

Chess a Tutorial

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This is part of my
Broken Stories Unfinished Dreams
Series

I never did finish it.
And I'm never going to.

Feel free to enjoy it for what it is or turn the page at your own discretion.

Like what you see?
Want to finish it?
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Chess a Tutorial Pieces & Basic Moves Part 1

Set Up/Initial Placement

Bring extra pieces, say 16 queens (pawns basically suck)
Material - euphemism for, force at arms, supply dump
Only provide pieces for you side

White and black ranks (queen and king) screams of
segregation and uncle tomism. Clearly white KP4 should be the
same as black KP4 so, move black ahead 3 spaces (numbering is
reversed from one side of the board to the other)... might want to
scream about social injustice or mention your friends at the EOP.

Whenever possible, do not begin with the rook in the corner,
it is one of your most powerful pieces... and corners are weak
positions

White sets up first (so that's how you're going to set up... OK then)

King side square (right hand white on board corner at set up), but this is for dweebs and retards. Set up however you want. If opponent doesn't notice, tough... change later on when you need to

Pieces - 16 (maybe more with reinforcements, etc)

Pointy headed guy, horsey, and that castle piece

Weird set, even you can't tell apart

Use green/red pieces then talk about black and white

Value of pieces = \$20 for first

Values of chessmen. Sets cost upwards of \$20 each, and a set with a missing pieces is pretty worthless, so that first piece is obviously worth about \$20.... more for a fancy set

Moves - Basic

Before game practices your moves, horse bishop, pawns marching in straight lines, important to keep their facing.

Moves, Pawn "yessir, reporting for duty," Bishop, "Aye, Milord," Horse, Winnie, galloping sound, Queen, "parting is such sweet sorrow," Castle "let down the drawbridge", King, just looks regal, helpful if you sneer at opponent

And why does the pawn have the option of moving ahead two squares, all starting pieces should have the same option to move twice in a row... Move any way you want, maybe they won't notice. When they do, say, "Oh sorry" "So, that's the way... other didn't make any sense" or "Oh, that's the way YOU play," roll eyes with great derision

Until you are promoted to management you are just a pawn.

The Queen - giggles, though some go for the dominatrix thing.

The bishops - moves like ice skates - pointy headed, bishops, call them popes, ministers, missionaries, remember if they next to pawns they can convert them, or in the case of cultists, commit suicide,

Why castles can move is beyond me, ROF=5 spaces (range of fire, don't you know) and call it a day

Knights - do the funky move thing, I've never seen a horse move that way, drunken sailors - yes, but never a horse, many think they should be naval units (discharge pawns), form beach head, charge and take all in their path

Pawns - Move a bunch of different ways, best to mimic opponent, and then when they do something funky say, hey, I didn't know you could do that, then ask, can you do this, how about this and this (pity, I can)

Castling - best to have opponent explain, just ask every few moves... is this a good time to castle?

En Passant Rule - Is passé and will not be covered, but you probably knew that was coming... playing ahead as you do, playing three moves ahead as you do.

Every once in a while (say after the fifth move) you want to pause and look at the board... is that check? Oh, OK right...

Center pieces repeatedly, being sure that all pieces (opponents included) pay proper homage to your king (or queen), unless they are intimidating other pieces (knights squaring off with other knights, bishops heckling their nemesis from across board)

Opponent cannot move until you do, so if opponent is one move away from check, it might as well be a million moves (note, a piece flying across the room, and therefore no longer on the board, cannot be moved)

Moves - Advanced

How to get two moves out of a horse, move improperly (two straight ahead) opponent will say can't move there (here or there) you say I don't want to be there, and move again from where the opponent places your pieces... by this time most opponents will be sick of your antics (i.e. worn down by your endless assault), so they might just let it go... wear them down

Keep the pieces, like in marbles or poker (Keepsies), "I thought we were playing for keeps"... well, I'll just stop here and

take these home with me, want to ransom them? Replace with your own pieces (like marbles... cheap plastic pieces)

Superiority of Material (move to a different board), play with dead pieces on new board, when gets killed so he has more, beat him on first board, then take all of yours and his to second board to kill him again

Pieces - Notes on Design - Tricks

Paint pieces sparkles, craft project, frosted, felt, yarn

Only magnets for yours, or pieces that fall over

Rook = supply dump - upgrade pawn, hidden manuscripts turns it into a bishop

Staunton Design, others not real pieces (Indians with bows and arrows, civil war cannons, etc)

Cannon area of attack (distances (like rook, knights, or bishop) but doesn't move and takes out surrounding pieces

Tricky designs, violent colors, inexpensive pocket chess set (preferably more than one) try Indians versus WWII machine gunners, they won't get far

Painting guide to chess pieces

Turn coats, use white out, black magic marker,

Cocaine pieces, cops, but expensive, Candles, jello chocolate, ice (suet for birds), alfalfa (rabbits), hard candy (kids),, etc, Pawns - snowmen - ice.. Board made out of cookie dough brownies, stall just might win, tear off chunks of their side of board, Sticky pieces Chocolate pieces that melt (white or black chocolate)

Cayenne pepper on red pieces, white or black pepper, pre-pepper pieces, gets in eyes, mucus membranes, better than itching powder, (this is war fellas!)

White wash black, and blacken white, so each color is white on black or black on white, grow used to, switch pieces mid game

Chess a Tutorial Various Gambits

Part 2

Queen's Gambit: the gist here is to bribe your opponent with something he wants--namely sex. Have your wife parade around in a silk negligee. Have your kid sister do her math homework nearby as she pretends to struggle with a difficult algebra problem. If push comes to shove, ask the man if he's into wife swapping. Tell him he can have yours if he throws the game.

Queen's Gambit Modified: not married? Your opponent is gay? Don't have a kid sister? Not to worry. Use your kid brother as bait, dress him up in a dress if you have to. Remember to work with what you have. Work it baby! Work it!

Queen's Gambit Declined: one shouldn't expect the Queen's Gambit (straight or modified) to always work. In fact, if your opponent doesn't go for it, that might actually work out in your favor, because whoever is playing the Queen is sure to get upset. "What? I'm not good enough? You're not so hot yourself fella," and so on. Slapping the man, if not overly effective at getting him to take the bait, will completely unravel most folks.

Queen's Gambit Accepted: WHAT! Unhand that woman, man, boy, small dog! If you are behind, flip the board over as you challenge him to a duel, slap him across the face, or yell those ever fateful words, "Boy, fetch me my gun."

Queen's Gambit - Offer your wife's "services" for an hour... and finish the game without opponent. Of course, by some accounts, offering one's boyfriend is the far more effective -- and accurately named -- queen's gambit)

Queen's Gambit Decline - upon his refusal, wife is noticeable upset and vents her rage toward her refuser... the cad.

Split Attack: why kill one piece when you can nail two. If you ever have a piece, which threatens two others, take out both of them. Point out how you can kill the first, so take it, and then

move to the second and take it. If they complain, concede that he would have gotten your piece and remove it from board. Or, if you don't like that, have your piece stay stationary, and then truly split the attack, using half of your pieces power on each target. A queen becomes a rook, a rook a bishop or knight, a bishop or knight a pawn, and pawns are simply killed. It makes no difference what piece utilizes this move, but obviously pawns are better.

Clean Sweep: board purification and sanctification process, using a backhand motion to rid the board of offending pieces, presumably, at this point, the opposition outnumbered you considerably. Has also been called an earthquake, or nuclear bomb, though to be fair, these consist of slightly different motions of the hand and body.

Pimp Slap: as per Clean Sweep, but only the queenside of the board is cleared, or only the opponents queen is taken out.

Getting Jiggly With It: shaking the board, especially useful if you have magnetized bases and your opponent does not.

En Passant: literally means, in passing. Hire a neighborhood kid (bribe him with candy) to steal an opponent's piece while running through the room (i.e. in passing). The town drunk may work just as well. Have him drop by for a beer, and have him grab an opponent's piece on the way out. Just be aware, in either situation, it will likely cost you -- more candy or beer -- to get the piece back.

Controlling the Center: is key. Do whatever it takes to keep control of the center. To remind yourself, I recommend putting your drink down on the center four squares, and not moving it until you have a piece ready to take its place.

Alimony Defense: have your wife (or ex-wife) walk into the room and say, "I need this piece." Make sure that your wife knows what side you are on; and that your wife is actually on your side...

The next is a bit rough
Not edited or refined
Very Rough Draftish
Still, some good ideas

Music - Headphones

Light - eyes

Fan - Face

Heat/Cold

Food Doesn't like

Kids - balls, nerft, squirt, candy sugar (eat pieces), same with dog - train

Fold oUt board (with extra pieces... no need to be stingy, it's cardboard)

Author hasn't lost a game in twenty years

Beeper defense/ Cell phone defense, hiccups, bad cough, sleepy, tired... especially if one of those slow deliberate movers (you or them), school night, work night, big meeting, getting married

Talking gambit, the fools gambit

Fantasize about your castle, talk about moat, draw on board, move pieces, make suggestions about how game could be improved

Put checkers under rooks, they are now Super Fortresses, take two hits to kill

In a split take both,

Don't want to be the first/last to castle, don't want to castle if the other hasn't

Don't want to castle first, so you can super fortress instead... remember (unlike castling) there are no rules for super fortressing, you may do it any time that you can get away with it

A draw appears from a threefold repetition -- get the same verbal exchange going and then "Draw" (drink, no, drink, no, drink, No... draw... nuclear bomb).

Move knight back and forth counting to 50, on side of board, at end, call for a draw (50 moves, no pawn moved, no capture = draw)

Perpetual check - bankruptcy laws being what they are, but the rules may change, similar to usury

Make advantage - stop throwing popcorn, what do you get out of it, note, I won't leave is not satisfactory as abandonment of the game is commonly held to be forfeiting

Want to avoid material gains when making exchanges, exchanges to do yard work, wash car, can add up quickly, conversely by all means, if someone will pay you, go for it, but remember, you'll be hearing about it for a long time, (John third grade example, Fritz Heinmillerstien)

Pawn sacrifice, queen sacrifice, unlady like, my experience highly unrealistic, women and children first, basically take any -- any mind capable of thinking this through is probably going to cream you, so at least you can say, "I got your queen... all a ploy to get your woman... oh the things she can do... now that I've got the babes, you can have the rest

In middle of game, make pattern like beads out of pieces on the board -- have you seen this puzzle, what do you do in this situation

-- opponent will assume game is over, reset as is with definite advantage, add pieces, etc., put 2 extra pawns on, negotiate down to 1 extra pawn... note opponent will try to teach, so pad reset in your favor, typical to split difference in any dispute (the gentlemanly thing to do... meet halfway)

Move pieces off board to hospital triage, upgrade pawns, burst bishops into pawn swarms (converts), let queen have a child, king adopts a knight, castle adds a rampart, etc

If opponents pieces are not faced properly, get lost, lost turn, depressed, wanders off... instead of straight, veers off towards where he was looking, takes 1 turn to alter course (momentum)

Advanced chess versus basic (men from the boys) dweebs from the geeks

75% chekov defense (beam me up?)

84% Rickover defense (pawns = subs, rise to reveal rooks)

Danish - weed/ acohol rarely seen

Scotch - equally effective

Material versus Development - house versus land, if even reading for advice, go for the house

Time game for when wife/husband shows up or better yet children, get' to wear something sexy (the wife)

Put on music, tv, radio, talk show

Opening Gambits - (sacrifice - gambit) throw pawns as him only to put them back on the board later

Fried Liver attack (no such name, he says... want to bet)... of course actually frying up liver is more effective

Offer to complete the game in Europe (try to pay less of course) (this is the Vienna gambit)

Falkbeer Gambit - he drinks real beer, you drink near beer, get him drunk

Sicilian Defense - make him an offer he can't refuse (duh? _

French Defense - Best not used, it's a push over

Kato Kahlen Defense - get a master level lawyer (I mean player) to live in your closet, and in exchange for free rent, he gives you game advice... if you want to win, just remember to never play against him

Alkaline defense - cigarette ash

Smoke Screen - blow in his face... not recommended if you don't actually smoke

Nimzoindian Defense - another one of those made up words (a.k.a. the nizmikz defense?)

Ten Little Indians Defense - when played, you get two free pawns

Dutch Defense - Like gambit, but later in game

Copy cat move, pay younger brother to sing row row row your boat... and/or copy everything opponent says (it turns out kid brothers ARE good for something)

Alternate Winning strategies, remove all knights, occupy all four corners, decimation=kill all pawns

Optional cards=land mines spaces, QB4 toxic wast dump, & so ob, certificate (need to plan ahead)

Seconday way, gas attack

Buy Booster packs=get rares, more queens, avoid kings kube if 8 queens in the front rank is hard to overcome

Painting instructions, detailed, eyes blue, versus slop and go

If it's your house, you get to make the house rules, this is known as the home field advantage

If player doesn't call check, that's a scratch, may place one of your pieces anywhere (and take other piece) for a called check, miscalled check, or checkmate

Getting out of check - paying, noting discrepancy (real or imaginary), complaining (like to see the manager -- can usually

comp a desert that way), passing the buck, skipping or running and leaving another in the lurch

Computers - leave room, check computer, internet, chess master on the phone (the one living in the closet), hand held device, play game simultaneously on computer, or just let it provide "recommendations" (maybe bring up circle opponent challenge, using one players moves on the next)

Yells Check - hit ground like there's incoming fire (artillery), PTSD, knock board, shake (hit it onto the floor on the way up), feign paranoia (it shouldn't be hard... for you)
Voices in head (real or imagined) take non-existent phone call and excuse self

Put a loaded weapon on the table "The Usual stakes?", I don't like to lose

Knife in board,
kick out of house for imaginary insult,
remind him that you're never much to drive after a loss (it's been years after all, so you'll have to stay over)

Don't underestimate the HOME FIELD ADVANTAGE

Keep in pocket, shelf (one on board is a decoy, a sacrificial king)
most beginners put the real king on the board (schleps)

Castling is the only time you get to move two of your pieces, so make the most of it, also consider the Vacation, Home Improvement, Redecorating, Tidy Up (realign your pawns), by all means you want to avoid Slumming

(pistol), texas Hold'em, flop, turn, river???

Remember, it is traditional to shoot cheaters, and it is traditional to accuse others of cheating... if it looks like you will loose

(then, recreate game from start, except maybe (or not) use the moron's defense

Taxes, tolls on certain spaces, my side of board, etc
Bomb threat - fire cracker in pieces, smoke bomb, candles as pieces, sparklers, light on fire (hard to move, and when go out their snuffed)

Babysit neighbors kid, try to work out chess moves in Alice in Wonderland

Mobility - Door always in range, have an out, prior arrangement, own car, note, call, telegram

Traffic Jam, Roadwork, Ticket for speeding (pesky pawns)

Mobility, development, once on one line of reasoning works, go for it, money, tickets, dinner, show, tv show, movie, play
If he's better than you at chess, bring something into the game that he's not better than you at... 80's movie trivia and while he's thinking, bam!! Check!

Premature attacks - try slowing down, cuddling, see a therapist
Pawn grabbing with the queen - see prior... but more subtle women to be wooed.

Exposing queen to attacks - God sakes, don't leave the women unattended, she's a positive flirt

Unnecessary pawn moves - basically, when she's good to go, go!
Now is not the time for delay

Place drink in center to declare for oneself

To leave table is to forfeit...

Never make a play without considering opponents replies

How he plays, throw drink in face, pistols at dawn, (not a good idea if he has a large handgun collection) then this tactic should be avoided... states with waiting periods is much safer -- Oh bother, why dawn? Why not NOW!!

Ever read a chess book, that stuff is complicated, haven't driven the opponent from the board by the end game, now's the time, bring out the big guns, water pistols, paint balls, turn on the juice to his chair (hot seat, electric jolt-- you don't want to move there)

Set up against the wall (opponent no room)

Light in eyes

Shiv, serious game in jail, wherein "I wouldn't go to QR7 if I where you," is important life saving advise

Other moves, gas attack, atomic bomb,

Jail break (if he leaves room for any reason release his captures

Cosmic Worm hole and/or reality shift (that game was in another dimension) -- bring back pieces and rearrange them

King in pants, ex girlfriend - I won that game (bring in an objective observer)

First move important

- 1) Intimidate him
- 2) Cause him to convert (holy war)
- 3) Threaten to kill him
- 4) execute him
- 5) Use him as catapult ammo

Aim of game = to win, duh?

You usually do this by driving the opponent from the room... or if looks like you're behind, toss the board into the air

Turn to face queen, gossip, move next to opponent queen and seduce her, move off board for privacy

Copy cat - nervous tick, speech impediment, or just whatever he says, if copies you, best to go with row row row your boat, and try to get a little apelligo action going

It is traditional to call all games that are interrupted by acts of god as draws (Earthquake, table shake) (fire, immolation of bishop will usually end it all -- especially when using smelly plastic pieces) (flood -- food drink, manna from heaven)(a wise player will learn to improvise)

Little known variants -- where queen moves like all other pieces (knights included)

Chess a Tutorial
Real Actual to Goodness Advice
A Person Could Get Better Reading This
Or then again, maybe not...
Part 3

Chess, Composite
How to WIN at Chess (not play, but to win)
Copyright Brett Paufler

101 ways to win at chess

Through trickery, deception, and outright cash payments, Fritz Heinmillerstien hasn't lost a game of chess in over 20 years... making him the BEST CHESS PLAYER IN THE KNOWN UNIVERSE!!!

Don't learn multiple openings, learn one and play it
Most folks play chess like they've never played the game before, stick to the same opening... the same game... and you'll be 4-5 moves ahead of the opponent
IN fact, you can just declare you gambit and move your pieces into position, this saves lots of time (queens... refused... bacterial... you lose your queen... check... mate in three... game... want to play... I mean lose again)

Take any undefended pieces, sounds silly but most beginners are afraid to strike, don't be afraid, relish the bloodshed... one less you have to kill after the war is over

Stalemate easiest to achieve by simply not moving

Avoid two pawns in same column, all pawns are not equal, a defended pawn on player's side is worth 1.5, while a pawn headed toward the back is worth 2 or more

QP4
Qkt to QB3
Kkt to KB3

Territory, the board
Your side of the board by divine right, any movement of opponent away from starting squares should be considered an act of war and not to be tolerated,
If enemy in center squares on your side, immediately kill with any piece of equal points or less
On his side center, kill if it mucks up his position or pawn defence

Game progress,
Your center
His center
Pick a side
Destroy

Move towards center, food, more open lines, of attack, better,
bishop corner bad.

Proper trades / improper trades
Usually advantageous to attack, capture first

Simple rules
Always play the same game (QP4)
New piece each move (early on)
Castle early and Castle often... that'll throw them off

Two ways to win = early/midgame checkmate, or to wear them
down in a long battle of wills, think of it as WWI trench warfare,
reenacted with little plastic pieces and whatever other props are
hand

“Chess is played by two opponents who move alternately” No!
No! No! No!

Chess is played on a board... NO!

Chess is played in the mind, and the victor is chosen beforehand by
force of will, playing chess is for those without the will to WIN at
chess

Not just a game, in 20 years, play against kids, weak minded and
elderly. Someone gets a cold, play on their deathbed, if someone
refuses to move -- they forfeit

Some books only have ONE chapter on how to win, how lame is
that?

OK to mirror opponent in center box, (2 pawns, 2 knights, 2 bishops, want to develop... maybe queen before anything else... real advice??) Its almost exactly like waiting for your troops to get into position before you charge (though if your snipers can pick something off beforehand...)

More about the King (replace King with author) my own little chapter

Pocket chessboard
Chess Shorthand (teach)

Moves of a chessman

The Object of the Game - A whole chapter devoted to that?, driving player from room, board, or as a last resort capture their king, much preferable to wiping the board clean treatment, like a toxic oil spill

The object is to WIN - Duh!!

Alternate with check, this is called Nickel and Dimming

Order of pieces not important, but some like to be methodical (Q,R, B, K, P or reverse, left to right, etc)

Most games last an hour - nonsense, bring a sleeping bag and move in

Before each game, practice moving the pieces like in billiards, bowling, or throwing a ball about) to psyche out opponent

Bring over sleeping bag - However long this takes - move in, remember it's the hosts obligation to care & feed his guests (might want to bring a snack just in case)

Chess Movies - you tube, old 8mm, for the most part pretty damn boring unless find one of those animated (or strip tease) numbers (watching the queen do a pole dance is something -- but remember the queens gambit)

Keeping score, track, writing down moves, measure why use QB4, use adjectives, ask opponent for help (when he give you bad help, accuse him of sedation, treason, espionage, etc)

How games are drawn (with a pencil, computer programs)

Game is typically won by other's mistakes, blunders, etc, so give them plenty of opportunity

Center four squares, choose side, divide and conquer, put all your forces on one side

Mobilize quickly, the advantage of time

Mistakes, things not to do, don't play like black, red, green (sounds racist, but black always loses in those examples (white to check in two)

A pawn wall, can cut off half the board, decide which half and put all your good pieces on the other side
Decide the side, or force the issue on opponent... in the end you are in a sense playing on a smaller board

Block off the possibilities - play the same game (always)

Don't move side three pawns (until later in game)

Moving the same piece twice - like hitting on a girl who has already said no, or buying your date a drink after she's already drunk and ready to leave (move once... and move on)

Center line is declaration of war... your side and his and the center square...

Bringing side pawns into center elevates their power (weakens side they came from)

Double row of pawns is weak, pick off

Pieces to center fast and expeditiously

Control the center

Try to damage opponent as much with every move as possible

There's something like 10^{30} different ways of making the first 10 opening moves at chess... to win, you must memorize them all

1) He threaten

2) Building to, supporting, center, side, etc

Opening 1-4 center pawns, 2 bishops, 2 knights

Queen around with rooks for castle

Rooks after - opponent's side - get all your material on one side

Avoid sacrifice (frowned on by the Pawn Council and most labor unions)

1) Develop pieces and center

2) choose side

3) Castle accordingly

4) bring everything to bear at once

Pawn sacrifice is barbaric (and if you know how to do with effectiveness, you might not need the strategies in this book)

So you can play in the real world, and not behind the safety of a sanctioned meet where the play is called at first blood - to the DEATH!!!

Make him sign a waiver before you will play (mental anguish, physical strife... etc)... I had an open challenge to Bobby Fisher for 25 years, but the coward never did show

Play to win, mind set, practice (no too wacky, or that's against the rules), if you play by the rules, you're probably going to lose (so why learn the rules)

History of Chess - sadly I did no research, so I cannot -- feel free to make up your own histories...

Most books talk about playing chess... well, right here, before you buy, you have to make that crucial distinction do you want to play, or do you want to win

Think ahead 2-3 moves... (lose to guy who thinks ahead 4-5)

Winners, transcend though and become the game

Play game on chess board (if you don't know that already, go away), I want nothing to do with you... loser.

Chess - Sample Games

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I'd walk you through a game, but you can see my dilemma, if I win I clearly haven't taught you; and if you win, clearly I'm not doing my expert, grandmaster slaughtering credentials justice... we could it third person

In books make it hard, but the authors never tell you which side they are playing, and besides, if you're just going to pretend, we might as well have them move their king back and forth while you clean up

KP4, QBP3... it's like a code book, WWII ciphers weren't so hard to decipher

Ranks/File the first shall be last and the last shall be first

Mindnumbing looking charts (in chess books)

Know your author, in some books, play against white, and you'll never lose

For example of play, provide the tournament of nephews, toddlers, and infirm patients

The Illustrated Game

The Moron Defense - Extremely popular in beginner chess books (just need to find somebody who didn't get past the first few chapters) -- Mate in three, the undefended queen, the take my pawns gambit, and the rampaging knight development (endless moving of the knight around)

Newspaper column games - white to mate in 3, puzzles where loss is impossible, a few example puzzles, easy white to mate in 1 or 2 (3, drink, wife, clutch & run, etc)

Puzzle examples - drink in face, attorney general call, plant drugs in bathroom, check in #1 (impossible not to do), trained parrots, chimps

White to mate and win in 3 with 8 queens (trick is drawing it out)

Opening moves - use thumbnail, shrink wrap, better boards are flat and pieces separate; pre set up, 2-3 moves in before they realize horses and bishops are switched... start over if behind, and if not, they forfeit

When in doubt move Pawn to Q4

Pawn to K3

Kt to QB3

Kt to KB3

B to whatever

- 1) Move towards center
- 2) When in doubt kill (especially off line, or equal moves out)
- 3) Argue that you killed first (drew first blood) so it counts more

Chess a Tutorial Vocabulary Part 4

Glossary Terms

Castle: that's the tower looking piece, also know as a fortress, or oddly enough, a tower.

Check: what a waiter brings you.

Checkmate: British for, check please. Something which you're never going to say if you follow my advice. I mean, you just won. Why should you pay? Let someone else pick up the tab for a change.

Development: what Third World countries lack, and what we all stalled out on in third grad.

Discovered check: sort of like finding a dollar bill on the floor, only it's like the opposite.

Double check: see padding the bill. Generally a bad thing.

End game: final stages of cancer or any fatal disease.

En Passant: what the commoners are known as in France.

Exchange: a trade, like at the airport when you exchange British pounds for whatever it is that the French use.

File: a device useful for freeing your men from captivity -- just have your queen sneak one to them in a cake.

Forced Move: something like a forced march. It is one of the many things you can do with any of the pieces, which you capture. See torture.

Fork: a utensil. See knife and spoon.

Fork: a spoon or a knife would be more appropriate, but you know how those etiquette guides are. Once one person calls it a fork, everyone does. When in doubt move the more valuable piece in question offensively. If defender objects, stab him with your fork (this is where the term comes from).

Gambit: short for game bit, literally a piece of gaming lore.

Middle Game: sort of like Tolkien's Middle Earth, but not nearly as long or boring.

Opening: if you don't know...

Pin: going steady. See deflower.

Pinning: just like it sounds, it is better to pin than be pinned. This usually follows a standard progression: meet, dance, get pinned, go steady, but then the rumors start to fly, and pretty soon it's time to move on to another.

Rank: Lieutenant, Colonel, etc.

Rank & File: dues paying union members.

Stalemate: how bread is served in England

Threat: what one must do to an opponent to insure an early win. See the mental game, psyching out, and the verbal component of chess. This facet of the game is often overlooked by Losers.

5-8-14

Brett Paufler

{I had no idea this was back here. Not a book, but pretty solid notes to a book. Maybe somebody would like to pay me to polish this up. Or better yet, maybe someone would just like to pay me and they can polish it up themselves. Yeah, that last would be better -- much, much better.}

{Anyhow, you've gotten this far, so if you want to play better chess:

- 1) *Try to control the center of the board*

- 2) *Happily trade pieces with your opponent whenever you can (if they are equally valued and you don't lose position -- or whenever in doubt). Losing a piece seems to unnerve beginners. They see it as being one piece closer to loss. So, you should see it as being one piece closer to the win.*
- 3) *Adding about 1/2 point to each piece for every move it's out from its starting position. It hurts to lose that rook in the middle of the board (that's actually doing something) compared to the one that still stuck in the corner.*
- 4) *Play the same game every time. Use the same starting moves with almost complete disregard for your opponent's moves. Queen's Pawn up two can't miss for the first move.*
- 5) *From there, if in doubt, develop a nice line of pawns and get your horses and pointy-headed guys out.*
- 6) *Remember, chess is about real estate. Once you control the center, the object is to split the board (this is one of the major reasons why the center is important), and then decimate the side of the board with their king on it. This is easiest if their king is on the other side of the board from most of their pieces but on the same side as most of yours.*

And if that doesn't work, remember if no timer was set, you have an infinite amount of time to make your next move. "Let's finish this next week." And when they've put the board away. "Oh, so you forfeited that game. Want to try again?" Or, "Sure, from where we left off, maybe you'll be able to do better this time." And after the pieces are set up, "Oh, wait. I just remembered. Maybe next week..."}