

A
Beginners Book
of
Chess

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FOREWORD

In placing this little volume before the public we hope to offer a "Beginners Book of Chess" that will in a clear and concise manner explain the elements of our Royal Game.

As to the arrangement of the text, the movement of each of the pieces is first given and this text is followed by a printed diagram illustrating this power in action; immediately following are general observations founded on the experience of masters and students of the theory of the game.

We have drawn freely from Steinitz and other recognized authorities on the game for many of the definitions and deductions quoted.

We have included a generous number of illustrating diagrams and we believe they will be found exceedingly helpful to the beginner, who is first given an abstract statement followed by a concrete example in the accompanying diagram.

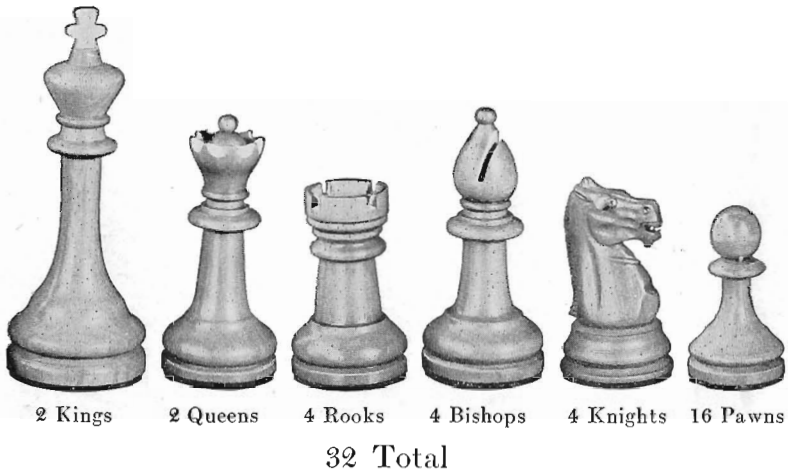
In learning the game nothing of course can quite equal personal teaching wherein the scholar and teacher meet and immediate play and instructions are joined in the lesson. The student is urged, if desirous of substantial improvement in play, to play regularly and with players stronger than himself.

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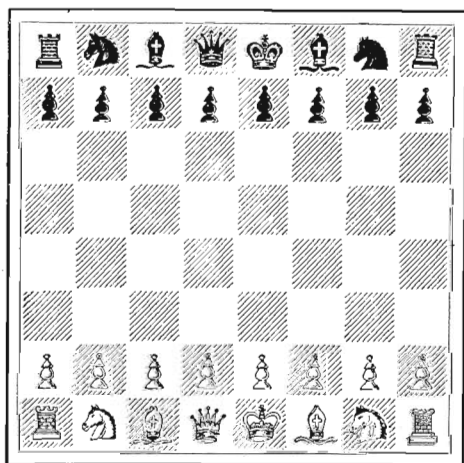
Grand Rapids, Mich.

CHESS

The game is played by two players. It is played on a board of 64 squares (8 by 8), which are colored alternately white and black and by common custom the board is set so that a white square is at the lower right hand corner of each player. At the outset 32 pieces are engaged and these consist of:





As the players start with identical forces it will be seen that each has 16 pieces. Their arrangement at the commencement of a game is uniform and as follows:



No. 1

The symbols used on this and following diagrams represent the different pieces I. E.:

	White King		Black King
	“ Queen		“ Queen
	“ Rook		“ Rook
	“ Bishop		“ Bishop
	“ Knight		“ Knight
	“ Pawn		“ Pawn

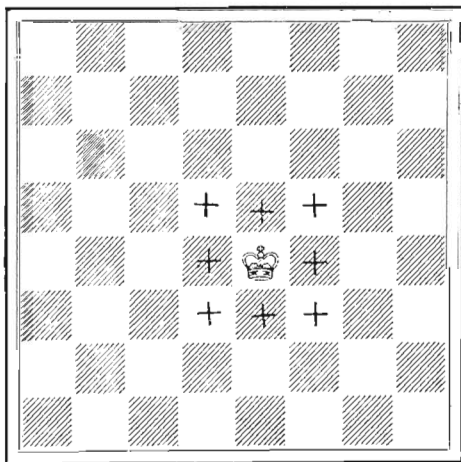
The chessmen move to vacant squares and with the exception of the Knight, can pass over only unoccupied squares. A capture is effected by removing the adversary's man and replacing it with the capturing man. All captures are optional, excepting when checkmate cannot otherwise be avoided.

MOVEMENT OF PIECES

Notes and Examples

THE KING

The King moves to any square adjoining the one on which he stands and captures in the same way hostile unprotected pieces. Once during the game, the King may Castle (See Technical Terms). In the following diagram (2) the spaces designated with a cross mark the squares to which the diagrammed King may move.



No. 2

The King is the most important piece for loss of King (Checkmate) means loss of the game. It will be noted that the mobility of the King is within narrow limits. In the opening and middle game he

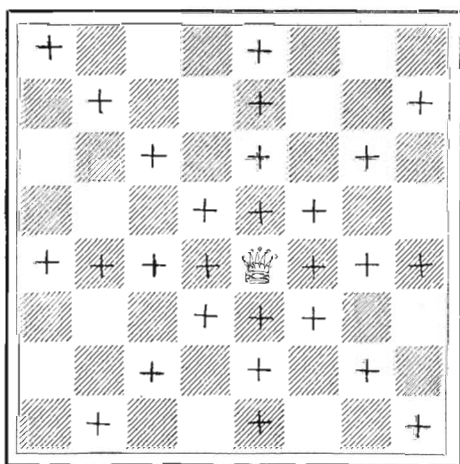
possesses little offensive power and excepting in Castling it is rarely good play to move the King in the early part of the game. In the end game, after a general annihilation of force, the King develops strong powers for offense and defense, often assisting the onward march of his own pawns or entering boldly into the fray and preventing the advance of hostile pawns.

The beginner should always bear in mind that the opening moves of a game consist in the development of the pieces but that the ultimate object of every game is the checkmating of your opponent's King, and the player must constantly be on guard against strategy directed against his own King even while carrying on his offense against his opponent's King. It is advisable sometimes not to Castle too early, but delay until you find on what side of the board your opponent is to carry his attack. Should he direct his forces and strategy on your King's side, Castling on your Queen's side will likely afford you a safe haven for your royal monarch and divert the power of your opponent's attack. On the other hand if the initial attack be on your Queen's side, Castling on the King's side will afford relief.

THE QUEEN

The Queen moves and captures horizontally and vertically and diagonally in any direction over unoccupied squares. In the following diagram (3)

the spaces designated with a cross mark the squares to which the diagrammed Queen may move.

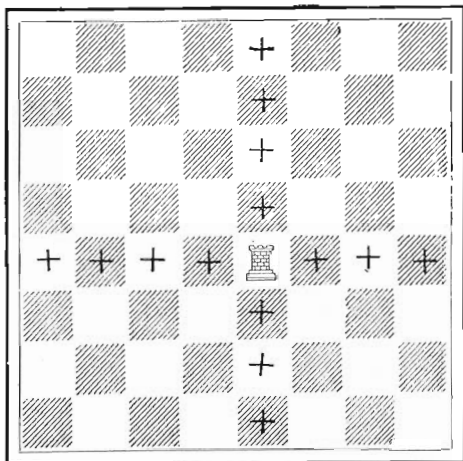


No. 3

The Queen is the most powerful of the pieces and possesses the combined power of a Rook and Bishop and because of her great value the Queen is the object of attack from inferior hostile men and on this account the player is cautioned against bringing out his Queen too early in the game. Nor should he allow her to be drawn to a position out of play for the mere winning of a Pawn. Just because the Queen's power is so great it should be available to the player and not diverted to a part of the board where she may be isolated and blocked off and delayed from active and important collaboration with her own forces or perhaps cripple her strong powers for defensive purposes.

THE ROOK

The Rook moves and captures horizontally and vertically in any direction over unoccupied squares. In the following diagram (4) the spaces designated with a cross mark the squares to which the diagrammed Rook may move.



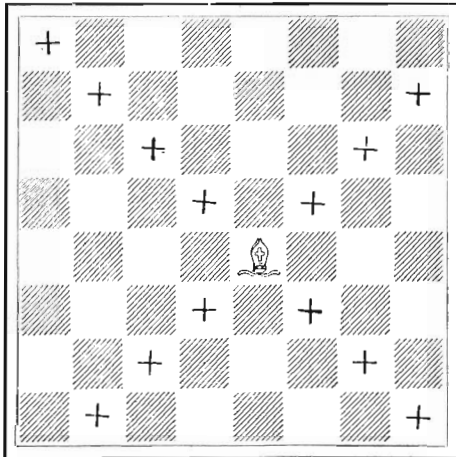
No. 4

The Rook is next to the Queen in power. The Rook in conjunction with the King has the privilege once during the game of Castling. (See Technical Terms.)

Owing to its original position which is blocked up by its own men the Rooks are the last of the pieces to be brought into active play. In the end game the Rook by his power to move on to any color squares becomes a dangerous and immediate enemy to hostile pawns.

THE BISHOP

The Bishop moves and captures diagonally in any direction over unoccupied squares. In the following diagram (5) the spaces designated with a cross mark the squares to which the diagrammed Bishop may move.

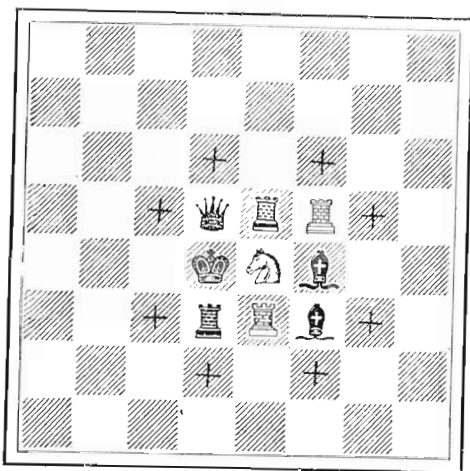


No. 5

The Bishop is next to the Rook in power. It should be noted that moving only on the diagonal squares the Bishop remains always on squares of the same color as the one from which he starts. In the diagram the Bishop shown will be confined to only the white colored squares.

THE KNIGHT

The Knight moves and captures in any direction by a movement that combines one square and one oblique, landing the piece on any third square of opposite color from the starting point. In the following diagram (6) the spaces designated with a cross mark the squares to which the diagrammed Knight may move.

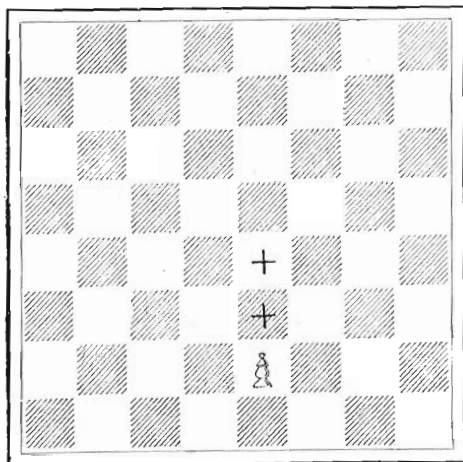


No. 6

The Knight's move is, of all pieces, the least easy to explain. Of all the pieces it is the only one that has the power of moving over intervening men. The Knight is placed next in power to the Bishop although only the slightest difference is recognized and some players will not admit the Knight's inferiority.

THE PAWN

The Pawn moves forward only and if for the first time one or two squares at the option of the player, but afterward only one square at a time. He captures, however, only on one of the two diagonal squares in front. Exceptionally when a Pawn stands on the fifth square and the opponent in accordance with his option plays one of the adjoining



No. 7

Pawns two squares, the former may capture the same as if the hostile man had only been moved one square. This is called "taking a Pawn in passing" or "en passant." A Pawn on reaching the eight square has the privilege of promotion and must be exchanged for any piece of his own color except a King. In the above diagram (7) the spaces

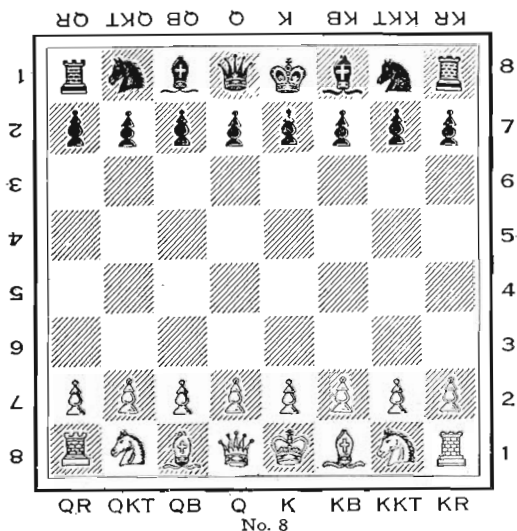
designated with a cross mark the squares to which the diagrammed Pawn may move.

The Pawn is next to the Knight in power. It is the only piece that possesses the privilege of capturing en passant and the respective liability of being captured in that way. It is a peculiarity also of the Pawn that it does not guard the square to which it moves unless in making a capture. It is also the only piece that is at all times obliged to move forward.

THE NOTATION

To enable the student to follow the text it is desirable that he make himself familiar with the notation of the chess-board. This will make it possible to understand and study the game, end games, problems and the literature of the game. There are several different notations. The English, French and Italian are in principle the same; the German is the simplest of all and presents advantages over the others in its conciseness and in the lesser probability of a mistake occurring in writing down a move in a game; however, as the English has been quite generally adopted in publications in the English language, the reader will find it well answers its purpose.

In the English notation each square of the board is known by two names, one of which is employed when the



square is mentioned with reference to white's force, and the other in reference to black's. In diagram (8)

At the lower or white's side of the diagram it will be observed that under each upright line or file of squares, is the initial of the piece which stands upon that file. Thus under the King's file is the letter **K**, under the Queen's file the letter **Q**, under the King's Bishop's file are the letters **K. B.**, under the Queen's Bishop's file the letters **Q. B.**, and so on, the initials indicating the names of the files. Now, it will be seen that by the squares up the right side of the diagram (we are now considering the notation only in regard to white) are the numbers 1 to 8. The number 1 standing opposite the line of squares, from right to left on the board, on which the white pieces are positioned. These numbers indicate the number of the rank opposite which they stand; thus, the number 1 indicates white's first or home rank of squares, the number 2 white's second rank of squares and so on. A reference to the board will show that the white King stands on **K1**, the Queen on **Q1**, etc., the Pawn immediately in front of the white King stands on **K2**, the square immediately in front of the Pawn on **K2** will be **K3** and so on.

Now reversing the diagram and bringing black's side of the diagram nearest the reader, it will be seen that the same numbers stand on the right hand, having the same meaning in regard to black. Thus, the black King stands upon **K1**. The white King stands on Black's Kings 8. In the following diagram

(9) the two names by which the 64 squares are known are duly tabulated.

1R0	17K0	1B0	10	1Y	1B4	17K4	1R4
QR8	QKt8	QB8	Q8	K8	KB8	KKt8	KR8
2R0	27K0	2B0	20	2Y	2B4	27K4	2R4
QR7	QKt7	QB7	Q7	K7	KB7	KKt7	KR7
3R0	37K0	3B0	30	3Y	3B4	37K4	3R4
QR6	QKt6	QB6	Q6	K6	KB6	KKt6	KR6
4R0	47K0	4B0	40	4Y	4B4	47K4	4R4
QR5	QKt5	QB5	Q5	K5	KB5	KKt5	KR5
5R0	57K0	5B0	50	5Y	5B4	57K4	5R4
QR4	QKt4	QB4	Q4	K4	KB4	KKt4	KR4
6R0	67K0	6B0	60	6Y	6B4	67K4	6R4
QR3	QKt3	QB3	Q3	K3	KB3	KKt3	KR3
7R0	77K0	7B0	70	7Y	7B4	77K4	7R4
QR2	QKt2	QB2	Q2	K2	KB2	KKt2	KR2
8R0	87K0	8B0	80	8Y	8B4	87K4	8R4
QR1	QKt1	QB1	Q1	K1	KB1	KKt1	KR1

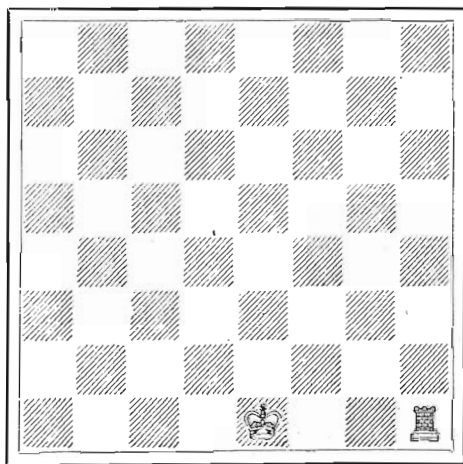
No. 9

Other abbreviations used in notation are: sq. for square, ch. or + for check, ch. mate or # for check-mate, × for takes, dis. ch. for discovered check, dble. ch. for double check, e. p. for en passant or in passing.

TECHNICAL TERMS

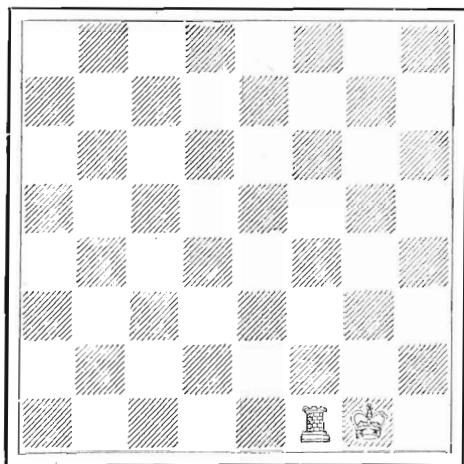
1. **Castling**—Each player has the privilege once in the game only, subject to certain restrictions, of moving his King two squares in conjunction with placing on the square which the King has passed one of his Rooks. This operation—a compound move—is called “castling.” Castling can only be performed subject to the following restrictions: 1. The King must not be in check. 2. He must not pass over or alight on a square commanded by a hostile man. 3. Neither King nor Rook must have been previously moved. 4. No piece must intervene between the King and Rook.

In diagram (10) the position represents the white

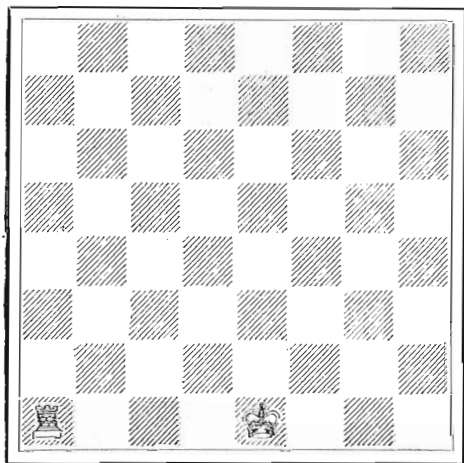


No. 10

King and white Rook before castling on the King's side. In diagram (11) we have the position of these

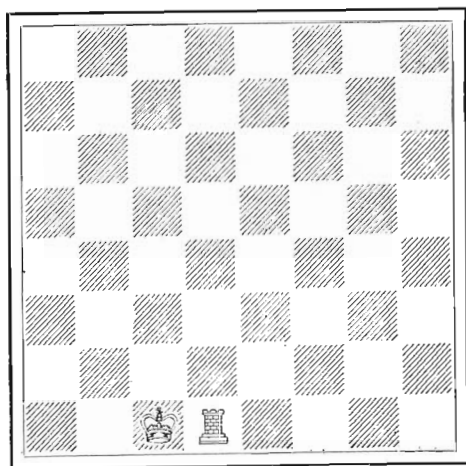


same pieces after Castling on the King's side.
Diagram (12) represents position of white King



and Rook before Castling on Queen's side. Diagram (13) shows positions of these same pieces after Castling on the Queen's side.

The action in the case of black's Castling is the same and the same operation takes place.



No. 13

10. En Prise—A French term, signifying “exposed to capture” when any piece or Pawn is attacked and subject to capture by a hostile piece, it is said to be “en prise,” I. E.: liable to be taken.

11. J'Adoube—Two French words, meaning: “I adjust.” See law VI.

12. Forced move—When a player has only one move at his disposal it is called a forced move, as in diagram (14) after white plays Kt. K. B5 + black is forced to play KKR4.

13. False move—Any illegal move, such as castling when the King is in check or has already moved, or moving a Bishop like a Knight, or a Knight like a Bishop or Rook, etc. is called a false move.

14. Minor Pieces—The Knights and Bishops are termed minor pieces to distinguish them from the Queen and Rooks.

15. Rows and File—When the men are arranged at the commencement of the game they are in two ranks. The horizontal ranks of squares are termed “rows” or ranks, and the vertical squares files.

16. The Exchange—Winning or losing a Rook for a minor piece is called winning or losing the exchange.

17. Gambit—A word derived from the Italian, signifying to trip up in wrestling, used in chess phraseology in certain openings, in which a player sacrifices a Pawn for the sake of obtaining an attack. The Pawn thus sacrificed is called the “gambit” Pawn.

18. Doubled Pawn.—The Pawns of the same color on the same file are called doubled Pawns thus in diagram (16) the two black Pawns on Q Kt. 2 and 3 are doubled Pawns.

19. Isolated Pawn.—A Pawn which cannot be supported by other Pawns and stands alone on a

file is called an isolated Pawn. Thus in diagram (16) the white Pawn on QB3 is an isolated Pawn.

20. Passed Pawn.—A Pawn is called “passed” when there is no hostile Pawn to prevent its march to the eighth square, thus in diagram (16) the black Pawn at QKt6 is a passed Pawn.

21. To Take, “En Passant” or in Passing. On his first move in the game the Pawn has the privilege of advancing two squares, but, if in thus advancing, he passes a square attacked by a hostile Pawn, which is posted at a fifth square, counting from the opposite side, he is liable to be captured “in passing” by the said Pawn, which may intercept him in his passage as if he had only moved one square. For instance in diagram (14) if black play PQB4 the white Pawn at Q5 may capture “en passant” the moving black Pawn and if white moves first and plays PQB4 black’s Pawn on QKt5 may capture “en passant” the moving white Pawn.

22. Drawn Game—When neither player can checkmate his adversary, the game is drawn. The following are instances in which this occurs: 1—By perpetual check; 2—when both players persist in repeating the same moves; 3—By stalemate; 4—When the stronger cannot give checkmate within the number of moves specified in lawXI; 5—When the forces on either side are equal, or nearly so as Queen versus Queen; Rook versus Rook, etc.

23. **Checkmate**—This word is derived from the Persian Shah mat, literally: the King is dead. The King, when made a prisoner, I. E. unable to move to a square not guarded by hostile forces or blocked by his own men and then attacked by hostile men on the square on which he stands is assumed to be dead, checkmated, and the game is finished. The student will bear in mind that the **actual capturing** of the King never occurs but when it is inevitable, by a pleasant fiction that tends to veil the tragedy, it is looked upon as already over.

RELATIVE VALUE OF THE PIECES

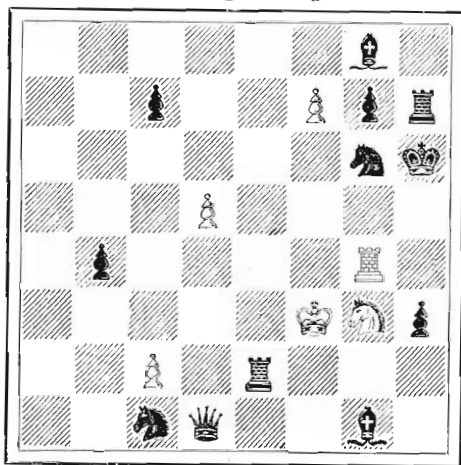
While authorities are not always fully in accord, the following scale has general support.

Queen slightly exceeds in value two Rooks. Rook is worth a Bishop and two Pawns or a Knight and two Pawns. Bishop and Knight of about equal value and each equal in value three Pawns. The student must not forget however that this is a scale of abstract value and that the actual position of the pieces often determines their value and that the slight Pawn properly positioned at the right moment may exert more power than the all powerful Queen.

2. Queening a Pawn. A Pawn is "queened" when it has reached the last square of a file on which it is advancing, or when it captures a hostile piece on the eighth row. It may then be exchanged for a Queen or Rook or Bishop or Knight. Thus, a player may have two or more Queens.

It may happen that the claiming of a minor piece on promotion of a Pawn may even be more advantageous than claiming a Queen. Diagram (14) shows an instance of this. Here the white Pawn on KB7 may be promoted on KB8 or by capturing the black Bishop on white's KKt8. In either case the promotion to a Queen would result in black's playing RK6 double check and mate but by white playing P × B claiming at Kt. the black King is checkmated at once.

3. **Check.** The King is in check when he is attacked by a hostile piece or Pawn and as his capture is not permissible according to the laws of Chess, warning must be given by the opponent calling "check." One of three things must then be done: 1. The King must move out of check. 2. The hostile man that checks must be taken. 3. A piece or Pawn must be interposed between the King and the attacking hostile piece. If none of these things can be done the game is lost, the King being checkmated.



No. 14

In diagram 14, if black were first to move 1. $Q \times P$ at Q4 would attack the white King thus administering check. In this instance white could not move his King to a square that is not guarded by the black men or already occupied by one of his own men, nor could the black Queen that gives the check be captured,

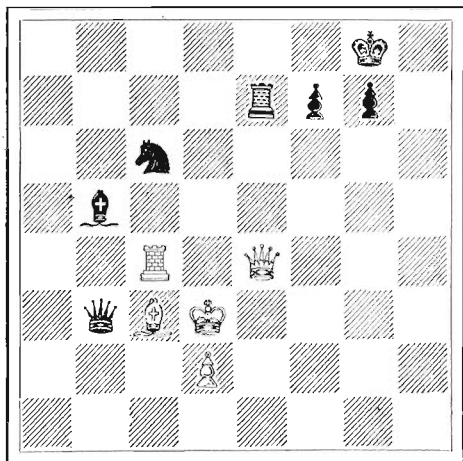
but white can prevent the immediate checkmate by playing either his Rook or Knight to K4 between the checking Queen and his own King.

4. **Simple Check** occurs when the King is directly attacked by a single piece or Pawn, as in diagram (14) black's move $Q \times P +$ is a simple check.

5. **Double Check** is brought about when the King is attacked by two pieces at the same time owing to a discovered check. As in diagram (14) black by playing his Rook to either K6 or KB7 administers two checks or double check; one by the Rook and one by discovery from the Queen.

7. **Perpetual Check** occurs when the attacked King cannot escape from one check without rendering himself liable to another—as in diagram (14), white with the move can if he so wish bring about perpetual check by Kt, KB5 + and black is forced to play KR4 white plays Kt. K. Kt. 3 and black is forced to play KR3 white continuing Kt. KB5 +. Black cannot prevent this perpetual check of the Knight at KB5 and KKts 3.

8. **Stale mate** is brought about when the King although not at the moment in check, is so situated that he cannot be moved without going into check and when no other piece or Pawn can be moved.

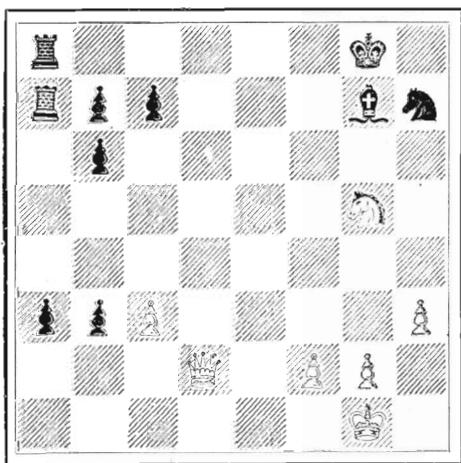


No. 15

The game is then drawn. In diagram (15) white with the move plays QR7+; the black King dare not move to his KB sq. on account of white continuing QRS #, he is therefore obliged to capture the white Queen. White is thus enabled to score a drawn game as his King cannot move on to a square not guarded by hostile pieces, the white Pawn is blocked and cannot move, the white Rook is pinned by the black Bishop and the white Bishop is pinned by the black Queen. White is stale mated.

9. **Smothered mate**, or Philidor's Legacy, occurs when the King is so hemmed in by his own men that he cannot move out of check from a hostile Knight, which is the only piece that can administer this mate. It illustrates the Knight's peculiar power

of being able to leap over pieces and to make this power felt beyond a wall of opposing force. In diagram (16) white with the move plays $QQ5 +$ black



No. 16

dare not answer KB sq. on account of $QKB7 \#$ and is obliged to play KR sq. white continues $Kt.K.B7 +$ black is forced KKt sq. white now double checks by $Kt.KR6$ black King again dare not move to KB sq. on account of $QKB7 \#$ and plays KR sq. White plays $QKt. 8 +$; $R \times Q$ is black's forced reply and white $Kt.$ to $B7$ mates. The student will see that the black King is blocked in by his own forces and the peculiar penetrating power the white Knight exerts.

THE LAWS OF CHESS

[These laws were in force during the following tournaments and matches: Paris Tournament (for the French Emperor's Prize), 1867; Dundee Tournament, 1867; London Challenge Cup, 1866, 1867, 1868, 1870, and 1872; Baden Grand Tournament, 1870; London Grand Tournament, 1872; Vienna Tournament (for the Emperor of Austria's Prize), 1873; the match by telegraph between London and Vienna, etc., etc. They have also been adopted by numerous Chess Clubs.]

I.—THE CHESS-BOARD

The board must be so placed during play that each combatant has a white square in his right-hand corner. If, during the progress of a game, either player discovers that the board has been improperly placed, he may insist on its being adjusted.

II.—THE CHESSMEN

If, at any time in the course of a game, it is found that the men were not properly placed, or that one or more of them were omitted at the beginning, the game in question must be annulled. If, at any time it is discovered that a man has been dropped off the board, and moves have been made during its absence, such moves shall be retracted, and the man restored. If the players cannot agree as to the square on which it should be replaced, the game must be annulled.

III.—RIGHT OF MOVE AND CHOICE OF COLOR

The right of making the first move, and (if either player require it) of choosing the color, which shall be retained throughout the sitting, must be decided by lot. In any series of games between the same players at one sitting, each shall

have the first move alternately in all the games, whether won or drawn. In an annulled game, the player who had the first move in that game shall move first in the next.

IV.—COMMENCING OUT OF TURN

If a player makes the first move in a game when it is not his turn to do so, the game must be annulled if the error has been noticed before both players have completed the fourth move. After four moves on each side have been made, the game must be played out as it stands.

V.—PLAYING TWO MOVES IN SUCCESSION

If, in the course of a game, a player move a man when it is not his turn to play, he must retract the said move; and after his adversary has moved, must play the man wrongly moved, if it can be played legally.

VI.—TOUCH AND MOVE

A player must never touch any of the men except when it is his turn to play, or except when he touches a man for the purpose of adjusting it; in which latter case he must, before touching it, say, "I adjust," or words to that effect. A player who touches with his hand (except accidentally) one of his own men when it is his turn to play, must move it, if it can legally be moved, unless, before touching it, he say, "I adjust," as above; and a player who touches one of his adversary's men, under the same conditions, must take it, if he can legally do so. If, in either case, the move cannot be legally made the offender must move his king; but in the event of the king having no legal move, there shall be no penalty. If a player hold a man in his hand, undecided on which square to play it, his adversary may require him to replace it until he has

decided on its destination; that man, however, must be moved. If a player, when it is his turn to play, touch with his hand (except accidentally or in castling) more than one of his own men he must play any one of them legally movable that his adversary selects. If, under the same circumstances, he touch two or more of the adversary's men, he must capture whichever of them his antagonist chooses, provided it can be legally taken. If it happen that none of the men so touched can be moved or captured, the offender must move his King; but if the king cannot be legally moved, there shall be no penalty.

VII.—FALSE MOVES AND ILLEGAL MOVES

If a player make a false move—that is, either by playing a man of his own to a square to which it cannot be legally moved, or by capturing an adverse man by a move which cannot be legally made—he must, at the choice of his opponent, and according to the case, either move his own man legally, capture the man legally, or move any other man legally movable. If, in the course of a game, an illegality be discovered (not involving a King being in check), and the move on which it was committed has been replied to, and not more than four moves on each side have been made subsequently, all these latter moves, including that on which the illegality was committed, must be retracted. If more than four moves on each side have been made, the game must be played out as it stands.

VIII.—CHECK

A player must audibly say “check!” when he makes a move which puts the hostile king in check. The mere announcement of check shall have no signification if check be not actually given. If check be given but not announced, and the adversary makes a move which obviates the check, the move must stand.

If check be given and announced, and the adversary neglects to obviate it, he shall not have the option of capturing the checking piece, * or of covering, but must "move his King" out of check; but if the King have no legal move there shall be no penalty. If, in the course of a game it be discovered that a King has been left in check for one or more moves on either side, all the moves, subsequent to that on which the check was given, must be retracted. Should these not be remembered the game must be annulled.

IX.—ENFORCING PENALTIES

A player is not bound to enforce a penalty. A penalty can only be enforced by a player before he has touched a man in reply. Should he touch a man in reply in consequence of a false or illegal move of his opponent, or a false cry of check, he shall not be compelled to move that man, and his right to enforce the penalty shall remain. When the King is moved as a penalty, it cannot castle on that move.

X.—CASTLING

In castling, the player shall move King and Rook simultaneously, or shall touch the King first. If he touch the Rook first, he must not quit it before having touched the King; or his opponent may claim the move of the Rook as a complete move. When the odds of either Rook or both Rooks are given, the player giving the odds shall be allowed to move his King as in castling, and as though the Rooks were on the board.

* Or Pawn.

XI.—COUNTING FIFTY MOVES

A player may call upon his opponent to draw the game, or to mate him within fifty moves on each side, whenever his

opponent persists in repeating a particular check, or series of checks, or the same line of play, or whenever he has a King alone on the board, or

King and Queen,	}	against an equal or superior force.
King and Rook,		
King and Bishop,		
King and Knight,		
King and Two Bishops,	}	against King and Queen.
King and Two Knights,		
King, Bishop and Knight,		

and in all analogous cases;

and whenever one player considers that his opponent can force the game, or that neither side can win it, he has the right of submitting the case to the umpire or bystanders, who shall decide whether it is one for the fifty move counting; should he not be mated within the fifty moves, he may claim that the game shall proceed.*

XII.—PAWN TAKING IN PASSING

Should a player be left with no other move than to take a pawn in passing, he shall be bound to play that move.

XIII.—QUEENING A PAWN

When a Pawn has reached the eighth square, the player has the option of selecting a piece, † whether such piece has been previously lost or not, whose name and powers it shall then assume, or of deciding that it shall remain a Pawn.

XIV.—ABANDONING THE GAME

If a player abandon a game, discontinue his moves, voluntarily resign, wilfully upset the board, or refuse to abide by these laws, or to submit to the decision of the umpire, he must be considered to have lost the game.

* For example: A has King and Queen against B's King and Rook. B claims to count fifty moves. At the forty-ninth move, A by a blunder loses his Queen, B can claim that the game proceed, and A in his turn may claim the fifty move counting.

† Except a King.

XV.—THE UMPIRE OR BYSTANDERS

The umpire shall have authority to decide any question whatever that may arise in the course of a game, but must never interfere except when appealed to. He must always apply the laws as herein expressed, and neither assume the power of modifying them, nor of deviating from them in particular cases, according to his own judgment. When a question is submitted to the umpire, or to bystanders, by both players, their decision shall be final and binding upon both players. The term bystander shall comprise any impartial player of eminence who can be appealed to, absent or present.