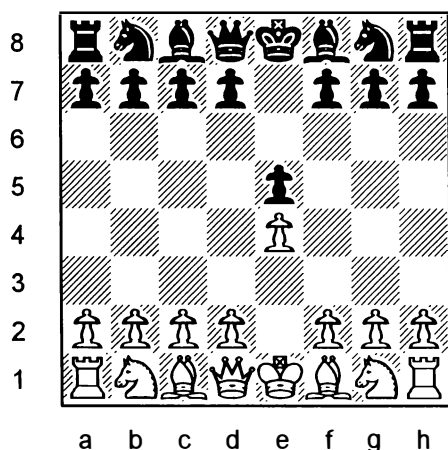


HOW TO READ A CHESS GAME

Reading chess is easy as A B C! The board has 8 *files* and 8 *ranks*. Files are the rows of squares that go up and down. Each one is named by a letter. Ranks are the rows that go sideways. Each one is named by a number.

Every square has its own name too. The first part is its file. The second part is its rank. In this diagram, the white pawn has moved to **e4** and the black pawn to **e5**.



When a move is written down, the first capital letter shows which piece moves. **Q** is queen. **R** is rook. **B** is bishop. **N** is knight because the king is **K**. If there's no capital letter, that means a pawn moves.

Next comes the square the piece moves to. **Bc4** shows that a *bishop moves to the square c4*.

When a piece is captured, an **x** is put before the square. **Qxf7** means that a *queen takes on f7*.

When a pawn captures, the letter of the file it starts on is given first, then an **x** followed by the square it takes on. **exd5** says a *pawn on the e-file captures on the square d5*.

Sometimes there are two pieces of the same kind that can move to the same square. When that happens, another small letter is written after the piece to show which file it came from. **Rae1** says that the *rook on the a-file moves to square e1*.

If the pieces that can move to the same square are also on the same file, we show which piece moves by using the number of the rank that it started on. **N6e4** means that the *knight on the 6th rank moves to e4*.

Here are some special symbols :

+	check
#	checkmate
O - O	castles kingside
O - O - O	castles queenside
e. p.	en passant
=Q	promotes to queen
1 - 0	white wins
0 - 1	black wins
½ - ½	draw
!	excellent move
?	mistake
!?	cool move
?!	weird (weak) move

For an explanation of the evaluation symbols used in the solution pages of this book, talk to Biff the B. He's right next door at Chess Lingo.