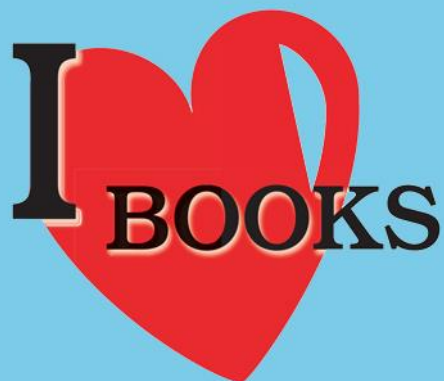




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extracts from
The Usborne Chess Book

Written by
Lucy Bowman
Illustrated by
Candice Whatmore

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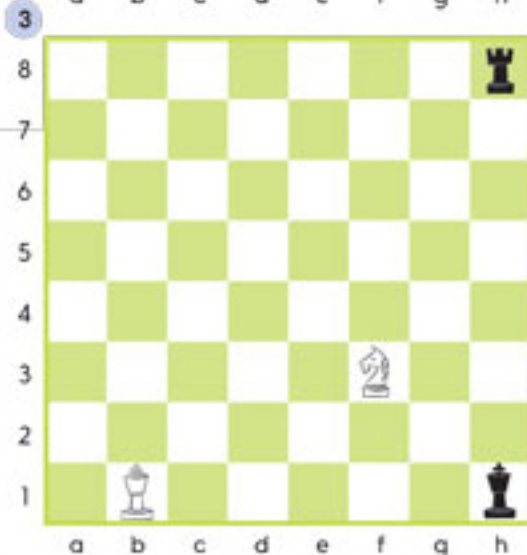
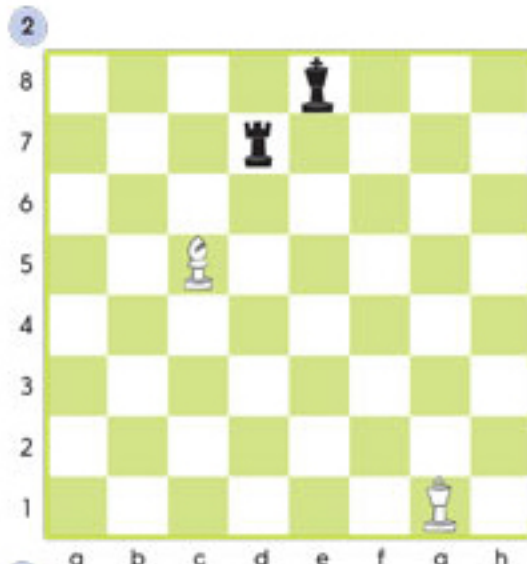
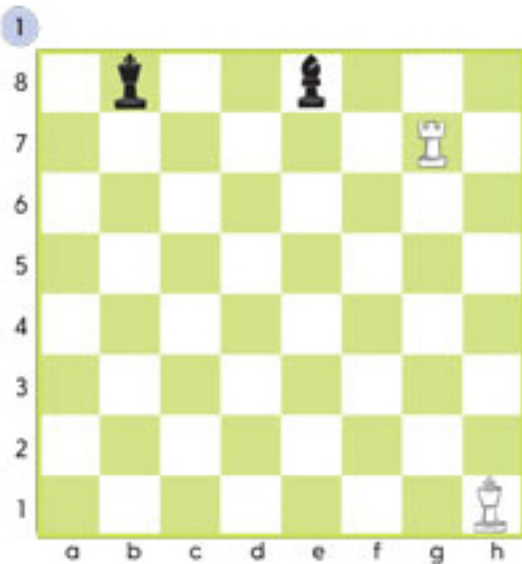
The rook

Each player has two rooks. They can move any number of squares in a straight line.



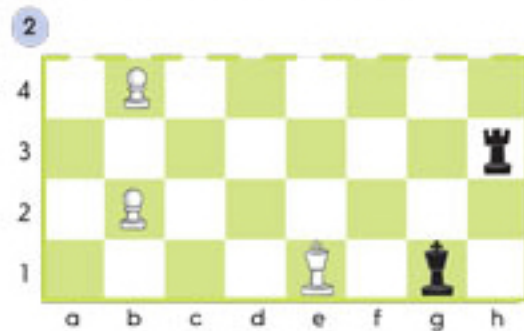
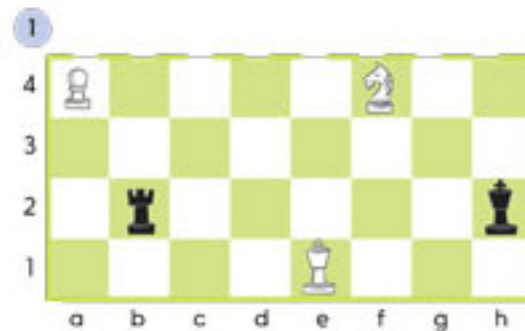
Rook checkmate

Rooks are very useful for putting your opponent's king in checkmate. Add a white rook sticker to each board to put Black's king in checkmate.



Rook threats

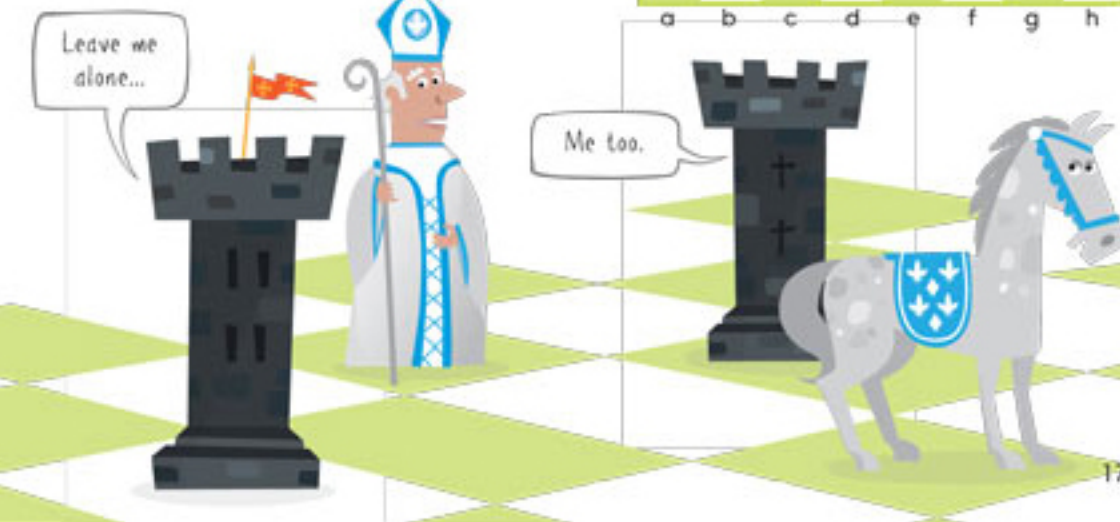
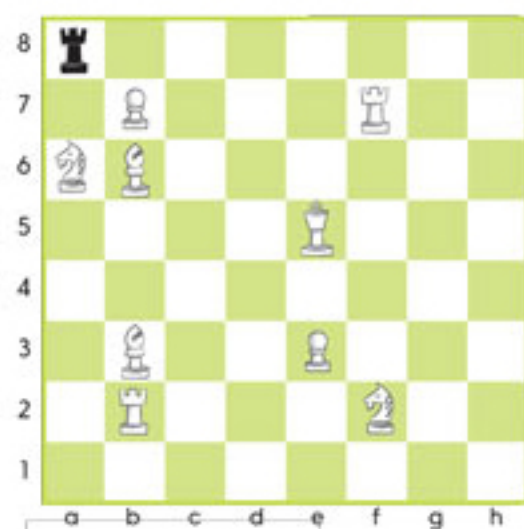
On each of these boards, which square can the black rook move to that threatens two white pieces at once? Use an arrow to show the move.



Rook attack

Find a route for Black's rook to capture every white piece on the board on the right. It must take a piece on every move, and finish by capturing White's king. (The white pieces don't move.)

TIP: Rooks are valuable pieces. Don't bring them out too soon. Your opponent may use weaker pieces, such as bishops and knights, to chase them around the board, which will waste your moves.



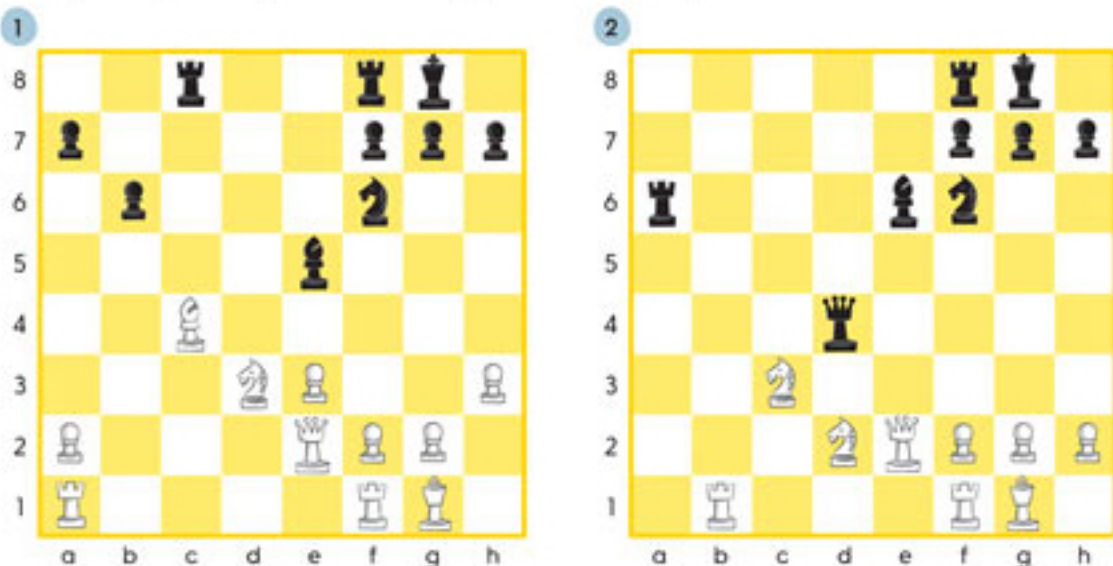
The pawns

Players start the game with eight pawns each. They are the least powerful pieces, but they have some very important uses.



Pawn protectors

Pawns are good at keeping more valuable pieces safe. Add a white pawn sticker and a black pawn sticker to each of these boards where they will protect pieces in danger of being captured.

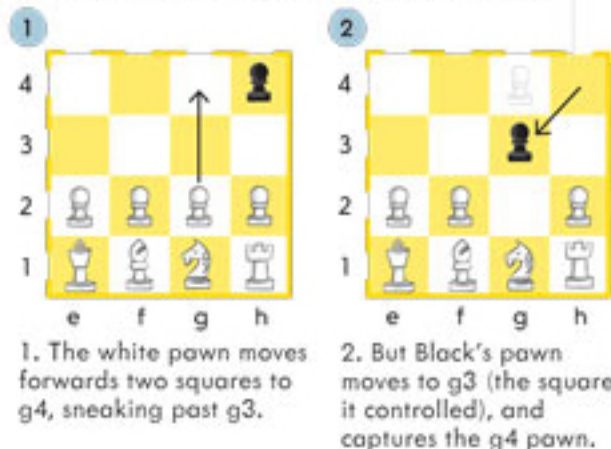


REMEMBER: Pawns can't move backwards – so think carefully before you move them forwards.



En passant

The *en passant* rule allows a pawn to make a special move. If a pawn moves forwards two squares on its first turn, and passes a square controlled by its opponent's pawn, that pawn can capture it anyway. The move looks like this:



1. The white pawn moves forwards two squares to g4, sneaking past g3.
2. But Black's pawn moves to g3 (the square it controlled), and captures the g4 pawn.



Quick pawn quiz

- 1 How many squares can a pawn move on its first turn?
 - a. one square
 - b. two squares
 - c. either one or two squares
- 2 A pawn captures by moving:
 - a. one square forwards
 - b. one square diagonally forwards
 - c. one square backwards
- 3 At the start of a game of chess, each player has:
 - a. two pawns
 - b. four pawns
 - c. eight pawns
- 4 When you make an *en passant* capture...

...your pawn starts on:

 - a. the same file as your opponent's pawn
 - b. the next file to your opponent's pawn

...your opponent's pawn has just moved:

 - a. one square
 - b. two squares

...your pawn ends up on:

 - a. the square the other pawn moved from
 - b. the square the other pawn passed over
 - c. the square the other pawn moved to

Chess openings

The first few moves in a game are extremely important. They can have a big influence over who wins and who loses.

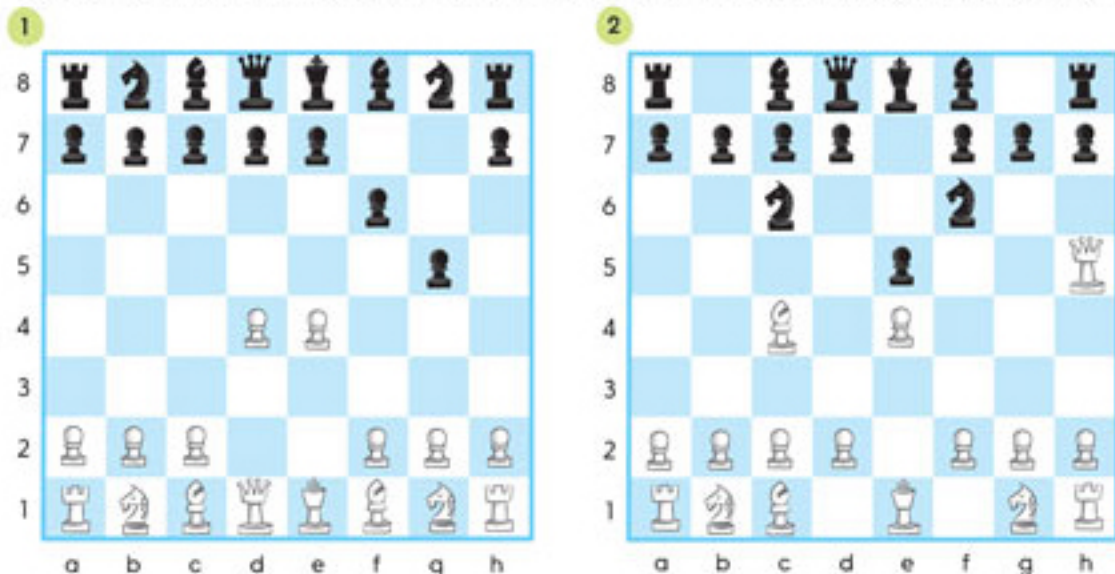
Opening tips

- If you're White, you have an advantage: you move first, so you can create threats that Black has to respond to. Try to hold onto this advantage.
- Take control of the central squares on the board.
- Castle early behind a wall of pawns to protect your king.
- Only move two or three pawns on the middle files.
- Try not to move any piece more than once.
- Develop your knights and bishops – this means moving them out so they're ready to attack.
- Don't bring the rooks or the queen out too early.



Opening mistakes

It's possible to win a game of chess in the opening. Draw an arrow on each board to show the move White can make to put Black's king in checkmate.



Who's winning?

The boards below show the end of the opening stage in different games. Which player has developed the pieces better? Write Black or White below each board to show who you think is winning so far.



TIP: Always remember to play moves that win valuable pieces and avoid playing moves that lose valuable pieces. This gives you the best chance of winning the game.

