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CHESS

A MANUAL FOR BEGINNERS

BY

R. F. FOSTER

AUTHOR OF "FOSTER'S WHIST MANUAL" AND
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INTRODUCTION.

MANY a wordy war has been waged over the question of the origin of Chess. It is now generally agreed that the game came from India in the first place, and that it was originally played with dice, and known by the name of Chaturanga.

The exact meaning of this word is not agreed upon, some authorities claiming it refers to an army of any kind, not necessarily to Chess, and that the existence of the word in India before the third century, notably in the Puranas, 3000 B.C., does not prove that Chess was then known. Van der Linde, in his colossal work, "The History and Literature of Chess," (Berlin, 1874,) advances the theory that Chess was invented by the Buddhists some time between the third and ninth centuries of the Christian era. Almost all authorities are agreed that the game origi-

nated in some country in which elephants were used in war.

Chaturanga is translated "four divisions," and is by some supposed to refer to the four forces composing the army which supports the King and Queen on each side: chariots, horsemen, elephants, and footmen, which are now represented by bishops, knights, rooks, and pawns.

Chatto, in his "Speculations on Playing Cards," does not agree with this, and calls attention to the more common name, Chaturaji, the battle of the four kings or rajahs. He quotes a description of the game in the Bhawishya Puran, which would indicate that two of the four armies were allied against the other two; so that there were two players, each managing two divisions, or "angas."

Those interested in such matters should consult such works as those of Van der Linde, Chatto, Dr. Hyde's "Mandragorias," (Bodleian, 1694,) or R. B. Swinton's "Beginners of Chess," which is the latest work on the subject.

While the question of the origin and antiquity of Chess may be interesting, it is with

the practical part of the game that the following pages have to deal, and as this work is intended for beginners, it will be necessary to proceed as if the reader had never seen a chess-board in his life, and knew nothing of either the value or appearance of the pieces.

The common method of teaching Chess is to drill the beginner in the various "openings" which are used by professional players. In the opinion of the author, this is often a great waste of time, as the slightest departure from the "book move" at once involves the tyro in difficulties. The system recommended by Lasker, and by Young and Howell in their "Minor Tactics of Chess," of showing the beginner a few elementary positions which may serve as models, to be approached as closely as possible, is much simpler, and will bring better results in a much shorter time.

The author has devoted considerable space to the combinations that gain pieces or "win the exchange," because he believes that a proper understanding of the means used to clear away obstacles for the attack is very important to the beginner, and is not sufficiently dwelt upon in text-books.

It is impossible, within the limits of a pocket manual, to go over the entire theory and practice of chess strategy, and the author has selected those matters which gave him the greatest difficulty in his earliest studies of the game, and which he found no satisfactory explanation of in the text-books.

CHESS.

THE essentials for the beginner at Chess are a good board and a standard set of men. A convenient size for the student is a board with $2\frac{1}{4}$ inch squares, and a set of "small-club size" men, Staunton model, in which the King has a base $1\frac{1}{2}$ inches in diameter.

THE BOARD.

A chess-board is perfectly square, and is divided into sixty-four squares of equal size, eight on each side. These squares are colored alternately light and dark, and each player must have a light square in the corner on his right hand.

The eight squares nearest the player are called the first "row," and the next are called the second row, and so on, there being eight rows across the board, running right and left. If the squares are taken in the opposite

direction, running from one player to the other, they are not called rows, but "files," and the name of each file is that of the piece that stands at the end of it at the beginning of the game. In addition to the rows and files, there are the "diagonals," which are the lines of squares that are all of the same color.

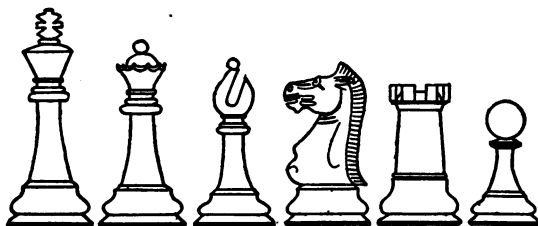
In order to designate any particular square on the chess-board, the file is first indicated by using the initials of the piece which originally stood at its end, and then giving the number of the row, always counting from the side of the player to whom the piece belongs. This arrangement is shown in Diagram No. 7, and will be fully explained when we come to speak of chess notation. The important thing to remember now is, that the white rows count from the white side, and the black rows from the black side.

THE PIECES.

A set of chessmen consists of thirty-two men, sixteen of each color, which are known as "white" and "black," although no such colors are ever seen together on a chess-board.

If the men are of ivory or bone they are usually red and white ; if they are of wood, they are black and yellow. Whatever their real colors, the darker are always called black, and the lighter, white.

Eight of the men on each side are called "pieces," and the remaining eight, which are all alike, are called "pawns." The tallest of the eight pieces is called the King, and the next in height is the Queen. Then, there are two Bishops, two Knights, and two Rooks, their general appearance and proportion being shown in the accompanying diagram :



KING.

QUEEN.

BISHOP.

KNIGHT.

ROOK.

PAWN.



CHESS TYPES, FOR DIAGRAMS.



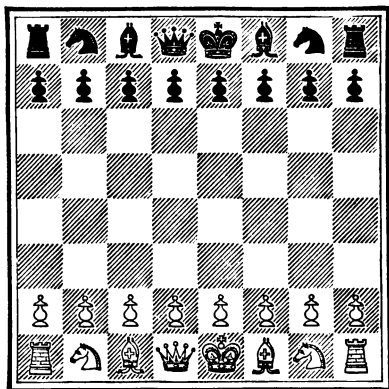
For convenience in printed diagrams, the type characters shown under the figures are used, the upper row being the black men, and the lower row the white.

Before beginning to play, one of the players conceals a white pawn in one hand, and a black pawn in the other, and then asks his adversary to choose hands. Whichever color is concealed in the hand he chooses must be the color of the men with which he is to play the first game, after which each player will take the white men alternately. The white men must always make the first move, and it is usual in a text-book so to arrange all positions that the white men have the winning position. For this reason all diagrams are made with the white men on the side nearer the reader. Diagram No. 1 shows the men correctly set up for the beginning of a game.

The principal thing to remember is that the King and Queen occupy the middle of the first row, and that the Queen always stands upon her own color; the white Queen on a white square, the black Queen on a black square. The Bishops stand next the King and Queen, the Knights next the Bishops, and

DIAGRAM NO. 1.

BLACK.



WHITE.

the Rooks (or "Castles") at the corners. This order may be easily remembered by observing that the initials of the names of the three pieces are in alphabetical order : B, Kt, R.

NAMES OF THE PIECES.

The Bishops, Knights, and Rooks are distinguished by the side of the board upon

which they stand. A chess-board is supposed to be divided into two equal parts, right and left, one being called "the King's side," and the other "the Queen's side." The pieces on the King's side are known as the King's Bishop, King's Knight, and King's Rook ; while those on the other side are known as the Queen's Bishop, Queen's Knight, and Queen's Rook.

The Pawns take their names from the pieces in front of which they stand : the Queen's Rook's Pawn, the King's Bishop's Pawn, etc.

Instead of giving these names in full, the initials only are used, " K " standing for King, and " Kt " for Knight. This gives us the simple forms " KB " for King's Bishop, " QKt " for Queen's Knight, etc. It is not necessary to distinguish the Pawns unless two of them can be captured, or moved to the same square, in which case the initial is given: " RP " for Rook's Pawn, " KBP " for King's Bishop's Pawn, etc.

THE MOVES.

THE endless complications of Chess are chiefly due to the fact that each of the six classes of men shown in our first illustration have a different move, and when a mass of men get together in one part of the board the consequences of so many different movements are sometimes very difficult for the beginner to follow.

The general principle of movements in Chess is that the pieces advance to take up certain positions, and in order to maintain those positions they must support one another, or they will be captured by the adverse pieces and removed from the board.

Captures are made by moving to the square upon which the adverse piece stands, not by jumping over it. In order to capture a piece, it must be standing upon a square to which the capturing piece can be legitimately moved.

THE PAWNS.

In the case of the Pawns, which are never called "pieces," this rule does not hold good, because Pawns move straight forward on the same file, but they capture only diagonally. When a Pawn leaves its original position it may be moved forward either one or two squares, at the option of the player, but after it has started on its journey it can move only one square at a time.

If the reader will turn to page 32, in Diagram No. 7, he will see that both the Kings' Pawns have been moved forward two squares but the black QRP has been moved only one square.

Pawns can never move backward, and cannot capture a piece directly in their line of march. If a piece or Pawn is diagonally in front of them, that is, on a square of the same color in an adjoining file, they can move to that square, taking the place of the captured man and removing it from the board. In Diagram No. 7, for instance, the black Pawn at QR₃ could capture the white Bishop if it were black's turn to move ; but the Pawn at

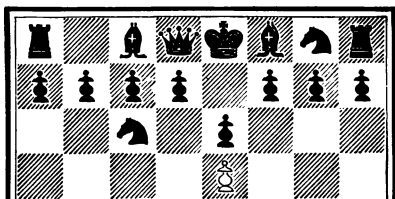
K₄ can neither advance any further nor capture the Pawn in front of it.

PASSED PAWNS.

When a Pawn goes beyond the middle line of the board, it is called a "passed Pawn," and if one of the Pawns on the other side attempts to get by it by going forward two squares on its first move, the passed Pawn may

DIAGRAM NO. 2.

BLACK.



capture it *en passant*. In Diagram No. 2, for instance, if either the black's QP, or the KBP were to advance two squares, the white Pawn at K₅ could capture it *en passant*, removing it from the board, and occupying the square which the black Pawn would have oc-

cupied if it had moved only one square the first time. If the BP advances two squares, for instance, the white Pawn would move diagonally to the right and occupy KB6, removing black's BP from the board. This would of course expose the white Pawn to capture by black's KKtP.

A piece cannot take a Pawn *en passant*, the privilege being reserved for passed Pawns.

THE ROOKS.

A Rook can move any number of squares at a time, either forward or backward, along any row or file that is open for it, but it cannot move diagonally from one file to another. If it starts to move along the third row, for instance, it must finish somewhere on that row, and if it moves along the KB file, it must finish its move somewhere on that file.

At the beginning of the game the Rooks cannot be moved at all, because all the squares surrounding them are occupied. As these pieces are not moved very much at the beginning of a game, the Rooks are not so useful then as they are when the board is clear, and

they have free range. In Diagram No. 7, the white KR can be moved along the row upon which it stands, either to Kkt, or to KB square. The black QR can move along the row to QKt, or along the file to QR₂.

In capturing, the Rook simply takes the place of the man it removes from the board. In Diagram No. 9, for instance, either of the Rooks on the Q file could capture the other.

THE BISHOPS.

Like the Rook, the Bishop can move any number of squares at a time, forward or backward, but a Bishop must always remain on the same colored squares as that on which it started, so that all its moves will be diagonal.

At the beginning of the game the Bishop cannot move at all, but as soon as either of the Pawns diagonally in front of it are moved, it can run out on the diagonal thus opened to it. In Diagram No. 7, neither of the QB's can be moved, but the advance of the KP's has made outlets for both the KB's, and the white one has already been moved along the diagonal to QKt₅.

Bishops capture in the line of their movement. The white Bishop standing on QKt5 in Diagram No. 7 could capture either the black Kt or the RP. Either move would of course expose the Bishop to immediate recapture by the Pawns standing behind those men.

A player will sometimes speak of his "white Bishop," or "black Bishop." This does not refer to the color of the men, but to that of the square on which the Bishop must always stand. In Diagram No. 7, white has moved his white Bishop.

THE QUEEN.

The movements of the Rook and Bishop are combined in that of the Queen. She can move any number of squares at a time, forward or backward, along any file, row, or diagonal.

At the beginning of the game she cannot be moved at all, but after any of the three Pawns immediately in front of her have been advanced she can come out. In Diagram No. 7, the white Queen can be moved to one square

only, K₂ ; but the black Queen can be moved to any of the squares along the diagonal, as far as K_{R5}.

In capturing, the Queen simply occupies the place of the captured piece, which she removes from the board. In Diagram No. 9, either of the Queens could capture the other, and each could be immediately retaken by the Pawns standing behind the captured piece.

THE KNIGHTS.

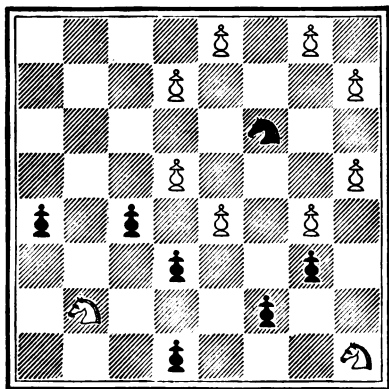
The Knight is the only piece that can jump over the heads of other pieces, so he can be moved without waiting for the Pawns to get out of his way. In Diagram No. 2, for instance, the Knight has evidently jumped over the Pawns that are behind him.

The Knight has a very peculiar movement, going always two squares along a row or file, and then changing the color of the square he stands upon by going off at a right angle, one square to the right or left. The power of the Knight increases as he approaches the centre of the board, because he commands a greater number of squares from that position. In Dia-

gram No. 3, for instance, the white Knight in the right-hand corner commands two squares only, indicated by black Pawns. The white Knight in the left-hand corner is one square

DIAGRAM NO. 3.

BLACK.



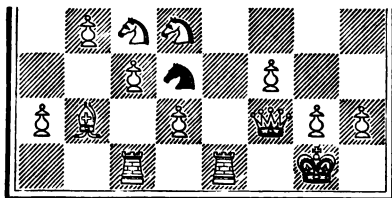
WHITE.

nearer the centre of the board, and commands twice as many squares as the first one, indicated by the four black Pawns. The black Knight is one square nearer the centre of the board than the second white Knight, and com-

mands twice as many squares, as shown by the eight white Pawns that surround him.

In capturing, the Knight has a great advantage, because it can threaten a piece from whose attack the Knight itself is perfectly safe. In Diagram No. 4, for instance, the black Knight could capture the Queen, either

DIAGRAM NO. 4.



WHITE.

of the Rooks, the Bishop, or the Pawn at QKt4. Although the Knight threatens five different pieces, not one of them can touch him.

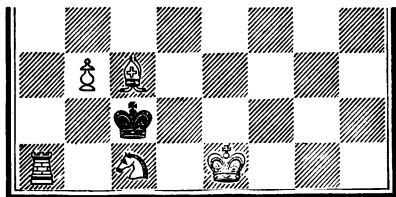
THE KING.

The King moves in exactly the same manner as the Queen, but he cannot go more than one square at a time in any direction. The King

in Diagram No. 4 can go to KR, or KB square. The white King in Diagram No. 7 can go to K₂, or to KB square; but he cannot go to K₃ or to KKt square in one move.

The chief peculiarity of the King is that while he can capture any adverse piece or Pawn, he cannot himself be captured; therefore he is not allowed to move to any square which would expose him to the attack of an adverse piece or Pawn. This rule of course prevents one King from approaching within one square of the other King.

DIAGRAM NO. 5.



WHITE.

If the student will carefully examine the position shown in Diagram No. 5, he will see that the black King has only one move—to capture the white Bishop. He cannot move

to Q6, because the Knight commands that square ; nor to Q7 or Kt7, because of the Bishop ; nor to Kt8 because of the Rook ; nor to Q8 because of the King. He cannot take the Pawn, because the Knight protects it ; nor the Knight, because it is supported by the Rook ; and if he captured either of those men he would be placing himself in a position which is attacked by an adverse piece, which is called moving into "check," and is not allowed.

These rules will be more fully explained when we come to discuss the theory of check and checkmate.

CASTLING.

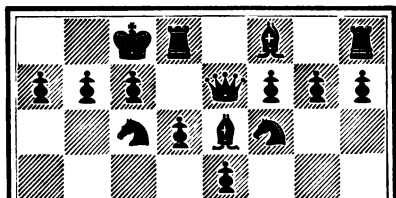
When there is no piece standing between the King and the Rook, and neither of them has been moved, as in white's position in Diagram No. 7, for instance, the player is allowed to move the King two squares, toward the Rook, and to bring the Rook round to the other side of the King, provided the King does not pass over a square which would expose him to the attack of an adverse piece

or Pawn. In Diagram No. 7, the King would go to KKt square, and the Rook to KB square.

Diagram No. 6 shows the positions of the King and Rook if the King castled with the Queen's Rook. The King would move

DIAGRAM NO. 6.

BLACK.



two squares only, but the Rook would move three.

A King is not allowed to castle to get out of check, nor after he or the Rook has been moved ; but if the KR has been moved, the King may still castle with the QR, if that piece has not been moved.

QUEENING PAWNS.

If a player succeeds in pushing one of his Pawns to the eighth row, it must be exchanged for some other piece, either one that has been already captured, or any that the player may desire. Except in very rare cases the player will of course wish to make his Pawn a Queen, and even if his Queen is still on the board, he is entitled to demand another one, which may be represented by a Rook standing on its head, or a Pawn with a ring round it.

Under no circumstances can a Pawn be left a Pawn, nor become a King ; but it may be exchanged for anything from a Queen to a Knight.

VALUE OF THE PIECES.

There has been a good deal of discussion as to the comparative value of the pieces in Chess. Some men are more useful at the beginning, as Knights and Bishops ; while others increase in power as the game advances, as the Queen and Rooks.

The general standard of value is a Pawn, and taking that as the unit, the value of the pieces is about as follows; their fighting power being the basis of the estimate :

A Knight is equal to	$3\frac{1}{2}$	Pawns.
A Bishop .	"	$5\frac{1}{4}$ "
A Rook	"	$9\frac{1}{2}$ "
A Queen	"	15 "
A King	"	$4\frac{1}{2}$ "

A player should have a fair idea of the comparative value of the pieces, in order to judge when it is advisable to exchange. If he can exchange a Knight for a Rook, for instance, he should do so, unless it will seriously injure his position. It is not always advisable to exchange a Knight for a Bishop, especially if the Knight is well posted, or is needed in carrying out a proposed plan of attack. A Knight for a Bishop and Pawn should seldom be refused, unless it breaks up the attack.

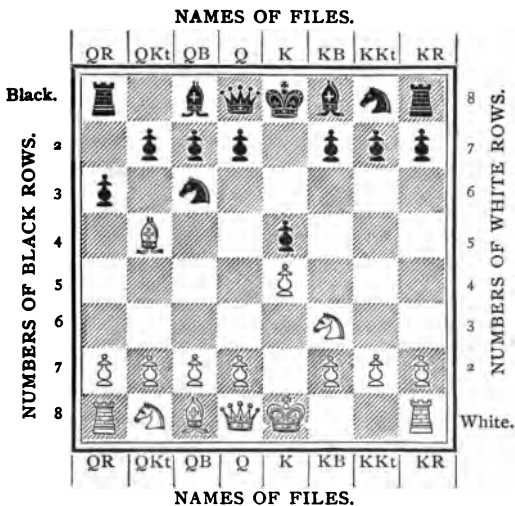
CHESS NOTATION.

IN order to designate not only a particular square on the board, but the piece that is moved to it, we first give the initials of the piece, and then the file and row to which it is moved, separating the two by a dash. For instance, Kk_t-QB6 means that the King's Knight is to be moved to the sixth row on the Queen's Bishop's file.

Diagram No. 7 shows at the end of each file the initials which give it its name, and at the sides the numbers of the various rows. Those on the right are the numbers for the white men, counting from the white side ; while those on the left are for the black men, and count from the black side. Although the name of the file is the same for both black and white, and the same files always retain the same initials, the numbers are different, so that every square on the board has a double

name, which varies according to whether it is spoken of in connection with a white or a black move.

DIAGRAM NO. 7.



In Diagram No. 7, the white Knight that has been moved is standing at KB₃ ; but if he were a black Knight he would be spoken of as at KB₆.

There is no Row No. 1, those squares being designated by initials only, followed by "sq." The square that would be KKt1 is spoken of as KKtsq.

In order to distinguish between moves made by black and white it is necessary to agree upon some uniform method of writing them. There are two methods in common use; the one being employed in newspapers, because it does not require so much type-setting; the other in text-books, because it is clearer, and more easy to follow in playing over games. The position shown in Diagram No. 7 was arrived at by the following moves, white playing first, of course :

<i>Newspaper Notation.</i>		<i>Text-Book Notation.</i>
White.	Black.	
1. P-K ₄	P-K ₄	1. $\frac{P-K_4}{P-K_4}$
2. Kt-KB ₃	Kt-QB ₃	2. $\frac{Kt-KB_3}{Kt-QB_3}$
3. B-QKt ₅	P-QR ₃	3. $\frac{B-QKt_5}{P-QR_3}$

In the text-book notation, the white move is

always above the line, and the black move below it, even if only one move is given.

When there is only one piece that can be moved it is not necessary to give details. If the KKt has been moved to B₃, and the QKt is to be moved, it is not necessary to say QKt, but simply Kt-B₃.

When a piece is captured, a cross takes the place of the dash, and the initial of the captured piece takes the place of the name of the square on which it stood. In Diagram No. 7, for instance, if the Bishop took the Knight, the move would be given: BxKt.

Castling on the King's side is written: O-O, and on the Queen's side, which is the longer move for the Rook: O-O-O.

CHECK AND CHECKMATE.

ALTHOUGH the King cannot be captured, the ultimate object of all chess strategy is to force him into such a position that he could not escape capture if he were a capturable piece.

It is because the King cannot be captured that he is not allowed to move into a position that would expose him to capture if he were an ordinary piece ; but that does not prevent the pieces or Pawns from attacking him. When a King is attacked in this manner he is notified of it by the word "Check," which is practically a command for him to repel the attack.

If the piece giving check cannot be captured, some piece or Pawn must be interposed to shelter the King, or he must move out of check. If the attacking piece cannot be captured, and the King cannot move, or cannot go anywhere that he will not be equally in

check, and there is no way of shutting off the check by interposition, the King is "check-mated." Mate is supposed to be from the Arabic, *mât*, meaning "he died," and in Chess it signifies that the King is dead, and the game is over.

All the positions in the following diagrams should be set up on the board, and the moves carefully played over. This will soon give the student an excellent idea of the proper management of his pieces and the objects of the game.

DIAGRAM No. 8.

BLACK.

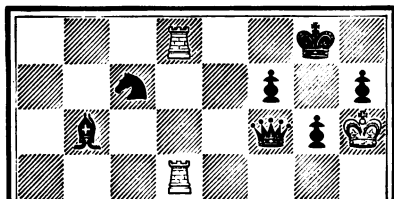


Diagram No. 8 shows a very simple form of checkmate. One of the white Rooks has just moved to Q8, giving check to the black King. The King cannot move to the B or R

squares, because he would still be in check from the Rook. He cannot go to Kt2, because that is within one square of the adverse King, which is not allowed.

There are two ways to get out of check: one being to interpose the Knight and the other to take the Rook with the Queen. If the Knight is interposed, the Rook will capture it, continuing the check, and as there will be no further possibility of capture or interposition, the King will be checkmated. If the Queen takes the Rook, the second Rook will take the Queen, and when the Knight interposes the Rook will capture it, giving checkmate, as before.

In chess notation, the letters "ch" always follow a checking move: R-Q8ch, for instance.

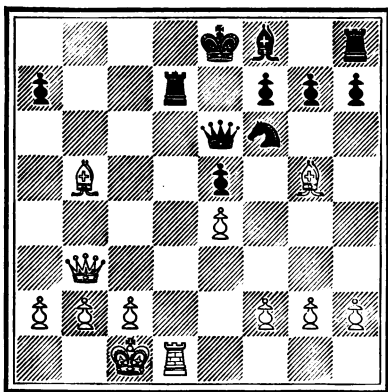
Some of the most brilliant games at Chess are those in which the player has foreseen that the adverse King can resist a series of checks for a long time, interposing piece after piece, but in which the attack has been so carefully planned that he will finally be compelled to acknowledge himself checkmated.

In the position shown in Diagram No. 9, for instance, which is an ending from one of

Morphy's most celebrated games, white plays, BxRch. The King cannot capture the Bishop, because that would be moving into check from the white Rook. He can move to either of

DIAGRAM NO. 9.

BLACK.



WHITE.

the adjoining squares, but that would make his game hopeless at once. If he went to Qsq, the Bishop would take the Queen, at the same time "discovering" check from the Rook, and mate would soon follow. If he

went to K2, white would not waste time taking the Queen, but would play Q-Kt4ch, driving the King back. Q-Kt8 and Q-K8 would be checkmate, because the Knight cannot capture the Queen without leaving his own King in check from the Bishop, and a player is not allowed to put his own King in check under any circumstances.

Black takes the simplest way out of the difficulty and captures the Bishop with the Knight. White keeps up the attack by playing Q-Kt8ch, and as black has nothing to interpose, and cannot move the King, the Knight captures the attacking Queen, whereupon white moves R-Q8, checkmate. The King cannot capture the Rook, because that would be moving into check from the Bishop, and there is no piece that can come to his assistance, so he loses the game.

A mate will sometimes take place in the middle of the board. In Diagram No. 10, for instance, white can give checkmate in three moves :

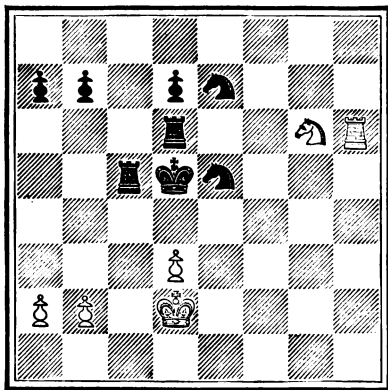
1 $\frac{\text{KtxKtch}}{\text{K-Q5}}$

2 $\frac{\text{RxRch}}{\text{R-Q4}}$

3 $\frac{\text{RxR mate}}{\quad}$

DIAGRAM NO. 10.

BLACK.



WHITE.

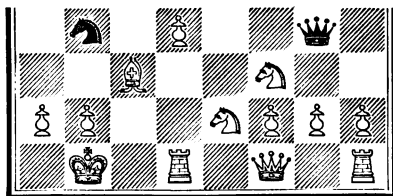
SMOTHERED MATE.

It sometimes happens that a King is mated because he is so smothered up by his own pieces that he cannot move. Smothered mate must always be the result of a Knight's attack, as it is the only piece that can check over the heads of others.

In Diagram No. 11, the black Queen checks

by moving to Q5. There is nothing to interpose, and if the King goes to Bs4 he is mated immediately by Q-B7, protected by the Knight, so he goes to Rs4. The Knight checks at B7, compelling the King to go back to Kts4. The Knight then goes to R6, giving what is called a "double check," the King

DIAGRAM NO. 11.



WHITE.

being in check from two pieces at the same time. A double check cannot be averted by any capture or interposition, because the King must still be in check from the other piece, so the only resource is to move—back to Rs4. Black's next move is Q-Kt8ch. The King cannot take the Queen, because it is protected by the Knight, so the

Rook must remove the Queen, whereupon the black Knight goes to B7 again, securing a smothered mate.

STALEMATE.

It sometimes happens that, although the King is not actually in check, he cannot move without going into check. In such cases the player must move some other piece, and if no other piece can be moved the game is drawn.

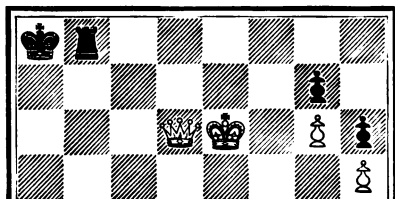
When a player sees that he cannot possibly win a game, he should attempt to secure a draw, either by reducing his adversary's forces to such an extent that the pieces he has left are not strong enough to checkmate, (two Knights, for instance,) or by getting himself into such a position that his adversary will stalemate him.

Diagram No. 12 shows a very simple position, in which white appears to have a great advantage and could checkmate at once if he had the move ; but black can draw the game by moving R-Kt3. This will pin the Queen, which white cannot move without putting his own King in check. If the Queen takes the

Rook, black secures a stalemate, because the King cannot move without going into check, and black has no other piece which can be moved.

DIAGRAM NO. 12.

BLACK.



PERPETUAL CHECK.

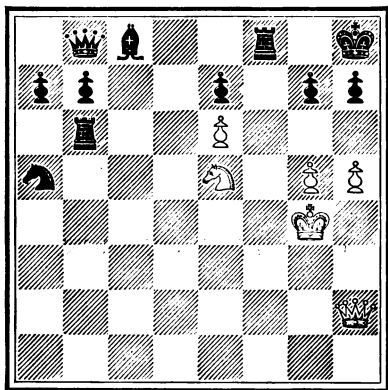
Another way to draw the game is to secure perpetual check. When a player has very inferior forces and is almost certain to be defeated, he may sometimes draw the game by checking the adverse King in such a manner that, no matter how much the King moves, he can still be checked again, and can never move or interpose so as to put an end to the check. Diagram No. 13 is an excellent example of a perpetual check secured by a

player with very inferior forces and an apparently hopeless game.

It is white's move, and he plays Kt-KKt6ch. If the RP takes the Knight, white's RP will

DIAGRAM NO. 13.

BLACK.



WHITE.

retake, discovering check, and the next move white will give checkmate by moving Q-R7. Black's only escape from this disastrous ending is to move the King, whereupon the Knight takes the KP, giving check again.

As nothing can capture the Knight, there is nothing for it but to move the King back in the corner again, whereupon the Knight returns to Kt6, and these two checks are repeated until black acknowledges the game as drawn by perpetual check.

OBJECTS OF THE GAME.

IN order that the beginner may have some clear conception of the theory and practice of chess play, he should keep in mind the following general principles :

A game of Chess is a battle between two equal forces. In the beginning the opposing armies are at home, and neither is within striking distance of the other. Before any actual conflict can take place it will be necessary for one side to make an attack, the object of which is to clear away the adversary's forces, so as to get at his King and checkmate him. Such an attack will force the adversary to adopt one of two courses : to defend himself, or to institute a counter attack.

Although the object of all chess play is to checkmate the adverse King, and although nothing else will win the game, a mate very seldom takes place without being preceded by

a certain number of exchanges, each adversary striving to weaken the forces of the other. In the beginning, one side gets his forces ready for the attack, and the other gathers his men for the defence. The attacking side then tries to break down these defences and get at the adverse King by exchanging pieces, or forming combinations that will win them. If the attack is successfully resisted in spite of numerous exchanges, each army is gradually worn down to a few pieces, and these must manœuvre to secure a mate, or abandon the game as a drawn battle.

This leads us to divide chess strategy into several parts : The Opening, or development ; the Attack, or theory of exchanges, commonly called the "mid game ;" and the various methods of securing mate with a small number of pieces, usually called "end games." These will each be discussed in detail.

THEORY OF OPENINGS.

WHITE always having the first move, is supposed to be the attacking side, and if he avails himself of his opportunity he is said to play an "open game." If he does not proceed to the attack, he is said to play a "close game." If black acts on the defensive, he plays a close game; but if he institutes a counter attack, he plays an open game.

The reason that white is supposed to attack is that the first move gives him a very decided advantage in point of time, and it has been found that the white men win about 55 per cent. of all the games played. If white "loses a move," that is, makes some move which does not accomplish anything, but simply wastes time, he loses his original advantage and usually permits black to begin a counter attack. If black loses a move, on the other hand, he simply gives white an increased

advantage, which it may be very difficult to overcome.

It is therefore highly important that neither player should waste any moves in the opening, but should place each piece to the best advantage and on some square from which it will not have to be moved again until the general plan of development is complete. Although an excellent position for the Knight is at K_{Kt5}, it would be folly for white to select as his two opening moves, K_t-K_{B3} and K_t-K_{Kt5}, because the Knight would be immediately driven back by a Pawn, and would probably find himself at K_{B3} again, after three moves. Two of these moves have been wasted, and black has had the advantage of two or three moves with which to carry on his development.

Before any attack can be instituted, it is therefore necessary to mobilize the pieces and to arrange them in such a manner that they will support one another, and be equally ready for attack or defence.

The various methods of advancing the pieces at the beginning of the game are called "openings," of which more than fifty are

known to experts, and each of them has from ten to fifty variations, all of which have been analyzed down to the tenth move.

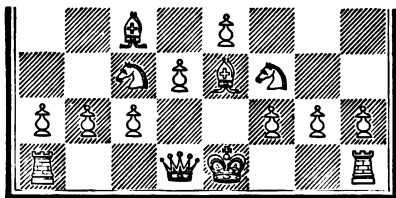
The usual method of teaching a beginner how to open a game of Chess is to show him the moves in some of the "openings," directing him to follow a stereotyped course, the object of which, he is told, is to carry out a certain principle. If he plays with the white men, for instance, he will be shown the Ruy Lopez, and told that it embodies the principles of developing your own pieces rapidly, and hindering the development of the adversary at the same time.

The trouble with all these openings is that they depend largely upon the adversary's making certain moves in reply to them, and that if he does not do so the beginner is all at sea ; and even if his opponent has made a very bad move, he does not know how to take advantage of it. In order to be ready for various replies on the part of black, or to make certain defences to white's opening, the beginner will have to study an enormous number of openings and variations before he can get through even the first ten moves of the

game without losing a piece. This is how professionals win so many simultaneous contests.

In the opinion of the author, this manner of studying the openings is very discouraging to a beginner, and it would be much better for him to content himself with the simplest

DIAGRAM NO. 14.



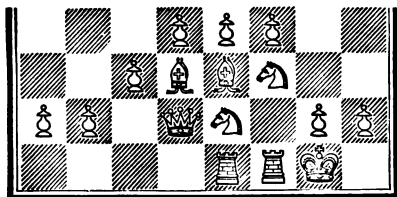
WHITE.

elements of development, gradually increasing his knowledge as his experience widens in practice.

Lasker, who is undoubtedly at present the champion of the world, thinks the beginner should strive to obtain this elementary development in about six moves, and he recommends the position shown in Diagram No. 14 as probably the best.

This may be varied a little by advancing the QP to Q4, or by playing P-QB4 before bringing out the QKt. Lasker thinks the Knights should be developed before the QB, and the order of the six moves would probably be : P-K4, Kt-KB3, B-B4, Kt-B3, P-Q3, B-K3.

DIAGRAM NO. 15.



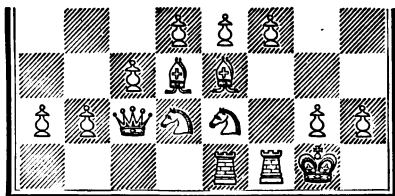
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Young does not quite agree with this, and in his "Minor Tactics of Chess," he gives the position shown in Diagram No. 15 as the most desirable, and describes it as "the most efficient disposition of the forces possible in the development of the open game." (p. 126.)

This position is arrived at by the following succession of moves : P-K4, P-Q4, P-QB3,

B-Q₃, Kt-K₂, O-O, B-K₃, Kt-Q₂, P-KB₄, Kt-KB₃, Q-Q₂, and QR-Ksq. The difference between this position and that given by Lasker is very marked, and the order of the development even more so. Lasker condemns the early movement of the QBP, which he considers the grave defect in the Ponziani

DIAGRAM NO. 16.



WHITE.

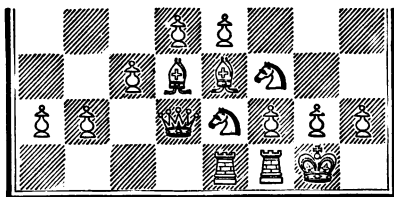
opening. (p. 96, "Common Sense in Chess.") Young's development is not as rapid as Lasker's, only one Knight and Bishop being brought out in the first six moves. The posting of the Knights is also quite different.

Another, but less desirable, formation of Young's is shown in Diagram No. 16, but it is more easily obtained than the one shown in Diagram No. 15. The position is arrived at

by the following moves: P-K₄, P-Q₄, P-QB₃, B-Q₃, Kt-K₂, O-O, B-K₃, Kt-Q₂, Q-B₂, QR-Ksq, and P-KB₄.

Another very strong position is shown in Diagram No. 17, which is arrived at by the following moves: P-K₄, P-Q₄, P-QB₃, B-Q₃, Kt-K₂, O-O, B-K₃, Kt-Q₂, Kt-KB₃, Q-Q₂,

DIAGRAM NO. 17.



WHITE.

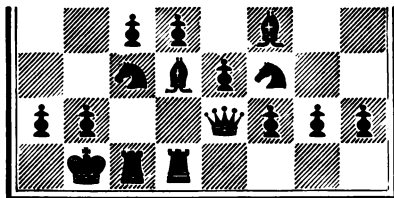
and QR-Ksq. This formation shuts in the KR, but is perhaps more easily obtainable on that account.

It is not always possible to arrive at the exact formation in view, on account of the adversary's attack, but the beginner should strive to approach it as closely as possible. This part of the subject is too extensive to be dealt with in a work of this kind, and the

student must be referred to the works of Young and Lasker for the details of their theories of development.

The model formations which have been given are for the first player, or white, and are best adapted for the attack. The positions recommended for black are naturally

DIAGRAM NO. 18.



BLACK.

defensive. The following are given in "Minor Tactics" :

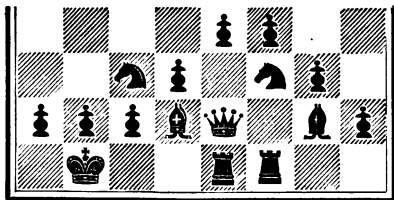
The position shown in Diagram No. 18 is the best disposition for the black forces, if it can be obtained. It is arrived at by the following moves : P-K₄, Kt-QB₃, B-B₄, P-Q₃, B-K₃, Q-Q₂, P-KB₄, Kt-KB₃, O-O, and QR-Ksq.

It is obvious that this position cannot be

B-K₂, O-O, P-QB₄, P-QKt₃, Kt-B₃, B-Kt₂, Q-Q₂, QR-Bsq, and KR-Qsq. This position may be adopted by either the white or black pieces, or by both together.

Another very effective formation for defensive purposes, shown in Diagram No. 21, which is arrived at by the following moves : P-KB4,

DIAGRAM No. 20.



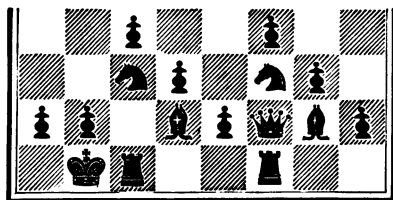
BLACK.

P-K₃, Kt-KB₃, B-K₂, O-O, P-QB₄, P-QKt₃, Kt-B₃, B-Kt₂, R-Bsq, and Q-B₂.

In a general way it may be remarked that the initial move for white is usually the KP, because it opens a way for the Queen and Bishop, which leaves four pieces at liberty, the two Knights being the others. The advance of the RP is considered a waste of time, unless it is used to repel an attacking piece.

It is always a great advantage to place and protect your pieces on squares from which they cannot be driven except by superior pieces. If such a piece as a Knight can be driven back by a Pawn, the Knight is not well posted ; but if nothing but a Rook or Queen can dislodge it, it is quite safe, for no player

DIAGRAM NO. 21.



BLACK.

will exchange a Rook for a Knight unless it is imperative to get the Knight out of his way.

In order to avoid making moves which simply lose time, the beginner should remember that moves are of three kinds : developing moves, which get your pieces into shape for future action ; attacking moves, which threaten to win pieces or to give embarrassing checks ; and defensive moves, which protect points of

attack, support other pieces, or obstruct the enemy's line of fire.

If a player makes a move which belongs to none of these classes, he is simply wasting time.

A player should never attempt to institute an attack until he has sufficient force and reserves to carry it through. A beginner will often make the mistake of charging the whole force of the enemy with an unsupported Queen and Bishop. It must not be forgotten that when you force the adversary to collect his pieces for defence, he may suddenly discover that they are ready for attack, although as a general principle pieces are better spread for attack, and concentrated for defence.

THEORY OF EXCHANGES.

If your adversary knows little or nothing of the opening moves, and does not understand the proper mobilization of his forces for attack or defence, he will be continually leaving weak spots in his game, and you must be on the alert to take advantage of any opportunities that may arise for gaining pieces or "winning the exchange."

There are certain conditions under which pieces may be won, and the beginner should understand them thoroughly. The simplest is, of course, the capturing of a piece left *en prise*; that is, undefended, which may be taken without any risk of a recapture by the adversary. This very seldom happens, except among the most careless players, but positions frequently arise in which a player will have only one piece defending, while you have two pieces attacking. Take the very simple po-

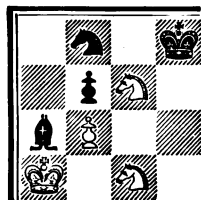
sition shown in Diagram No. 22. Black has only one piece guarding the Bishop—the Knight, while you have two pieces attacking it—the King and Knight. Under such circumstances you can always win a piece, because if he refuses to recapture you remain a piece ahead, and if he takes your capturing piece, he simply makes an exchange, leaving himself still a piece behind.

DIAGRAM NO. 22.



Now, let us add two men to the position shown in Diagram No. 22, arranging them as shown in Diagram No. 23.

DIAGRAM NO. 23.



It being white's move, he plays KtxB. If black plays KtxKt, white will continue with KtxKt, and when the Pawn retakes, the King will win the Pawn and the game, by moving K-R7 and queening the Pawn. If black plays PxKt, white continues with KtxP, and

if the Knight will not retake, white remains a Pawn ahead, with a winning game.

This shows us that the fundamental principle of winning pieces is, that you shall have more pieces attacking the piece that you propose to capture, than your adversary has ready to defend it. This presupposes, of course, that the pieces to be exchanged are of nearly equal value, for it would be folly to give up a Queen to capture two Knights.

When only one exchange is to be made, and there will be no second capture, the object of the player must be so to arrange his attack that the capturing piece shall be of less value than the piece captured, a Pawn being given for a Knight, or a Rook for a Queen. This is called "winning the exchange," and opportunities for it arise much oftener than those for winning a clear piece.

This being a very important part of chess strategy, and little understood by those who have not given the matter close attention, a number of examples of the various methods of winning pieces or exchanges will be given, and the student is advised to go over them with the actual pieces, in order that he may

become accustomed to the various situations and recognize them when they occur in actual play.

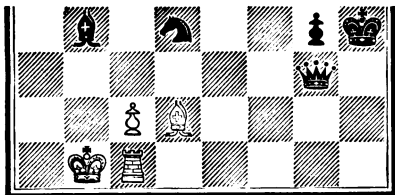
FORKING AND PINNING.

A very common way of winning a piece or the exchange is called "forking," which consists in attacking two pieces at the same time, so that only one can escape. Forking is most effective when the attacking piece is of inferior value, such as a Pawn forking two Knights. If the attacking piece cannot be captured, or pieces of the same value cannot be exchanged, the only escape is a counter attack ; failing which, the player who is forked must lose the exchange. A fork which gives check and attacks a piece at the same time is another variety, and very common in the end game.

Another common way of winning the exchange is called "pinning," which is usually brought about by getting some superior piece in a line with the adverse King, so that it cannot be moved without discovering check.

Diagram No. 24 shows two simple forms of the forking and pinning attacks. If white plays B-Ksq, he will lose a piece, because black will have two pieces attacking, while white has but one defending. If white plays BxB, black will reply with KtxP; and if RxKt, Q-Kt6 wins. White therefore plays

DIAGRAM NO. 24.



WHITE.

P-B₃, forking the Knight and Bishop, which must win a piece.

If BxP, white replies BxB, and if QxB, RxQ. If black plays Kt-K₇, making a counter attack on the Rook to gain time, white plays R-KRs_q ch, and wins both Queen and Bishop. If white withdraws either the Bishop or Knight, leaving the other to its fate, white does not take the remaining piece, but wins

the Queen by checking with the Rook, or pinning it with B-Ksq.

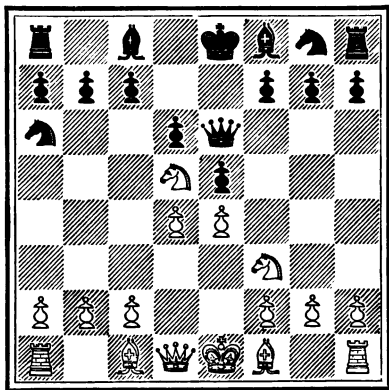
If black leaves the Bishop to its fate, and makes a counter attack by playing Kt-Kt6, the Bishop can pin the Queen. If black plays Kt-B6, threatening the Bishop, white plays R-Rsq ch, and white must interpose the Knight, as the King cannot move, whereupon white pins the Queen. The position is a very instructive one, and will repay careful study, one point about it being that white cannot win by checking with the Rook at his first move; for although he wins the Queen the black Pawn will win the game, because white will have nothing but a Bishop left. When RxQ, PxR, and after P-B3, black will play B-B4, giving the Knight for the Pawn, and winning.

In Diagram No. 25 we have a very common but more complicated form of the forking attack. Black has opened the game badly, getting his Knight away off at the side of the board and bringing his Queen into play too soon. White wants to fork the Queen by checking with the Knight at QB7. Having only one piece attacking that square, and

black having a piece to defend it, white cannot win a clear piece, and must be satisfied with winning the exchange, which he gets by playing KBxKt. If black takes the Bishop,

DIAGRAM NO. 25.

BLACK.



WHITE.

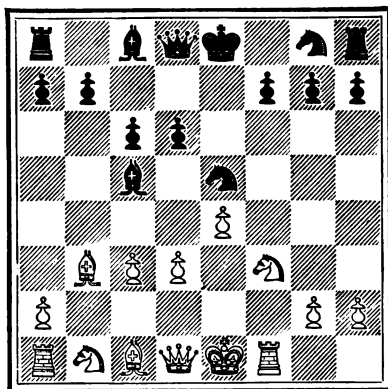
white wins the exchange by giving a Knight and Bishop for a Queen. If black does not take the Bishop he must move his Queen, leaving white a clear piece ahead.

When playing against a careless opponent,

opportunities will frequently occur for forking two superior pieces with a Pawn. The adversary will sometimes display considerable ingenuity in getting out of the scrape, and it

DIAGRAM NO. 26.

BLACK.



WHITE.

will often require careful play to retain your advantage.

A very interesting position of this kind is shown in Diagram No. 26. It looks an easy matter for white to play P-Q₄, forking the

Bishop and Knight ; but black has foreseen that attack, and knows he can get out of it by replying KtxKtch, which will compel white to capture the Knight, giving the Bishop time to retreat.

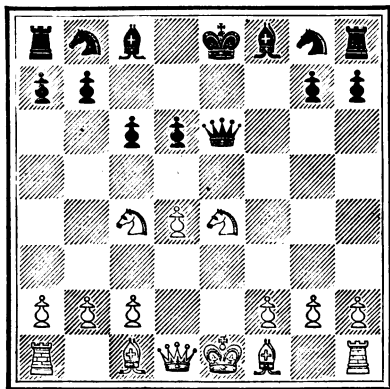
To prevent this answer, and still to get the fork, white plays Kt-Kt5, threatening to play BxKBPch, and then, if KtxB, to fork the Queen and Rook with the Knight. Now, if black is not a very careful player he will probably play Kt-R3, bringing another piece to protect the KBP, instead of which he should play P-B3, to shut off the attack of the very dangerous Rook.

Black's carelessness allows white the necessary time to make the forking move with the QP, which is now advanced to Q4. As there is no escape, black's only defence is a counter attack, so he plays P-KB3, attacking the Knight. This move does not relieve either of the pieces that are forked, and as white is in no hurry to capture them, for they cannot both get away, he simply retires his Knight to R3, and no matter what black does next, he loses the exchange, giving up a Knight or Bishop for a Pawn.

Although the counter attack in the foregoing example was a failure, a player will sometimes arrange matters so that his adversary

DIAGRAM NO. 27.

BLACK.



WHITE.

will be coaxed to make a forking move, which will allow of a strong counter attack.

In the position shown in Diagram No. 27, black has just moved his Queen from KB3, intending to fork the Knights with his QP next move, or to win the one that is pinned

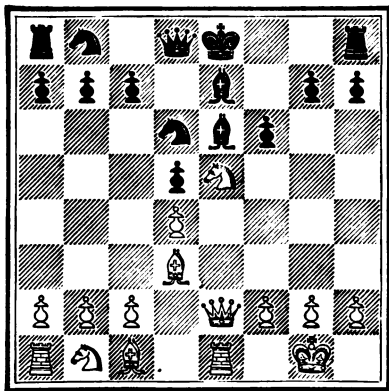
White gets out of the difficulty by instituting the following counter attack :

$\frac{Q-K_2}{P-Q_4}$	$\frac{Kt(K_4)-Q6ch}{K-Qsq}$	$\frac{KtxPch}{K-B_2}$
$\frac{QxQ}{BxQ}$	$\frac{Kt(B_4)-R_5}{KB-Kt_5ch}$	$\frac{B-Q_2}{B-QBsq}$

No matter what black does in the way of exchanges, white must remain two Pawns

DIAGRAM NO. 28.

BLACK.



WHITE.

ahead, and can now retire his Knight to QB5 with perfect safety.

Although a Bishop is worth more than a Knight, few players care to exchange, especially if the Knight is in play, and the Bishop is not ; but if a Knight can be exchanged for a Bishop and Pawn without giving up an attack into the bargain, it is usually best to make the exchange and win the Pawn.

In Diagram No. 28, black tries to break up white's attack by playing P-KB3, and the best white can do is to win the exchange by playing Kt-Kt6, which wins at least a Bishop and Pawn for the Knight, and still gives white a very strong attack.

THE LAW OF EXCHANGES.

BEGINNERS frequently find it very difficult to calculate the exact result of a series of exchanges, and in attempting to trace the probable effect of several captures and recaptures they become confused. The rule already given, taken in connection with the following one, will enable you to decide the result of any series of exchanges, without going into the moves at all.

Suppose the point of attack to be a piece.

If both sides have an equal number of men bearing on that point, one having two attacking it and the other two defending it, for instance, any capture will result in a simple exchange of pieces.

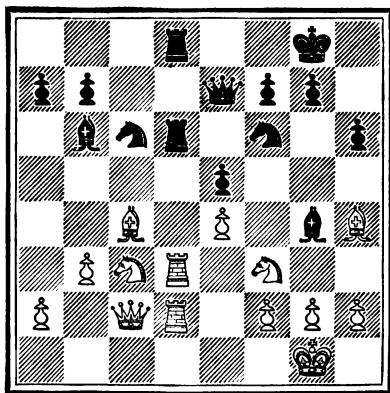
The reason for this is, that after the capture is made the capturing piece becomes the point of attack, and has only one support, while the adversary still has two pieces attacking, and

this superiority, according to the law already given, will win the piece that has just made the capture.

As an example, take the position shown in

DIAGRAM NO. 29.

BLACK.



WHITE.

Diagram No. 29, the point of attack being the black Rook at Q3.

White has two pieces attacking, both Rooks, while black has two defending, Rook and Queen. The result of any capture by white

will be a series of exchanges, with no advantage for either side.

In order to get the best of the position, suppose white plays Q-Qsq. This will give him a majority of the pieces bearing on the point of attack, and will win a piece if black is not careful. Suppose black plays Kt-Kt5. White immediately takes the Rook, and that Rook is irretrievably lost, because the position now comes under the law just given, and is shown in Diagram No. 30.

The white Rook at Q6 is now the point of attack for black ; but as white's supporting pieces are equal in number to black's taking pieces, black can gain nothing by capturing the Rook, and must be content to remain a Rook behind.

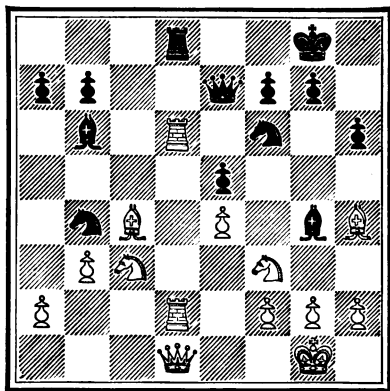
Black's proper reply to white's move of Q-Qsq was B-B2, which makes black's supporting pieces again equal in number to white's taking pieces, and leaves the position as at first, without advantage to either side. If white rushes into a series of exchanges he will get the worst of it, because when black plays BxR, white cannot take the Bishop without losing the exchange. White therefore

continues the attack by striving to secure the needed superiority in forces, bringing up another attacking piece by playing Kt-QKt5.

Black now has the opportunity to begin an

DIAGRAM NO. 30.

BLACK.



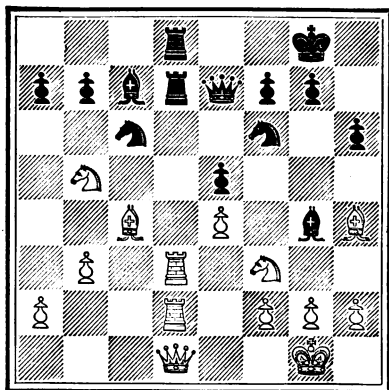
WHITE.

exchange of pieces, but according to the law already given he can gain nothing by it, and will lose the exchange on the second move, because white will play BxR in reply to RxR. Black therefore withdraws his Rook to Q2,

where it is still supported by three pieces, (Queen, Rook, and Bishop at Kt5,) and attacked by three only, maintaining the balance of safety. The Knight at KB₃ is not

DIAGRAM NO. 31.

BLACK.



WHITE.

available, because to move it would lose the Queen.

The position is now as shown in Diagram No. 31, and the problem for white, whose attacking force is exhausted, is to find some

way of driving away or destroying some one of the black pieces defending the point of attack. If he can accomplish this, he wins a piece, so he plays P-KR₃ to drive back the Bishop. Black's best move is to take the Knight and break up the attack ; but we will suppose that he retires to K₃. This allows white to bring another attacking piece into play and to win the piece by the following moves :

$\frac{BxB}{PxB}$	$\frac{RxR}{RxR}$	$\frac{RxR}{QxR}$	$\frac{QxQ}{KtxQ}$	$\frac{KtxB}{\quad}$
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White may bring about the same result by playing :

$\frac{P-R_3}{B-K_3}$	$\frac{BxB}{PxB}$	$\frac{KtxB}{RxKt}$	$\frac{RxRch}{KtxR}$	$\frac{RxRch}{\quad}$
-----------------------	-------------------	---------------------	----------------------	-----------------------

If instead of PxB, black should play QxB, this follows :—

$\frac{BxKt}{PxB}$	$\frac{RxR}{RxR}$	$\frac{RxR}{\quad}$
--------------------	-------------------	---------------------

The student must not infer from the foregoing that this is the best defence black could

have made to the attack. The game has been selected simply as a good illustration of the methods used in calculating the force necessary to win a piece which is well defended. The key to the situation is white's move of Kt-QKt5, securing the majority of pieces for the attack.

The chief point for the beginner to remember is that he need not go over all the possible moves, but may content himself with counting up the pieces that are concentrated on the point he proposes to attack. He must bear in mind that if his first capture is an inferior piece, the piece with which he captures will be a point of attack for the adversary, and he should be careful not to get the worst of an exchange, as by giving up a Rook for a Knight or a Bishop.

DEFECTIVE OPENINGS.

THE usual faults of the beginner are losing time in the opening, making moves which expose him to attack, and falling into traps prepared for him by more skilful adversaries. Another serious error is in overlooking the real object of the game, which is to checkmate, and becoming entirely absorbed in making exchanges or attempting to win pieces. The skilful player will often leave a piece *en prise* as a bait, either to gain time for an important manœuvre or to get a piece out of play. The beginner should be very careful how he snaps up pieces which have apparently been left unguarded through an oversight.

If the student will get the board and pieces and go over the following simple opening moves, he will get an excellent idea of the errors that beginners commonly fall into, and

will learn how to take advantage of them if made by an adversary.

Let us first examine some of the improper defences in the opening moves, beginning with some common errors in defending the King's Pawn.

Suppose the following opening moves, playing with the white men on your side of the board :

$$1 \quad \frac{P-K_4}{P-K_4} \quad 2 \quad \frac{Kt-KB_3}{P-KB_3} \quad 3 \quad \frac{KtxKP}{PxKt}$$

This is a very weak defence for black, and you take advantage of it at once, offering him the Knight as a bait.

$$4 \quad \frac{Q-R_5ch}{P-Kt_3} \quad 5 \quad \frac{Q-K_5ch}{\quad}$$

winning the exchange, a Knight for a Rook and Pawns, by capturing the Rook on the next move.

If, at his fourth move, black plays K-K₂, instead of interposing the KtP, you continue as follows :

$$5 \quad \frac{Q-K_5ch}{K-B_2} \quad 6 \quad \frac{B-B_4ch}{K-Kt_3} \quad 7 \quad \frac{Q-B_5ch}{K-R_3}$$

$$8 \quad \frac{P-Q_4ch}{P-Kt_4} \quad 9 \quad \frac{P-KR_4}{K-Kt_2} \quad 10 \quad \frac{Q-B_7ch}{K-R_3}$$

You have a mate in one move, P x P.

Another bad defence, common among beginners, is to protect the KP with the Bishop.

$$1 \quad \frac{P-K_4}{P-K_4} \quad 2 \quad \frac{Kt-KB_3}{B-Q_3} \quad 3 \quad \frac{B-B_4}{Kt-KB_3}$$

You now advance for the purpose of taking the KP and forking the Bishop and Knight. In reply, black prepares to fork your Rook and Queen.

$$4 \quad \frac{P-Q_4}{KtxKP} \quad 5 \quad \frac{PxP}{B-B_4} \quad 6 \quad \frac{Q-Q_5}{BxPch}$$

By your sixth move you not only win a piece, but threaten mate by Q x KBP. Black takes the KBP to get something out of his discomfiture. You move your King to K₂, black castles, and when your Queen takes his Knight, he retires his Bishop to Kt₃; but when you advance your Knight to KKt₅ and bring your Rook to Bs_q, you have an invincible attack.

If black does not take the KP at the fourth move, but plays the Kt-QB₃, you get the fork on the Bishop and Knight by the following moves :

$$\begin{array}{ccc} 5 & \frac{PxP}{QKtxP} & 6 \quad \frac{KtxKt}{BxKt} \quad 7 \quad \frac{P-KB_4}{B-Q_3} \end{array}$$

Although you now have the fork, black thinks he can prevent your gaining anything by it ; but he is mistaken.

$$8 \quad \frac{P-K_5}{Q-K_2} \quad 9 \quad \frac{Q-K_2}{\quad}$$

Black's move of the Queen was intended to keep the Pawn from capturing either of the pieces, because such a capture would leave the King in check ; but as the forked pieces have made no attempt to get away, all that is necessary is to cover the King and wait until the next move.

Sometimes a player will do very well for several moves, but will then make a slip, which you should be on the alert to take advantage of. Suppose the game opens :

$$1 \quad \frac{P-K_4}{P-K_4} \quad 2 \quad \frac{Kt-KB_3}{Kt-QB_3} \quad 3 \quad \frac{B-B_4}{B-B_4}$$

$$4 \quad \frac{P-B_3}{Kt-B_3} \quad 5 \quad \frac{P-Q_4}{PxP} \quad 6 \quad \frac{P-K_5}{Kt-K_5}$$

The sixth move of white's is a trap, which only a beginner would fall into, for the Knight is lost if white moves B-Q₅.

A common error with beginners is to bring the Queens into play too early in the game. Suppose the first moves to be as follows :

$$1 \quad \frac{P-K_4}{P-K_4} \quad 2 \quad \frac{Kt-KB_3}{Q-B_3} \quad 3 \quad \frac{B-B_4}{Q-KKt_3}$$

Black intends to win the KP or the KKtP, but an unsupported Queen will usually get into trouble by rushing off to do so much all by herself.

$$4 \quad \frac{O-O}{QxKP} \quad 5 \quad \frac{BxPch}{K-Qsq} \quad 6 \quad \frac{KtxP}{KKt-B_3}$$

If the King had taken the Bishop, the Knight would have forked the King and Queen by going to KKt₅. If the King goes to K₂, so as to keep his eye on the Bishop, he will be mated in five moves. If the Queen takes the Knight at the sixth move, she is lost, for the white Rook goes to Ksq ; and if

the Queen runs away, the next move will be R-K8 mate ! It is to prevent this that black brings out his KKt.

$$7 \quad \frac{R-Ksq}{Q-KB4} \quad 8 \quad \frac{B-KKt6.}{Q-K3} \quad 9 \quad \frac{Kt-B7ch}{}$$

And so the Queen is lost ! All her troubles were brought about by the premature development of such an important piece. If the student will examine the last three moves carefully, he will see that black has no means of escape. He has no time to take the Bishop with the Pawn, for Kt-B7 is mate.

Another weak opening sometimes adopted by beginners is to bring out the KB on the second move. While this is a good development for white, it is rather premature for black, and white should take advantage of it immediately.

$$\begin{array}{lll} 1 \quad \frac{P-K4}{P-K4} & 2 \quad \frac{Kt-KB3}{B-B4} & 3 \quad \frac{KtxP}{Q-K2} \\ 4 \quad \frac{P-Q4}{B-Q3} & 5 \quad \frac{P-KB4}{P-KB3} & 6 \quad \frac{Kt-QB4}{QxPch} \end{array}$$

Black wants to get back the Pawn, but the

advance is premature, and allows white to develop his pieces for an irresistible attack.

$$7 \quad \frac{K-B_2}{Kt-QB_3} \quad 8 \quad \frac{B-Q_3}{QxQPch} \quad 9 \quad \frac{B-K_3}{Q-Q_4}$$

White now wins the Queen by playing B-KKt6ch.

Another weak move of black's is to advance the KBP, which is an attacking move, and belongs naturally to white. Beginners who adopt this move always get into trouble.

$$\begin{array}{lll} 1 \quad \frac{P-K_4}{P-K_4} & 2 \quad \frac{Kt-KB_3}{P-KB_4} & 3 \quad \frac{KtxP}{Q-B_3} \\ 4 \quad \frac{P-Q_4}{PxP} & 5 \quad \frac{KB-QB_4}{P-B_3} & 6 \quad \frac{B-B_7ch}{K-Qsq} \end{array}$$

This is not black's best move, but is the one a beginner always makes at this stage.

$$7 \quad \frac{BxKt}{RxB} \quad 8 \quad \frac{B-Kt_5}{QxB} \quad 9 \quad \frac{Kt-B_7ch}{\quad}$$

If, at the fifth move, black plays Kt-K₂, instead of P-B₃, the continuation will be :

$$6 \quad \frac{Kt-QB_3}{Q-B_4} \quad 7 \quad \frac{Kt-QKt_5}{Kt-R_3} \quad 8 \quad \frac{KKt-B_7ch}{\quad}$$

If black attempts to save the Rook, he loses his Queen instead, for either of the Knights can go to Q6 and win the Queen by forking it.

Another common error for beginners is to move the QP two squares at the second move. This brings the Queen into play too early, loses time, and usually gets black into trouble.

1	$\frac{P-K4}{P-K4}$	2	$\frac{Kt-KB3}{P-Q4}$	3	$\frac{PxP}{QxP}$
4	$\frac{Kt-B3}{Q-K3}$	5	$\frac{B-Kt5ch}{B-Q2}$	6	$\frac{O-O}{BxB}$
7	$\frac{KtxB}{B-Q3}$	8	$\frac{R-Ksq}{P-KB3}$	9	$\frac{P-Q4}{P-QB3}$
10	$\frac{PxP}{PxP}$	11	$\frac{KKtxP}{}$		

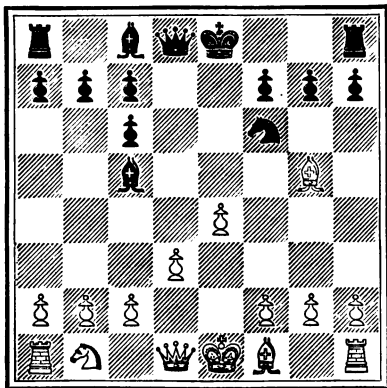
White must win the game in a few moves.

TRAPS.

BEGINNERS should be on their guard against apparently bad moves made by a good player, for they are usually traps. Take the position shown in Diagram No. 32.

DIAGRAM NO. 32.

BLACK.

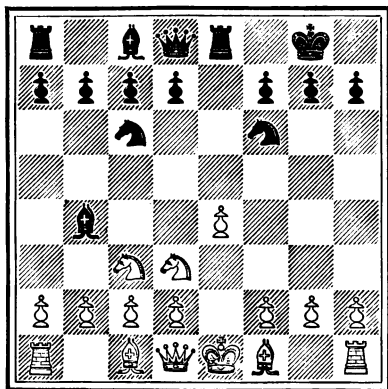


WHITE.

The black Knight takes the KP, which looks like a great oversight, for you can now win the black Queen. If you attempt to take either the Queen or the Knight, you will lose

DIAGRAM NO. 33.

BLACK.



WHITE.

the game. Suppose you take the Queen, black plays: BxKBPch, and QB-Kt5 mate. If you take the Knight, black will still play BxKBPch. This will leave you two moves: KxB, which loses your Queen at once, or

K-K₂, to which black will reply by QB-Kt5ch.

Diagram No. 33 shows another trap. Suppose you play KtxB, to which black replies by KtxP. It looks now as if you were a clear Bishop ahead, and could retain the piece by exchanging Knights, playing KtxKt. If you do, this is what will happen :

<u>KtxKt</u>	<u>B-K₂</u>	<u>KtxQ</u>
KtxKt (dis ch)	KtxB	Kt-Kt6 (dis ch)

There is no possible move but to interpose the Queen, which the Knight takes, and as your Knight cannot get away from the eighth row, it is black that wins a piece, and not you that keeps the Bishop you took at the first move. If you don't move your King, you will lose a Rook by another discovered check.

THEORY OF ATTACK.

THE ruling principle of all attack is that of removing obstruction, getting the enemy's forces out of your way, so that you can get at his King and mate him. All attacks that gain pieces or win the exchange result in weakening the adversary to a certain extent, and so rendering him less capable of sustained resistance.

There are two kinds of attack, however, in one of which the pieces are spread, looking for opportunities, and playing what is called an open game; while in the other they are concentrated on a particular point, against which they are hurled with such suddenness and force that the adversary cannot resist them.

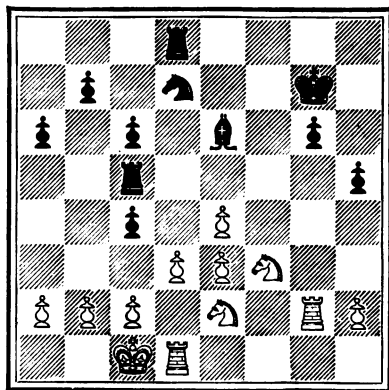
Beginners usually make attacks for which they are not properly prepared, whereas the expert gets his forces all ready for the charge

before he takes a step that will disclose his object to the adversary.

As an example of this, take the position shown in Diagram No. 34, in which white has

DIAGRAM NO. 34.

BLACK.



WHITE.

been gradually preparing for an attack on the Pawn in front of the black King.

As fast as white brings up his pieces, black protects himself by bringing up supports, until each of them has four pieces bearing or

that particular Pawn, the moves being as follows :

$$\frac{\text{Kt-KB}_4}{\text{B-B}_2} \qquad \frac{\text{QR-Ktsq}}{\text{Kt-Bsq}}$$

If white moved Kt-R₄, instead of R-Ktsq, black would win two Knights for a Rook by forking with the Pawn.

$$\frac{\text{Kt-R}_4}{\text{R-Q}_3} \qquad \frac{\text{Kt-KB}_5\text{ch}}{\text{RxKt}} \qquad \frac{\text{PxR}}{\quad}$$

winning the exchange, with a powerful attack.

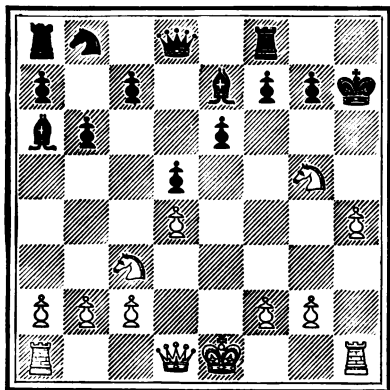
This principle of bringing an equal number of pieces to support a point that is attacked by a certain number will sometimes require the King to be brought into use very early in the game.

In the position shown in Diagram No. 35, white has just checked with the Knight at Kt₅, a point on which black has bearing only two pieces. If the King retires to Ktsq, the white Queen goes to R₅, bringing three white pieces into play, against black's two, and threatening mate. The Bishop must take the

Knight, and when Pawn retakes, black must make an outlet for his King by playing P-KB3. White pushes the Pawn to Kt6, and the mate is inevitable.

DIAGRAM NO. 35.

BLACK.



WHITE.

This game might have been saved had black followed the principle we have been explaining, and brought to the defence a number of pieces equal to those engaged in the attack, which he might have done by playing K-Kt3,

instead of K-Ktsq. This would have prevented the attack of the Queen, and given black time to advance his KBP, either to drive away the Knight or to attack the Queen, should it move to KKt4.

It requires a certain amount of practice to see opportunities for successful attack, but by keeping in view the general principles of forking, pinning, and securing a majority of the pieces concentrated on a certain point, the beginner will soon learn to take advantage of openings left by a careless adversary. Take the board and men and set up the four positions shown on the following pages, and see if you can gain a piece or win the exchange, playing with the white men and taking the first move in each case.

DIAGRAM NO. 36.

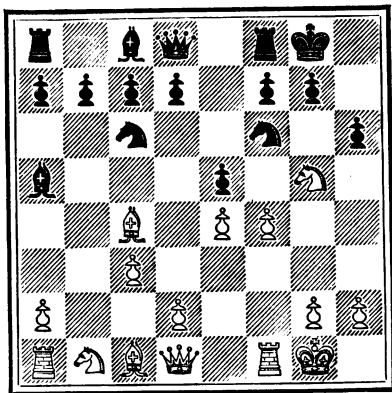


DIAGRAM NO. 37.

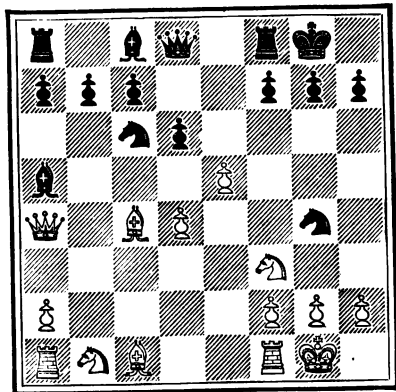


DIAGRAM NO. 38.

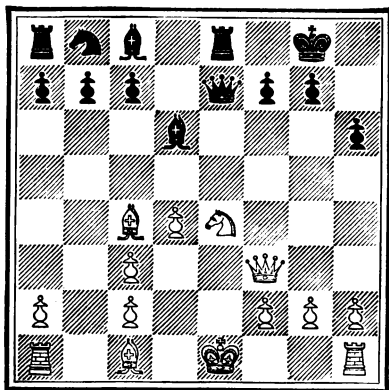
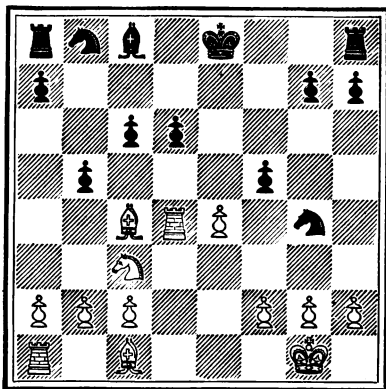


DIAGRAM NO. 39.



SOLUTIONS TO PROBLEMS.

DIAGRAM No. 36. Black has just moved P-KR₃, instead of P-Q₄. White wins as follows :

<u>KtxKBP</u>	<u>BxRch</u>	<u>PxP</u>	<u>Q-KR₅ch</u>
RxKt	KxB	KtxP	

If black now plays Kt-Kt₃, white can play P-K₅.

Diagram No. 37. Black has just castled, instead of moving B-Q₂. White wins as follows :

<u>P-KR₃</u>	<u>P-Q₅</u>
Kt-R ₃	

If white plays P-Q₅ first, he cannot win the piece, because of the reply QKtxKP.

Diagram No. 38. Black threatens to win the Knight, on which he has brought two

pieces to bear, while white has only one supporting it. If white plays B-Q3, black plays P-KB4, winning the pinned Knight. To get out of the difficulty white plays :

<u>O-O</u>	<u>QxPch</u>	<u>BxRP</u>	<u>Q-B6ch</u>	<u>B-Q3</u>
<u>QxKt</u>	<u>K-Rsq</u>	<u>PxB</u>	<u>K-R2</u>	

At the third move, black must take the Pawn, for if he plays Q-R2, white mates by taking the Rook. White is left with a Queen and three Pawns and a strong attack, to balance two Bishops and a Knight.

Diagram No. 39. Black has just moved P-QKt4, intending to follow it up by advancing the BP, attacking the Rook and then winning the Bishop, if the Bishop now retreats to Kt3. Instead of retreating the Bishop, white plays to win the exchange, by getting a Rook and Pawn for a Knight, as follows :

<u>KtxP</u>	<u>B-Q5</u>
<u>PxKt</u>	

Black's attack was ill considered, and he should have played K-K2.

END GAMES.

THIS part of chess strategy is almost too difficult for a beginner, as it requires a very thorough knowledge of every possible variation. Certain combinations of pieces are usually acknowledged as drawn games, while others may be won only by a person possessing the exact knowledge necessary.

The following are drawn games :

King and Bishop against a King.

King and Knight against a King.

King and two Knights against a King.

King and Queen against two Rooks.

King and Queen against King and two Bishops.

King and Rook against King, Rook, and Pawn.

King and Rook against King and Bishop.

King and Rook against King and Knight.

King and Rook against King, Rook, and Bishop.

The following may be won, but the player may be called upon to mate within fifty moves, failing which the game is drawn :

King and Queen against King and Rook (difficult).

King and Queen against King and Bishop.

King and Queen against King and Knight.

King and Queen against King and Pawn.

King and Queen against a King.

King and Rook against a King.

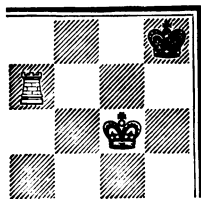
King and two Rooks against King and Rook.

King and two Bishops against a King.

King, Bishop, and Knight against a King.

Some of the foregoing are comparatively easy. With a King and

DIAGRAM NO. 40.

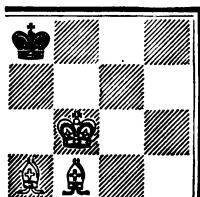


Rook (or Queen) against a King, the player must force the King to the edge of the board, and then get the Kings opposite each other, when the Rook will mate. Diagram No. 40 shows the posi-

tion. The black King has been followed to the corner, and must now face the white King, whereupon R-K8 mates.

Two Bishops are more difficult to manage, and they must be so arranged that the King will be ruled off into a corner. Set up the men as shown in Diagram No. 41. White can secure the mate in six moves, as follows:

DIAGRAM NO. 41.

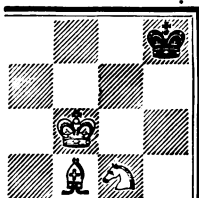


- | | | |
|---------------------------|--------------------------|-------------------------------------|
| 1 $\frac{B-B7}{K-Bsq}$ | 2 $\frac{B-Q7}{K-Ktsq}$ | 3 $\frac{K-Kt6}{K-Bsq}$ |
| 4 $\frac{B-Q6ch}{K-Ktsq}$ | 5 $\frac{B-K6ch}{K-Rsq}$ | 6 $\frac{B-K5 \text{ mate}}{\quad}$ |

King, Bishop, and Knight against a King is rather too much for most novices, but it should be studied, as it is not an uncommon ending. The principle of it is to get the adverse King into a corner that is commanded by your Bishop; therefore the most favorable position for black is to get his King in the

opposite corner, from which he must be driven to the other. Set

DIAGRAM NO. 42.



up the men as shown in Diagram No. 42. The following are the moves, of which eighteen are required to secure the mate. The beginner should study the principle, more than the mere moves.

- | | | |
|---|---|---|
| 1 $\frac{\text{Kt-KB7ch}}{\text{K-Ktsq}}$ | 2 $\frac{\text{B-K4}}{\text{K-Bsq}}$ | 3 $\frac{\text{B-KR7}}{\text{K-Ksq}}$ |
| 4 $\frac{\text{Kt-K5}}{\text{K-Bsq}}$ | 5 $\frac{\text{Kt-Q7ch}}{\text{K-Ksq}}$ | 6 $\frac{\text{K-K6}}{\text{K-Qsq}}$ |
| 7 $\frac{\text{K-Q6}}{\text{K-Ksq}}$ | 8 $\frac{\text{B-Kt6ch}}{\text{K-Qsq}}$ | 9 $\frac{\text{Kt-QB5}}{\text{K-QBsq}}$ |
| 10 $\frac{\text{B-B7}}{\text{K-Qsq}}$ | 11 $\frac{\text{Kt-Kt7ch}}{\text{K-Bsq}}$ | 12 $\frac{\text{K-B6}}{\text{K-Ktsq}}$ |
| 13 $\frac{\text{K-Kt6}}{\text{K-Bsq}}$ | 14 $\frac{\text{B-K6ch}}{\text{K-Ktsq}}$ | 15 $\frac{\text{Kt-B5}}{\text{K-Rsq}}$ |
| 16 $\frac{\text{B-Q7}}{\text{K-Ktsq}}$ | 17 $\frac{\text{Kt-R6ch}}{\text{K-Rsq}}$ | 18 $\frac{\text{B-B6}}{\text{K-Rsq}}$ |

At the fourth move the King may try to cut across the board, playing K-Qsq. If he does, this follows :

5	$\frac{K-K6}{K-B2}$	6	$\frac{Kt-Q7}{K-B3}$	7	$\frac{B-Q3}{K-B2}$
8	$\frac{B-Kt5}{K-Qsq}$	9	$\frac{Kt-K5}{K-B2}$	10	$\frac{Kt-QB4}{K-Qsq}$
11	$\frac{K-Q6}{K-Bsq}$	12	$\frac{Kt-R5}{K-Qsq}$	13	$\frac{Kt-Kt7ch}{K-Bsq}$
14	$\frac{K-B6}{K-Ktsq}$	15	$\frac{Kt-Q6}{K-R2}$	16	$\frac{K-B7}{K-Rsq}$
17	$\frac{B-B4}{K-R2}$	18	$\frac{Kt-B8ch}{K-Rsq}$	19	$\frac{B-Q5}{K-Rsq}$

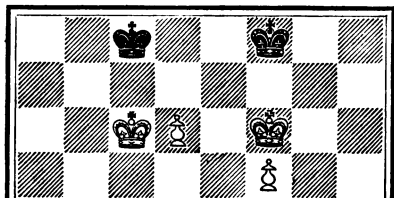
PAWN ENDINGS.

When a player is left with a single Pawn, he cannot win the game unless he can get it "to queen." When you are left with a single Pawn on either of the Rook's files, you cannot win if the adverse King gets in front of it, no matter what you do, but if you are on any

other file you can queen the Pawn, provided you are careful to arrive at the seventh row without giving check in so doing.

In the first position shown in Diagram No. 43, in which the Pawn is standing beside the King, you cannot win if it is your move, because you cannot get to the seventh row

DIAGRAM NO. 43.



without giving check at the same time. When you check, the King moves in front of your Pawn, and you must either lose it or give him a stalemate. But if it is black's move you win easily, for no matter where his King goes, your Pawn gets to the seventh row, and thence in two moves to Queen, protected by your King.

In the second position shown in the forego-

ing diagram, you win, no matter who moves first, because black must allow your King to advance to the seventh row; and the Pawn easily gets to Queen. If both King and Pawn are one square further back, the win depends on the move. If it is white's move he can win by advancing one square and then taking possession of the seventh row, the Pawn following; but if it is black's move he draws the game by getting opposite your King. If the Pawn advances, he will get in front of it, and you will find that you cannot get to the seventh row without giving check.

There are an enormous number of Pawn Endings, but they are too intricate for the beginner, who can spend his time more profitably in studying the general strategy of the game.

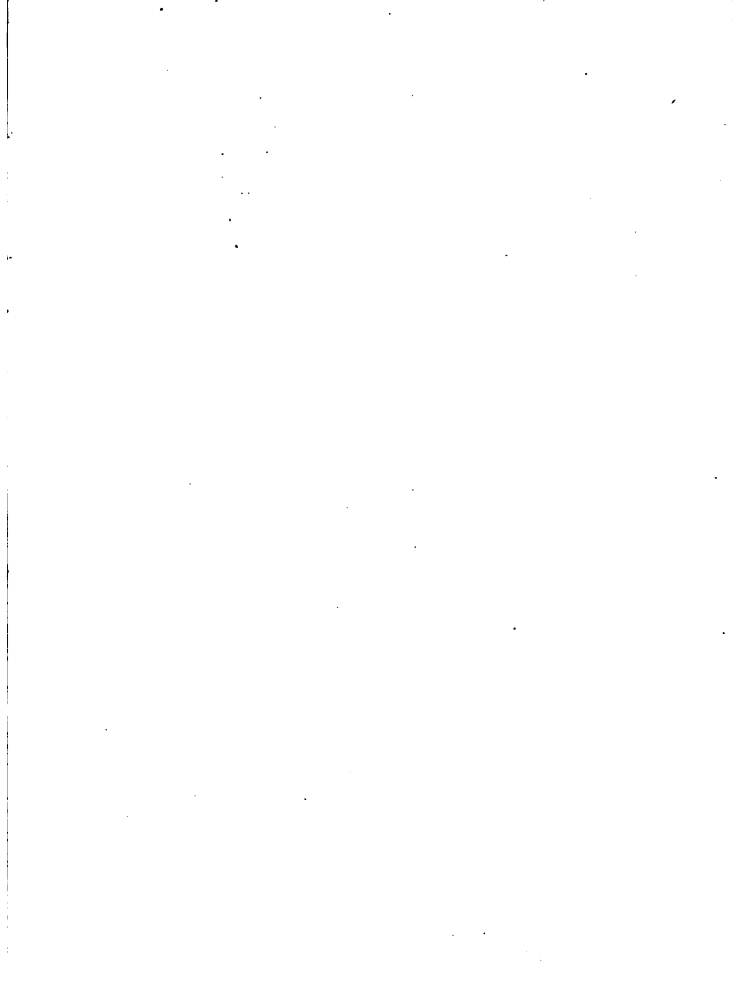
In chess, as in everything else, practice is the great thing, and the beginner should prefer to play with those who are stronger than himself, even if he has to ask for odds.

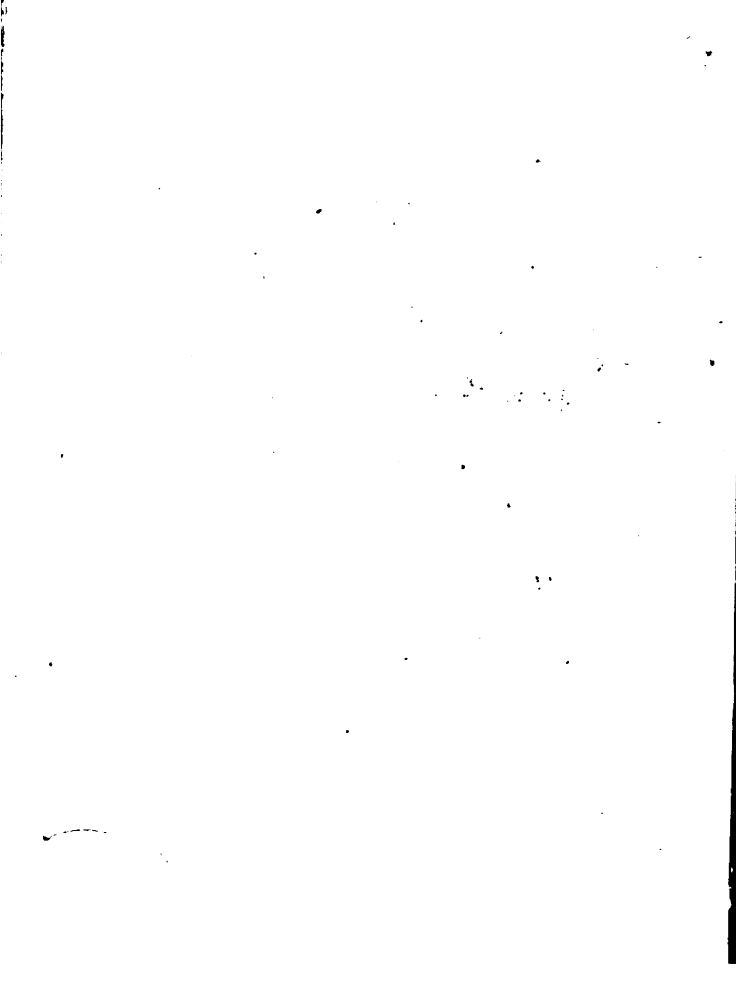
The laws will be found in "The American Chess Code," published by Brentanos.

GENERAL INDEX.

- Advantage of first move, 48.
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