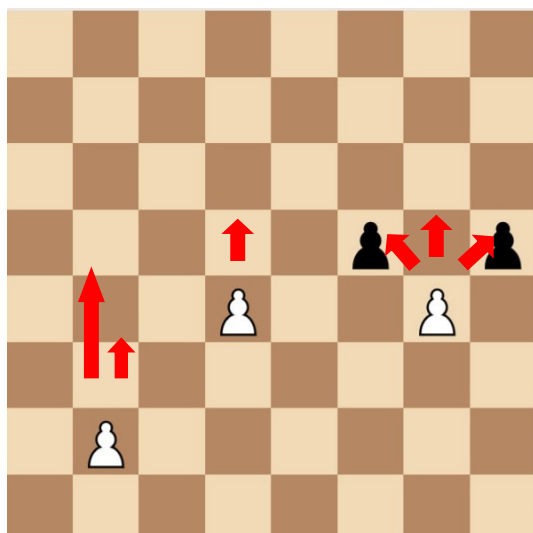


**Nine steps to chess mastery.** These steps will show you how to play a game of chess. You will also be able to solve puzzles, read chess books, magazines and our weekly notes, even if you do not have an opponent.

## Step 1: the PAWN

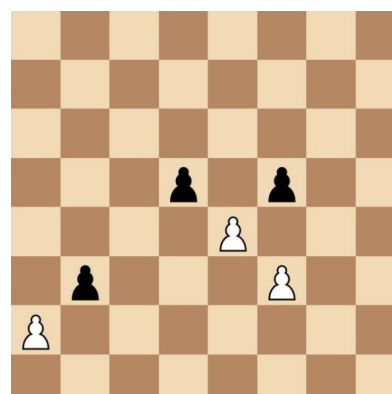
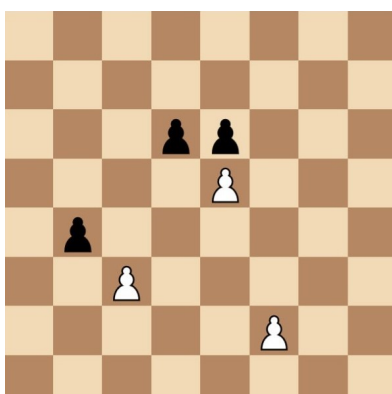
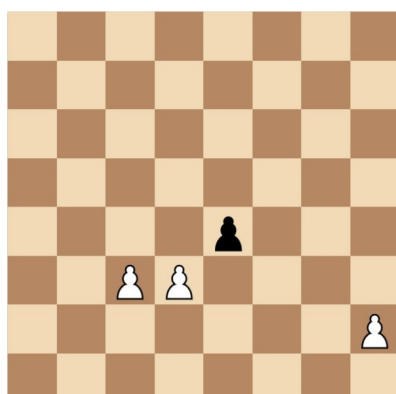
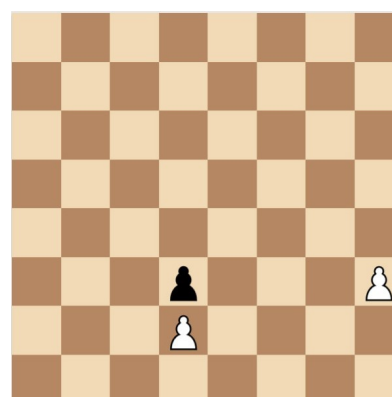
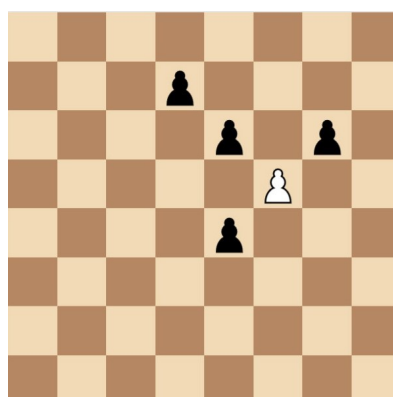
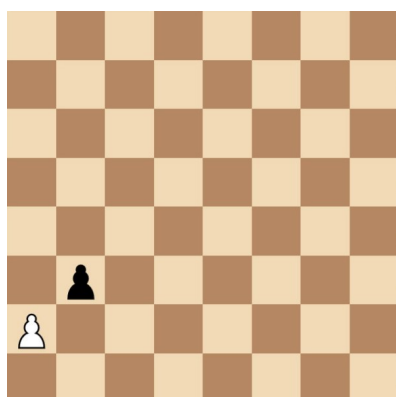


### The Pawn Move

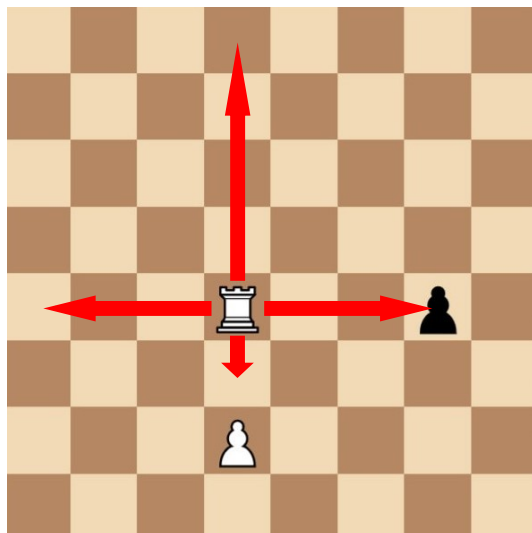
- only forwards!
- one or two squares on their first move
- only one square after that
- pawns capture *diagonally* forwards

## Puzzles

Put a cross in any square that a White pawn can move to, and circle any Black pawns that White can capture. Answers at the back.



## Step 2: the ROOK

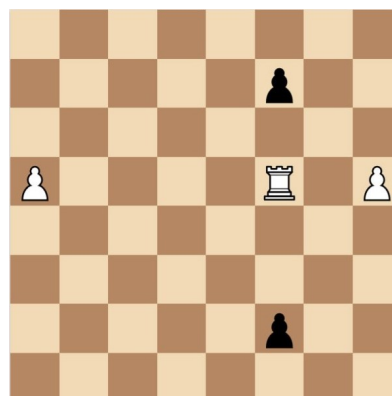
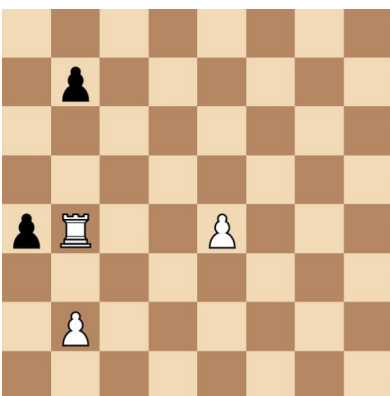
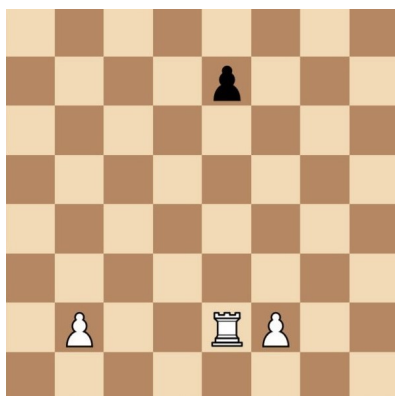
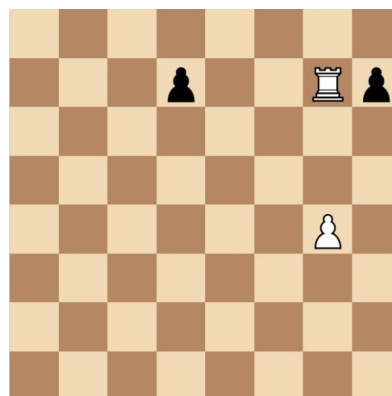
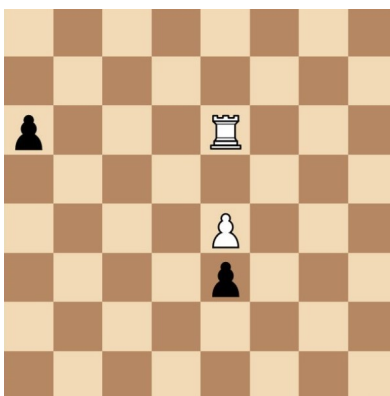
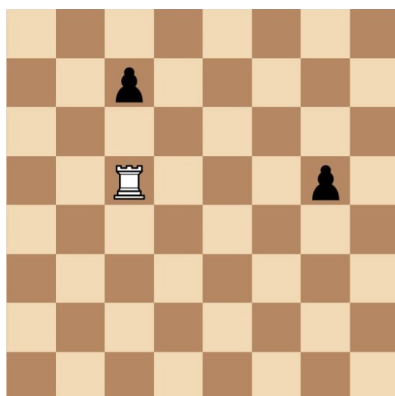


### The Rook Move

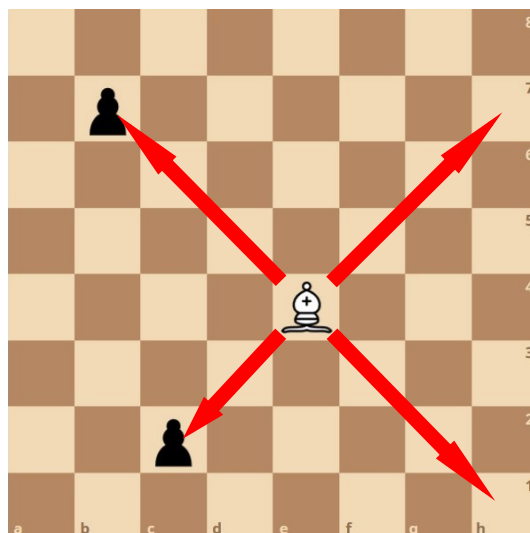
- as many squares as you like forwards, backwards, or side-ways
- a rook can capture an opponent's piece in its path

## Puzzles

Put a cross in any square that the White rook can move to, and circle any Black pawns that White can capture. Answers at the back.



## Step 3: the BISHOP

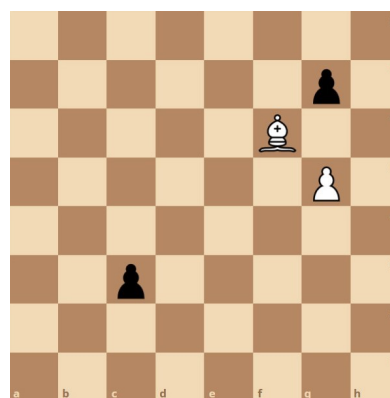
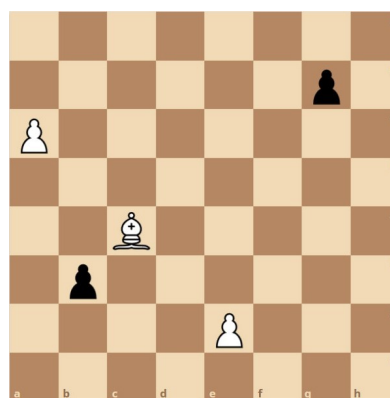
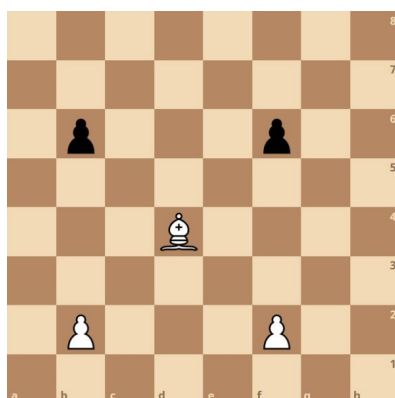
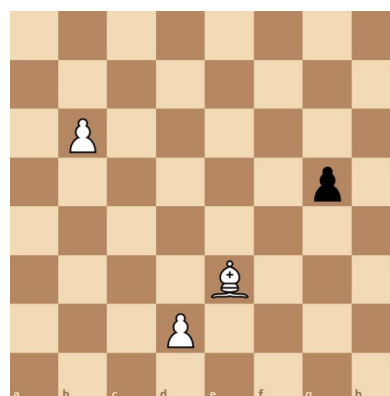
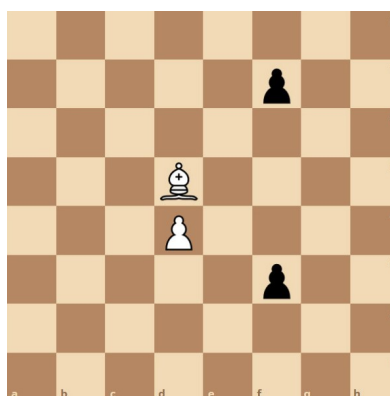
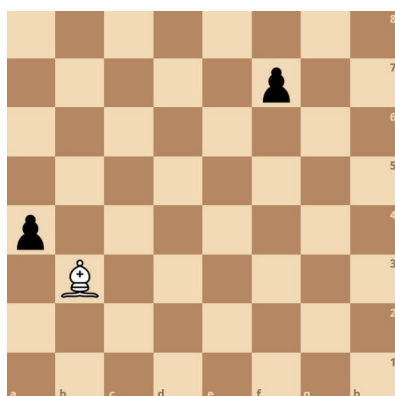


### The Bishop Move

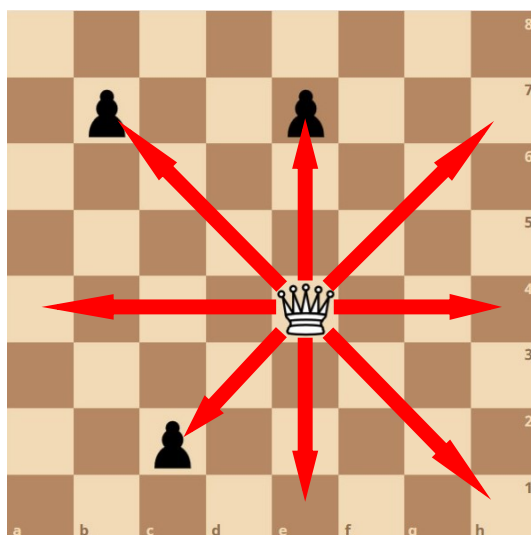
- as many squares as you want diagonally
- a bishop can capture an opponent's piece in its path

## Puzzles

Put a cross in any square that the White bishop can move to, and circle any Black pawns that White can capture. Answers at the back.



## Step 4: the QUEEN

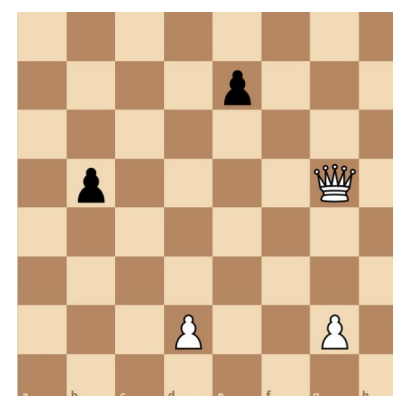
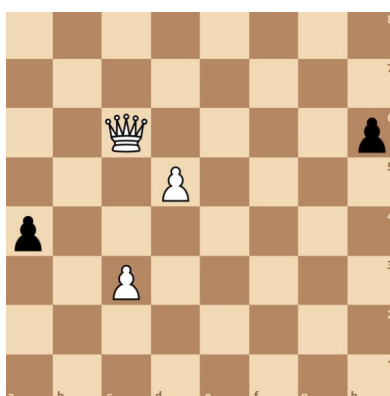
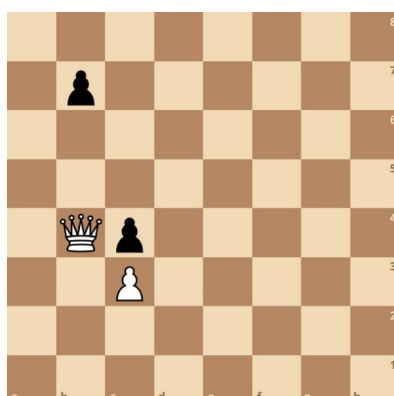
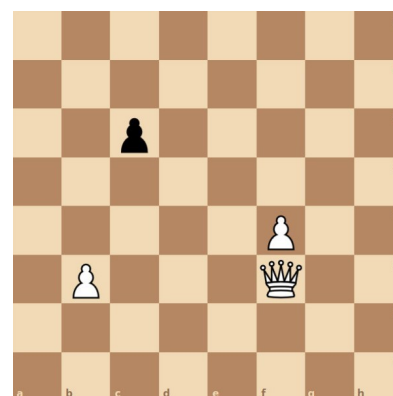
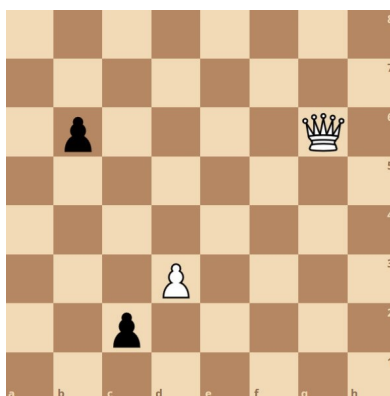
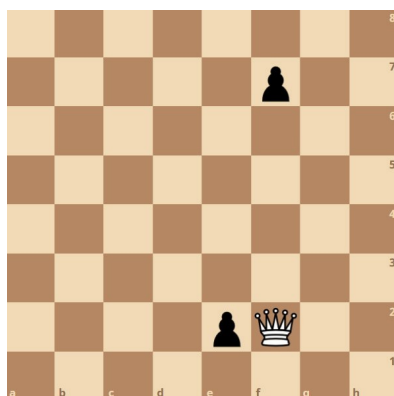


### The Queen Move

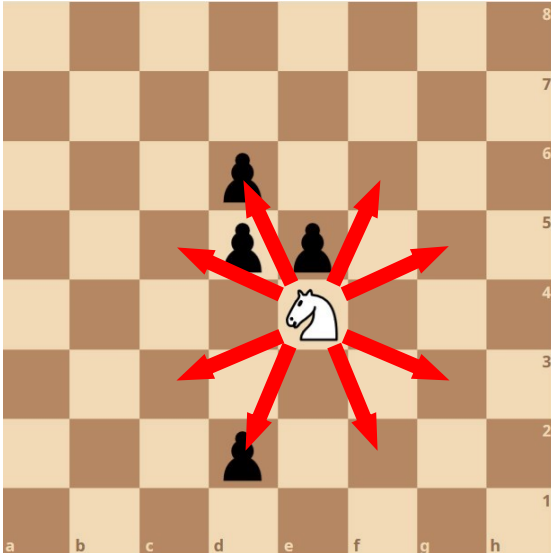
- as many squares as you want diagonally, forwards, backwards or sideways (like a rook or a bishop)
- a queen can capture an opponent's piece in its path

## Puzzles

Put a cross in any square that the White queen can move to, and circle any Black pawns that White can capture. Answers at the back.



## Step 5: the KNIGHT

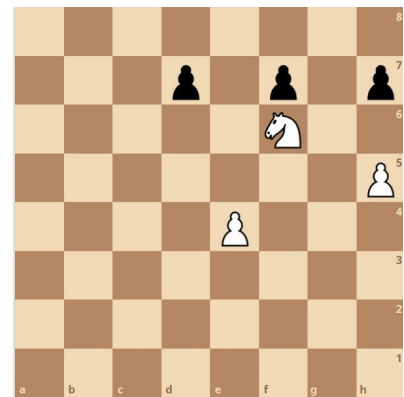
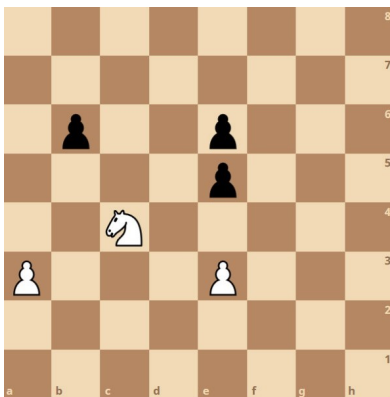
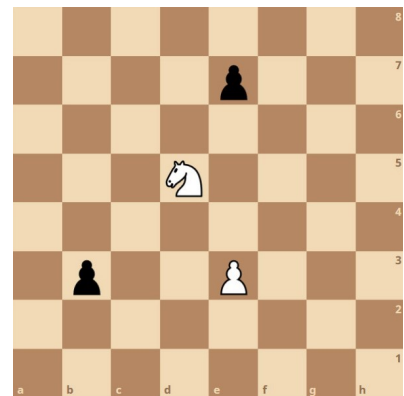
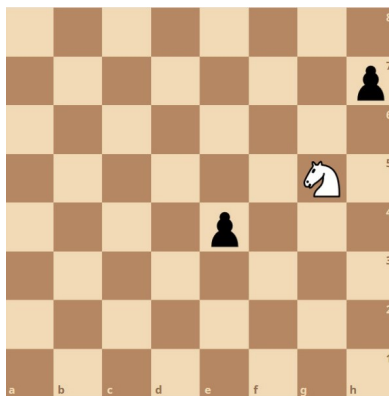
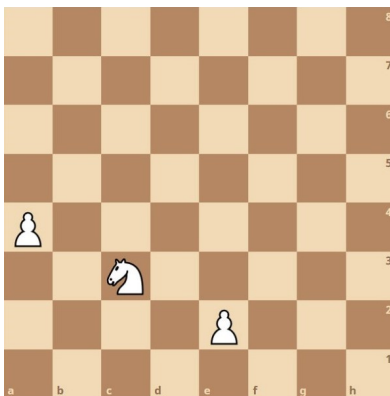


### The Knight Move

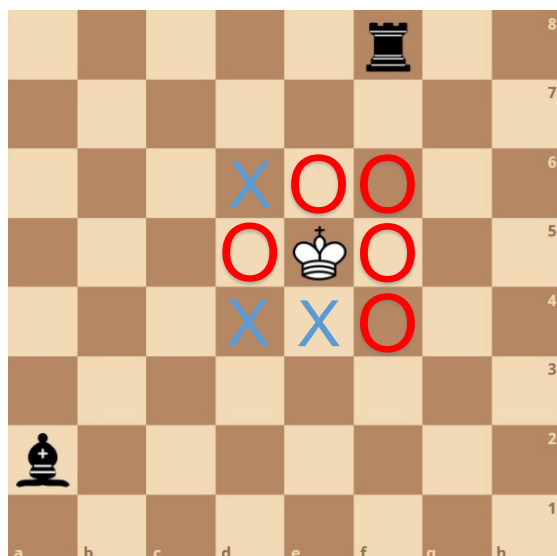
- In an L-shape. Two squares in any direction and then one square sideways.
- think: one, two, turn
- The knight has a unique power: it can jump over pieces. It only captures a piece if it lands on it.

### Puzzles

Put a cross in any square that the White knight can move to, and circle any Black pawns that White can capture. Answers at the back.



## Step 6: the KING

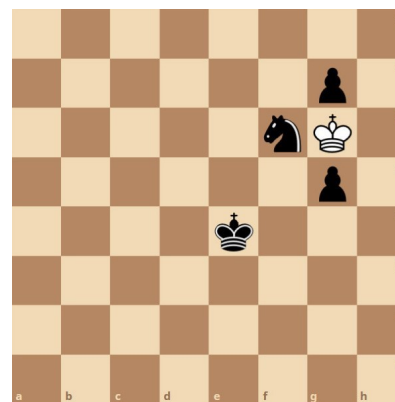
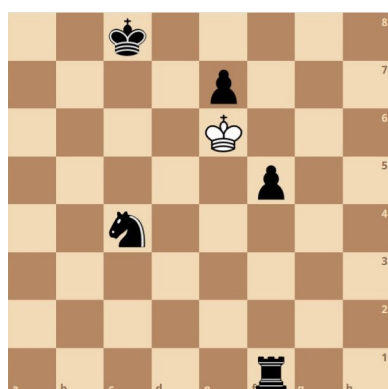
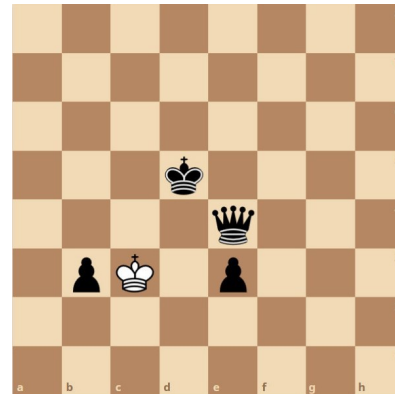
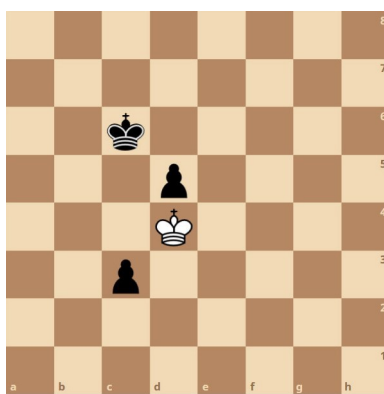
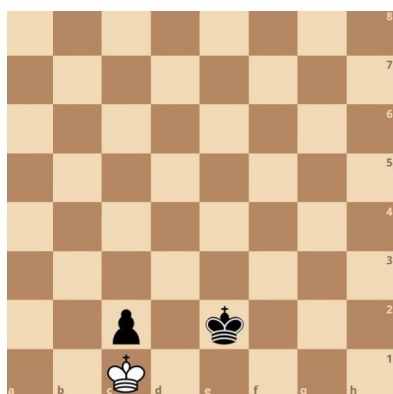


### The King Move

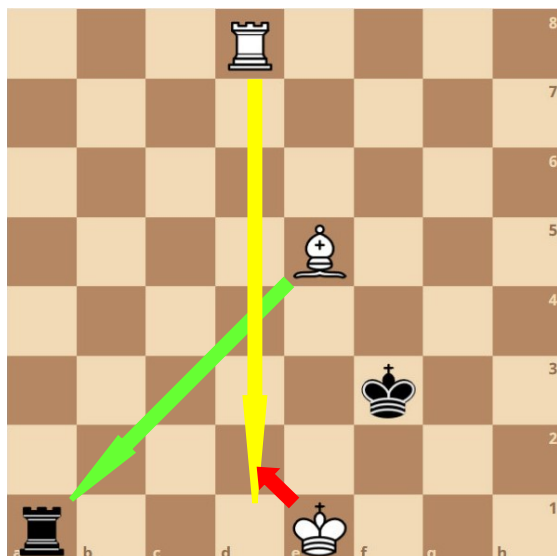
- One square in any direction
- The king can capture an opponent's piece if it's on one of those squares
- The king **CANNOT** move to a square that is attacked by one of the opponent's pieces. That's an illegal move

## Puzzles

Put a cross in any square the White king can move to, and circle any Black pawns White can capture. Remember to avoid illegal moves. Answers at the back.



## Step 7: CHECK and CHECKMATE



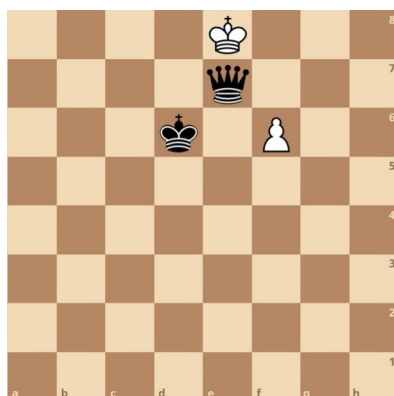
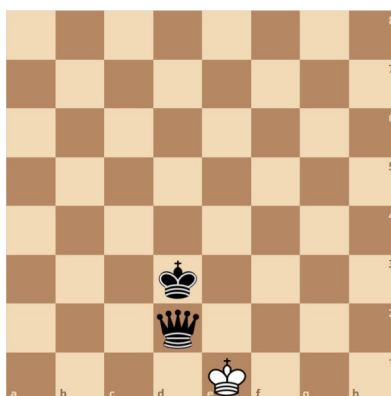
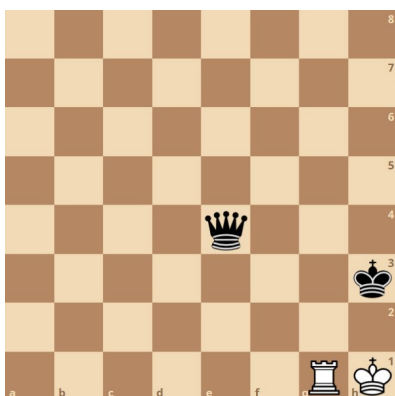
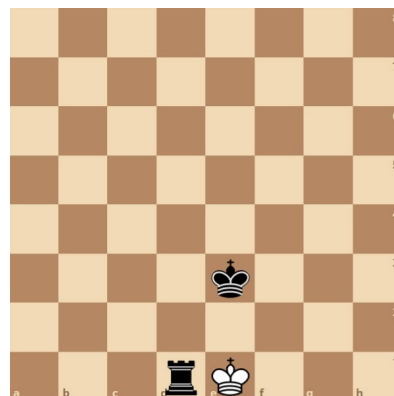
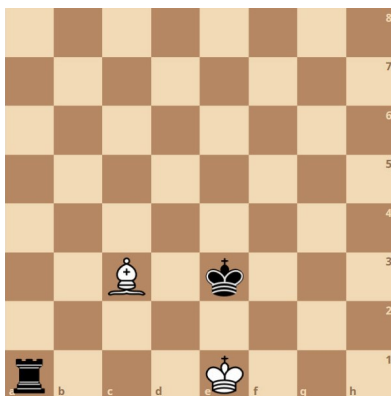
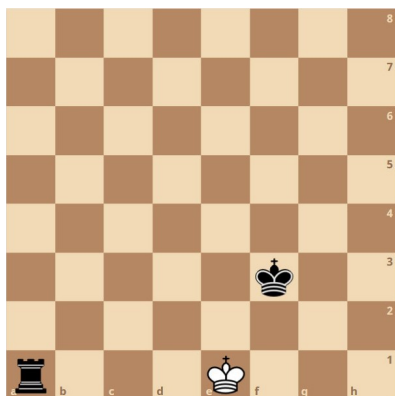
### CHECK

If a king is attacked it is in **CHECK**. You must get out of **CHECK**. There are three ways of doing that:

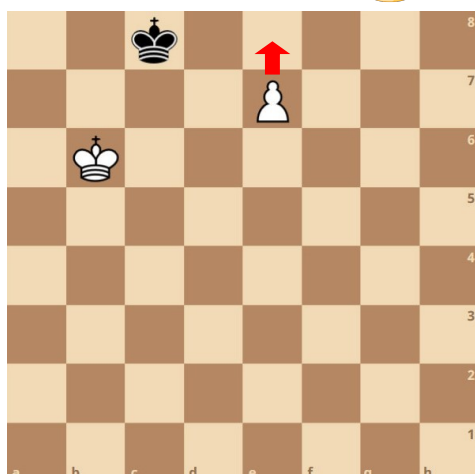
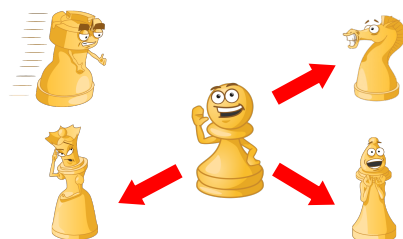
- **A**void: move the king to a safe square.
- **B**lock: put another piece in the way.
- **C**apture the attacking piece.

### Puzzles

The White king is in check. Can you find the only move to help him escape? Which of the **A-B-C** methods did you use? Answers at the back.



## Step 8: Pawn Promotion and Chess Maths

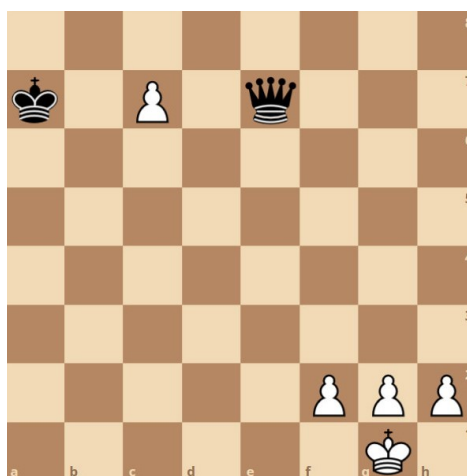


### Pawn Promotion

When a pawn reaches the far side of the board it is **PROMOTED**. It becomes a new queen, rook, knight, or bishop. Which one will you choose?

### Did you know?

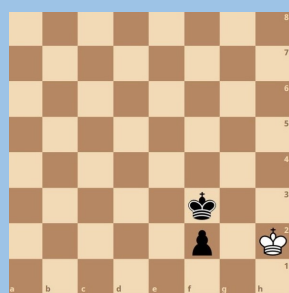
In a game between two Spanish chess masters in 2011, both players promoted two pawns each. At one stage there were six queens on the board! Can you work out the largest number of queens Black can have?



Can you find the winning move for White? Watch out for Black's sneaky check-mate trap.

Answer at the back.

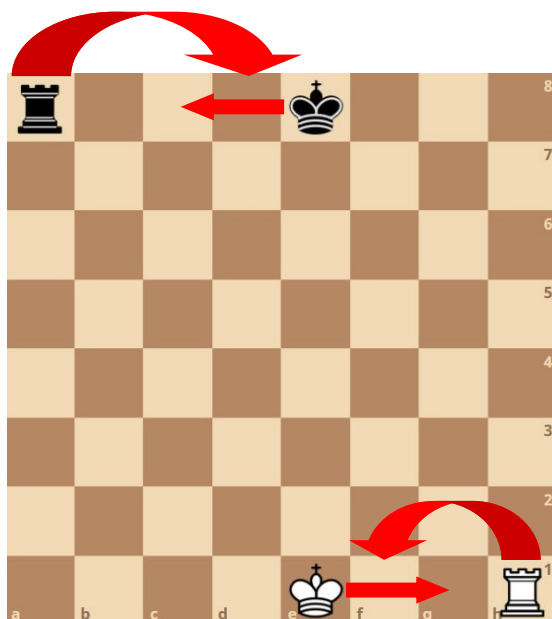
### Under-promotion



Most of the time players choose a new queen when they promote a pawn. The queen is the strongest piece on the board. However, sometimes it makes sense to **UNDER-PROMOTE** to a different piece. Does that help with the Grandmaster Test?

On the left is another under-promotion. Can you see why Black chose a new rook rather than a queen?

## Step 9: CASTLING



### Castling

There is one very important special move we need to tell you about. It's the only time in chess where you can move two pieces at the same time and it's called CASTLING.

The two pieces are the king and a rook. When you CASTLE, you move the king two squares towards the rook. The rook then jumps over the king.

You can castle on the left-hand side or the right-hand side of the board.

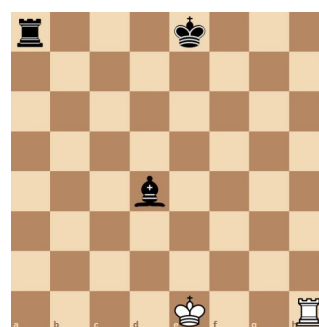
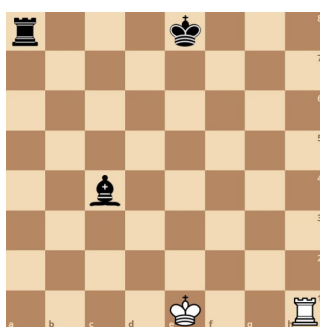
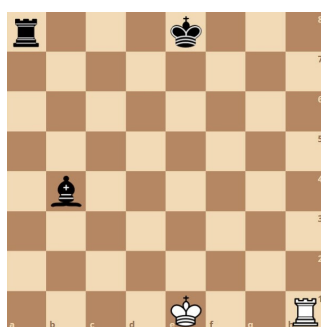
### That was too easy!

Now comes the tricky bit. You CANNOT castle if there is a piece between your king and rook. You also CANNOT castle if:

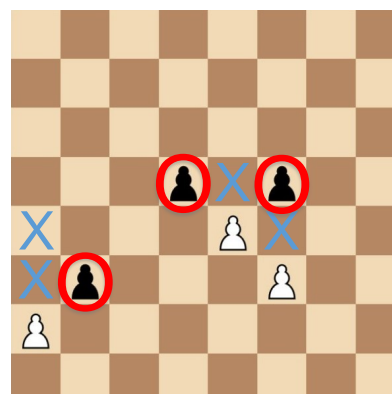
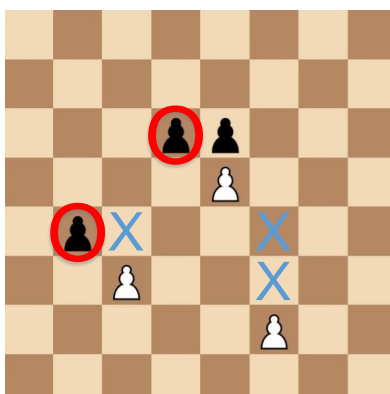
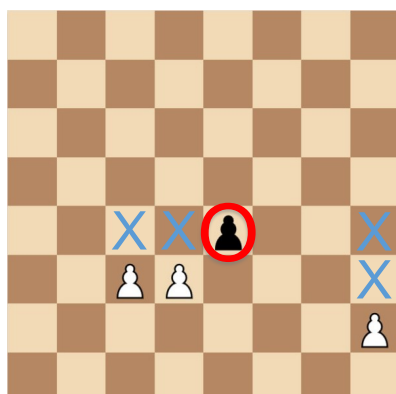
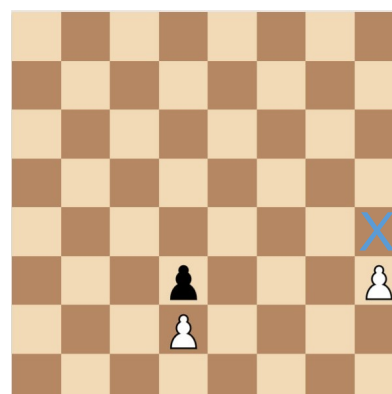
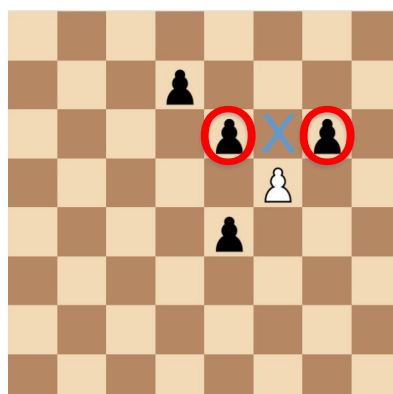
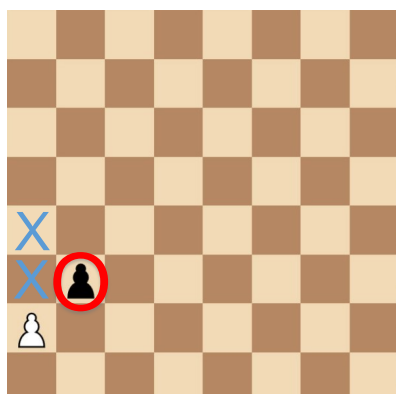
1. You've already moved the king or the rook
2. You are in check
3. You are moving into check
4. Your king crosses a square that is attacked by an opponent's piece.

## Puzzles

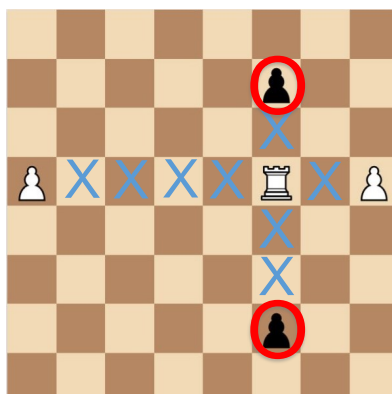
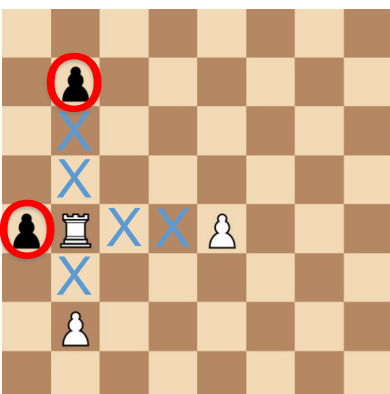
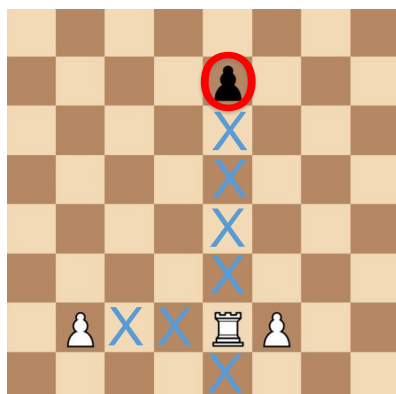
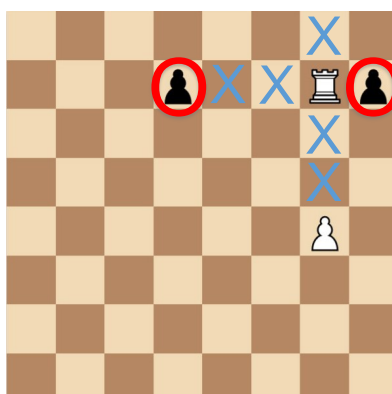
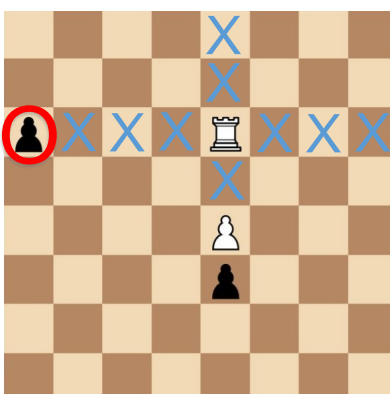
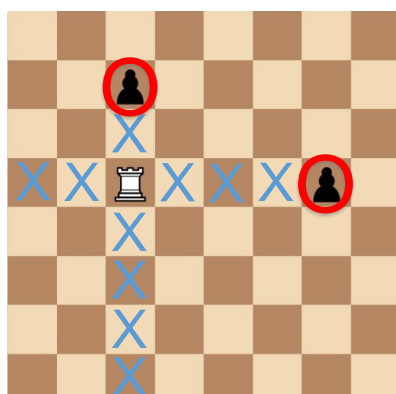
It's White's turn and she hasn't moved her king or her rook. Is she allowed to castle? If not, can you explain why? Answers at the back.



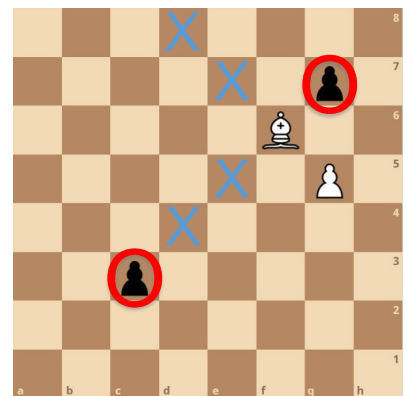
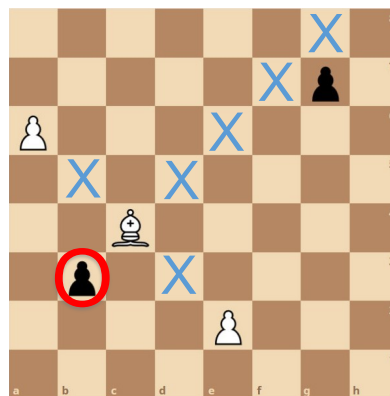
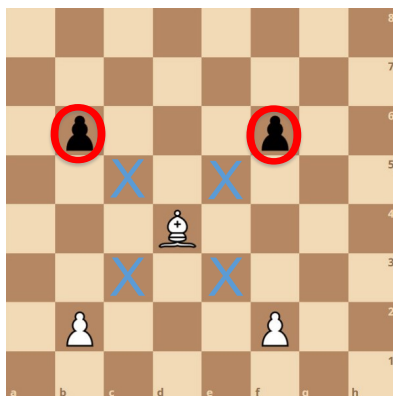
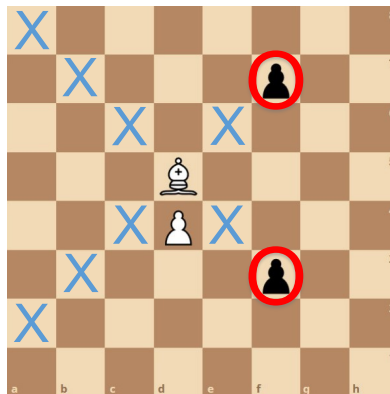
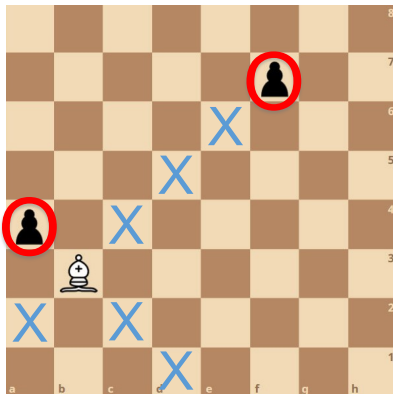
## Answers: Step 1 the PAWN



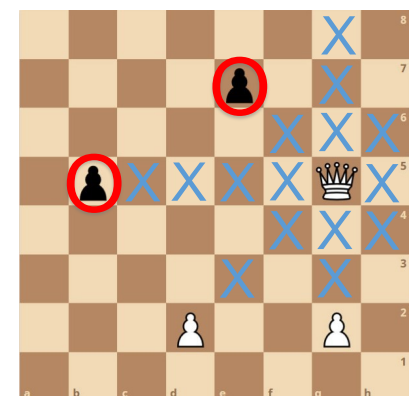
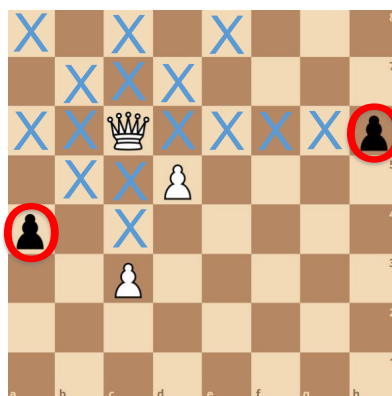
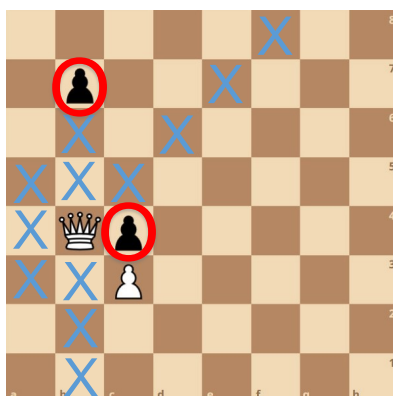
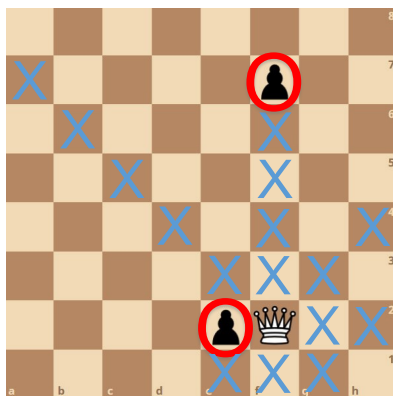
## Answers: Step 2 the ROOK



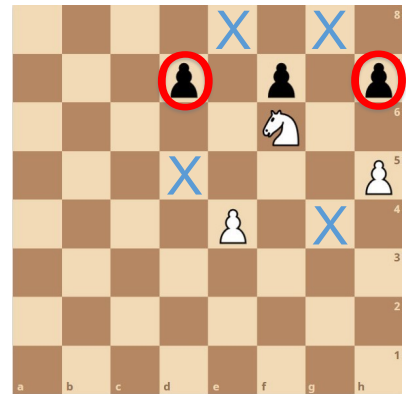
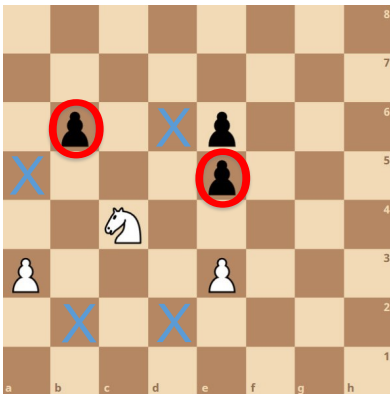
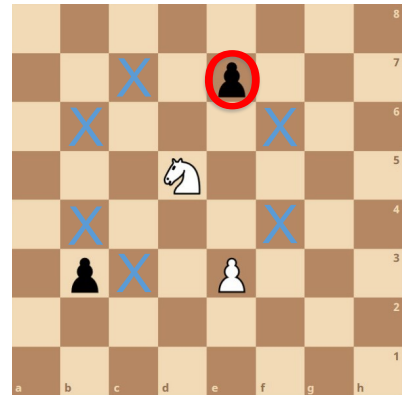
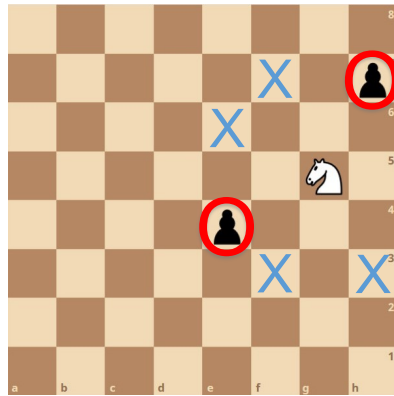
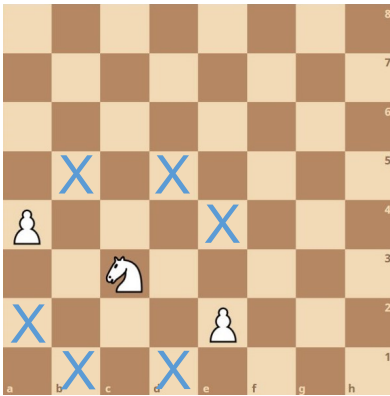
## Answers: Step 3 the BISHOP



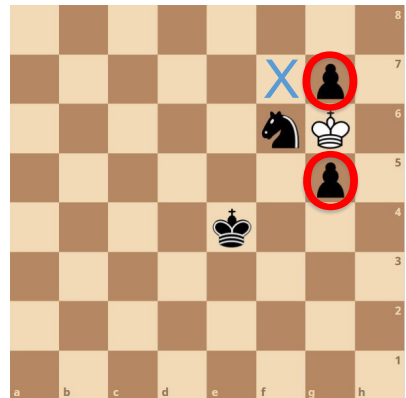
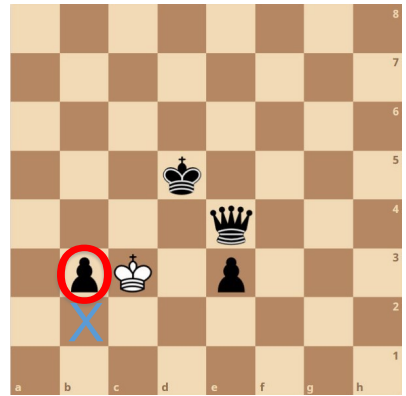
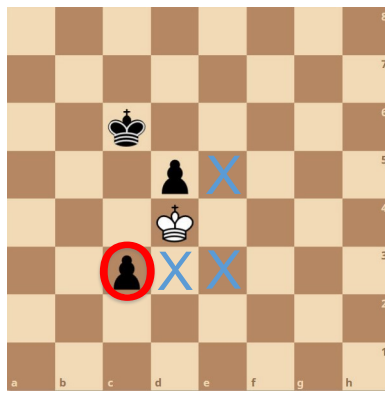
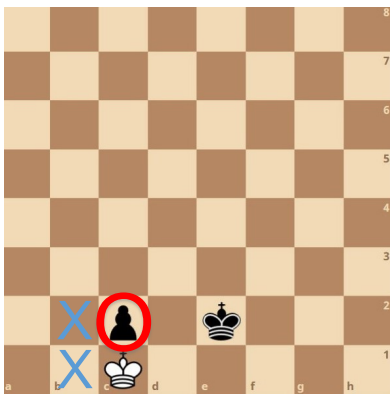
## Answers: Step 4 the QUEEN



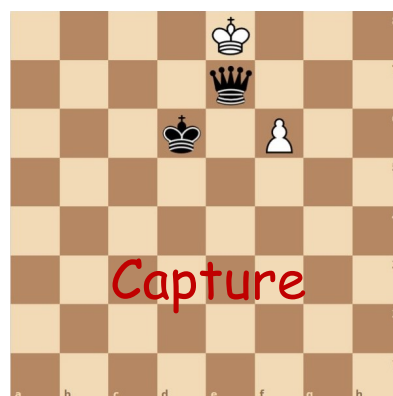
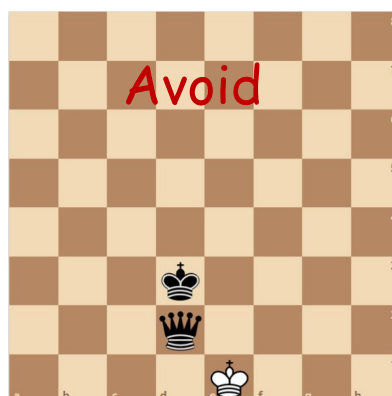
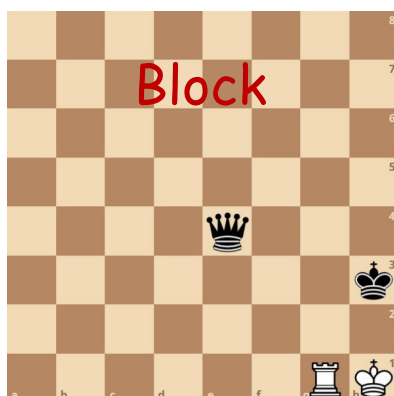
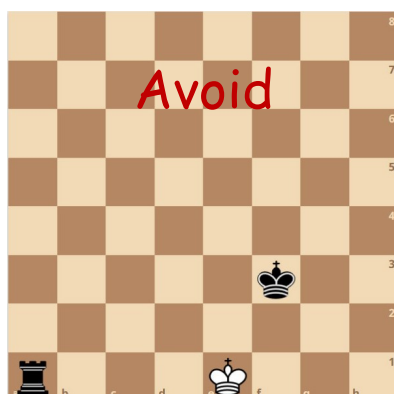
## Answers: Step 5 the KNIGHT



## Answers: Step 6: the KING



## Answers: Step 7: CHECK and CHECKMATE



## Answers: Step 8 Pawn Promotion and Chess Maths



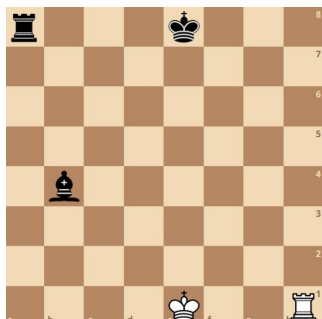
White promotes the pawn to a knight. This checks the black king. After the king moves white takes the queen and should win.

The trap is to promote the pawn to a queen. Then black would move the queen down the board and checkmate the white king.

If white promotes to a knight then white wins.

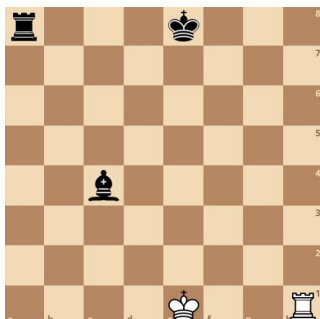
If white promotes to a queen then black wins

## Answers: Step 9: CASTLING



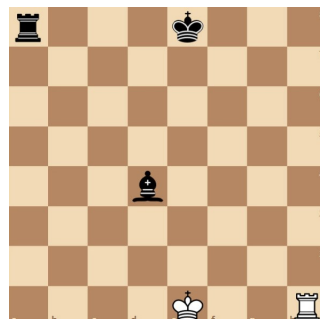
White cannot castle.

The white king is in check and it is not permitted to castle out of check.



White cannot castle.

The white king would have to move through f1 which is attacked by the black bishop. This is not permitted.



White cannot castle.

The white king would end up on a square attacked by the black bishop. It is not permitted for the king to move into check.

You have all the knowledge you need to play a game of chess. You have seen how the pieces move, how to castle, how to avoid checks and how to promote a pawn.

The next step is to find puzzles, magazines or books. You will be able to spend hours playing chess. We hope you enjoy it as much as we do.