

# *Think Chess 4 Kids*



## *The Book of Chess for the Classroom*

Written by Michael Angelo Purcell  
Developed exclusively for Think Chess 4 Kids.  
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### **The Book of Rules:**

Chess is a game with rules. And as far as I can tell there are only two types of rules in the game. Rules that cannot be broken and rules that can be broken.

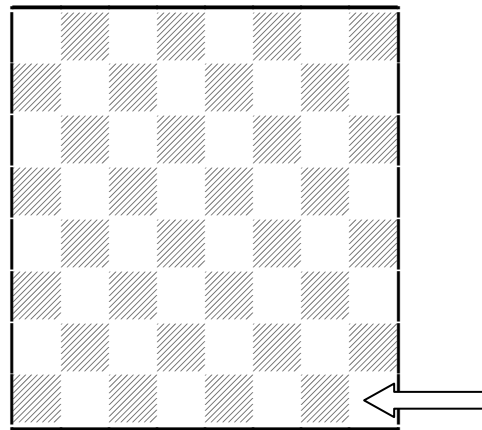
Rules that cannot be broken I call the laws or rules of force. Rules that can be broken are called suggestions or rules with exceptions.

In this book I will give you the laws of chess and the force that backs up these laws. Rules with exceptions will be covered in The Book of Exceptions. Also I will not cover the rules out side of the realm of the basic game rules. Such as tournament rules, blitz rules and variants. Perhaps I will in later editions.

### **The Board:**

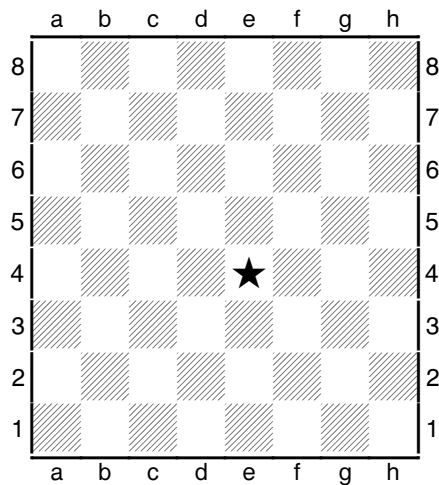
Chess is played on an 8 by 8 board also referred to as a map. When you first place the board in front of you, check

to see if the board has letters and numbers surrounding the border. If not, place the board so that there is a White square in the lower right hand corner on your side of the board.



Notice the White square in the lower right hand corner. "White on the right is right!" All examples from here on out will be described as if you have a board with letters and numbers around the border. These boards make the identifying of squares easy and also aid in locating pieces. We will be using a coordinate system that is used internationally in the chess world. It is based on the

Cartesian coordinate system used in plane geometry and algebra that Rene Descartes invented in the 17<sup>th</sup> century. Any square can be identified by its coordinate name by simply looking at the end of each row the square is in and getting the letter and number for that square.

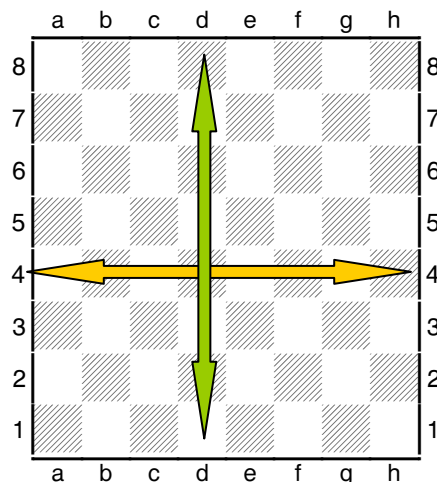


Look at the star in the following diagram. Go up to the top of the row he is in and notice the letter e. Now go to the right of the star to the edge of the board and you will find the number 4. The name of the square the star is on is e4. Going forward I will always be using the names of the squares to navigate around the chess board. For

instance the four squares located in the center of the board are, d4, d5, e4 and e5. The four corner squares on the board are a1, a8, h8 and h1. After a bit of practice you should be able to identify a square regardless of the presence of the coordinates around the board.

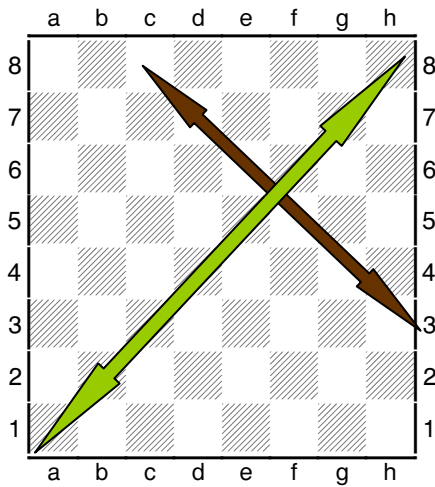
### Ranks, Files and Diagonals:

A rank is the name given to the squares in rows from left to right. On a board with letters and numbers, the numbers indicate the ranks. A file is the name given to the squares in rows from the top to the bottom. On a board with letters and numbers, the letters indicate the files.



For example: a4 to h4 indicated by the orange arrows is the fourth **rank** and d1 to d8 indicated by the green arrows is the d **file**.

A diagonal are the squares in a row of the same color going at an angle.



The green arrows point out the a1 to h8 dark squared diagonal while the brown arrow shows the c8 to h3 light squared diagonal.

**The Pieces:**

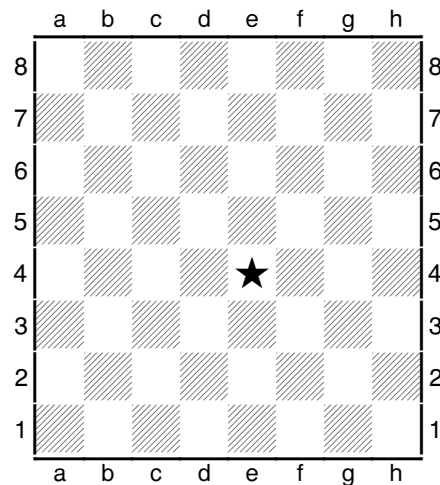
Chess is played with 16 team pieces on each side of the board. There is a White side and a Black side. Some sets use other colors but most sets make it easy to

distinguish between the light and dark pieces.

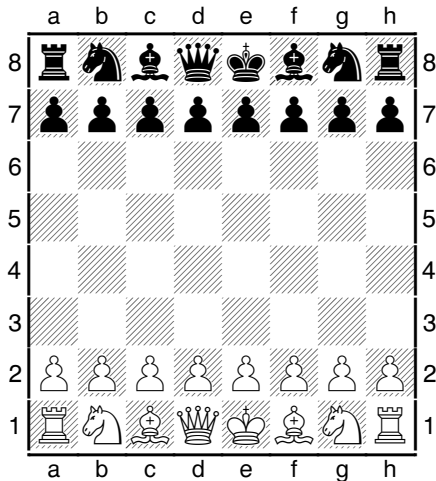
Each piece has special properties that determine its strength and abilities. It is these properties that make the game so variable. The value of each piece is discussed at the end of this lesson.

**Official Names of the Pieces: The Initial Setup:**

When setting up the chessboard and pieces for the first time there are a few things you will need to remember to get it right every time. This description assumes you have a board with coordinates and you are playing from the White side of the board.



When you place the empty board in front of you make sure the 1st rank a1 to h1 is closest to you.



This is the starting position of a typical chess game. The White Pieces on the 1<sup>st</sup> and 2<sup>nd</sup> ranks and the Black Pieces on the 7<sup>th</sup> and 8<sup>th</sup> ranks. I suggest placing the Queens and Kings on first. Remember that the Queen always goes on her own color in the middle of the first and eighth ranks. For White d1, for Black d8. Then the Kings are placed next to the Queen on e1 for White and e8 for Black. On each side of the King and Queen place the two Bishops. On c1 and f1 for White and c8 and f8 for Black. Then the

Knights go on b1 and g1 for White and b8 and g8 for Black. Finally the Rooks go in the corners. On a1 and h1 for White and a8 and h8 for Black. Now place the pawns on the ranks directly in front of the pieces.

### **Movement:**



The process to move any piece is to pick up that piece from its original square and place it on the square you intend to move it to. Naturally each piece has its own rules governing their movement. Some are quite peculiar and that's what makes chess so interesting.

### **Capturing:**

Capturing is the process when a piece of one color, if the rules allow, removes and takes the place of a piece of the opposing color. "Seeing is believing" A piece that can capture an opponent's piece is said to be threatening that piece. I call it "**seeing**" or "**looking at**". The seeing piece

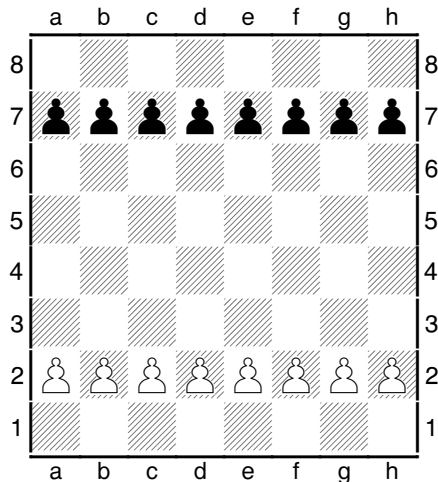
is stating "**Get off my square you don't belong there.**" If a piece is captured and the capturing unit is not in turn taken in a reasonable time the captured piece is said to have been hung and lost. Losing a piece like this is bad as it leads to a reduction in the size of your army and can lead to a fast ending of the game with disastrous results. This also generates a huge temptation for the beginner. Many beginners see every opportunity to capture as a gift or a duty. And they take anything offered. In time they learn that many of the gifts were not gifts at all but are bitter medicine to teach them that few things in chess are really free. Since each piece has a set value it is usually a good idea not to lose a piece without getting something back in return.

### **The Piece Rules:**

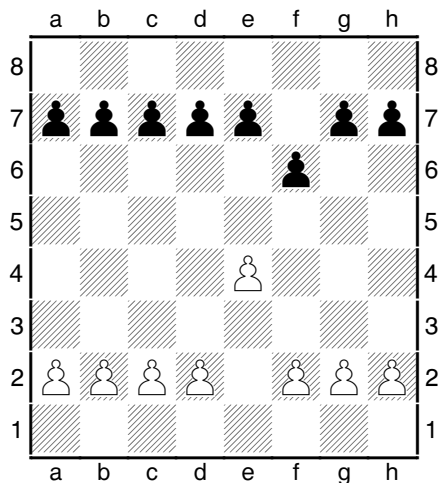
  Pawns: Years ago I coined the nickname "Short Guy with a Bald Head". I did it to entertain a classroom of

1<sup>st</sup> graders who were forced to learn chess. I thought humor would derail boredom for at least a short time. Pawns are simple and at times boring creatures. Yet they do have a glimmer of potential. It rests in the pawn's promotional hopes found in the rules for pawns.

First it is almost universally accepted throughout the chess world that pawns are pawns and not pieces. Throughout this entire manuscript they will be referred to as pawns not pieces and they do not have their name capitalized. Also when their move is written down they are not given the letter "P" to denote them. Algebraic notation just announces the square they move to. I will go into this more on the Book of Notation. The pawn is considered by many as the weakest of all the chess pieces. Actually it can be quite strong when working with other pawns.



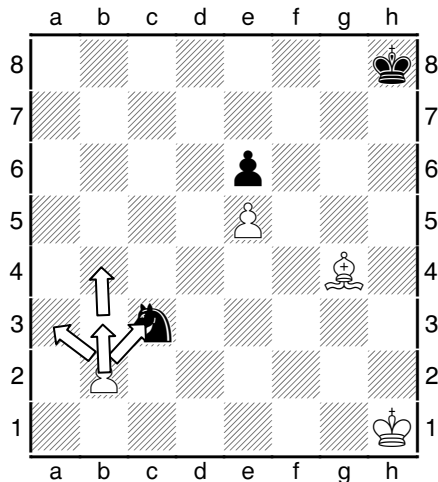
Each side begins with 8 pawns on their second rank. White pawns line up on the a2 to h2 rank while the Black pawns line up on the a7 to h7 rank. Pawns have one major flaw in that they are the only piece that cannot move backwards. This makes the decision to move a pawn an especially careful one because once you move your pawn there is no going back.



Pawns only move forward one or two squares on their first move and one square at a time forward only each move afterwards. Above the White pawn that started on e2 moved to e4 on his first move. And the Black pawn on f7 moved only one square to f6.

#### Restrictions for Pawns:

1. It is important to remember that pawns may not move forward if there is any piece or pawn in front of them.
2. Pawns can capture opponents pieces only if the piece is one square diagonally in front of them. A pawn sees diagonally one square only. Basically if your pawn can see a piece on the square diagonally to the right or left then that pawn simply removes that piece and takes that piece's place.



The Black pawn on e6 cannot move to e5 because there is a pawn blocking his way. He sees the squares f5 and d5 but there are no White pawns or pieces on those squares and the White Bishop is too far away on g4 to be captured. Therefore the e6 pawn cannot move. The White pawn on e4 has no moves available to him for the same reasons.

The White pawn on b2 has three choices.

1. Move forward to b3.
2. Move forward to b4.
3. Move diagonally and capture the Black Knight on

c3 taking his place on that square.

Special Rules involving pawns:

### 1. Pawn Promotion:

One of the redeeming features of pawns is their ability to transform into a more powerful piece when they have reached the other side of the board. This process is called promotion. I call it scoring a touchdown! Every pawn dreams of greater things such as capturing a piece much bigger than himself. But the real goal in a pawn's life is to score a touchdown and grow up to be a piece. The bigger the better. The most common promotion is to a Queen but in some cases it is necessary to promote to a Rook or a minor piece such as a Bishop or Knight. This is known as under promotion.

The one piece you can't promote to would be a King. To properly promote your pawn; move it to the promotion square and declare

its intended piece. (Such as a Queen) Then simply replace that pawn with the desired piece. A pawn can promote to a piece already on the board. For instance if there is already a Queen on the board simply use a Queen from another set to replace the pawn. If no extra Queen is available then put two pawns on the square and they are played as the new Queen. House of Staunton, makers of fine quality chess sets, include an extra Queen for each color, just for this purpose.

## 2. En Passant:

This is the other special privilege that help pawns make up for their deficiencies. The rule involves a pawn's ability to capture an opposing pawn. In most cases this is done when a pawn is diagonal to the target pawn as I have already demonstrated above.

For centuries pawns that made it to their 5th rank had to watch opponent's pawns on either side pass right by if

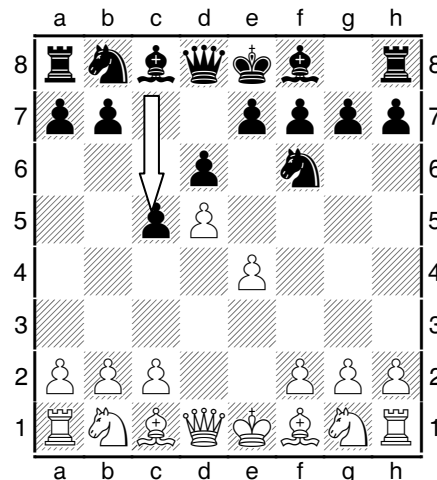
they chose to move two squares rather than one which would open them up for capture. Like a double edge sword a new rule was added to the pawn rules and it gave a pawn a chance to catch a passing pawn under some very extraordinary circumstances.

"Instead of one their pawn goes two!

If you're on the fifth, here's what to do,

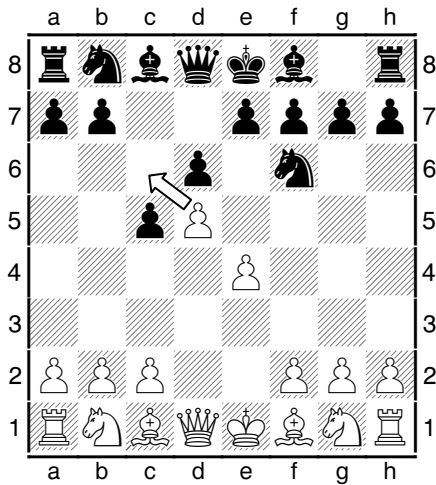
Take him as if he'd only gone one,

On the very next turn and your job is done."

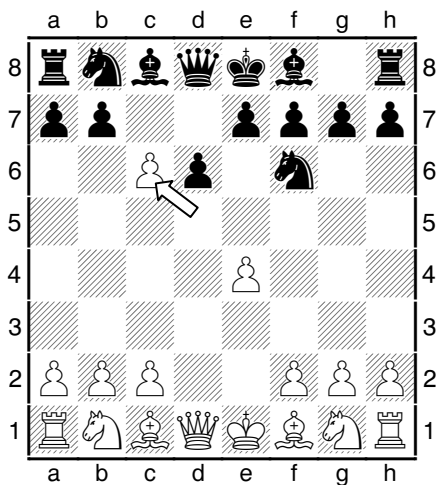


Above Black moved his pawn to c5 instead of c6. He has moved his allotted two squares on his first move for that pawn. Had he gone only

one square to c6 the pawn on d5 could have captured the pawn. In the old days the Black pawn would have gotten away with passing the White pawn without consequence.



Today however, White can on the very next turn and only the next turn, capture the pawn on c5 as if it had only gone to c6.





White simply places his pawn on c6 and removes the Black

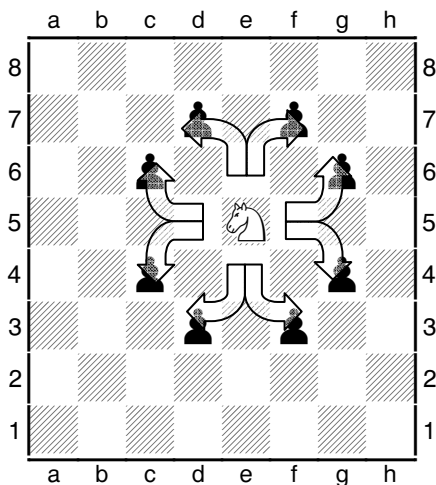
pawn on c5 capturing while passing or En Passant.

In The Book of Economics all the pieces have a monetary value. The pawn is the dollar of the chess world in which all other pieces get their value. Pawns have a value of 1. Much more detail as to what this value means is demonstrated in the Book of Economics.

Suffice it to say since a pawn is the base value any piece you capture with it comes at a profit! And an exchange involving another pawn always breaks even. The value of a pawn gains interest the closer the pawn comes towards its promotion square. This is because a pawn can become a piece with a value up to nine dollars. I have often said a pawn on the sixth rank is worth about \$3 and one on the seventh rank is worth \$5. The closer a pawn gets to a touch down the more likely a piece will be needed to stop it. If there are no opposing

pawns in front of or on either file adjacent to your pawn then your pawn is said to be passed and has gained value. This is because only pieces can be used to stop your pawn.

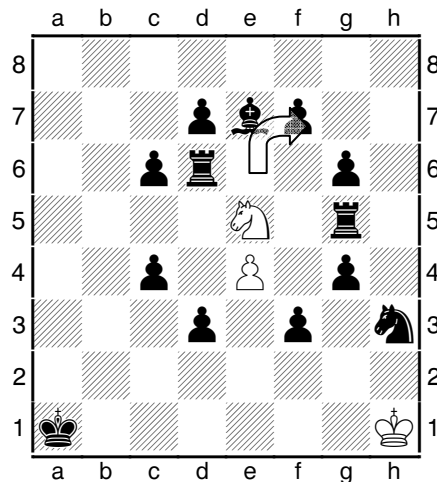
  Knights: Mr. "L" or as I fondly refer to him as k-night, (not making the "K" silent), is one of the most difficult pieces to master. In the Book of Chess Geometry he is referred to as one of the short pieces along with the King and the pawn. His strange movement makes him a wicked attacker and subtle defender of the crown. His value is \$3.



In the above diagram, the

White Knight can move from e5 to f7 capturing the Black pawn. Notice how the move is in the shape of an "L". A Knight is capable of moving in an "L" shape in any direction. For instance any of the Black pawns can be taken. (Teacher's note: For K-1 I suggest trying the saying "One, two, land on you" to help show how a knight moves in an "L" shape.)



In the next diagram the White Knight again can take any of the Black pawns. An Arrow shows the Knight taking the pawn on f7.

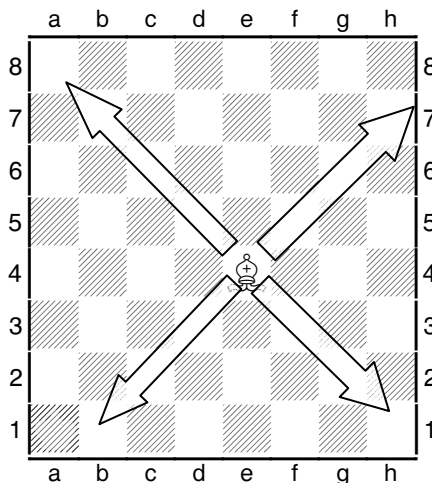


You will notice the Knight is jumping over the Bishop to capture the pawn. Regardless of the color of the piece that stands in his way the Knight

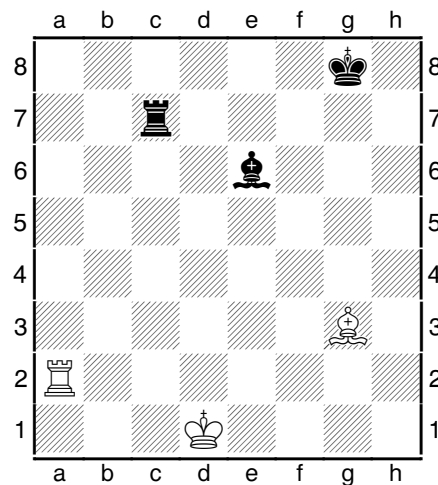
simply jumps over it to the desired square.

Knights are very powerful when they are in the middle of the board. The White Knight on e5 controls 8 squares and is much stronger than the Black Knight on h3 who controls only 4 squares. "A Knight in the middle is fit as a fiddle, a Knight on the rim.....very dim." The value of a Knight is three dollars or three pawns.

  The Bishop or Mr. "X" is the first of the "long" pieces. Meaning the Bishop can move as far as it likes in one move so long as there is no pieces or pawns to obstruct it. It is called Mr. "X" because the Bishop only moves diagonally.





The White Bishop on e4 can move to any square diagonally indicated by the arrows. This Bishop will always travel along the White Squares. He can go to any square along the diagonal so long that there is no piece between the Bishop and the destination square. The destination square must not have any pieces or pawns the same color as the Bishop or be occupied by either King, since you may not capture a King. That should go without saying.



This diagram has each side with a Bishop. The White Bishop can capture the Black Rook on c7 while the Black Bishop can capture the White Rook on a2. The Black Bishop is traveling along the White

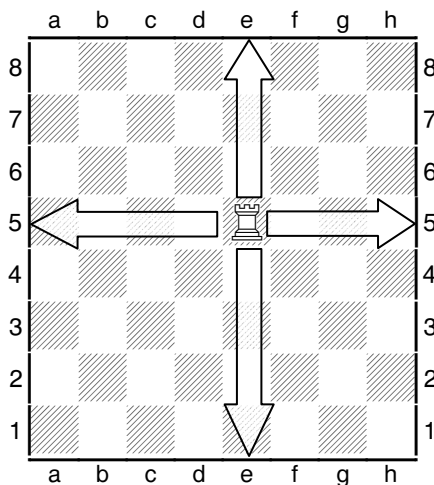
squares and the White Bishop is traveling along the Black squares. Neither Bishop will ever run into the other because of this. In Chess we call this opposite colored Bishops.

The value of a Bishop is three dollars or three pawns. See the Book of Chess Economics for more on this.

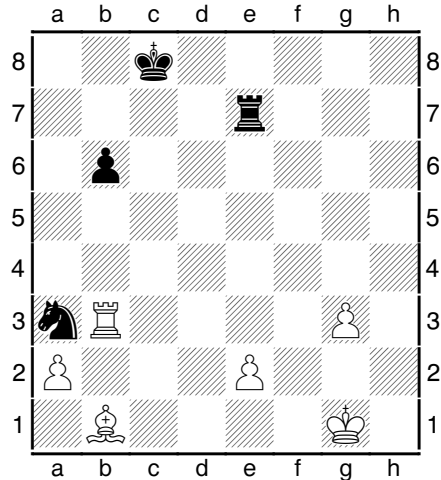
  Rooks: "The Great Wall of China" or Mr. "T".

The Rook is a long range piece and it moves along the ranks and files. Its control is in the shape of a "t".

"Up and down or side to side, this is how the Rook will glide."



The Rook's long control is known as walls. Any piece on the wall is subject to capture.



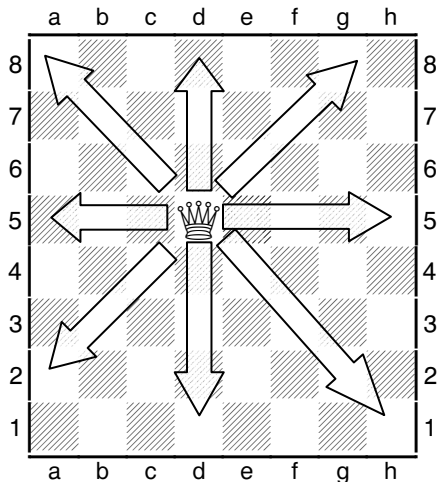
The White Rook on b3 can capture the Black Knight on a3, or the Black pawn on b6. The Black Rook can only capture the White pawn on e2.



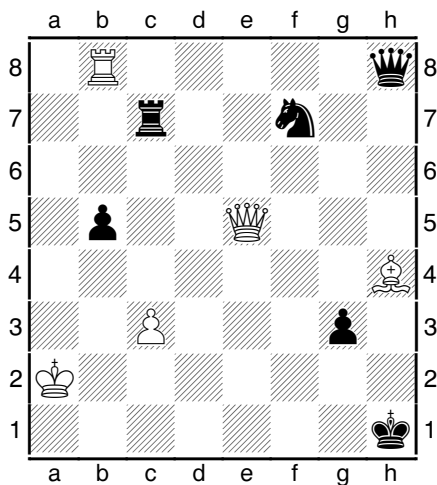
**The Queen: "Eight Legged" Widow Maker.**

**"The Mad Queen"**

The Queen is the most powerful long range piece moving like a Rook and a Bishop combined.



The Queen is so powerful that many players use her without fear. If she ventures out from the safety of her army the other side will attack her above all others. Because the prize of a Queen means the almost certain doom for the King.



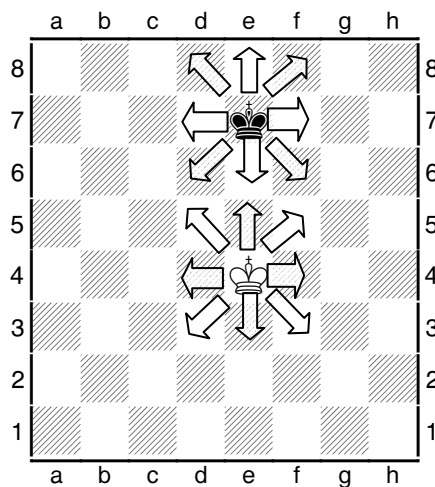
The White Queen can capture the Rook on c7, the pawn on b5, the pawn on g3 and finally the Queen on h8. The Black

Queen can capture the Rook on b8, the Bishop on h4 and finally the Queen on e5.



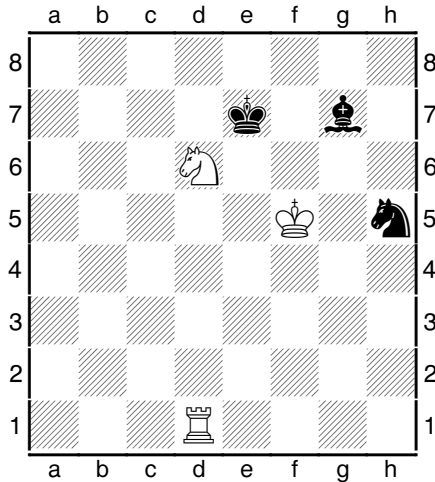
**The King: Mr. Doughnut.**

The King is what the game of chess is all about. Moving like a Queen but only one square at a time.



The number one rule in chess is: You're not allowed to lose your King! It is the one piece you can't lose. In every normal game of chess there will always be two Kings at the end of the game. No matter who won or lost.

A King moves one square in any direction so long as it doesn't move to a square it can be taken.



Let's look at the White King. He can only move to e4, g4, g5, and g6. The King cannot go to e6 because Black's King controls that square. He can't go to f6 because the Knight and Bishop both can take the King. Moving to e5 is impossible because of the Bishop. And f4 won't work because the Knight h5 controls that square. Can you find all the squares the Black King can't go to?

### Check, Checkmate and Stalemate:

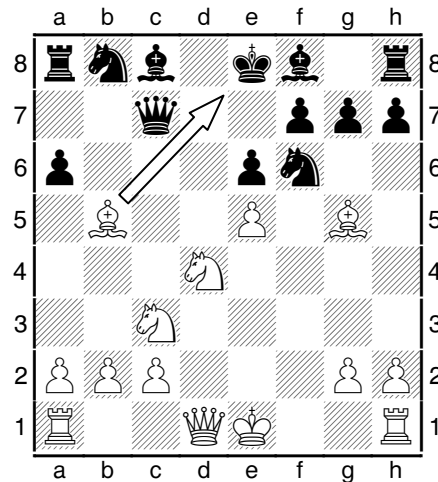
When a King is attacked by an enemy piece he must avoid capture using one of three methods.

- A. Abscond.
- B. Block.

### C. Capture.

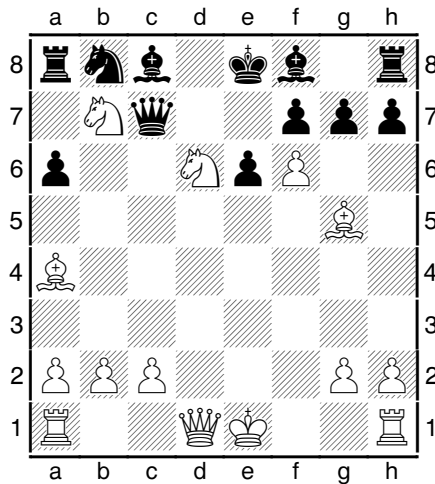
If the King can't do any of these three things he will be in check mate.

- A. Abscond: Run away by moving the King to either d8 or e7 to avoid the attacking Bishop.
- B. Block: Move either the Knight on b8 or f6 to d7 to block the check.
- C. Capture: Capture the attacking Bishop on b5 with the pawn on a6.



The Black King is being checked by the White Bishop on b5. The Black player can do all three methods to get out of check.

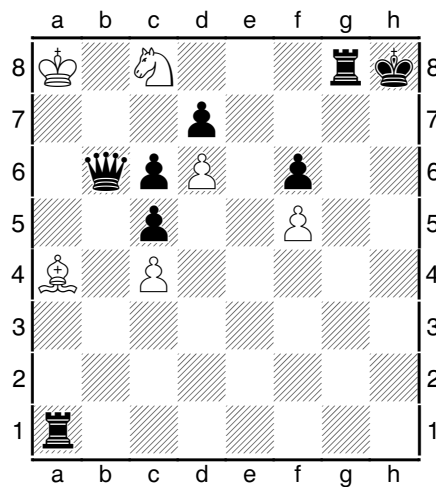
- A. Abscond: Chicken run away: Move the King to either d8 or e7 to avoid the attacking Bishop.
- B. Block: Move either the Knight on b8 or f6 to d7 to block the check.
- C. Capture: Capture the attacking Bishop on b5 with the pawn on a6.



This diagram shows the Black King being checked by both the Bishop on a4 and the Knight on d6. In this case the poor King cannot use any of the methods to escape both checks. It is a double check so capturing either the Knight or the Bishop leaves the other piece still checking the King. Since there are two checks at once blocking is also out of the question. Finally

the King cannot run away from the checks because all the squares surrounding him are under attack by White pieces; d8 is attacked by the White Knight on b7, e7 is attacked by the pawn on f6 and d7 is still in the line of fire by the Bishop on a4. This condition of a trapped King that is in check is called "**Checkmate**" and it is how one side can win a chess game.

When a King is surrounded in such a way that he can't move when it is his turn and he is NOT in check then the condition is called "Stalemate" and the game ends in a tie or a draw.



This position is White to move. Unfortunately the

White King cannot move to any adjacent square as Black's Queen is attacking all those squares. To make matters worse all of White's pawns are blocked. White needs to move something and again both the Knight and the Bishop are unable to move because if they do the Rooks on either a1 or g8 will then be checking the White King. This condition is Stalemate.

Neither side wins or loses. It is a draw.

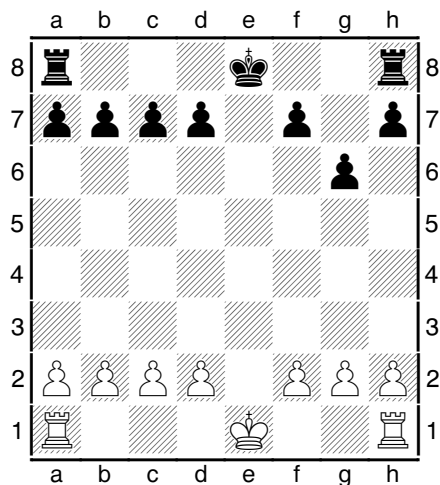
**Castling:**

In chess the King needs to be safe very early in the game. He finds this safety away from the center of the board and usually behind the pawns on one side or the other. A move was developed to allow the King to do just that with the added bonus of bringing a Rook towards the center. It was called castling or building a house.

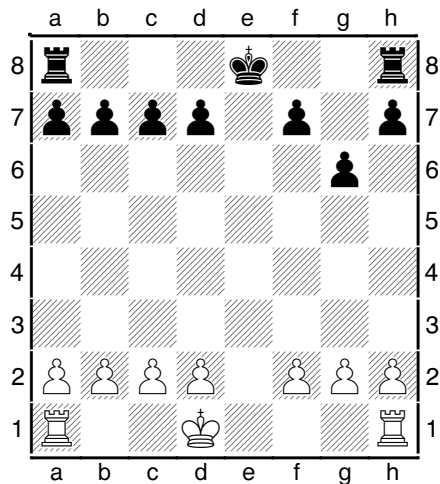
There are 5 rules for castling.

**1: The pieces between the King and Rook must not be**

**present on their original squares.**

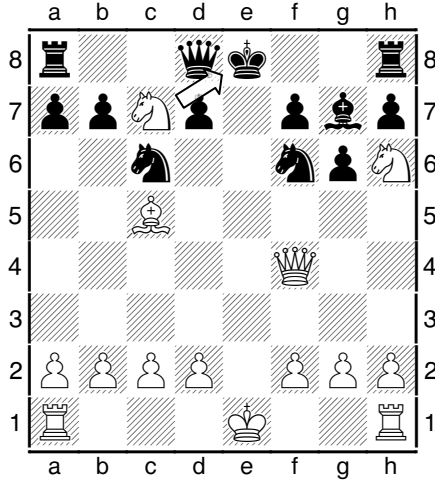


**2: The King and Rook both cannot have moved during the game.**



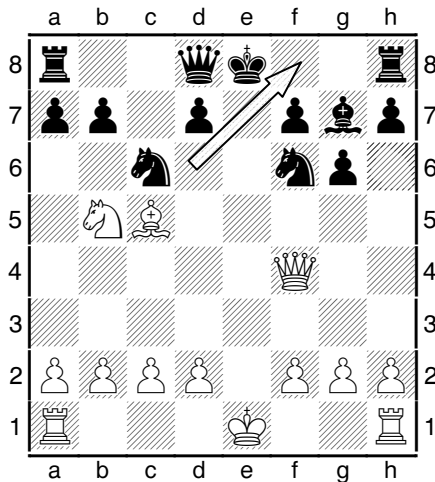
White cannot castle. His King has moved.

**3: The King cannot be in check.**



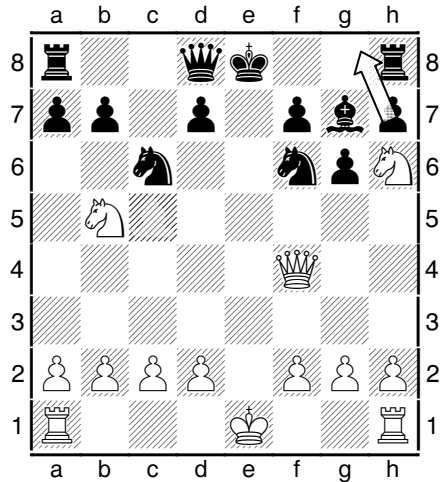
Black cannot castle. His King is in check from Black's Knight on c7.

**4: The King cannot move through a check**



Black cannot castle. The White Bishop attacks f8.

**5: The King cannot end up in check.**



Black cannot castle. The Knight attacks g8.

That wraps up the brief edition of the Book of Rules. This is a classroom edition and is to be used solely in the classroom. "The Good Book of Chess" and "The Book of Chess for the Classroom" are both copy written books from Think Chess Inc. and may not be copied in anyway with out the expressed written permission of the author, Michael Angelo Purcell. For more information on these and other Think Chess Books go to our website [www.thinkchess.com](http://www.thinkchess.com)