

# THE GAME OF CHESS

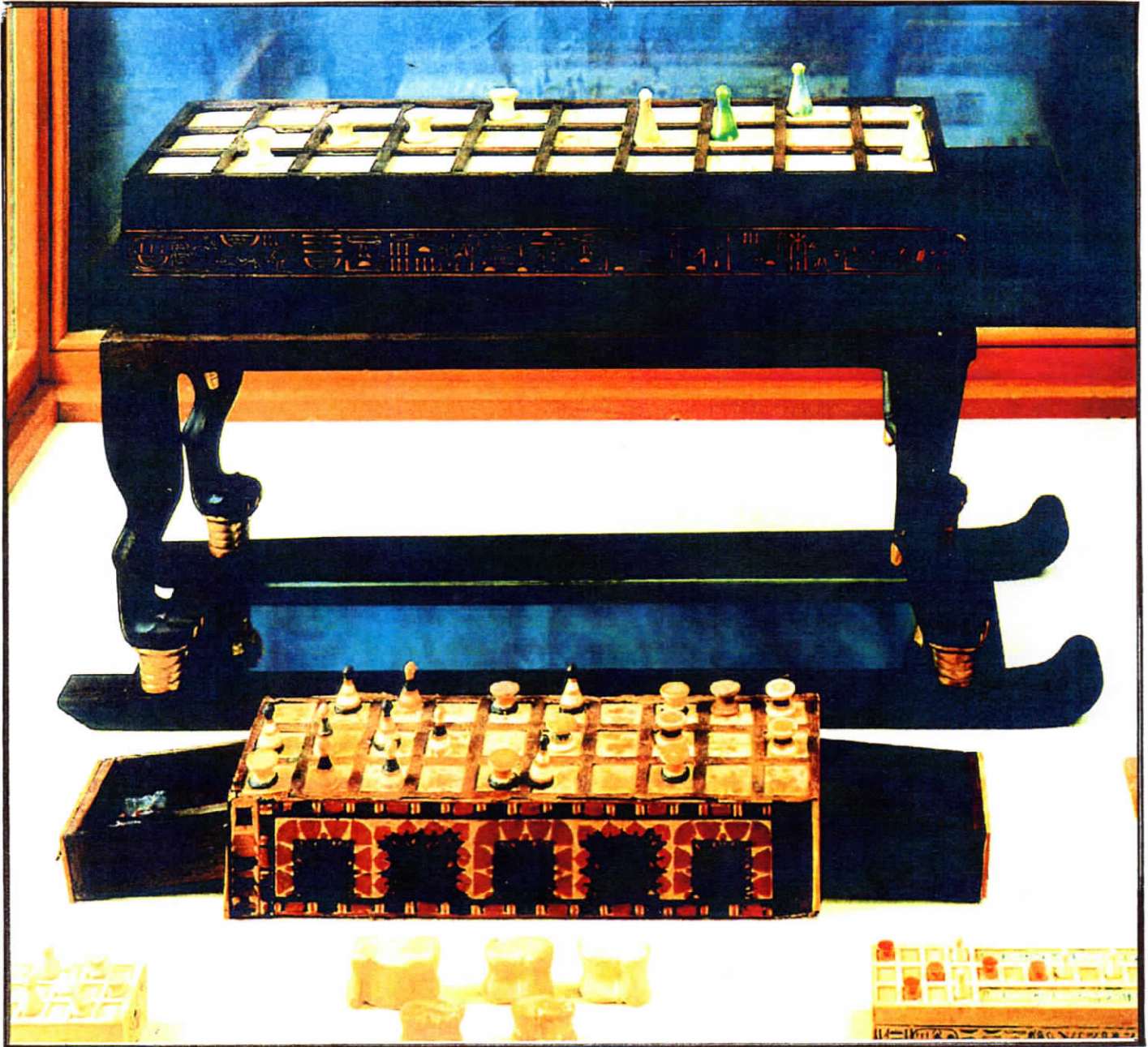
HISTORICAL ORIGIN \*\*\* GAME RULES \*\*\* GAME STRATEGY

## CURRICULUM





# AFRICAN ORIGIN OF CHESS: THE BOARD GAME SENET



ABOVE PHOTO OF THE FOUR BOARD GAMES OF SENET  
FOUND IN THE TOMB OF KING TUTANKHAMUM (1334 - 1325 B.C.E.)  
WHO RULED DURING THE 18th DYNASTY OF ANCIENT KEMET.

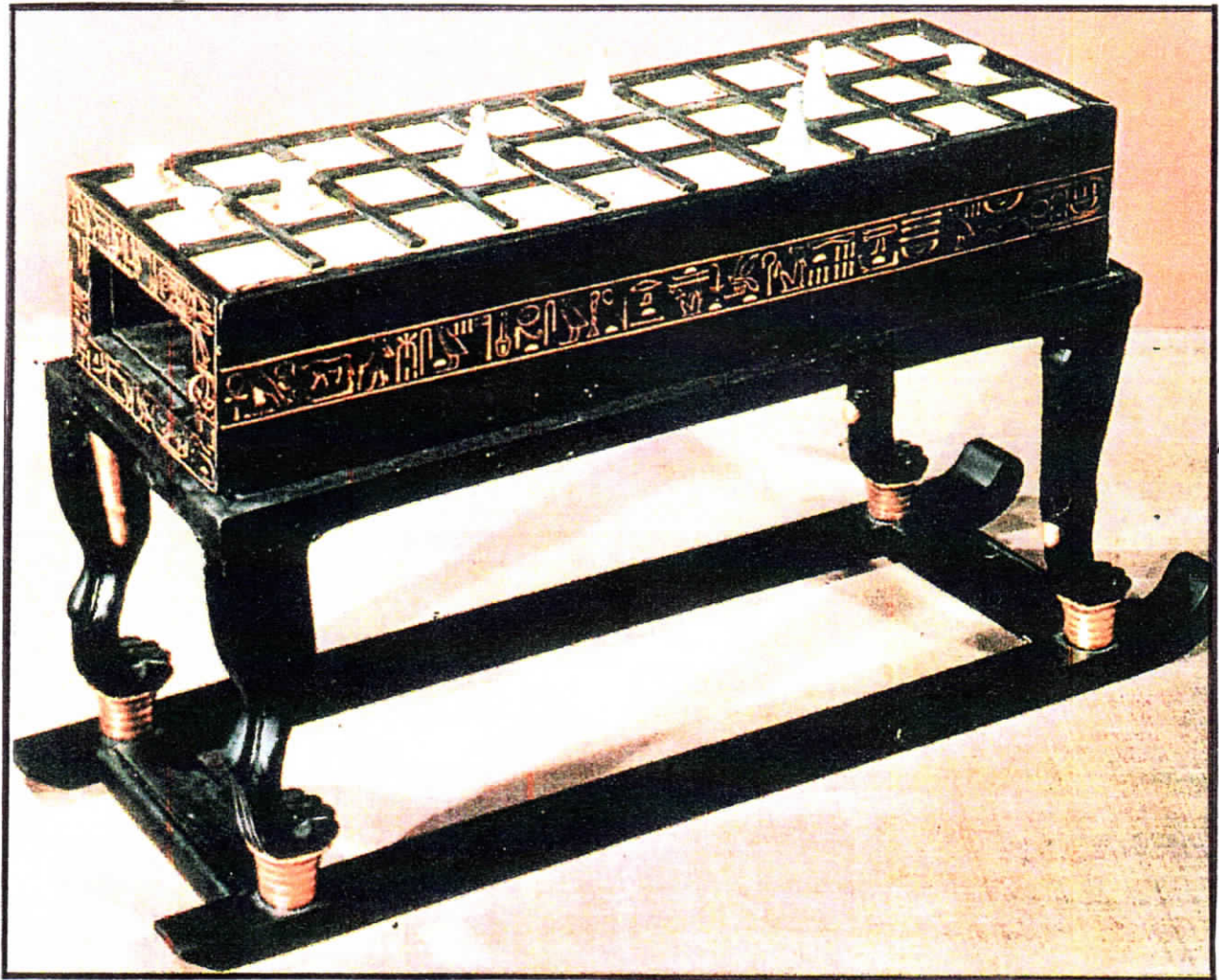
SOURCE: "EGYPTIAN ART", Alice Cartocci & Gloria Rosati,  
[Barnes & Noble // New York], 2007.



# ORIGIN OF THE GAME OF CHESS

THE AFRICAN ORIGIN & PRECURSOR OF MODERN CHESS WAS THE NATIONAL PASTIME BOARD GAME OF SENET IN ANCIENT KEMET (EGYPT)

The board game of 'Senet' was played by King Hor-Aha ( 3050 B.C.E. ) (also called "*Menes*" or "*Men*") of the First Dynasty of Ancient Kemet as well as most of the kings and queens of Kemet's over 3000 year history down to the death of Queen Cleopatra VII in 30 B.C.E. Ancient Ethiopia called the game of Chess "*Senterej*" and after the Persian invasion of Kemet in 525 B.C.E. the Persians called the game "*Chatrang*". After the Arab invasion of Egypt in 642 C.E. the Arabs called the game "*Shatranj*". The Moors of North Africa called the game "*Shaterej*" and introduced the game into Spain and Southern Europe after the Moorish invasion of Spain in 711 C.E. The Mongols of Asia called the game of Chess "*Shatar*".



An ebony game-box of the board game Senet from the tomb of King Tutankhamun ( 1334 - 1325 B.C.E. ) of the 18th Dynasty. The box has two game surfaces (one on its base) and space for a drawer to hold the game pieces. This board game was one of four Senet board games found in the King's tomb.

SOURCE: "HISTORY OF ANCIENT EGYPT: THE CULTURE & LIFESTYLE OF THE ANCIENT EGYPTIANS", Nathaniel Harris, [ Barnes & Noble Books // New York ], 2002.





### QUEEN NEFERTARI PLAYING GAME OF SENET

Queen Nefertari ( 1279 B.C.E. ) was the Great Wife of King Ramesses II during the 19th Dynasty of Ancient Kemet. The above wall painting is from the burial chamber of Queen Nefertari.

SOURCE: "ANCIENT EGYPT: DISCOVERING IT'S SPLendor", Jules B. Billard (Editor), National Geographic Society // Washington D.C. ], 1978.



## THE BOARD GAME OF *SENET*:

THE NATIONAL PASTIME OF ANCIENT KEMET (EGYPT) AND THE  
PREDECESSOR TO THE GAME OF CHESS WHICH WAS ALSO OF KEMETIC ORIGIN

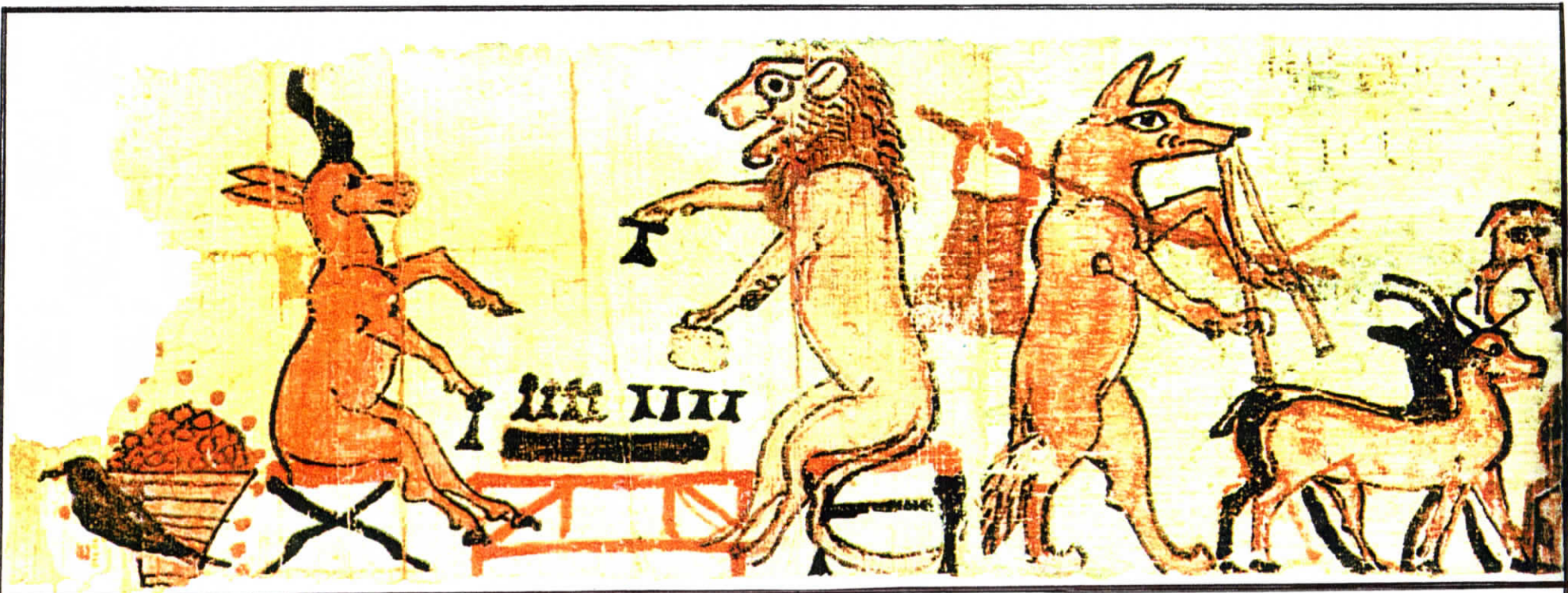
Everybody played the board game of *Senet* in Ancient Kemet. Menes (another name for King Narmer or King Aha-hor) the traditional first pharaoh, knew the game. Nineteen dynasties and some 2,000 years later an artist showed Queen Nefertari (the Great Wife of King Ramesses II) sitting down to a game. A humble scribe who lived in her time was buried with the game board below, the playing pieces stored in the little drawer at the end. King Tutankhamun must have loved the game; four sets went with him to the tomb. Temple workers scratched game grids on stone, schoolboys drew them on tablets.

The "blessed" ones could play on into eternity-- so said the Book of the Dead ("Coming Forth By Day"). The *Senet* board is also a hieroglyph, part of the word for "endure". Despite its enduring appeal, no one in modern times has discovered the rules of the game. The aim, apparently, was to move your flat or conical pieces through the 30 squares and off the board first. Moves depended upon the throw of "knucklebones" (on the board's left edge, below) or sticks. By Coptic times an Egyptian die (bottom) had the array of spots we know today.



SOURCE: "ANCIENT EGYPT: DISCOVERING ITS SPLENDOR", Jules B. Billard  
(Editor), [ National Geographic Society, Washington D C 1 1972





### **EGYPTIAN PAINTING OF ANIMALS PLAYING SENET IN THE 21st DYNASTY ( 1069 - 945 B.C.E. )**

**'It's your move, lion' seems to be the statement of this part of a comic papyrus during the 21st Dynasty in Ancient Kemet (Egypt). This papyrus showing prey and predator ignoring their natural roles as well as acting human may have been a satiric comment on the dismal and chaotic period of the 21st Dynasty where political instability, civil war, crime & tomb robbery, terrorism in the Nile Valley, diminishing wealth, and the rulership of the King growing seriously weak and feeble were all common signs of the time. The dismal period of the 21st Dynasty initiated a very chaotic period in the history of Kemet called "THE THIRD INTERMEDIATE PERIOD".**

**SOURCE: "ANCIENT EGYPT: DISCOVERING IT'S SPENDOR", Jules B. Billard (Editor), [ National Geographic Society, Washington D.C. ], 1978.**



**SENNEDJEM  
AND HIS WIFE  
IYNEFERTI  
PLAY THE  
BOARD GAME  
OF  
SENET  
DURING THE  
REIGN OF  
RAMESSES II  
(1279 - 1212 B.C.E.)**

This painting of the husband and wife playing the game Senet is on the outer face of the door to Sennedjem's tomb at the present-day City of Dayr al-Madina in Egypt. Both are playing Senet against destiny. Sennedjem was a workman whose formal title was 'servant in the Place of Truth'. The medu neter texts (called "hierglyphics" by the Greeks) are from the "Coming Forth By Day" book which is called "The Egyptian Book Of The Dead" by Western scholars.





## **THE SCRIBE ANI AND HIS WIFE TUTU PLAYING SENET**

*[ 1250 B.C.E. // 19th Dynasty ]*

The above papyrus drawing from the "Book Of Going Forth By Day" (called the "Egyptian Book Of The Dead" by Western scholars) of the scribe Ani shows Ani and his wife Tutu playing the board game Senet. This particular "Book Of Going Forth By Day" personally features the scribe Ani and his family in the drawings of the book which is also generally described as the "Papyrus Of Ani". Ani's official title was the "Royal Scribe Of The Divine Offerings".

SOURCE: "EYEWITNESS BOOKS: ANCIENT EGYPT", George Hart,  
[ Alfred A. Knopf Publisher // New York ], 1990.



# **THE GAME OF SENET**

**The Ancient Kemetic (Egyptian) board game of Senet symbolized a struggle against the forces of evil that would try to prevent you from reaching the kingdom of the god Ausar (called "Osiris" by the Greeks). Images on each of the thirty squares of the board stood for advantages like "beauty" or "power", or for perils, like the spearing of a hippo. There were two sets of counters, and moves were made according to the way 'throw sticks' or 'knucklebones' landed.**

SOURCE: "EYEWITNESS BOOKS: ANCIENT EGYPT", George Hart,  
[ Alfred A. Knopf Publisher // New York ], 1990.





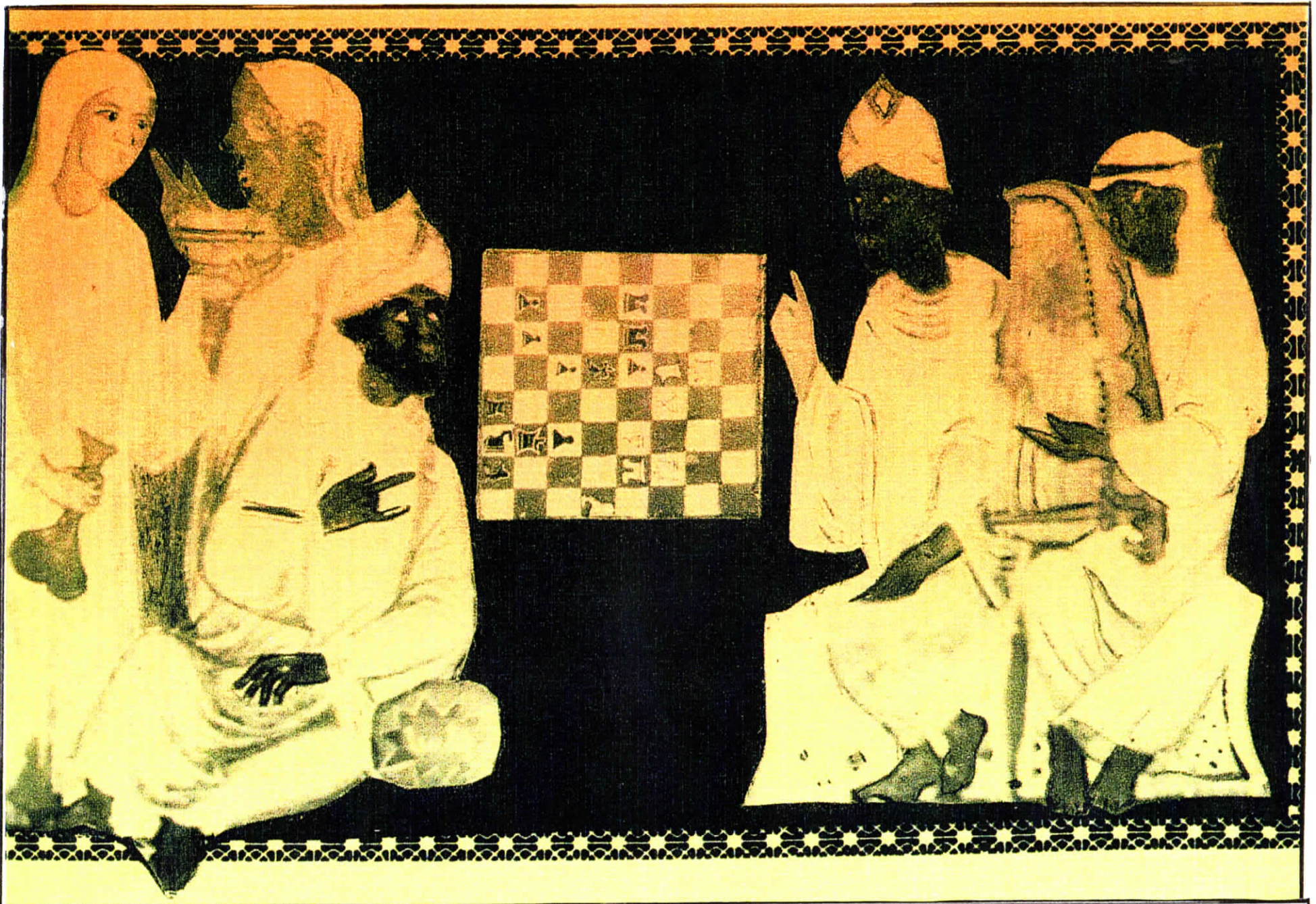
## HIGH PRIEST HERIHOR PLAYS THE GAME SENET

*[ Herihor ruled Southern Kemet from 1080 - 1074 B.C.E. ]*

A painted drawing from the jointly-owned "Book Of Coming Forth By Day" (called the "Egyptian Book Of The Dead" by Western scholars) of the High Priest Herihor and his wife, Queen Nodjmer, shows Herihor seated and playing the board game *senet*. During the 21st Dynasty, political instability and the weak rulership of the Kings of Kemet allowed the High Priest of the powerful Kemetic priesthood to rule all of Southern Kemet from the City of Waset (called 'Thebes' by the Greeks).

SOURCE: "CHRONICLE OF THE PHARAOHS: THE REIGN-BY-REIGN REIGN RECORD OF THE RULERS AND DYNASTIES OF ANCIENT EGYPT", Peter A. Clayton, [ Thames and Hudson // London ], 1994.



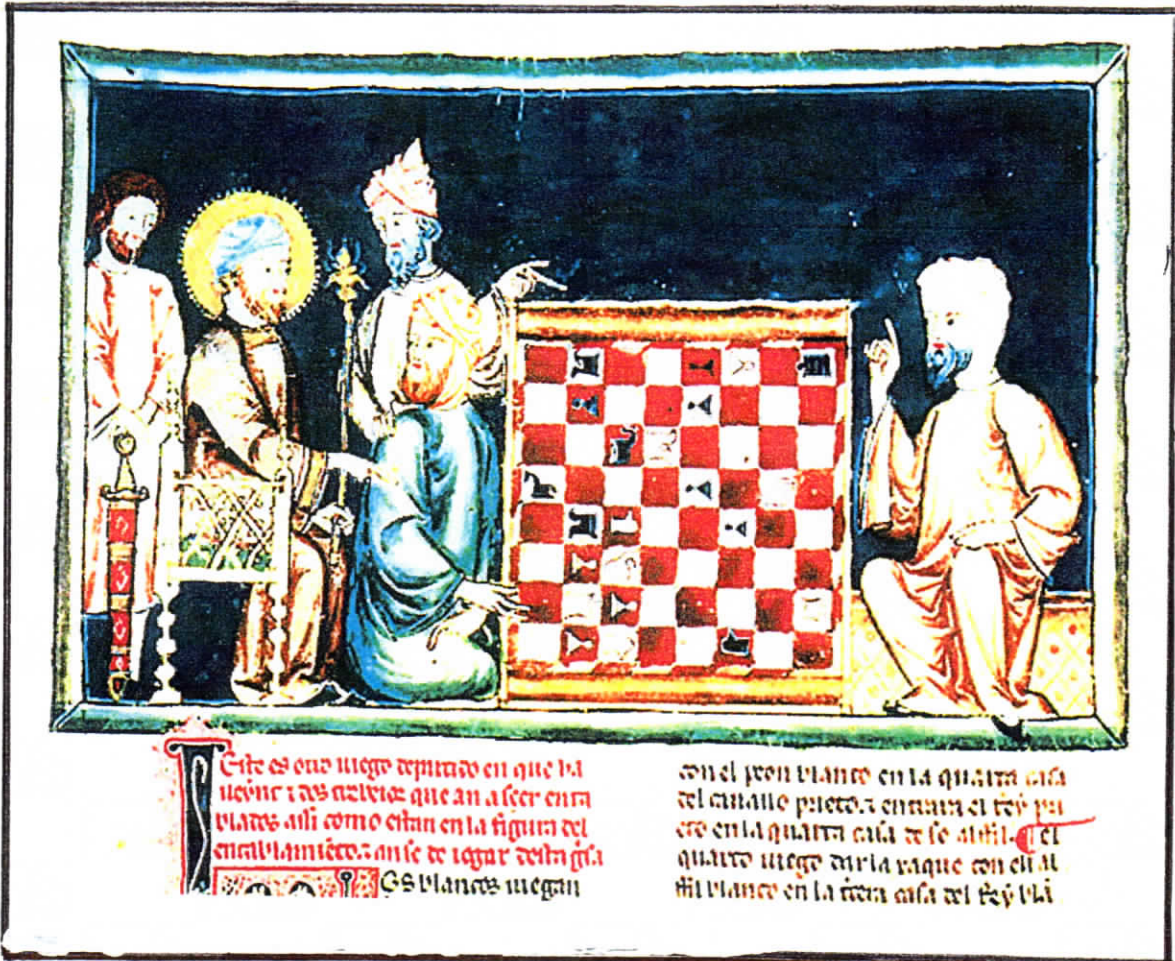


### **MOORISH NOBLEMEN PLAYING CHESS IN 12th CENTURY SPAIN**

The Moors of North Africa invaded Spain in 711 C.E. and along with their Arab allies they controlled Spain for approximately 800 years. They introduced into Spain and Southern Europe universities, libraries, culture, science, and the board game of Chess (called "Shatar" by the Moors).

SOURCE: "AFRICAN PRESENCE IN EARLY EUROPE", Ivan Van Sertima, [Transaction Books, New Brunswick (USA) and Oxford (U.K.)], 1985.



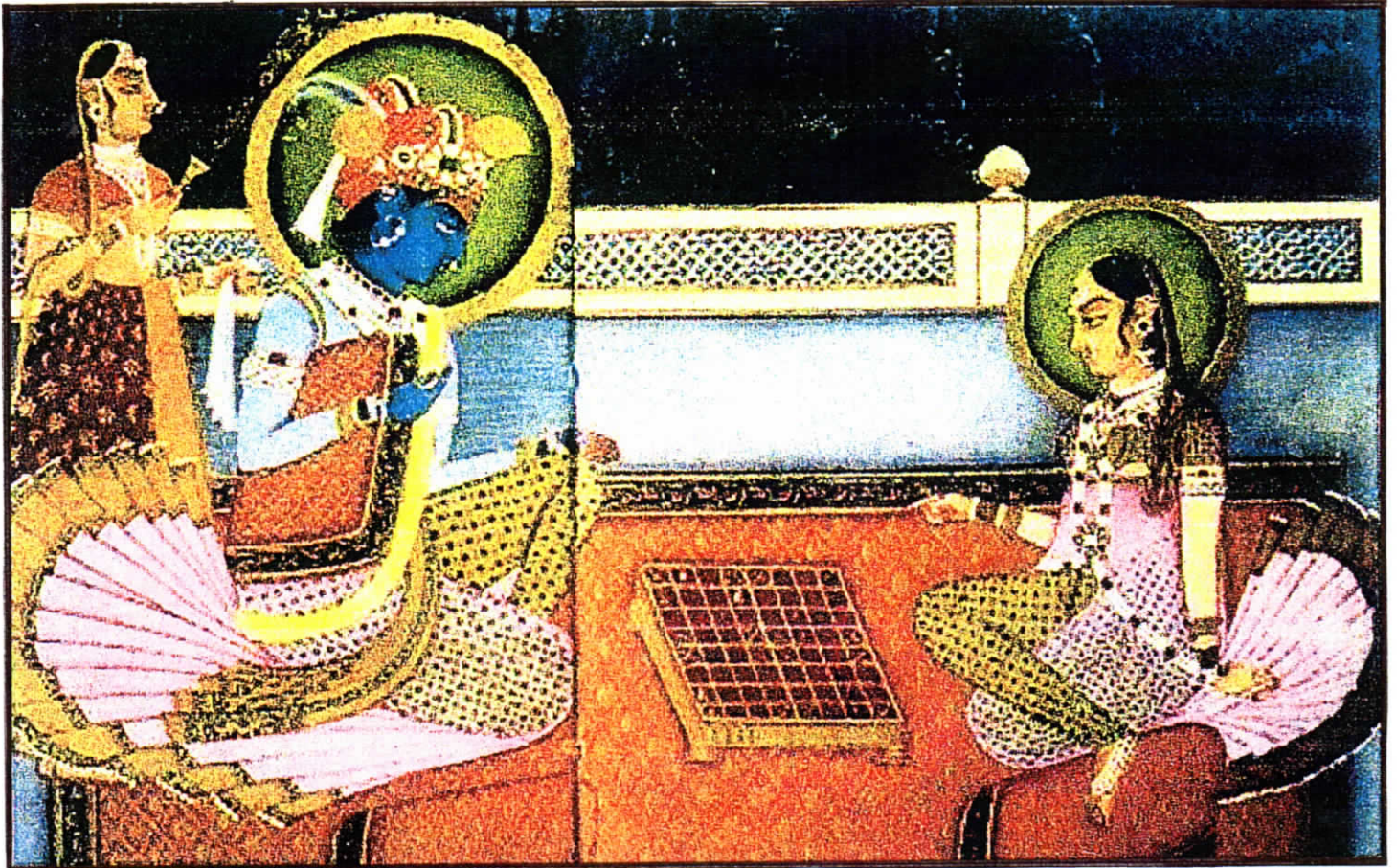


## ARABS IN SPAIN PLAY THE GAME OF CHESS WHICH THEY NAMED "SHATRANJ"

The painting above is from "*The Book Of Games*" by Alphonso X which was written in 1285 C.E. Arab Muslims invaded Egypt in 642 C.E. where upon they were introduced to the board game of Chess. The Muslim Moors of North Africa invaded Spain in 711 C.E. and introduced the game of Chess which they called "Shaterej" which gave rise to the Spanish terms of "*Acedrex, Axedrez, and Ajedrez*" for the board game of Chess. The Portuguese used the term "*Xadrez*" for the game of Chess.

SOURCE: "HISTORY OF CHESS", Wikipedia, the free encyclopeida.



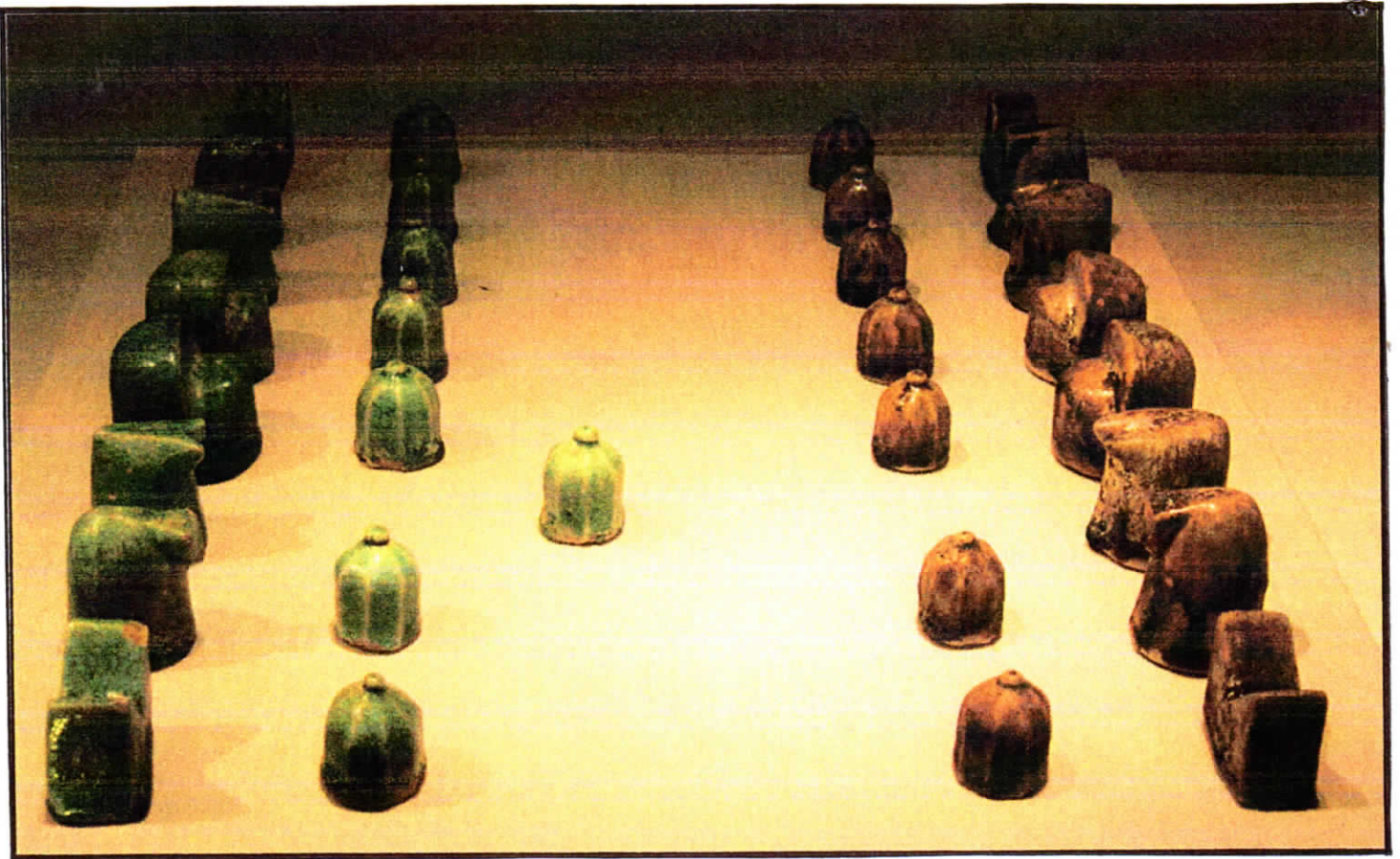


## **PAINTING OF ANCIENT INDIA FEATURING KRISHNA AND RADHA PLAYING CHATURANGA (CHESS)**

This painting was probably painted between 1640 and 1760 C.E. It features Krishna who is legend to be the human reincarnation of the great Indian god Vishnu and who probably lived in northern India about 3000 years ago. The legend of Krishna passed from an oral tradition to a written tradition sometime before the year 400 C.E. in the form of the Sanskrit poem *Harivamsa*. He is also featured in the 2500 year old epic poem *Mahabharata* which is strongly connected to the *Bhagavad Gita*. The name "Krishna" translates as "dark storm clouds" regarding his 'blue-black', 'jet-black', or dark brown skin color. Western scholars argue that Chess or Chaturanga originated in India during the Gupta Empire in the 6th century C.E. Historical evidence demonstrates that Chess actually originated in North Africa as the board game Senet in Ancient Kemet (Egypt) before 3000 B.C.E.

SOURCE: "YOUNG KRISHNA", Francis G. Hutchins, [The Amarta Press // New Hampshire ], 1980.





## **IRANIAN SHATRANJ SET, GLAZED FRITWARE**

*(12<sup>th</sup> Century, New York Metropolitan Museum Of Art)*

The modern nation of Iran on today's maps during a specific period of ancient time was known as the Persian Empire, which had a non-Arab ethnic population of an Indo-European people. In 1500 B.C.E. a nomadic Indo-European people from the area of today's Iran were called Aryans ("one of noble birth") who invaded and eventually conquered much of India's Harappan Civilization which was composed of a Black Dravidian ethnic population. The Aryans introduced Hinduism and the caste system to maintain control and a racial apartied process that deeply affects the country of India today. In 525 B.C.E. the Persian Empire invaded Egypt and initiated the 27<sup>th</sup> Dynasty.

[SOURCE: [https://en.wikipedia.org/wiki/History\\_of\\_chess](https://en.wikipedia.org/wiki/History_of_chess)]





## THE AMBASSADOR FROM INDIA INTRODUCES CHESS TO THE PERSIAN COURT

The title of the painting above is "*Buzurgmihr Masters The Game Of Shatranj (Chess)*" and was painted between 1300 - 1330 C.E. In India the board game was called "*Chaturanga*" and in Sassanid Persia around 600 the name became "*Chatrang*" which eventually evolved into the term "*Shatranj*" after the Arab Muslim invasion of Persia around 642 C.E.

SOURCE: "HISTORY OF CHESS", Wikipedia, the free encyclopeida.





## SHAMS-UD-DIN TABRIZ PLAYS THE GAME CHATRANG (CHESS)

A Persian painting created between 1502 - 1504 C.E. portrays a prominent Persian individual by the name of Shams-ud-din Tabriz playing the board game of Chatrang (Chess) with a poem dedicated to him by the great Persian poet Rumi.

SOURCE: [https://upload.wikimedia.org/wikipedia/commons/e/e4/Shams\\_ud-Din\\_Tabriz\\_1502-1504\\_BNF\\_Paris.jpg](https://upload.wikimedia.org/wikipedia/commons/e/e4/Shams_ud-Din_Tabriz_1502-1504_BNF_Paris.jpg)

SOURCE: "ENCYCLOPEDIA BRITANNICA", [Encyclopedia Britannica, Inc. // William Benton, Publisher // Chicago, London ], 1961.





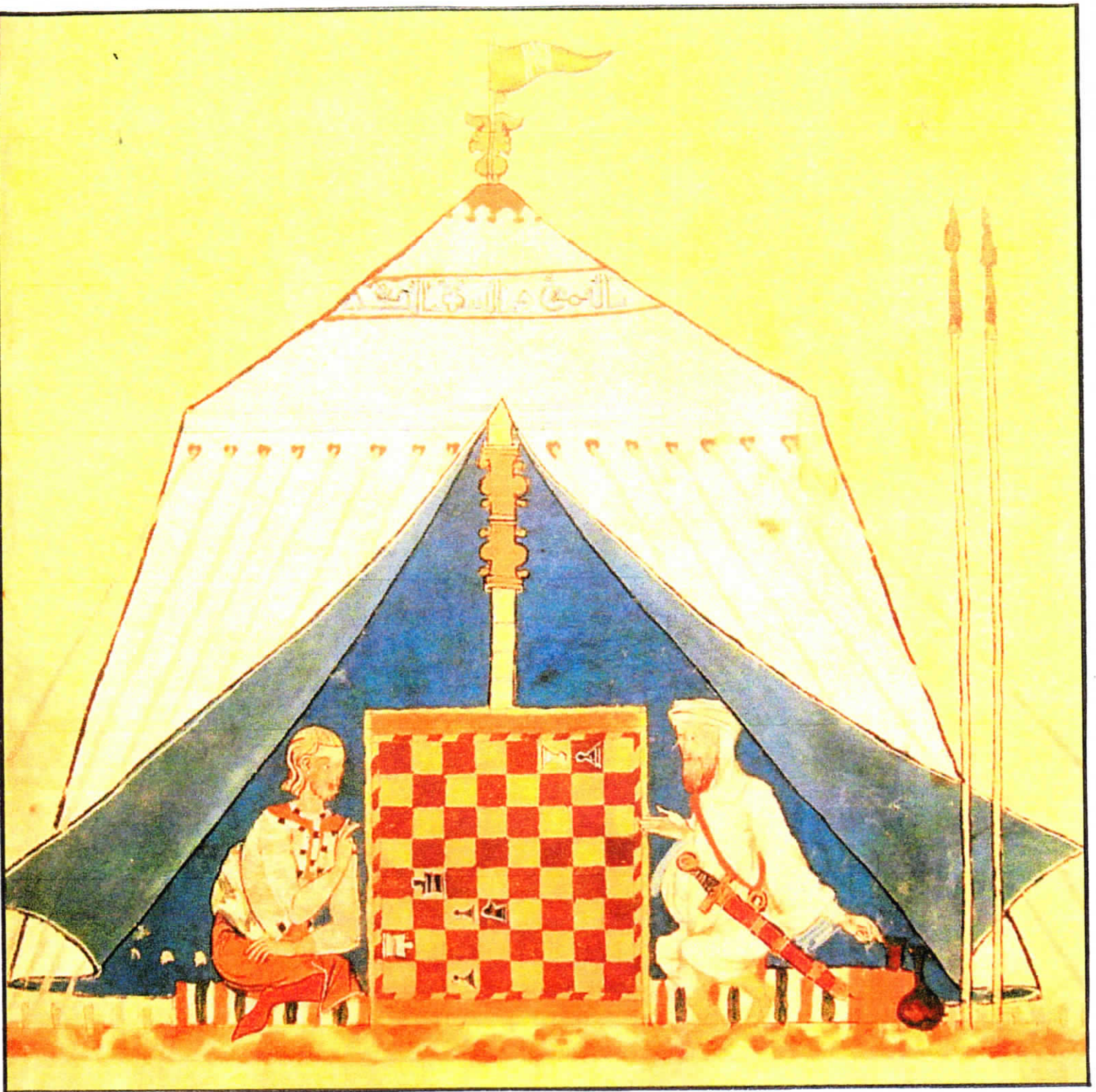
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SOURCE: [https://upload.wikimedia.org/wikipedia/commons/e/e4/Shams\\_ud-Din\\_Tabriz\\_1502-1504\\_BNF\\_Paris.jpg](https://upload.wikimedia.org/wikipedia/commons/e/e4/Shams_ud-Din_Tabriz_1502-1504_BNF_Paris.jpg)

SOURCE: "ENCYCLOPEDIA BRITANNICA", [Encyclopedia Britannica, Inc. // William Benton, Publisher // Chicago, London ], 1961.





## **CHRISTIAN AND MUSLIM PLAYING CHESS**

*From "The Book Of Games" of Alfonso X (1285 C.E.)*

The First Crusade (1096 – 1099 C.E.) / The Second Crusade (1147 – 1149 C.E.)

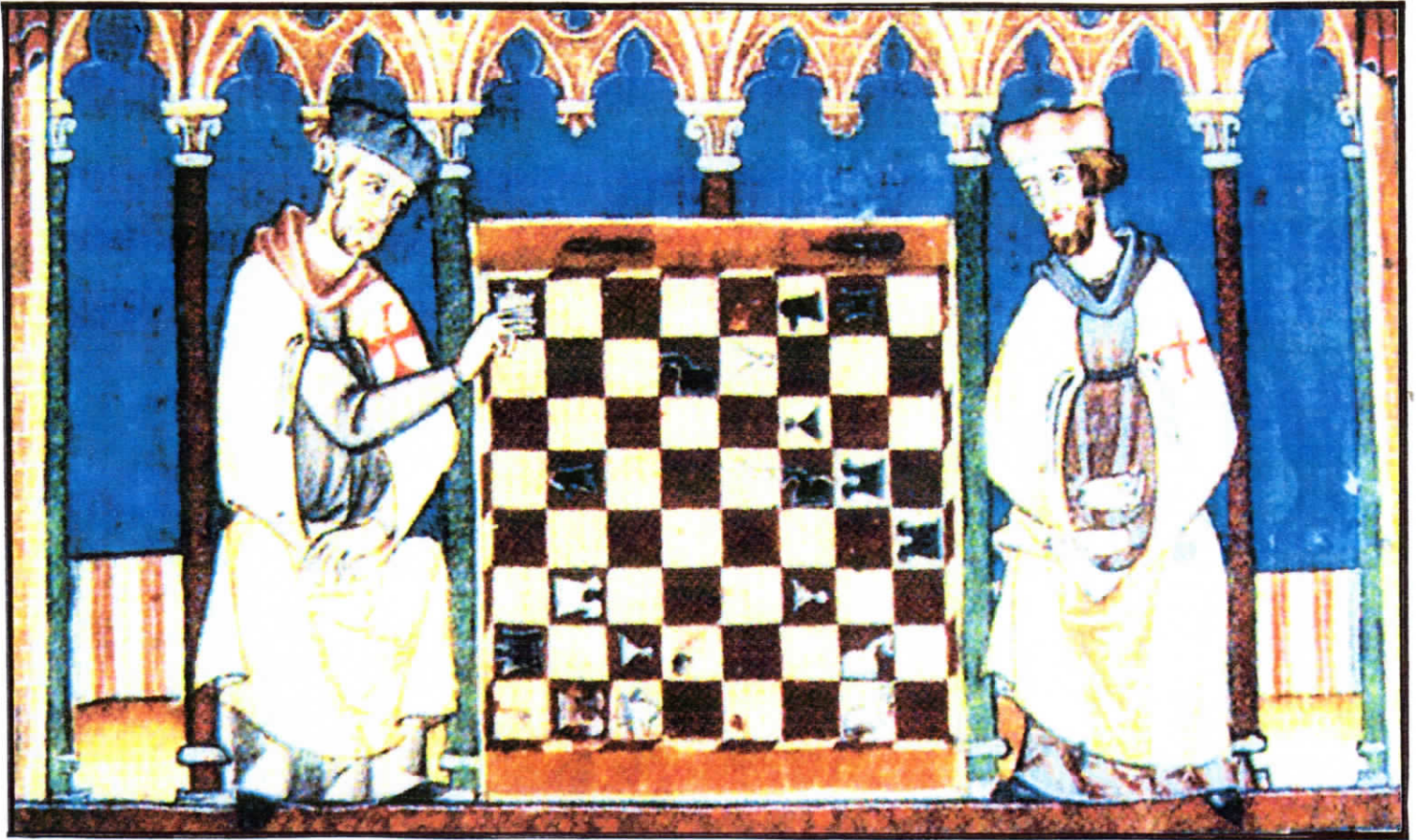
The Third Crusade (1189 -1192 C.E.) /The Fourth Crusade (1202 – 1204 C.E.)

The Children's Crusade (1212 C.E.)

Other crusades were formed and failed up to 1291 C.E. when the Muslims captured the City of Acre, the last Christian center in Syria. By this time, Europeans were losing interest in the Holy Land.

SOURCE: <http://upload.wikimedia.org/wikipedia/commons/8/87/ChristianAndMuslimPlayingChess.JPG>





## **TWO MEMBERS OF KNIGHTS TEMPLAR PLAYING CHESS**

[ *Libro de los juegos*, 1283 C.E. ]

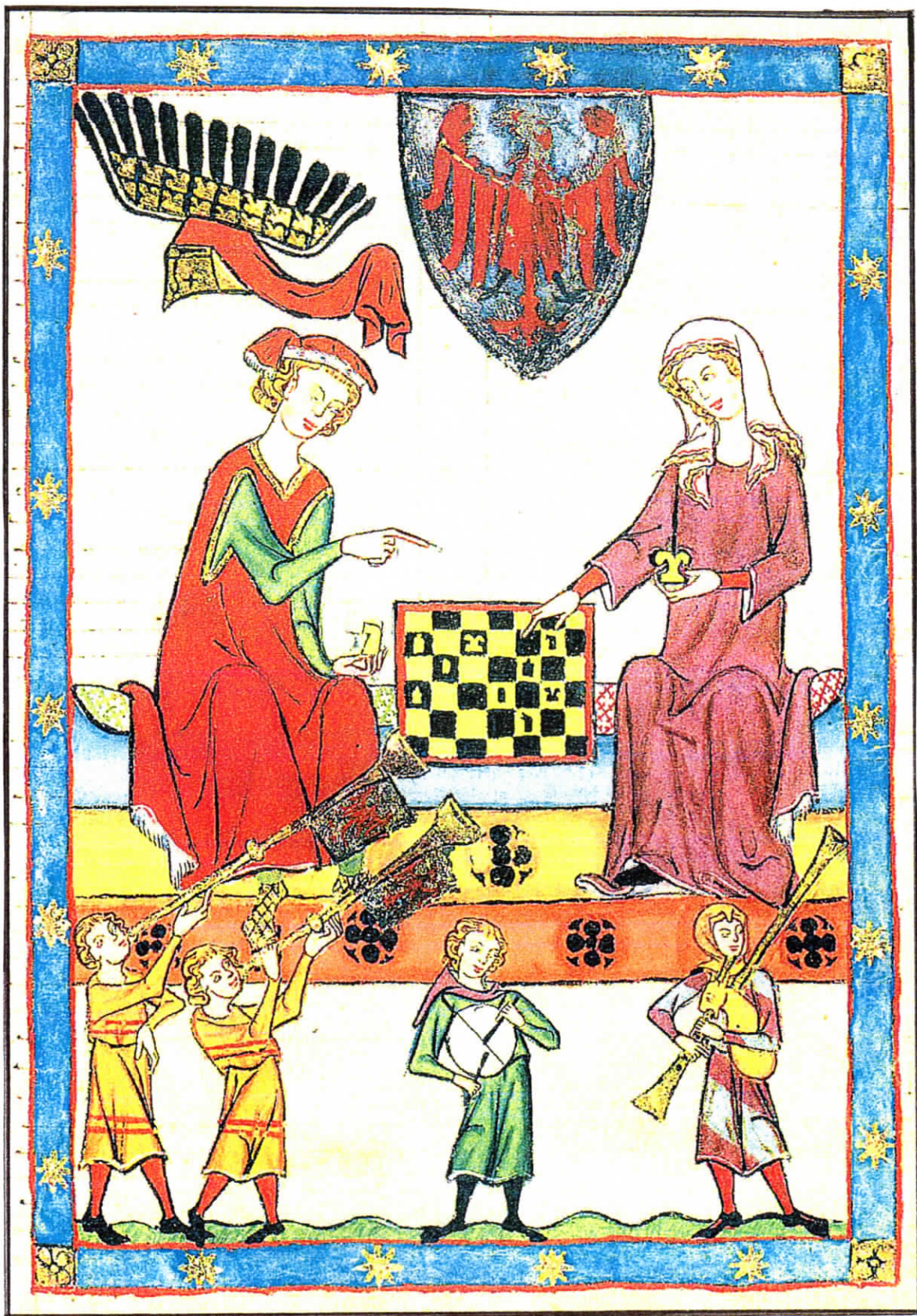
The Knights Templars were members of a religious military order of Christian knighthood. The order was founded about 1119 C.E. in Jerusalem by the French knights Hugh des Payens and Godfrey of St. Omer. The order was first called “The Poor Fellow-Soldiers of Christ and the Temple of Solomon” because of their early state of poverty and the lodgings given them by King Baldwin II of Jerusalem. The lodgings were in the compound of the king’s palace known as the Temple of Solomon.

The original purpose of the Templars was to protect pilgrims on the way to and from the Holy Land. It was St. Bernard of Clairvaux who stimulated the order’s fame and growth through his writings and preaching during the Second Crusade (1147 – 1149 C.E.).

SOURCE: THE WORLD BOOK ENCYCLOPEDIA, Volume 11  
[ World Book, Inc. // Chicago, London, Toronto ], 1990.

[ DRAWING SOURCE: [https://en.wikipedia.org/wiki/History\\_of\\_chess](https://en.wikipedia.org/wiki/History_of_chess) ]





## **OTTO IV OF BRANDENBURG PLAYING CHESS WITH A WOMAN**

[ *Dutch Painting // 1305 to 1340 C.E.* ]

Chess was called “*Schaken*” in Dutch, “*Szachy*” in Polish, “*Sahs*” in Latvian, “*Skak*” in Danish, “*Sjakk*” in Norwegian, “*Schack*” in Finnish, “*Sah*” in South Slavic languages.

(SOURCE: [https://en.wikipedia.org/wiki/History\\_of\\_chess](https://en.wikipedia.org/wiki/History_of_chess))





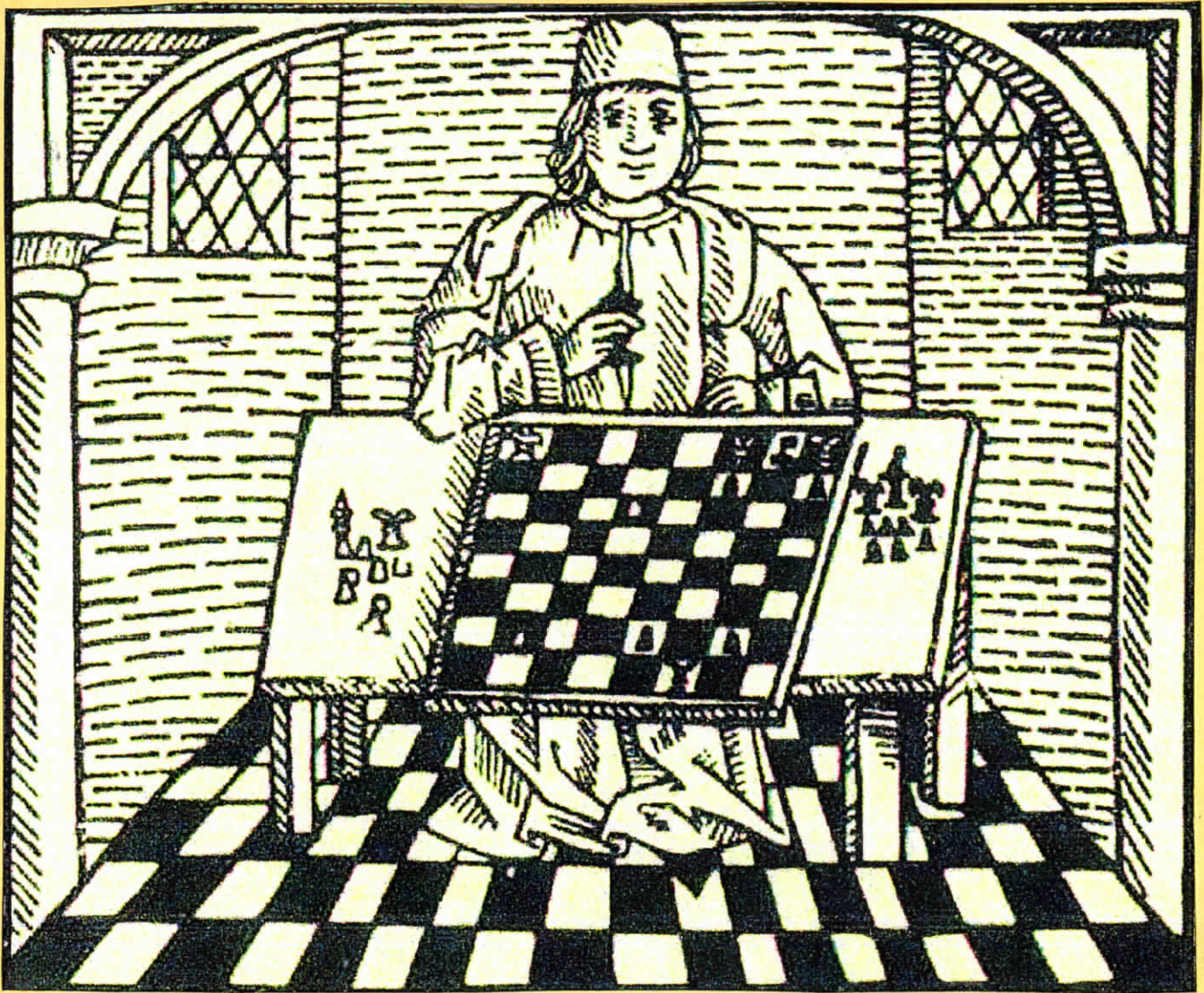
## **A COUPLE PLAYING CHESS (MIRROR CASE)**

*( Carved Ivory Medium / 1300 C.E. / Louvre Museum, Paris )*

Chess passed from Persia to the Arab world, where its name changed to the Arabic word '*Shatranj*'. From there it passed to Western Europe, via Spain. It also spread to the Byzantine Empire, where it was called '*Zatrikion*'. The Greeks called the game '*Zatrikion*', but in the rest of Europe the name of the game was replaced with versions of the Persian '*shah*' (Persian for 'King!') symbol. Thus, the game came to be called '*Ludus Scacchorum*' or '*Scacc(h)i*' in Latin, '*Scacchi*' in Italian, '*Escacs*' in Catalan, '*Echecs*' in French (Old French '*Eschecs*'), '*Schach*' in German, '*Sakk*' in Hungarian, and '*Sah*' in Romanian.

( SOURCE: [https://en.wikipedia.org/wiki/History\\_of\\_chess](https://en.wikipedia.org/wiki/History_of_chess) )

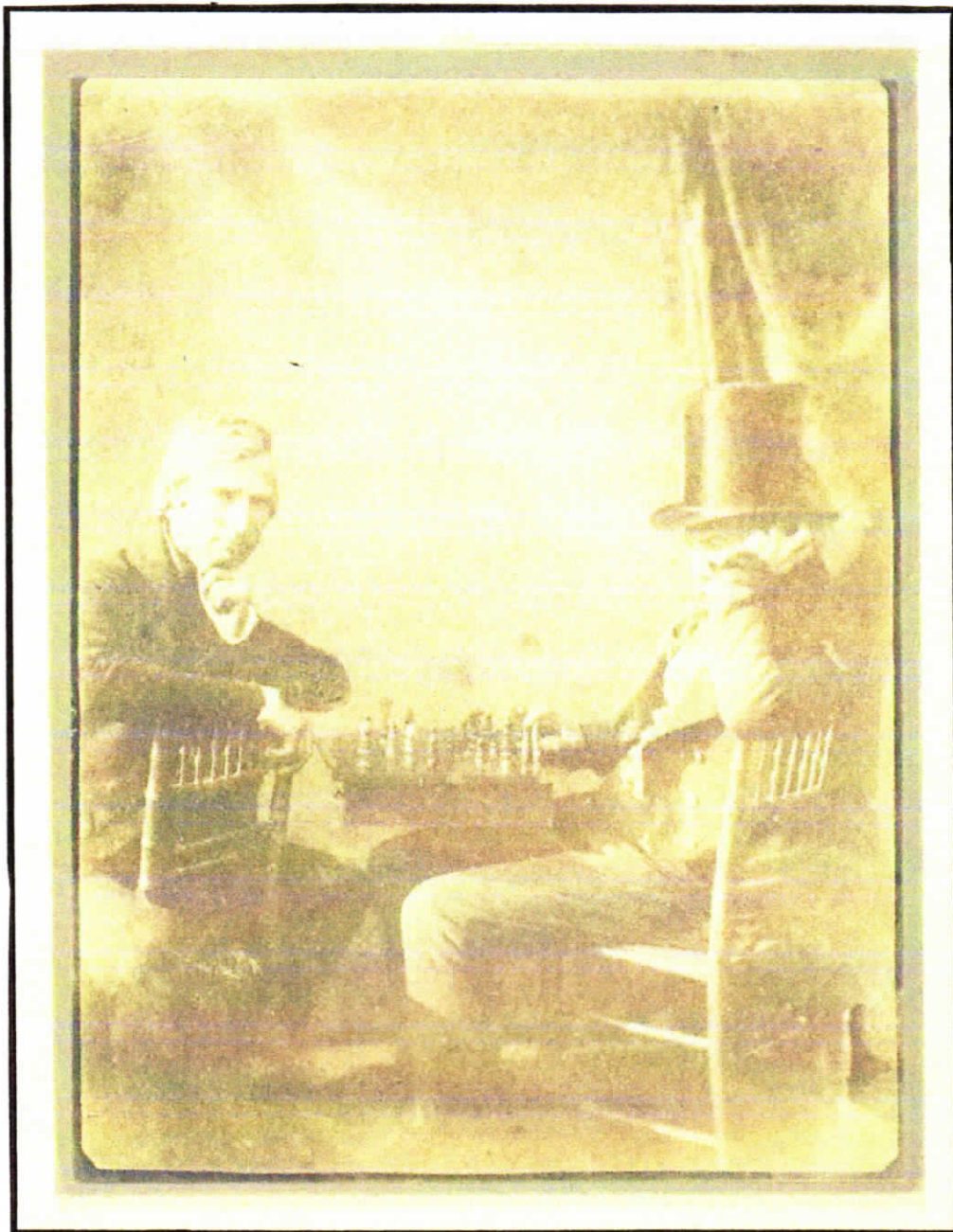




## **A WOODCUT DRAWN FROM CAXTON'S CHESS BOOK PRINTED IN ENGLAND IN 1474 C.E.**

Under Christianity the shapes of the pieces, originally non-representational, changed. Carved images of men and animals reappeared. Chess appeared in Southern Europe during the end of the first millennium, often introduced to new lands by conquering armies. Chess remained largely unpopular in Northern Europe but started gaining popularity as soon as figure pieces were introduced. (SOURCE: [https://en.wikipedia.org/wiki/History\\_of\\_chess](https://en.wikipedia.org/wiki/History_of_chess))



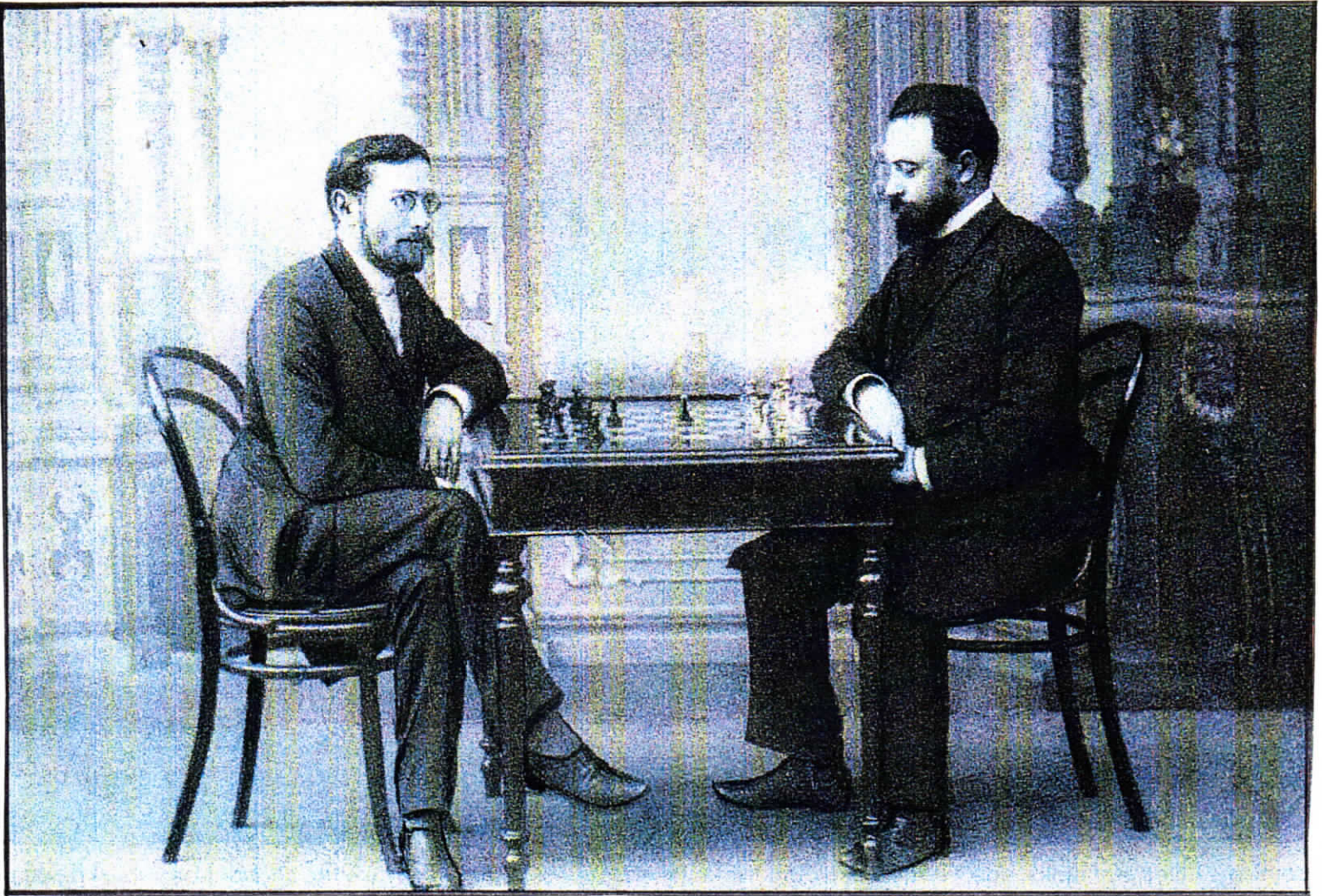


**"THE CHESS PLAYERS"**

BY HENRY FOX TALBOT, 1847 C.E.

(SOURCE: [https://en.wikipedia.org/wiki/History\\_of\\_chess](https://en.wikipedia.org/wiki/History_of_chess))





## ORIGINS OF THE MODERN GAME

Writings about the theory of how to play chess began to appear in the 15<sup>th</sup> century. The oldest surviving printed chess book, *Repetición de Amores y Arte de Ajedrez* (*Repetition of Love and the Art of Playing Chess*) by Spanish churchman Luis Ramirez de Lucena was published in Salamanca in 1497. In the 18<sup>th</sup> century the center of European chess life moved from the Southern European countries to France. As the 19<sup>th</sup> century progressed, chess organizations developed quickly. Many chess clubs, chess books, and chess journals appeared. (SOURCE: [https://en.wikipedia.org/wiki/History\\_of\\_chess](https://en.wikipedia.org/wiki/History_of_chess))



# MODERN WESTERN OR EUROCENTRIC EXPLANATION OF THE ORIGIN OF THE GAME OF CHESS

8/11/2017

History of chess - Wikipedia

## History of chess

From Wikipedia, the free encyclopedia

The **history of chess** can be traced back nearly 1500 years, although the earliest origins are uncertain. The earliest predecessor of the game probably originated in India, before the 6th century AD; a minority of historians believe the game originated in China. From India, the game spread to Persia. When the Arabs conquered Persia, chess was taken up by the Muslim world and subsequently spread to Southern Europe. In Europe, chess evolved into roughly its current form in the 15th century.

The "Romantic Era of Chess" was the predominant chess playing style from the late 15th century to the 1880s.<sup>[1]</sup> Chess games of this period emphasized more on quick, tactical maneuvers rather than long-term strategic planning.<sup>[1]</sup> The Romantic era of play was followed by the Scientific, Hypermodern, and New Dynamism eras.<sup>[1]</sup> In the second half of the 19th century, modern chess tournament play began, and the first World Chess Championship was held in 1886. The 20th century saw great leaps forward in chess theory and the establishment of the World Chess Federation (FIDE). Developments in the 21st century include use of computers for analysis, which originated in the 1970s with the first programmed chess games on the market. Online gaming appeared in the mid-1990s.

Chess remains a highly popular pastime among the general populace. A 2012 survey found that "chess players now make up one of the largest communities in the world: 605 million adults play chess regularly". Chess is played at least once a year by 12% of British people, 15% of Americans, 23% of Germans, 43% of Russians, and 70% of Indian people.<sup>[2]</sup>

**History.** Historians do not agree on how old chess is or who invented it. They believe it originated in India in the A.D. 600's, perhaps earlier, and spread to Persia. Knowledge of the game spread from Persia to nearby countries after the Arabs conquered Persia in the 640's. Muslim invaders brought chess to Spain in the early 700's. By 1000, the game had probably spread through Europe as far north as Scandinavia.

The modern era of chess dates from the 1500's, when the moves of the game began to take their present form. Philidor, a Frenchman who played in the 1700's, is widely regarded as the first world champion. In 1972, Bobby Fischer became the first American to win the official world chess championship. FIDE took away Fischer's title in 1975 after he refused to play challenger Anatoly Karpov of the Soviet Union under federation rules. Karpov therefore became the world champion by default.

Larry Evans

See also **Fischer, Bobby; Florida** (picture: A medieval fair).

### Additional resources

Eales, Richard. *Chess: The History of a Game*. Facts on File, 1985.  
*The Encyclopaedia of Chess*. Comp. by Anne Sunnucks. 2nd ed. St. Martin's, 1977.

**CHESS**, a game for two players using a board and special pieces. From its pre-eminence among intellectual pastimes, it is called "the royal game." Probably originating in India during or before the 7th century (see *Origin of Chess*, below), chess spread to Persia, to Arabia and thence to western Europe. Its name and the term "checkmate" are sometimes said to derive from the Persian *shah*, "king," and *shah mat*, "the king is dead." The growth of an extensive occidental chess literature and the rise of international tournaments have standardized the game throughout Europe and America, but this has not affected the variants that have evolved in the countries east of India, as, for example, shogi (*q.v.*) in Japan.

SOURCE: **ENCYCLOPEDIA BRITANNICA**, Volume 5, [William Benton, Publisher // Chicago, London, Toronto ], 1960.

SOURCE: **THE WORLD BOOK ENCYCLOPEDIA**, Volume 3, [World Book, Inc. // Chicago, London, Toronto ], 1990.







# Señet Rules

6. An opponent's piece is considered undefended if it stands alone, with either empty squares or opposing pieces on either side. Pieces in a row of two or more are considered defended; this is called a block. A player may land on the square occupied by an undefended opponent's piece. A player may jump over a row of defended opponent's pieces, but may not land on any of them.

This is where the original grouping of the throws becomes important: if a piece is to be moved 2 and then 3 squares, for example, both landing places (for the move of 2 and of 3 squares) must be empty or undefended. One could not in this case take a jump of 5 over a block of 4 pieces.

7. When a player lands on an undefended opponent's piece, that piece is sent back to the square from which the attacking piece came. If the attacking piece has made several moves in its progress, the attacked piece goes back only to the last (i.e., most recent) square that the attacker occupied.

## End Game

Special rules govern moves for squares 26 - 30.

1. Square 26 is the "Beautiful House" (per nefer). A player may land there only by an exact throw. An undefended player on Square 26 can be sent back by an attacking piece, like any other square on the board.
2. From Square 26, a player can advance a piece to any of the last three squares with throws of 2, 3, or 4. A throw of 5 carries the piece off the board immediately.

3. Once on Squares 28, 29, or 30, a player may carry a piece off the board under these circumstances:

- from Square 30, with any throw
- from Square 29 (marked with 2 ticks), with a throw of 2
- from Square 28 (3 ticks), with a throw of 3

Once on one of these squares, a piece is never moved back again. If a player can't use a throw, it is simply discarded.

4. Square 27 is the "House of Waters" (per mu). This square is a pitfall, and any piece landing on this square is trapped there. A piece can be forced into the waters in two ways:

- If a piece is resting on Squares 28-30 and is undefended, and an opponent lands on the same square from the Beautiful House, the attacked piece moves to Square 27, and not back to 26.
- If a player's only possible move is from the Beautiful House forward, but a defended opposing piece occupies the desired square, the piece on Square 26 goes into the water.

5. A piece forced into the water loses any remaining throws. Once in the House of the Waters, a piece can't be moved. To reactivate the piece, the player must either throw a 4, or move the piece to Square 15 (right above Square 26) and lose a turn. A player may try for a throw of 4 as often as they wish, but they get only one try per turn. If they give up after repeated tries, they can move to Square 15 on their next turn.

6. The winner is the first person to carry all his/her pieces off the board.



**CHESS FOR ANYONE**

# CHESS

## FOR ANYONE



### I. RULES OF PLAY

- 1) Moves Of Pieces
- 2) Chess Etiquette
- 3) Algebraic Notation

### II. FUNDAMENTALS

- 4) Endgame
- 5) Checkmate
- 6) The Opposition

### III. FUNDAMENTALS

- 7) Opening Principles
- 8) Pawn Play
- 9) Power Of The Pieces
- 10) Annotating Your Games

**I**

**DISC 1**

**CHESS FOR ANYONE**

# CHESS

## FOR ANYONE



### I. RULES OF PLAY

- 1) Moves Of Pieces
- 2) Chess Etiquette
- 3) Algebraic Notation

### II. FUNDAMENTALS

- 4) Endgame
- 5) Checkmate
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- 7) Opening Principles
- 8) Pawn Play
- 9) Power Of The Pieces
- 10) Annotating Your Games

**III**

**DISC 2**



**CHESS FOR ANYONE**

# CHESS

## FOR ANYONE



### I. RULES OF PLAY

- 1) Moves Of Pieces
- 2) Chess Etiquette
- 3) Algebraic Notation

### II. FUNDAMENTALS

- 4) Endgame
- 5) Checkmate
- 6) The Opposition

### III. FUNDAMENTALS

- 7) Opening Principles
- 8) Pawn Play
- 9) Power Of The Pieces
- 10) Annotating Your Games

# III

**DISC 3**

"SOULFUL...DEEPLY MOVING."

-VILLAGE VOICE

"A COMPLETELY UNIQUE FILM,  
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-INDIEWIRE

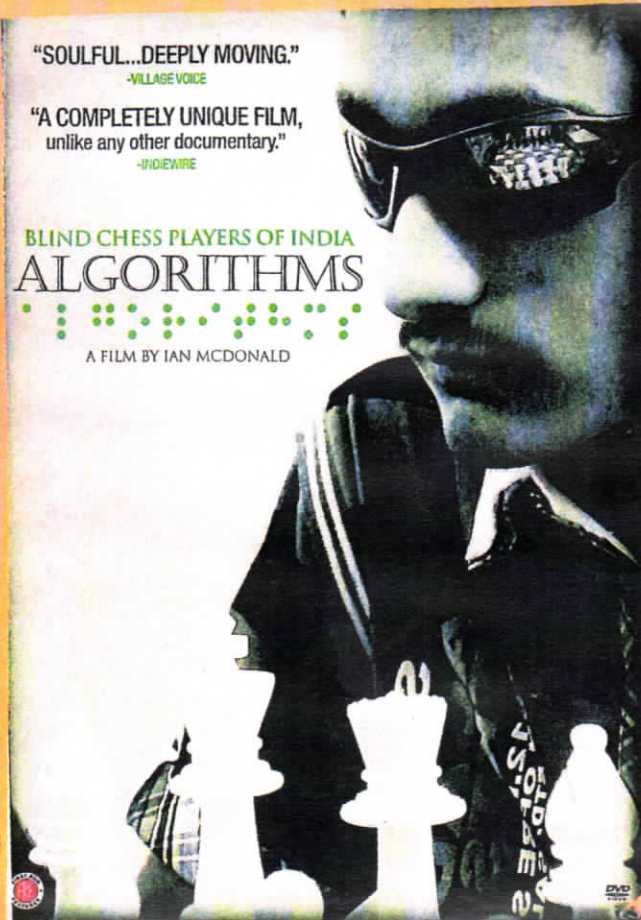
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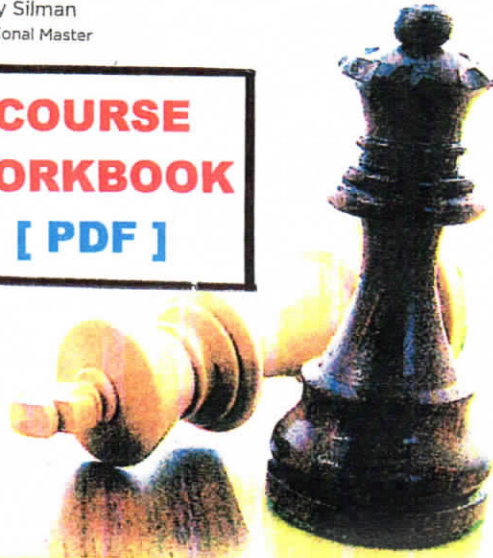
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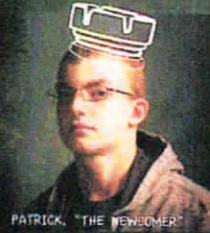
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