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Power Chess for Kids

Volume 2

More Ways to Think Ahead and Become
One of the Best Players in Your School

New In Chess 2013

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Reintroducing the Main Characters... Plus One!

Four fun characters return to help you learn **power moves** and think ahead like a pro:

Zort from Zugzwang



A teenaged computer from planet Zugzwang, his favorite hobbies are chess, facebook and googling. Zort created a splash with earth kids in Power Chess for Kids: Volume One by using his amazing computer **board sight** to show what's really going on in complicated variations and key positions.

The Dinosaurs



'The Dinosaurs' symbolize players in the first great chess tournaments, from around 1850 to the 1890's. Like Tyrannosaurus Rex they were crude and deadly, always playing for the kill and producing many exciting **power moves**.



Power Chess Kids

Chess kids of the world ask typical kid's questions about winning master tactics and calculation of **power moves**.



The chess professor answers kids' questions with wit and wisdom, giving you important winning tips!

Finally, introducing an amazing new character...



Knelly the Knight

Knelly volunteered to be the 'voice of the pieces' for this book, giving important advice about what each piece wants, and how to use its powers most effectively!

Introduction To Volume Two

In *Power Chess for Kids*, Volume One, we studied four key tricks for thinking **1.5 power moves** ahead, and four essential master tactics that win games. We learned that most kids think only of moves *they* want to make; but to become a tiger, the most important chess skill is to analyze a productive move for yourself, find the opponent's best answer, and then learn to see one more move ahead (this is what we mean *by 1.5 power moves*). If you haven't read Volume One yet, it would be great to order it now on Amazon or at New in Chess' website, because the lessons learned will help you understand this book even better. Meanwhile, to help you catch up, here's a very quick review of the eight key concepts of *Power Chess for Kids* Vol. 1. Even if you read Vol. 1, you should at least skim this section for a quick refresher and fun new positions.

Eight Key Concepts from Volume One:

1. Know and Use the Values of the Pieces:

Queen = 9 Points

Rook = 5

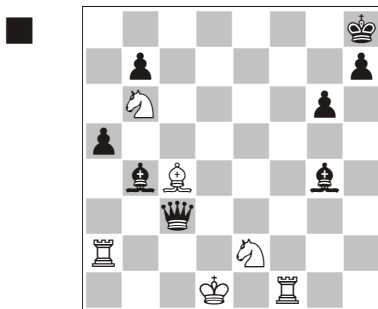
Bishop or Knight = 3

Pawn = 1

The King is priceless; if you lose him you lose the game. But to show what a good attacker he is when few pieces are left, and it's safe enough for him to advance, the K has an attacking value of about 3.5 points.

As noted in *Power Chess One*, *The first thing a master does when s/he looks at a position is count the material on the board using these simple values.* Power moves and master tactics can't help you win, unless you can figure out whose pieces are worth more at the end of your calculations!

Erik Martinez Ramirez - Garagatagli Skelleftea 2013



A recent game showcases four key concepts of Book One. The first task: **use the values** to figure out who's ahead, especially in a position like this with great material imbalance! By the way, skip the ♔'s when counting pieces – both sides always have one! So... White has two ♖'s for 10 points, plus three minor pieces (bishops and knights are also called 'minor pieces', while rooks and queens are nicknamed 'major pieces') – 9 points. So White's material count is 19 points. Black has a ♚ for 9, 2 ♘'s for 6, and 4 pawns for a total of also 19 points. Materially the game is even, but Black has a strong attack. With his next move he made White resign! How? He looked **1.5 power moves** ahead and found a winning shot using two *Volume One* master tactics, a **fork** and a sneaky **pin**. The move **1...♚d4+!** is a queen fork. **Forks** attacks two pieces at once, here the ♔ and the ♖b6.



Wait a minute! Can't the ♖e2 take Black's ♚?

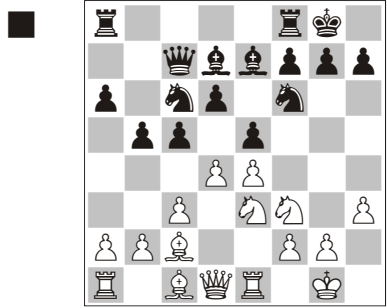


No, because the ♖ is *pinned* to the ♔ by the ♘g4! Book One called this a 'sneaky pin'. The ♖ appears to protect d4, but doesn't because taking the ♚ would illegally expose the W♔ to capture. White resigned since after 2.♔c1 ♚xb6 he's down three points with a lousy position. This is a winning edge between masters.

This mini-combination shows one more key concept from Book One: **Check moves bang!** Here's a key secret to seeing 1.5 moves ahead: when you have a checking possibility, try to look ahead and see his best answer, plus your best second move. (A 'full move' in chess means your move plus his reply, so 1.5 moves = a full move plus your second move.) This will win you many games, but it takes practice! Studying the last diagram carefully, you'll see that the B♚ has 8 possible checking moves(!), but they all *lose*, except the winning **check moves bang!** *fork* 1...♚d4+!

2. The Quick Count

Use this master calculation trick when a piece is attacked and protected many times, to quickly and accurately assess who comes out on top. Here's a typical situation in the Ruy Lopez opening:



Black to move – can he win the d4-pawn?



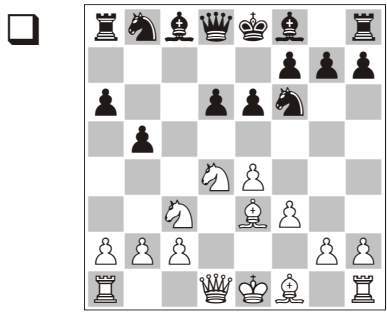
Computers use the ‘brute force’ method to see if the d-pawn is protected: 1...cxd4 2.cxd4 exd4 3.♞xd4 ♞xd4 4.♞xd4 is an even trade, and the ♞e3 protects the ♞c2. Black can’t win the d-pawn; it is adequately protected.



Thanks for the advice, Zort, but humans aren’t machines! Computers have perfect **board sight** – they see the exact position in their ‘brains’ even when calculating four moves ahead. But most humans *don’t*. Seeing where each piece is and what it can do, four moves from now, is *very* hard for us! Humans need good shortcuts to calculate more easily, and the **Quick Count** is the best one. Here’s how it works: in the diagram above, count how many black pieces attack the ♞d4, and how many white pieces defend it. The answer is 3 attackers (2♞’s and the ♞c6) versus 3 defenders (♞c3, ♞f3 and ♞d1).

The Quick Count rule says: *if the number of defenders equals the attackers, the pawn is defended. To win a pawn or piece requires one extra attacker.*

The Quick Count works perfectly as long as pieces of *equal value* are being captured.



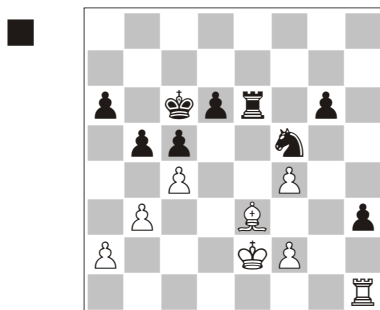
White to move – exception to the Quick Count

In this typical Sicilian Defense the ♖b5 is attacked 3 times and defended only once, but White shouldn't take it! After 1. ♜dxb5 axb5 2. ♙xb5+ ♙d7 the **Values** show White has lost a point – a ♜ for 2 pawns. So just make sure equally valuable pieces are being traded, and with practice the Quick Count will help you calculate much better.

3-4. Takes Takes Bang! and Check Moves Bang!

We already saw a winning **Check Moves Bang!** in the first diagram, so to keep our review moving along, the next example shows both concepts.

Ries - Naumann Bad Wiessee 2008



After 1... ♜xe3? 2.fxe3 White will take the h-pawn, with equality. But Black used **Takes Takes Bang!** to find a winning sacrifice! When you capture something he normally must take back – and if you look **1.5 power moves** ahead you may find a winning move on your second play!

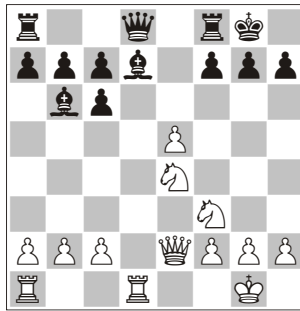
Black found 1... ♙xe3+! 2.fxe3 ♜g3+! (a winning ♜ fork), regaining the ♙h1 with a 4-point edge.

Captures like 1... ♙xe3+! are very **forcing**. Forcing moves limit the opponent's options, making calculation much, much easier. White had to play 2.fxe3, or lose a bishop for nothing. With a little work, Black's second move 2... ♜g3+ wasn't too hard to find. There's another reason you can easily learn to find 1... ♙xe3+ – it's also a **Check Moves Bang!** combination!

5-6. Two Winning Master Tactics: Forks and Pins

Our first and last diagrams showed **forks** (also called double attacks) by the ♙ and ♜, so let's look at a winning **pin**:

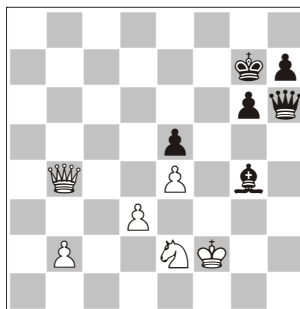
Walbrodt - Janowski Budapest 1896



Black's ♗d7 is **pinned** to the ♔ by White's ♖d1. Pinning means simply that if the ♗d7 moves, it exposes the piece behind it (♗d8) to capture by the W♖. Book One taught the best way to exploit a pin: *pile up* with the cheapest piece possible. 1.♗d3, attacking the ♗ again, looks good, but Black escapes with 1...♗e6! when a **Quick Count** shows the B♗ is defended: 2 defenders vs. 2 white attackers. So White used **1.5 power move** calculation to find the *winning* pile-up **1.e6! fxe6 2.♘e5!**, when Black resigned! The best try is 2...♖f7 3.♘xf7, losing a rook for bishop (also called *losing the exchange*, a 2-point disadvantage), but White should win.

7. Skewers

Müller - Morawietz Bad Wiessee 2008



Black to move and skewer the knight

Skewers, also called 'x-ray attacks', are like pins turned inside out! A pinned piece can't move without exposing a stronger piece. In skewers, usually a stronger piece (like the ♔ or ♗) is attacked, **forcing** it to move and expose another

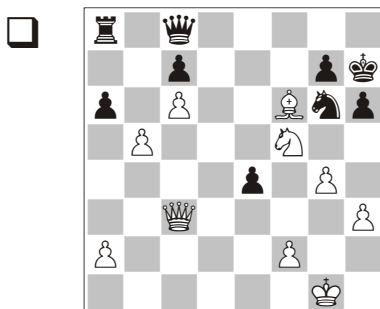
piece behind it. **1...♖h2+!** was a crushing **1.5 power move skewer**, forcing **2.♕f1** ♖xe2+ winning the ♘.

(By the way, you probably noticed that this was also a **check moves bang!** trick.)

8. Interference Moves

were the last winning master tactic covered in Book One. In this stratagem a piece gives itself up for the team, *by getting in the way* of a key enemy defender:

Mamedov - Raznikov Aix-les-Bains Ech 2011

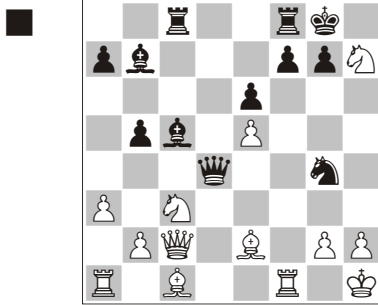


The **Quick Count** shows White is down a pawn, but he found the spectacular **power move 1.♕d8!!** with the killing threat **2.♖xg7#**. Only this move *interferes* with Black's intended defense **1...♖f8** (or **1...♖g8**), so Black must give the ♖ (**1...♖xf5**) to stop mate.

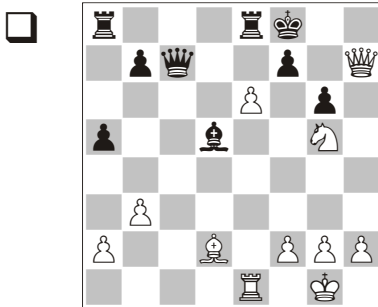


Congratulations! You're now ready to learn the five remaining winning tactics in every master's toolbox! But first, Chapter One offers six important tips for improving your position. Building a strong position vastly improves your chances of landing a winning blow, using the four calculation tips and nine winning master tactics from Power Chess for Kids, Volumes One and Two.

Enticement Checkmates: Exercises



Find a self-blocking surprise.



Force Black to self-block the escape hatch.