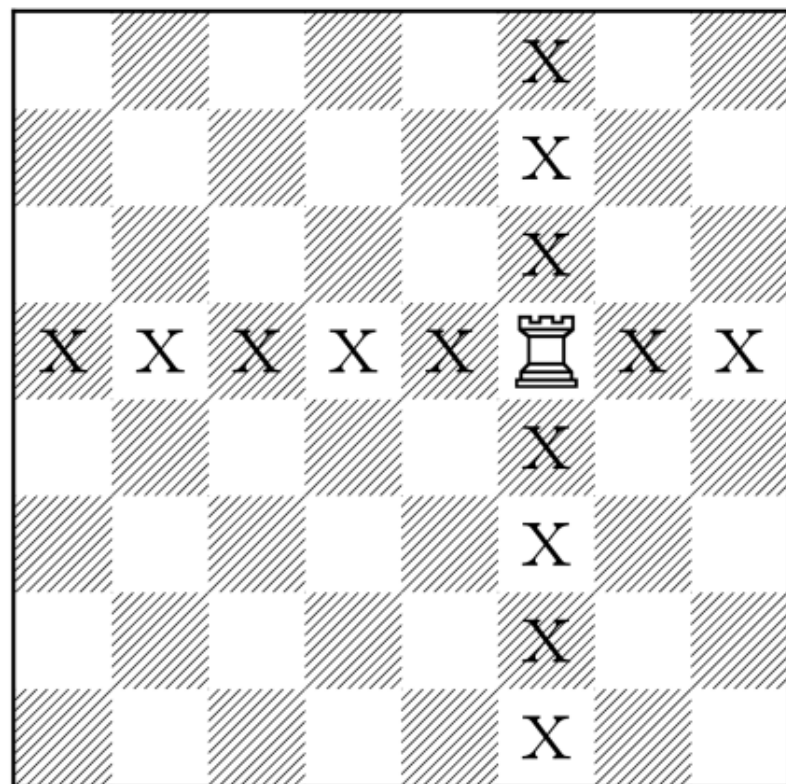


Here, too, the Queen can move to any square marked with an x, but it cannot move to the square occupied by its own Rook or the squares that lie beyond the Rook.



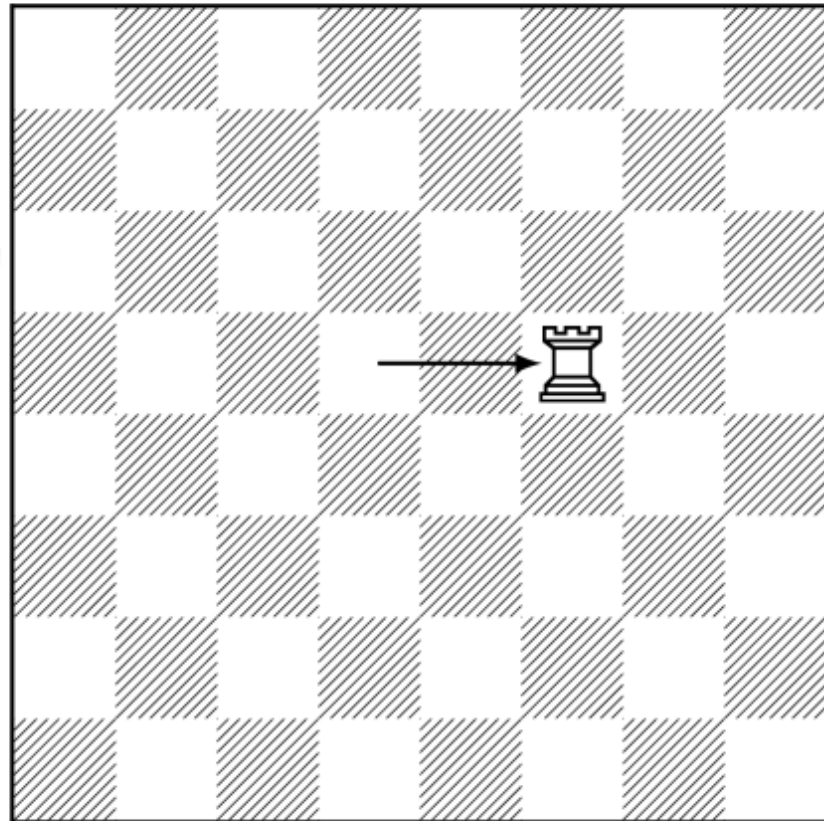
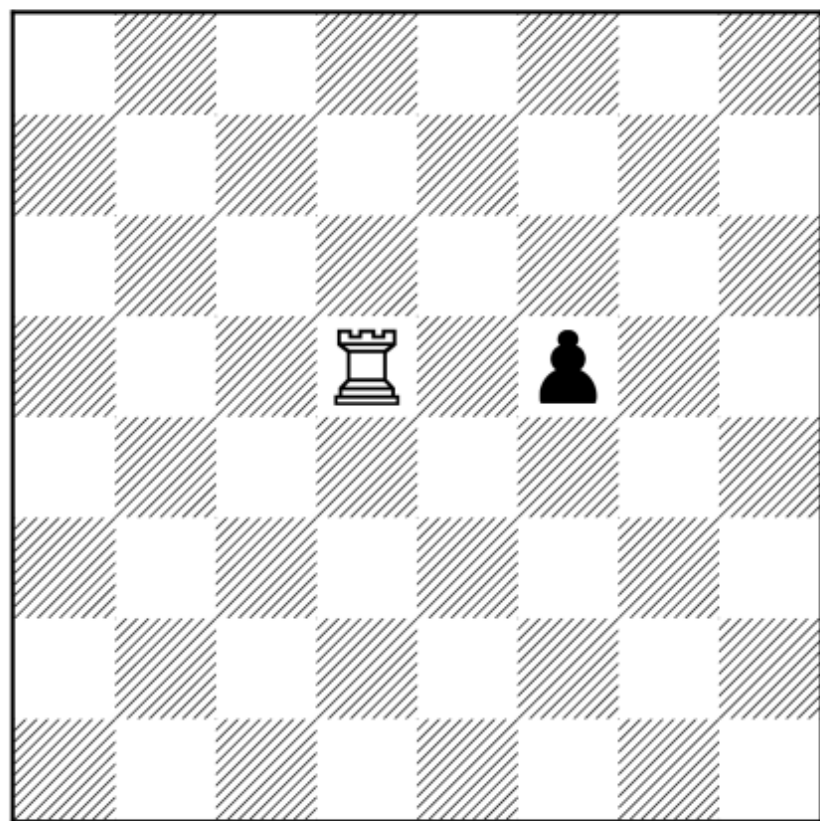
The Queen can move to any square marked with an x, or it can capture the **Black Bishop** by removing it from the board and placing itself on the square occupied by the Bishop. But, it cannot move to the squares that lie beyond the Bishop.

The Rook can move or capture horizontally or vertically like the Queen, but lacks the power to move diagonally.

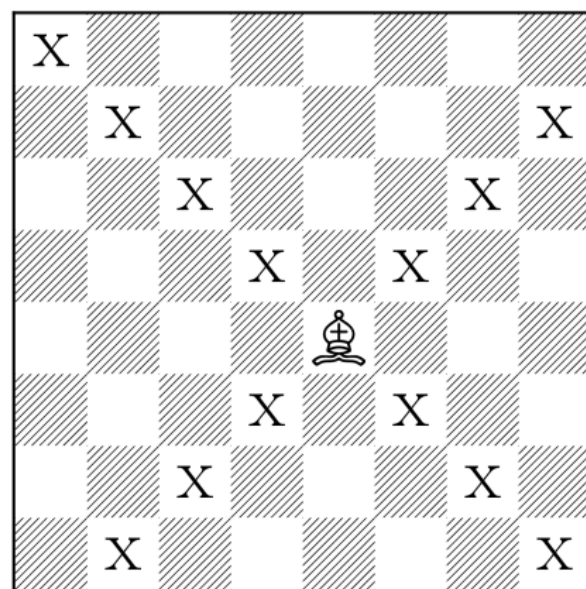


The Rook can move to any square marked with an x.

The Rook also captures by removing the enemy piece and occupying its square.

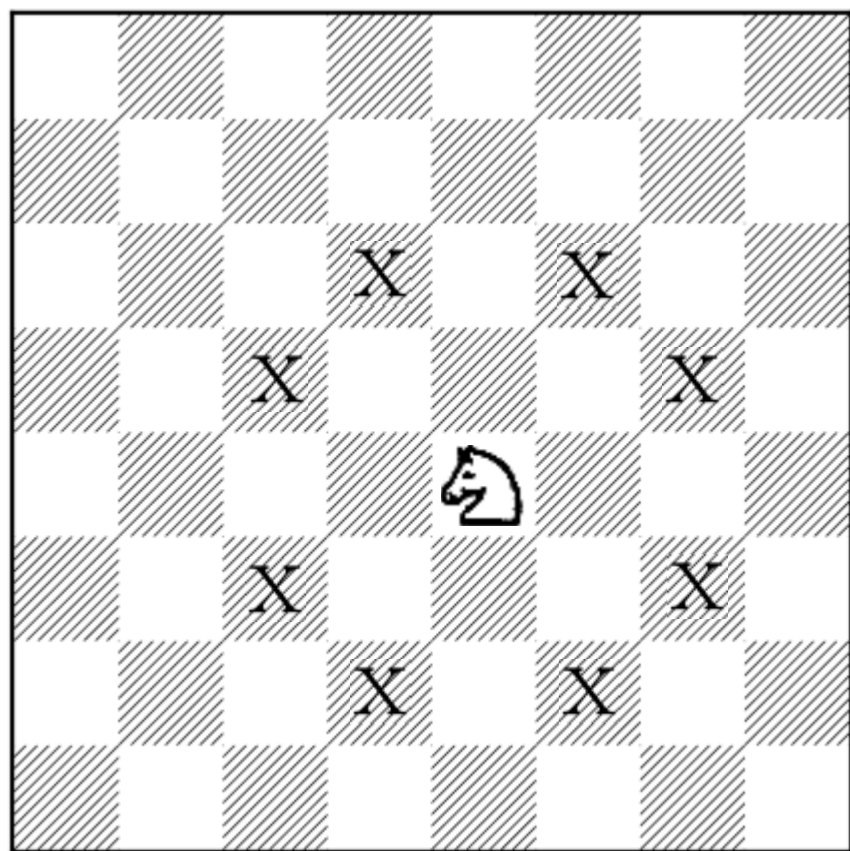


The Bishop is limited to diagonal moves or captures. It cannot move horizontally or vertically.



The Bishop's moves.

Since the Bishop can only move diagonally, it is confined to squares of the same color throughout the game. The Bishop can capture any enemy piece within its moving range.

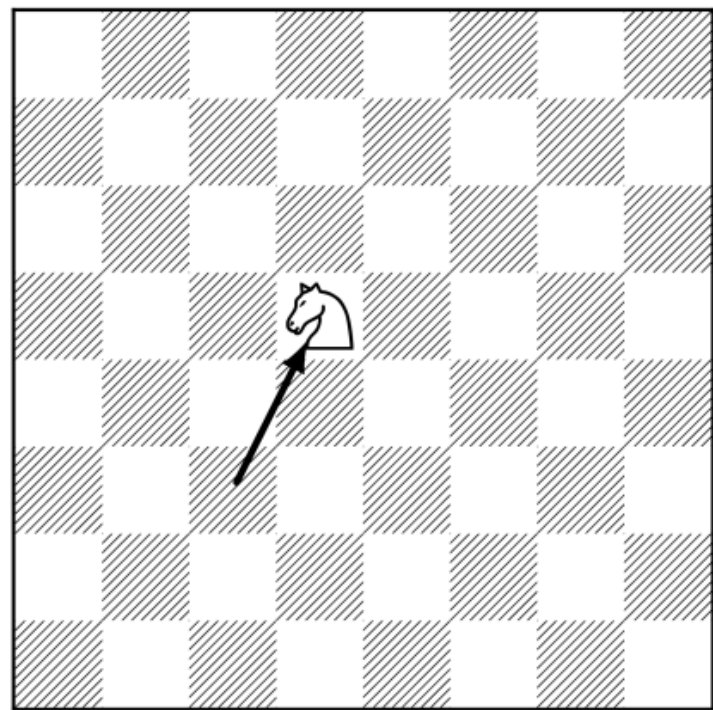
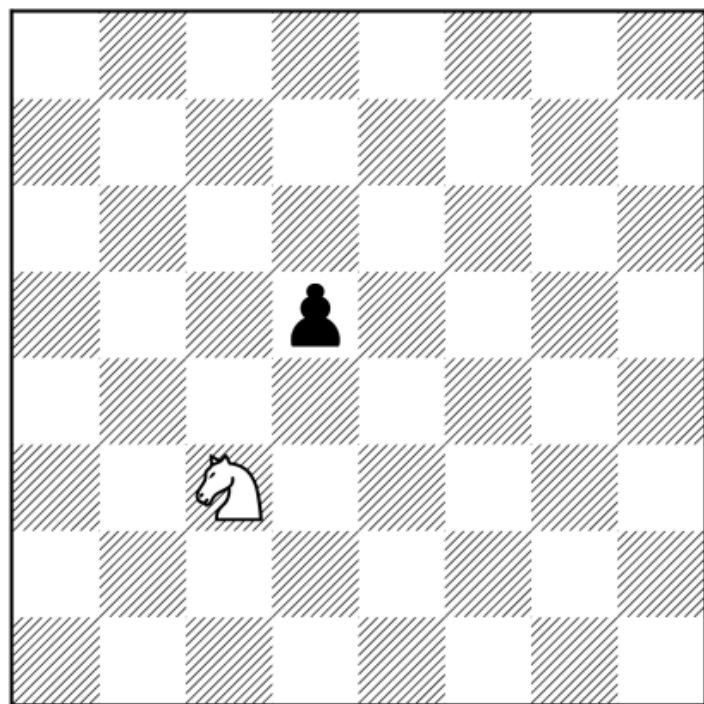


The Knight moves to squares reached by going two squares vertically or horizontally, and one square to the left or right.

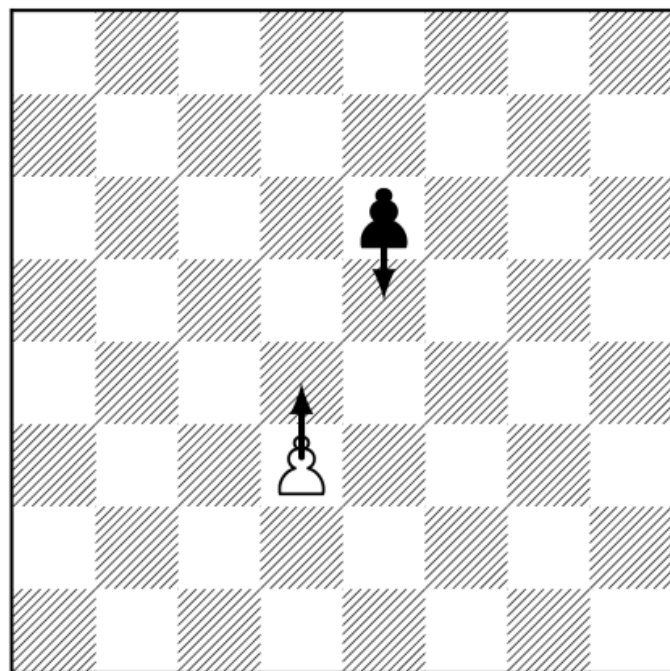
Note that the Knight always lands on a square of a different color from the one it started on.

The Knight is the only piece that can jump over other pieces (either its own or the enemy's) in the course of its move.

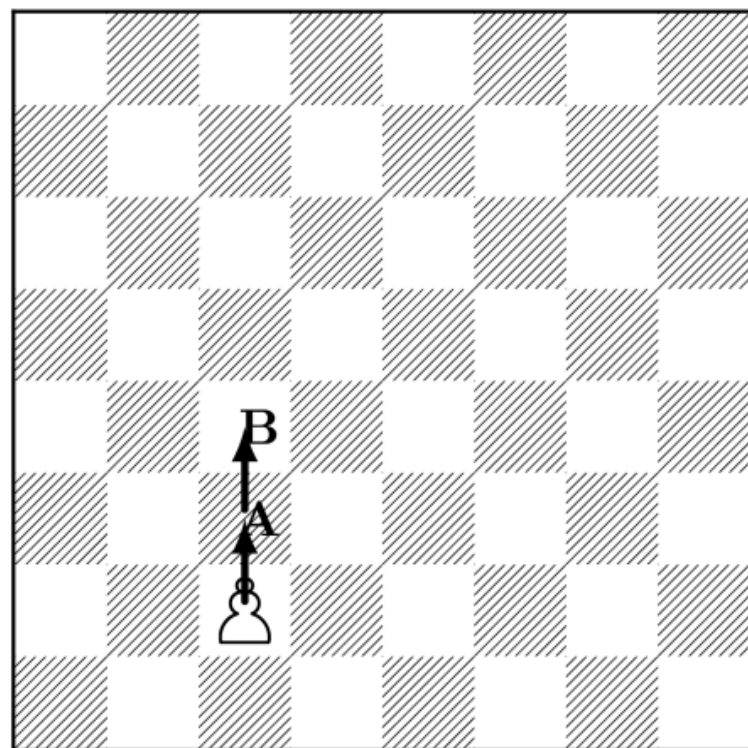
The Knight captures in the same way that it moves: by replacing the enemy piece on the square to which it moves.



The Pawn, unlike the other pieces, moves in one fashion and captures in another. Also, it can only advance, never retreat. The Pawn moves forward—never backward—one square at a time, as shown:

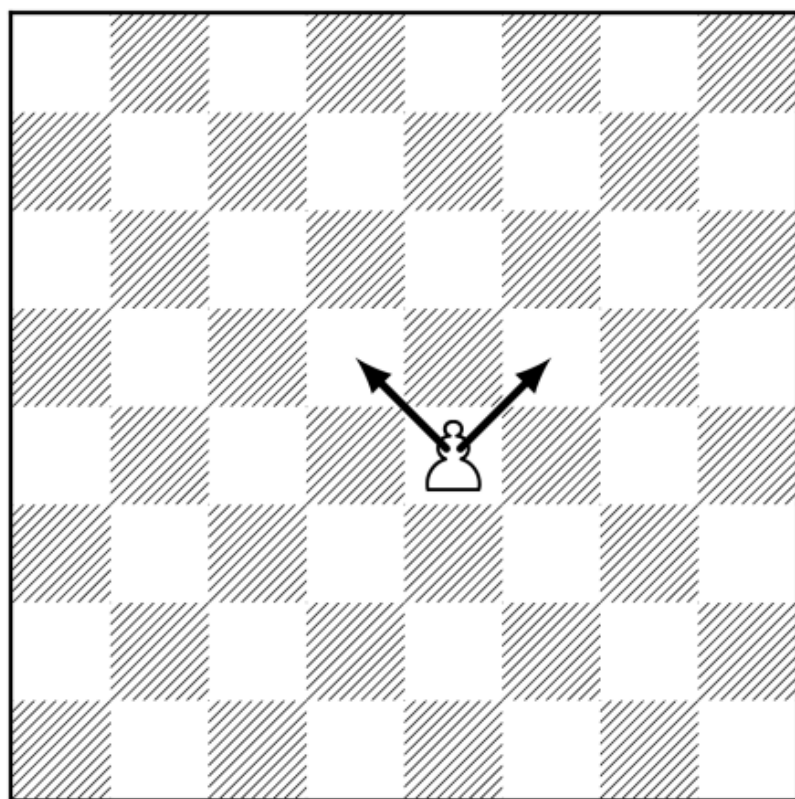


However, when the Pawn is on its original square, it has the option of advancing one or two squares on its first move.



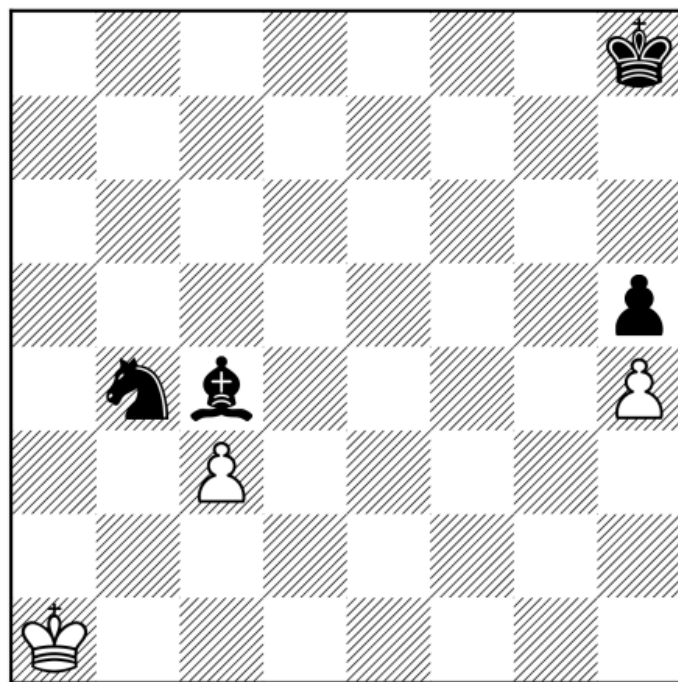
The Pawn can move to square A or square B.

The Pawn captures diagonally forward to the left or right, as shown:

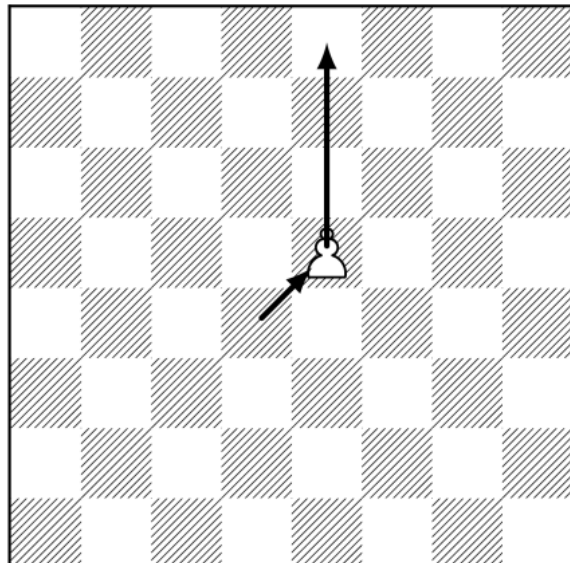
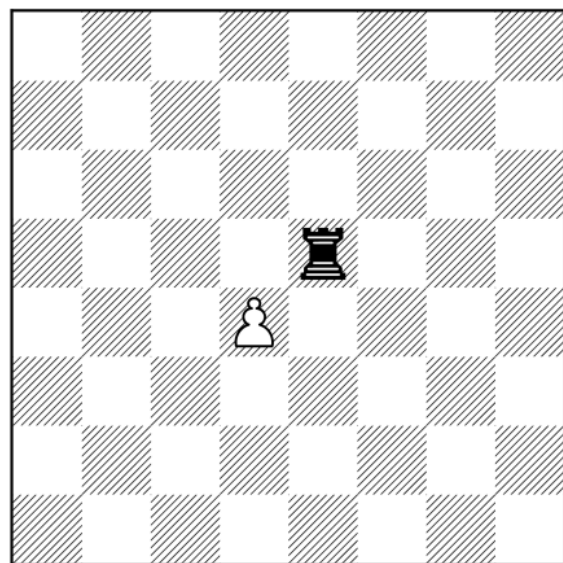


How the Pawn captures.

In the position shown below, the White Pawn on the left can capture the Knight; however, it cannot move one square ahead, since it is blocked by the Black Bishop. Neither Pawn on the right can move since each blocks the other.



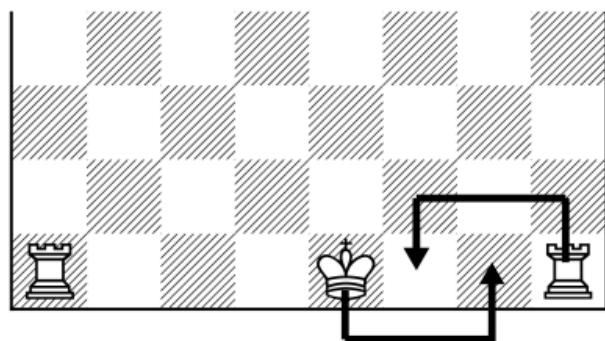
Remember that the Pawn, like the other pieces, replaces the piece it captures.



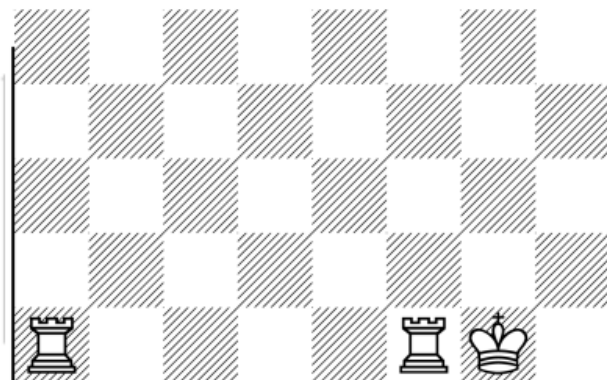
After the Pawn captures. The Pawn then proceeds as shown by the broken line, unless it changes files (the vertical rows) when making another capture.

Special Moves

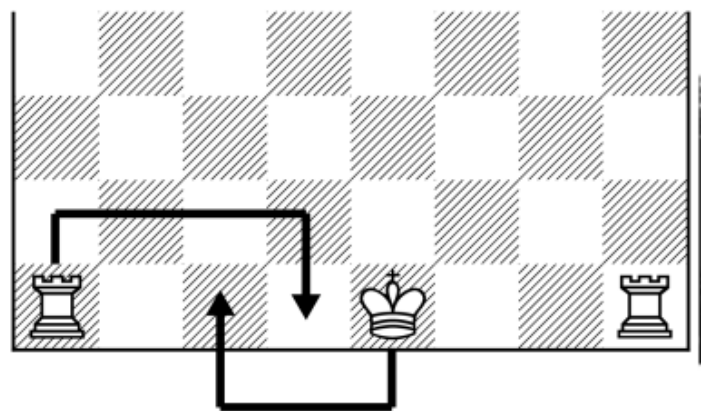
Castling is a move that allows you to place your King on a square that is reasonably safe from enemy attack. It is the only move that involves a move of two pieces on a player's turn. Castling is accomplished by the King and either Rook as shown below:



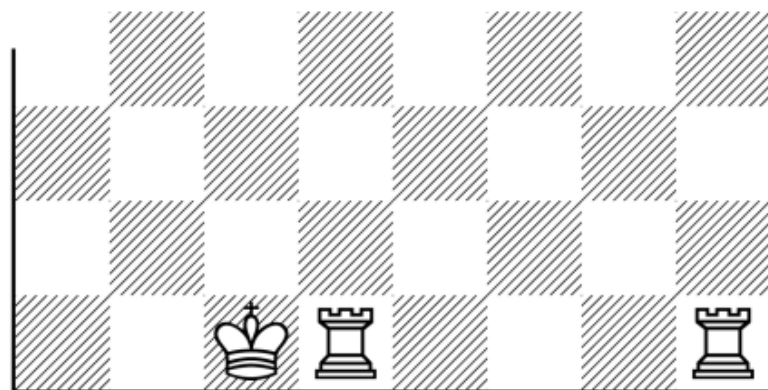
Position before castling
on the King's side of the
board.



After castling "King-
side."

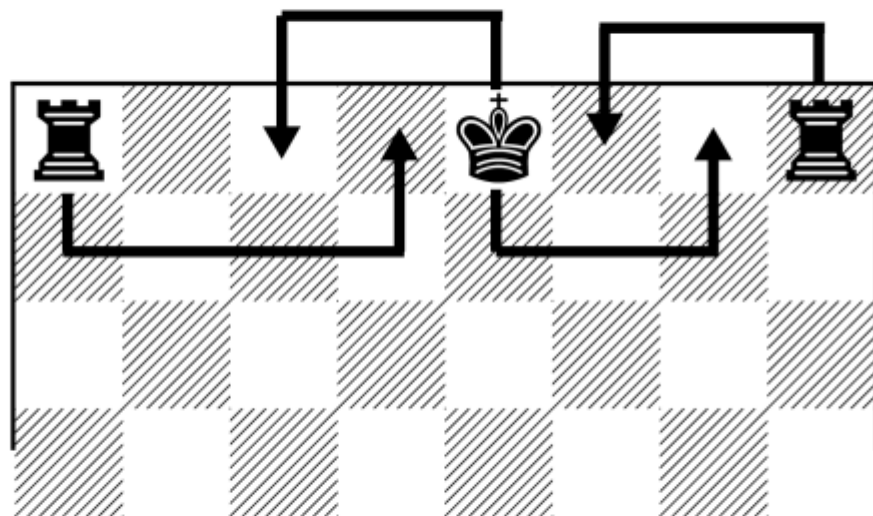


Position before castling
on the Queen's side of the
board.



After castling "Queen-
side."

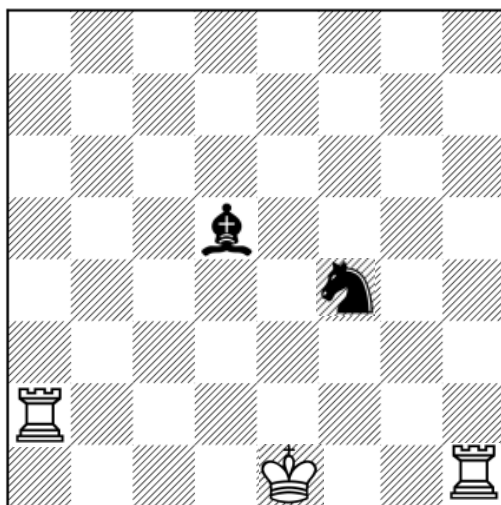
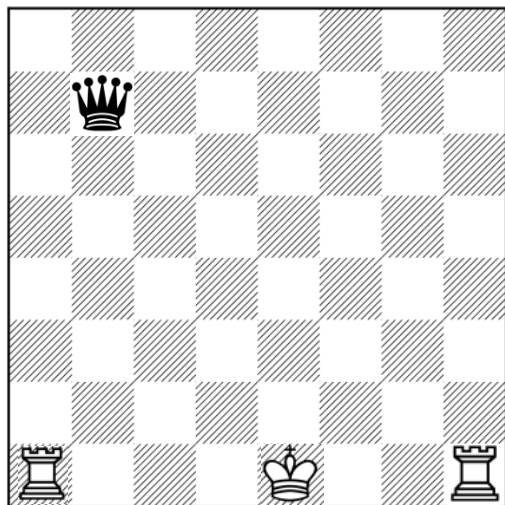
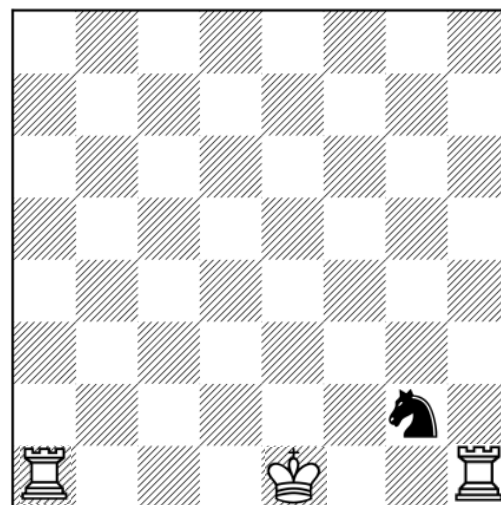
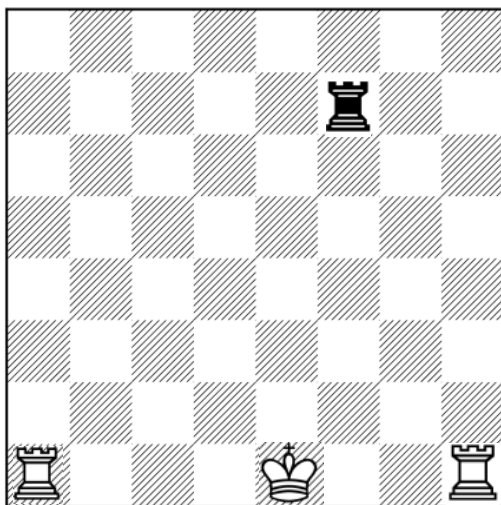
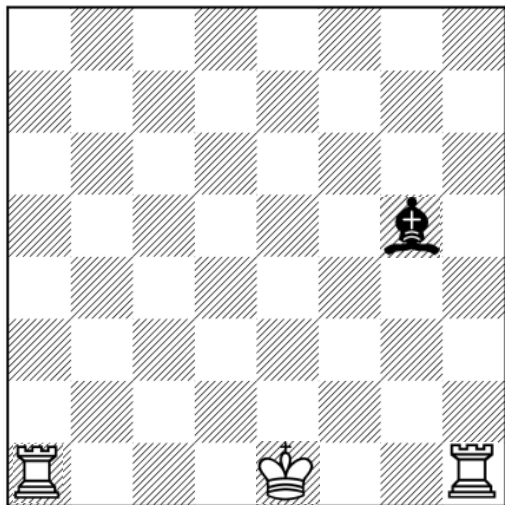
Black castles as shown:



Note: The King is moved two squares toward the Rook he intends to castle with, then the Rook is placed on the other side of the King.

Castling may not be played when:

- 1) The King is in check, i.e., under enemy attack.
- 2) Either the King or Rook involved has previously moved.
- 3) Pieces (either side) are between the King and the Rook.
- 4) Squares passed over or landed on by the King are under enemy attack.

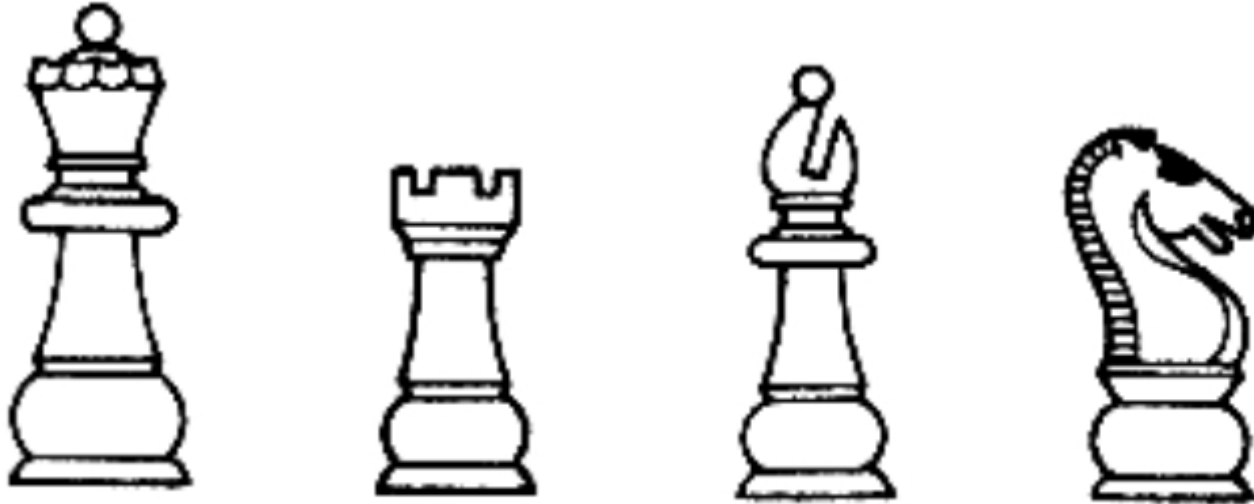


Can White castle in each of these positions?

If White can castle, which way can he castle?

Assume that pieces on their original squares have not yet moved.

Pawn Promotion: When a Pawn reaches the eighth rank (the enemy's back rank) it is promoted to a Queen, Rook, Bishop, or Knight of its own color, according to the player's choice.

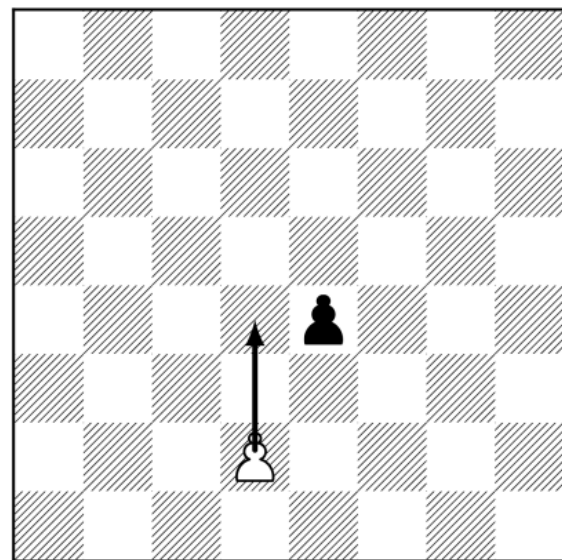


Coach's Note:

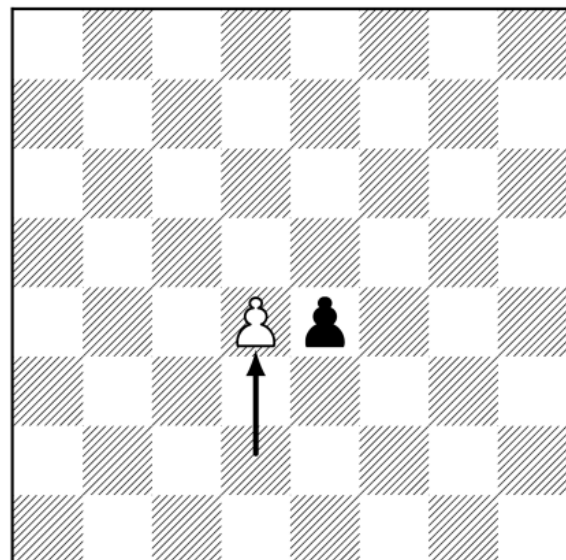
Yes! You can have more than 1 Queen, 2 Rooks, 2 Bishops or 2 Knights!

Capturing En Passant (in passing): This special capturing power of a Pawn applies only to the capture of a Pawn by a Pawn, in a specific type of situation. That situation occurs when a Pawn on the second rank (horizontal row) uses its option to advance two squares on its first move and bypasses an enemy Pawn as shown here.

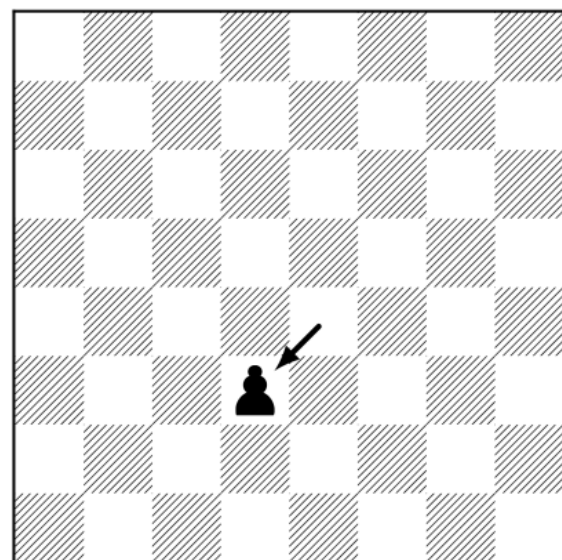
If the bypassed Pawn does not exercise its option of capturing en passant at once, it cannot do so later on in the game.



White moves.



Now it is Black's move..



After Black captures en passant.

RELATIVE VALUES OF PIECES

Numerically, the relative values of the various pieces can be expressed as follows: Pawn = 1; Knight = 3; Bishop = 3.25; Rook = 5; Queen = 9; King = Infinity (if you lose the King, you lose the game).

Coach's Note: For simplicity, we can say that the Bishop and Knight are of roughly equal value (3).

Whether the Bishop is more valuable than the Knight depends largely on the position!

THE OBJECT OF CHESS

•

The object of Chess is to attack the enemy King in such a way that it cannot escape capture. Once this is done the King is "checkmated" and the game is terminated. Therefore, whenever a King is under attack ("check"), it must escape that attack before the game can go on.

Consider the following position:

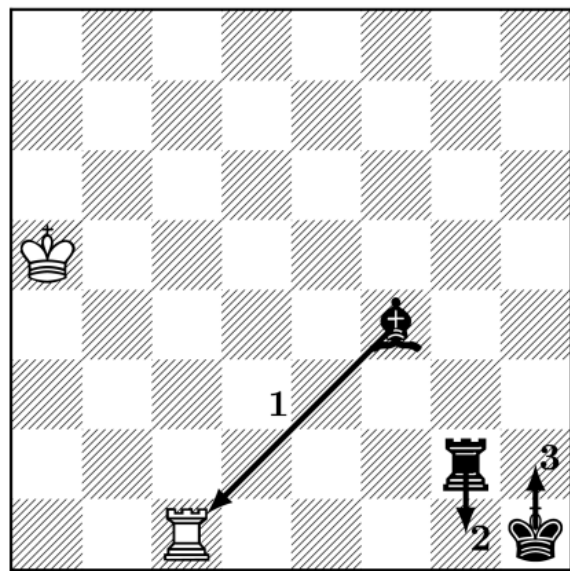


Diagram A

Black is in check.

The White Rook is checking the Black King. There are three ways of escaping check:

- 1) Capturing the checking piece (Bishop: arrow 1).
- 2) Interposing a piece between the King and the checking piece (Rook: arrow 2).
- 3) Fleeing to a square where the King will not be in check (arrow 3).

Remember, if a King is in check and has no way of escaping, then that King is "checkmated."

Consider this position:

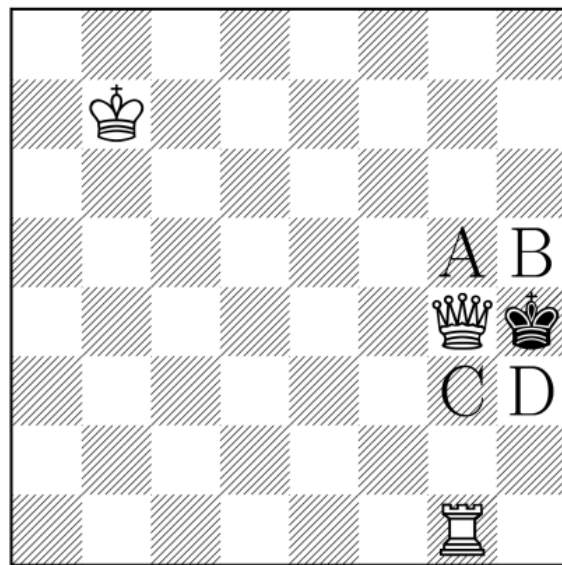


Diagram B
Checkmate!

Here the checking piece (Queen) can't be captured because it is protected by the Rook. Black has no possible interpositions and all the potential fleeing squares (A, B, C, D) are attacked by the White Queen. Black is in check and has no means of escaping: Black is checkmated. The game is over.

Compare the position above with the one that follows:

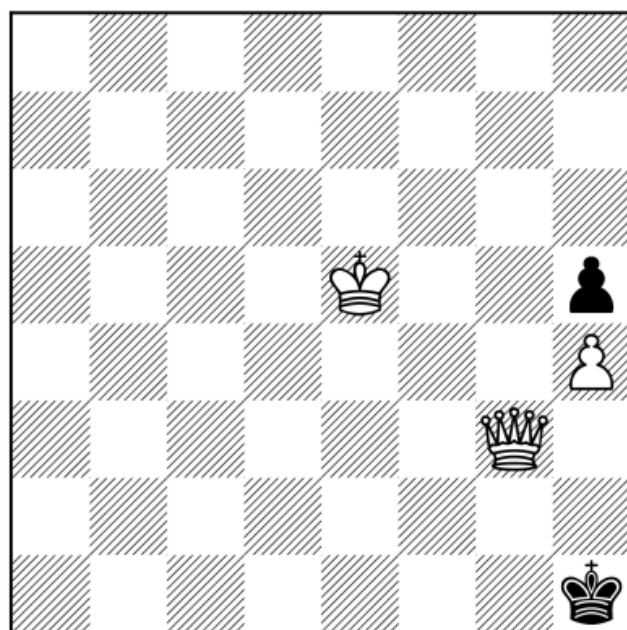


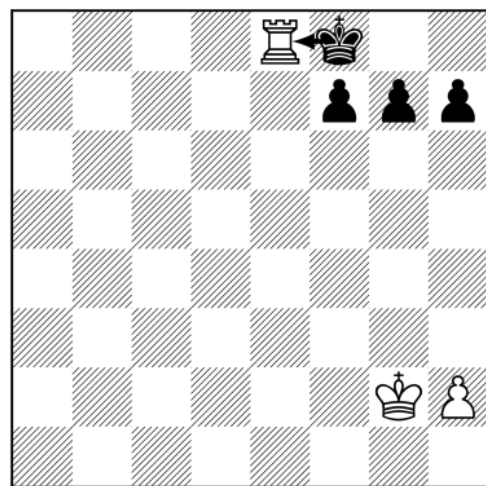
Diagram C

(Black to move.)

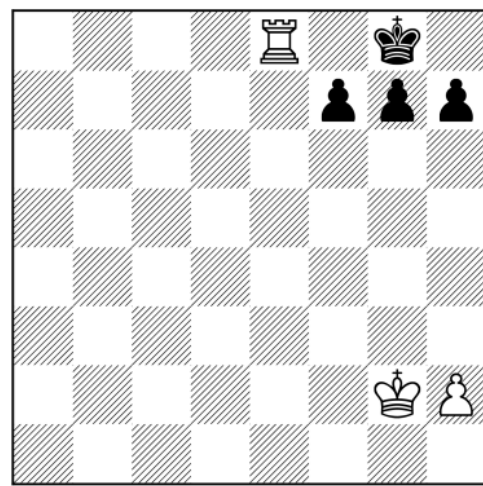
(What move can Black make?)

In diagram B, Black is in check and has no moves to escape from check. But in diagram C, Black is not in check; any move with his King would put his King in check, and his Pawn is blocked. Black has no legal move. This situation is known as “stalemate” and the game is drawn.

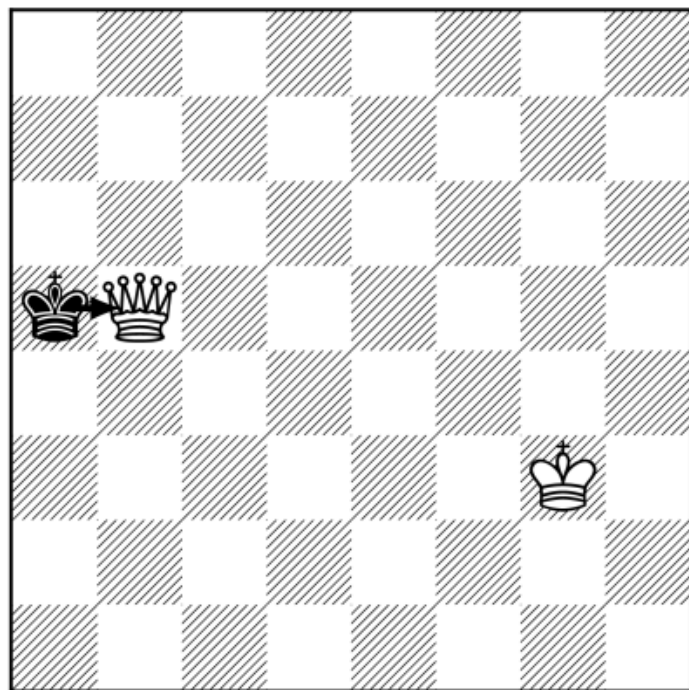
Observe the difference between the two positions in each of the groups below:



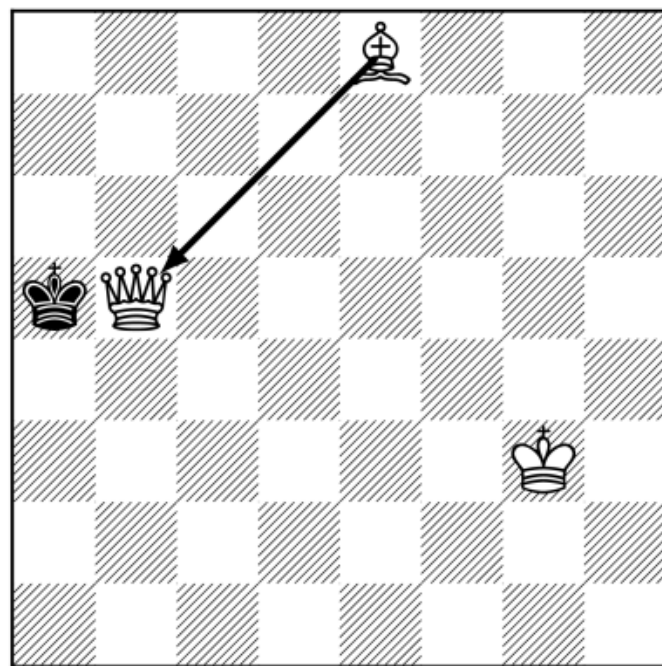
- A1. White has just moved his Rook down, giving check. But the Black King can capture the checking White Rook. Black is saved.



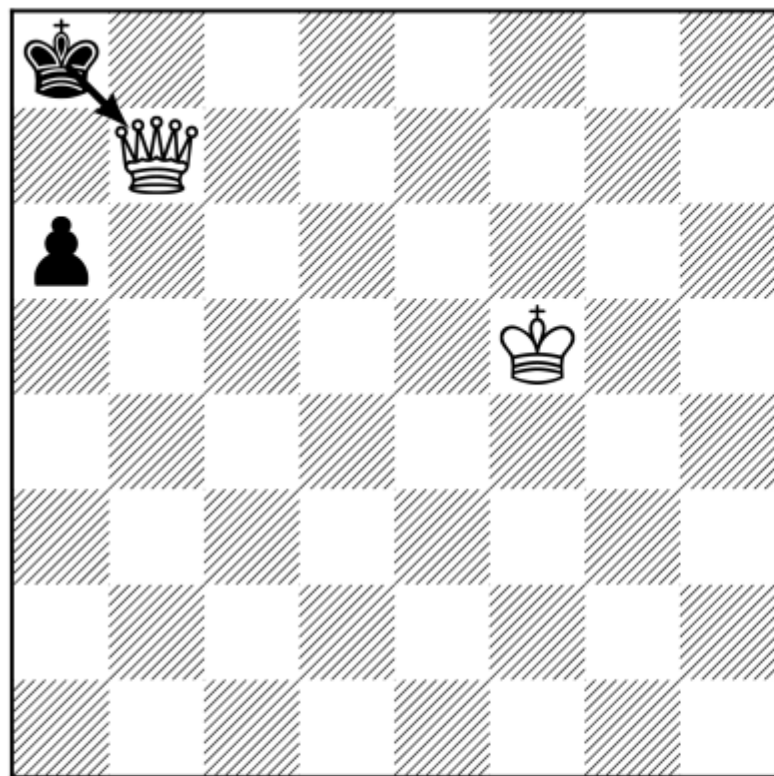
- A2. In this slightly different position, the attacked King cannot capture the White Rook. As a matter of fact, Black has no defense; he is checkmated. The game is over.



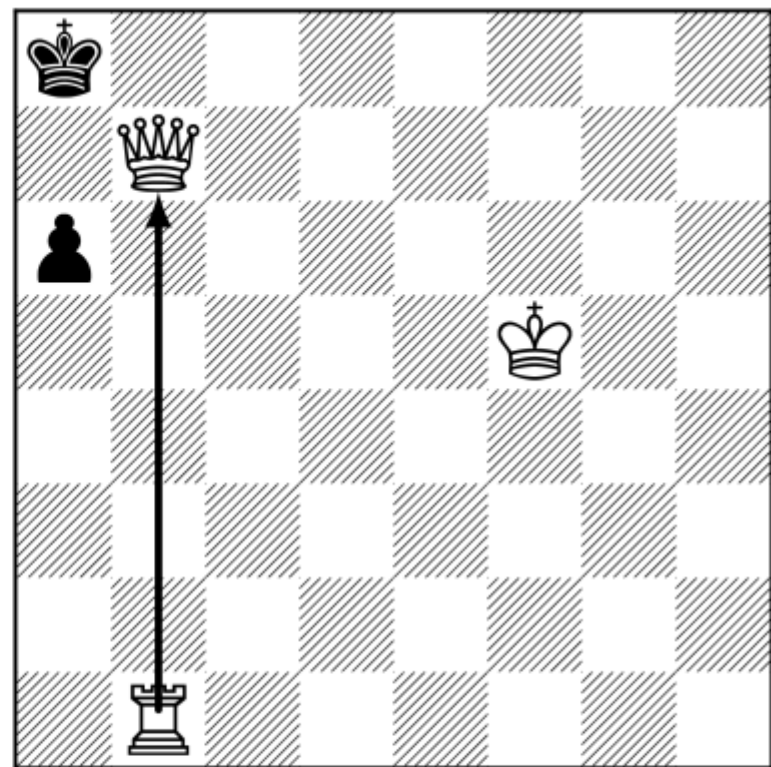
B1. The White Queen has cornered Black's King, but Black's King can capture the checking White Queen.



B2. The checking White Queen is protected by the Bishop. The Black King cannot capture. Black is checkmated.

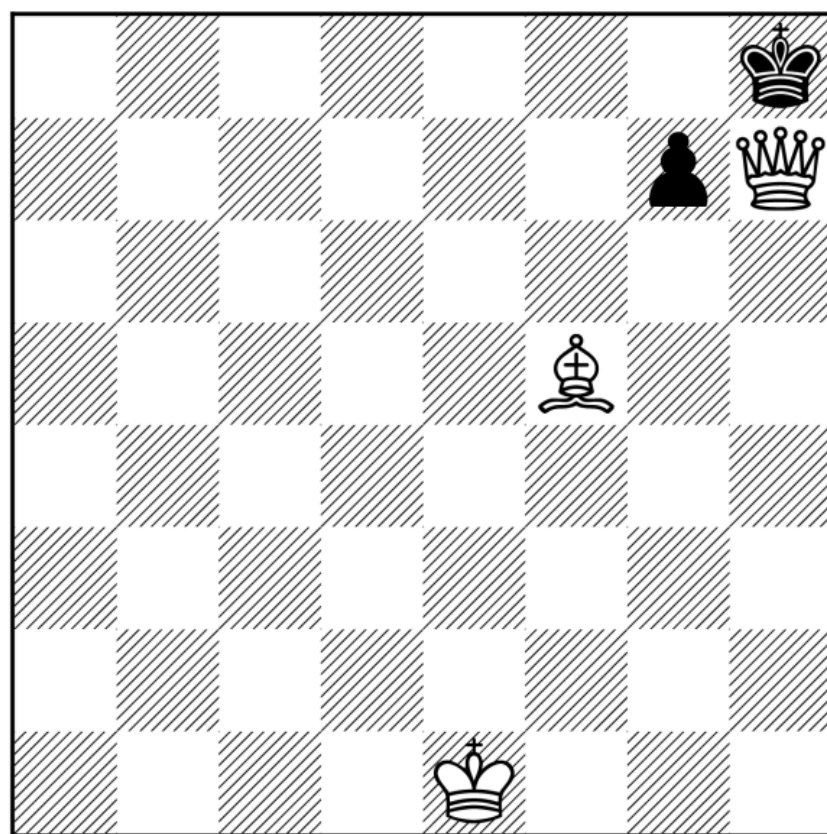


C1. Again, the Black King can capture the attacking Queen.



C2. Here the Queen, protected by a Rook, has checkmated Black.

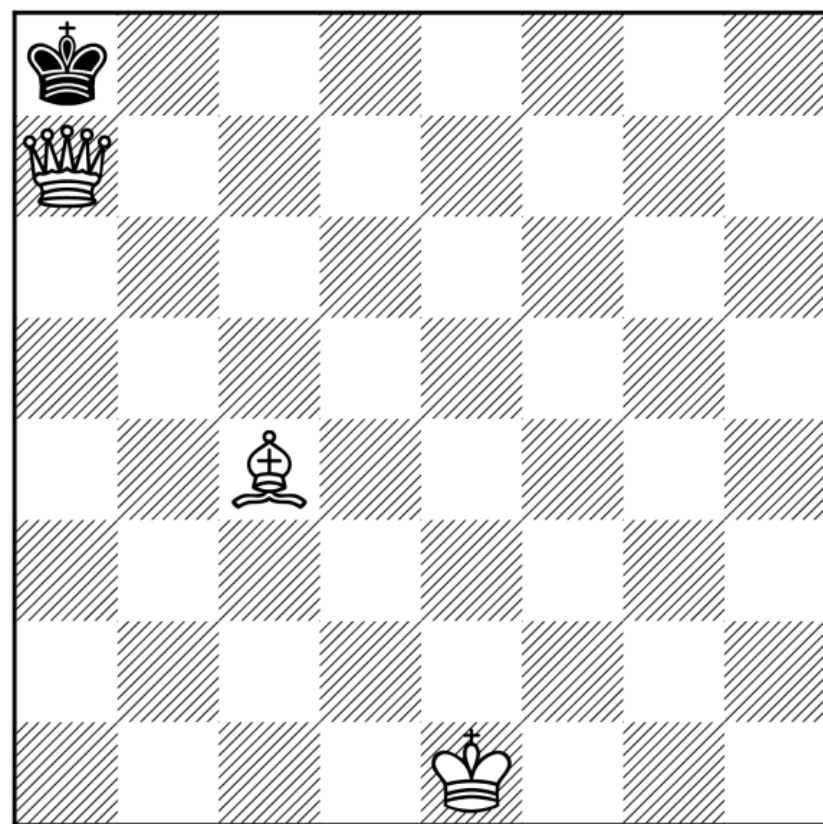
Observe this position; then decide whether the Black King can capture the checking White piece.



The White Queen is giving check. The Black King:

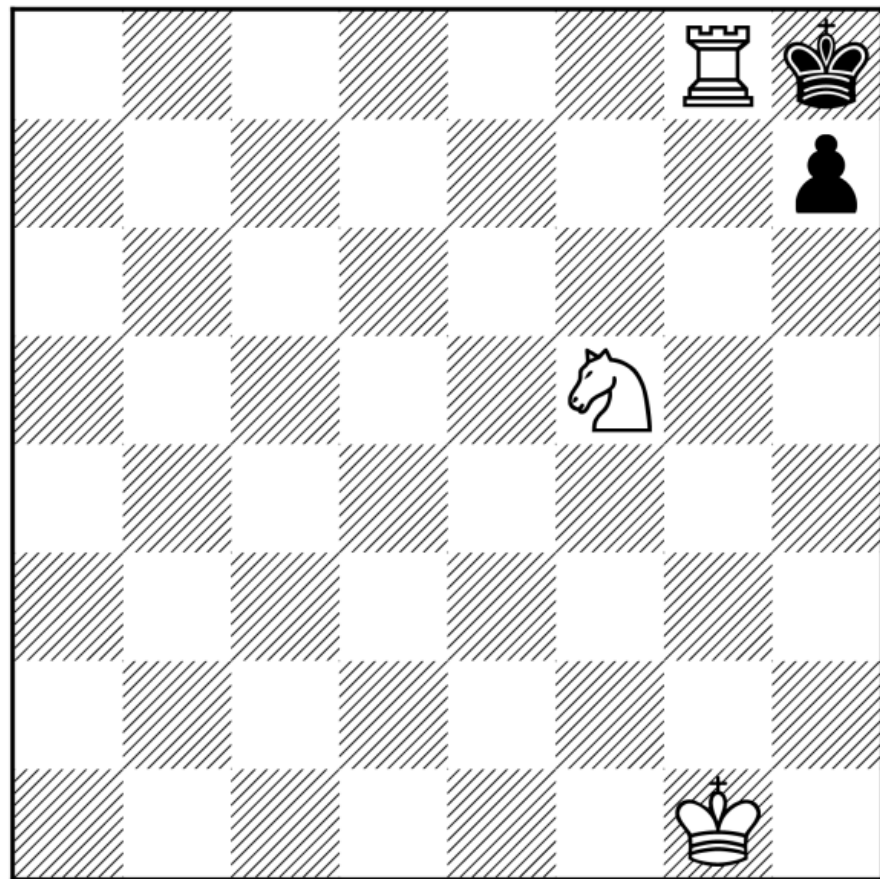
- ☐ can capture
- ☐ cannot capture

Again, observe the position; then decide whether the Black King can capture the checking White piece.



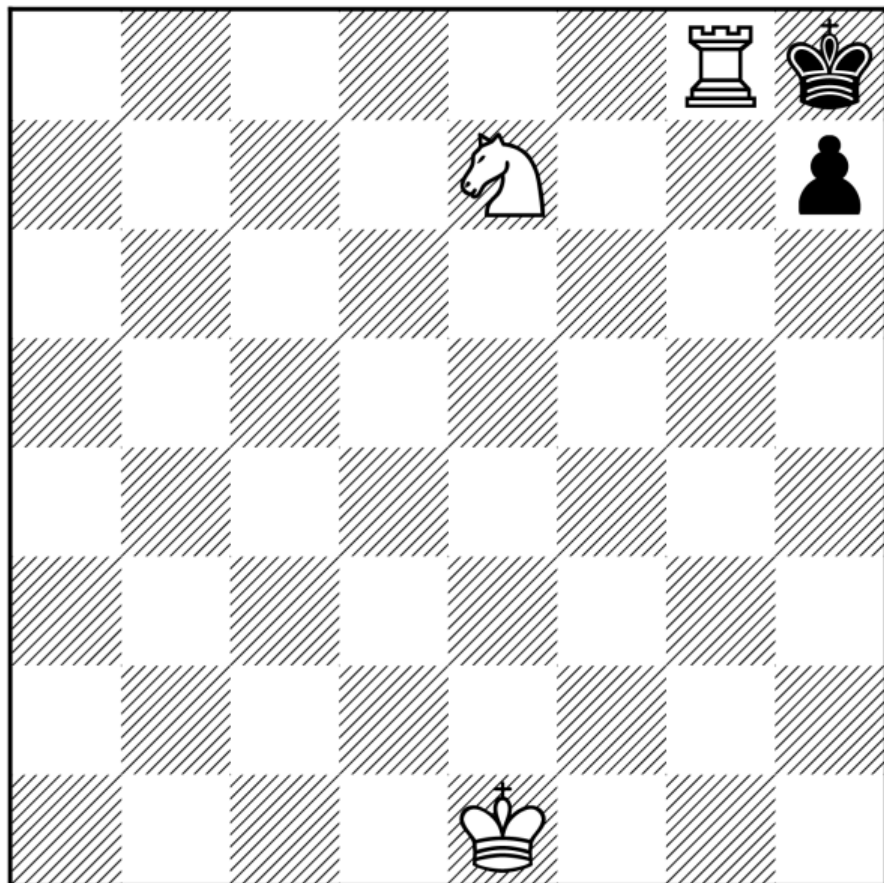
The White Queen is giving check. The Black King:

- ☐ can capture
- ☐ cannot capture



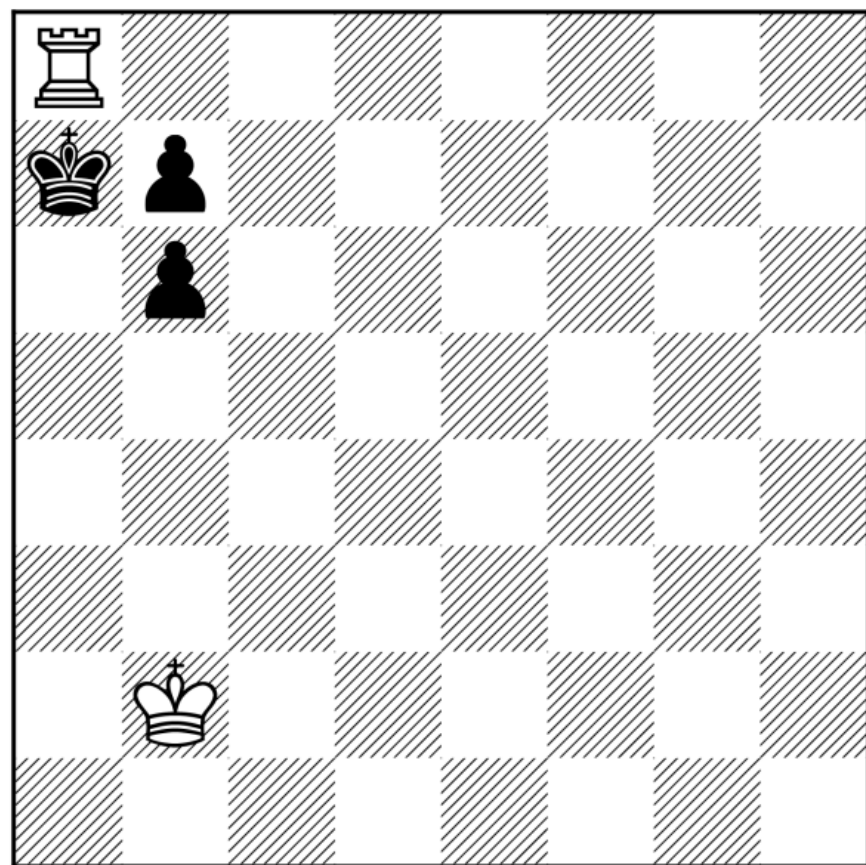
Black King:

- ☐ can capture checking White Rook
- ☐ cannot capture checking White Rook



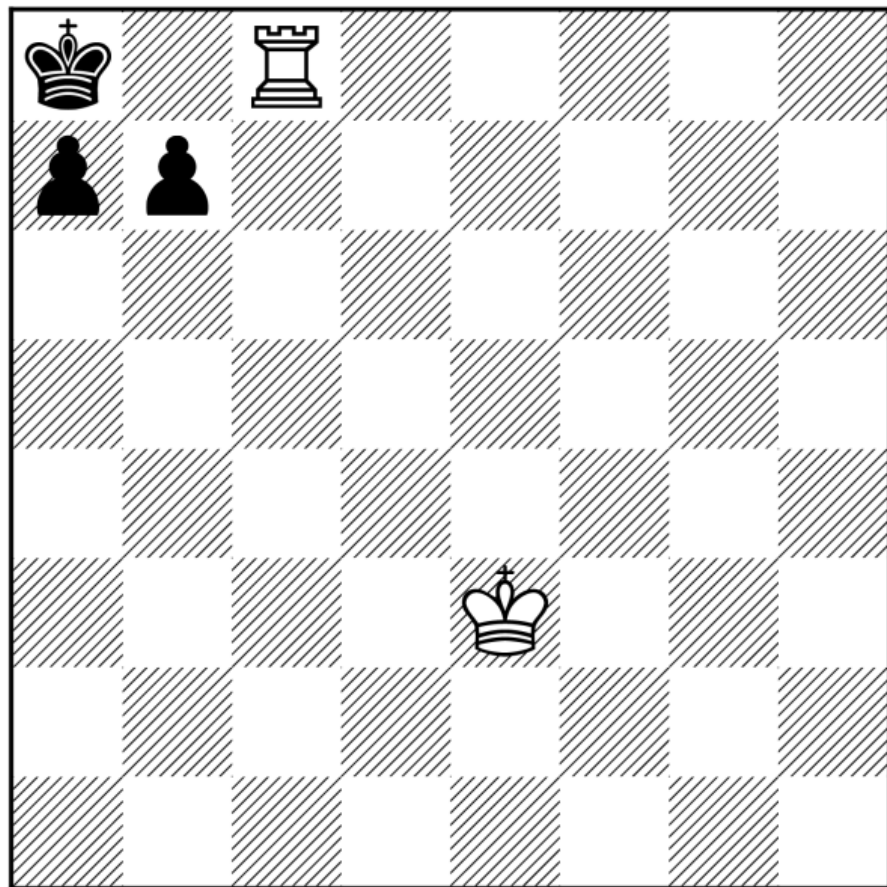
Black King:

- ☐ can capture checking White Rook
- ☐ cannot capture checking White Rook



Black King:

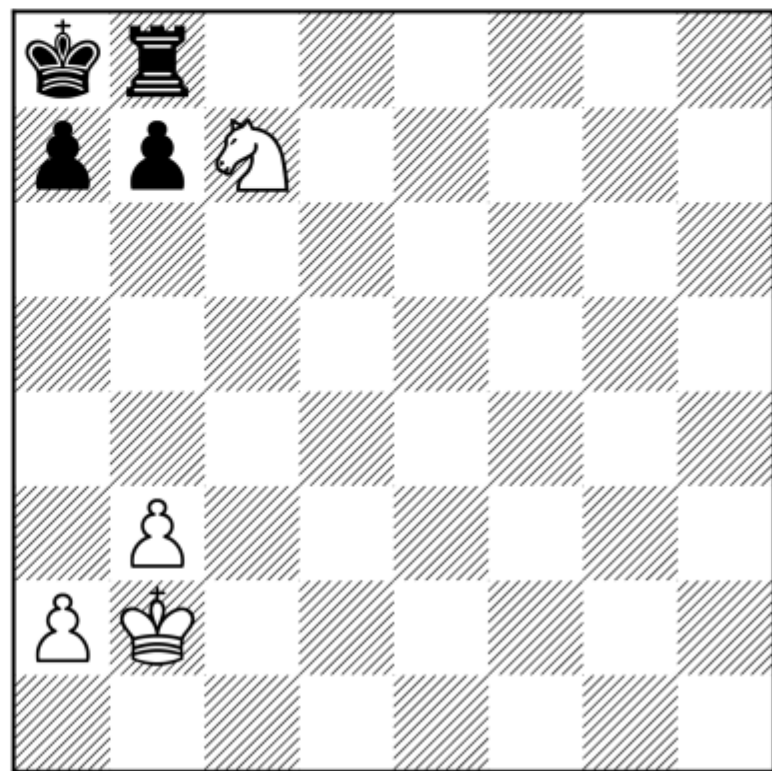
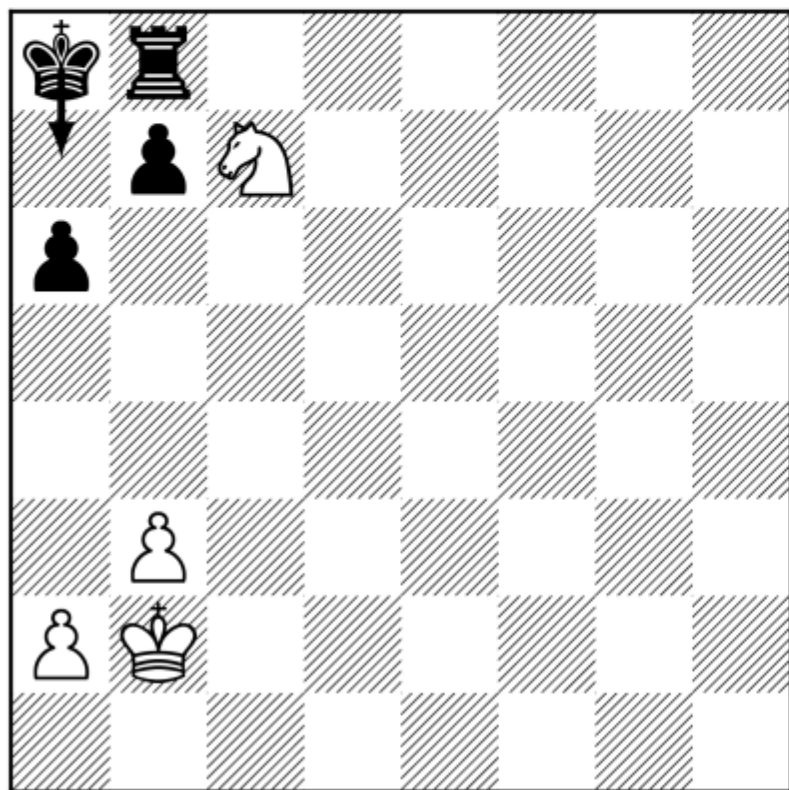
- ☐ can capture checking White Rook
- ☐ cannot capture checking White Rook

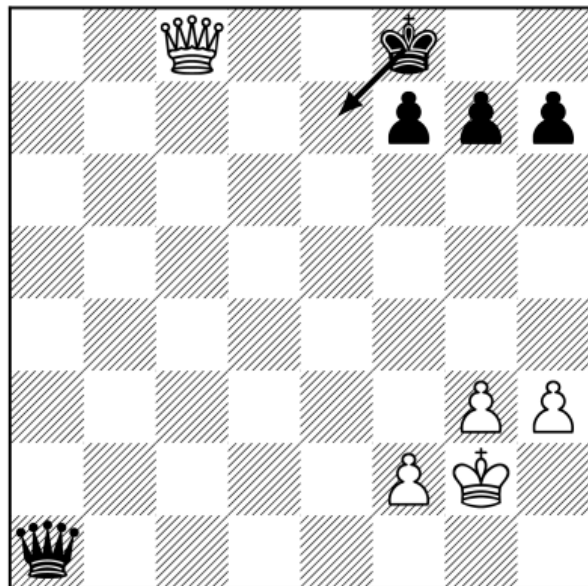


Black King:

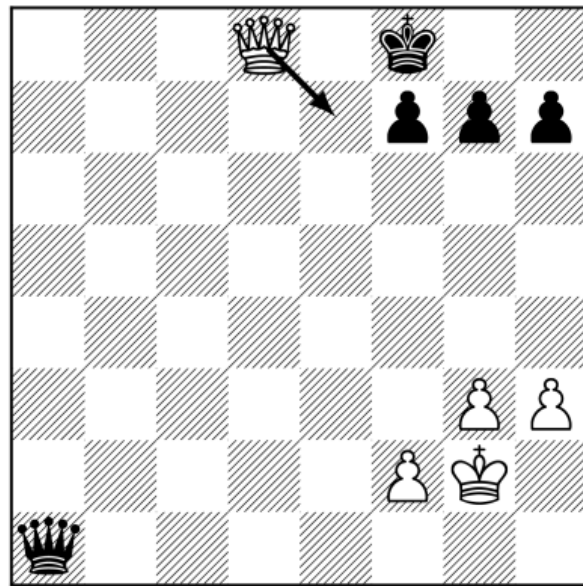
- ☐ can capture checking White Rook
- ☐ cannot capture checking White Rook

Sometimes the Black King can escape from check by fleeing to a “flight” square.
Observe the difference between the two positions in each of the groups below:

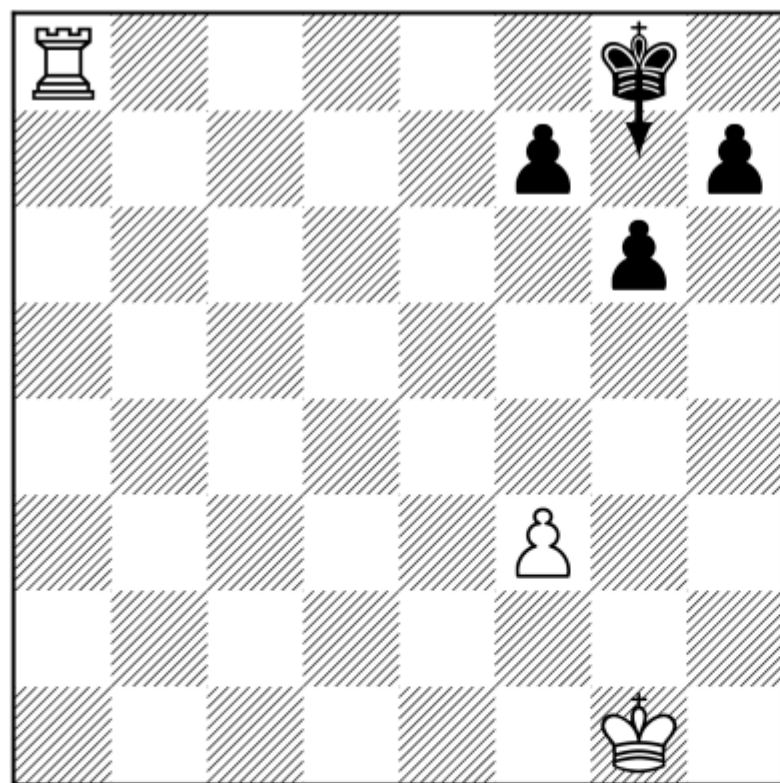




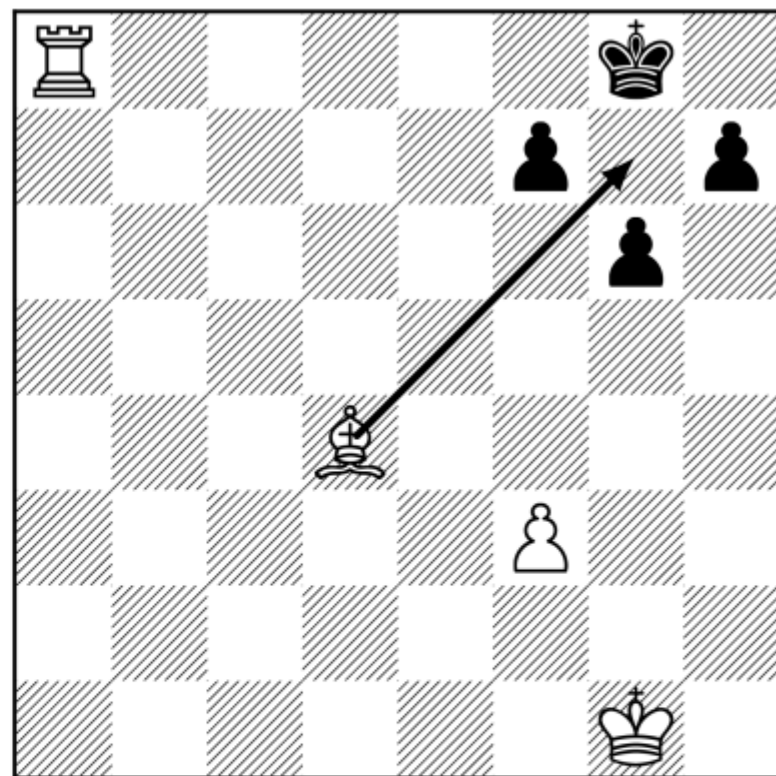
B1. The White Queen has checked, but Black's King can flee to the square indicated.



B2. Here White's Queen not only checks, but also covers the enemy King's flight square. Black has no place to flee safely, so he is mated.



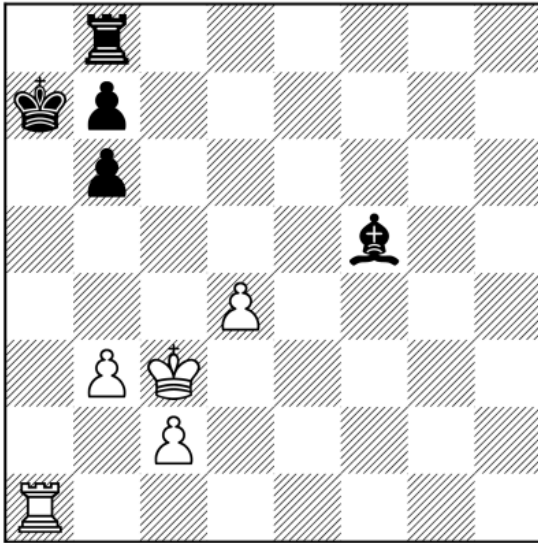
C1. The White Rook checks. Black's King flees as indicated.



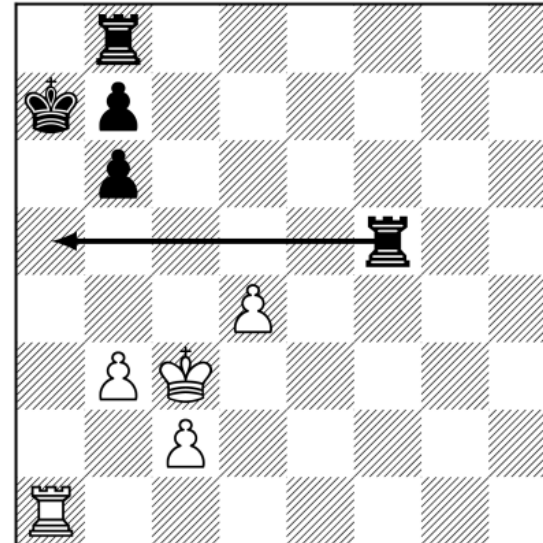
C2. White's Bishop covers the flight square. Therefore, Black is mated.

Another way for Black to escape check is to “interpose” one of his pieces between the checking piece and his King.

Observe the following positions:



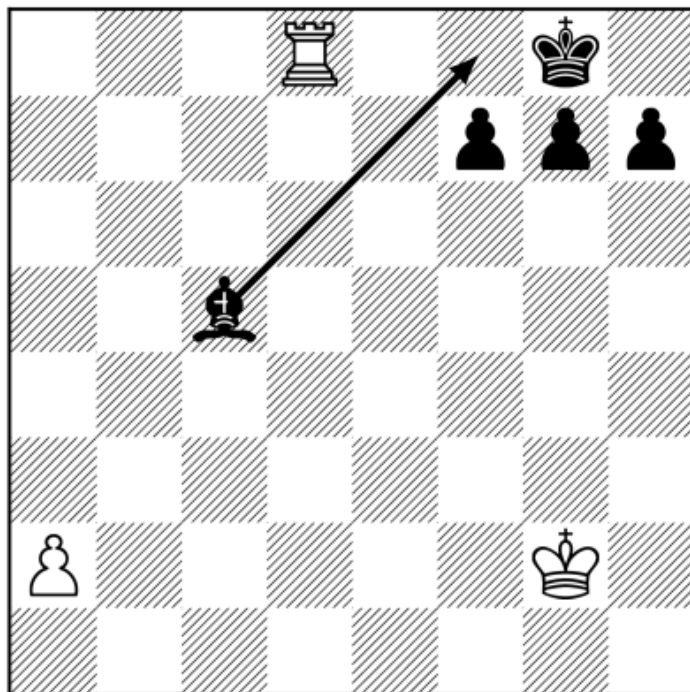
A. White's Rook has checked. Black has no defense and is mated.



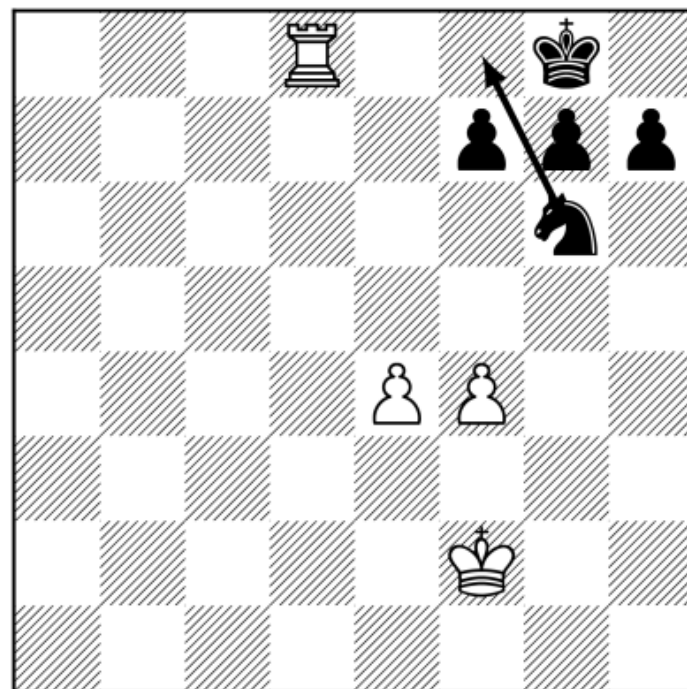
B. But in this similar position, Black's Rook prevents mate by interposing (as shown by arrow).

Coach's Note:

*When a **KNIGHT** checks, you cannot interpose!*

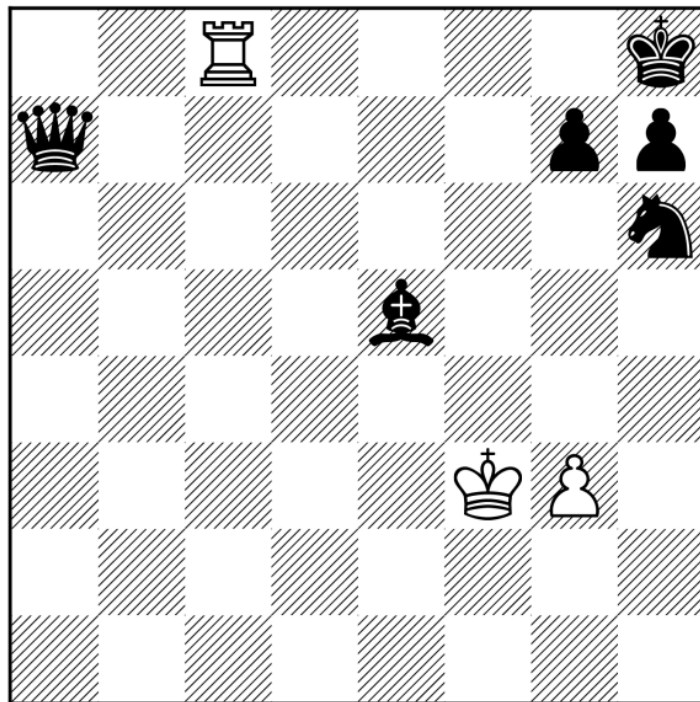


- C. Here Black's Bishop interposes, defending against mate by the White Rook.



- D. This time the Black Knight interposes.

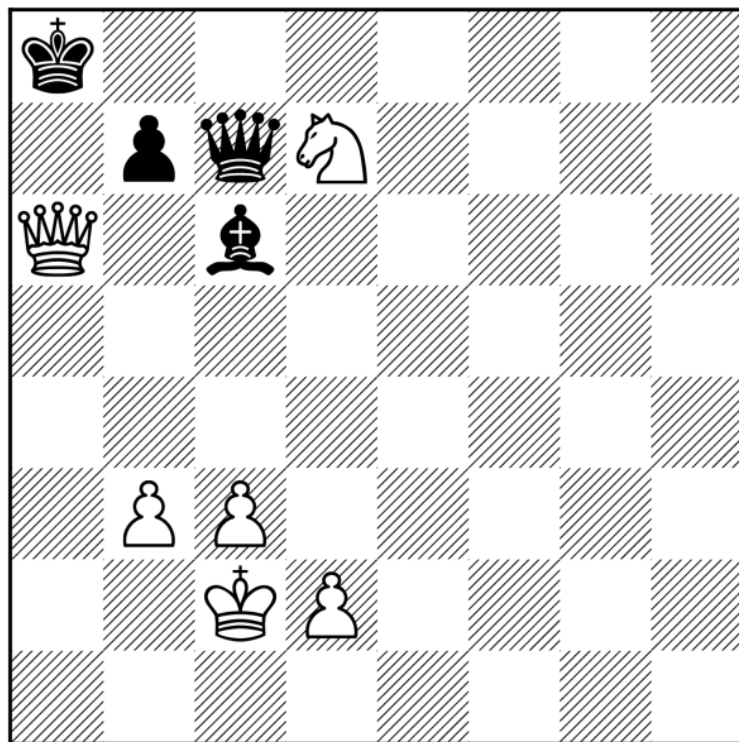
In this position, the White Rook is checking:



Which Black piece can defend against the check?

What does that Black piece do?

- ☐ captures
- ☐ interposes

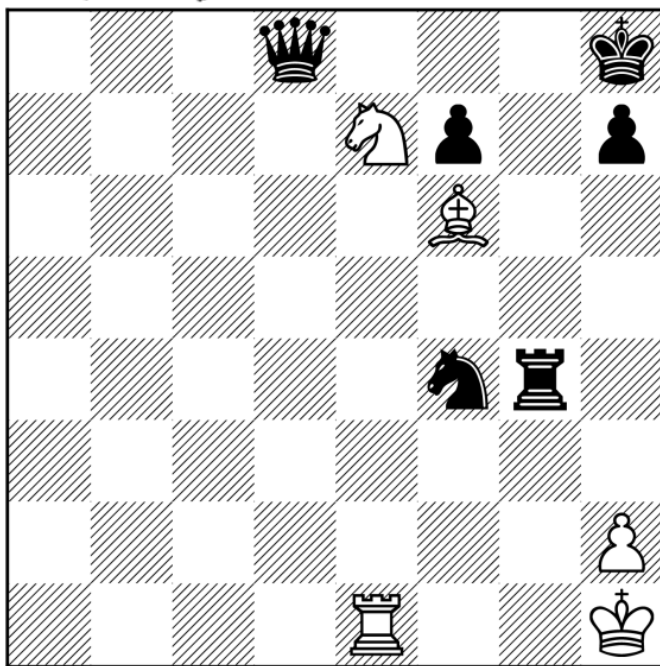


Which Black piece can defend against this check?

What does that Black piece do?

- ☐ captures
- ☐ interposes

In this and the next few frames you will be shown various positions: in some Black is mated; in others he can defend by capturing the White attacker, moving his King, or interposing. You will be asked to determine Black's defense, if any exists.

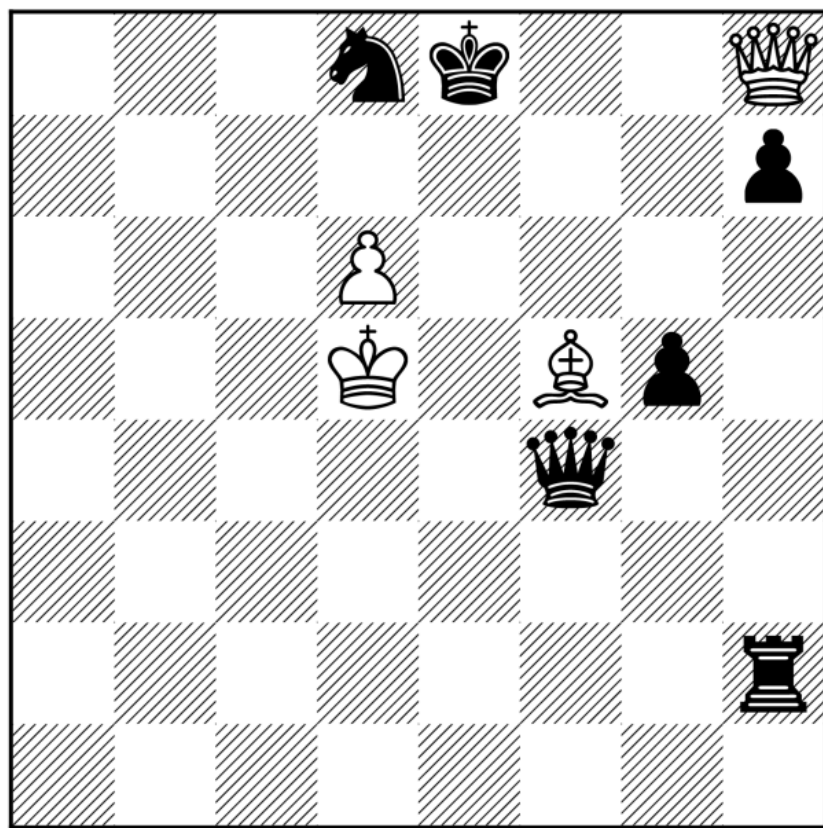


Is Black mated by White's Bishop?

☐ yes

☐ no

If not, draw an arrow on the diagram to show Black's defense.



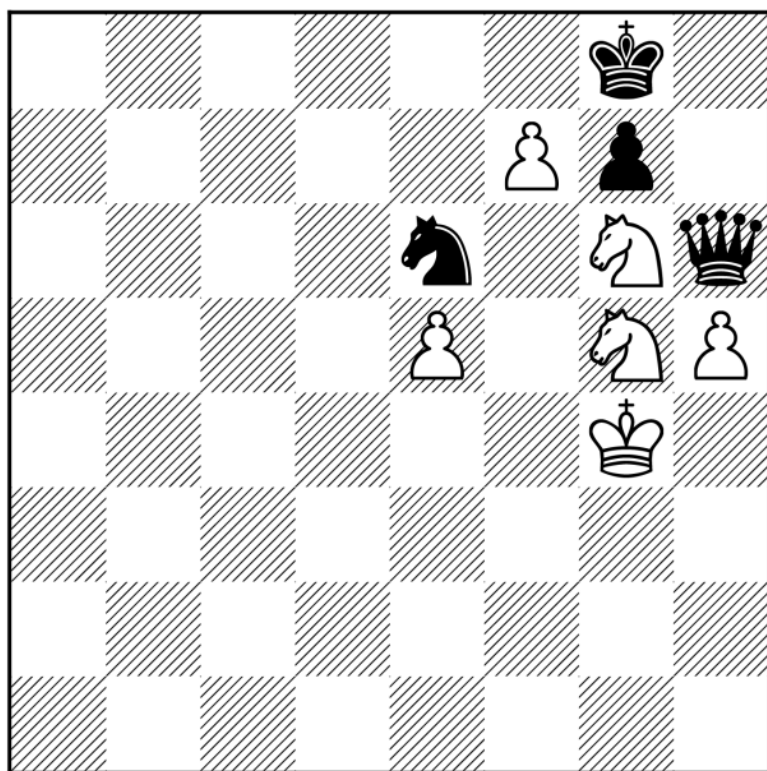
Is Black mated?

☐ yes

☐ no

If not, draw an arrow to show his defense.

Observe the board carefully. This is a tricky one.



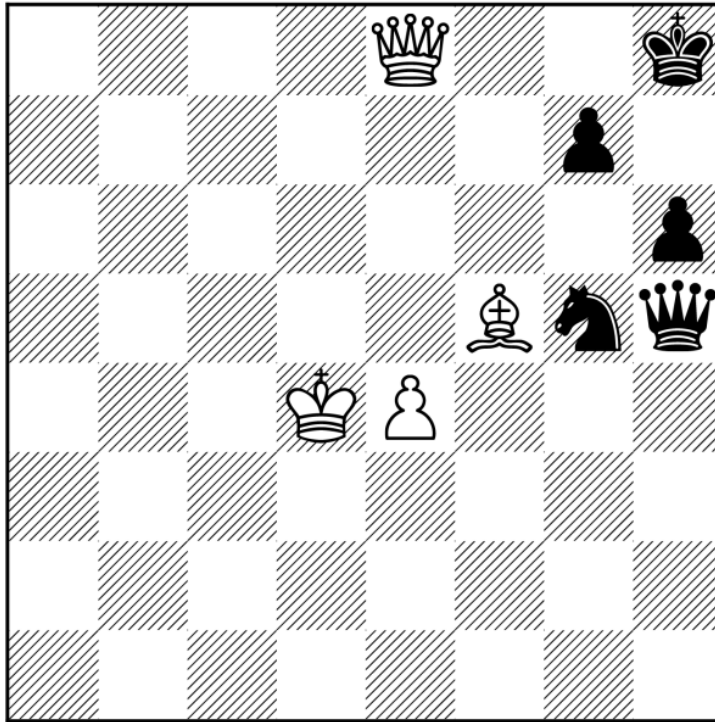
Is Black mated?

☐ yes

☐ no

If not, draw an arrow to show his defense.

Here's another tricky one:



Coach's Note: *The hardest move to see in chess is diagonally backwards!*

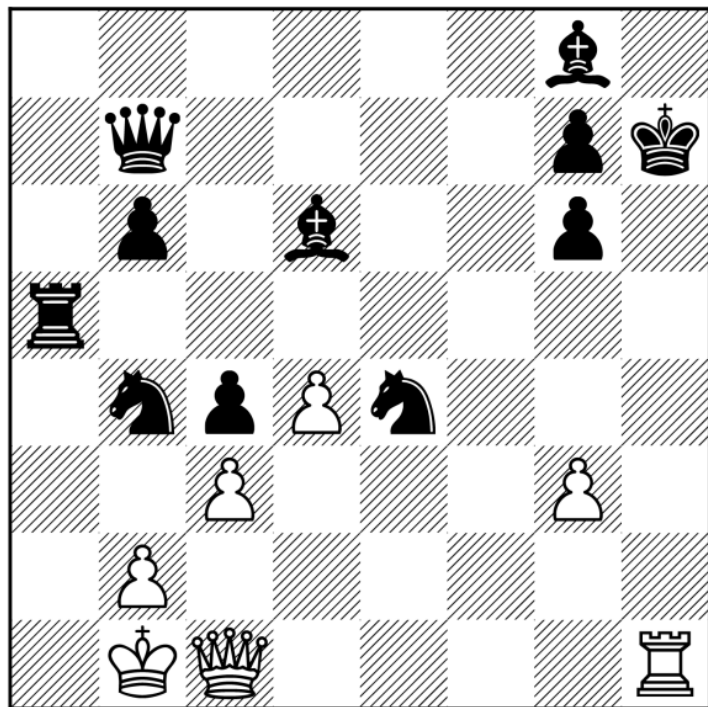
The position is:

☐ checkmate

☐ not checkmate

If you answer "not checkmate," draw an arrow to show Black's defense.

You will now see more complex positions that require careful consideration of every piece on the board.



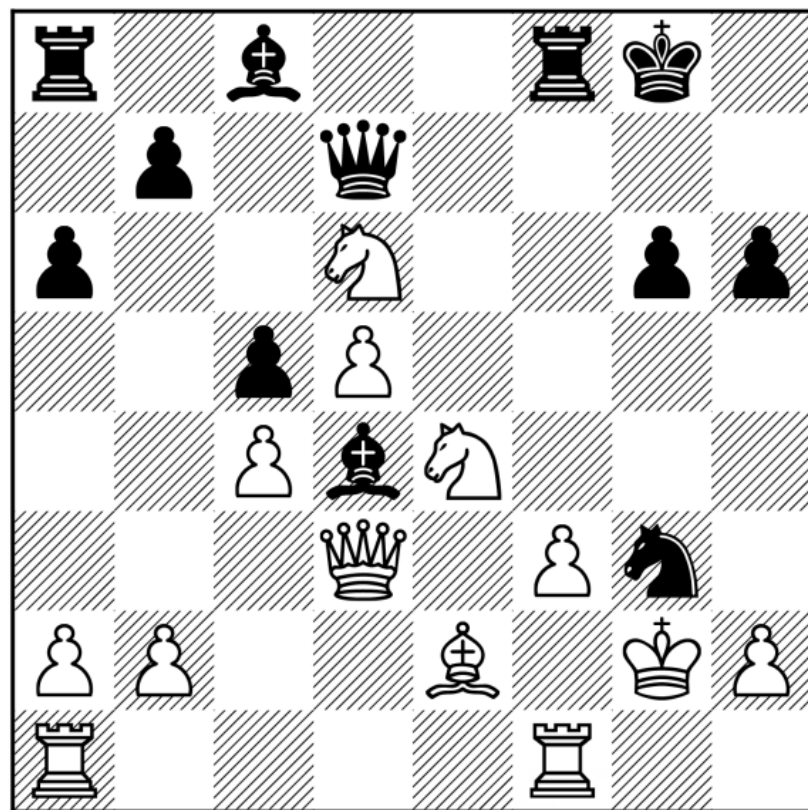
Which Black piece can defend against mate?

How does this piece defend?

- ☐ by capturing attacker
- ☐ by interposing

Assume White's Pawn captures the Black Knight. Draw an arrow to show how I would then mate in one move:

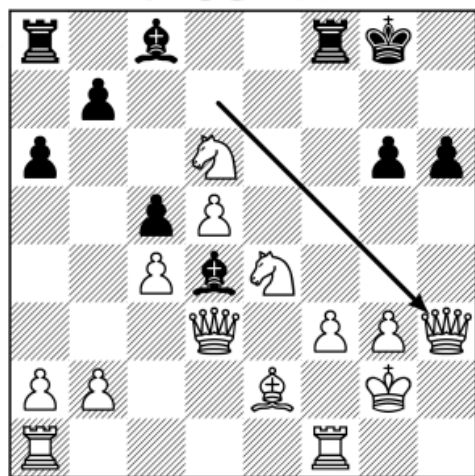
Fischer



Gligorich

44 After White's Pawn takes Knight, Queen mates as shown:

Fischer



Gligorich

NOTE: This position is from my game with Gligorich in Bled, Yugoslavia (1961). Gligorich has been Yugoslavian Champion many times. He has qualified for the Candidates Tournament for the World Championship three times.

Actually, my opponent made a different move (Knight-takes-Bishop), and after some complicated play the game was eventually drawn.

Draw an arrow to show Black's defense against check-mate:

