


Special chess moves knight

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The Knight moves in the form of L in any direction. We can say that either moves two squares on the side and then a square up or down, or two squares up or down, and then a square on the side. The Knight changes the color of the square on which it is on every move. So, if you start from a square of light color, when you finish your movement will land on a square of dark color. In the diagram the Knight can move to any of the red squares. Just like a real horse, the Horseman can jump on the pieces. Therefore, the White Knight can move to any of the squares highlighted in the diagram below. The Knight is able to jump on the pawn in his own way and catch the black pawn. The knight catches the pawn. Index When you get to this lesson, you will already know all the basic rules and moves, but there are some particular moves and rules you should know. Some of these moves and rules are often misunderstood by those who have never learned the official rules of the game. The mastery of this lesson will give you confidence in your knowledge of the rules of the game, including all the special moves and many of the less known rules. Below is a transcription (with diagrams). Back to index: Free course of chess for beginnersSpecial shows and other rules you should knowThere are three special moves in chess. The first you know already. Promotion. Special movements #1 PromotionSpecial movements: Promotion If a pawn reaches the last rank on the other side of the board, then that pawn can be promoted to one of the largest pieces. You can choose to become any piece except a king. You should also take note that you are allowed to have more than 1 queen. Whenever a pawn reaches the other side of the board, then that pawn can become a queen, even if the other queen is still at stake. Special Movement #2 PassingThe second special move you should know is known as "en passant" En passant is a French term meaning 'in passage'. I'll use this example to show you how it works. If the white pawn now moves two squares, black can catch it as if it had moved only one square. It's white to move. You will remember that white pedestrians move in this direction and black pedestrians move in this direction. White sees that if you move the pawn of a square, black could catch it. So, instead, decides to move two squares so you can pass over this square. But if a pawn does this, that is, if a pawn moves two squares and passes over a square where another pawn could catch it, then you can catch that pawn as if it only moves a square. This is how the black "en passant" would appear once: Black captures the pawn "en passant" two squares and black captures it as if it had moved only one square. Here's another example. In this caseThe black turn. If the black pedestrian moves two squares, the white can capture it, À «en passantÀ» You ... you ... Look because the move is called en passant. It's because you capture a pawn that spent a square where your pedestrian could capture him. But note that you can only send a pledge that has moved two squares. In other words, if the pedestrian was on G6, and moved a square to G5, you would not be allowed to be passive because this pedestrian moved only one square, not two. It is also important to know that if you can capture a pedestrian through en passant, then you have to do it at the next move. If you don't take your chance right away, then you may not be passive that the pawn later at a later stage. So now you know how as passers-by it works. Subsequently, he showed you the third special move you need to know. It is known as Castling.special Move # 3 CastlingHereÀ ¢ à,– À "¢ s How it works Castling: Castling. The king moves two squares towards the tower and rook jumps to the king. When there is an open space between the king and your king and then you can make the move of Castile and make you move your king two squares in the direction of La Torre, and then the rook jumps up of him. Castling Move Completed. This is the only time in checkered that is allowed to move two pieces into a move and it is also the only time in check that your tower can skip another piece. Note that you should always move the king before, and then the rook. You could also do the groundwriting move on the other side, it works in the same way: castling queen-side. If there is an open space between the king and this tower, then you can move your two squares and the Rook greets. If you do the calming move on the re-side, then it is called king-side or short-standing. If Castezzi on the queen side side, then it is known as the queen-lateral side or long calmment. There are two reasons why Castile is a good move. The first reason is that it helps your tower outside the corner and approach the center of the board where there is usually more action. The second reason is that it helps your king to be in a more secure position and get away from the center of the board. And for this same reason, the Castile is sometimes indicated as À ¢ à,– À "Building of a castle". So now you know how the move of Castile works, but you also need to know all the conditions that allow you of castle. The first condition is that you can only Castle if all the squares between the king and the rook are open. Secondly, you can only Castle if your king, and the tower you want to castella, I didn't move From the beginning of the game. If this rook has already passed before in the game, it is not allowed to make the move of Castile with it, but you may still make the move with this Rook, provided that it is not yet moved. If Your king has already passed, then you can't make the move anymore. Even if it's gone here and then turned back, you can still make the move since you already moved. The third condition is that you may not. Make the move if your king is checked. However, if you moved the king when you were under control, for example if youthe check with a piece, then you could still make the castling move later. There is another condition: You can't make this move if the king moves on a square where he would be in check. That means if a black man had a bishop here... the white cannot castle on the side of the king because your king cannot move on a square that would be check. Then you cannot castle on the side of the king, because you would move your king on a square where he would be controlling. It can also roll on the side of the queen, though. And of course, this move works the same way for blacks. If there is a free space between the king and the tower, and you respect all conditions, then you can make the move. So now you know the three special moves in chess: The first is called promotion when a pawn reaches the other side of the chessboard, then that pawn can become one of the largest pawns. The second special move is called en passant. If a pawn moves two squares and passes over a square where the pawn could catch them as if they had moved only one square, then you can catch it as if it had moved only one square. The third special move is known as castling. You can make this move when there is a free space between your king and the tower, obey all conditions, and then your king moves two squares in the direction of the tower and the tower jumps. So now you know the three special moves in chess. However, there are also some special rules you need to know and in the rest of the lesson I will explain these special rules. The first special rule you need to know is the rule of touch. Touch-move means that if you touched one of your pieces, then you have to move it. And as soon as your hand left the piece, your move is complete and you can't pull it while it's your opponent's turn. Also, if you touched a pawn of your opponent, then you have to catch it if you can. If you touch a piece and you realize that it cannot move, you can obviously move something else. Occasionally one of the pieces will not be placed correctly in the center of the square and you may want to fix it. All right, you can fix it. But before you touch it, you have to say "I'm adeguised." In this case you can adjust the piece to place it neatly in the middle of the square and you will not be forced to move it. Of course, you have to say that I'll stick before touching the piece, because if you say it only after touching the piece then your opponent might insist that you move it. It is also possible that you accidentally bump a piece while moving your hand close to the pieces. If you accidentally bump a piece, then you should immediately apologize and say "I'm getting used to it" before putting it back on its square. The lesson here is that you should not touch any of your pieces until you know exactly what to do with it. Otherwise, you might be forced to move a piece you didn't want to move. Another rule very much in chess is that you are not allowed to interfere. interfere.Somene else playing. It could easily happen that you watch them play and then suddenly get the impulse to say something you've seen. Don't. Don't interfere with someone else's game. Be careful not to make any gestures or sounds that might affect other players. In official tournaments you will be disqualified if you interfere with other players.No, we'll look for some ways in which a game could end up in a draw. In other words, there is no winner. You already know about Stalemate. If one of the players cannot move at all and their king is not under control, then the game ends in a draw.it Turn. They can't move anything, and they're not under control. Stalled. Draw.as In this example, it's Black's turn, but he can't move you at all and he's not in controls either. Stalled. It's a draw. There are a few other ways in which a game could end in a draw. For example, if all the pieces and checkers have been captured and only the two kings remain, then this is a draw: when there are only 2 kings left, the game ends in a draw. In fact, you can't even control the Other King because the moment you place your King on the square next to them, your own King would be under control. That's it. When there are only two kings on board the board, the game is a draw. You can also reach a situation where you don't have enough pieces to make me the king of your opponent. For example: white doesn't have enough mating material. Draw. If you had a king and a knight (or bishop) and your opponent had a king, then this would have been a draw since it is impossible to check with only your king and your knight (or bishop). Let me prove it to you. Even if you could force their king into a corner, there will always be an open square to which their king can still move. That's why the game ends and it's a draw. In chess this situation is known as insufficient checkmate material. So, this is when a side has only a king and a bishop, or a king and a knight. You have never won your opponent's workmate and the game ends in a draw due to insufficient checkmate Material. A game could also end up in a draw through a situation known as the 3 times repetition rule. Here is an example: White can force a draw by repeatedly repeating the position. In this position the black is in lead because he has more points in the material, but, unfortunately for the black, the white has found a way to keep control of the BlackÀ ¢ s re. If black goes to H7, white will control it again from H5: White will repeat the controls from squares E8 and H5. and once the exact same position will be repeated 3 times. then one of the players can request a game. End in a draw if for 50 moves no pieces were caught and no pawn moved. Imagine that if no pledge was moved and no piece has been captured for 50 moves, it is quite clear that none of the two sides is making progress and that's why the game ends in a draw. Before continuing, I want to explain the meaning of a theoretical draw. A The draw means that you can win the game only if your opponent commits a big mistake. Here is an example: theoretical design. The game should end with a draw unless one of the players do not commit a serious mistake. Attribblers players have a king and a queen. And from the previous lesson you will know that if you want to check crazy with a king and a queen, then you have to trap the enemy king on the side of the king, because you would move your king on a square where he would be controlling. It can also roll on the side of the queen, though. And of course, this move works the same way for blacks. If there is a free space between the king and the tower, and you respect all conditions, then you can make the move. However, if one of the players makes a big mistake, then he could lose. For example, in this case, if the white marks the black king and the black commits a mistake by moving here ¢ Àjl black commits a big mistake! Then the white could win the game by selecting from b3: the black king must move and to the Next move the white captures the black queen. The black king must move out of control and then the white captures the black queen. But if the black was attentive and if none of the two makes a mistake later, then the players eventually will be an agreement for the draw. And this is another special rule you need to know: À ¢ Players can agree on a draw. You can offer a draw to your opponent when it's your turn to move and they can decide to accept or refuse your offer. You cannot pick up your offer while your opponent is still thinking about your offer. But once they make a move, the extraction offer is automatically canceled and the game continues. You can also give up a game. If you believe your situation is hopeless, then you can resign. You do it with my turning your king too hectic to make mistakes. Learn how to make good use of your time and think before moving. Also, remember that, as in any other game or sport, it is important to show respect and good sportyness to your opponent. At the beginning of the game you can shake his hand and wish them good luck and at the end of the game you can shake his hand again and say something like "Thank you for the game you played well." Keep good manners even if you lost the game. This is the end of this lesson. Now you know about special moves and special rules and if you want to further improve your game then it is very important that you play the game as much as possible. And have fun playing it. In the following lessons I will teach you many other tactics and strategies you can use in your game. In the next lesson, in particular, I will explain more about the opening stage of the game and how to make good moves at the beginning. Back to index: Free Chess Course for BeginnersFine of Lesson 4 «Special movements and other rules you should know

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