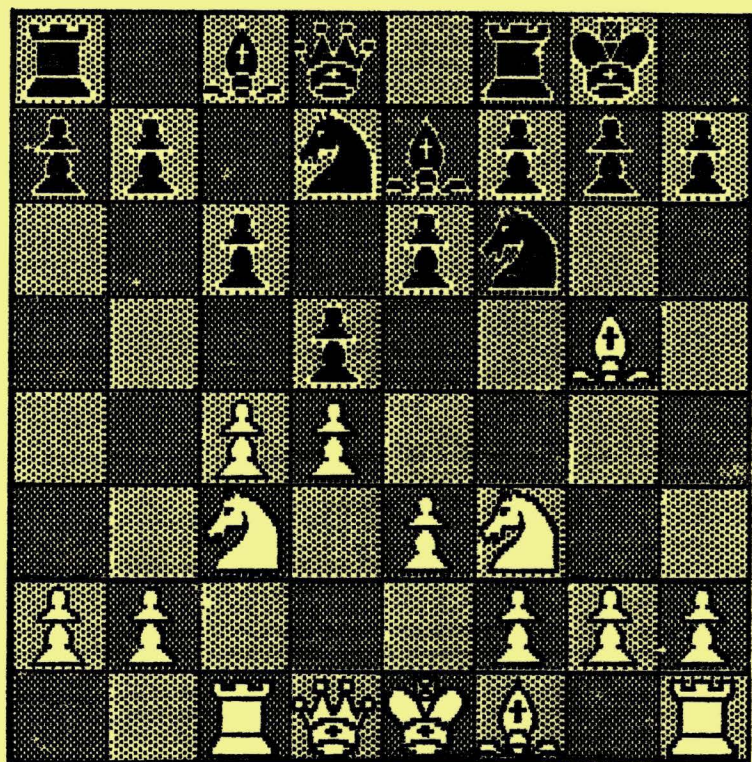


TOURNAMENT CHESS



HI-RES GRAPHICS

Rapidynamic
SOFTWARE, INC.

Tournament Chess Instruction Manual

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Legal Moves

Each type of piece moves in a different manner. There are also some special moves. Except for the Pawn, all of the pieces capture in the same manner in which they move.

The **King** moves one square horizontally, vertically, or diagonally.

The **Queen** moves in an unblocked line horizontally, vertically, or diagonally.

The **Rook** moves in an unblocked line horizontally or vertically.

The **Bishop** moves in an unblocked line diagonally.

The **Knight** makes jumps, consisting of two squares horizontally or vertically and then one square perpendicularly.

The **Pawn** advances one square toward the direction of the opponent's side of the board. The Pawn cannot move backward. It captures by moving one square diagonally. On its first move only, a Pawn can advance two squares.

Castling

Once during a game, the King can castle with a Rook. This consists of moving the King two squares in the direction of the Rook and then moving the Rook next to the King on the opposite side. Castling is illegal after the King or Rook has moved. Castling is temporarily illegal if any of the squares between the King and Rook are occupied or if any of the three squares in which the King must pass are attacked by the opponent.



Position prior to castling



Castling King-Side

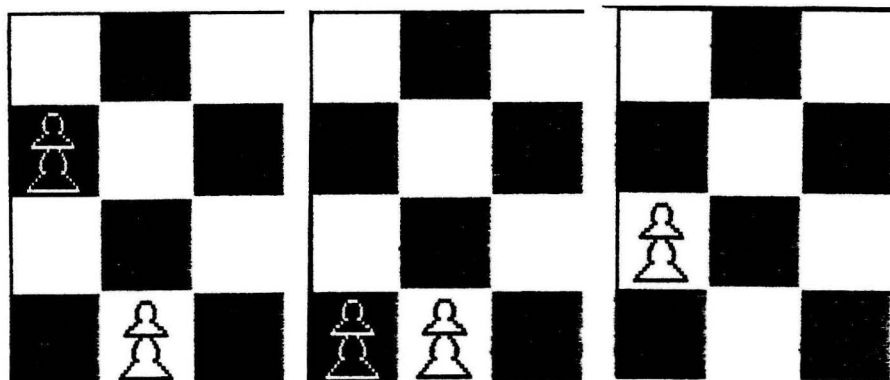


Castling Queen-Side

Capturing En Passant

If your Pawn attacks a square which is crossed over by an enemy Pawn making a two-square advance, you can still capture that Pawn. On your next turn only, you can make the capture as if the enemy Pawn had advanced only one square. This is called capturing en passant (in passing).

In the following example, Black makes a two-square Pawn advance. Then White captures Black's Pawn as if it had advanced only one square.



Pawn Promotion

A Pawn promotes to a higher valued piece when it reaches the 8th rank. It is replaced by a Knight, Bishop, Rook, or Queen at the player's choice. There are no restrictions. A player can have as many Queens or other pieces on the board as he desires.

Illegal Moves

It is not legal to move into check or fail to move out of check. Being in check means that your King is subject to capture by your opponent. Except for the Knight and for Castling, no piece may cross over a square occupied by another piece.

Won Games

A game is won when one player checkmates his opponent's King. Checkmate occurs when the player to move has no legal moves and his King is in check.

Drawn Games

A game is drawn when the player to move has no legal moves, but his King is not in check. This is called a stalemate. Also, if neither player has enough material to force a checkmate, then the game is drawn. For example, if both sides only have their Kings left, the game cannot be won.

Tournament Timing

In a tournament, players must make their moves within certain time constraints. The usual time limits for a computer Chess game are 2 hours for the first 40 moves and then 30 minutes for each 10 moves thereafter. After each move period is played, any unused time is carried forward. If a player runs out of time, he loses by a "time forfeit".

Tournament Chess enables you to adjust the timing. For a human Chess game, the limits are usually 40 moves in 2-1/2 hours and 1 hour for each 16 moves. You can also opt not to carry unused time forward. For example, if you set 30 seconds for 1 move and 30 seconds for each 1 move thereafter, you will be playing at a straight 30 seconds per move.

Rapid Transit Timing

In speed Chess, a single time limit is given for the entire game. All of a player's moves must be made within 5 minutes or else he loses the game by a time forfeit. **Tournament Chess** allows you to adjust this time limit.

Chapter 2

How to Read a Chess Move

Tournament Chess enables you to move the pieces with the arrow keys or a joystick, so you need not know the notation to enter a move. But you still need to know how to read the moves of the computer.

Chess moves are specified in two different notations, algebraic and descriptive. You can switch from one to the other during a game. **Tournament Chess** uses the expanded form of each notation. Both the departure and arrival squares are always given.

Algebraic Notation

The squares of the board are named based on the file and rank from White's side of the board. The files are lettered A-H from left to right. The ranks are numbered 1-8 from bottom to top. The pieces are lettered N for Knight, B for Bishop, R for Rook, Q for Queen, and K for King. A move of a piece is specified with the letter of the piece, the departure square, a hyphen, and then the arrival square. For a pawn move, the piece letter is omitted. For a capture, the hyphen is replaced by an "x".

Ng1-f3 means that White's King Knight jumps vertically two squares and then left one square.

d7-d5 means that the Pawn in front of Black's Queen advances two squares.

c2-c4 means that the Pawn in front of White's Queen Bishop advances two squares.

d5xc4 means that Black's Pawn captures White's Pawn.

Descriptive Notation

The squares of the board are described relative to the side making the move. The files are named based on the original set-up of the pieces. Thus, the leftmost file from White's side of the board is named the Queen Rook file or QR file. The next is the QN file, then the QB, Q, K, KB, KN, and KR files. The ranks are numbered 1-8 from the side making the move. The pieces are lettered P for Pawn, N for Knight, B for Bishop, R for Rook, Q for Queen, and K for King. A move is specified by the letter of the moving piece, the departure square, a hyphen, and then the arrival square. For a capture, the hyphen is replaced by an "x" and the letter of the captured piece.

N/KN1-KB3 means that White's King Knight jumps vertically two squares and then left one square.

P/Q2-Q4 means that the Pawn in front of Black's Queen advances two squares. Note that the ranks are relative to Black's side of the board.

P/QB2-QB4 means that the Pawn in front of White's Queen Bishop advances two squares.

P/Q4xP/QB5 means that Black's Pawn captures White's Pawn.

Castle Notation

This is the same for both algebraic and descriptive.

O-O means a King-side castle move.

O-O-O means a Queen-side castle move.

Annotations

Other marks after the notation indicate special conditions about the move.

"=Q" means that a Pawn has promoted to a Queen.

"ep" means that a Pawn has captured another Pawn en passant.

"ch" means that the move checked the opponent's King.

"dis ch" is a discovered check.

"dbl ch" is a double check.

Chapter 3

Starting the Program

The hardware requirements for running **Tournament Chess** are a TRS-80 Model I or III with 48K of memory, or a TRS-80 Model 4 or 4P with 64K of memory, and at least one disk drive. The program also can use a printer, a joystick, and an audio amplifier.

The high-resolution version requires installation of graphics hardware. The program will execute with hi-res graphics from Micro-Labs, Inc. or from Radio Shack.

Perform the following steps to load and start execution of the program.

1. Insert the diskette into drive 0. Drive 0 is the bottom drive of the TRS-80 Model III or 4.
2. Press the system reset button. RAPIDOS, the disk operating system, will "sign on".
3. Type in the name, **CHESS**, and then press the **ENTER** key.

After the program has been loaded, you may remove the diskette from the disk drive. You may insert a data diskette into any drive for loading and saving of games.

Chapter 4

Executing the Program

The first display that appears is the **Tournament Chess** sign-on. It gives you two options. Press the **I** key to display instructions or press the **G** key to start a game. If you press the **I** key, the following display will appear. Note that on the Model I, all characters will appear in upper case.

TOURNAMENT CHESS INSTRUCTIONS

To make a move,
 use arrow keys or joystick to position cursor,
 press <SPACE> or joystick fire button to hook a piece,
 use arrow keys or joystick to move the piece, then
 press <SPACE> or fire button again to complete the move.
 To castle, move king left or right two squares.
 To capture en passant, move pawn diagonally.
 To promote a pawn, move pawn, then press <Q>, <R>, , or <N>.
 To unhook a piece, press <U>.

To activate an option during your turn, press letter of option.
 Some options require <Y> to proceed or <BREAK> to cancel.
 To abort computer analysis early, press <CLEAR> <BREAK>.

Pressing the **@** key displays the game options.

>>> GAME OPTIONS <<< A.....Advance Review Game B.....Backup Move C.....Clock Timing(+) D.....Disk Access E.....Position Entry Mode(+) F.....Move Flash Count G.....Start New Game H.....Game History I.....Instructions J....Joystick/Arrow Speed K.....Kibitz Move L.....Playing Level	M.....Manual Mode ON/OFF N.....Notation Style A/D O.....Opening Style(+) P.....Print Board Q.....Quit Program R.....Review Mode ON/OFF S.....Swap Sides T.....Turn Board U.....Undo Cursor Hook V.....Main Variation W...Wake-up Buzzer ON/OFF X.....Auto Execute Mode Z.....Mid-game Zeal
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(+) option available only at start of game

Pressing the @ key again displays the entry mode options.

ENTRY MODE OPTIONS


B..Enter Bishop at cursor	M.....Moved King/Rook
C.....Change Piece Color	N..Enter Knight at cursor
D..Delete Piece at cursor	P....Enter Pawn at cursor
E.....En Passant Pawn	Q...Enter Queen at cursor
F.....Move Flash Count	R....Enter Rook at cursor
G.....Start New Game	S..Set Up Normal Position
I.....Instructions	T.....Turn Board
J...Joystick/Arrow Speed	W...Wake-up Buzzer ON/OFF
K...Enter King at cursor	Z.....Zero Board
L.....Playing Level	<ENTER>.....Start Game

Pressing the **BREAK** key exits from the instructions mode and starts the game.

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The following display is an example of how the screen looks during a game.

My turn: B/QB1-K3



Your turn:

Black Turn Tournament

8 Level

(1)

Moves to go: 33

Black 1:59:14

White 1:59:01

(2)

Value: 0.23

(3)

Press I for Instructions

(4)

(5) Piece Hooked

0:half-open 2:5

N:desc (QB1) J:5

(6)

(7)

Area (1) at the top contains the current turn number and the playing level. The turn number displayed is the number of the next turn. Playing levels can be skill levels 0 through 9, Tournament, Rapid Transit, Postal, and Mate Finder.

Area (2) between the horizontal lines is the activity area. It contains different things depending on the playing level. In the Tournament Level shown, this area contains the number of turns and the time remaining in the current move period. During the Rapid Transit Level, it contains the amount of time remaining for the game.

At a Skill Level, Postal Level, or Mate Finder area (2) contains computer analysis activity. The first line is the move under consideration. The second line is the best move found so far. The third line is the current search depth. The search depth is the number of moves the computer is looking ahead. Here is an example.

```
? B/KB1-K2
  B/QB1-K3
Search depth: 3
```

Area (3) contains the value of the move just made by the computer. A positive value indicates that the computer is ahead. Values are relative to the difference of the material on the board. A Pawn is worth 1 point, Knights and Bishops are worth 3 points, a Rook is 5 points, and a Queen is 9 points. Fractions of points are added for positional features. This line is also used to announce a forced mate or a forced loss.

Area (4) is for prompting. Normally, the message "Press I for Instructions" will appear. When an execution option is selected that requires an acknowledgement or more data, a prompt will appear in this area.

In area (5), when a piece is hooked, the words "Piece Hooked" will appear.

Area (6) displays the current style settings. "O" refers to the opening style (open, close, half-open, or modern). "Z" refers to the Mid-game Zeal setting (0-9). The greater the value, the more aggressive the computer will play. "N" is the notation style (algebraic or descriptive). "J" is the current joystick/cursor speed (1-9).

The program mode is displayed at the bottom in area (7). If this area is blank, it means that you are in the computer vs. player mode. "Manual Mode" means that you are playing both sides. "Auto Exec Mode" means that the computer is playing itself. "Review Mode" enables you to replay moves of a past game or a game in progress. "Entry Mode" enables you to set up an alternate starting position.

Chapter 5

Entering Moves

When it is your turn, you may make a move or exercise one or more of the options.

Normal Moves

Press the arrow keys, one at a time or in combination, in order to move the cursor. Holding down arrow keys causes the cursor to move continuously in the corresponding direction. When the cursor is at the desired piece, press **SPACE** to hook the piece. A "Piece Hooked" advisory will be appear in the status area if you have done this properly.

When a piece is hooked, moving the cursor causes the hooked piece to move also. Place the piece in the desired square and then press **SPACE** again. This will enter the piece into its new square and complete the move. The notation for the move will appear after the "Your turn:" prompt.

If you try to make an illegal move, the words "Illegal Move" will appear in the status area. If you want to unhook a piece press **U**. The piece will automatically return to its square.

You may also make moves with a joystick. Move the cursor with the stick. Hook and enter the move by pressing the fire button.

Castling

To castle, move your King horizontally two squares to the castled position. If castling is legal, the computer will automatically move the Rook to the proper spot.

Capturing En Passant

To make an en passant capture, move your Pawn diagonally as if you were making a normal Pawn capture. This will be to the square that your Pawn will end up. The computer will remove the captured Pawn.

Promoting a Pawn

To promote a Pawn, move the Pawn to the 8th rank. The computer will then display "Promote Pawn? (Q/R/B/N)" in the prompting area. Press the letter of the promoted piece.

Chapter 6

Control Options

When it is your turn to play, you may make a move or you may exercise one or more of the options. Most of the options are available at any of your turns during the game.

To activate an option, press the appropriate letter. As a safety measure, some of the options require an additional acknowledge. A prompt will appear in the status area. Press **Y** to proceed or press **BREAK** to cancel.

The following paragraphs describe options involving the control of the program.

Swap Sides

Press **S** to swap sides with the computer. Do this at the start of a game if you want the computer to be White and make the first move. This option is also available at other times during a game.

Start New Game

Press **G** to start a new game. An acknowledge prompt will appear. Press **Y** to acknowledge. Press **BREAK** to cancel the option. This option may be selected in the middle or end of a game.

Quit Program

Press **Q** to exit to the Disk Operating System. Answer the acknowledgement prompt.

Backup Move

Press **B** to back up one move of the game. This option takes back the previous move and also swaps sides with the computer. To use this option to take back *your* previous move, select the option twice. This option is repeatable all the way to the start of the game.

If the program is not in the Review Mode, you must answer a prompt to acknowledge or cancel the option. In the Review Mode, holding down the **B** key will automatically backup the game one move at a time.

If you want to take back a move you just made but the computer is still analyzing its move, you must first abort the computer analysis. Do this by pressing **CLEAR** and **BREAK** at the same time. This will force the computer to stop and make its move. Then you can press **B** and **Y** twice to take back the computer's move and your move.

Undo Cursor Hook

Pressing **U** unhooks a hooked piece and returns it to its proper square.

Turn Board

Normally, the board is oriented so that White's side is at the bottom. If you are playing the Black pieces, press **T** to rotate the board so that Black's side is at the bottom. Pressing **T** again will return the board to the starting orientation.

Move Flash Count

Press **F** to change the number of times a piece flashes when the computer makes a move. Type a number from 0 to 9. If you type 5, for example, a piece will flash 5 times in its departure square and then 5 more times in its arrival square. If you type 0, the board will update without any flashing. During a timed game, it is suggested that a low flash count be used. Flashing uses up the computer's time. During the Rapid Transit level, the computer will flash its moves with a setting of 1.

Joystick/Arrow Speed

Press **J** to change the speed at which the cursor moves around the screen. Type a number from 1 through 9 to select the speed. 1 is the slowest; 9 is the fastest. The current setting will be displayed in the status area.

Wake-up Buzzer ON/OFF

Press **W** to change the status of the Wake-up Buzzer. A prompt will appear asking you to acknowledge the change. Press **Y** or **BREAK** accordingly. When the Wake-up Buzzer is ON, the computer rings a buzzer when it is your turn to move. For the Model I or III, an audio amplifier and speaker must be connected to the cassette port in order to hear the buzzer. For the Model 4, the built-in sound option is used.

Manual Mode ON/OFF

Press **M** to toggle the Manual Mode ON or OFF. When ON, the words "Manual Mode" will appear at the bottom of the status area. In this mode, you make moves for both sides. If you exit the mode by pressing **M**, it will still be your turn to move with the computer having the following move. If you press **S** to swap sides, the Manual Mode will be terminated and the computer will make the next move.

Auto Execute Mode

Press **X** to start a demonstration game. The computer will automatically play against itself at the current game settings. When active, the words "Auto Exec Mode" will appear at the bottom of the status area. To abort the mode, hold down the **BREAK** and **CLEAR** keys. When the game ends in a checkmate or stalemate, the mode will automatically return to the player vs. computer mode.

Notation Style

Press **N** to switch between the two notation styles. The current notation setting will appear near the bottom of the status area. "N:algb" means algebraic notation. "N:desc" means descriptive notation.

Review Mode ON/OFF

Press **R** to turn the Review Mode ON or OFF. When ON, the words "Review Mode" will appear at the bottom of the status area. In this mode, a game can be reviewed forward and backward using the Advance Review Game option (the **A** key) and the Backup Move option (the **B** key).

Advance Review Game

This option is only available during the Review Mode. Press and hold down the **A** key to advance a reviewed game a move at a time.

Disk Access

Press the **D** key to display the Disk Access Menu. This menu provides five options: press **F** to display the file names on a diskette; press **S** to save the current game on a diskette; press **L** to load a saved game from diskette; press **K** to kill a file from a diskette; or press **BREAK** to resume playing.

You can save a finished game or a game in progress. You can also save an alternate starting position created in the Entry Mode.

Games are saved and retrieved from diskettes with filespec names. A filespec is from one to eight letters, optionally followed by a drive number. For example, RUYLOPEZ:0 specifies a file on drive 0, GAME34:1 specifies a file on drive 1. If the colon and drive number are omitted, drive 0 is assumed. See the RAPIDOS user manual for more information.

Print Board

Press **P** to print the board on a parallel printer. If you want to abort the printout, press **BREAK**. To print the game history, first press **H** and then **P**.

Chapter 7

Status Options

These options display status information.

Instructions

Press **I** to display instructions. This is the same three-page display as the one at the start of the program. Press **@** to advance to the next page. Press **BREAK** to redisplay the playing board.

Game History

Press **H** to display a history of the moves of the game. During this display, you have four options. Press **@** to display the next page of moves. Press **N** to switch the notation style between algebraic and descriptive. Press **P** to print the moves on a parallel printer. Press **BREAK** to redisplay the playing board.

Kibitz Move

Press **K** to have the computer suggest your move. The notation for the suggested move will appear after the "Your turn:" prompt. Like all kibitzing moves, this is based on a very shallow analysis of the position. This option is not available until a few seconds after the computer makes its move, so if the move doesn't appear right away, keep holding down the **K** key.

Main Variation

After the computer makes a move, press **V** to display the main move variation in the status area. This is the result of the computer analysis for the position. It consists of the expected moves on both sides. The depth of the variation corresponds to the skill level or search depth at which the computer stopped analyzing. Thus at skill level 1, the main variation will have only the computer's move. The main variation will not be available if the computer's move was forced or if it came from its opening "book".

Chapter 8

Strategy Options

These options determine the computer's strategy.

Opening Style

At the start of a game, press **O** to change the opening style. There are four possibilities. Type **O** for open, **C** for close, **H** for half-open, or **M** for modern. The current setting will be displayed at the status area.

An "open" game will cause the computer to play P-K4 and strive for a King-side attack. A "close" game starts with P-Q4 and favors a Queen-side development. A "half-open" game results in White developing on the King-side while Black plays unsymmetrically and develops on the Queen-side. A "modern" game delays central Pawn advances and tries to control the center with pieces from the flanks.

Mid-game Zeal

This setting causes the computer to play more aggressively or more passively in the middle game. Press **Z** and type a number from 0 to 9. The number corresponds to the value of attacking the King. The current setting will be displayed at the status area.

Clock Timing

This option enables you to adjust the timing for the Tournament and Rapid Transit playing levels. Press **C** to activate the Clock Timing menu. Point to a setting using the up and down arrow keys. Change a setting using the left and right arrow keys. The right arrow increases the value of the setting. The left arrow decreases the value.

The "accumulate unused time YES/NO" option affects the Tournament level. If the option is set to "YES", then when a move period is over, any time remaining on the clocks gets added to the time for the next period. With the option set to "NO", any unused time will be lost. The normal mode is to accumulate time. The "NO" option is provided for time limits per move games.

Enter Playing Level

Press **L** to select a new playing level. At the start of a game, there are fourteen possible selections: ten skill levels, Tournament, Rapid Transit, Postal, and Mate Finder. During a game, you may change the playing level to a skill level, Postal, or Mate Finder. The Tournament and Rapid Transit levels are timed games and can only be entered at the start of a game.

Type a number from 0 through 9 to select a **Skill Level**. Level 0 is the easiest to play against and the quickest to respond with moves. Level 9 is the hardest. The level number corresponds to the number of moves that the computer will look ahead during its analysis. The higher the level, the better the play, but the longer it will take to respond with a move. During analysis, the search depth, current move under analysis, and best move found so far will be displayed.

Press **T** to select the **Tournament Level**. The computer will adapt its analysis according to the clock timing you have set. The "moves to go" and the remaining time for each side will be displayed. After each move period, the timing will be adjusted.

If you or the computer run out of time, the clocks will stop and the words "Time Forfeit" will appear. The computer allows you to continue the game, but for best results, switch to a skill level or the Postal level. If you remain in the Tournament Level after a time forfeit, the computer's timing algorithms may be adversely affected.

Press **R** to select **Rapid Transit**. The computer will play with the Rapid Transit clock timing you have set. This level acts the same as the Tournament Level except that the time remaining applies to the entire game and not just to a move period.

Press **P** to select the **Postal Level**. The computer will analyze until it finds a forced win, a forced loss, or until you stop it. The search depth, current move under analysis, and best move found so far will be displayed in the status area. Stop the analysis by pressing the **BREAK** and **CLEAR** at the same time. The computer will then make the displayed "best move".

Press **M** to select the **Mate Finder**. This is the same as the Postal Level except that it searches only for checkmates. You can use it to solve "Mate in 2" or "Mate in 3" puzzles. It will stop and play the first move of a checkmate sequence when it finds it. The search level will be displayed during the analysis. You will notice that it will only search odd-numbered levels. Search depth 3 corresponds to a "mate in 2". Search depth 5 corresponds to a "mate in 3" and so on.

Chapter 9

Entry Mode Options

The Entry Mode is for setting up an alternate starting position. You can use it to set up Chess problems, mate in 2 puzzles, or odds games.

Any position may be entered with the following four conditions.

- 1) There must be exactly one White King and one Black King.
- 2) White must have the first turn.
- 3) The Black King must not be in check.
- 4) No side may have more than 16 pieces.

Other than that, anything goes. You can have a King with 15 Queens, a King with 15 Pawns, or any combination of pieces.

Starting

At the start of a game, press E to enter the Entry Mode. The words "Entry Mode" will appear at the bottom of the status area and the playing board will appear completely blank.

There are two methods of setting up a position.

- 1) Start with the blank board and add pieces.
- 2) Set up the normal starting position and then make changes.

To set up the normal starting position, press S.
To zero out the board, press Z.

Entering and Deleting Pieces

Move the cursor to the desired square and then press the letter of the piece: P for Pawn, N for Knight, B for Bishop, R for Rook, Q for Queen, or K for King. This enters the corresponding piece into the square. Normally a White piece will be entered. If you desire a Black one, press C. This changes the color.

If you want to move a piece to another square, first delete the piece by pressing D, then enter it at the new square.

Castling and En Passant Legality

If you want to specify castling illegality, move the cursor to a King or Rook and press M. This will indicate that the piece has previously moved and that castling is no longer legal with that piece.

If you want to designate a Pawn available for an en passant capture, move the cursor to a Black Pawn that has just made a two-square advance, then press E. Since it will be White's turn to move, this will work only on a Black Pawn.

Exiting

Press **ENTER** to exit the Entry Mode and start the game. Before the first move is made, it is a good idea to save the position to a disk file. In this way, you can start over by just reloading the file.

To cancel the alternate starting position, press **G**. This exits the Entry Mode and starts over with the normal starting position.

Odds Games

A good use of the Entry Mode is to set up handicap or odds games. Press **S** to set up the normal starting position, then delete one or more White pieces. The standard handicaps are deleting White's King Bishop's Pawn, Queen Knight, Queen Rook, or Queen.

Chapter 10

Tips for Skillful Play

Opening Strategy

The object of the game is to attack and checkmate your opponent's King. But at the start of the game, your pieces are not in very good attacking locations. So your first goal is to mobilize your pieces and prepare your attack.

By the time you get enough pieces out for an attack, your opponent's King may have castled on one side or the other or have stayed in the middle. Since you don't know where the King will be, you must place your pieces in the locations where you can attack the King where ever it goes. This logically is the center of the board.

Your opponent will, of course, be trying to do the same thing. Therefore, you must prevent your opponent from occupying the center with his pieces while at the same time reserving the center for your own.

There are two different methods of accomplishing this, the "classical" style and the "modern" style. The classical style is based on the fact that a piece must retreat if it is attacked by a lower-valued piece. The modern style makes use of the fact that a piece must retreat if it is attacked by more pieces than can defend it.

The classical style favors occupying the fourth rank with Pawns. This prevents the opponent from occupying his fourth rank with greater valued pieces. For example, a Pawn on K4 and a Pawn on Q4 attack four squares on the opponent's side of the center.

The modern style attacks the center with pieces from the flanks. For example, a Knight at KB3 and a Bishop at QN2 each attack the same two central squares.

Opening Styles

White and Black need not both choose the same style. Differences in the style and details of the choice of which Pawns and which Pieces to use create the different openings.

In an "open" game, both White and Black first occupy the center with their King Pawns. Then they try to advance their Queen Pawns. This results in early Pawn exchanges in the center leading to open lines and early attacks. Some open games become very wild.

A tamer style is the "close" game. In it, both White and Black first occupy the center with their Queen Pawns. The King Pawns are not advanced right away. Other piece moves are made first, leading to a game that has few Pawn exchanges and few open lines. More emphasis is made on positional features rather than tactical ones.

If Black wants to use a different style than White, he can choose the "half-open" game. If White advances his King Pawn as in an open game, Black can break the symmetry and play a Pawn on the Queen side. P-QB4 is the Sicilian Defense, P-K3 is the French Defense, and P-QB3 is the Caro-Kann Defense. White will try to advance on the King-side and attack the King. Black will try to launch a Queen-side attack.

A "modern" game results from one player attacking the center from the flanks. Instead of advancing central Pawns early which leads to exchanges, he moves Knights to B3, "fianchettoes" Bishops at N2, and advances flank Pawns such as P-QB4. Once he has diverted his opponent's pieces from the center, he will then advance his own central Pawns when they will have a more permanent effect.

If White plays P-Q4 and Black responds with N-KB3, the opening is called an Indian defense. If White creates a piece and Pawn formation that Black usually uses for a defense, it is called a reverse opening. The theory of reverse openings is that since it is good for Black, it must be better for White because White is a move ahead.

Middle Game Strategy

The middle game starts when one player launches an attack. Attacks can be directed right at the King or can take advantage of a weakness, usually having to do with Pawn structure. A middle game strategy should come as a result of the character of the position. You must use a positional advantage in order to carry out a successful attack. The attack must be directed at an opponent's weakness.

Middle Game Weaknesses

The following are examples of weaknesses that can become the object of attack in the middle game.

1) An exposed King position. Your opponent did not castle and his King is still in the middle of the board. The Pawns in front of his castled King have advanced.

2) A Pawn weakness. A Pawn which is not defended by another Pawn can be the object of attack. It forces your opponent to defend it with higher valued pieces. Those pieces then cannot take part in an attack of their own. It also makes it difficult for him to defend when you switch your attack to another area of the board.

An isolated Pawn has none of its own pawns on either side. Doubled Pawns are two or more on the same file. A backward Pawn is one in which the Pawns on either side have advanced.

3) A square weakness. A square not protected by a Pawn can become a weakness. If the Pawn in front of a castled King advances, it created two "holes" on either side of it. An enemy piece can be posted there which can be very difficult to drive away.

Middle Game Strengths

The following are examples of strengths that can be used to support an attack in the middle game.

1) Better development. Your pieces are posted in more active positions than your opponent's pieces.

2) Greater space. You have a greater number of squares to post your pieces safely. Your opponent's position is cramped and blocked by his own Pawns.

3) An advanced outpost. You have a Knight posted in your opponent's half of the board. The Knight is near the center, is protected by a Pawn, and can't be attacked by an opponent's Pawn.

4) Control of open lines. You have Rooks and Bishops on open files and diagonals directed towards your opponent's weaknesses.

Middle Game Plans

Plans in the middle game have to do with using your strengths to attack your opponent's weaknesses. The following are some examples.

1) King-side attack. If your opponent has an exposed King position, you can use your better development to create mate threats and double attacks which can win pieces.

2) Queen-side attack. If your opponent has a weak Pawn, you can use your control of open lines to put pressure on the Pawn. Double your Rooks on a file directed toward the Pawn. Focus several pieces on the Pawn and force your opponent's pieces into defensive positions where they will get into each other's way.

3) Penetration to the 7th rank. Use your control of an open file to advance your Rook to your 7th rank. Take advantage of a hole in your opponent's position to post a piece and break down your opponent's resistance. On the 7th rank, your Rook can attack your opponent's Pawns horizontally, when they can't protect each other. Near the end of the game, a Rook on the 7th can block off the King and prevent it from coming into the game.

4) Fight against a Pawn majority. A Pawn majority exists when one side has more Pawns on a flank than his opponent. In the endgame, a Pawn majority is an advantage because it can advance and force a Pawn to the 8th rank when it can become a Queen. To prevent this from happening, you must destroy the majority in the middle game. Do this by advancing your own Pawns toward the majority. Two things can result. If the Pawns are evenly exchanged, your opponent will have one Pawn left, but will be isolated and weak. The other thing is that his Pawns can become doubled and it will be easier to prevent a Pawn promotion in the endgame.

Endgame Strategy

The endgame starts when there are no chances of winning from an attack. If there are not enough pieces on the board to force a win, you must get more. You can do this by promoting Pawns.

A Pawn can promote when it reaches the 8th rank. To do this, it must become a "passed" Pawn. This means that there are no enemy Pawns in front or on either side which can impede its advance.

A Pawn which is not passed but has no enemy Pawn in front has the best potential for becoming a passed Pawn. Make these unopposed Pawns your most advanced ones. Use your other Pawns as supports.

Bring your King into the action. Since there is not enough enemy material to threaten your King, use it as a fighting force. It has much greater mobility than the Pawns. It can be used to support your own Pawns or block enemy Pawns on their way to promote.

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