

CHESS FOR ALL
Chess Essentials
and
Chess: The Endgame

Two chess books for the price of one!



by
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CHESS FOR ALL

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About Chess Essentials & The Endgame

So you know how the pieces move – but what do you do next? The answers are to be found in this book which explains the important knowledge that all good players have at their fingertips.

Modern chess has evolved from 19th & 20th century pioneers. Their fresh ideas and discoveries are still relevant today; hence many of the examples in this book have been chosen to show this provenance.

This 'Chess for All' book is illustrative and informative rather than testing. You may get fuller benefit, however, from playing through some examples over the board.

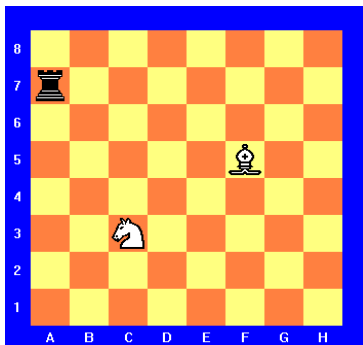
These examples will also give you grounding in many chess basics and several established move sequences

Enjoy!

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Notation

When setting the board a white square is always bottom right (and top left). The Black R (Rook or Castle), in the diagram, is standing on a7, the White N on c3 and the White B is on f5.



Files = a to h

Ranks = 1 to 8

**Squares = Rank & File coordinates
(e.g. a1 = bottom-left square)**

Notation cont.

Each square on a chess board has a coordinate – a combination of a letter and a number. Every piece has a letter. **K = King; Q = Queen; R means Rook (Castle); B = Bishop; N=Knight.** There is no symbol for a pawn.

To show a piece move, the piece letter and the square it's moving to is indicated. For example, Rh7 means a Rook (Castle) moves to the h7 square; Ne4 means the Knight moves to e4.

To show a pawn move, you just name the square the pawn is going to; e.g. d5 means the pawn goes to that square. En passant is shown by "e.p." **Captures are shown with an "x".** Thus Qxg5 means a queen captures on g5 – especially if it is a pawn. (This book's notation often indicates the names of the moving piece and the piece being taken so it is easier to visualize; e.g. QxB = Queen takes Bishop).

Kingside castling is shown by 0-0 and Queenside castling is shown by 0-0-0. The symbol "+" means check and "++" means double check (i.e. two pieces threaten a king). Discovered check is indicated by the abbreviation "dis.ch."

! = good move. ? = poor move.

Part 1 Chess Essentials

Chapter 1

Basic Mates

The basic mates can, and should, be learnt as you must be able to win games quickly when the opportunity arises.

A Starter ‘Tool Kit’

The examples will teach you some of the important starting points about what to look for, or guard against, in your games.

Popular Openings

Many chess players like to build libraries on favourite openings. Chess Essentials, therefore, has selected examples of some popular openings. These will give you a flavour of the richness of chess and of its infinite possibilities. Beginners should start by studying one or two openings they feel comfortable with and then, later on, expand their repertoires.

1. Basic Mates

The Guéridon Mate; Smothered Mate; Blackburne's Mate; The Corridor Mate; Anastasia's Mate; Boden's Mate; Damiano's Mate; Pillsbury's Mate; Épaulettes' Mate; Morphy's Mate; Arabian Mate; Anderssen's Mate; Légall's Mate; King and Rook Mate; Mate with two Bishops.

2. A Starter 'Tool Kit'

Pawn Blockade; The Knight Dodge; Pawn Promotion (a) (b); The Fork; Discovered and Double Check; The Skewer; The Double Attack; En passant & Pawn play; The Pin; Overload; Decoy; Deflection; Interference; Destruction; Desperado.

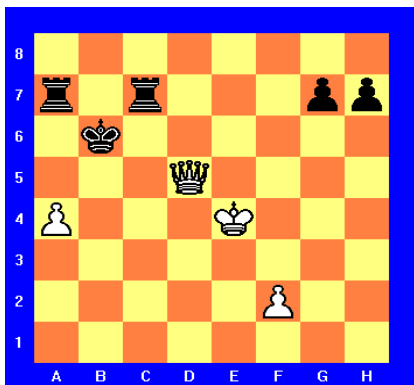
3. Popular Openings

Sicilian Dragon 1 and 2; The Modern Benoni (a); The Colle System; King's Indian Defence; The Ruy Lopez; The French Defence 1 and 2; Giuoco Piano 1 and 2; King's Gambit; The Queen's Gambit (The Minority Attack); The Queen's Gambit (Accepted); Two Knights Defence (a), The Dutch Defence.

1.1 Basic Mates

The Guéridon (Table Top) Mate

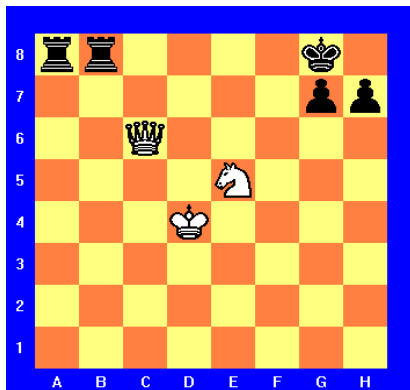
**This mate can befall an exposed king.
White wins by?**



1.Qb5 checkmate.

Smothered Mate

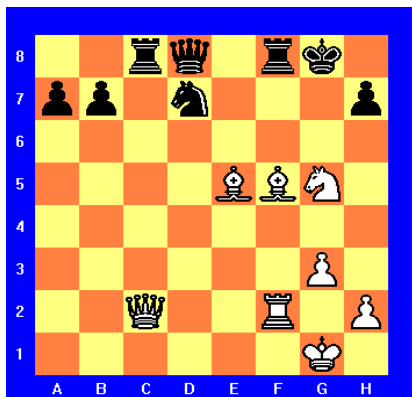
White, to play, wins in 5 moves.



1.Qe6+ Kh8 2. Nf7+ Kg8 3. Nh6++ Kh8 4.Qg8+ RxQ 5.Nf7 is mate. All forced moves. You should be on the lookout for this well worn K.O. punch.

Blackburne's Mate

White, to move, wins in one.

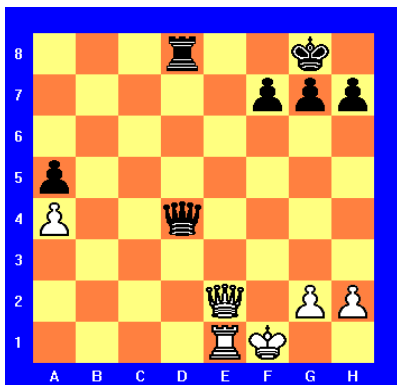


Answer 1.Bxh7 checkmate.

(Rarely successful but useful as a threat).

The Corridor Mate

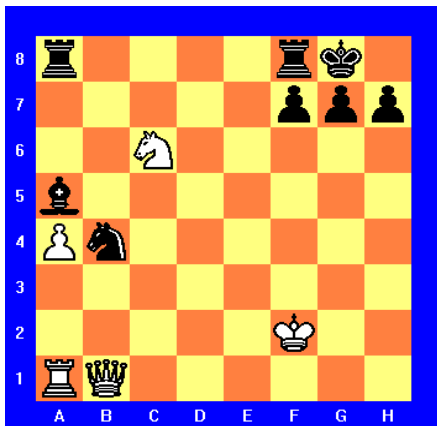
A basic mate that is often used as a threat in order to gain some positional advantage. Many simple mate threats are used in this way.



White wins by 1.Qe8+ RxQ 2.RxR checkmate!

Anastasia's Mate

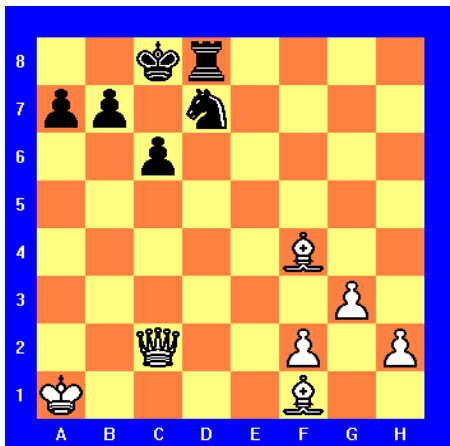
White, to move, wins in three. How?



By 1.Ne7+ Kh8 2.Qxh7+ KxQ 3.Rh1 mate.

Boden's Mate

How does White, to move, win in two moves?

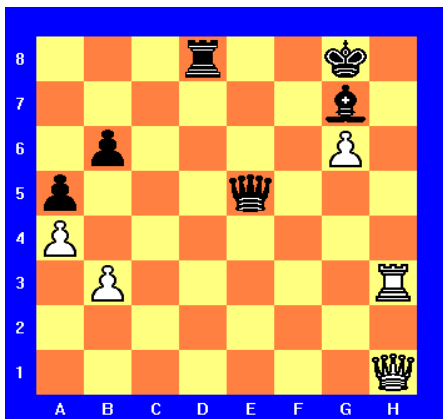


By 1.Qxc6+ b7xQ 2.Ba6 which is checkmate.

Damiano's Mate

Will White play and win from this position?

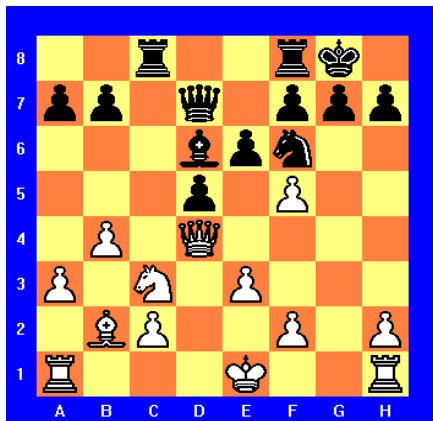
(Hint: Similar to a Corridor Mate).



Yes, by 1.Rh8+ BxR 2.Qh7+ Kf8 3.Qf7 mate.

Pillsbury's Mate

Can White, to move, win in five.



Yes. 1.Nxd5 e6xN 2.QxN g7xQ 3.Rg1+
4.RxB+ Kh8 5.Bxf6 checkmate.

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