

# CHESS FOR STARTERS

Booklet prepared by  
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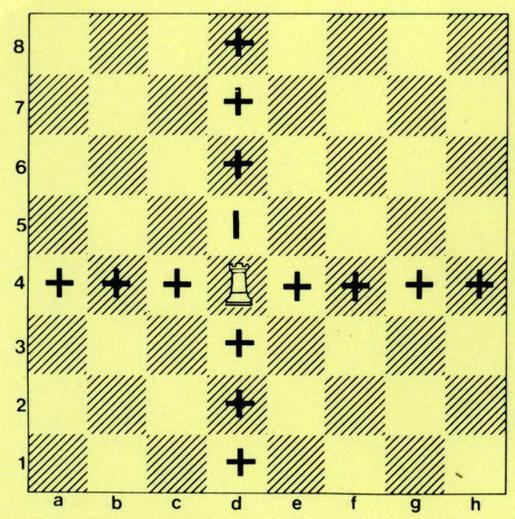
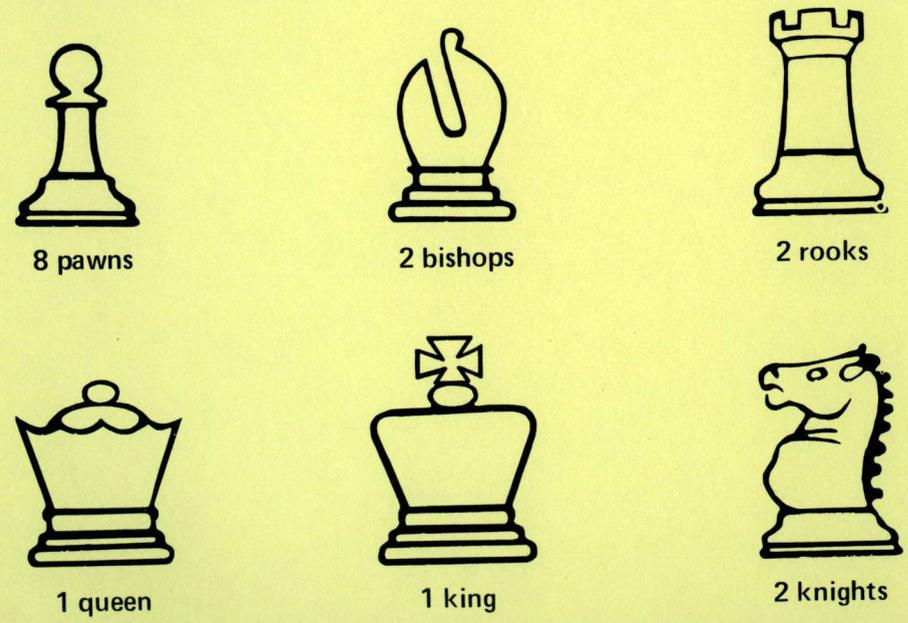
## Lesson 1 The Algebraic Notation

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

Diagram 1

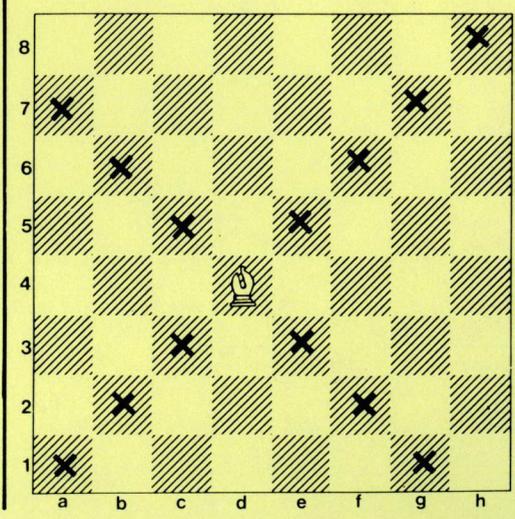
## Lesson 2 THE PIECES

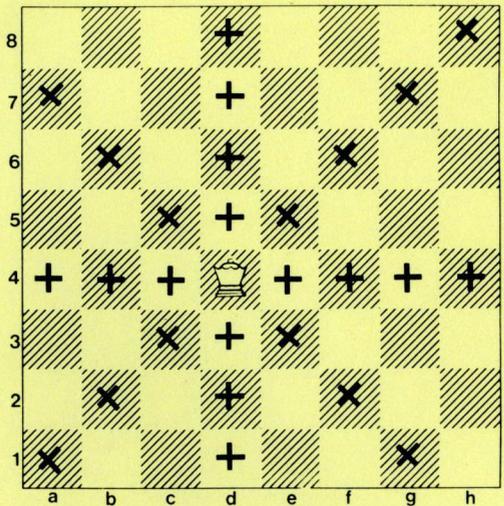
Each side has:



ROOK MOVE Diagram 2

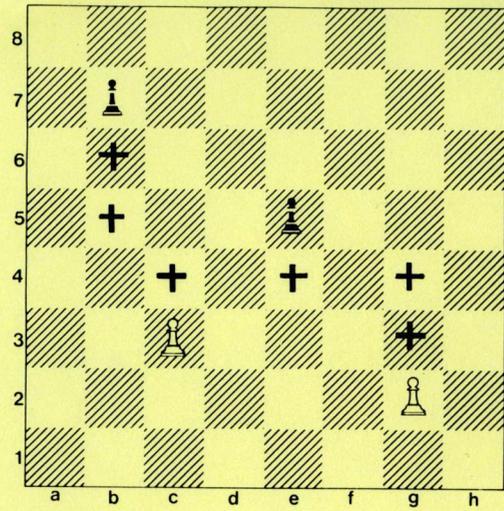
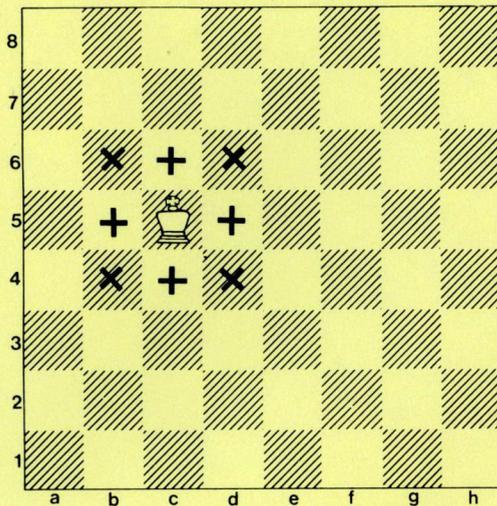
## BISHOP MOVE Diagram 3





QUEEN MOVE Diagram 4

KING MOVE Diagram 5

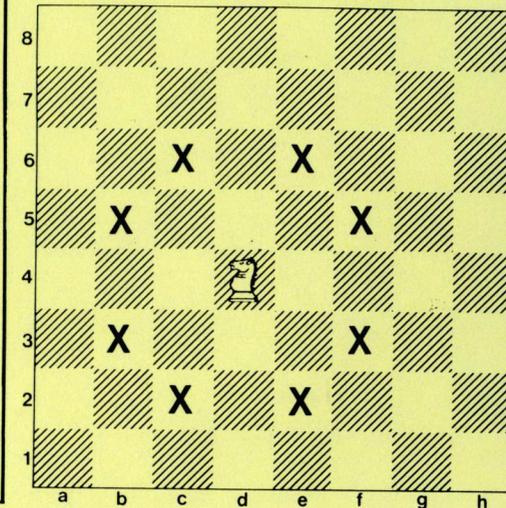


Lesson 3  
PAWN MOVE

Diagram 6

(Black pawns move down the board)  
(White pawns move up the board)

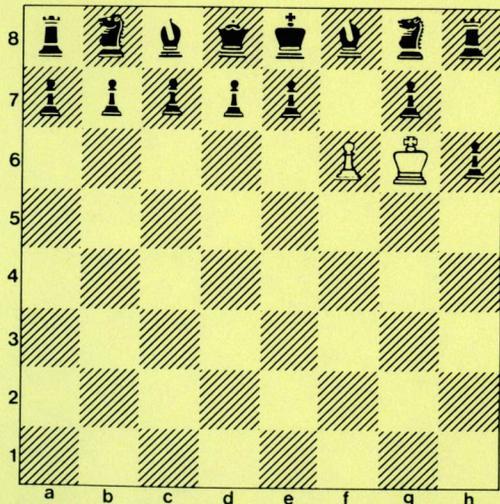
KNIGHT MOVE Diagram 7



Lesson 5 MATING

Diagram 8

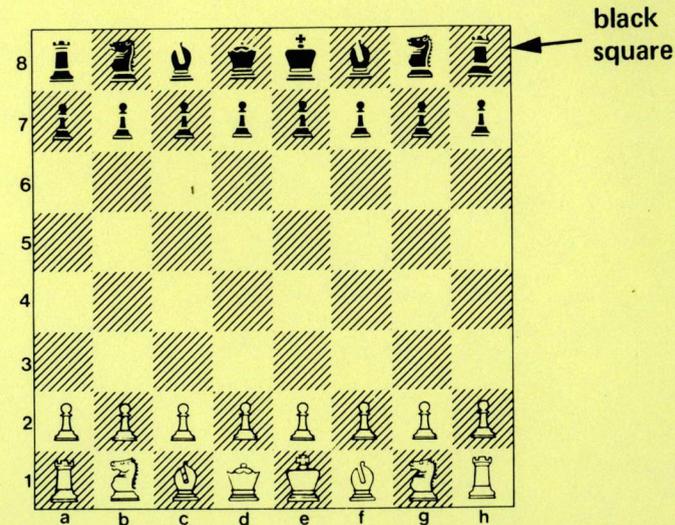
Black (pawns moving down the board)



White (pawn moving up the board)

Lesson 6 SETTING UP

Diagram 9



"The queen goes on the square of her own colour"

## Lesson 7 GOLDEN THOUGHTS

1. Can I win any of his pieces on this move, or can he capture any of mine after I have made the move I want to play?

2. Is there any immediate mate in one or two moves, by him or by me?

## Lesson 8 VALUES OF THE PIECES

Pawn 1 point Knight 3 points  
 Bishop 3 points Rook 5 points  
 Queen 9 points King infinity  
 (but 2-4 as a piece)

## Lesson 9

**CASTLING** "The king moves two squares and the rook jumps over him."

Castling is illegal if

- 1) there are pieces between the king and rook in question.
- 2) the king is in check at the time he wants to castle (If the king gets out of check he can then castle)
- 3) if the king during castling moves over or on to an attacked square
- 4) if the king or rook have moved previously.

## Lesson 10 The Descriptive Notation

QR1	QN1	QB1	Q1	K1	KB1	KN1	KR1
QR8	QN8	QB8	Q8	K8	KB8	KN8	KR8
QR2	QN2	QB2	Q2	K2	KB2	KN2	KR2
QR7	QN7	QB7	Q7	K7	KB7	KN7	KR7
QR3	QN3	QB3	Q3	K3	KB3	KN3	KR3
QR6	QN6	QB6	Q6	K6	KB6	KN6	KR6
QR4	QN4	QB4	Q4	K4	KB4	KN4	KR4
QR5	QN5	QB5	Q5	K5	KB5	KN5	KR5
QR5	QN5	QB5	Q5	K5	KB5	KN5	KR5
QR4	QN4	QB4	Q4	K4	KB4	KN4	KR4
QR6	QN6	QB6	Q6	K6	KB6	KN6	KR6
QR3	QN3	QB3	Q3	K3	KB3	KN3	KR3
QR7	QN7	QB7	Q7	K7	KB7	KN7	KR7
QR2	QN2	QB2	Q2	K2	KB2	KN2	KR2
QR8	QN8	QB8	Q8	K8	KB8	KN8	KR8
QR1	QN1	QB1	Q1	K1	KB1	KN1	KR1

Diagram 10

Each square has two names, and which one is used

## Lesson 11 GAME SCORES

### Symbols of the pieces

P = pawn B = bishop N = knight R = rook Q = queen K = king

### Other symbols

ch = check 0 - 0 = castles king's side x = captures (descriptive)  
 0 - 0 - 0 = castles queen's side : = captures (algebraic)

### Algebraic game

	White	Black
1	Pe4	Pe5
2	Nc3	Nc6
3	Bc4	Bc5
4	Qg4	Qf6
5	Nd5	Qf2:ch
6	Kd1	Kf8
7	Nh3	Qd4
8	Pd3	Bb6
9	Rf1	Nf6
10	Rf6:	Pd6
11	Qg7:ch	Kg7:
12	Bh6ch	Kg8
13	Rg6ch	Ph7g6:
14	Nf6 mate	

### Descriptive game

	White	Black
1	P-K4	P-K4
2	P-KB4	PxP
3	N-KB3	P-Q4
4	PxP	QxP
5	N-B3	Q-KR4
6	P-Q4	B-KN5
7	BxP	BxN
8	QxB	QxQ
9	PxQ	N-QB3
10	BxP	NxP
11	0 - 0 - 0	N-K3
12	B-N5ch	K-K2
13	N-Q5 mate	

ONCE YOU'VE BEEN THROUGH THIS CASSETTE  
 YOUR NEXT TAPE MUST BE

## HOW TO WIN YOUR FIRST CHESS BATTLES

Audio Chess is a new and perhaps revolutionary method of studying the game. Its basic ideas are simple - the cassette performs the role of a book or an instructor. The lessons are given in clear, simple language. Moves are delivered slowly and distinctly, so that the student always has time to make the move on the board.

Advanced tapes are obtainable through  
 Audio Chess  
 7 Billockby Close  
 Chessington, Surrey