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At first, the rules of chess may seem complicated, but in fact they are quite simple. Chess is an infusion game between two players - white and black, which alternate turns. White always moves first, and players move one part at a time until one side captures the enemy king. Chess uses six pieces, each of which moves in a certain way. All parts have some common features. No piece is allowed to land on an area occupied by a friendly piece. If the piece lands on a square occupied by an enemy figure, this enemy is captured and removed from the board. With the exception of the knight, the pieces cannot jump over other parts. Illustration: El / Catherine Song Rook usually looks like a small tower. It moves in a straight line horizontally or vertically for any number of squares. The bishop moves in a straight line diagonally for any number of squares. The queen, the most powerful figure in chess, can move any number of squares in a straight horizontal, vertical or diagonal way. The king can also move in any direction, including diagonally, but he can only move one square at a time. Knight, who usually looks like a horse, moves in an irregular, L-shaped pattern. From the center of the board the knight can move to eight different squares. Although the knight can jump over other parts, he does not capture the pieces he jumps over; He only grabs a piece on the area he lands on. Pawns are the shortest and weakest figures in chess. Pawns are also the only parts that move in one direction, but capture in a different way. Unlike other shapes, pawns can only move forward, not backwards. The pawn can only move straight forward one square at a time if it is still in the square where it started the game; If this is the pawn's first move, it can move one or two squares straight forward. The pawn can't capture the figure right in front of her. Pawns can capture only a piece by moving one square forward diagonally. Some exceptions to the rules include: castling, movement, where the king and rook both move at the same time; en passant, unusual capture of a pawn; and the progress of the pawn, the situation that occurs if the pawn reaches the end of the board, where the pawn can advance to a stronger figure. Before you start the game, make sure that each player has a light square in the bottom right corner. Place the rooks on the lower-left and lower right squares, then place the knights on the front row, directly adjacent to the rooks. The bishops take the next two squares to the center of the second row. Leave two empty squares in the middle of your back row - these two squares belong to the king and queen. Place these pieces using the rule of queen-on-color, where the white queen goes to a light square, while as the black queen goes to his dark square. The king takes another square. Setting up all your pawns on the second row, right right in front of your large parts. When the king of the player is under attack and threatened with capture, you say that the king is under control. When checking that the player must take steps to avoid his king being captured by moving the king, capturing the attacking piece, or- except for the knight's case check the blocking attack. You win the game through the mat where you attack the king of the enemy in such a way that he can not avoid capture. To win the game, the winning player doesn't really capture the enemy king; Once the capture is imminent, the mate takes place and the game is over. A player who knows defeat is inevitable, may also resign rather than wait to be checkmated. The game can end in a draw where there is no winner. The most common way to draw a game is to be stumped. Other draws include a three-fold repetition from the same position going three times with the same player to move and a 50-movement rule where no pawn has been moved and no part has been captured for 50 consecutive moves by each player. Speaking of chess, you can hear statements such as: I am 1600 players, or We play in the section under 2000. These numbers are called chess ratings, and they help determine the rating of players in the chess community. Ratings are the numbers used to represent the game power of chess players. Ratings allow players to compare themselves to their peers. Most rating systems are based on the work of Arpad Elo, a physics professor and chess master who invented the system named after him. The work of chess rating systems can be quite complex, but the basics are simple: the ratings are based on the results of games between players - usually games played in chess tournaments. If a player wins games, his rating will increase; if he loses, his rating will drop. The player's rivals' rating also affects how the player's rating will change. Defeating a much lower-ranked opponent will result in several, if any, ranking points, while defeating a much higher-rated opponent will earn a large number of ranking points. Losses work the same way, albeit in reverse; Losing to a much stronger player will not have much impact on the player's rating, but losing to a weaker opponent will cost a lot of points. Draws also affect ratings in a similar way; drawing a player with a higher rating increases the player's rating, and drawing a player with a lower rating reduces it, although not so dramatically. Ratings vary depending on who issues them. In terms of the ratings of the U.S. Chess Federation, a beginner who has just learned the rules of chess is likely to earn a minimum rating of 100. The average player of the tournament scholastic has a rating of about 600. A strong non-tournament player, A novice tournament player who has gained some basic experience can have a rating of 800 to 1000. Average adult player of the tournament tournament USCF is estimated at about 1,400. Very strong adult participants of the tournament - 10 percent of the best - have ratings greater than 1900. Prestigious titles are available for the strongest players. These titles are usually awarded in part or in full on the basis of assessments. Experts are players with ratings over 2000. The Masters are players with a rating of more than 2200. Getting the title of international master or grandmaster requires more than just a high rating, but these players are usually rated more than 2400 and 2500, respectively. The best players in the world are rated more than 2700; The highest ranking ever achieved was 2,851, achieved by former world champion Garry Kasparov. The player can earn a rating in a variety of ways. Online chess sites often offer their own rankings, which are useful for finding suitable opponents while playing online. Some chess clubs also hold their own unofficial ratings. However, when most people talk about chess ratings, they usually talk about ratings assigned by the National Chess Federation or THE INTERNATIONAL Chess Federation FIDE. The player earns these ratings by playing in sanctioned tournaments. After each tournament, the results are sent to the federation rankings, where they are processed and used to update the ratings of participants. Competitors. chess puzzle book pdf. chess puzzle book for beginners. chess puzzle books free download. chess puzzle book by john nunn. chess puzzle book mate in 3. best chess puzzle books. the ultimate chess puzzle book pdf. the ultimate chess puzzle book

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