JOSE SANDE



The Secret of the Tower of Hercules

CHESS FOR KIDS

BEFORE YOU START

Hello!

This book is an adventure. Martina and Roi have found a mysterious astrolabe at Grandpa Antón's house, and Brétema, a brass owl, is going to teach them chess so they can discover its secret. You are going to learn with them.

You don't need to know anything about chess. All you need is a pencil, a board and the wish to play.

Each mission begins with a part of the story. Then, on the **Learn** pages, Brétema explains something new with drawings of the board. At the end come the **exercises**, the **Remember** box and **Check what you've learned**.

The boards in this book. They are seen from White's side. The black squares are striped. Sometimes you will see dots, crosses or letters: they mark squares. The little square next to the bottom right-hand corner tells you who is to move: white if it is White's turn and black if it is Black's. If there is no little square, it is a practice board.

The exercises. Do them with a board in front of you and write the answers in a notebook. The solutions are at the end. Only look at them after you have tried.

The videogame. Each mission has a building in the videogame *The Secret of the Tower of Hercules*. Scan the code and keep training. If you have no screen, each mission suggests a game to play on the board.



BRÉTEMA

Here, mistakes help you learn. If something doesn't work out, set it up on the board and try again.

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Free to download and use.
Videogame: josesande.com/chess/videojuego

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AT THE END OF THE BOOK

Solutions

PROLOGUE · 1792

A secret under lock and key



A Coruña, 1792. In a workshop full of maps, candles and clocks, an inventor called **Aldara** finished her most special creation: a bronze **astrolabe** with a chessboard in the middle.

Beside her, on the table, her helper was asleep: **Brétema**, a brass owl with wheels and gears instead of feathers.

“You will keep the secret of the astrolabe,” Aldara whispered. “You will wake up when someone opens the box wanting to learn.”

She put the astrolabe and the owl into a wooden box and closed the lid. *Click.*

More than two hundred years went by…

MISSION 1 · GRANDPA'S HOUSE

The box and the board



Martina was looking for a game in Grandpa Antón’s study when she saw an old box high up on the shelf.

“Roi, help me get it down,” she said.

Together they put it on the table and lifted the lid. Inside there was a round golden object with a chequered board in the middle. And next to it, a brass owl.

Suddenly, the owl opened its eyes.

“At last! I’m Brétema. That thing in front of you is Aldara’s astrolabe. It keeps a secret, but it only tells it to someone who knows how to play chess.”

“I don’t know how to play,” said Martina.

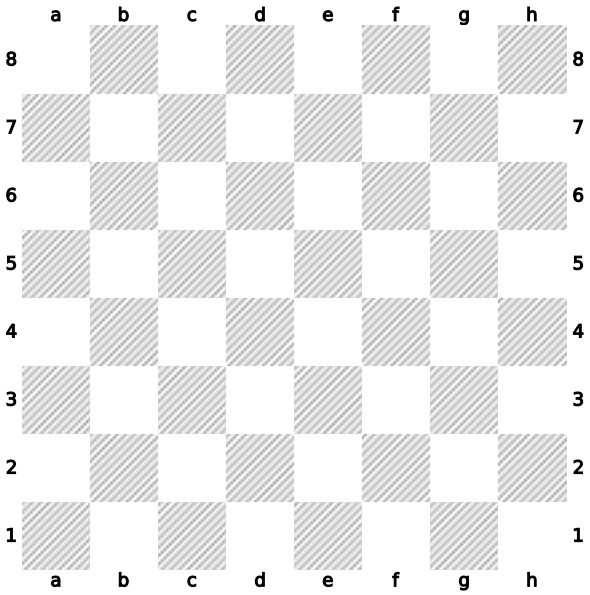
“Neither do I,” said Roi.

“Then we’ll start right now,” said Brétema. “The first thing is to get to know the board.”

A board with 64 squares

Each little square on the board is called a **square**. There are 8 rows and each row has 8 squares: 8 × 8 = **64 squares**.

The squares are **white** and **black**, one of each colour in turn, like a draughts board. On real boards they can be brown, green or blue, but we always call them white squares and black squares. In this book, the black squares are striped.



The empty board.

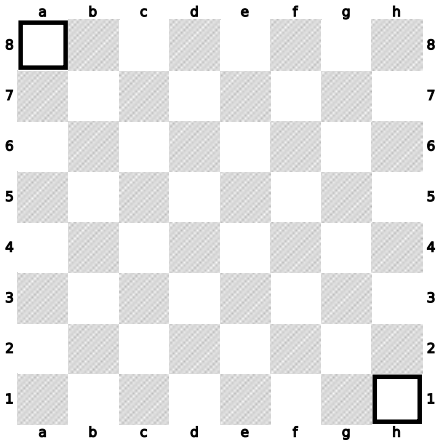
White on the right!

Before playing you have to set the board up the right way. The rule is easy: **the corner square on your right-hand side must be white**. It works for both players at the same time.



BRÉTEMA

If your right-hand corner is black, turn the board **a quarter turn**. Half a turn won't do: the corner would still be black.

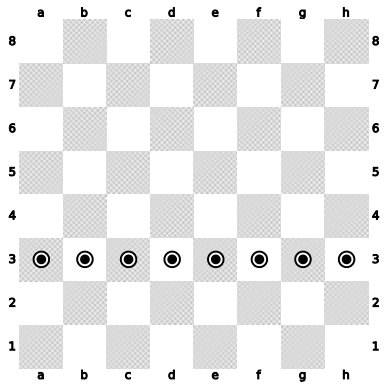


Both right-hand corners are white.

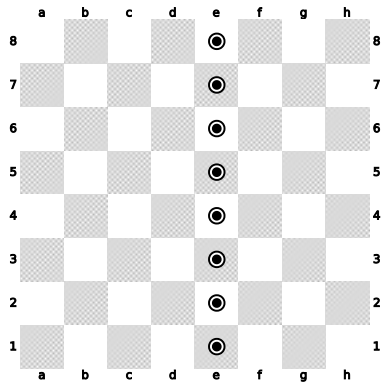
Ranks, files and diagonals

The squares make three kinds of paths. You will use them all through the book:

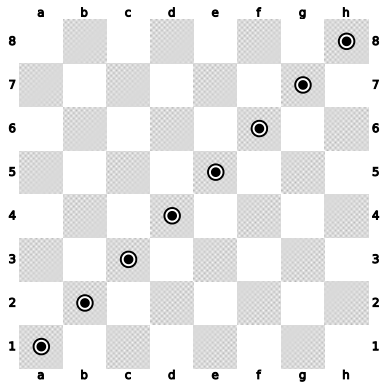
Rank: from side to side, left to right. **File**: from one player to the other. **Diagonal**: slanting, with squares that touch at the corners.



A rank.



A file.



A diagonal.



BRÉTEMA

Run your finger along the diagonal on the third board. Did you notice? **All its squares are the same colour.**

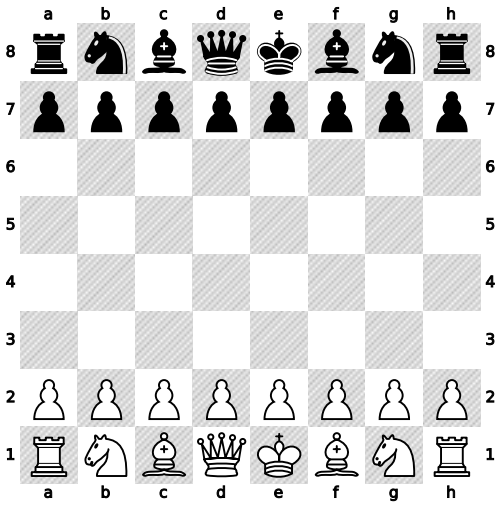
Two teams with 16 pieces each

One player has the **white** pieces and the other has the **black** ones. **White always moves first**, and then the players take turns: one move each.

Each team has 16 pieces. This is the whole team:



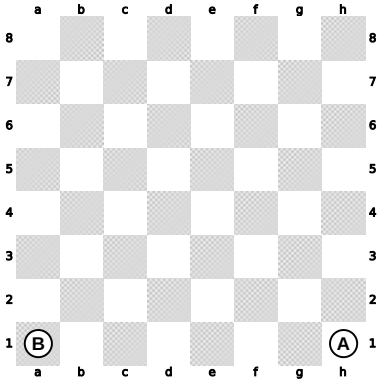
King	Queen	Rook	Bishop	Knight	Pawn
1	1	2	2	2	8



This is how every game starts.

And how do you win? By giving **checkmate** to your opponent's king. The winner is not the one who captures more pieces. You will learn it in mission 11.

1 How many squares does the board have?

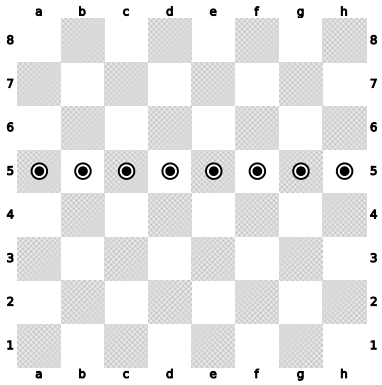


2 You are playing White. Which corner must be on your right, A or B? What colour is it?

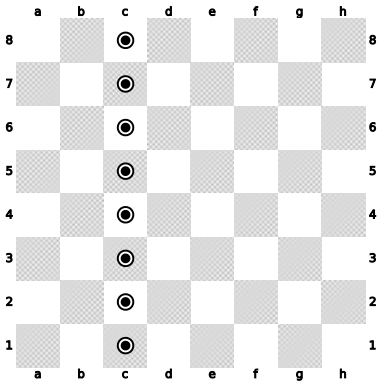
3 Your right-hand corner is black. What do you do? Circle the answer.

half a turn

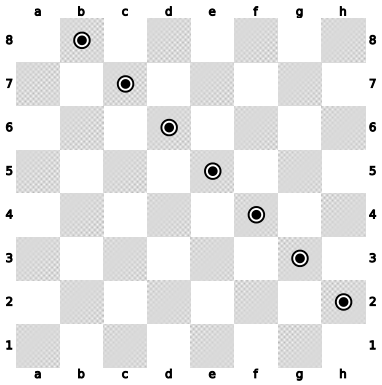
a quarter turn



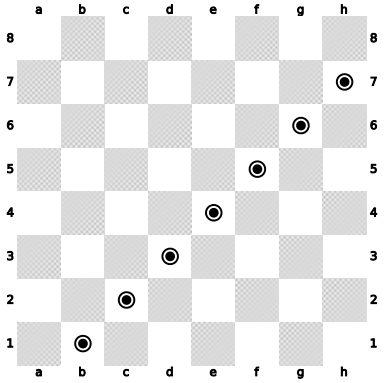
4 Are the marked squares a rank, a file or a diagonal?



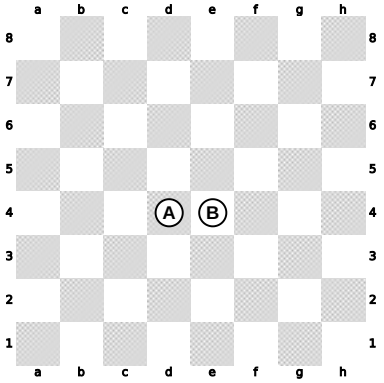
5 And these: a rank, a file or a diagonal?



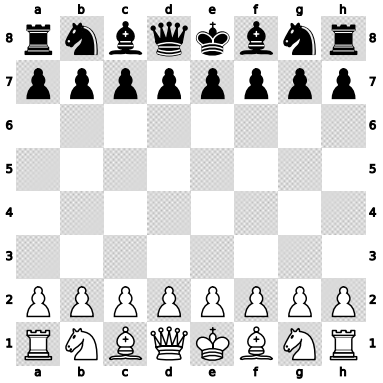
6 And what are these?



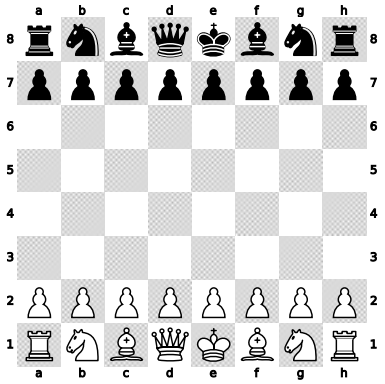
7 How many squares does this diagonal have? What colour are they?



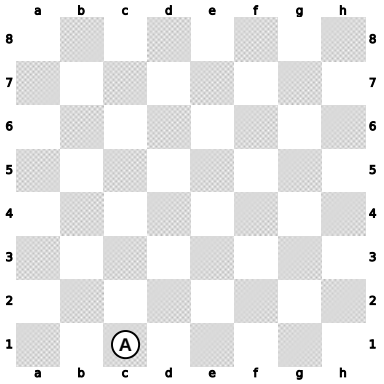
8 What colour is square A? And B?



9 How many pieces does each team have? How many are pawns?



10 The game starts in this position. Who moves first?



11 Two diagonals start from square A. How many squares does each one have, counting A?

12 How do you win a game of chess? Circle the answer.

capturing more pieces

giving checkmate

REMEMBER

- The board has 64 squares, white and black.
- The corner square on your right must be white.
- There are ranks, files and diagonals. All the squares of a diagonal are the same colour.
- White always starts, and the players take turns.
- You win by checkmating your opponent’s king.

FROM THE BOOK TO THE VIDEOGAME · GRANDPA'S HOUSE

Go into **Grandpa’s house** and watch Martina and Roi find the box. Then look for the white right-hand corner on the astrolabe.

No screen? Set up a real board and ask someone to check that it is the right way round.

CHECK WHAT YOU’VE LEARNED

- ☐ I can set up the board with the white square on the right.
- ☐ I can tell a rank, a file and a diagonal apart.
- ☐ I know how many pieces each team has and who starts.

If you got at least 10 of the 12 exercises right, on to mission 2! If not, read again the part you found hard.

MISSION 2 · GRANDPA'S HOUSE

Roi’s messages



The next day, Roi arrived before anyone else. He hid a little note under one of the squares of the astrolabe and waited for Martina.

“I’ve left you a clue,” he told her. “It’s on a square on the right.”

Martina looked at the board.

“My right or yours? We’re sitting opposite each other.”

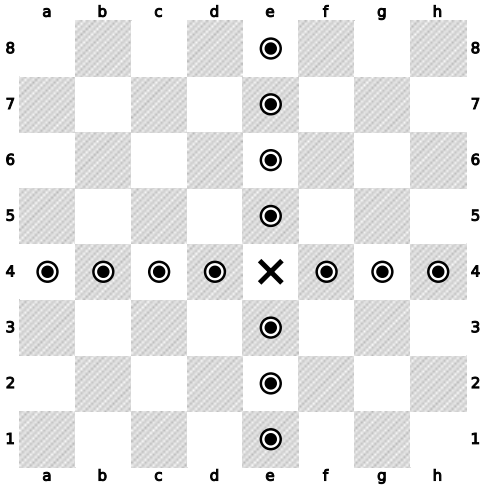
Roi scratched his head. He hadn’t thought of that.

“That’s why every square has a name,” said Brétema, flapping her wings. “With the name, you will both find the same square, wherever you sit.”

Letters for files, numbers for ranks

Look at the edge of the board. The **files** have letters, from **a** to **h**. The **ranks** have numbers, from **1** to **8**.

White has rank 1 nearby, and Black has rank 8.



The e-file and the 4th rank cross at e4.

Every square has its name

To name a square, say **the letter first** (its file) and **then the number** (its rank). The square where the e-file and the 4th rank cross is called **e4**.

Roi wrote the name on a piece of paper: “The clue is on **f6**”. Martina found the f-file, went up to the 6th rank… and there was the note!

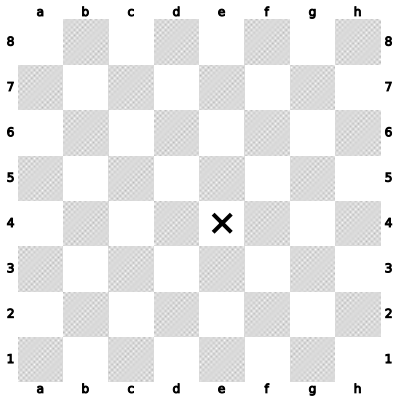


BRÉTEMA

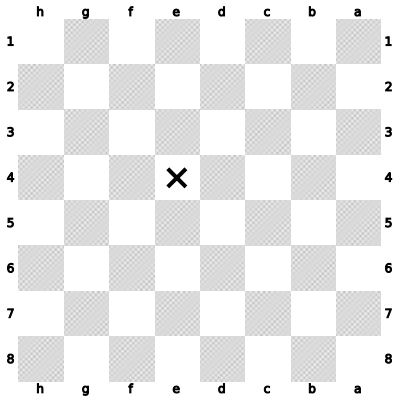
Letter first, then number. Never the other way round: we say **e4**, not “4e”.

The name never changes

Black sees the board upside down. But e4 is still e4. To find a square, always read **the letters and numbers on the edge**.



e4 seen from White's side.

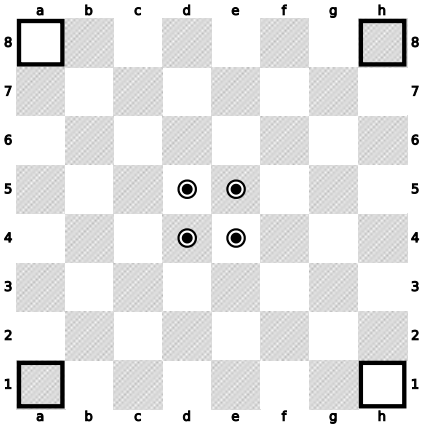


e4 seen from Black's side.

MISSION 2 · LEARN

The corners and the centre

Some squares are worth knowing by heart. The four **corners** are a1, h1, a8 and h8. The four **centre** squares are d4, e4, d5 and e5.

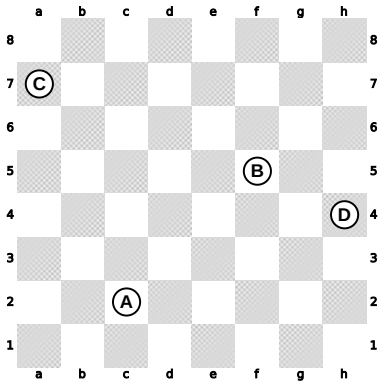


The corners (boxes) and the centre (dots).

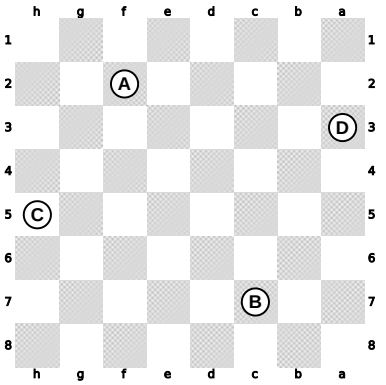


BRÉTEMA

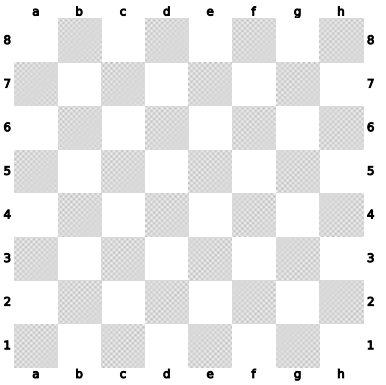
In a game, pieces that reach the centre are usually stronger. From there they can get to more places.



1 Write the names of squares A, B, C and D.



2 Now you are looking from Black's side. Write the names of A, B, C and D.



3 Draw a cross on squares d3, g6 and b8.

4 What colour is square a1? And h8? And h1? Find them on a board.

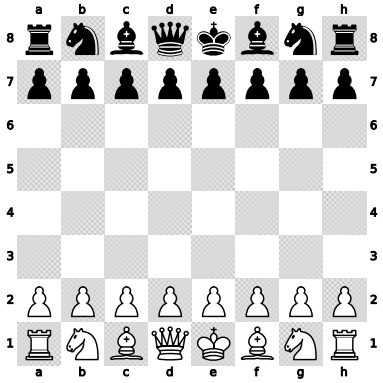
5 Write the four centre squares. Which ones are white?

6 A coin is on c4. You move it one square towards Black. Which square is it on now?

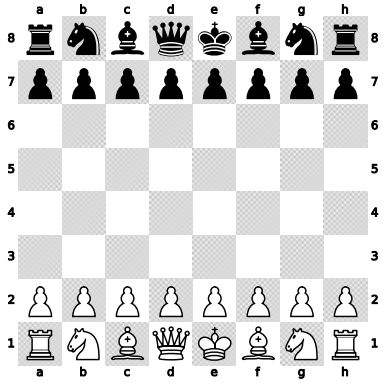
7 A coin is on e5. You move it one square to White's right. Where is it now?

8 Write the eight squares of the g-file.

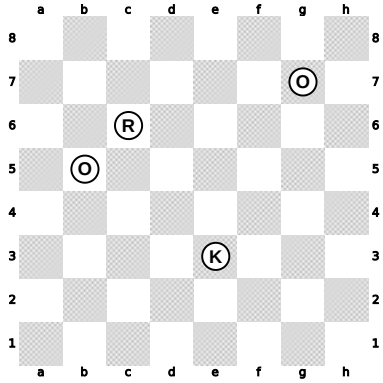
9 Write the eight squares of the 1st rank.



10 Which square is the white king on? And the black queen?



11 Which white piece is on g1? And on c1?



12 A secret message from Brétema. Read the letters on these squares, in order: **c6, g7, b5, e3**. What word do you get?

REMEMBER

- Files have letters (a to h) and ranks have numbers (1 to 8).
- The name of a square is its letter and its number: e4.
- The name does not change even if you look at the board from the other side.
- The centre is d4, e4, d5 and e5.

FROM THE BOOK TO THE VIDEOGAME · GYM

Go into the **Gym**. The first challenges ask you to find squares by their name. Read the letter first and then the number.

No screen? Take turns to call out five squares and put a coin on each one. Then swap sides and do it again.

CHECK WHAT YOU'VE LEARNED

- ☐ I can find any square by its name.
- ☐ I write the name of a square: letter first, then number.
- ☐ I know the name does not change even if the board is turned round.

If you got at least 10 of the 12 exercises right, on to mission 3! If not, read again the part you found hard.

MISSION 3 · BRÉTEMA'S SCHOOL

The rook



Brétema took Martina and Roi to a corner of the study that nobody had seen before. There, on an old table, was the astrolabe, surrounded by maps and candles. Brétema called it “the School”.

“Here you will learn to move the pieces,” she said. “One by one.”

Roi remembered the secret message from the day before.

“ROOK! I know which one comes first.”

Martina picked up the piece and looked at it closely.

“It looks like the Tower of Hercules.”

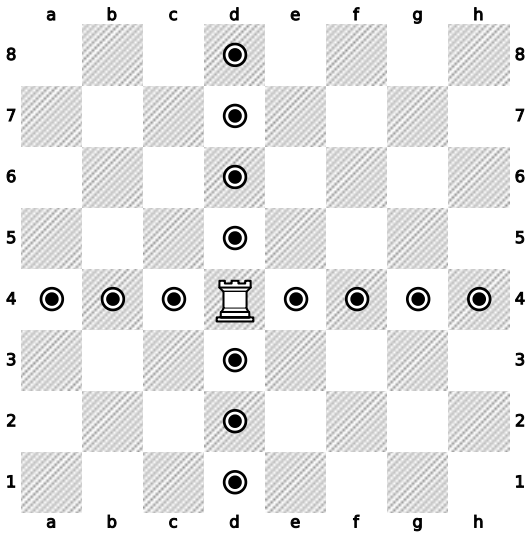
“It is strong and it always goes straight, like the beam of the lighthouse over the sea,” said Brétema. “Let’s see how far it can go.”

MISSION 3 · LEARN

How the rook moves

The rook moves in a **straight line** along the ranks and files: forwards, backwards and sideways.

It can go **as many squares as it likes**, but in one move it chooses just one direction. It cannot turn halfway.



The rook on d4 can go to any marked square.

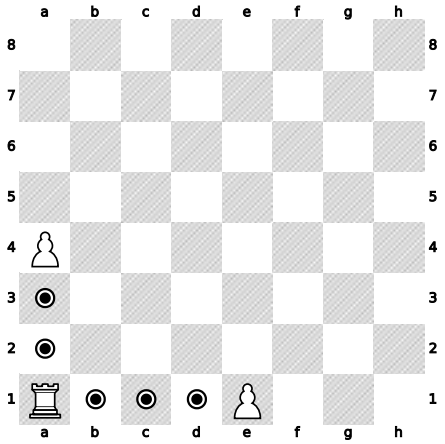


BRÉTEMA

The boards in this mission are practice boards: they have no kings and only show how the piece moves.

The rook does not jump

If a piece of its own colour is in the way, the rook **stops before it**. It cannot jump over it or land on the same square.

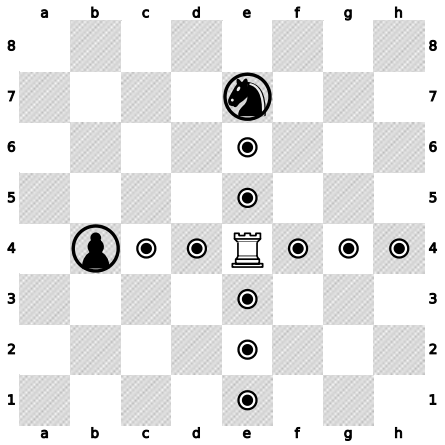


The white pawns block the way.

The rook captures

If there is a piece **of the other colour** in its path, the rook can move to that square and **capture** it: the captured piece leaves the board. The rook cannot go any further.

Pieces capture the same way they move. All of them do, except the pawn, which has its own way.

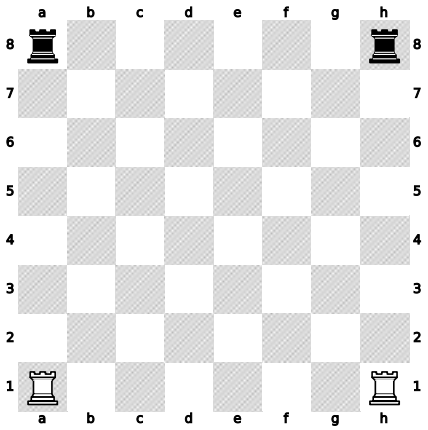


The rook can capture the knight or the pawn.

MISSION 3 · LEARN

Where the rooks start

Each team has two rooks. At the start of the game they are in the **corners**: White's on a1 and h1, and Black's on a8 and h8.

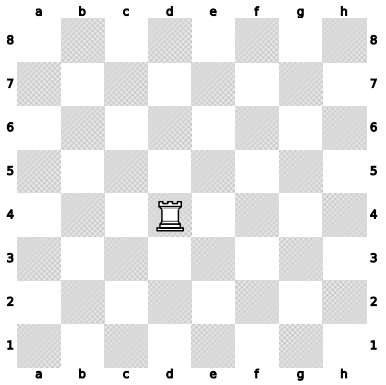


The four rooks in their places.

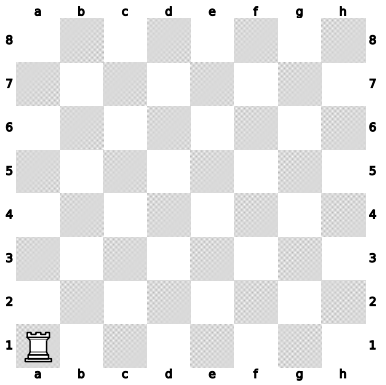


BRÉTEMA

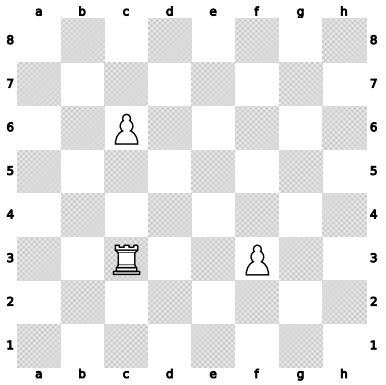
The rooks start hidden in the corners. Later on you will learn to take them out for a walk along open files.



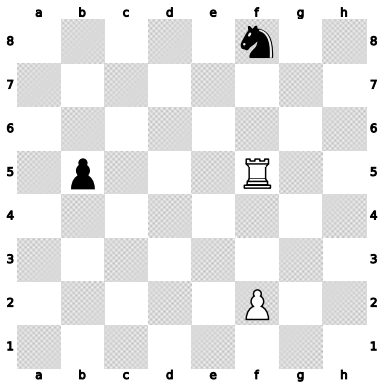
1 How many squares can the rook go to?



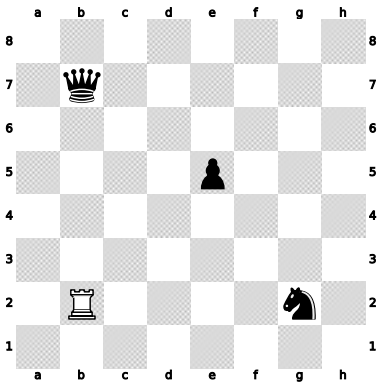
2 And from the corner, how many squares can it go to?



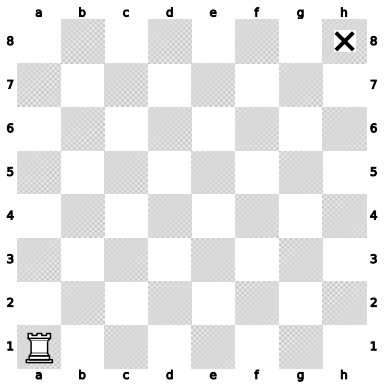
3 Count the squares the rook can go to. Look at its pawns.



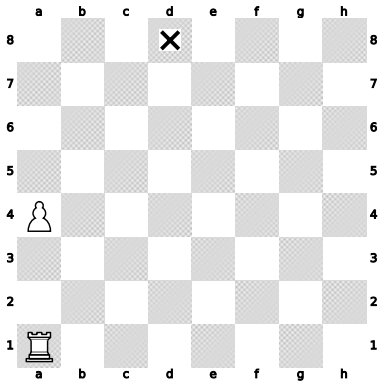
4 Which black pieces can the rook capture?



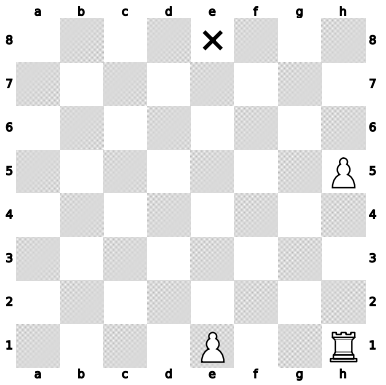
5 Which black pieces can the rook capture? Which one can it not?



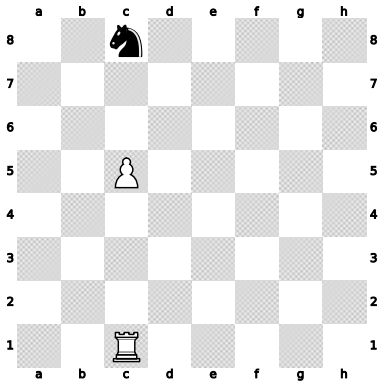
6 Can the rook on a1 reach h8 in one move? And in two? Say how.



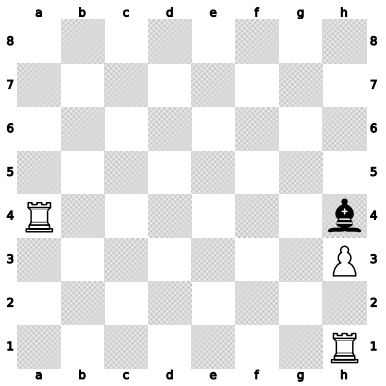
7 What is the smallest number of moves the rook needs to reach the cross?



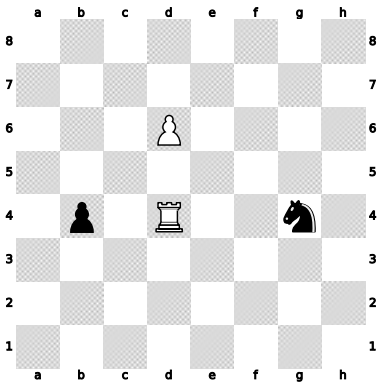
8 And this rook? How many moves does it need to reach the cross?



9 Martina says the rook can capture the knight. Roi says it can't. Who is right?



10 Which white rook can capture the black bishop?



11 How many squares can the rook travel to? Count the capture too.

12 Which squares do the white rooks start on? And the black ones?

REMEMBER

- The rook goes in a straight line along ranks and files, as many squares as it likes.
- It does not jump: pieces of its own colour block its way.
- It captures an enemy piece by moving onto its square.
- The rooks start in the corners: a1, h1, a8 and h8.

FROM THE BOOK TO THE VIDEOGAME · BRÉTEMA'S SCHOOL

Go into **Brétema's School** and choose the **rook**. Take it to the square you are asked for in as few moves as possible.

No screen? Put a rook and a coin on the board. How many moves does the rook need to reach the coin?

CHECK WHAT YOU'VE LEARNED

- ☐ I move the rook along ranks and files.
- ☐ I know the rook does not jump.
- ☐ I can capture with the rook.

If you got at least 10 of the 12 exercises right, on to mission 4! If not, read again the part you found hard.

MISSION 4 · BRÉTEMA'S SCHOOL

The bishop



The next day, Martina came to the School with a question.

“Why is this piece called a bishop? It has a slit in its head.”

“That slit is meant to look like a bishop’s hat,” answered Brétema. “But a long time ago, in a faraway language, it was called *al-fil*. It means “the elephant”.”

“An elephant?” Roi burst out laughing. “It doesn’t look like one at all!”

“Long ago, bishops really were elephants. Now they look like this. But what matters is their path: the bishop only travels diagonally.”

Martina ran her finger along a diagonal of the astrolabe and noticed something.

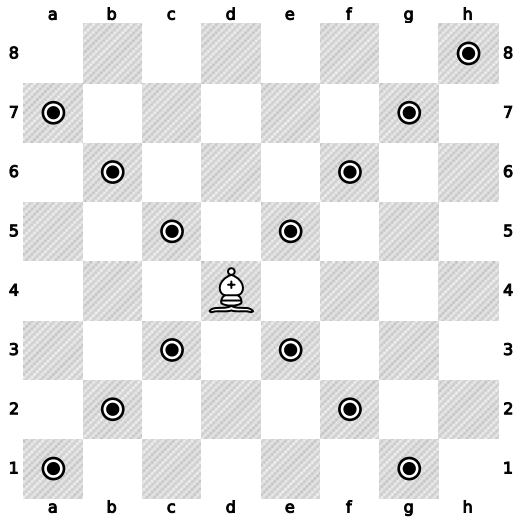
“All the squares are the same colour.”

“Exactly. That is the bishop’s great secret.”

How the bishop moves

The bishop moves **diagonally**, forwards or backwards, **as many squares as it likes**. In one move it chooses just one direction.

Like the rook, it **does not jump**: pieces of its own colour block its way. And it **captures** the enemy pieces it finds on its diagonal.

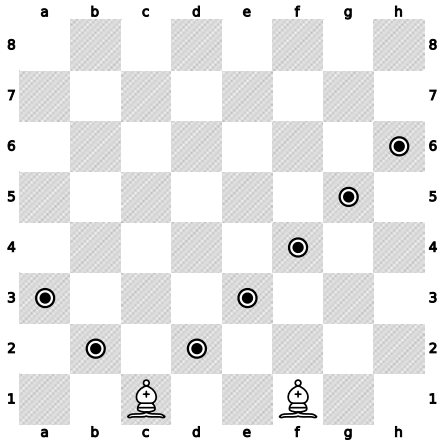


The bishop on d4 can go to any marked square.

The bishop never changes colour

Because all the squares of a diagonal are the same colour, a bishop that starts on a black square **will always be on black squares**. And the one on a white square, always on white squares.

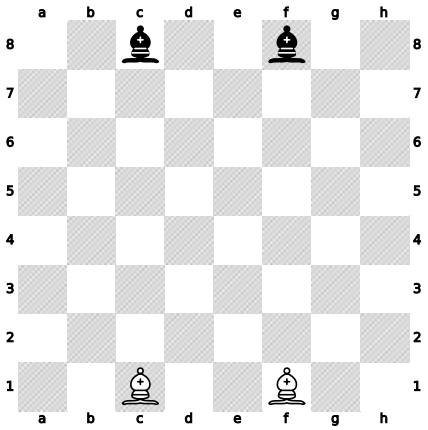
That is why each team has two bishops: one for each colour.



The bishop on c1 travels on black squares; the one on f1, on white.

Where the bishops start

The white bishops start on c1 and f1. The black ones, on c8 and f8. They stand near the rooks, with the knights in between.

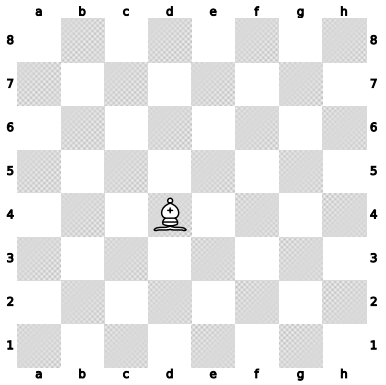


The four bishops in their places.

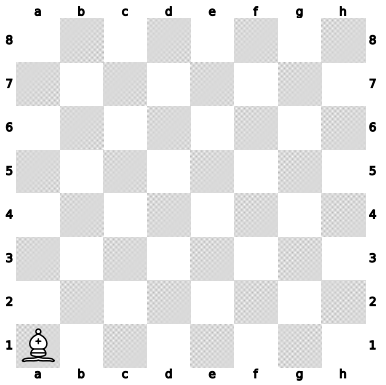


BRÉTEMA

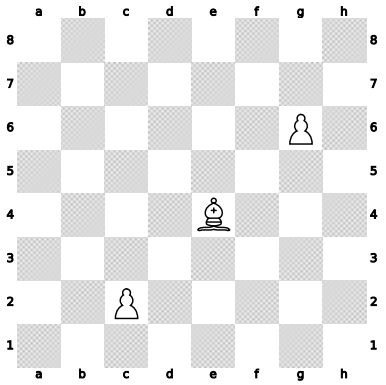
A tip so you don’t get confused: if a bishop is on a white square, it can never reach a black square. Not even in a thousand moves!



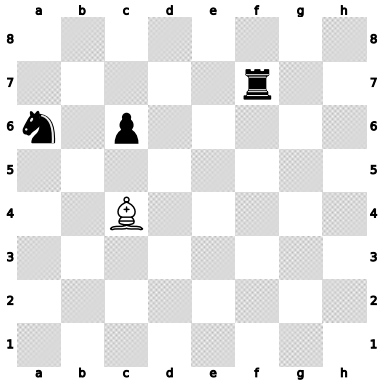
1 How many squares can the bishop go to?



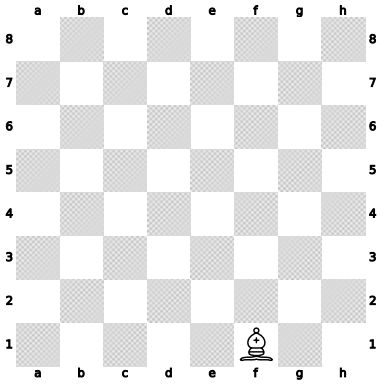
2 And from the corner, how many?



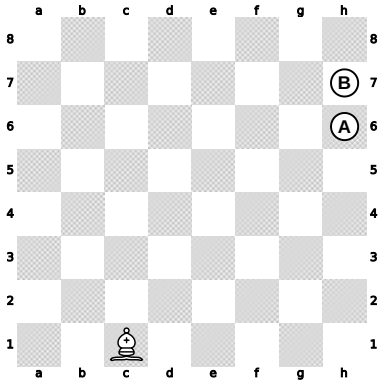
3 Count the squares the bishop can go to.



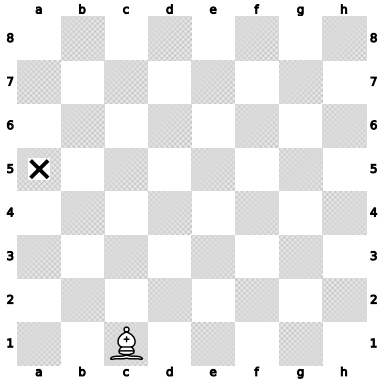
4 Which black pieces can the bishop capture?



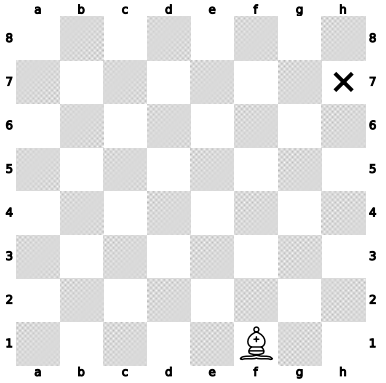
5 What colour are the squares this bishop travels on?



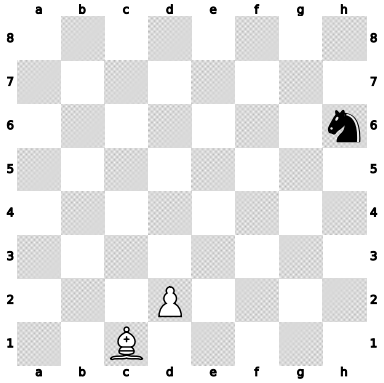
6 Can the bishop reach square A? And B?



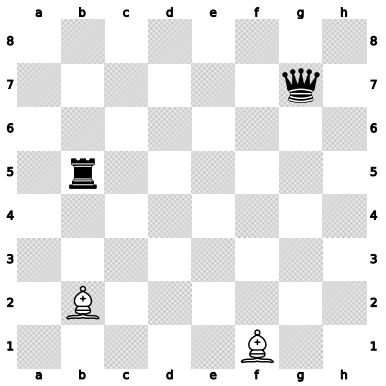
7 How many moves does the bishop need to reach the cross?



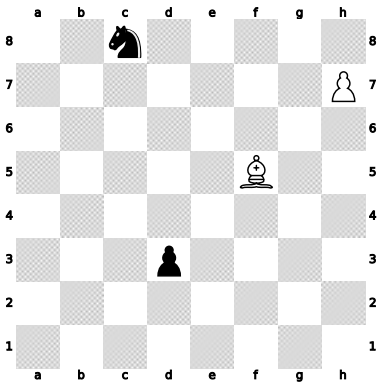
8 How many moves does it need to reach the cross?



9 Can the bishop capture the knight? Why?



10 Which white bishop can capture the queen? And the rook?



11 Which black pieces can the bishop capture?

12 Which squares do the black bishops start on? What colour is each one?

REMEMBER

- The bishop goes diagonally, as many squares as it likes.
- It does not jump, and it captures the way it moves.
- A bishop never changes the colour of its squares.
- The bishops start on c1, f1, c8 and f8.

FROM THE BOOK TO THE VIDEOGAME · BRÉTEMA'S SCHOOL

In **Brétema's School**, choose the **bishop** and take your piece to the goal. Some challenges are tricky: there are squares your bishop can never reach!

No screen? Put a bishop on c1 and a coin on a square. Before moving, guess whether the bishop can get there.

CHECK WHAT YOU'VE LEARNED

- ☐ I move the bishop diagonally.
- ☐ I know a bishop never changes colour.
- ☐ I know where the bishops start.

If you got at least 10 of the 12 exercises right, on to mission 5! If not, read again the part you found hard.

The queen



That afternoon, Grandpa Antón came into the study with two cups of hot chocolate.

“Why are you so quiet?” he asked.

“We’re learning chess with Brétema,” said Martina. “We already know how to move the rook and the bishop.”

Grandpa looked at the brass owl, put on his glasses and smiled as if he had known it all his life.

“Then you almost know how to move the queen. She is the most powerful piece of all. She moves like a rook… and like a bishop too.”

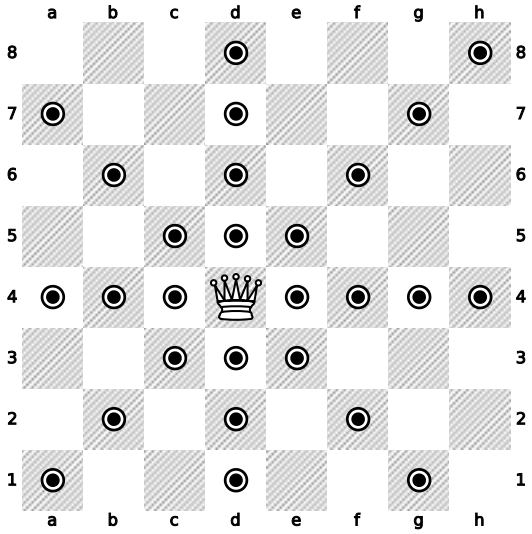
“Both?” asked Roi, surprised.

“Both. That’s why you must look after her,” said Grandpa, and he sat down to watch.

How the queen moves

The queen moves **in straight lines and diagonally**, as many squares as she likes: she is like a rook and a bishop together. In one move she chooses just one direction.

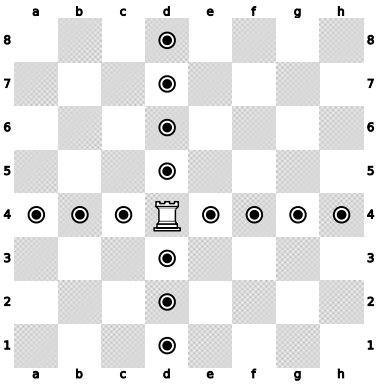
She does not jump, and she captures the way she moves.



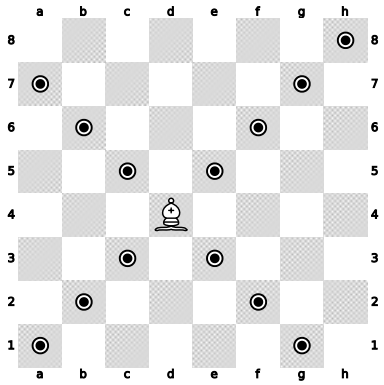
From d4, the queen reaches lots and lots of squares.

Rook + bishop = queen

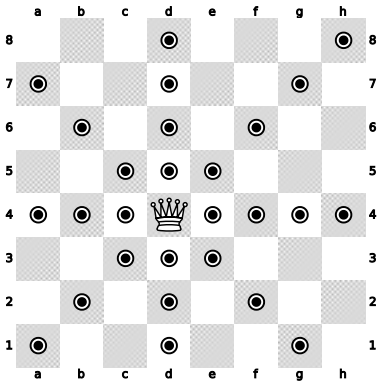
Compare the three boards. From d4 the rook reaches 14 squares and the bishop 13. The queen reaches 27!



Rook.



Bishop.



Queen.

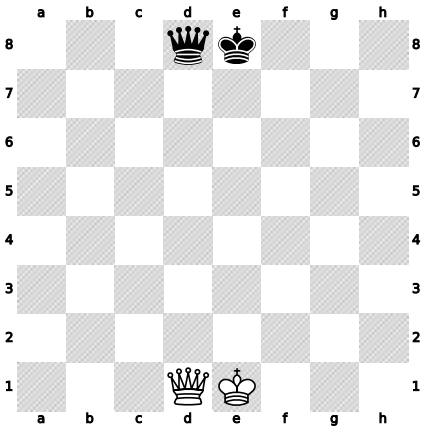
The queen on her colour

The white queen starts on **d1**, which is a white square. The black queen starts on **d8**, which is a black square. Each queen starts on a square of her own colour.

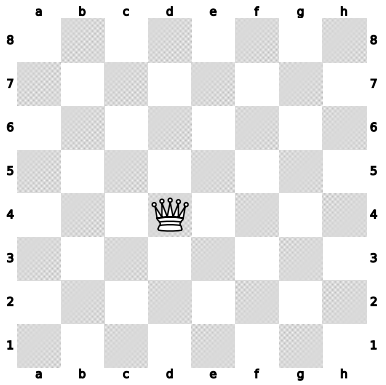


BRÉTEMA

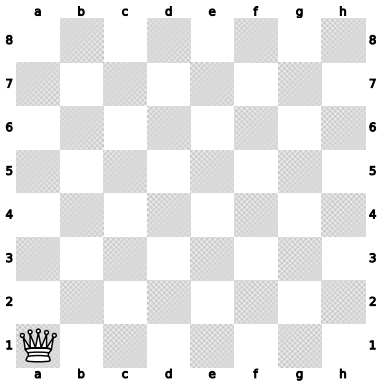
Because the queen is worth so much, don’t take her out for a walk at the start of the game. The enemy pieces will attack her and you will waste time running away.



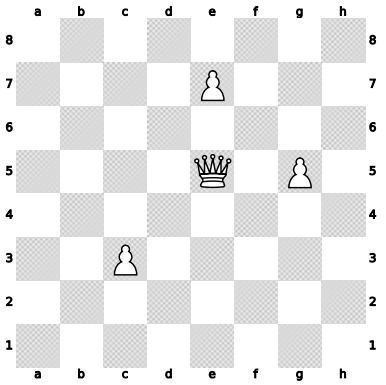
The queens and kings in their places.



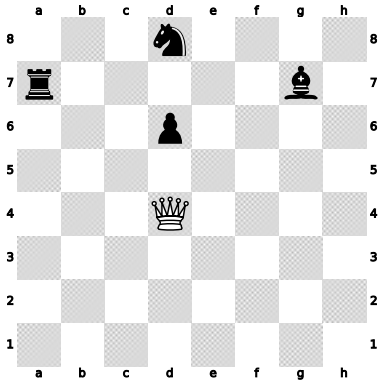
1 How many squares can the queen go to?



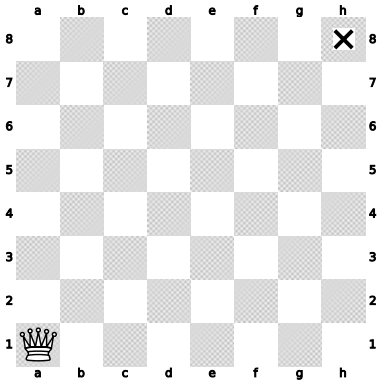
2 And from the corner?



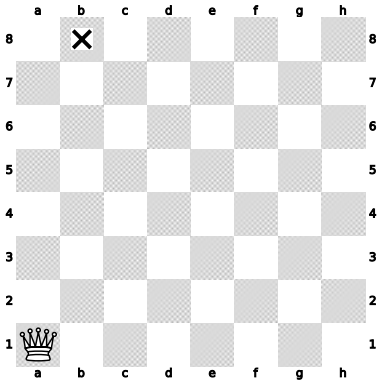
3 Count the squares the queen can go to.



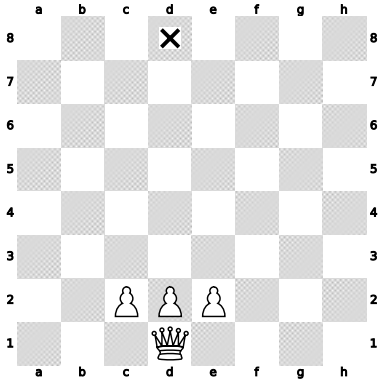
4 Which black pieces can the queen capture?



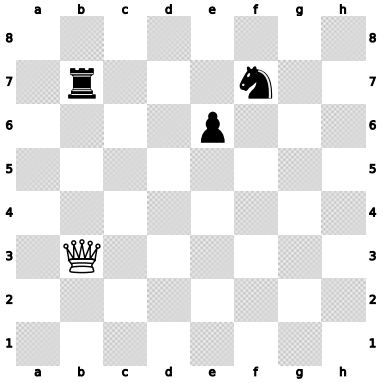
5 Can the queen reach the cross in one move?



6 And this cross? How many moves does she need?



7 How many moves does the queen need to reach the cross?



8 Which black pieces can the queen capture? Which one can she not?

9 Which square does the white queen start on? What colour is it?

10 Which piece reaches more squares from d4: the rook, the bishop or the queen?

11 Can the queen move like a knight, in an L shape?

12 Roi says: “The queen can go from d1 to d8 even if one of her pawns is on d2”. Is he right?

REMEMBER

- The queen goes in straight lines and diagonally, as many squares as she likes.
- She is the most powerful piece: a rook and a bishop together.
- She does not jump, and she captures the way she moves.
- The queen starts on her own colour: White's on d1 and Black's on d8.

FROM THE BOOK TO THE VIDEOGAME · BRÉTEMA'S SCHOOL

In **Brétema's School**, choose the **queen**. With her you will get everywhere very fast!

No screen? Put the queen in a corner and a coin in the centre. In how many different ways can she get there in two moves?

CHECK WHAT YOU'VE LEARNED

- ☐ I move the queen in straight lines and diagonally.
- ☐ I know the queen is the most powerful piece.
- ☐ I know where each queen starts.

If you got at least 10 of the 12 exercises right, on to mission 6! If not, read again the part you found hard.

The king



“Now, the most important piece,” announced Brétema.

Roi searched among the pieces and held up the tallest one, the one with a cross on its head.

“The king! Is he even stronger than the queen?”

Grandpa Antón shook his head.

“The king is slow: he only takes one step at a time. But he is the most important. If your king gets trapped, you lose the game.”

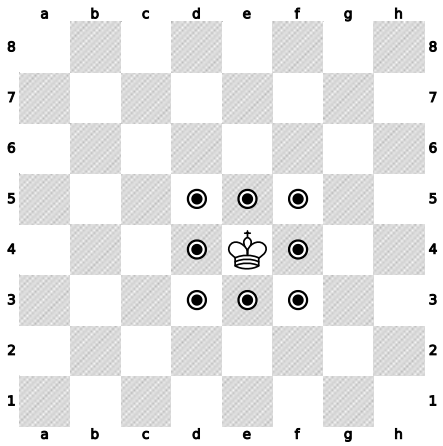
“Then we have to protect him,” said Martina.

“Always,” said Grandpa. “Just like I protect you when you cross the street.”

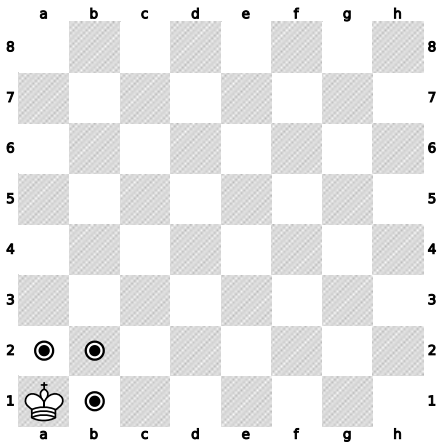
How the king moves

The king moves **just one square**, in any direction: forwards, backwards, sideways and diagonally. He captures the way he moves.

In the centre he can choose between 8 squares. In a corner, only between 3.



The king in the centre: 8 squares.

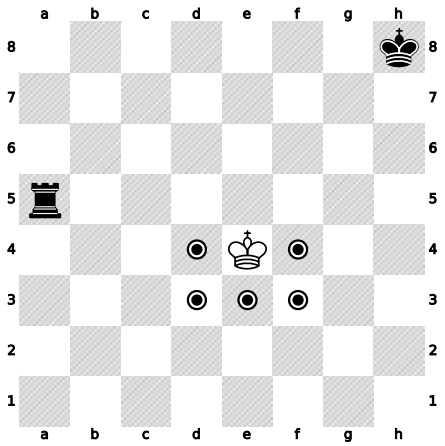


In the corner: 3.

The king never puts himself in danger

There is a very important rule: the king **cannot move to a square attacked** by an enemy piece. It would be like walking into the wolf's mouth.

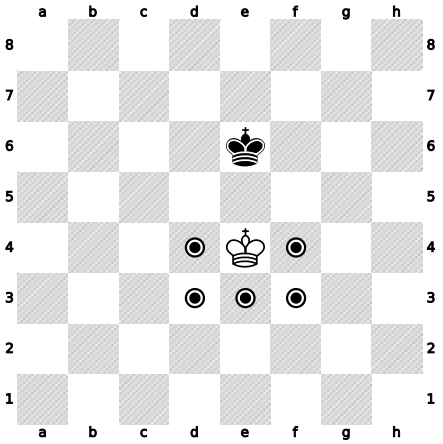
On the board, the black rook attacks the whole 5th rank. That is why the white king cannot go up to d5, e5 or f5.



The marked squares are the only ones the white king can use.

The kings never touch

A king also cannot stand **next to the other king**, because they would be attacking each other. There must always be at least one empty square between the two kings.



The white king cannot go up to d5, e5 or f5.

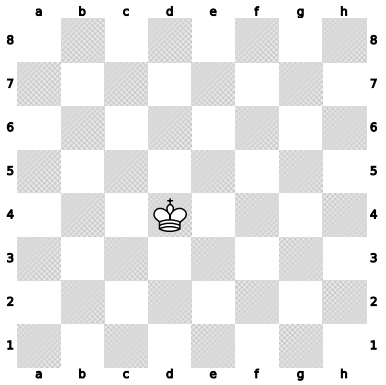
Where the kings start

The white king starts on **e1** and the black king on **e8**, next to their queen.

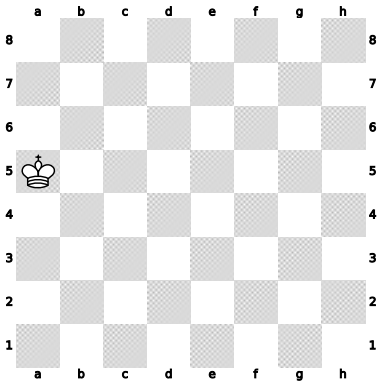


BRÉTEMA

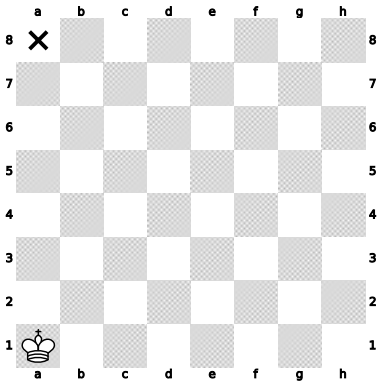
So you don’t mix up the king and the queen when setting up the pieces, remember: **the queen on her colour**. The king goes on the other square.



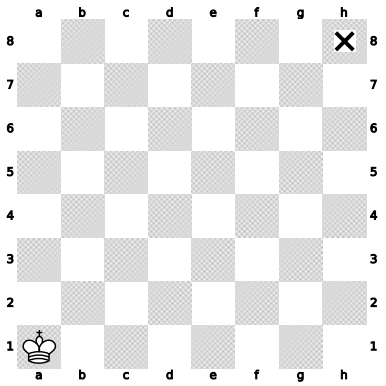
1 How many squares can the king go to?



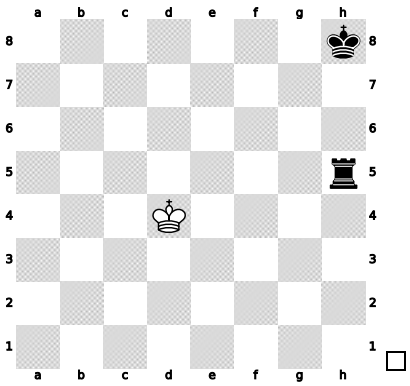
2 And from the edge?



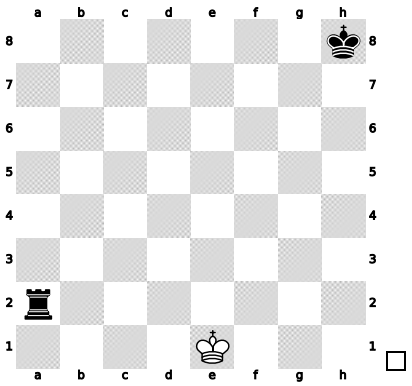
3 How many moves does the king need to reach the cross?



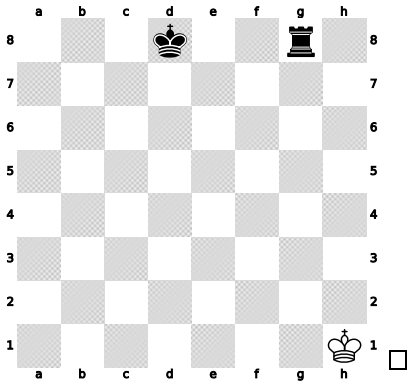
4 And to reach this cross? Careful, it's a trap!



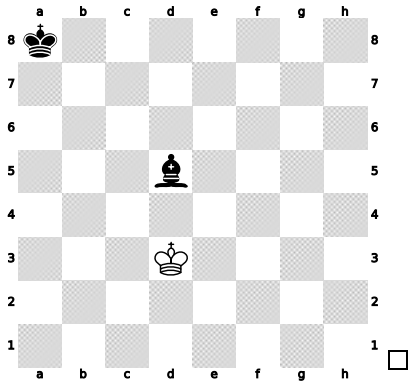
5 White to move. Which squares can the white king go to?



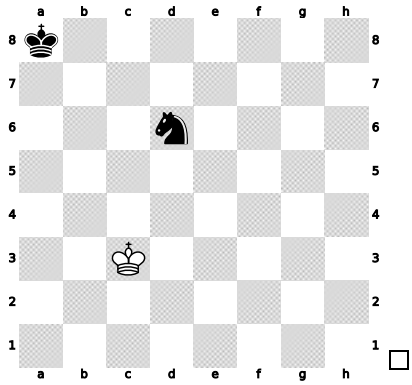
6 White to move. Which squares can the white king go to?



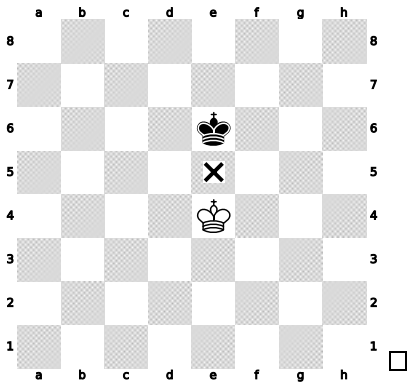
7 White to move. Which squares can the white king go to?



8 White to move. Which squares can the white king go to?



9 White to move. Which squares can the white king go to?



10 White to move. Can the white king go to e5?

11 Which square does the black king start on?

12 Why is the king the most important piece?

REMEMBER

- The king moves one square in any direction.
- He can never move to a square attacked by the opponent.
- The two kings can never stand next to each other.
- The white king starts on e1 and the black king on e8.

FROM THE BOOK TO THE VIDEOGAME · BRÉTEMA'S SCHOOL

In **Brétema's School**, choose the **king** and take him to the goal step by step, without putting him in danger.

No screen? Put two kings on the board and take turns to move. Neither may get too close to the other.

CHECK WHAT YOU'VE LEARNED

- ☐ I move the king one square in any direction.
- ☐ I know the king cannot move to an attacked square.
- ☐ I know the kings cannot stand together.

If you got at least 10 of the 12 exercises right, on to mission 7! If not, read again the part you found hard.

The knight



Roi had had a favourite piece since the very first day: the knight.

“It’s the prettiest,” he said. “And I bet it’s the fastest.”

“Not the fastest,” said Brétema. “but the best jumper. It is the only piece that can jump over the others.”

“Like you when you fly over the books?”

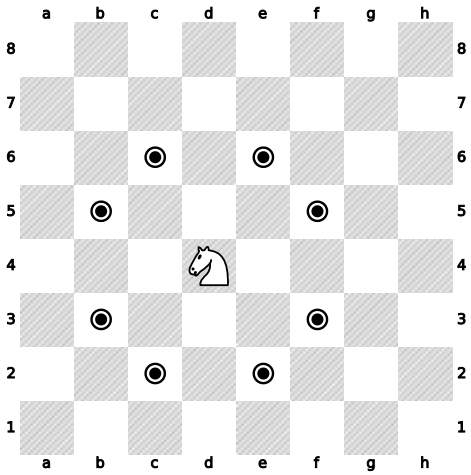
“Something like that. But the knight always jumps the same way: drawing an L.”

Martina picked up a knight and made it jump across the astrolabe: two squares straight and one to the side. Hop!

The L-shaped jump

The knight moves in an **L shape**: **two squares** in a straight line and **one** to the side. You can also think of it like this: one straight and two to the side. Both ways draw the same L.

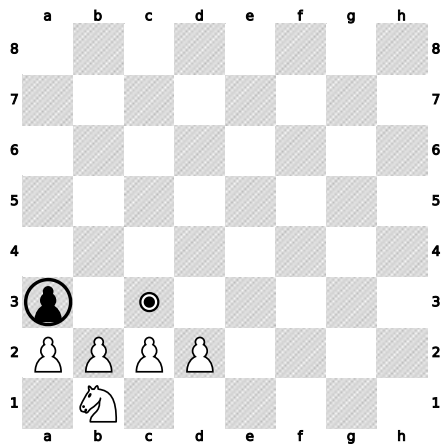
From the centre, the knight can jump to 8 squares. In the corners, only to 2.



The 8 jumps of the knight on d4.

The knight jumps

The knight **doesn't care** what is in the way: it jumps over any piece, its own or the enemy's. Only the landing square counts. If there is an enemy piece on that square, it **captures** it.



The knight jumps over its pawns and can capture the black pawn on a3.

MISSION 7 · LEARN

It always changes colour

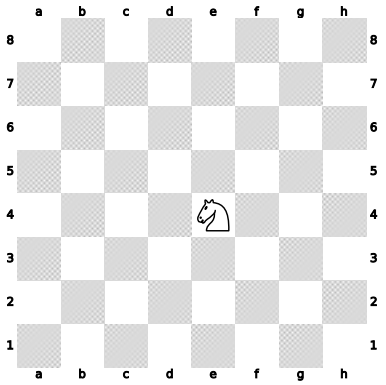
Look at the first board: the knight is on a black square and all the squares it can land on are white. **With every jump, the knight changes the colour of its square.**

The knights start on b1, g1, b8 and g8, between the rook and the bishop.

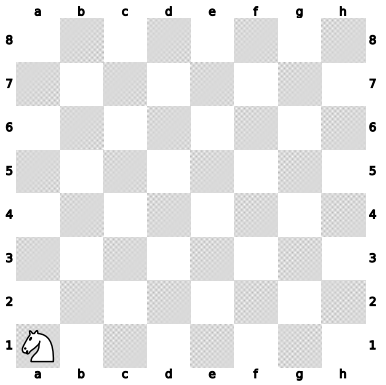


BRÉTEMA

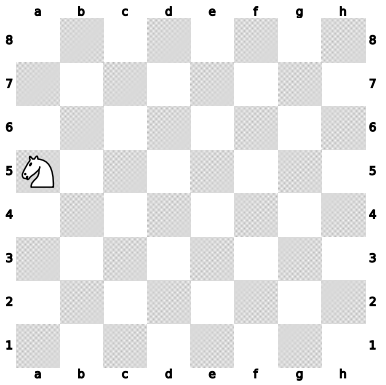
A trick: the knight always lands on a square of the **opposite colour**, close to its own, but never on its own rank, file or diagonal.



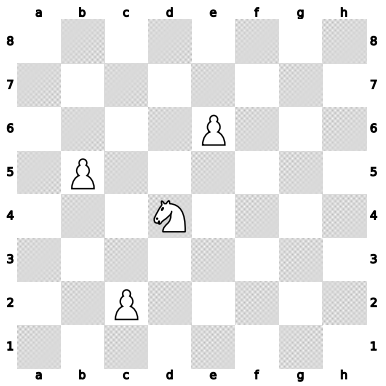
1 How many squares can the knight jump to?



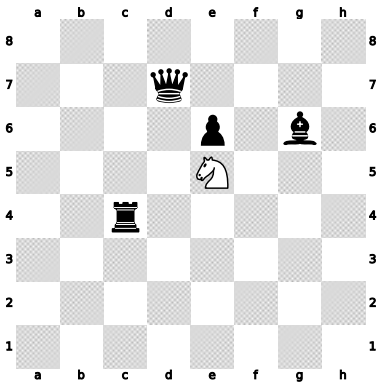
2 And from the corner?



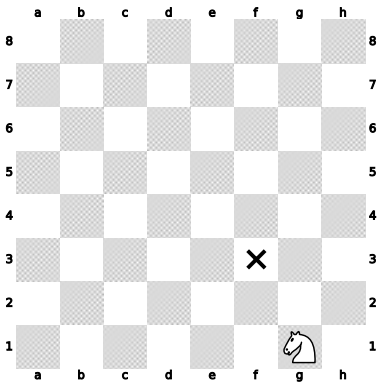
3 And from the edge?



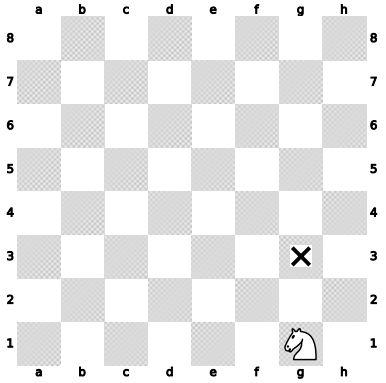
4 How many squares can the knight jump to? Look at its pawns.



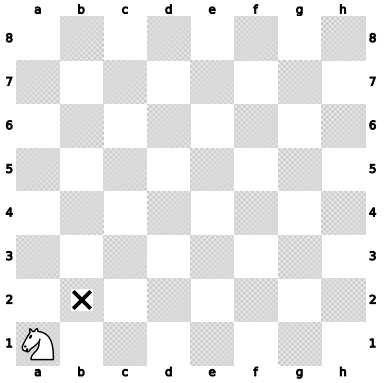
5 Which black pieces can the knight capture?



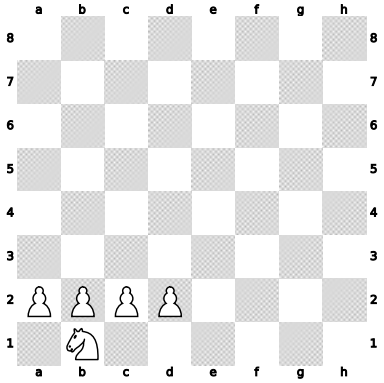
6 Can the knight reach the cross in one jump?



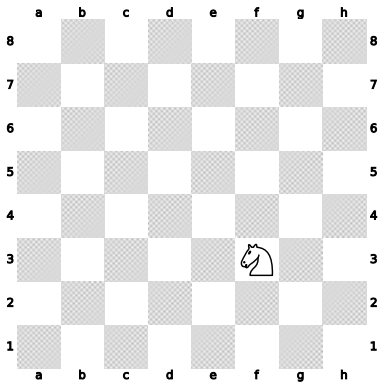
7 How many jumps does the knight need to reach the cross?



8 How many jumps does it need to reach the cross, which is right next to it?



9 Which squares can the knight jump to?



10 The knight is on a white square. What colour will the square it lands on be?

11 Which squares do the white knights start on?

12 Which is the only piece that can jump over others?

REMEMBER

- The knight moves in an L shape: two squares straight and one to the side.
- It is the only piece that jumps over the others.
- It captures on the square where it lands.
- With every jump it changes the colour of its square.

FROM THE BOOK TO THE VIDEOGAME · BRÉTEMA'S SCHOOL

In **Brétema's School**, choose the **knight**. Some goals look close, but the knight needs several jumps to get there.

No screen? With a knight and a coin, look for the shortest path together. Who finds it first?

CHECK WHAT YOU'VE LEARNED

- ☐ I move the knight in an L shape.
- ☐ I know the knight jumps over pieces.
- ☐ I can find the knight's shortest path.

If you got at least 10 of the 12 exercises right, on to mission 8! If not, read again the part you found hard.

The pawn and promotion



There was only one piece left to learn. There were eight of them for each colour, in a row, like little soldiers.

“The pawns are the smallest,” said Martina. “I’m sure they’re the easiest.”

“They are the smallest,” said Brétema. “but they have more rules than anyone. And they hide a surprise.”

“What surprise?”

“If a pawn manages to cross the whole board and reach the end, it turns into another piece. Usually, into a queen.”

Roi opened his eyes wide.

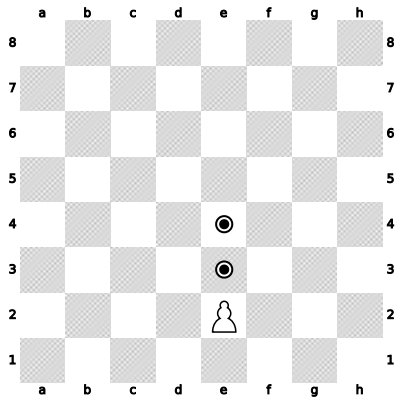
“A pawn can turn into a queen? I have to see that!”

How the pawn moves

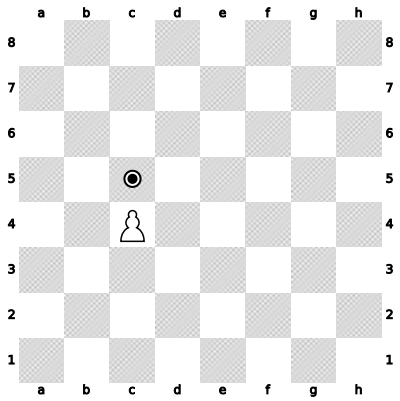
The pawn moves **one square forwards**, always along its file. **It never goes backwards.** White pawns go up towards the 8th rank and black pawns go down towards the 1st rank.

On its **first move**, each pawn can choose: move one square or **two squares**.

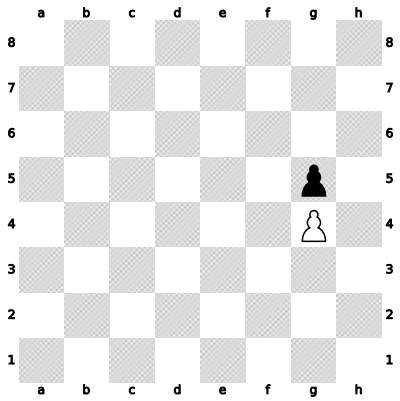
If there is a piece right in front of it, of either colour, the pawn **is blocked**: it cannot move forwards.



From e2: one or two squares.



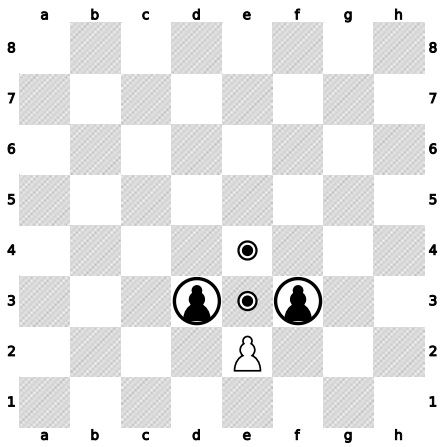
Already moved: one square.



Blocked.

The pawn captures diagonally

The pawn is the only piece that **does not capture the way it moves**. It moves straight ahead, but it captures **diagonally**, one square forwards.

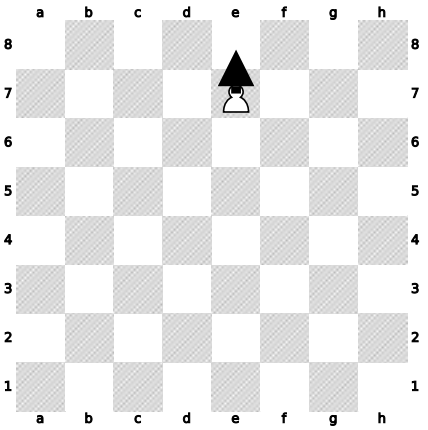


The pawn can move to e3 or e4, or capture on d3 or f3.

Promotion

When a pawn reaches the **last rank** (the 8th for White, the 1st for Black), it is swapped at once for a **queen, a rook, a bishop or a knight** of its colour. This is called **promoting**.

Almost always you choose a queen, because she is the strongest. You can have two queens, or even more!

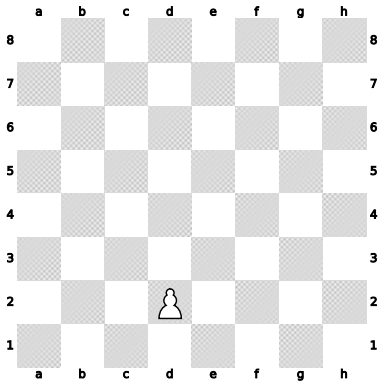


If the pawn moves to e8, it promotes.

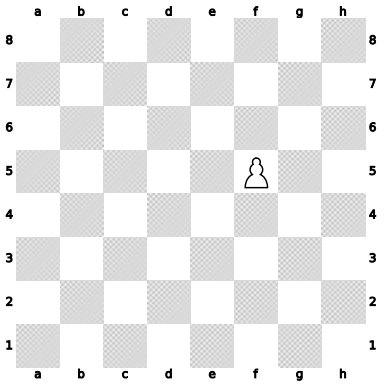
BRÉTEMA



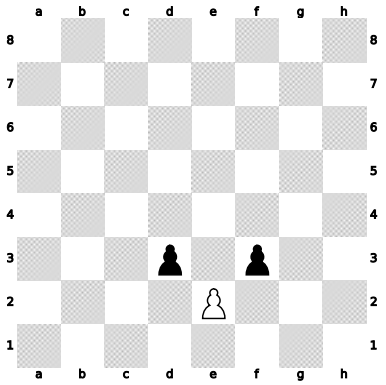
In real chess there are no “take-backs” for pawns. Once you move a pawn forwards, it can never go back. Think carefully before you move it!



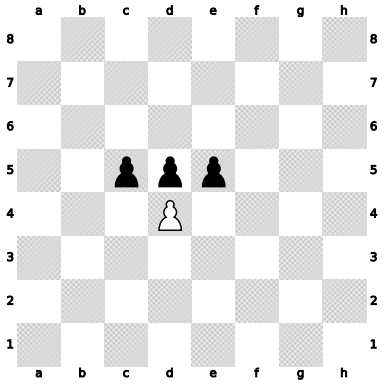
1 Which squares can the white pawn go to?



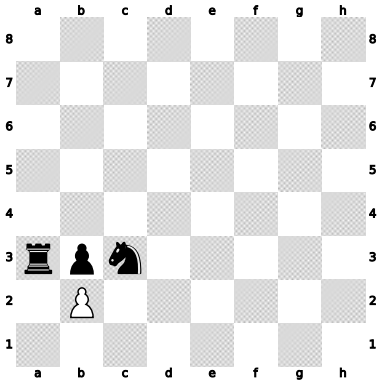
2 And this pawn, which has already moved before?



3 Which squares can the white pawn go to?

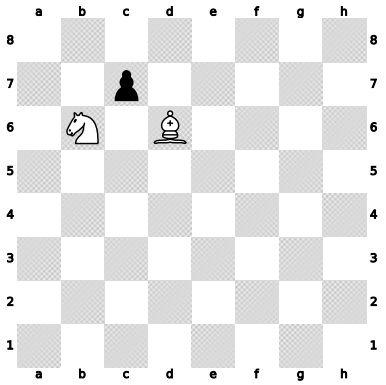


4 What can the white pawn on d4 do?

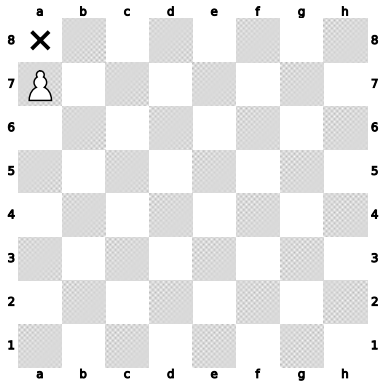


5 What can the white pawn on b2 do?

6 Which rank do the black pawns move towards?

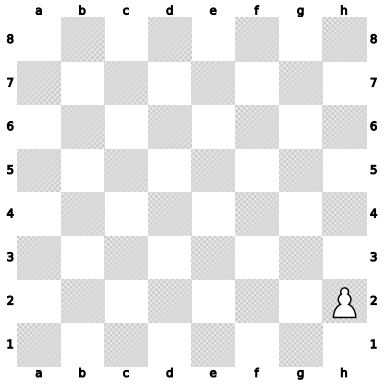


7 Which squares can the black pawn go to?

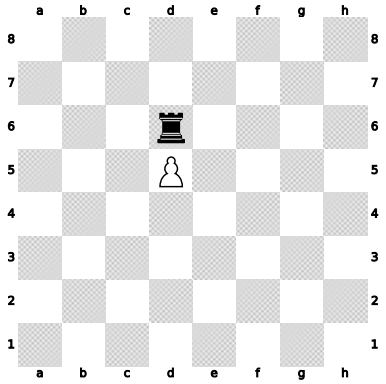


8 The white pawn moves to the cross. What happens?

9 Which pieces can a promoting pawn turn into?



10 How many moves does the pawn need to promote?



11 Can the white pawn capture the rook in front of it?

12 Can a pawn move backwards?

REMEMBER

- The pawn moves one square forwards. On its first move it can move two.
- It never goes backwards, and it is blocked if a piece stands in front of it.
- It captures diagonally, one square forwards.
- If it reaches the last rank, it promotes: it becomes a queen, rook, bishop or knight.

FROM THE BOOK TO THE VIDEOGAME · BRÉTEMA'S SCHOOL

In **Brétema's School**, choose the **pawn**. Move forwards, capture and reach the end to promote.

No screen? Play "the pawn race": only pawns, and whoever promotes first wins.

CHECK WHAT YOU'VE LEARNED

- ☐ I move the pawn one or two squares on its first move.
- ☐ I know the pawn captures diagonally.
- ☐ I know what promoting is.

If you got at least 10 of the 12 exercises right, on to mission 9! If not, read again the part you found hard.

MISSION 9 · GYM

Capturing and the value of the pieces



At last they went out into the street. Brétema flew over the colourful houses to a door with a sign: **Gym**.

“This is where you train your eyes,” she said. “You have to see quickly what can be captured.”

Roi rubbed his hands.

“I’ll capture everything!”

“Not so fast,” said Brétema. “A capture can be a present… or a trap. If you capture a pawn with your queen and your opponent captures your queen, you’ve made a bad deal.”

“A deal?” asked Martina.

“Of course. Every piece has a value, like coins. Let’s count them.”

The value of the pieces

To know whether a trade is good, players give each piece a **value in points**:

					
Pawn	**Knight**	**Bishop**	**Rook**	**Queen**	**King**
1	**3**	**3**	**5**	**9**	**—**

The **king** has no points: he cannot be traded for anything, because without your king you lose the game.

By adding up the points of each team’s pieces you know who has **more material**.



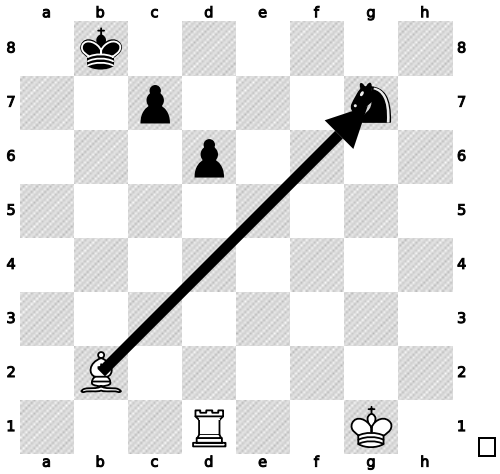
BRÉTEMA

A queen is worth almost the same as two rooks. And a bishop and a knight are worth the same!

Is it defended?

A piece is **defended** if, when it is captured, a piece of its team can capture back. Before capturing, always check whether the piece is defended and what you would lose.

On the board, the white rook can capture the pawn on d6, but the pawn on c7 would capture the rook: you would lose 5 points for 1. However, the black knight on g7 is not defended: the bishop captures it for free!



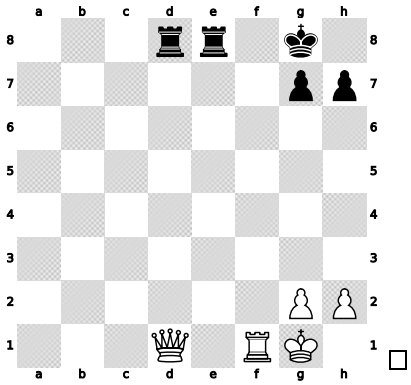
White to move. The good capture is ♗xg7.

Good and bad trades

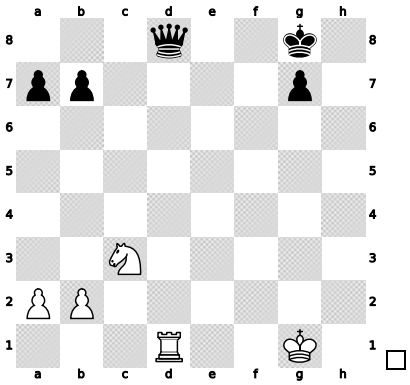
Capturing an undefended piece means winning its points for free.

Trading a piece for another of the same value (a bishop for a knight, a rook for a rook) is an equal trade.

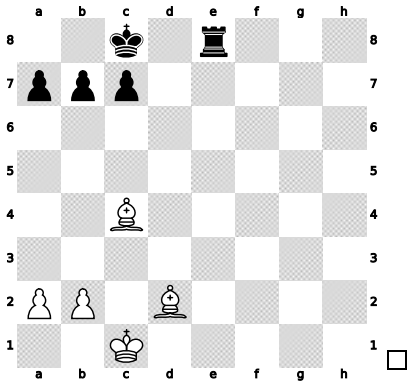
Giving a more valuable piece for a less valuable one means losing material. Only do it if you get something better, like checkmate.



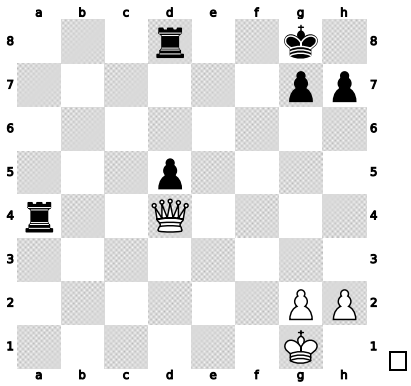
1 How many points of material does each team have? Who has more?



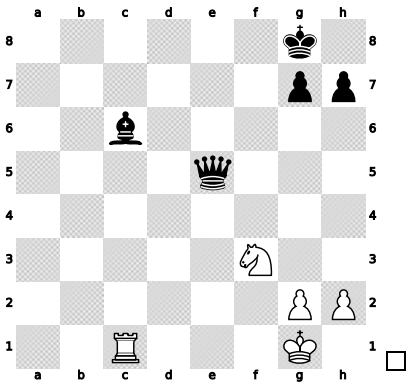
2 How many points does each team have? Who has more?



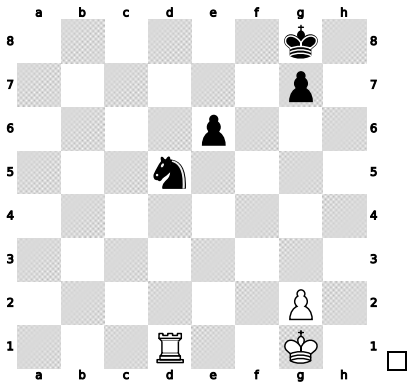
3 How many points does each team have? Who has more?



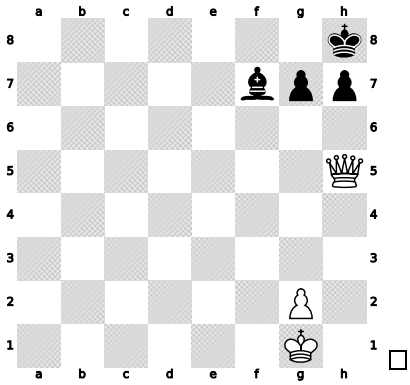
4 White to move. Which capture is better: the pawn on d5 or the rook on a4?



5 White to move. What do you capture?



6 Is the black knight defended? Who defends it?



7 Is the black bishop on f7 defended?

8 Which is worth more: a rook, or a bishop and a pawn together?

9 You trade your bishop for your opponent's knight. Do you win, lose or stay equal?

10 You give your queen for one of your opponent's rooks. How many points do you lose?

11 How much are all the pieces of one team worth together at the start, not counting the king?

12 Why does the king have no points?

REMEMBER

- Pawn 1, knight 3, bishop 3, rook 5, queen 9. The king cannot be traded.
- Before capturing, check whether the piece is defended.
- Capturing an undefended piece means winning it for free.
- Don’t trade a more valuable piece for a less valuable one.

FROM THE BOOK TO THE VIDEOGAME · GYM

In the **Gym**, after the coordinates, there are 20 capture challenges. Choose carefully what you capture!

No screen? Put some pieces on the board at random and ask your partner how much material each team has.

CHECK WHAT YOU’VE LEARNED

- ☐ I know the value of each piece.
- ☐ I check whether a piece is defended before capturing it.
- ☐ I can count the material of each team.

If you got at least 10 of the 12 exercises right, on to mission 10! If not, read again the part you found hard.

MISSION 10 · RULES

Check and how to escape



Back at the School, Brétema suggested a game. Martina had White and Roi had Black.

Soon, Roi moved his rook onto the same file as Martina’s king and shouted:

“Check!”

Martina stared at the board.

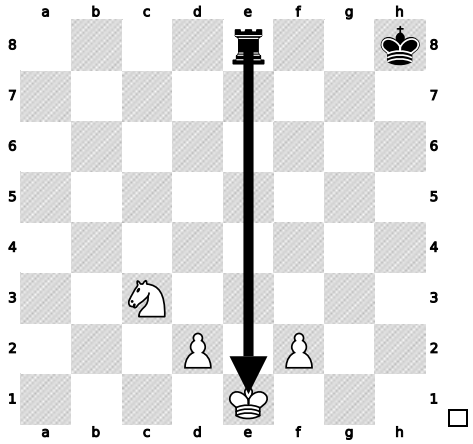
“So what do I do now?”

“When you are in check, you have to save your king with your very next move,” said Brétema. “You must. But don’t worry: there are three ways to do it.”

What is check?

Giving **check** means **attacking the enemy king**. When your king is in check, you have to get it out of check **on your move**. You cannot do anything else.

You also cannot make a move that leaves your own king in check. That move is not allowed.



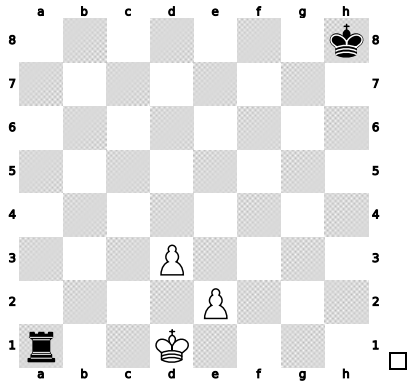
The black rook gives check to the white king.

Three ways to get out of check

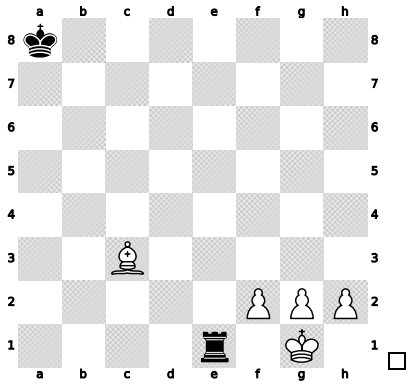
1. Move the king to a square where it is not attacked.

2. Capture the piece giving check.

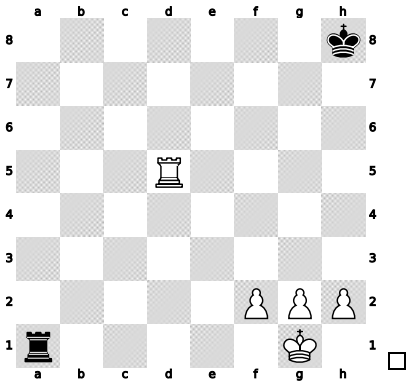
3. Block the check: put a piece between the king and the attacking piece.



Move: ♔d2 or ♔c2.



Capture: ♗xe1.



Block: ♖d1.

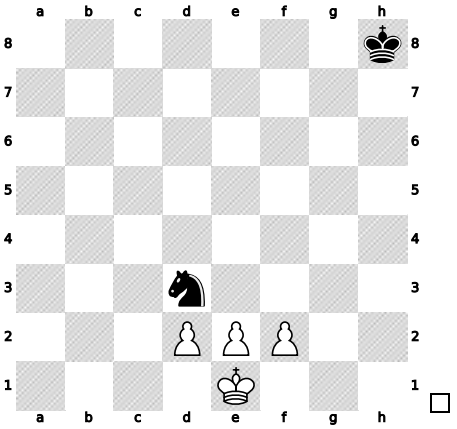
A knight check cannot be blocked

Because the knight jumps, its check **cannot be blocked**. You can only move the king or capture the knight.

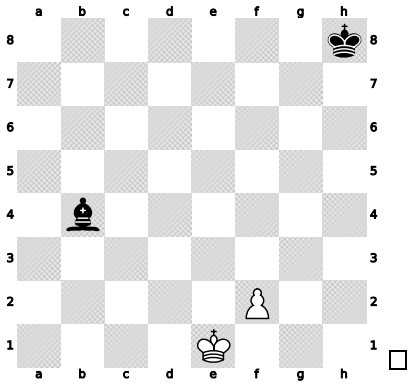


BRÉTEMA

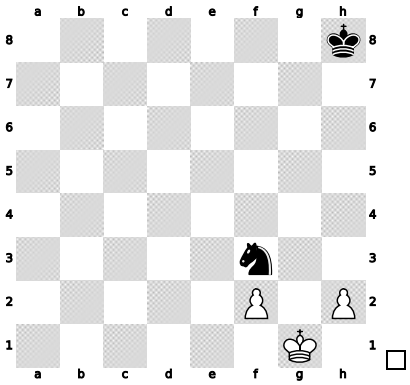
When you are in check, think of the three ways in order: can I capture? can I block? where can my king go? Sometimes the best one is not the first one you see.



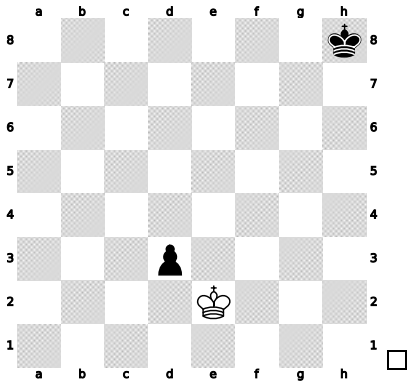
Knight check: capture it (exd3) or move the king (♔d1, ♔f1).



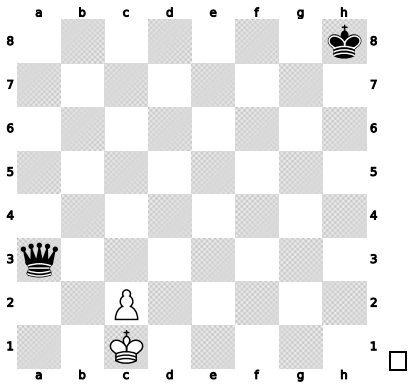
1 Which piece is giving check to the white king?



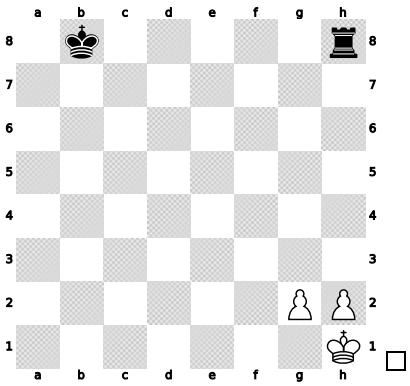
2 Which piece is giving check to the white king?



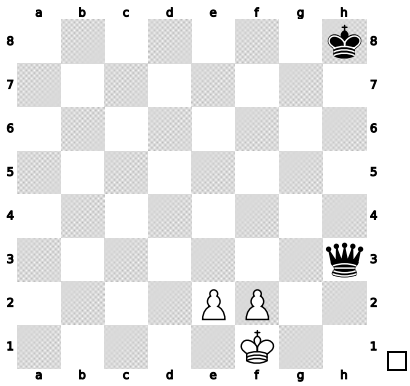
3 Which piece is giving check to the white king?



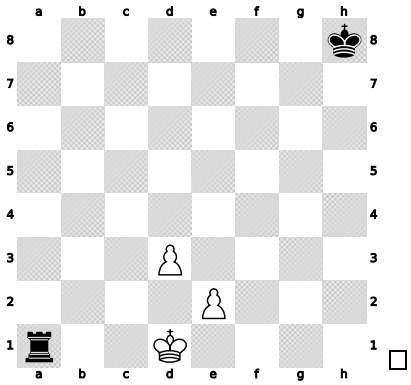
4 Which piece is giving check? How can you get out of check?



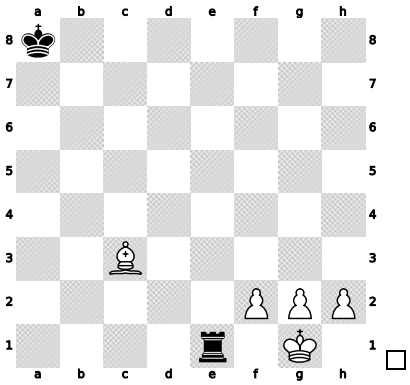
5 Is the white king in check?



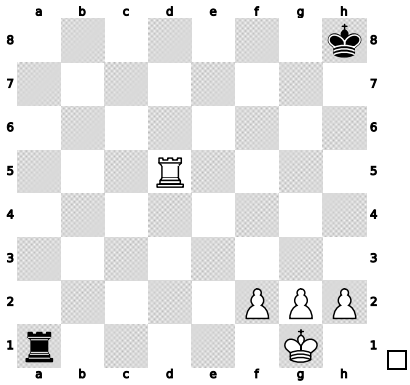
6 White to move. How can you get out of check?



7 White to move. Get out of check by moving the king.



8 White to move. Get out of check by capturing.



9 White to move. Get out of check by blocking.

10 Can a knight check be blocked? Why?

11 You are in check and you capture a pawn with your queen somewhere else on the board. Is that move allowed?

12 What are the three ways to get out of check?

REMEMBER

- Giving check means attacking the king.
- If you are in check, you must get out of it on your move.
- Three ways: move the king, capture the checking piece or block.
- A knight check cannot be blocked.

FROM THE BOOK TO THE VIDEOGAME · SCHOOL · RULES

In **Brétema's School**, go into **Rules for playing games** and choose **Check** and **Getting out of check**.

No screen? One player sets up a check on the board and the other finds the three ways out.

CHECK WHAT YOU'VE LEARNED

- ☐ I can see when a king is in check.
- ☐ I know the three ways to get out of check.
- ☐ I know a knight check cannot be blocked.

If you got at least 10 of the 12 exercises right, on to mission 11! If not, read again the part you found hard.

MISSION 11 · RULES

Checkmate



Martina already knew how to get out of checks. But one afternoon, Roi gave her one there was no way to escape from.

Martina looked and looked: the king had no squares, she could not capture the piece and she could not block it.

“There’s no way out,” she said at last.

“That is **checkmate**,” said Grandpa Antón, who had seen everything. “The game is over. Roi has won.”

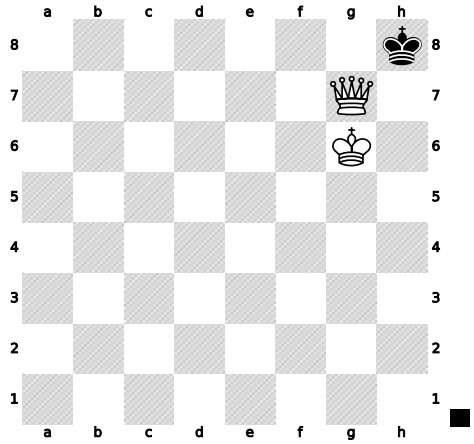
Roi jumped for joy. Martina frowned, but straight away she set up the pieces again.

“Next time, I’ll be the one giving mate.”

What is checkmate?

It is a **check that cannot be escaped**: the king cannot move to a safe square, the checking piece cannot be captured and the check cannot be blocked.

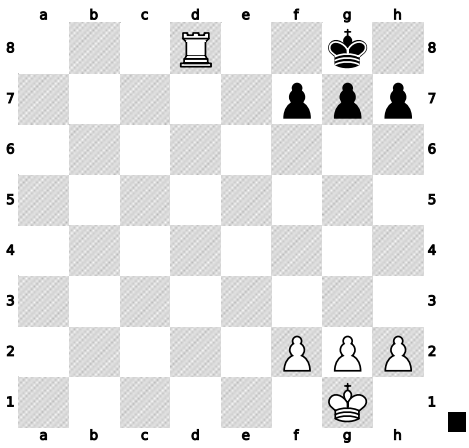
When there is checkmate, **the game is over**. Whoever gave the mate wins. That is why the king is never actually captured.



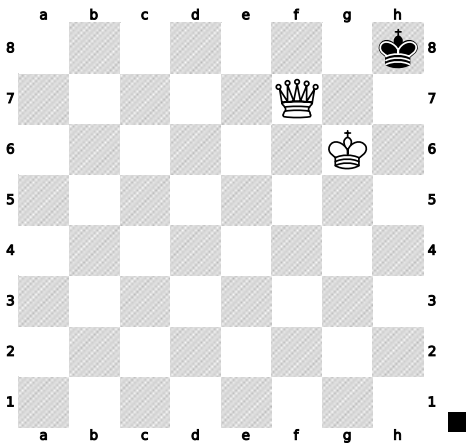
Checkmate. The queen gives check and the white king defends her.

Check or checkmate?

To find out whether a check is mate, go through the **three ways** out. If any of them works, it is only check. If none works, it is mate.



Back-rank mate: the pawns shut in their own king.



This is neither mate nor check: it is something else you will see in mission 12.

MISSION 11 · LEARN

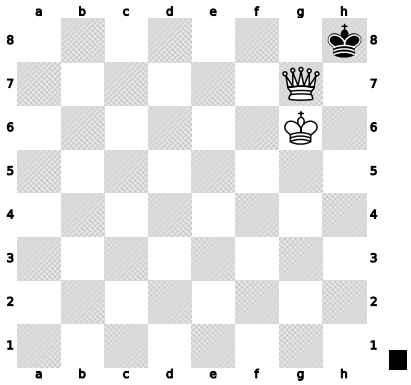
The simplest mates

Almost all mates need **two pieces working together**: one gives check and the other takes away the escape squares. Very often the helper is the king himself.

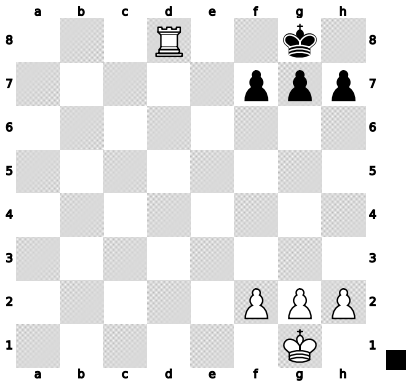


BRÉTEMA

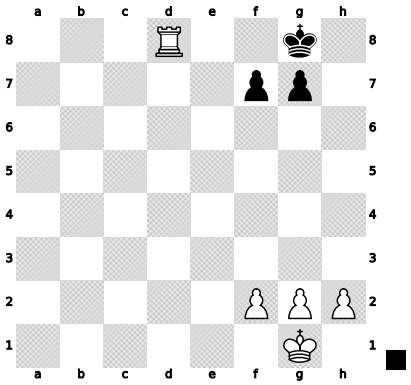
To give mate, first look at the squares the enemy king could escape to. Then look for a check that takes them all away.



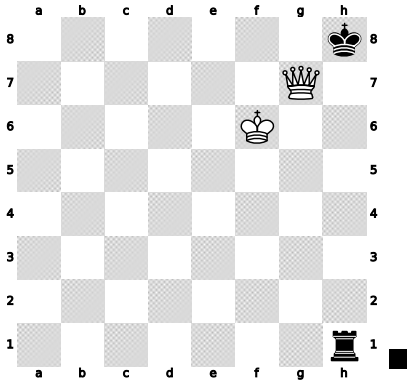
1 Black to move. Is it check or checkmate?



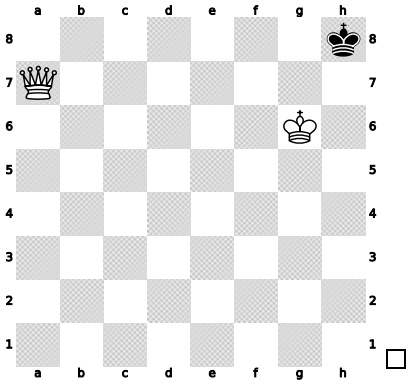
2 Black to move. Check or checkmate?



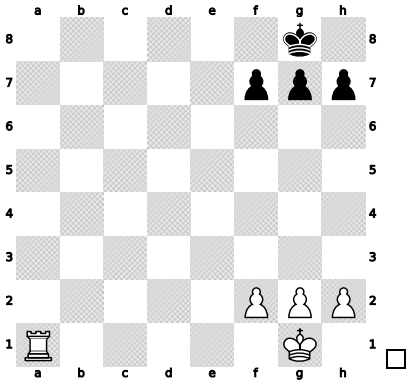
3 Black to move. Check or checkmate?



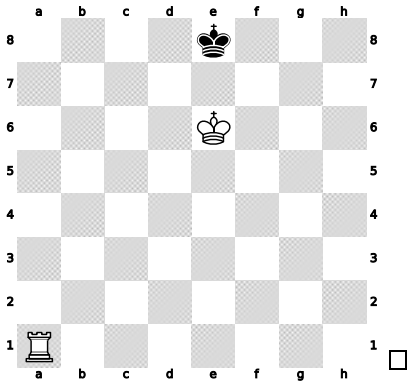
4 Black to move. Check or checkmate? Watch out for the black rook!



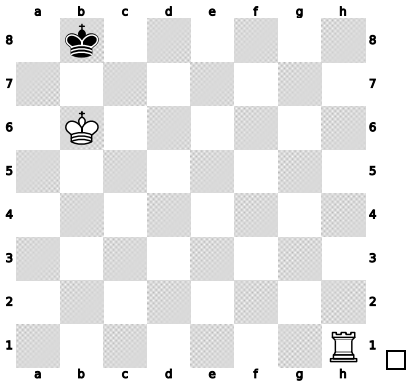
5 White to move. Give checkmate in one move.



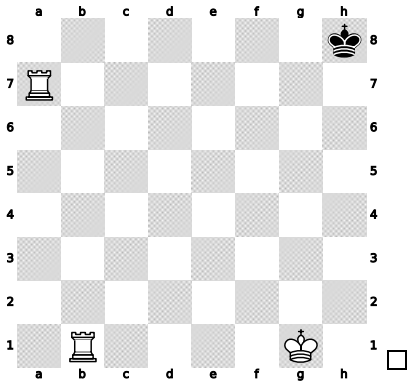
6 White to move. Give checkmate in one move.



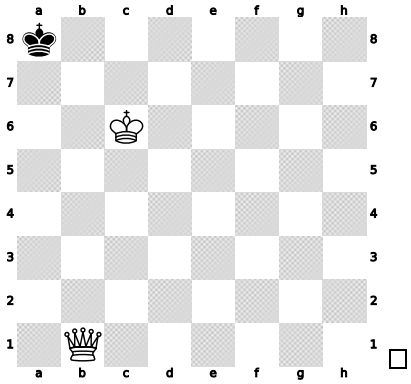
7 White to move. Give checkmate in one move.



8 White to move. Give checkmate in one move.



9 White to move. Give checkmate in one move.



10 White to move. Give checkmate in one move.

11 What happens in the game when there is checkmate?

12 Can the king be captured?

REMEMBER

- Checkmate is a check that cannot be escaped.
- Checkmate ends the game, and whoever gives it wins.
- To check it, go through the three ways out of check.
- You almost always need two pieces working together.

FROM THE BOOK TO THE VIDEOGAME · SCHOOL · RULES

In **Rules for playing games**, choose **Checkmate**. And if you want more, the **Tower of Hercules** is full of mates.

No screen? Put a black king in a corner and a white queen on the board. How many different mates can you find with the help of the white king?

CHECK WHAT YOU'VE LEARNED

- ☐ I know what checkmate is.
- ☐ I can tell a check from a checkmate.
- ☐ I give simple mates in one move.

If you got at least 10 of the 12 exercises right, on to mission 12! If not, read again the part you found hard.

MISSION 12 · RULES

Checkmate or stalemate



Roi had a queen and his king. Martina only had her king, stuck in a corner. He was sure to win!

Roi moved his queen very close to the black king and smiled.

“Your turn.”

Martina looked at the board. Her king was not in check… but it could not move to any square. And she had no other pieces.

“I can’t move anything,” she said.

“Then I win!” shouted Roi.

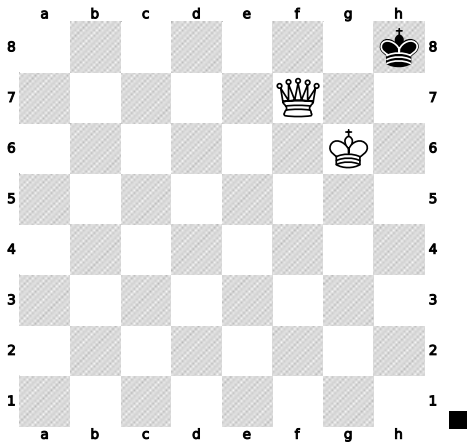
“No,” said Brétema gently. “That is called **stalemate**. And stalemate is a **draw**: nobody wins.”

Roi’s mouth dropped open.

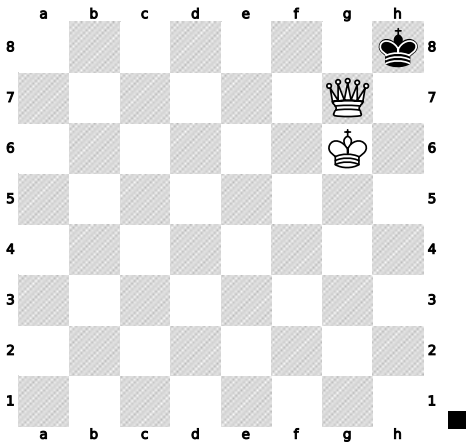
Stalemate

It is **stalemate** when the player whose turn it is **has no legal move** and their king **is not in check**.

The game ends in a **draw**. Nobody wins.



Stalemate: the black king is not in check, but it cannot move.



Checkmate: the king is in check and cannot escape.

How to avoid stalemate

When you are winning, before every move ask yourself: **does my opponent still have a move?** If your move leaves them with no moves and it is not check, you have stalemated them.

With king and queen against king, the danger comes when the queen gets too close to the enemy king without giving check.

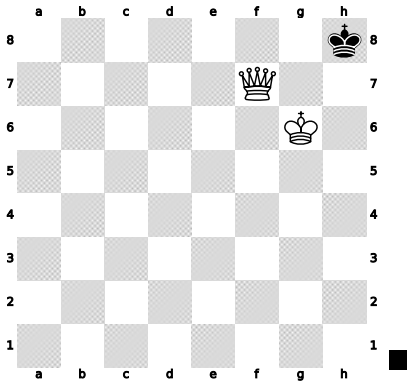


BRÉTEMA

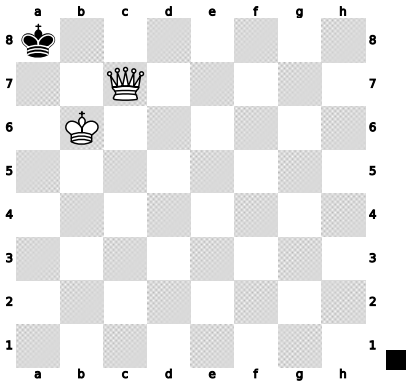
If the enemy king can only go back and forth between two squares, be careful! That is when it is easiest to stalemate it by mistake.

Other draws

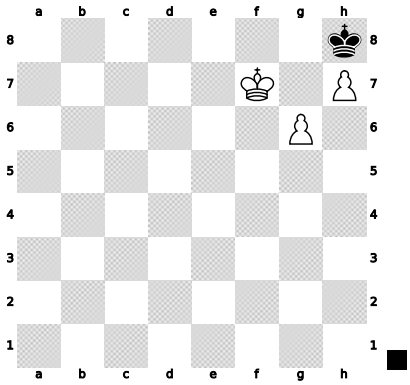
A game is also a draw when **both players agree**, or when **there is not enough material to give mate**: for example, if only the two kings are left. There are a few more rules you will learn when you play in tournaments.



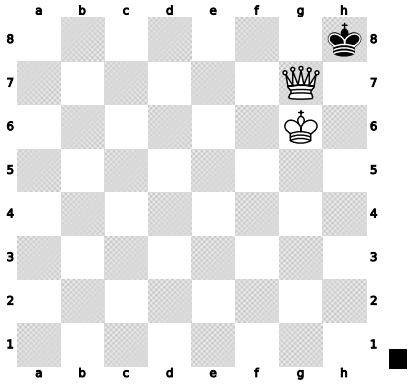
1 Black to move. Is it mate, stalemate or neither?



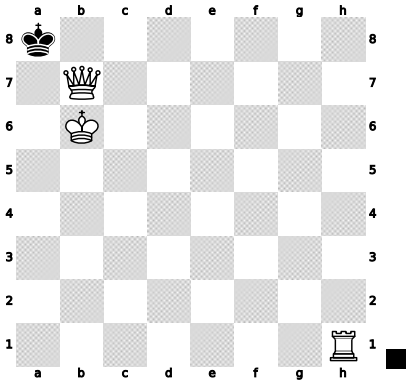
2 Black to move. Is it mate, stalemate or neither?



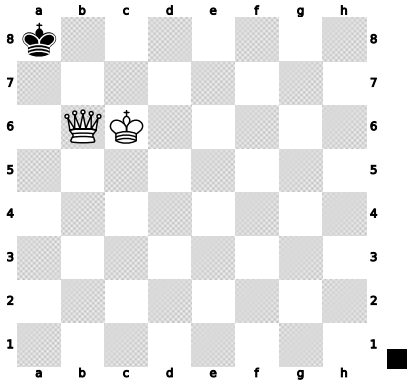
3 Black to move. Is it mate, stalemate or neither?



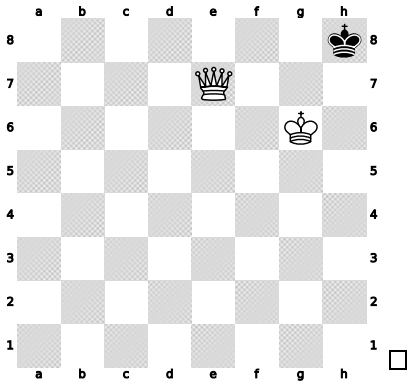
4 Black to move. Is it mate, stalemate or neither?



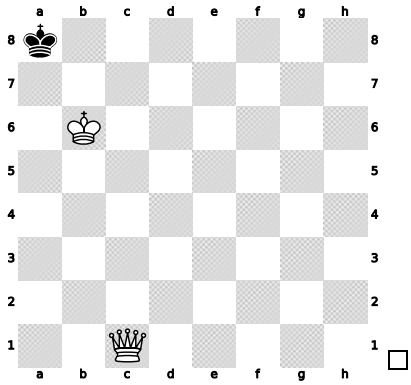
5 Black to move. Is it mate, stalemate or neither?



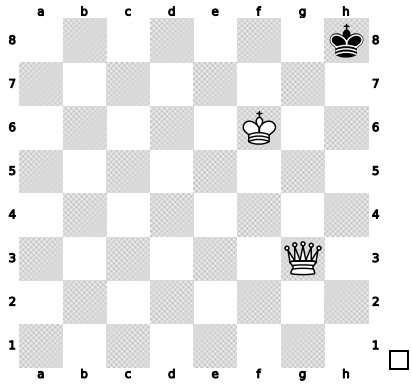
6 Black to move. Is it mate, stalemate or neither?



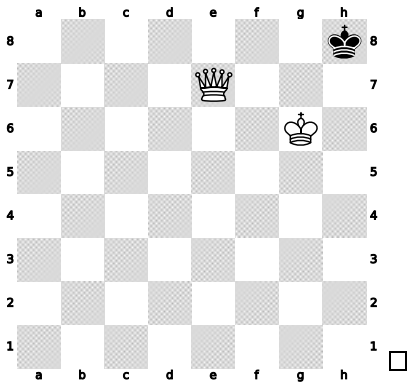
7 White to move. Give checkmate in one move. Don't stalemate!



8 White to move. Give checkmate in one move. Don't stalemate!



9 White to move. Give checkmate in one move. Don't stalemate!



10 White to move. Which queen move would stalemate the black king? Don't play it.

11 Only the two kings are left. Who wins?

12 What is the difference between mate and stalemate?

REMEMBER

- Stalemate: the player to move has no moves and their king is not in check.
- Stalemate is a draw: nobody wins.
- When you are winning, always leave your opponent a move… until you give mate.
- King against king is also a draw.

FROM THE BOOK TO THE VIDEOGAME · SCHOOL · RULES

In **Rules for playing games**, choose **Checkmate or stalemate**. On the last level you will have to give mate without stalemating.

No screen? With king and queen against king, play to the end. If the player with the queen stalemates, they lose their turn to play with her!

CHECK WHAT YOU'VE LEARNED

- ☐ I can tell mate from stalemate.
- ☐ I know stalemate is a draw.
- ☐ I give mate without stalemating.

If you got at least 10 of the 12 exercises right, on to mission 13! If not, read again the part you found hard.

MISSION 13 · RULES

Castling and en passant



One Sunday, Grandpa Antón played a game against Roi. Suddenly, he did something very strange: he moved his king two squares at once and jumped the rook over it.

“Cheat!” protested Roi. “The king only takes one step.”

“It’s not cheating,” laughed Grandpa. “It’s **castling**, a special move. It hides the king and brings out the rook in one go.”

A little later, Roi moved a pawn two squares to slip past one of Grandpa’s pawns. And Grandpa captured it anyway.

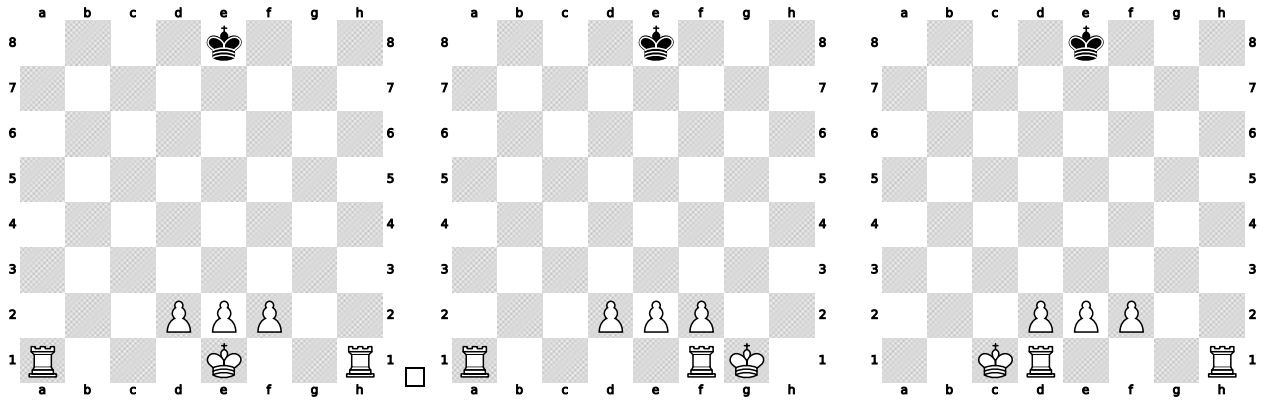
“Again! Isn’t that cheating either?”

“No, it isn’t,” said Brétema. “It’s called **en passant**, which means “in passing”. These are the two special moves in chess. Let’s look at them.”

Castling

In castling, **the king and a rook move at the same time**. The king goes **two squares** towards the rook, and the rook jumps over to the other side of the king, onto the square next to it.

There are two ways to castle: **kingside**, towards the rook on h1 (written 0-0), and **queenside**, towards the rook on a1 (0-0-0). To castle, touch the king first.



Before castling. *Kingside castling.* *Queenside castling.*

When you CANNOT castle

1. If the king or that rook **has already moved** earlier in the game.

2. If there are **pieces between** the king and the rook.

3. If the king **is in check**, if it has to **pass through** an attacked square or if it **would end up** in check.



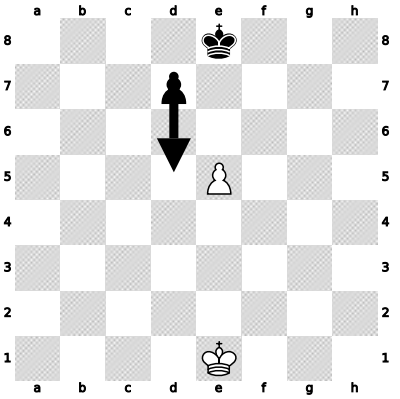
BRÉTEMA

Castling early is one of the best habits: your king hides behind its pawns and the rook comes out to play.

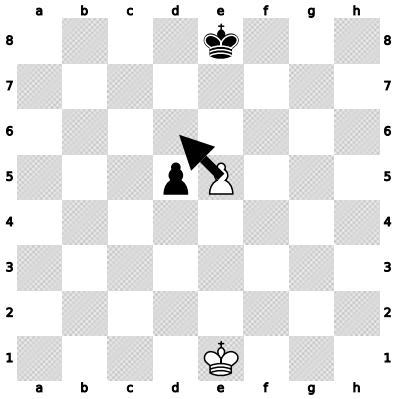
En passant

When a pawn moves **two squares** from its starting square and lands **right next to** an enemy pawn, that enemy pawn can capture it **as if it had moved only one**.

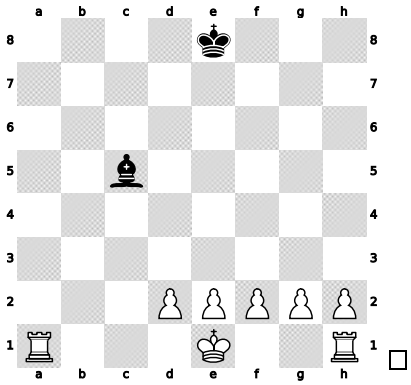
You can only do it **on the very next move**. If you wait, it no longer counts.



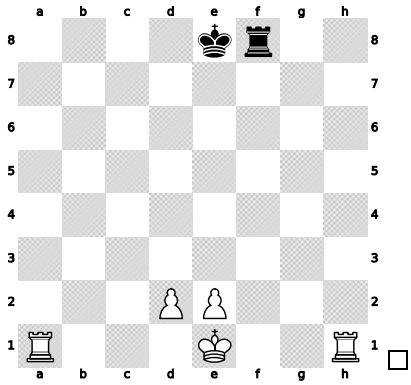
Black plays d7-d5…



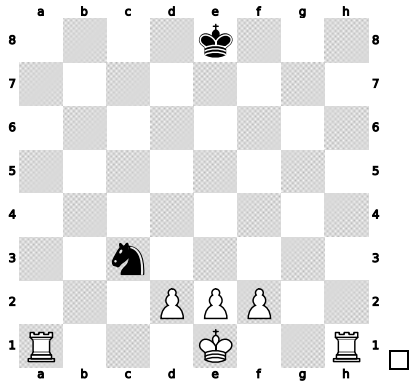
…and the pawn on e5 captures en passant: exd6.



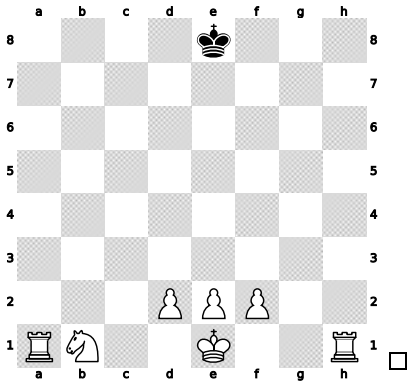
1 White to move, and neither the king nor the rooks have moved. Which ways can White castle?



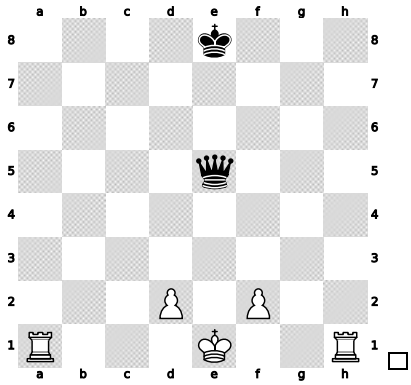
2 White to move, and neither the king nor the rooks have moved. Which ways can White castle?



3 White to move, and neither the king nor the rooks have moved. Which ways can White castle?

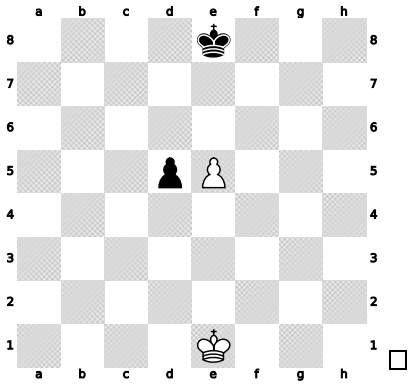


4 White to move, and neither the king nor the rooks have moved. Which ways can White castle?

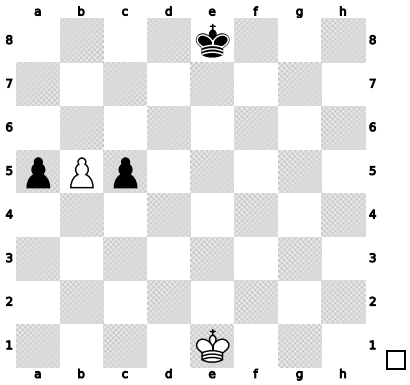


5 White to move, and neither the king nor the rooks have moved. Which ways can White castle?

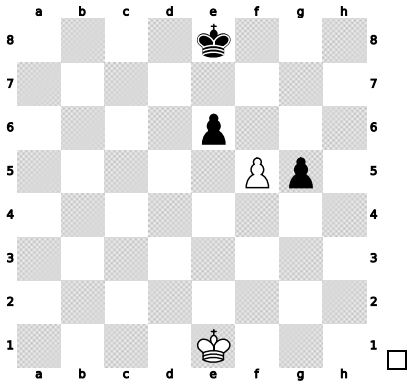
6 The white king moved earlier and went back to e1. Can he castle?



7 Black has just played d7-d5. Can the white pawn capture en passant?



8 Black has just played c7-c5. Can the white pawn capture en passant?



9 Black played g7-g5 two moves ago. Can the white pawn capture en passant?

10 How many squares does the king move when castling?

11 Which piece do you touch first to castle?

12 How do you write king-side and queenside castling?

REMEMBER

- In castling, the king goes two squares towards the rook and the rook jumps to its side.
- You cannot castle if the king or the rook has moved, if there are pieces in between or if there are checks on the way.
- En passant: a pawn that moves two squares and lands next to an enemy pawn can be captured as if it had moved one.
- En passant is only allowed on the very next move.

FROM THE BOOK TO THE VIDEOGAME · SCHOOL · RULES

In **Rules for playing games**, choose **Castling** and **En passant**.

No screen? Set up the starting position without bishops, knights or queens, and practise both kinds of castling.

CHECK WHAT YOU'VE LEARNED

- ☐ I can castle kingside and queenside.
- ☐ I know when you cannot castle.
- ☐ I can capture en passant.

If you got at least 10 of the 12 exercises right, on to mission 14! If not, read again the part you found hard.

Mate in one move



One sunny morning, Brétema took them to the Tower of Hercules. The oldest lighthouse in the world that still works rose above the sea, tall and calm.

“Aldara used to come up here to look at the stars with the astrolabe,” said Brétema. “And she left challenges hidden on every step.”

Martina opened the astrolabe. A position appeared on the board.

“It’s a mate,” said Roi. “But which one?”

“To climb the Tower,” said Brétema. “you will have to find the mate on each step. In just one move.”

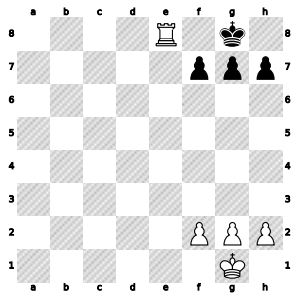
Look at the king first

Before looking for the mate, look at the enemy king: **which squares could it escape to?** Then look for a check that takes them all away, and make sure it cannot be captured or blocked.

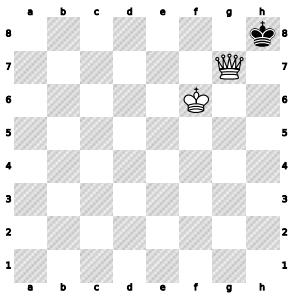
Some mating patterns come up again and again. If you know them, you will find them straight away.

Four famous mates

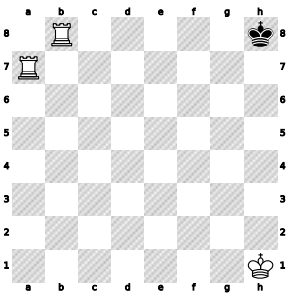
Back-rank mate: the king is shut in by its own pawns and a rook or queen mates it on the last rank. **The queen's kiss**: the queen stands right next to the king, protected by another piece. **The ladder**: two rooks take turns to push the king to the edge. **Smothered mate**: the king is so surrounded by its own pieces that a knight mates it on its own.



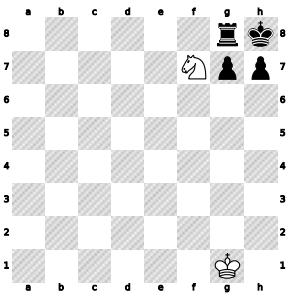
Back rank.



Queen's kiss.



Ladder.

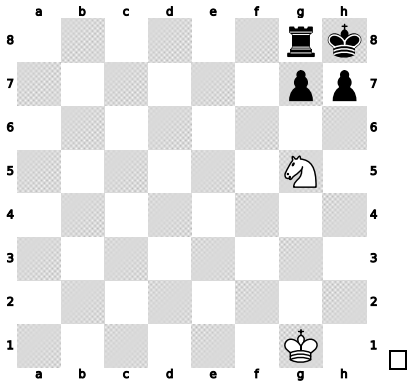


Smothered mate.

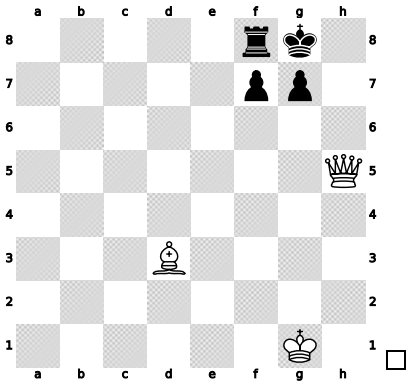


BRÉTEMA

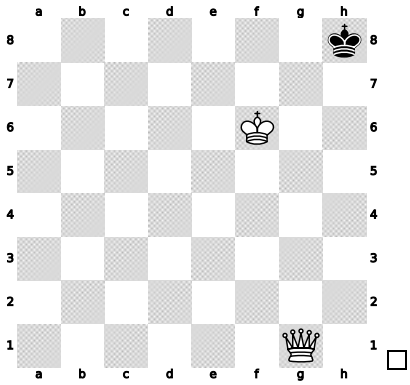
When you play your games, protect your own king from these mates. For example, to avoid back-rank mate, leave your king a free square.



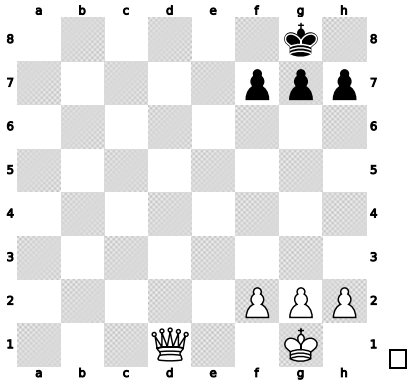
1 White to move. Give checkmate in one move.



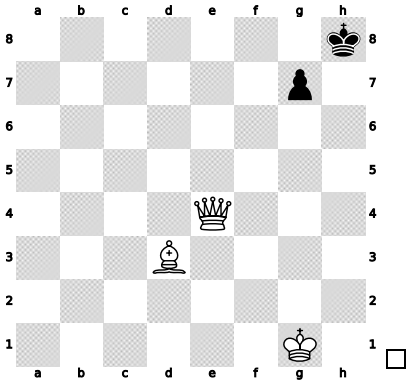
2 White to move. Give checkmate in one move.



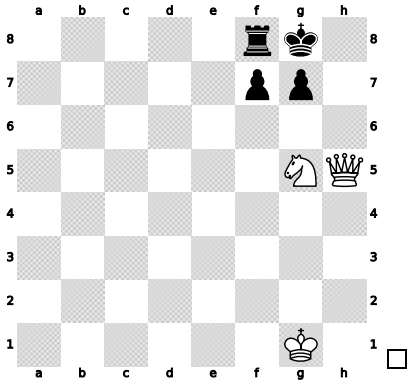
3 White to move. Give checkmate in one move.



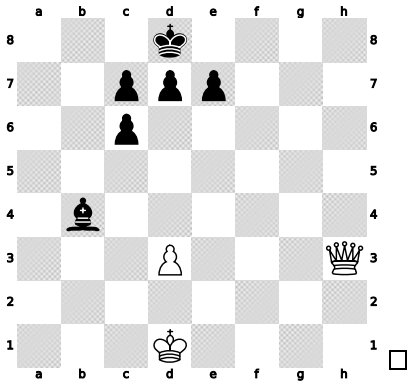
4 White to move. Give checkmate in one move.



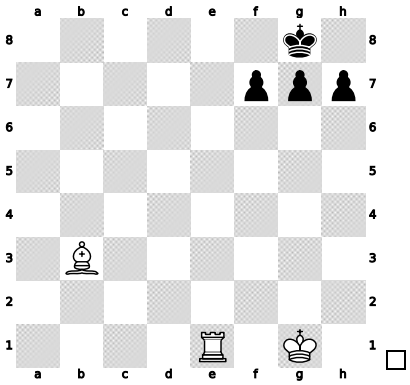
5 White to move. Give checkmate in one move.



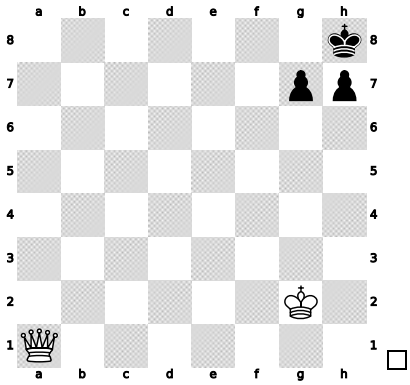
6 White to move. Give checkmate in one move.



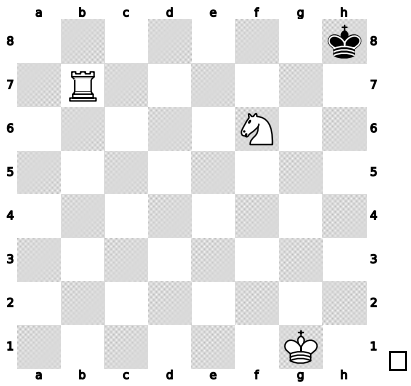
7 White to move. Give checkmate in one move.



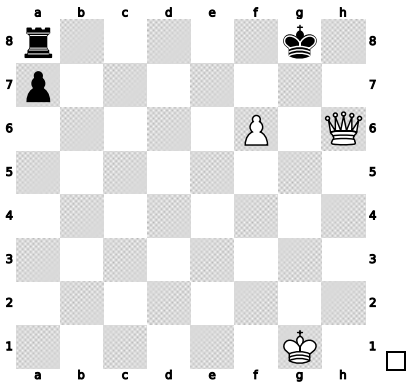
8 White to move. Give checkmate in one move.



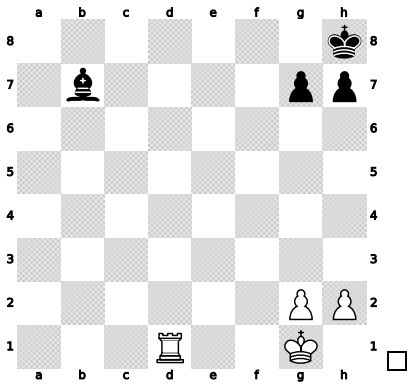
9 White to move. Give checkmate in one move.



10 White to move. Give checkmate in one move.



11 White to move. Give checkmate in one move.



12 White to move. Give checkmate in one move.

REMEMBER

- To look for a mate, first look at the enemy king's escape squares.
- Make sure your check cannot be captured or blocked.
- Famous mates: back rank, queen's kiss, ladder and smothered mate.
- Protect your king from those same mates.



FROM THE BOOK TO THE VIDEOGAME · TOWER OF HERCULES

Go into the **Tower of Hercules**: a mate in one move is waiting for you on every step.

No screen? Set up the four famous mates on the board from memory.

CHECK WHAT YOU'VE LEARNED

☐ I look for the enemy king's escape squares.

☐ I find mates in one move.

☐ I know the four famous mates.

If you got at least 10 of the 12 exercises right, on to mission 15! If not, read again the part you found hard.

Mate with queen and with rook



At the top of the Tower the wind was blowing. Grandpa Antón had climbed up with them and was looking at the sea.

“Grandpa, what if at the end of a game I only have my queen and king left?” asked Martina. “How do I give mate?”

“That is one of the most important things to know,” said Grandpa. “If you can’t give that mate, the game can end in a draw even when you have much more.”

“And with a rook?”

“You can do it too. It takes a little longer, but there’s a trick. Let’s look at them.”

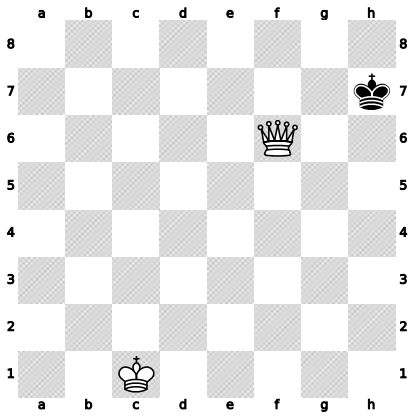
Brétema turned the wheel of the astrolabe and the pieces set themselves up.

Queen and king against king

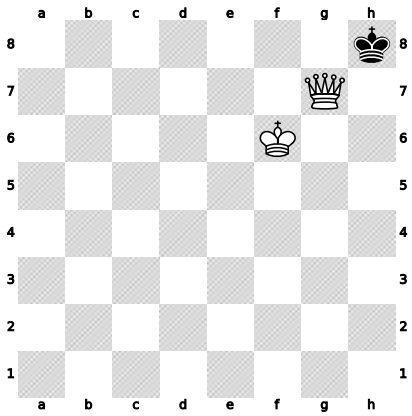
1. Put the queen **a knight's jump away** from the enemy king. That way you take squares away without giving check, and every time it moves, you follow it.

2. When the enemy king is on the **edge**, leave the queen where she is and **bring your king closer**.

3. Give mate with the queen, protected by your king. And watch out for stalemate!



The queen, a knight's jump away, shuts the king in.



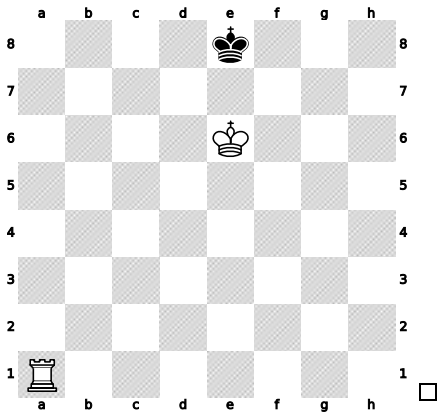
The end: mate.

Rook and king against king

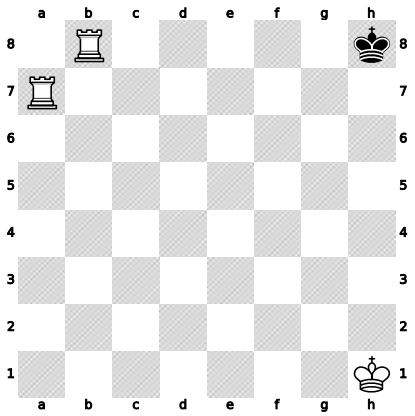
1. With the rook, **cut off** the enemy king: don’t let it cross a rank or a file.

2. Bring your king closer until it stands opposite the enemy king, with one square between them.

3. Then **check with the rook** on the edge. If the enemy king is not opposite, make a waiting move with the rook.



Kings face to face: ♖a8#.

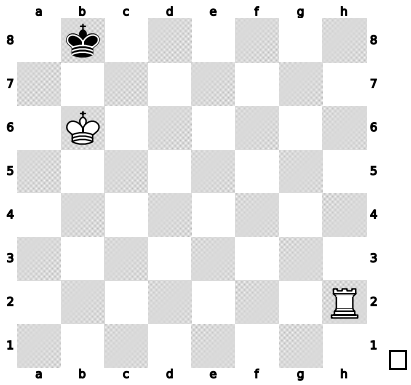


With two rooks, the ladder.

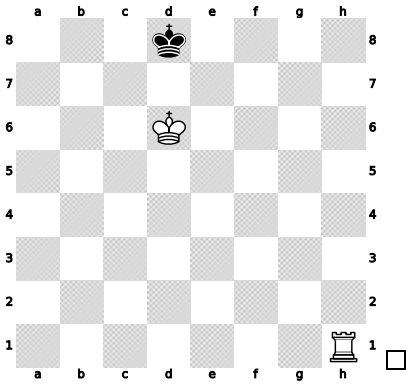


BRÉTEMA

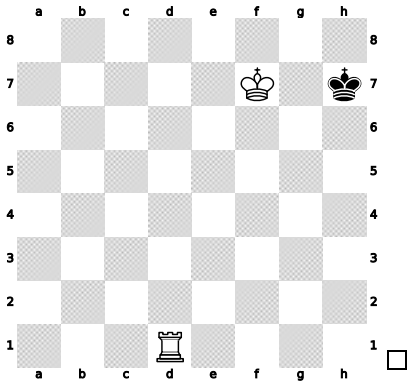
Mate with a rook always happens on the edge of the board. Your job is to push the enemy king there.



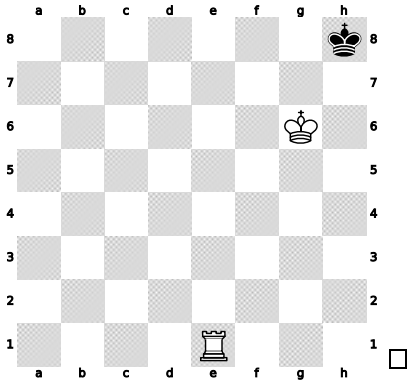
1 White to move. Give checkmate in one move.



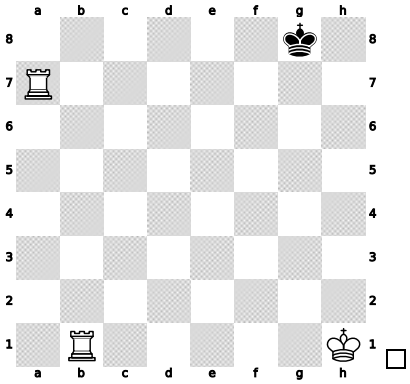
2 White to move. Give checkmate in one move.



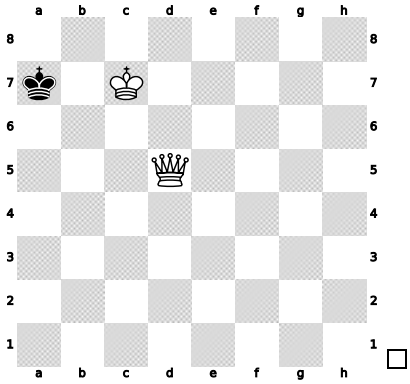
3 White to move. Give checkmate in one move.



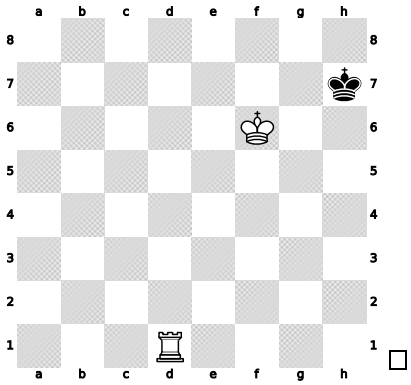
4 White to move. Give checkmate in one move.



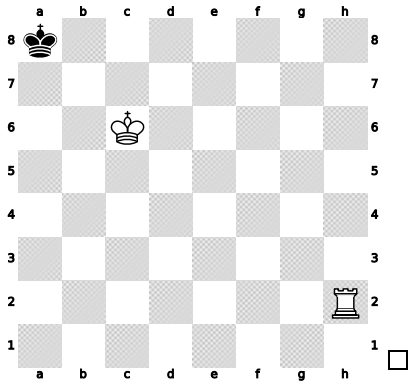
5 White to move. Give checkmate in one move.



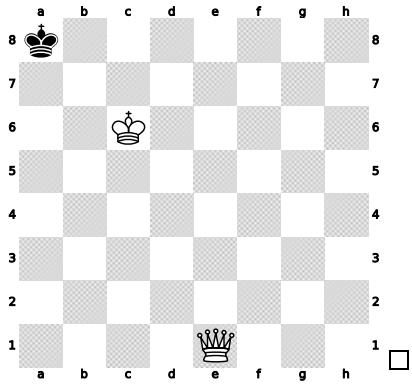
6 White to move. Give checkmate in one move.



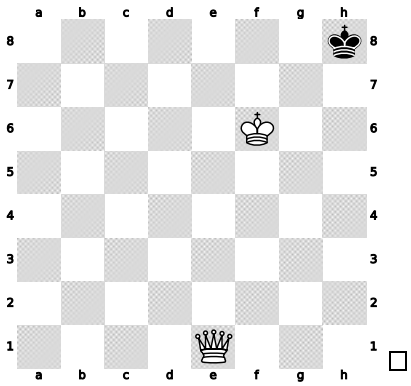
7 White to move. Give checkmate in two moves.



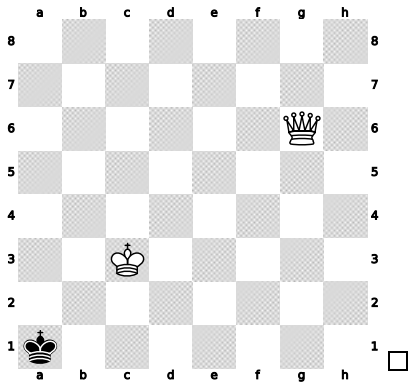
8 White to move. Give checkmate in two moves.



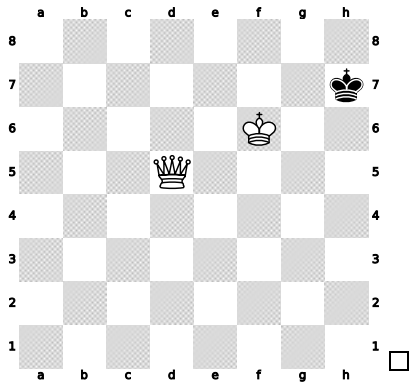
9 White to move. Give checkmate in two moves.



10 White to move. Give checkmate in two moves.



11 White to move. Give checkmate in two moves.



12 White to move. Give checkmate in two moves.

REMEMBER

- With the queen: queen a knight's jump away, enemy king to the edge, bring your king and mate.
- With the rook: cut off with the rook, put the kings face to face and check on the edge.
- With two rooks: the ladder.
- Watch out for stalemate.

FROM THE BOOK TO THE VIDEOGAME · SCHOOL · RULES

In **Rules for playing games**, choose **Checkmate** and practise the levels **Queen and king** and **Rook and king**.

No screen? One player has king and queen, the other only the king. In how many moves can you give mate? Then try with the rook.

CHECK WHAT YOU'VE LEARNED

- ☐ I can give mate with queen and king.
- ☐ I can give mate with rook and king.
- ☐ I avoid stalemate.

If you got at least 10 of the 12 exercises right, on to mission 16! If not, read again the part you found hard.

MISSION 16 · HARBOUR

My first game against Roi



At the harbour, among boats and seagulls, Roi set up a board on a fisherman’s crate.

“We know all the rules now,” he said. “It’s time to play a real game!”

He played very fast: pawn, bishop, queen… and on the fourth move, wham!, he captured on f7 with his queen.

“Checkmate,” said Roi, very proud.

Martina couldn’t believe it. Brétema landed on the edge of the crate.

“That is the most famous mate for beginners: **Scholar’s mate**. Today you will learn to write down games, to start well… and never to fall into that trap again.”

How moves are written

Each move is written with **the piece** and **the square it goes to**. In this book the pieces are drawn as little figures: ♔ king, ♕ queen, ♖ rook, ♗ bishop and ♘ knight. When you write them yourself, use letters: **K** (king), **Q** (queen), **R** (rook), **B** (bishop) and **N** (knight).

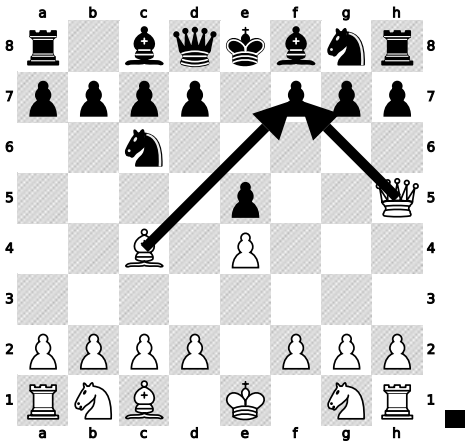
Pawns have no letter: just the square. So **e4** means "pawn to e4" and ♘**f3** means "knight to f3".

Other signs: **x** capture (♗xf7), **+** check, **#** checkmate, **0-0** kingside castling and **0-0-0** queenside castling. Moves are numbered: 1.e4 e5 means that White played e4 and Black played e5.

Scholar's mate and how to avoid it

1.e4 e5 2.♗c4 ♘c6 3.♕h5. The queen and the bishop are aiming at f7, which is only defended by the king. If Black isn't paying attention and plays 3…♘f6??, then comes 4.♕xf7#.

To defend, you just need to **protect f7** or block the queen's path: 3…g6, 3…♕e7 or 3…♕f6.

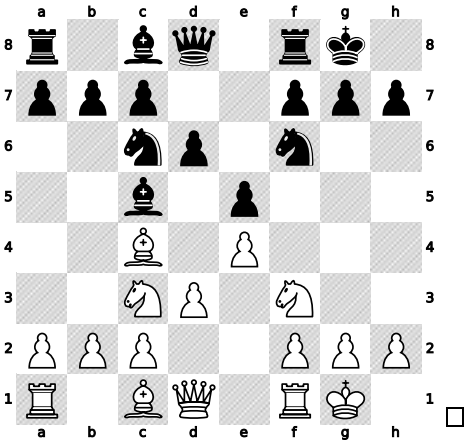


After 3.♕h5: watch out for f7!

Five tips for a good start

1. Put pawns in the **centre** (e4, d4, e5, d5). **2. Bring out the knights and bishops** early. **3. Castle** to protect your king. **4.** Don’t bring the **queen** out too early. **5.** Don’t move the same piece many times without a reason.

This is how Martina and Roi played their second game: 1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♗c5 4.0-0 ♘f6 5.d3 d6 6.♘c3 0-0. Both of them followed the five tips!



After 6…0-0: pawns in the centre, pieces out and kings castled.

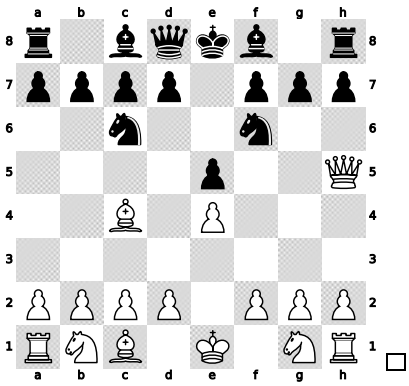
1 What does ♘f3 mean?

2 What does ♗xe5 mean?

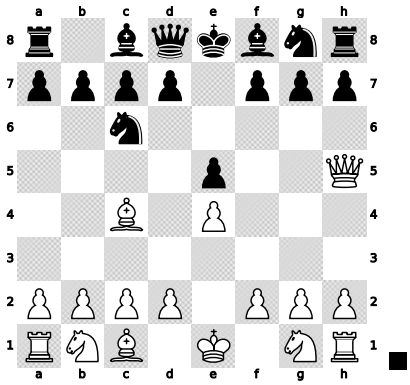
3 A pawn goes from e2 to e4. How is it written?

4 What do 0-0 and 0-0-0 mean?

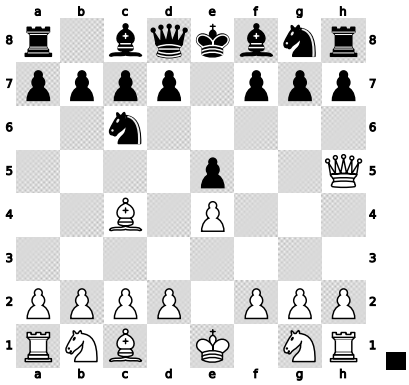
5 What does the sign # after a move mean?



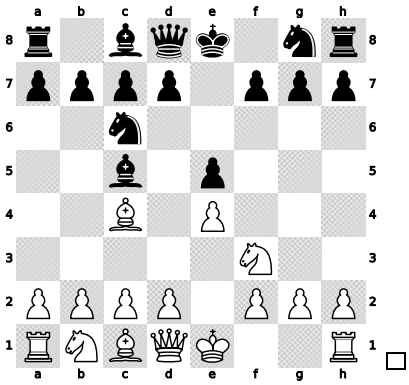
6 White to move. Which move gives checkmate?



7 Black to move. The white queen is threatening mate. What is the threat?



8 Black to move. Write a move that stops Scholar's mate.



9 White to move. Can White castle already? Which way?

10 Which first move is better for White: 1.e4 or 1.h4? Why?

11 Which pieces should you bring out first in a game?

12 Roi brings his queen out on the second move. Is that a good idea? Why?

REMEMBER

- Moves: piece + square (♘f3). Pawns, just the square (e4).
- x capture, + check, # mate, 0-0 and 0-0-0 castling.
- To start: centre, knights and bishops out, castle.
- Watch out for Scholar's mate: protect f7.

FROM THE BOOK TO THE VIDEOGAME · HARBOUR

Go to the **Harbour** and play a game against Roi. If you make a mistake, you can take the move back.

No screen? Play a game with someone in your family and write the moves down on paper.

CHECK WHAT YOU'VE LEARNED

- ☐ I can read and write moves.
- ☐ I know how to avoid Scholar's mate.
- ☐ I know the five tips for a good start.

If you got at least 10 of the 12 exercises right, on to mission 17! If not, read again the part you found hard.

MISSION 17 · SAN ANTÓN CASTLE

The tricks of the castle



At the end of the seafront, out over the sea, stood San Antón Castle. Centuries ago it defended the city from enemy ships.

“The defenders of the castle knew lots of tricks,” said Brétema. “So do chess players.”

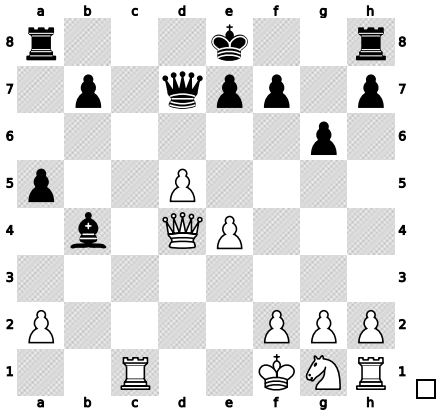
“Tricks? Like Scholar’s mate?” asked Roi.

“Better ones. Tricks to win your opponent’s pieces. They have battle names: double attack, pin, discovered attack…”

Martina took out the astrolabe. In every room of the castle there was a position from a real game, waiting for someone to find the trick.

The undefended piece

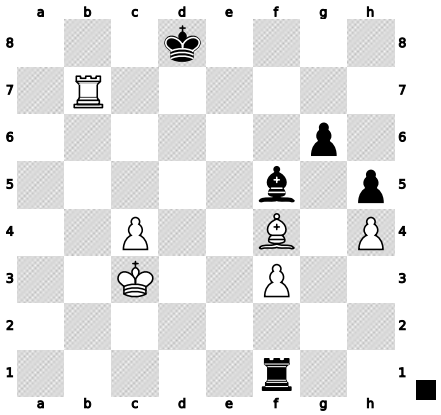
The simplest trick: **check whether your opponent has left a piece undefended** and capture it. Sometimes the capture is checkmate too.



White to move: 1. ♕xh8#

The double attack

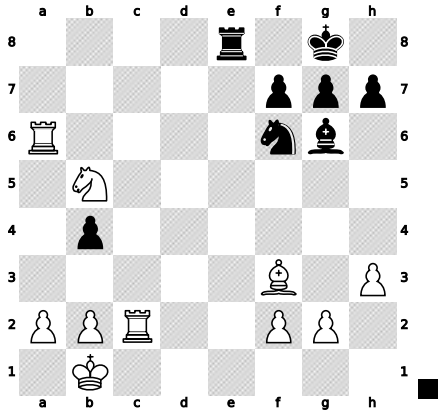
One piece **attacks two things at once**. The opponent can only save one. A knight's double attack is called a **fork**. Double attacks with **check** are the strongest, because the opponent has to save the king first.



Black to move: 1…♖xf3+ 2.♔b4 ♖xf4

The pin

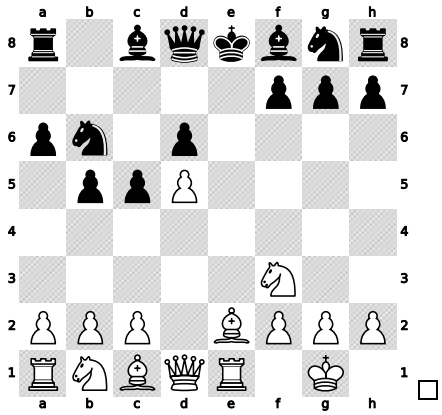
A piece is **pinned** when it cannot move because it would leave a more valuable piece behind it under attack, especially the king. A piece pinned to the king can never move.



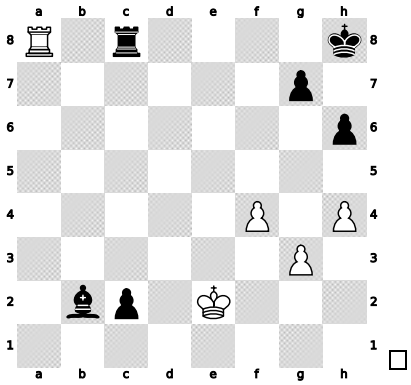
Black to move: 1…♖e1+ 2.♗d1 ♖xd1#

The discovered attack

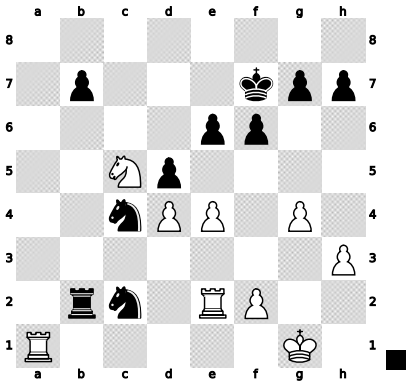
A piece steps aside and **uncovers a check** from another piece that was behind it. Because the opponent has to deal with the check, the piece that moved can capture whatever it likes… or give mate.



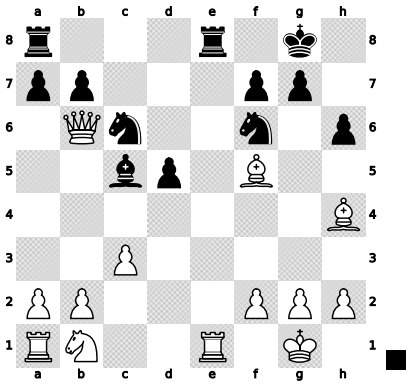
White to move: 1.♗xb5#



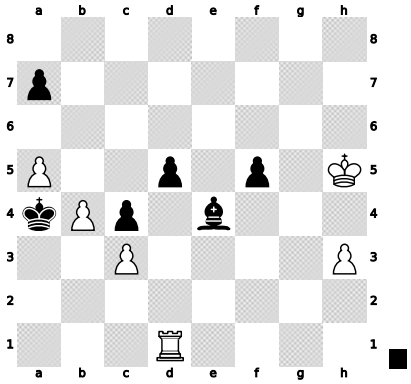
1 White to move. Theme: undefended piece.



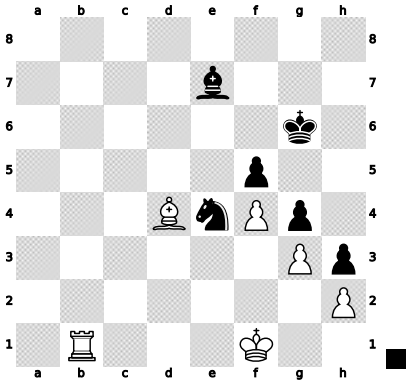
2 Black to move. Theme: undefended piece.



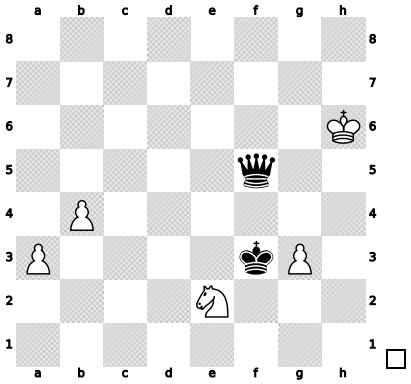
3 Black to move. Theme: undefended piece.



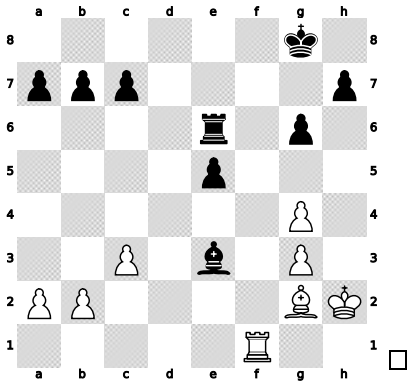
4 Black to move. Theme: double attack.



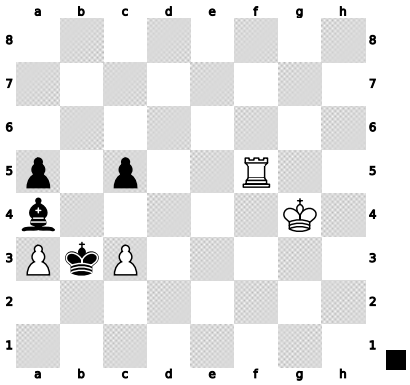
5 Black to move. Theme: double attack.



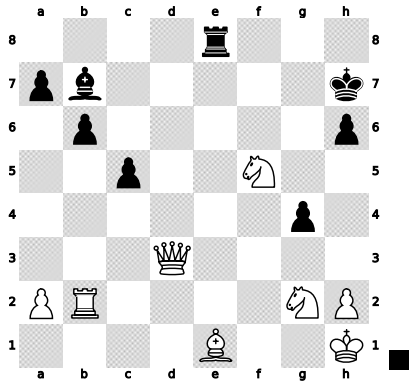
6 White to move. Theme: double attack.



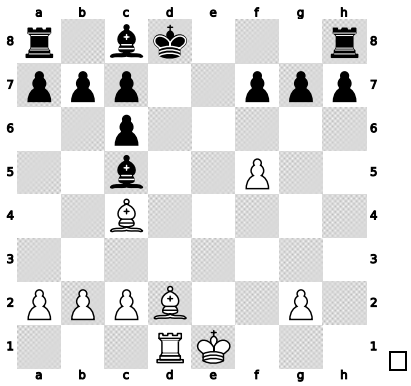
7 White to move. Theme: pin.



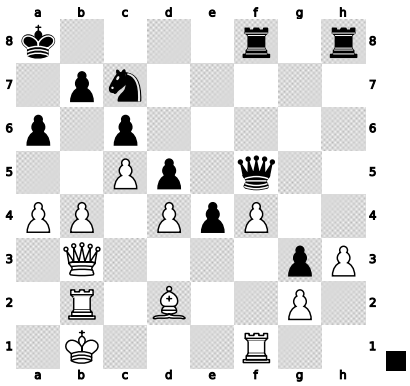
8 Black to move. Theme: pin.



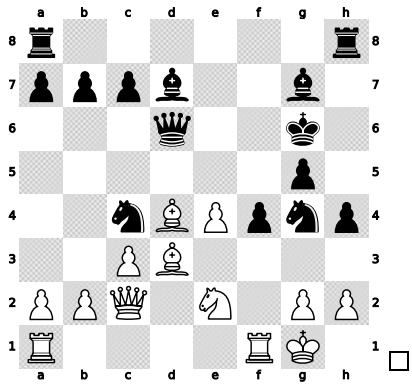
9 Black to move. Theme: pin.



10 White to move. Theme: discovered attack.



11 Black to move. Theme: discovered attack.



12 White to move. Theme: discovered attack.

REMEMBER

- Always look for undefended enemy pieces.
- Double attack: one piece attacks two things at once.
- Pin: the piece cannot move without leaving a more valuable one under attack.
- Discovered attack: when one piece steps aside, the one behind it gives check.

FROM THE BOOK TO THE VIDEOGAME · SAN ANTÓN CASTLE

Go into **San Antón Castle**: each room is a different trick, with positions from real games.

No screen? Set up a knight fork on the board and ask someone to find it.

CHECK WHAT YOU'VE LEARNED

- [ ] I find undefended pieces.
- [ ] I recognise the double attack and the pin.
- [ ] I know what a discovered attack is.

If you got at least 10 of the 12 exercises right, on to mission 18! If not, read again the part you found hard.

MISSION 18 · MARÍA PITA SQUARE

The secret of the astrolabe



The last door opened in María Pita Square, in front of the City Hall. Brétema told them that María Pita had bravely defended A Coruña in 1589.

Martina put the astrolabe down on the ground of the square. This time, the wheel turned by itself. The pieces moved to the starting position, and in the middle of the board a sentence appeared, engraved in tiny letters.

Roi read it out loud:

“The secret is not a treasure. The secret is that chess is learned by playing, by making mistakes and by teaching it to others. Now the astrolabe is yours. Aldara, 1792.”

Martina and Roi looked at each other. Grandpa Antón smiled.

“Then the best part is still to come,” said Martina. “Playing lots of games.”

“And teaching other children,” added Roi.

Brétema flew a happy loop in the air. She no longer had any secret to keep.

The big review

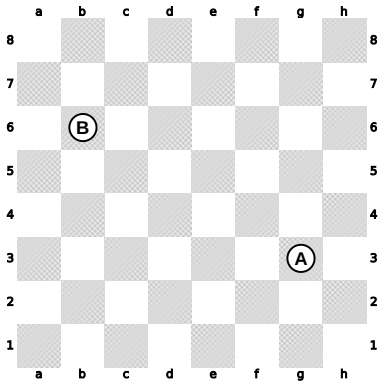
You have reached the end of the adventure. You now know how to set up the board, move all the pieces, the special rules, how to give checkmate and how to find tricks to win pieces.

In this last mission there is **one exercise from each part of the book**. If one of them is hard, go back to the mission it comes from: it is shown in the solution.

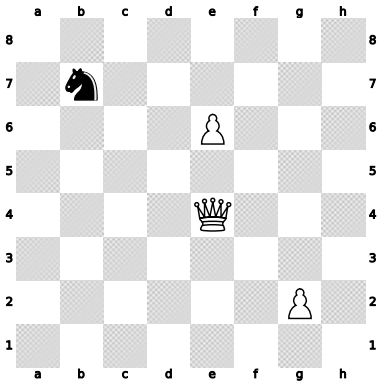


BRÉTEMA

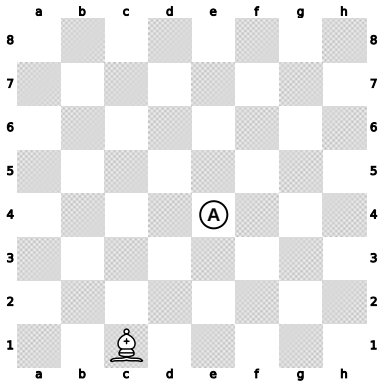
What now? Play lots of games, at home, at school or at a club. After each one, think of one good move and one mistake. That’s how you get better!



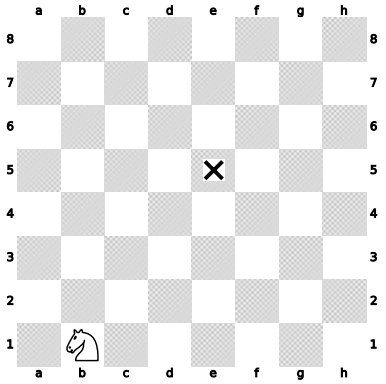
1 Write the names of squares A and B.



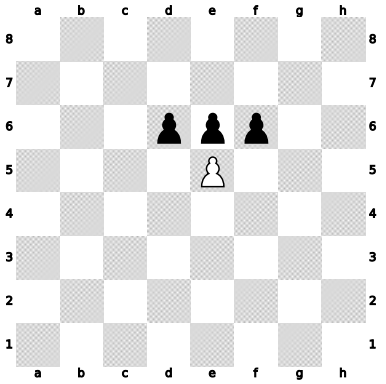
2 How many squares can the queen go to?



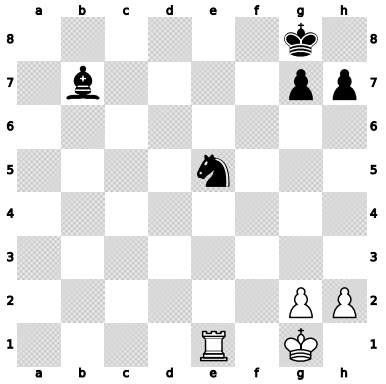
3 Can the bishop reach square A? Why?



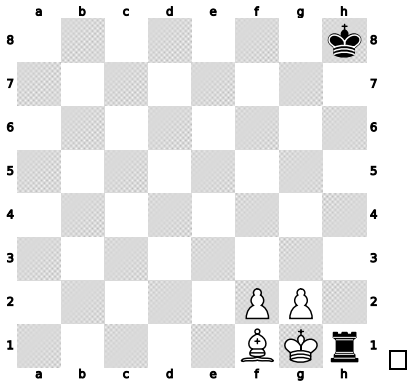
4 How many jumps does the knight need to reach the cross?



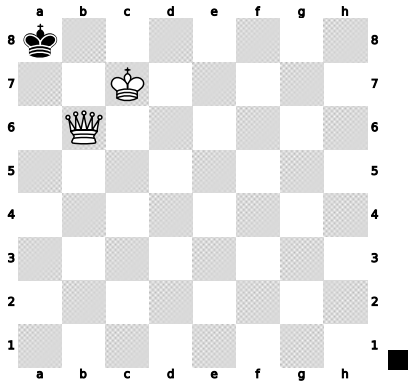
5 What can the white pawn do?



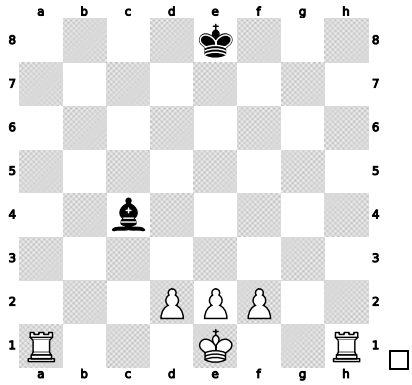
6 White to move. What do you capture?



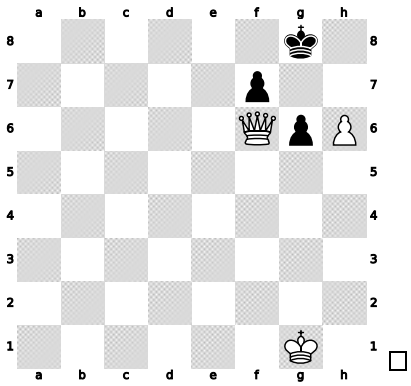
7 White to move. How does White get out of check?



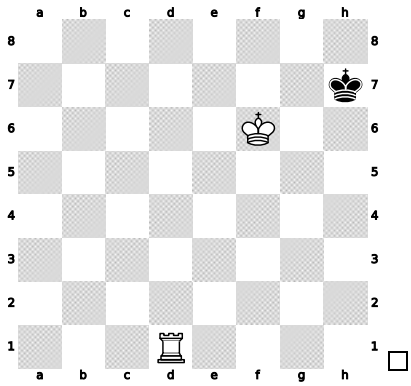
8 Black to move. Is it mate, stalemate or neither?



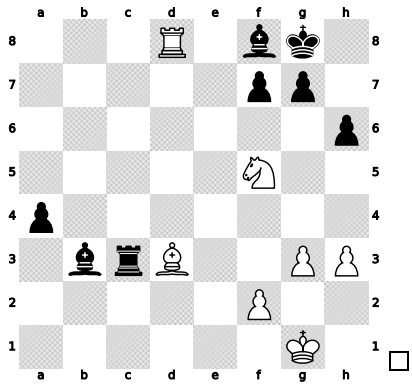
9 White to move. Which ways can White castle?



10 White to move. Give checkmate in one move.



11 White to move. Give checkmate in two moves.



12 White to move. Find the trick.

REMEMBER

- White on the right, and every square has its name.
- Before you move: what is my opponent threatening? Do I have a check, a capture or a trick?
- Bring out your pieces, castle and look after your king.
- Chess is learned by playing… and by teaching others.

FROM THE BOOK TO THE VIDEOGAME · MARÍA PITA SQUARE

When you open **María Pita Square**, you will find brilliant moves by great masters. Give them a try!

No screen? Teach someone in your family how to move the pieces. Now you are the teacher!

CHECK WHAT YOU'VE LEARNED

- ☐ I can play a whole game with all the rules.
- ☐ I look for mates and tricks before I move.
- ☐ I want to keep playing and learning.

If you got at least 10 of the 12 exercises right, on to mission 19! If not, read again the part you found hard.

AT THE END OF THE BOOK

Solutions

Mission 1. The box and the board

1. 64.

2. A (h1). It is white.

3. A quarter turn.

4. A rank.

5. A file.

6. A diagonal.

7. 7 squares. All white.

8. A, black. B, white.

9. 16 pieces. 8 pawns.

10. White.

11. 6 (c1-h6) and 3 (c1-a3).

12. By giving checkmate.

Mission 2. Roi's messages

1. A = c2, B = f5, C = a7, D = h4.

2. A = f2, B = c7, C = h5, D = a3.

3. d3, g6 and b8: check the letter and the number on the edge.

4. a1, black. h8, black. h1, white.

5. d4, e4, d5 and e5. White: e4 and d5.

6. c5.

7. f5.

8. g1, g2, g3, g4, g5, g6, g7 and g8.

9. a1, b1, c1, d1, e1, f1, g1 and h1.

10. White king, e1. Black queen, d8.

11. On g1, a knight. On c1, a bishop.

12. ROOK. It's the piece of mission 3!

Mission 3. The rook

1. 14 squares.

2. 14 squares. The same as from d4.

3. 8 squares.

4. The knight on f8 and the pawn on b5.

5. The queen on b7 and the knight on g2. Not the pawn on e5.

6. Not in one. In two, yes: via a8 or via h1.

7. 2: a1-d1-d8.

8. 3. For example, h1-g1-g8-e8.

9. Roi: the white pawn on c5 blocks the way.

10. The one on a4. The one on h1 has its own pawn on h3 in front of it.

11. 9 squares.

12. White: a1 and h1. Black: a8 and h8.

Mission 4. The bishop

1. 13 squares.

2. 7 squares.

3. 9 squares.

4. The rook on f7 and the knight on a6. Not the pawn on c6.

5. White.

6. A (h6), yes, in one move. B (h7), never: it is white.

7. 2: c1-d2-a5.

8. 2. For example, f1-d3-h7.

9. No. Its pawn on d2 blocks the diagonal.

10. The queen, the one on b2. The rook, the one on f1.

11. The knight on c8 and the pawn on d3.

12. c8, white. f8, black.

Mission 5. The queen

1. 27 squares.

2. 21 squares.

3. 20 squares.

4. The rook on a7, the bishop on g7 and the pawn on d6. Not the knight on d8.

5. Yes, along the a1-h8 diagonal.

6. 2. For example, a1-a8-b8 or a1-b2-b8.

7. 3. For example, d1-a1-a8-d8. Her pawns block the way.

8. The rook on b7 and the pawn on e6. Not the knight on f7: the pawn on e6 blocks the diagonal.

9. On d1, which is white.

10. The queen (27). The rook reaches 14 and the bishop 13.

11. No. Only in straight lines and diagonally.

12. No. The queen does not jump.

Mission 6. The king

1. 8 squares.

2. 5 squares.

3. 7.

4. 7, along the diagonal. The same as to reach a8.

5. c3, d3, e3, c4 and e4. The rook attacks the 5th rank.

6. d1 and f1. The rook attacks the 2nd rank.

7. h2. The rook attacks the g-file.

8. c2, d2, e2, c3, e3 and d4.

9. b2, c2, d2, b3, d3, b4 and d4. The knight attacks c4.

10. No: he would be next to the black king.

11. On e8.

12. Because if he is checkmated, you lose the game.

Mission 7. The knight

1. 8 squares.

2. 2: b3 and c2.

3. 4 squares.

4. 5 squares.

5. The queen on d7, the rook on c4 and the bishop on g6. Not the pawn on e6.

6. Yes.

7. 2. For example, g1-e2-g3.

8. 4. For example, a1-c2-e3-d1-b2.

9. a3 and c3.

10. Black.

11. On b1 and g1.

12. The knight.

Mission 8. The pawn and promotion

1. d3 and d4.

2. Only to f6.

3. d3, e3, f3 and e4.

4. It cannot move forwards: it is blocked. It can capture on c5 or on e5.

5. Capture the knight on c3 or the rook on a3. It cannot move forwards.

6. Towards the 1st rank.

7. c6, c5, b6 and d6.

8. It promotes.

9. A queen, rook, bishop or knight.

10. 5: h2-h4, h5, h6, h7 and h8.

11. No. The pawn captures diagonally, not straight ahead.

12. No, never.

Mission 9. Capturing and the value of the pieces

1. White 16, Black 12. White has more.

2. White 10, Black 12. Black has more.

3. White 8, Black 8. They are equal.

4. ♕xa4. The rook is undefended; the pawn is defended by the rook on d8.

5. ♘xe5. You win the queen.

6. Yes, the pawn on e6.

7. No. The queen captures it for free: ♕xf7.

8. The rook (5). The bishop and the pawn add up to 4.

9. Equal: both are worth 3.

10. 4 points (9 - 5).

11. 39: 8 pawns (8), 2 knights (6), 2 bishops (6), 2 rooks (10) and the queen (9).

12. Because he cannot be traded: if he is checkmated, you lose the game.

Mission 10. Check and how to escape

1. The bishop on b4.

2. The knight on f3.

3. The pawn on d3.

4. The queen on a3. ♔d2, ♔d1, ♔b1.

5. No. His pawn on h2 blocks the file.

6. ♔g1, ♔e1.

7. ♔d2, ♔c2.

8. ♗xe1.

9. ♖d1.

10. No, because the knight jumps.

11. No. If you are in check, you must get out of check.

12. Move the king, capture the checking piece and block.

Mission 11. Checkmate

1. Checkmate.

2. Checkmate.

3. Only check: the king escapes via h7.

4. Checkmate: the rook cannot capture the queen.

5. ♕b8# or ♕a8# or ♕h7# or ♕g7#.

6. ♖a8#.

7. ♖a8#.

8. ♖h8#.

9. ♖b8#.

10. ♕b7#.

11. It ends. Whoever gives the mate wins.

12. No. The game ends before that, with checkmate.

Mission 12. Checkmate or stalemate

1. Stalemate (a draw).

2. Stalemate (a draw).

3. Stalemate (a draw).

4. Mate.

5. Mate.

6. Stalemate (a draw).

7. ♕f8# or ♕e8# or ♕d8# or ♕h7# or ♕g7#.

8. ♕c8#.

9. ♕g7#.

10. ♕f7.

11. Nobody: it is a draw.

12. In mate the king is in check; in stalemate it is not. Mate wins; stalemate is a draw.

Mission 13. Castling and en passant

1. He can castle kingside (0-0) and queenside (0-0-0).

2. He can castle queenside (0-0-0).

3. He can castle kingside (0-0).

4. He can castle kingside (0-0).

5. He cannot castle.

6. No: once the king has moved, he can never castle in that game.

7. Yes: exd6 en passant.

8. Yes: bxc6 en passant.

9. No: the very next move has already gone by.

10. Two.

11. The king.

12. 0-0 and 0-0-0.

Mission 14. Mate in one move

1. ♘f7#.

2. ♕h7#.

3. ♕g7#.

4. ♕d8#.

5. ♕e8# or ♕a8# or ♕h7#.

6. ♕h7#.

7. ♕h8#.

8. ♖e8#.

9. ♕a8#.

10. ♖h7#.

11. ♕g7#.

12. ♖d8#.

Mission 15. Mate with queen and with rook

1. ♖h8#.

2. ♖h8#.

3. ♖h1#.

4. ♖e8#.

5. ♖b8#.

6. ♕b7# or ♕a5# or ♕a2#.

7. 1.♖d8 ♔h6 2.♖h8#

8. 1.♔c7 ♔a7 2.♖a2#

9. 1.♔c7 ♔a7 2.♕a5#

10. 1.♕e7 ♔g8 2.♕g7#

11. 1.♕g2 ♔b1 2.♕b2#

12. 1.♕f7+ ♔h8 2.♕g7#

Mission 16. My first game against Roi

1. The knight goes to f3.

2. The bishop captures on e5.

3. e4.

4. Kingside castling and queenside castling.

5. Checkmate.

6. ♕xf7#.

7. ♕xf7#.

8. For example, g6, ♕e7 or ♕f6.

9. Yes: kingside, 0-0.

10. 1.e4: it puts a pawn in the centre and opens the way for the bishop and the queen.

11. The knights and the bishops.

12. No: the enemy pieces will attack her and he will waste time running away.

Mission 17. The tricks of the castle

1. 1.♖xc8+ ♔h7 2.♖xc2

2. 1…♘xa1 2.♖xb2 ♘xb2

3. 1…♖xe1#

4. 1…♗f3+ 2.♔h4 ♗xd1

5. 1…♘d2+ 2.♔e2 ♘xb1

6. 1.♘d4+ ♔g4 2.♘xf5

7. 1.♗d5 ♔g7 2.♗xe6

8. 1…♗d7 2.♔f4 ♗xf5

9. 1…♖xe1+ 2.♕f1 ♖xf1#

10. 1.♗g5+ ♔e8 2.♖d8#

11. 1…e3+ 2.♔a1 exd2

12. 1.e5+ ♔h6 2.exd6

Mission 18. The secret of the astrolabe

1. A = g3, B = b6 (mission 2).

2. 21 (mission 5).

3. No: the bishop travels on black squares and e4 is white (mission 4).

4. 3 (mission 7).

5. It cannot move forwards. It can capture on d6 or on f6 (mission 8).

6. ♖xe5: the knight is undefended (mission 9).

7. ♔xh1 (mission 10).

8. Stalemate: a draw (mission 12).

9. He can castle kingside (0-0) and queenside (0-0-0) (mission 13).

10. ♕g7# (mission 14).

11. 1.♖d8 ♔h6 2.♖h8# (mission 15).

12. 1.♘e7+ ♔h8 2.♖xf8# (mission 17).

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