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Opening extract from

The Batsford Book of Chess for Children

Written by

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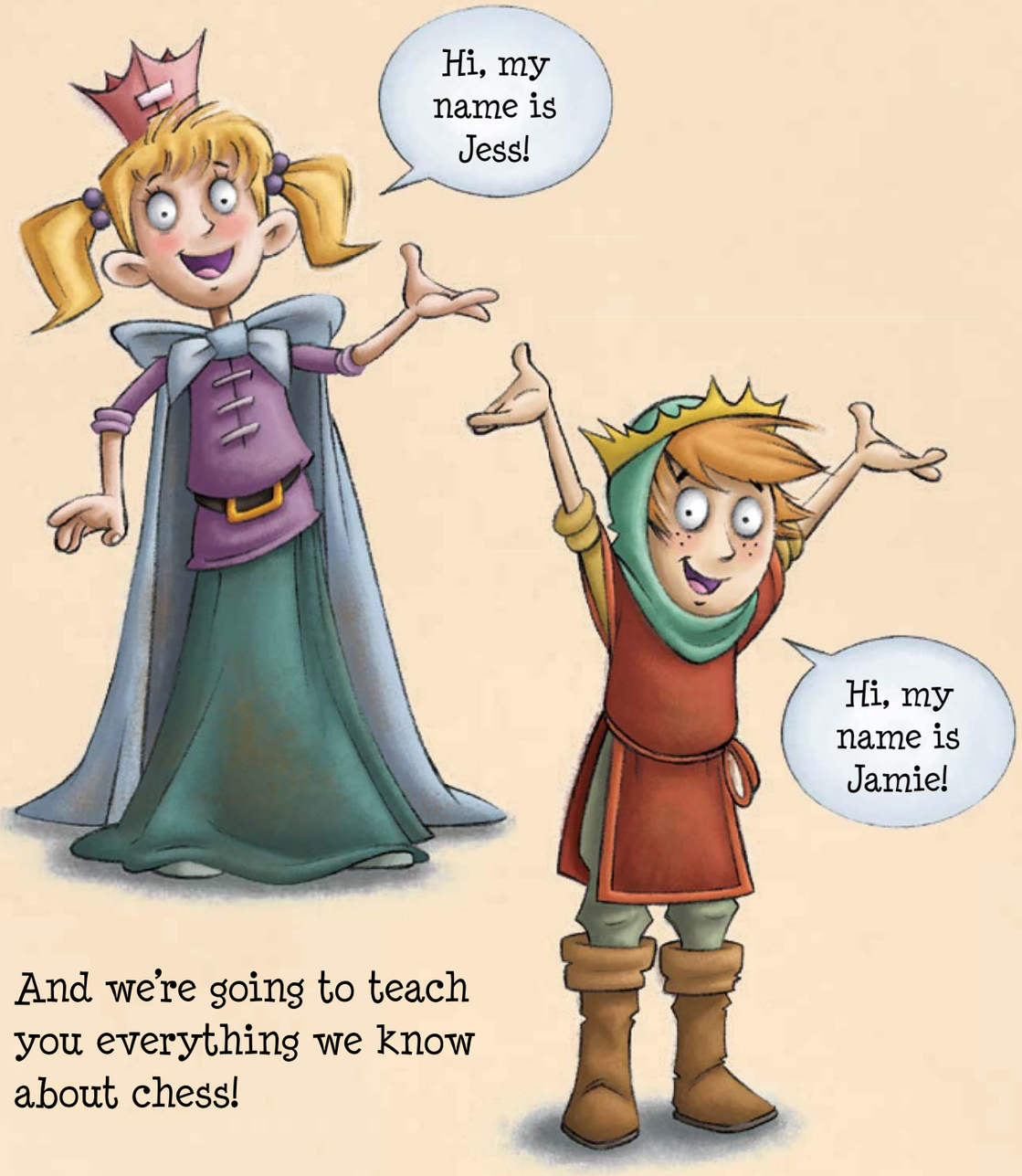
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Introduction



And we're going to teach you everything we know about chess!

Jamie: Chess is our favourite game in the world, and we want everyone to learn how to play so they can play with us. So, in this book, we'll tell you everything we know about chess and, by the time you finish reading, you will be as good at it as us!

Jess: I love chess because it's a game that lots of really clever people play. So everyone says I'm really clever because I'm good at chess.

Jamie: I love chess because I like fighting games. I know it's not nice to fight with other people, so I fight over the chessboard!



Jess: Chess helps me to calculate and think properly, so it also helps me with my schoolwork! My memory has got much better since playing chess, and I can work out problems in a much better way now, too!

Jamie: I just like to win! Winning makes me feel good. Since chess is a battle of the minds, if I beat someone at chess, it makes me feel like I'm cleverer than them, and that's a good feeling!



Jamie: The one on d5, of course – because it can only move forward.

Jess: Wrong! The pawn captures differently from the way it moves, remember! The pawn can capture any opposing pawn that is diagonally one square away from him. So he can choose to take either the pawn on c5 or e5, but **not** the one on d5!

Jamie: Wow, pawns *are* complicated! Thanks Jess. Now I really do know everything about how the pawn moves.

Jess: Not quite, Jamie. There's more, but I'll talk about that later in the book. For now, I'll just remind you that we attach a points value to the pieces – and pawns are considered to be worth the least out of all of the army, since they are the smallest.

Jamie: How many points are the pawns worth then, Jess?



Jess: Only one point. They can only go forward, never backward, and they can only move a limited number of squares.

Jamie: Wow, that's harsh! But we have eight pawns at the beginning of the game. Now that's a lot of pawns!

Jess: Exactly! There's strength in numbers. So the whole army of pawns is worth eight points, but alone they are only worth one.



Pawns, not Prawns!

Remember – these little soldiers are great warriors that will be loyal to your army and protect their fellow men whenever they can. They are NOT little crustaceans that spice up your soup or salad. I do NOT want to see you eating the pawns!

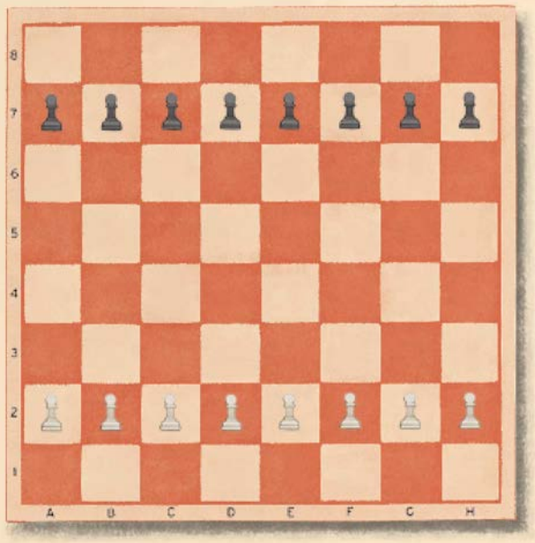
Pawn Wars



Jamie: There's a really cool game that I like to play with the pawns called **Pawn Wars**.

Jess: That sounds cool! How do you play?

Jamie: First of all, you set up all the pawns on the correct squares, where they start at the beginning of the game. The white pawns must all line up on the **2nd rank** and the black pawns must all line up on the **7th rank**.



The rules of the game are then quite easy. White goes first, since White always moves first in a game of chess. You can win in three different ways:

1. Get a pawn to the end of the board before your opponent.
2. Capture all of your opponent's pawns.
3. Make your opponent run out of moves.

The third way is the hardest because if you try to stop your opponent from moving, you may block your own pawns, so be careful!

Jess: That sounds like a great way to practise our pawn moves. Let's have a game now!

Getting Your King Safe



Jess: Remember we talked about how important our king is and how we must keep him safe?

Jamie: Yes...

Jess: Well, there's a special move that allows us to do this in a clever way.

Jamie: Oh yes, I've heard about this move, but I can't remember what it is!

Jess: I'll give you a clue... You get to break three rules when you do it!

1) You get to move two pieces at the same time.

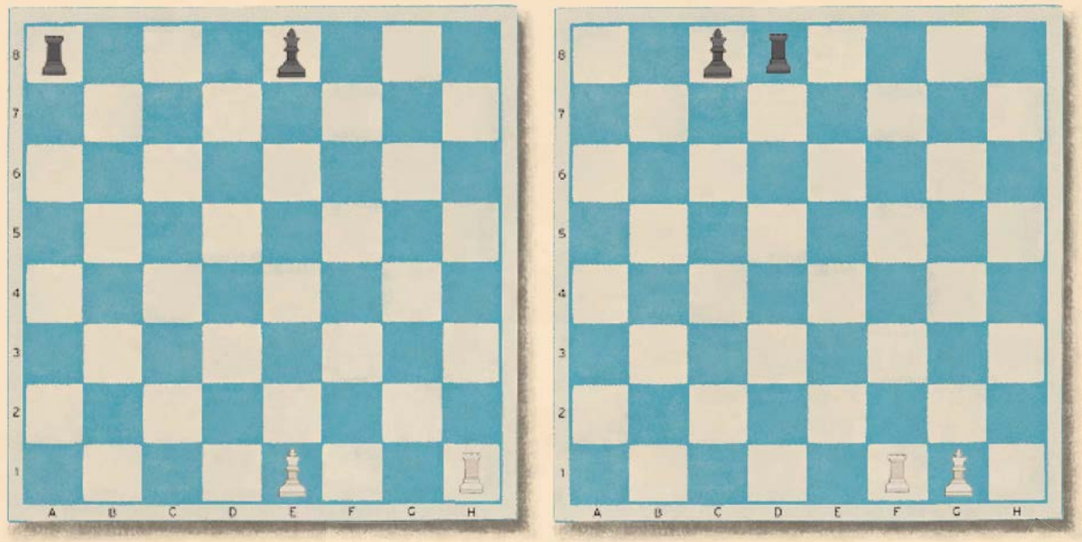
2) You get to move the king two spaces.

3) The rook gets to jump over or go around the king.

Jamie: I know exactly what you are talking about now! It's called **castling**.

Jess: Exactly – it's the dance between the king and the rook.





Jamie: There are some rules for when you can and can't castle, though. First of all, there must be space between the king and the rook – no pieces can be there.

Also, neither the king nor the rook can have moved at all. So, in this position, White can castle by moving his king two squares toward his rook – to g1. Then, in the same move, the white rook can move around the king and sit on f1. This is called castling **kingside**, since the king started on this side of the board.

Black can also castle in this position, but on the other side of the board. The black king would end up on c8 after moving two squares toward the rook and the black rook will end up on d8. This is called castling **queenside**, as this is the side of the board the queen started on!

Therefore, the position will then look like this:

Jess: But why does this make our kings safer than having them where they were?

Jamie: Because usually there are other pieces on the board and it tucks our king behind a row of pawns. I'll show you – let's set up the board in the starting position.

Jess: OK. By the way, I have a great way of remembering how to do that properly.

Scoring Points

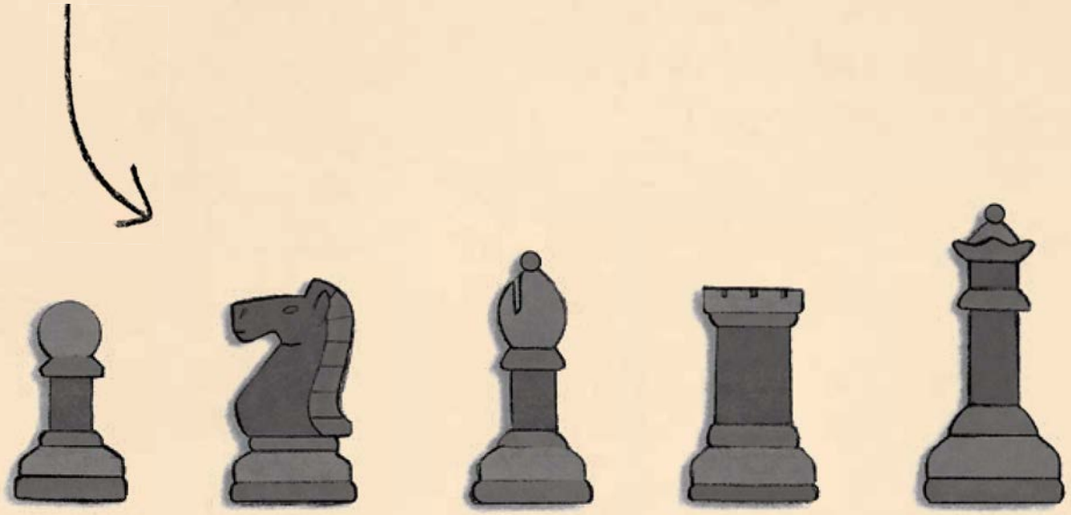
Jamie: I thought that there wasn't a scoring system in chess? I thought that you could only win by giving checkmate.

Jess: There isn't, but we attach values to each of the pieces to help guide us through the game, so we can see which ones are stronger and who is winning.

Jamie: Ah yes, I think of them in terms of money! Like a pawn is worth one pound, or one dollar.

Jess: I just use points, but whatever works for you!

You can think of them in terms of points or as pounds or dollars!



= 1 point

= 3 points

= 3 points

= 5 points

= 9 points

Jamie: What about the king?

Jess: Well, we can't capture the king, can we? So therefore we can't give him any points value, but perhaps we can say the king is worth the whole game!

Jamie: Good idea. So now that I have all the values here, I can see who is winning in our match at the moment. What have you taken at the moment Jess?

Jess: I have taken a queen, a rook and a pawn. What about you?

Jamie: Well I have taken a queen, two knights, a bishop and two pawns.

Jess: Let's add them up! My  = 15 points.

Jamie: My  = 20 points.

So I'm winning. Ha ha!

Jess: OK, no need for that. I think we need to discuss chess etiquette!

Jamie: OK...

