

CHESS TACTICS

WEAPONS FOR THE CHESS WARRIOR



Chess Tactics: Weapons for the Chess Warrior

Alpha One Books

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CHESS TACTICS

WEAPONS FOR THE CHESS WARRIOR



JEREMY FREEMAN



Alpha One Books

To all the Chess Warriors out there!



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“This is not a work of scholarship. I am no Hebraist, no higher critic, no ancient historian, no archeologist. I write for the unlearned about things in which I am unlearned myself. If an excuse is needed, and perhaps it is for writing such a book, my excuse would be something like this. It often happens that two schoolboys can solve difficulties in their work for one another better than the Master can. The fellow pupil can help more than the Master can because he knows less. The difficulty we want him to explain is one he has recently met. The expert met it so long ago that he has forgotten. In this book then, I write as one amateur to another. With the hope this might, at any rate, generate interest, and sometimes even help other inexpert readers.”

—C.S. LEWIS, REFLECTIONS ON THE PSALMS



THE OPENING

IT'S YOUR MOVE!

DO YOU WANT TO BE A BETTER CHESS PLAYER? NO PROBLEM!
DO YOU WANT TO WIN MORE GAMES? NO PROBLEM!
DO YOU WANT TO HAVE MORE FUN PLAYING CHESS? NO PROBLEM!

W

hatever YOU want, this book will help you. All you need to do now is take action! How do you take action? By reading this book, of course!

Chess Tactics: Weapons for the Chess Warrior will help you learn chess tactics. Tactics are like weapons. You can use chess tactics as weapons to gain the advantage and win more battles!

The book starts by describing some weapons. It tells you what different weapons are called and how they work. It shows you how to make them into a plan to win the game.

The rest of the book is filled with fun puzzles that will help you practice and learn all of the main tactics. These tactics are used by even the best players.

***Chess Tactics* will help you if you are:**

- ✦ A beginner, and you want to get better fast.
- ✦ A parent, who is looking for a user-friendly guide to help your child learn.
- ✦ An instructor, and you need a valuable tool for your chess club.

***Chess Tactics* is filled with:**

- ✦ Step-by-step instructions on using tactics to win chess games.
- ✦ How to do chess notation (write down chess moves).
- ✦ Hundreds of fun puzzles to sharpen your skills.

***Chess Tactics* promises:**

- ✦ You will learn to use chess tactics well.
- ✦ You will find chess more and more fun.
- ✦ You will win more and more often.




SECTION I

FUNDAMENTALS




CHAPTER 1

THE BASICS



TRAIN FOR BATTLE



WHAT ARE CHESS TACTICS?

Learning basic chess tactics is important for any beginner chess player. Chess tactics are moves you use to take advantage of your opponents' mistakes and capture pieces.

Think of a chess game as a battle. Your opponent is your enemy. And chess tactics are your weapons.

You use these weapons to attack your enemy and win the battle.

In this book, you learn to become skillful at using chess tactics to capture enemy pieces and win more games.

The most common chess tactics are called:

- ✦ Forks
- ✦ Discovered Attacks
- ✦ Pins
- ✦ Skewers
- ✦ Removing the Guard
- ✦ Traps

In the next section of the book, you will learn how each tactic works and when to use them. But first, you will learn some basic concepts to make chess tactics easier.

WHY ARE CHESS TACTICS IMPORTANT?

Think about a chess game as a battle in the days of King Arthur or Robin Hood. That was a time when kings and queens lived in castles. Warriors wore armour and rode into battle on horses.



THE BASICS

In those days, the art of war was simple. Kings and warriors used tactics to *conquer* their enemies. They wanted to win battles, take over lands, and gather riches.

The art of chess is the same. You want to be a chess warrior. To do this, you need an arsenal. An *arsenal* is a set of weapons, like swords and axes.

You use the weapons in your arsenal to perform tactics. Your tactics are part of your strategy. A *strategy* is a plan. With good tactics and strategy, you win.

You can learn to use these weapons like a chess warrior. You can become a feared opponent, have more fun, and win more games!

THE BASICS OF YOUR ARSENAL

What do you need to make a chess tactic successful?

- ✦ Forcing Moves
- ✦ Dual Threats
- ✦ Loose Pieces

FORCING MOVES

A *forcing move* is the most important idea behind all chess tactics. With a forcing move, you can force your enemy to move a piece to a place where you can capture it.

If you use a forcing move, your opponent's reply might put you in a position to capture a piece.

When you become a chess warrior, you will be able use forcing moves to anticipate how the board will look after your opponent's next two replies, or more.

DUAL THREATS

Dual threats are moves that create two threats to your enemy at the same time. This is a big problem for your enemy. He has only one move to reply to both threats.

This is very good for you. First, he will move one piece to protect it from your attack. This will leave the other piece from your dual threat unprotected.

Then, you can attack the other piece that was part of your dual threat. You can capture that piece on your next move.



THE BASICS

LOOSE PIECES

A chess piece is called a *loose piece* when no other piece is protecting it.

Sometimes players think all of their pieces look safe. But danger may be lurking. As a chess warrior, you should think of all loose pieces as targets for a tactical attack.

If you see that your enemy has a loose piece on the board, try to plan a surprise attack. Use a forcing move or a dual threat to capture her loose piece.

POWER OF THE PIECES

Chess is all about advantages. An advantage is anything that helps you capture your enemy's pieces and win the game.

How do you know if a tactic gives you an advantage? It helps to know the value or power of each piece.

- ✦ Pawn = 1
- ✦ Knight = 3
- ✦ Bishop = 3
- ✦ Rook = 5
- ✦ Queen = 9

CHESS NOTATION MADE EASY

Chess notation is a way of reading and writing about chess moves. Writing “the white rook in the second square from the side and the third square from the end” takes too long!

It is better to use chess notation. Chess notation uses many abbreviations (short forms) so you can read and write about chess quickly.

There are a few different kinds of chess notation. In this book, you will learn the *algebraic system*. Do not let the name scare you. Once you learn the system, you will find it easy.



THE BASICS

NAME THE SQUARES

The first thing you need to learn is the names of the squares.

The eight rows across the board are called the *rank*. They are lettered a to h. The eight rows up and down the board are called the *file*. They are numbered 1 to 8.

	← RANK →								
8	a8	b8	c8	d8	e8	f8	g8	h8	↑ F I L E ↓
7	a7	b7	c7	d7	e7	f7	g7	h7	
6	a6	b6	c6	d6	e6	f6	g6	h6	
5	a5	b5	c5	d5	e5	f5	g5	h5	
4	a4	b4	c4	d4	e4	f4	g4	h4	
3	a3	b3	c3	d3	e3	f3	g3	h3	
2	a2	b2	c2	d2	e2	f2	g2	h2	
1	a1	b1	c1	d1	e1	f1	g1	h1	
	a	b	c	d	e	f	g	h	

NAME THE PIECES

Now you are ready to learn the abbreviations for the names of each piece.

- ✦ King = K
- ✦ Queen = Q
- ✦ Rook = R
- ✦ Bishop = B
- ✦ Knight = N
- ✦ Pawns = no abbreviation

You identify pawns by their *destination* square. That just means the name of the square a pawn is moving to.

NAME THE SYMBOLS

These symbols tell you what each piece is doing when it moves from one square to another.

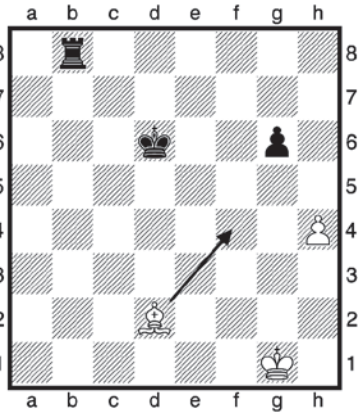
- ✦ Capture = x
- ✦ Check = +
- ✦ Checkmate = #



THE BASICS

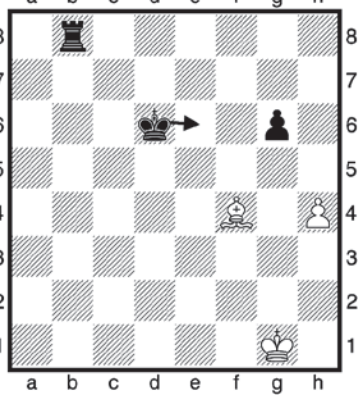
UNDERSTAND THE MOVES

Now you are ready to put the piece names and the square names together to describe each move. Below is a sequence of three moves.



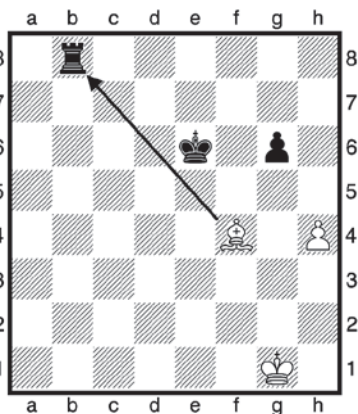
First move:

The white bishop moves to the f4 square, putting the black king in check. (**Bf4+**)



Second move:

The black king flees to the e6 square. (**Ke6**)



Third move:

The white bishop moves to capture a piece on the b8 square. (**Bxb8**)

The chess notation would look like this: **1.Bf4+ Ke6 2.Bxb8**

SECTION II

MAJOR TACTICAL WEAPONS



CHAPTER 2



A *fork* in chess is when you use one piece to attack two enemy pieces at the same time. The dual threat is the heart of this move.

A fork is effective because on your opponent's next move, he can only save one piece. Now you can capture his unprotected piece.

The forking pattern includes three points on the board: the *forking* square and the two pieces you are targeting. Any piece can carry out a fork, but the knight and the queen are best.

For the tactic to work, both targets should be unprotected. If one of them is protected, you risk losing the piece you are using to make your attack.

In that case, the piece you are attacking must have a higher value than the piece you are using to make your attack.

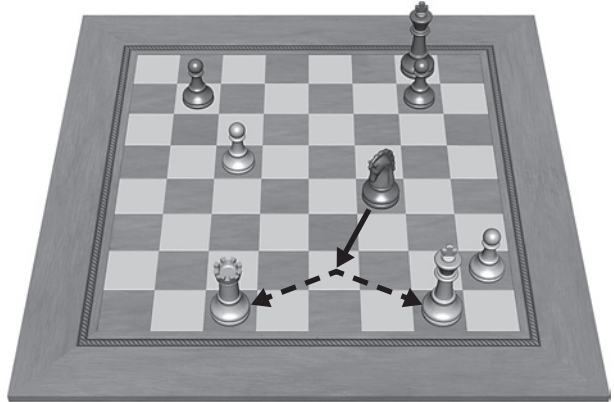
Look at the examples of forking moves on the next page.

FORKING EXAMPLES

EXAMPLE 1: BLACK TO PLAY

If the knight jumps to the e2 square, it is attacking the rook and king at the same time.

Can you see the problem this creates for White? The king must flee (run away). This will allow you to capture the rook on your next move.

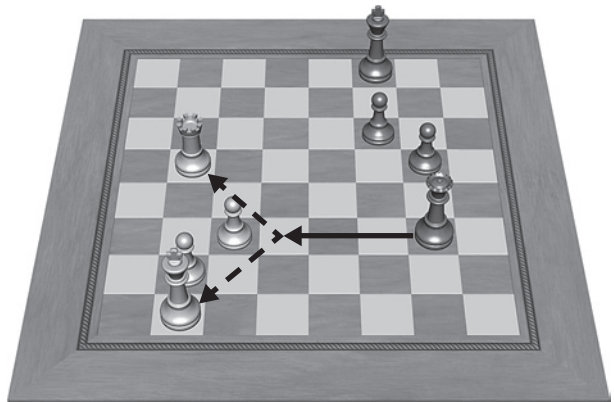


Black wins the rook with a fork: 1...Ne2+ 2.Kf2 Nxc1

EXAMPLE 2: BLACK TO PLAY

Can you spot the dual attack if the queen slides over to the d3 square?

The king and the rook are threatened. There is no way to save the rook. After the king moves out of check, the rook will be an easy target.

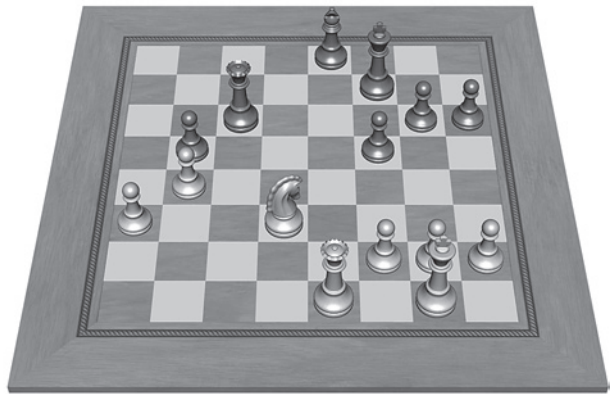
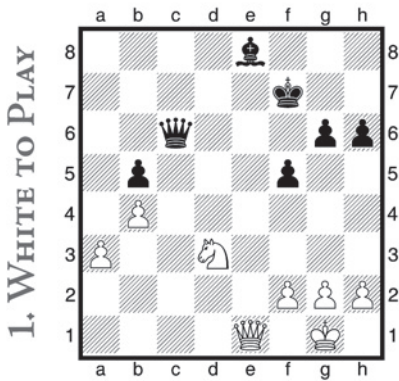


Black's double attack wins a piece: 1...Qd3+ 2.Kc1 2...Qxb5

FORKING PUZZLES

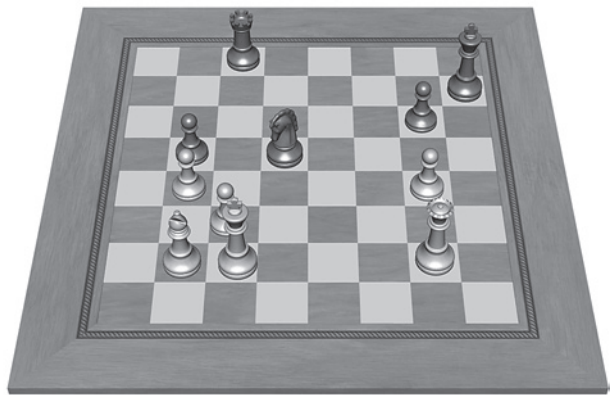
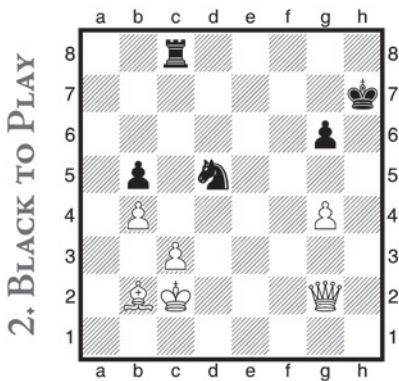
Now tackle the puzzles to practice forking moves. For the first eight puzzles, use your own words to say which pieces you moved and which squares you moved them to. After you write out what you did in words, try writing it in chess notation.

There is an Answer Key section at the end of the book. Do your best to solve every puzzle and write down all your answers. Then you can look at the Answer Key.



Describe your moves in words: _____.

Write your answer in chess notation: _____.

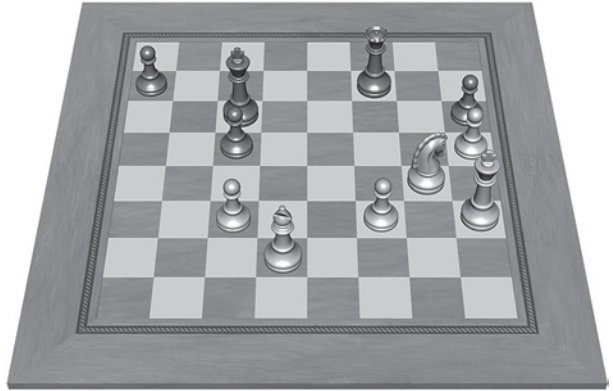
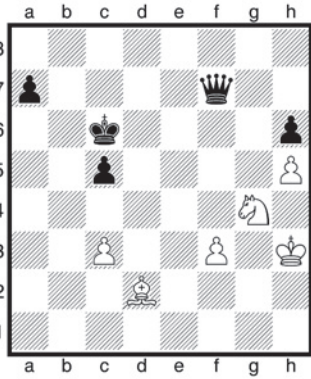


Describe your moves in words: _____.

Write your answer in chess notation: _____.

FORKING PUZZLES

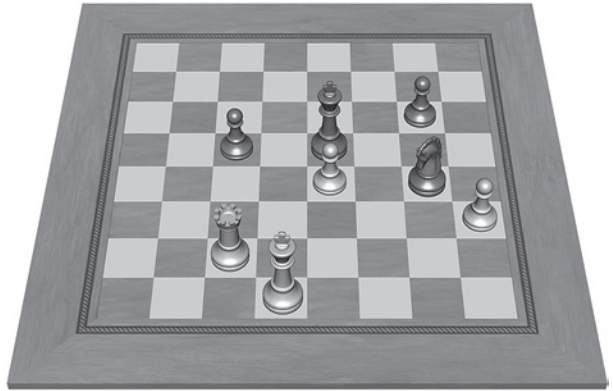
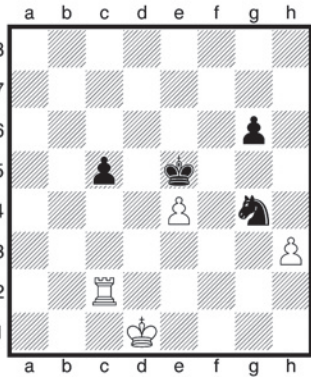
3. WHITE TO PLAY



Describe your moves in words: _____.

Write your answer in chess notation: _____.

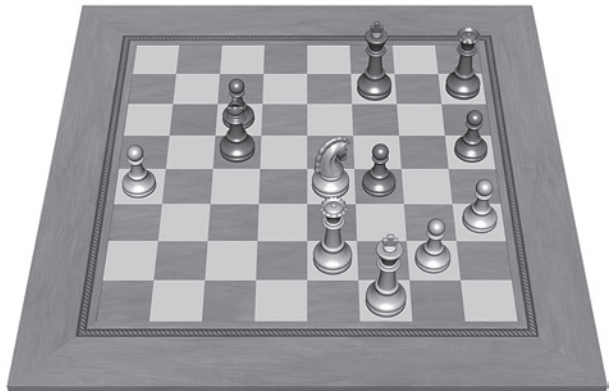
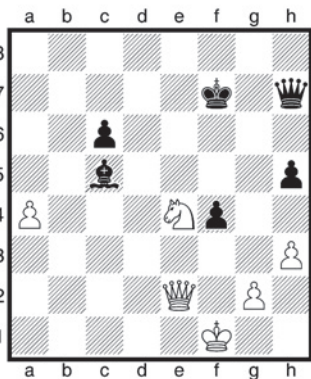
4. BLACK TO PLAY



Describe your moves in words: _____.

Write your answer in chess notation: _____.

5. WHITE TO PLAY

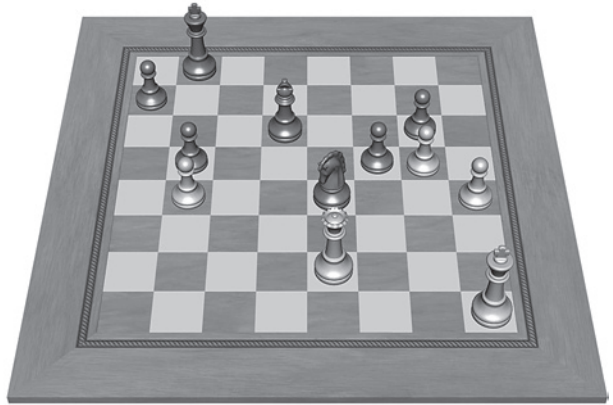
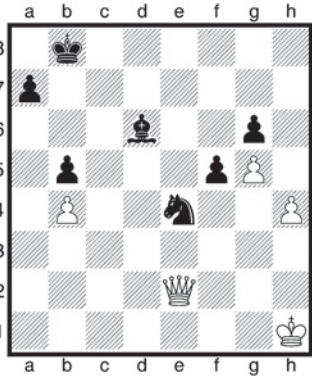


Describe your moves in words: _____.

Write your answer in chess notation: _____.

FORKING PUZZLES

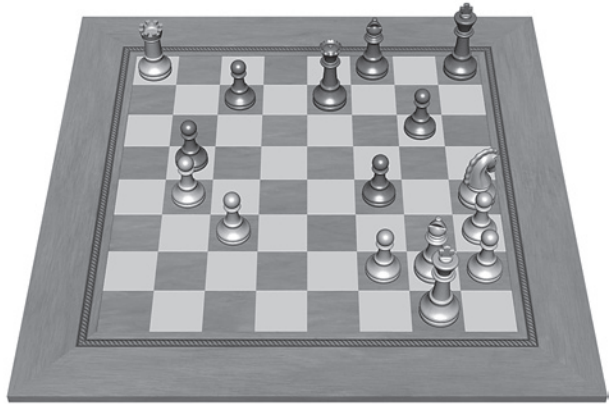
6. BLACK TO PLAY



Describe your moves in words: _____.

Write your answer in chess notation: _____.

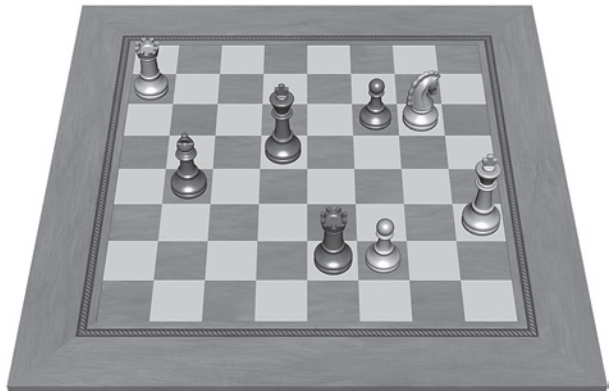
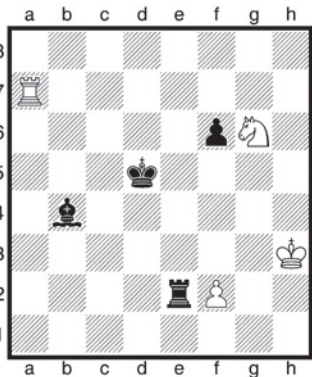
7. WHITE TO PLAY



Describe your moves in words: _____.

Write your answer in chess notation: _____.

8. WHITE TO PLAY



Describe your moves in words: _____.

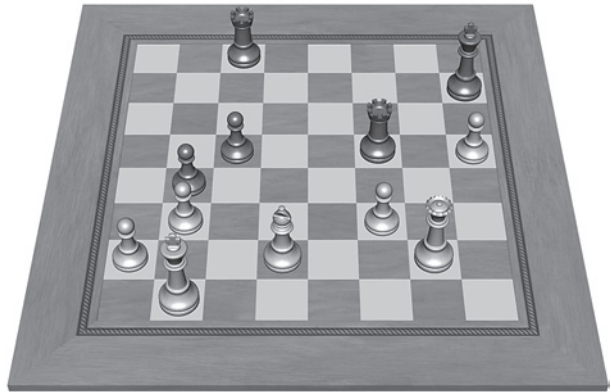
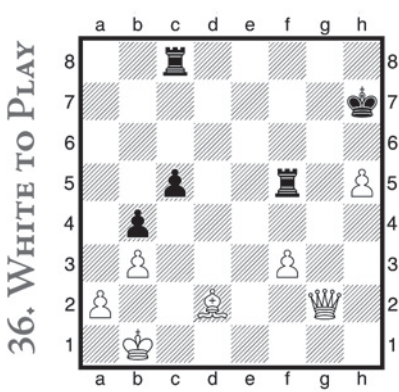
Write your answer in chess notation: _____.

ARE YOU READY FOR BATTLE?



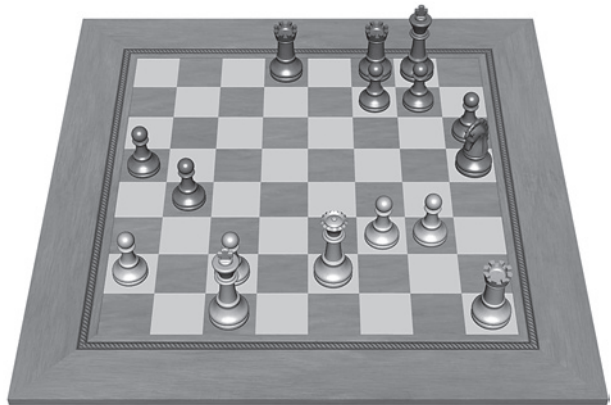
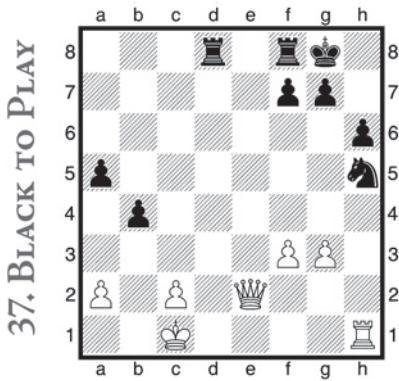
This time, as you check your answers, give yourself 1 point every time you get the key move correct. In the Answer Key section, the *key move* of each solution appears in **bold face**.

When you are finished, count your points to see what level of Chess Warrior you are.



Write your answer in chess notation: _____.

Points: _____.

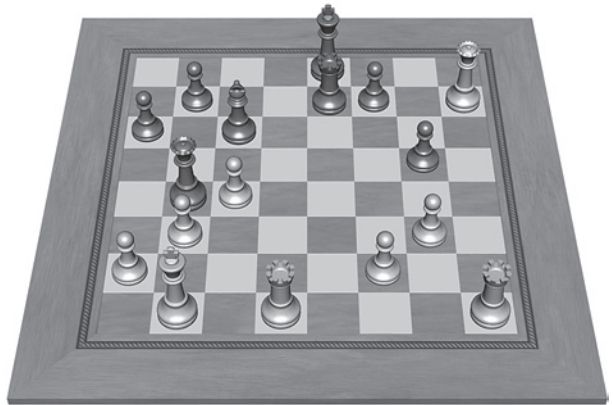


Write your answer in chess notation: _____.

Points: _____.

FORKING PUZZLES

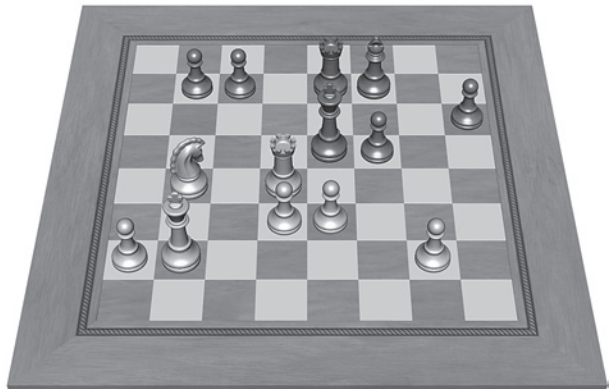
38. BLACK TO PLAY



Write your answer in chess notation: _____.

Points: _____.

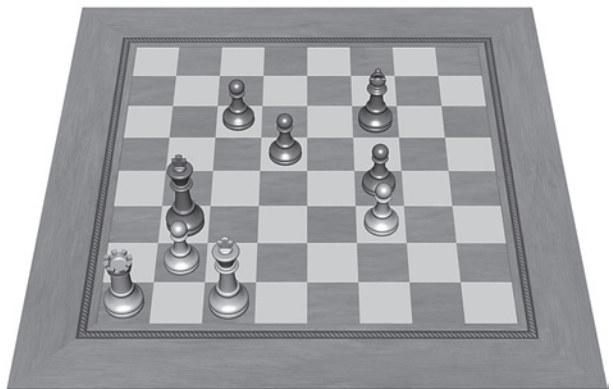
39. BLACK TO PLAY



Write your answer in chess notation: _____.

Points: _____.

40. BLACK TO PLAY

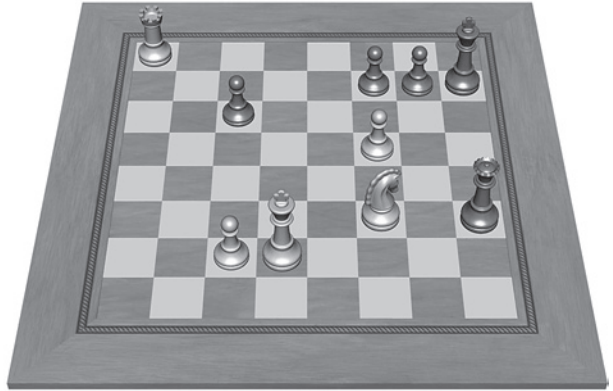


Write your answer in chess notation: _____.

Points: _____.

FORKING PUZZLES

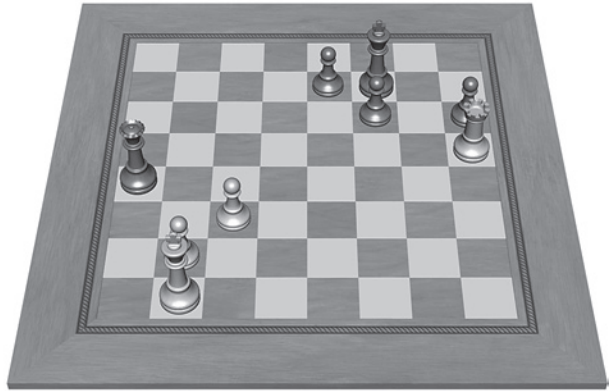
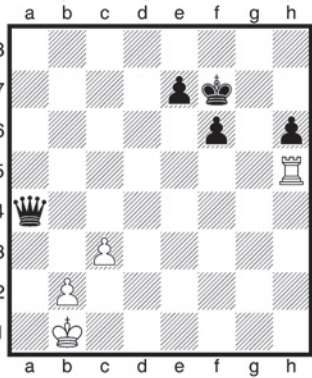
41, WHITE TO PLAY



Write your answer in chess notation: _____.

Points: _____.

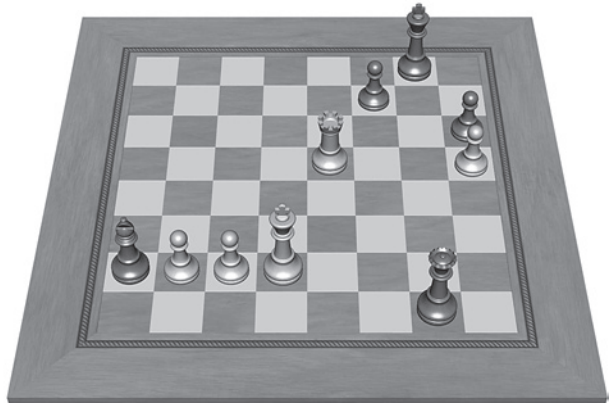
42, BLACK TO PLAY



Write your answer in chess notation: _____.

Points: _____.

43, BLACK TO PLAY

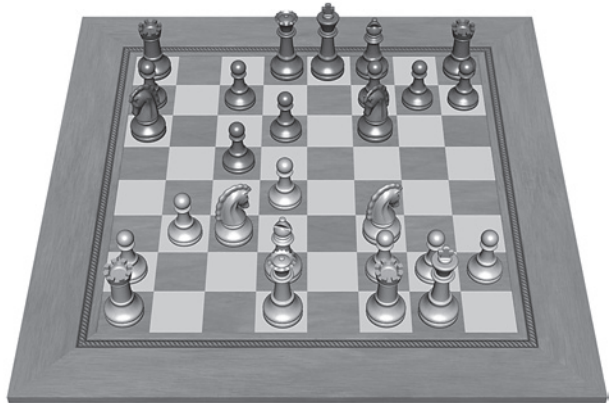
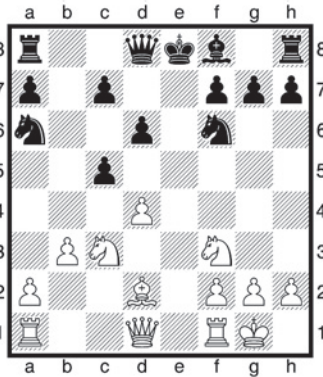


Write your answer in chess notation: _____.

Points: _____.

FORKING PUZZLES

50. WHITE TO PLAY



Write your answer in chess notation: _____.

Points: _____.

ADD UP YOUR POINTS!



WHAT LEVEL CHESS WARRIOR ARE YOU?

_____ 0–5 *Keep Working Hard! You are a Third-Class Chess Warrior!*

_____ 6–10 *Nice Job! You are a Second-Class Chess Warrior!*

_____ 11–15 *Congratulations! You are a First-Class Chess Warrior!*

SECTION V

ANSWER KEY



ANSWER KEY FOR FORKS

1. White's fork wins a piece: 1.Ne5+ Kf8 2.Nxc6
2. White's queen is lost: 1...Ne3+ 2.Kb3 Nxc2
3. Black loses a piece: 1.Ne5+ Kd6 2.Nxf7+
4. Black wins material: 1...Ne3+ 2.Kd2 Nxc2
5. White's attack picks up a piece: 1.Ng5+ Kg6 2.Nxh7
6. White cannot save its queen: 1...Ng3+ 2.Kg2 Nxe2+
7. White's attack is unstoppable: 1.Nxc6+ Kg7 2.Nxe7
8. Black's rook is helpless: 1.Nf4+ Ke4 2.Nxe2
9. Black cannot handle the attack: 1.Bxd5+ Kf8 2.Bxa8
10. Black's dual attack wins a rook: 1...Bf4+ 2.Kc2 Bxh6
11. White's rook cannot escape: 1...Qxf3+ 2.Kh2 Qxd1
12. White grabs the knight: 1.Qd8+ Kg7 2.Qxc7
13. White wins a piece: 1.Qf8+ Ka7 2.Qxg7
14. White cannot stop the attack: 1...Qc4+ 2.Kg3 Qxa2
15. Black's bishop is lost: 1.Qf7+ Kh8 2.Qxf4
16. White's rook is helpless: 1...Qf3+ 2.Kd2 Qxh5
17. White gains an advantage: 1.Qd4+ Kh7 2.Qxb6
18. Black's knight will fall: 1.Rd5+ Kf4 2.Rxb5
19. Black's threat wins material: 1...Rf2+ 2.Kb3 Rxc2

ANSWER KEY

20. Black picks up the bishop: 1...Qf2+ 2.Kh1 Qxf5
21. White cannot save its knight: 1...f4+ 2.Kf3 fxf3
22. White's attack wins a piece: 1.Ng6+ Ke8 2.Nxh8
23. Black loses a piece: 1.e5 Qf7 2.exd6
24. White's rook cannot escape: 1...Bxf5+ 2.Ka1 Bxh3
25. Black's attack is unstoppable: 1...d5+ 2.Kd3 dxc4+
26. Black loses material: 1.Rg5+ Kf6 2.Rxg4
27. White grabs the rook: 1.Bg6+ Ke7 2.Bxh5
28. White's move leads to an advantage: 1.Qb8+ Kf7 2.Qxa7+
29. Black ends up with the rook: 1...Qxf3+ 2.Kd2 Qxd5+
30. Black loses a knight: 1.Kc4 Ne7 2.Kxb5
31. Black's fork wins material: 1...Ne4+ 2.Kh2 Nxf5
32. White loses its bishop: 1...Rb3+ 2.Ka2 Rxd3
33. White comes out ahead: 1.Be6+ Qxe6 2.Rxe6
34. Black loses material: 1.Rxc7+ Kb8 2.Rxg7
35. White's dual threat wins material: 1.Bxd6 Rfc8 2.Bxc5
36. White eliminates the rook: 1.Qg6+ Kh8 2.Qxf5
37. Black wins the rook: 1...Nxf3 2.Qg2 Nxf1
38. Black comes out ahead: 1...Be4+ 2.Qxe4 Rxe4
39. Black's fork wins a piece: 1...c5 2.Rh4 cxb4

ANSWER KEY

40. Black wins material: 1...Bxb2+ 2.Kb1 Bxa1
41. White finishes off the queen: 1.Ng5+ Kh6 2.Nxh3
42. White's rook is defenseless: 1...Qd1+ 2.Ka2 Qxh5
43. Black wins a piece: 1...Qd4+ 2.Kc1 Qxe5
44. Black's bishop is lost: 1.Qc1+ Kg7 2.Qxc7+
45. Black wins material: 1...Bxd5+ 2.Ka3 Bxf7
46. White wins the queen: 1.Be4+ Qxe4 2.dxe4
47. White picks up the bishop: 1.Qa4+ Qd7 2.Qxb4
48. White comes out ahead: 1.Re8+ Qxe8 2.Qxe8+
49. Black grabs the defenseless rook: 1...Bxe4 2.Kb3 Bxh1
50. White captures the knight: 1.Qe2+ Be7 2.Qxa6

ANSWER KEY FOR DISCOVERED ATTACKS

51. White cannot stop Black's attack: 1...d4 2.Rcc1 Bxh1
52. White's attack wins material: 1.Bh7+ Kxh7 2.Rxd5
53. Black cannot handle the multiple threats: 1.Bf5+ Kg8 2.Bxd7
54. Black wins a piece: 1...Nd3+ 2.Kh1 Nxc1
55. Black's queen picks up the rook: 1...Bf4+ 2.Kh1 Qxe2
56. Black's bishop is helpless: 1.hxg4+ Kg7 2.gxf5
57. White comes out ahead: 1.Re8+ Nxe8 2.Bxb7
58. White picks up material: 1.c5 Rc6 2.Rxf4+

ANSWER KEY

59. Black's sacrifice wins material: 1...Bxf2+2.Kxf2 Rxd1
60. White grabs the undefended rook: 1.Be5+ fxe5 2.Qxh4
61. Black wins the queen: 1...Be7+ 2.Ka2 Bxg5
62. White's attack overtakes the rook: 1.Nf4+ Kf8 2.Nxe2
63. White wins with checkmate: 1.hxg5#
64. Black captures a piece: 1...Ra7+ 2.Kb1 Qxh4
65. White takes the bishop: 1.Ng6+ 2.Kg8 2.Qxd6
66. Black takes the exposed piece: 1...fxe5 2.Qd5 Rxf2+
67. Black's surprise attack wins a piece: 1...Rd3+ 2.Kg2 Rxc3
68. White comes out ahead: 1.Nh6+ Bxh6 2.Qxd7
69. Black cannot handle the attack: 1.Nxf5+ Kg8 2.Nxd4
70. White ends up with the queen: 1.Bxg6+ Kd7 2.Qxd4+
71. White captures the queen: 1.Nd6+ Kg7 2.Nxc8
72. White's knight is helpless: 1...exd4 2.Kf1 dxc3
73. White takes the queen: 1.Bc5+ Kg6 2.Bxf2
74. Black finishes off the queen: 1...Nd3+ 2.Ke2 Nxb2
75. White wins the queen: 1.Rxd5+ Kg8 2.Rxd3
76. Black's queen does not survive: 1.Nd5+ Kg8 2.Nxc7
77. White's attack wins a piece: 1.Bxb6+ Ke8 2.Rxf1
78. White is unable to save its queen: 1...Be1+ 2.Kf1 2...Bxc3

ANSWER KEY

493. Black wins with checkmate: 1...Nc3#
494. White takes the exposed queen: 1.Rh3+ Kg7 2.Bxe4
495. Black wins with checkmate: 1...Ne3#
496. White wins: 1.Qxc8+ Kxc8 2.Rd8#
497. White attacks the queen: 1.Qg8+ Ke7 2.Qxc4
498. White's queen is a captured: 1...Nf3+ 2.Kh1 Nxd4
499. Black picks up the queen: 1...Qb2+ 2.Kh3 Rxd5
500. Black grabs the exposed queen: 1...Rxb2+ 2.Kf1 Rxa2

