Learn:

• The elements of the game and the pieces’ powers
• Tactics, combinations, and tips for recognizing different patterns
• The principles of play that you can use in the opening, middlegame, and endgame

James Eade
United States Chess Federation chess master
About the Author

**James Eade** began taking chess seriously in 1972, when Bobby Fischer was taking the chess world by storm. He competed on his high school and college teams and became a United States Chess Federation (USCF) chess master in 1981. In 1984 he became a USCF correspondence chess master as well. International organizations awarded him the master title in 1990 (for correspondence) and in 1993 (for regular tournament play), but his chess-playing career has gradually given way to chess writing, organizing, and teaching.

James has written three other books on chess: *Remember the MacCutcheon* (Chess Enterprises), *San Francisco, 1995* (Hypermodern Press), and *The Chess Player’s Bible* (Barron’s). He has written numerous articles for a variety of magazines and has edited both the *Golden Gate Chess News* and the *California Chess Journal*.

In 1991 James began taking an interest in chess political organizations and was elected vice president of CalChess, the Northern California Chess Association, later that year. In 1995 he became CalChess president and was also elected to be president of the Chess Journalists of America. In 1996 he was elected to the USCF’s policy board, the executive committee charged with oversight of the multi-million-dollar corporation. He was appointed zone president for the United States for the Fédération Internationale des Échecs (FIDE) from 2000 to 2002 and has served on the U.S. Charitable Chess Trust board of trustees since 2000. He was elected president of the Trust in 2010.

James holds a master’s degree in organization development from the University of San Francisco and still bristles at being called a chess nerd.
Dedication

To Sheri — for suffering chess fools gladly.

Author’s Acknowledgments

I would like to thank Sheri Anderson for all her encouragement and support throughout this writing project. I really appreciated the feedback I got from the first edition of *Chess For Dummies*, especially the input I received from George Mirijanian, Frisco Del Rosario, and Wayne Praeder.

My editors for the first edition, Bill Helling and Bill Barton, deserve a special thanks for drilling it into my head that not everyone knows Ruy Lopez from Nancy Lopez, and for keeping me on the straight and narrow. My thanks also go to the first edition’s technical editor, John Peterson, who is a better friend than chess player — and he happens to be a very good chess player. I also wish to thank my editors for the second edition, Sherri Pfouts, Kristin DeMint, and Jon Edwards, for their help. I would like to thank my editors for the third edition, Georgette Beatty and Christy Pingleton, as well as my technical editor, Al Lawrence. Al is the former Executive Director of the USCF and made a number of first-rate contributions to this latest edition. M.L. Rantala was more than helpful with the glossary of terms, which I couldn’t have done without her most able assistance.

I wish to thank my father, Arthur Eade, for teaching me chess, and my mother, Marilyn, for her touching advance order for the first edition. Lastly, a special thank-you to Lore McGovern, who was the wind at my back from start to finish.
Publisher’s Acknowledgments

We’re proud of this book; please send us your comments at http://dummies.custhelp.com. For other comments, please contact our Customer Care Department within the U.S. at 877-762-2974, outside the U.S. at 317-572-3993, or fax 317-572-4002.

Some of the people who helped bring this book to market include the following:

Acquisitions, Editorial, and Media Development

Senior Project Editor: Georgette Beatty
(Previous Edition: Sherri Cullison Pfouts, Kristin DeMint)

Acquisitions Editor: Stacy Kennedy
(Previous Edition: Kristin DeMint)

Copy Editor: Christine Pingleton
(Previous Edition: Kristin DeMint)

Assistant Editor: David Lutton

Editorial Program Coordinator: Joe Niesen

Technical Editor: Al Lawrence

Editorial Manager: Michelle Hacker

Editorial Assistants: Rachelle Amick, Alexa Koschier

Cover Photo: © iStockphoto.com/Floortje

Cartoons: Rich Tennant
(www.the5thwave.com)

Composition Services

Project Coordinator: Patrick Redmond

Layout and Graphics: Corrie Socolovitch

Proofreaders: Rebecca Denoncour, Toni Settle

Indexer: BIM Indexing & Proofreading Services

Publishing and Editorial for Consumer Dummies

Kathleen Nebenhaus, Vice President and Executive Publisher
Kristin Ferguson-Wagstaffe, Product Development Director
Ensley Eikenburg, Associate Publisher, Travel
Kelly Regan, Editorial Director, Travel

Publishing for Technology Dummies

Andy Cummings, Vice President and Publisher

Composition Services

Debbie Stailey, Director of Composition Services
## Contents at a Glance

**Introduction** ................................................................................. 1

**Part I: Laying the Groundwork for Champion Chess**....... 7

- Chapter 1: Tackling Chess Basics .......................................................... 9
- Chapter 2: Getting to Know the Pieces and Their Powers ..................... 23
- Chapter 3: Exploring the Elements of Chess ........................................... 39
- Chapter 4: Going after the King: Check, Stalemate, and Checkmate ......... 63
- Chapter 5: Making a Few Special Moves .................................................. 79
- Chapter 6: Got Notation? Reading and Writing about Chess ..................... 85

**Part II: Gaining Chess Know-How** ................................. 97

- Chapter 7: Trying Out Tactics and Combinations in Hand-to-Hand Combat ... 99
- Chapter 8: Sacrifices: Understanding When It’s Better to Give than to Receive ...... 125
- Chapter 9: Building Pattern Recognition ............................................... 135
- Chapter 10: Recognizing Advanced Pawn Formations ......................... 153
- Chapter 11: Mastering Mating Patterns ............................................... 167

**Part III: Game Time: Putting Your Chess Foot Forward** 183

- Chapter 12: Selecting Your Strategy: The Principles of Play .................. 185
- Chapter 13: Coming on Strong in the Opening ........................................ 201
- Chapter 14: Making Headway during the Middlegame ............................. 217
- Chapter 15: Exiting with Style in the Endgame ....................................... 227

**Part IV: Getting into Advanced Action** .......................... 249

- Chapter 16: Playing in Competition .................................................... 251
- Chapter 17: Hitting the Net with Computer Chess .................................. 263

**Part V: The Part of Tens** .................................................. 271

- Chapter 18: The Ten Most Famous Chess Games of All Time .............. 273
- Chapter 19: The Ten Best Players of All Time (and a Few Others) ............. 301

**Part VI: Appendixes** .................................................. 323

- Appendix A: A Glossary of Chess ..................................................... 325
- Appendix B: Chess Resources .......................................................... 347

**Index** ................................................................................. 351
# Table of Contents

## Introduction ................................................................. 1

- About This Book ................................................................. 2
- Conventions Used in This Book ........................................... 2
- What You’re Not to Read ..................................................... 3
- Foolish Assumptions .............................................................. 3
- How This Book Is Organized ................................................ 3
  - Part I: Laying the Groundwork for Champion Chess ........ 4
  - Part II: Gaining Chess Know-How .................................... 4
  - Part III: Game Time: Putting Your Chess Foot Forward .... 5
  - Part IV: Getting into Advanced Action ............................... 5
  - Part V: The Part of Tens ..................................................... 5
  - Part VI: Appendixes .......................................................... 5
- Icons Used in This Book ....................................................... 6
- Where to Go from Here ....................................................... 6

## Part I: Laying the Groundwork for Champion Chess ......... 7

### Chapter 1: Tackling Chess Basics ................................. 9

- Chesstacular! Understanding the Basics of the Game .......... 9
  - The underlying concepts .................................................. 10
  - The finer points of the game ............................................. 10
  - Three parts that make a whole ........................................ 11
  - Different ways to get your game on ................................. 12
- Chessboard Chatter: Bringing Home a Board and Chess Set .... 12
  - Finding the right board and set ........................................ 13
  - Getting up close and personal with your board ................ 13
- Piecemeal: Putting the Pieces on the Board ....................... 17

### Chapter 2: Getting to Know the Pieces and Their Powers .... 23

- Acting Like a Chariot: The Rook ......................................... 24
- Showing Off Slender Curves: The Bishop ............................ 26
- Flaunting Her Power: The Queen ....................................... 29
- Moving One Square at a Time: The King ............................ 31
- Galloping in an L-Formation: The Knight ............................ 32
- Scooting Around as the Army’s Runt: The Pawn ................. 35
Chapter 3: Exploring the Elements of Chess

Hogging the Board: Space
Avoiding that cramped feeling
Gaining control
Employing space strategies from the get-go
Considering the laws of space
Getting the Most Bang for Your Buck: Material
Valuing your pawns and pieces
Adopting material strategies
Positioning Pieces in Good Time: Development
Gaining a tempo
Making a gambit (maybe)
Protecting the Head Honcho: King Safety
Working Together: Pawn Structure
Two at a time: Pawn duos
Promote the little guys: Passed pawns
Mobility is key: Isolated pawns
Left behind on open files: Backward pawns
On the verge of backward: Hanging pawns
In front of a pawn sibling: Doubled pawns
Lines in the sand: Pawn chains
All together now: Pawn tips for the road

Chapter 4: Going after the King: Check, Stalemate, and Checkmate

Check 'Em Out: Attacking the Enemy King
Stuck in a Rut: Stalemate
No Escape for Ye King: Checkmate
Cutting off squares with the king and the queen
Checkmating with the king and the rook

Chapter 5: Making a Few Special Moves

Capturing a Pawn at Your Side: En Passant
Boosting Your Pawns' Powers: Promotion
Guarding Your King and Putting a Rook in Motion: Castling

Chapter 6: Got Notation? Reading and Writing about Chess

Keeping Track of the Pieces
Writing the Moves of a Game
Describing a typical opening
Indicating captures
Noting an exchange and a castle
Recording a pawn promotion
Accounting for Ambiguities (Which Knight, for Pete's Sake?)
Commenting on a Game after the Fact
Part II: Gaining Chess Know-How

Chapter 7: Trying Out Tactics and Combinations in Hand-to-Hand Combat

Knowing Your Tactical Game Plan
- Bullying two guys at once: The fork
- Going after the bodyguard: The pin
- Forcing your opponent to move it or lose it: The skewer
- Stealing the show: The discovered attack
- Making the king sweat: The discovered check and the double check

Combining Moves to Speed Your Progress
- Sacrificing a piece to clear a path
- Luring your opponent with a decoy
- Deflecting your opponent’s piece off a key square
- Destroying the guard
- Overloading one piece to make another piece vulnerable

Chapter 8: Sacrifices: Understanding When It’s Better to Give than to Receive

Sacrificing for an Edge in Development: The Gambit
- Setting Up an Attack on the Enemy King:
  - The Classic Bishop Sacrifice
- Immediate Gratification: The Temporary Sacrifice
- A Strategic Move for the Patient: The Permanent Sacrifice

Chapter 9: Building Pattern Recognition

Analyzing Chess Positions and Looking Ahead
- Picking Up on Pawn Formations
  - The French Defense and pawn chains
  - Typical pawn formations after the French Defense
- Eyeing Endgame Patterns
  - Transferring the rook
  - Building a bridge

Chapter 10: Recognizing Advanced Pawn Formations

Exploring the Powers of Pawn Formations
- Restricting your opponent’s mobility
- Playing up your strengths and minimizing your weaknesses
- Involving the Bishop with the Fianchetto
  - Looking at the fianchetto’s strengths
  - Watching out for the fianchetto’s weaknesses
- Varying the Sicilian with the Dragon
  - Clawing your way through the Dragon’s pros
  - Getting past the Dragon’s drawbacks
Exercising Your Pawns’ Flexibility with the Scheveningen....................160
  Assessing the advantages..............................................................161
  Looking at the downside...............................................................161
Building the Stonewall ....................................................................162
  Relying on the Stonewall’s strengths ............................................162
  Coping with the Stonewall’s weaknesses.......................................163
Matching Color to Center Squares with the Closed English ...............163
  Eyeing the benefits ........................................................................164
  Coming to terms with the pitfalls ..................................................165
Winging It with the Nimzo-Botvinnik ..................................................................165
  Discovering the advantages ..........................................................166
  Weeding out the weaknesses ..........................................................166

Chapter 11: Mastering Mating Patterns ............................................167
  Trapping the King: Back-Rank Mates .............................................168
  Pairing the Heavy and the Light: Queen and Pawn Mates ............171
    A simple queen and pawn mate ................................................171
    A complicated queen and pawn mate .........................................172
  Complementing Each Other Perfectly: Queen and Knight Mates ....175
    Beginning with a basic queen and knight mate ............................175
    Surveying the smothered mate .................................................177
  Creating a Steamroller: Bishop and Rook Mates .........................180

Part III: Game Time: Putting Your Chess Foot Forward ...................183

Chapter 12: Selecting Your Strategy: The Principles of Play ............185
  Examining Different Types of Games and Choosing
    Which Type is Right for You ......................................................186
  Aiming for the Center ....................................................................189
    Starting the game with center pawns ...........................................190
    Developing the knights and bishops ..........................................191
    Looking for control of the center ..............................................192
    Understanding initiative, positional advantage, and
      what happens next ....................................................................194
  Exchanging Pieces ........................................................................194
  Controlling Key Squares to Lock Up an Advantage .......................196
  Holding Back Pawns with a Blockade ...........................................199

Chapter 13: Coming on Strong in the Opening ..................................201
  Developing Your Pieces ..................................................................202
  Controlling the center as efficiently as possible ............................202
  Watching your opponent ..............................................................203
  Following basic development principles ......................................203
  Attacking Your Opponent’s Pieces ...............................................203
Table of Contents

Perusing Some Possibilities for First Moves ............................................204
  Taking note of two good first moves ...............................................204
  Surveying some not-as-good first moves ........................................206
  Figuring out the fianchetto as a first move .................................208
Exploring Common Chess Openings .........................................................208
  A popular double king pawn opening:
    The Ruy Lopez (the Spanish Game) ............................................209
  Different strokes: Other black replies to
    white’s first move of the king’s pawn ..........................................210
  Ladies first: Double queen pawn openings .....................................212
  Going back in time: Indian Defenses .............................................214

Chapter 14: Making Headway during the Middlegame .............. .217
  Formulating a Middlegame Plan .......................................................218
  Evaluating the position .....................................................................218
  Taking advantage of the pawn structure ....................................219
  Looking for ways to use a minority attack ..................................223
Attacking during the Middlegame .................................................................224
  Watching out for and defending against
    certain types of attacks ..................................................................224
  Keeping some basic principles in mind ..........................................225

Chapter 15: Exiting with Style in the Endgame ......................... .227
  Putting the Endgame into Perspective ............................................227
  Getting a Handle on the General Winning Endgame Strategy ....228
  The Geometry of the Chessboard .............................................................229
  Typical Stories: Pawn and King Endings .........................................231
    When a pawn and the enemy king race to the queening square .......................................................231
    When the kings face off: Opposition .............................................233
    When you can whittle down the material: Simplification ......237
    When each side has more than one pawn ......................................238
  The Oh-So-Common Tricksters: Rook Endings ........................................243
  Bishops and Knights: Minor Piece Endings ..............................................244
    Medieval times, chess-style: Knight versus knight ........245
    Survival of the fittest: Knight versus bishop ..........................247
    A religious battle: Bishop versus bishop ..................................248

Part IV: Getting into Advanced Action ................................. 249

Chapter 16: Playing in Competition ................................. .251
  Practice Makes Perfect: Joining a Club First ..................................251
  Breaking Down U.S. Tournament Basics ..........................................252
    Finding tournaments .................................................................252
    Watching your time .....................................................................253
    Earning ratings ...........................................................................253
    Familiarizing yourself with the types of tournaments ..........254