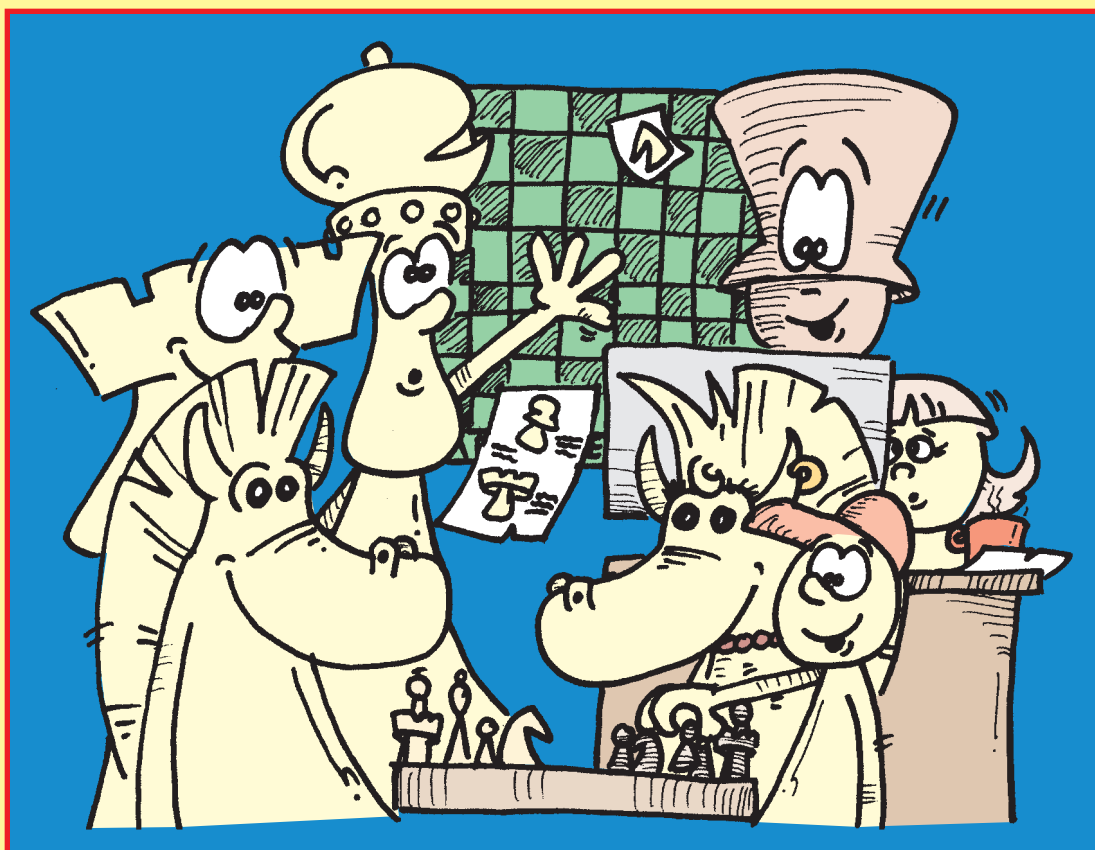


# **SCHOLARLY MATES**

**Winning Chess Magazine For Kids**

issue 3

September 2026



**FREEDOM OF THE PIECES**

**COMBO MOMBO**

**KNICK vs. KIBBLE**

# HEY THERE, KIDS!

Welcome  
to the  
magazine.



The band is playing our new theme song. We wish you could hear it. The title is "Chess Fun for Everyone". But Kibble calls it the "Be Bop Boogie". He's a funny guy, and a great drummer. In this issue of *Scholarly Mates*, the story is about the day I met him and the first game we played. We hope you like the magazine.

**KNICK**

## SCHOLARLY MATES

EDITOR

Jeff Coakley

illustrator

Antoine Duff

*Scholarly Mates* is a chess magazine for kids, published six times per year by **Mooserider Productions** as a pdf document, available for viewing or download at these websites:

**mooserider.ca**

**winningchessforkids.com**

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**scholarlymates@mooserider.ca**

# SCHOLARLY MATES

issue 3

September 2026

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## MOOSERIDER PRODUCTIONS

*publisher of*

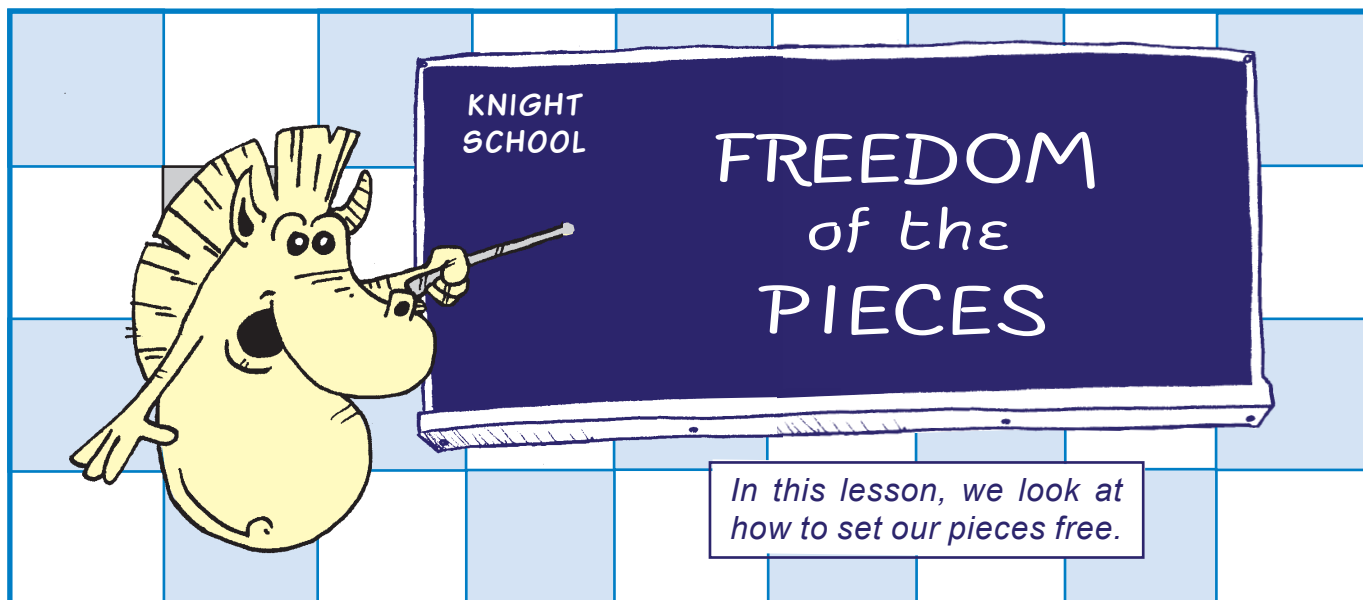
**Winning Chess For Kids** *book series*

**Scholarly Mates** *magazine*

*and more to come*

**mooserider.ca**

info@mooserider.ca



The three basic concepts of strategy are the value of material, the safety of the kings, and freedom of the pieces.

Freedom is a measure of how *mobile* and *active* a piece is. Mobility refers to the number of possible moves it has. Greater mobility gives a piece more options and makes it more powerful.

Increasing the mobility of our pieces is always a good idea. But the freedom of a piece also depends on the role it plays in the position. Some pieces will have defensive duties, protecting other pieces or controlling certain squares. This work is important, but it limits their

freedom, making them *passive*, even if they have lots of possible moves.

To be truly free, a piece needs to be mobile and *active*. An active piece has good mobility and is not stuck standing guard duty. It can move freely, making threats and taking part in combinations.

In general, “freedom of the pieces” is about the queens, rooks, bishops, and knights. Not about the kings or pawns. But pawns are a major factor for the mobility of pieces. The pawn formation determines which lines are open. And squares attacked by pawns are usually off-limits to the more valuable pieces.



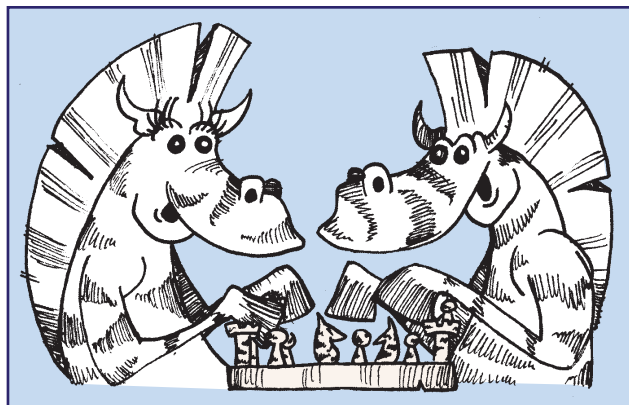
Like most chess strategy, there are two sides to freedom: one white, one black. Limiting the opponent's pieces is just as important as freeing our own. Always think offence and defence!

**To increase our own freedom:**

- Advance or trade pawns to open lines and create more space for the pieces.
- Move pieces to squares where they have greater mobility.
- Avoid blocked pawns that reduce the mobility of pieces.
- Avoid passive pieces.

**To limit the opponent's freedom:**

- Avoid pawn advances or trades which make the opposing pieces more mobile.
- Block the pawn formation so the opposing pieces are less mobile.
- Prevent the opposing pieces from reaching squares that increase their mobility, by controlling those squares with our pawns or pieces.
- Force the opposing pieces to be passive defenders by threatening weak points.
- Pin the opposing pieces.
- Fight for important squares and open lines. Don't let the opponent have total control.

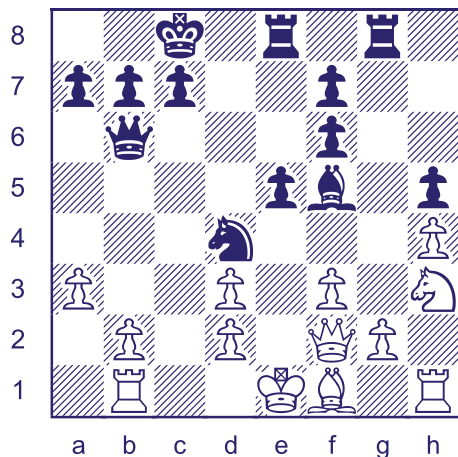


Since chess pieces work as a team, our goal should be the freedom of all the pieces together, and not just individual ones. The pieces should cooperate and not hinder each other.

Pawns are different from the other pieces in several ways. They're slow, easily blocked, and cannot retreat. But because their individual value is small, their defensive power is great. The more valuable pieces must normally avoid their attacks. The main aim of pawn play is to control, block, or open certain lines and squares. And not to free the pawns themselves. However, a mobile pawn is usually preferable to a blocked pawn and creating mobile pawns can often be a strategic goal.

Being free is not simply freedom *from* something. It is also the freedom *to do* things. The chess pieces want to be free so they can win the game!





Material is even in this position. But not the freedom of the pieces. How did White get in such a mess?

Every black piece stands better than the matching white piece.

The white bishop is blocked by the pawns on g2 and d3. The black bishop is active in the centre of the board and attacks the weak pawn on d3.

The only safe square the white knight can move to is g1. The black knight has a perfect outpost on d4 with multiple moves to choose from.

The black rook on g8 stands strongly on the open g-file. The other black rook supports the black e-pawn and is lined up against the white king. One white rook is out of play on h1. The other is stuck guarding the pawn on b2.

The black queen is more mobile than the white queen and well placed for the coming attack.

The black king is safer than the white king, but the big advantage for Black is freedom.

Even with the move, it's impossible to find a reasonable defence for White.

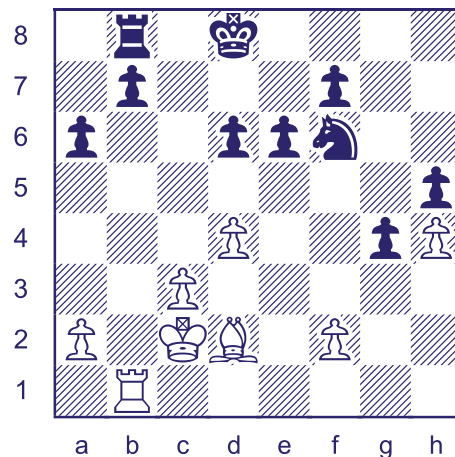
Here are some lines:

1.Be2 Qb3 2.0-0? Bxh3

1.f4 exf4+ 2.Kd1 Qb3+ 3.Kc1 Qc2#

1.Ng1 Nc2+ 2.Ke2 Bxd3+ 3.Kxd3 Qxf2

1.b4 Qa6 2.Be2 (2.Qe3 Nc2+) 2...Bxd3



White is down by two pawns in this position. Black to play would win after 1...Ne4 or 1...Kd7.

But it's White move and Black is the one in trouble. Their freedom will be taken away completely.

**1.Bg5!** The bishop attacks the black knight and pins it against the king.

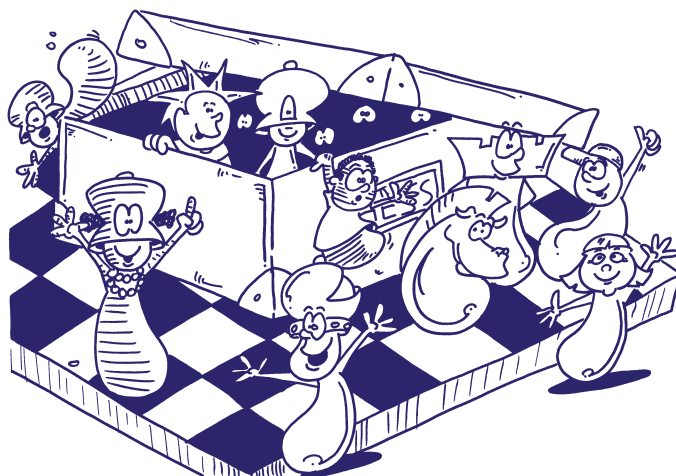
**1...Ke7** The only way to protect the knight.

**2.Rb6!** The rook prevents the advance of the black b-pawn so that the black rook must remain passive defending it.

**2...d5** What else can Black do? The knight is pinned and moving the king or rook loses material.

(2...Rg8 3.Rxb7+ Ke8 4.Bxf6) **3.a4 a5**

**4.Kb3** Now Black has run out of pawn moves too. Time to resign. Without freedom, what hope is there? **1-0**



*Free at last!*

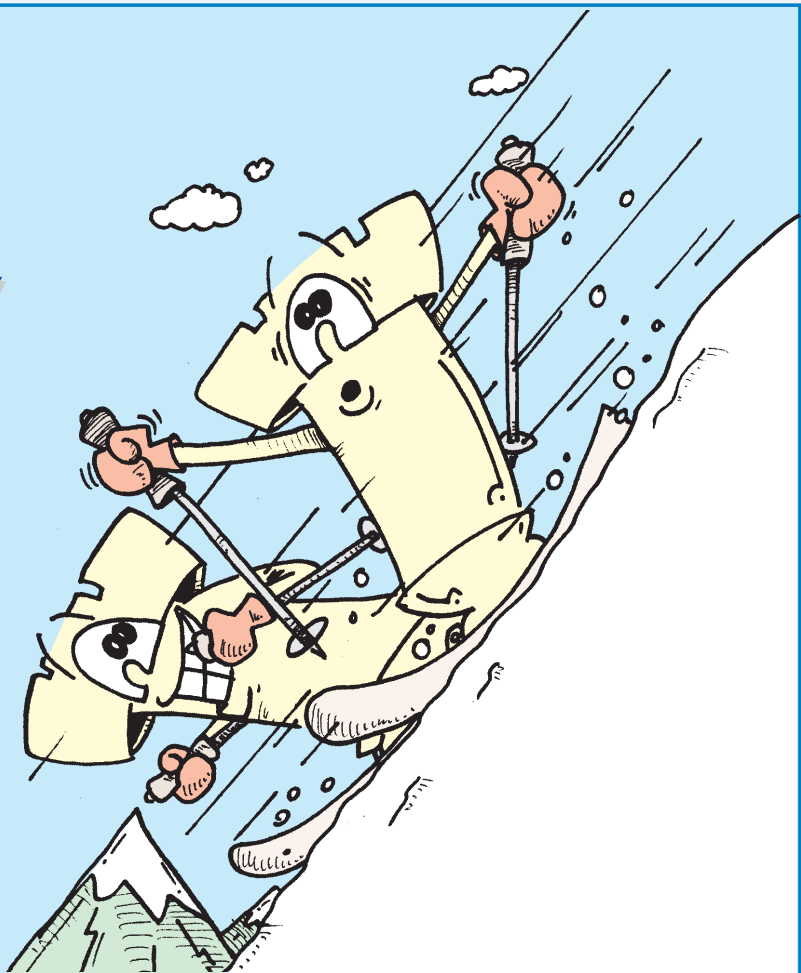
# MORT AND MARLEY

Hey Mort, I thought  
learning to ski  
would be a lot harder.

Yea, Marley, this is cool!  
But we sure are going fast.  
Aren't there any brakes?

Good question. I guess  
we'll slow down when we  
get to the bottom.

Yea, somehow.



## WORLD TOP TEN



| rank |                             | country     | rating | age |
|------|-----------------------------|-------------|--------|-----|
| 1    | Magnus Carlsen              | Norway      | 2823   | 36  |
| 2    | Hikaru Nakamura             | USA         | 2792   | 39  |
| 3    | Fabiano Caruana             | USA         | 2789   | 34  |
| 4    | Javokhir Sindarov           | Uzbekistan  | 2778   | 21  |
| ↑2   | 5 Wesley So                 | USA         | 2774   | 33  |
| ↓1   | 6 Vincent Keymer            | Germany     | 2764   | 22  |
| ↓1   | 7 Nodirbek Abdusattorov     | Uzbekistan  | 2762   | 22  |
| ↑3   | 8 Praggnanandhaa Rameshbabu | India       | 2761   | 21  |
|      | 9 Arjun Erigaisi            | India       | 2759   | 23  |
| ↓2   | 10 Anish Giri               | Netherlands | 2757   | 32  |

FIDE (world chess federation) updates ratings each month. There are currently 32 players rated over 2700. The top junior (under 20 years) is Yagiz Kaan Erdogmus (Turkey), ranked 26th at 2716. The top female is Yifan Hou (China), ranked 162nd at 2596.

# CHESS LINGO

with your host  
**Biff the B**



## LET'S TALK "PINS"

A *pin* is a tactic in which two pieces are "attacked" along the same line. The first piece is attacked directly. The second piece that stands behind it is either more valuable or undefended. It can only be captured if the first piece moves away.

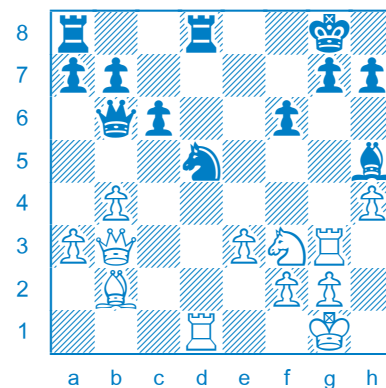
In this diagram, the white queen pins the black knight against the black king. The knight cannot move. This is called an *absolute pin*.

The black bishop pins the white knight against the white rook on d1. If the knight moves, Black can take the rook. This is called a *relative pin* since the knight could move if it wanted to.

White to play has two great moves. 1.e4 attacks and wins the knight on d5. 1.Bxf6 wins a pawn. The black g-pawn is pinned by the rook on g3 and cannot take on f6.

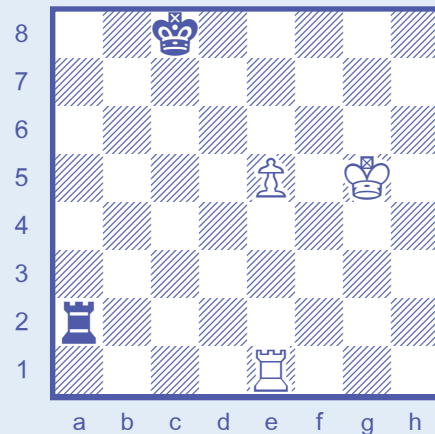
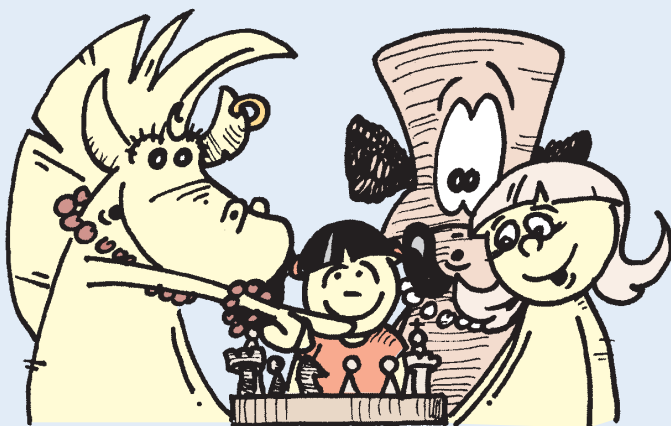
If it's Black's turn, the best move is 1...Kh8, *unpinning* their g-pawn and knight.

Pins happen in every game. Even when they do not win material, they can still be useful to limit the freedom of the opponent's pieces.



## HAPPY ENDINGS

by **Natalie Knight & the Girls**



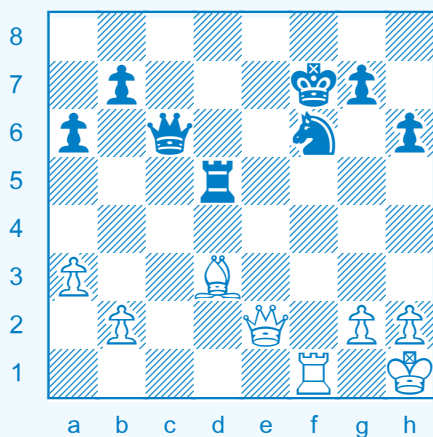
**White to move and win**

*solution page 25*

# TACTICS 101

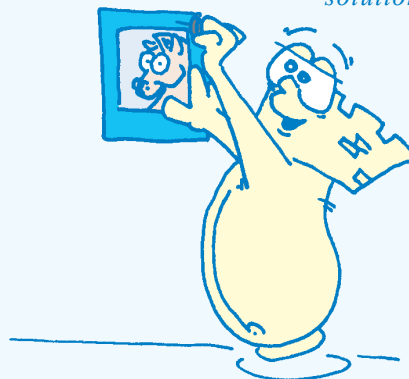
## PINS

①

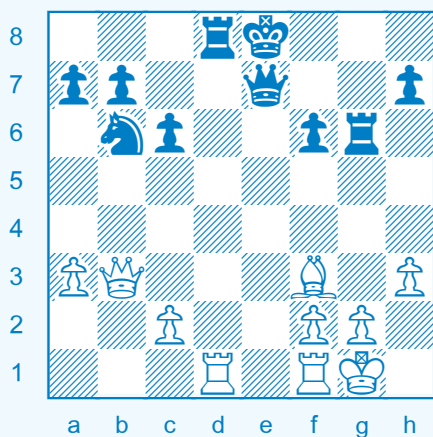


Find 2 pins.

Find pins that **win material**. *White to move.*  
solutions page 26

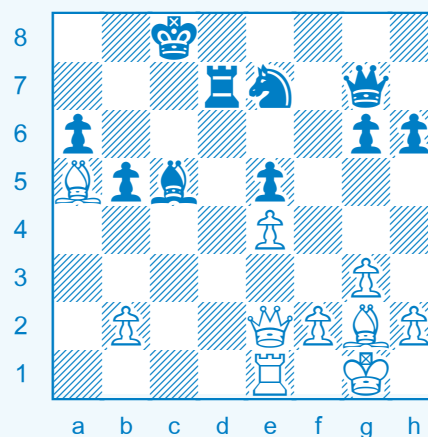


②



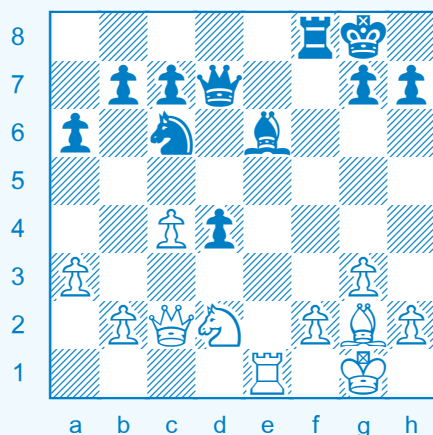
Find 2 pins.

③



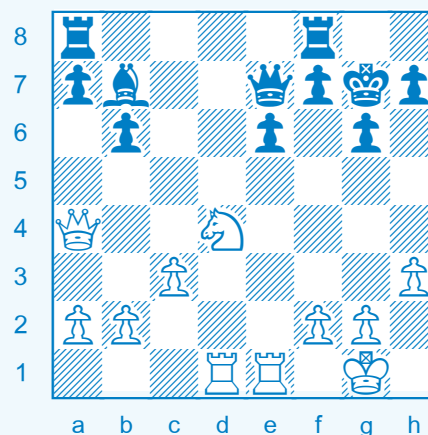
Find 3 pins.

④



Find a pin combo.

⑤



Find a pin combo.

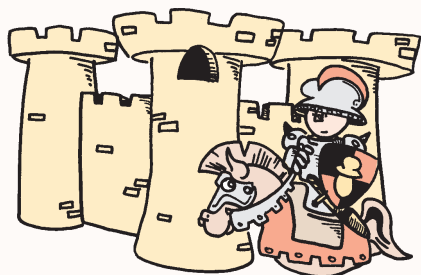
# NEWS BITS



## WORLD CHAMPIONSHIP

The 2026 *World Chess Championship* between the current champion Gukesh Dommaraju (India) and the challenger Javokhir Sindarov (Uzbekistan) will be held in Geneva, Switzerland, starting November 24. Both players are twenty years old!

The prize fund for the 14 game match is 2.5 million US dollars. Players receive \$200,000 for each victory with the rest of the money split evenly.



## NEW GRANDMASTER

Chess prodigy Faustino Oro (Argentina) was awarded the *grandmaster* title in August. At 12 years, 6 months old, he is the second youngest person to ever become a “GM”. He completed the requirements for the title at a recent tourney in Sardinia, just 2 months short of beating the record set in 2021 by Abhimanyu Mishra (US).

Faustino is sometimes referred to as the “Messi of chess”, comparing his talent to that of Argentine soccer star Lionel Messi. When asked about his goals in chess, he has said, “My dream is to become world champion.”



Faustino Oro

## CHESS OLYMPIAD

The 46th *Chess Olympiad* took place in Samarkand, Uzbekistan this month. The tournament is held every two years, with each country represented by a team of four players.

There were a record 208 teams in the open section. First place and the gold medals were won by the home team, Uzbekistan! They won 10 out their 11 matches. Their only loss was against third place Germany. India finished second, winning the tiebreaker over Germany.

Four countries tied for fourth place: United States, Azerbaijan, Armenia, and Hungary.

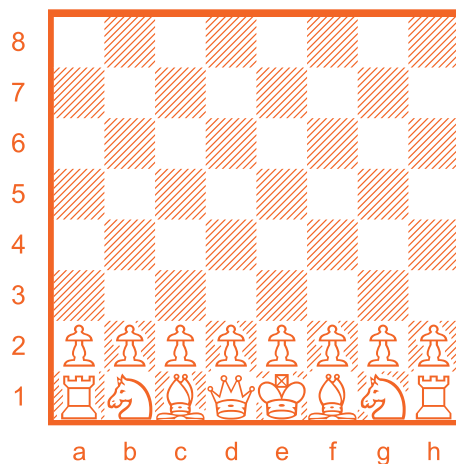
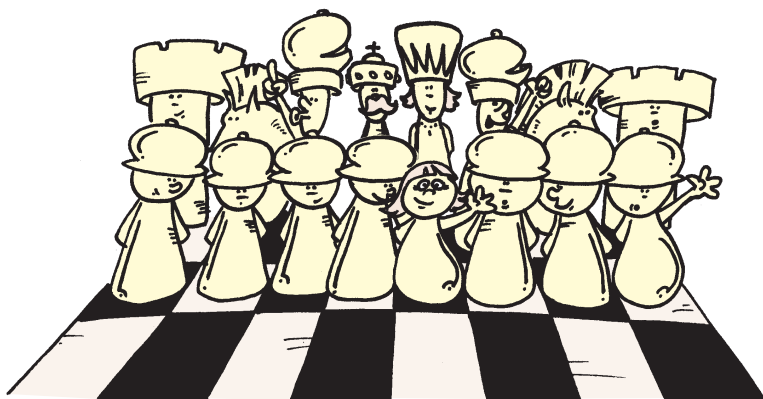
The individual gold medal for the best result on first board was awarded to Nodirbek Abdusattorov (Uzbekistan) who scored 8.5 out of 11 games.

In the separate women’s competition, there were 191 teams. China, led by grandmaster Zhu Jiner, won gold. Silver went to Kazakhstan and bronze to India.



You can write to Knick and the gang at  
[scholarlymates@mooserider.ca](mailto:scholarlymates@mooserider.ca)

# LILY'S PUZZLER



Hello, boys and girls!

In the starting position, the sixteen white pieces have 20 moves (16p 4N). The goal in this puzzle is to increase the number of possible moves. There are no black pieces on the board.

In each part, you get one additional turn (from the opening setup) to maximize the number of possible moves in the resulting position.

Can you match or beat the records?  
Good luck!

*solutions page 26*

## OPENING MOVES MAXIMIZER

- A. Which move gives White the most possible moves on the next turn?
- B. Make 2 moves so that there are the most possible moves on the next turn.
- C. Make 3 moves ...
- D. Make 4 moves ...
- E. Make 5 moves ...
- F. Make 6 moves ...
- G. Make 7 moves ...

# THE PUZZLING SIDE OF CHESS



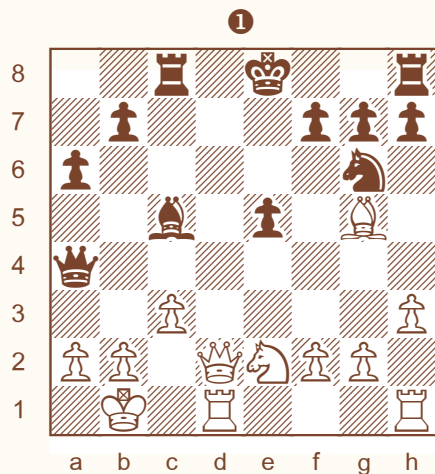
If you enjoy *Lily's Puzzlers* and *Kibble's Korner*, then you'll probably like this monthly column of unusual chess problems. The puzzles vary greatly in difficulty and are intended for players of all ages. Over 250 columns with 1600 puzzles are available in the site archives. Why not check it out?

[puzzling.sideofchess.com](http://puzzling.sideofchess.com)

# CHECKOLOGY

The Science of Checkmate

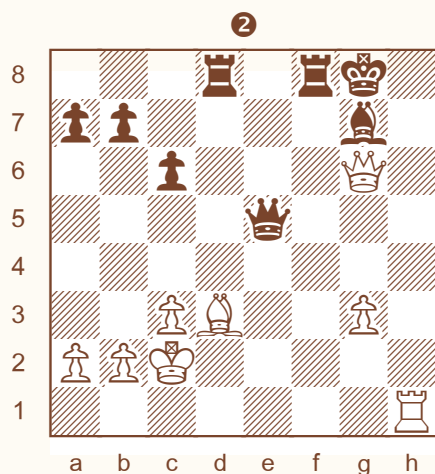
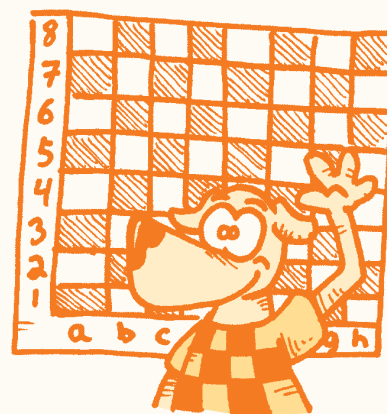
with **OZZY ROO**



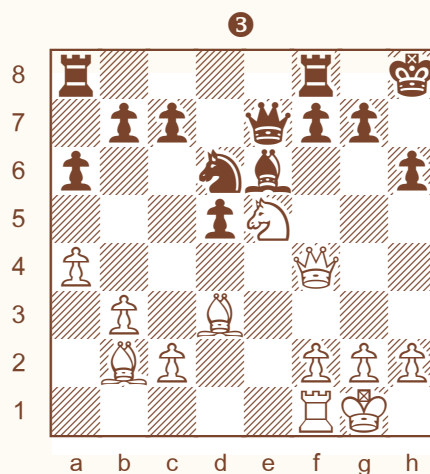
**Mate in 2**

Good day, mates!  
Thanks for taking  
part in this month's  
checkmate studies.  
Your assistance is  
very important to  
the success of our  
research!

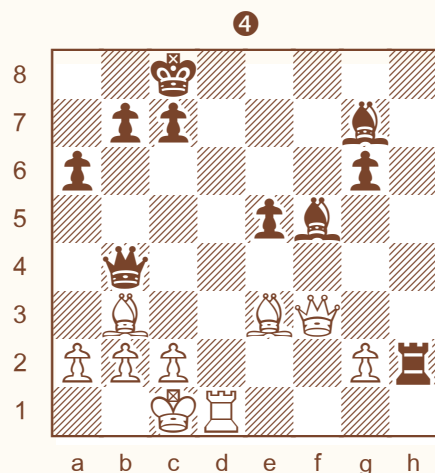
**White to Move**  
solutions page 26



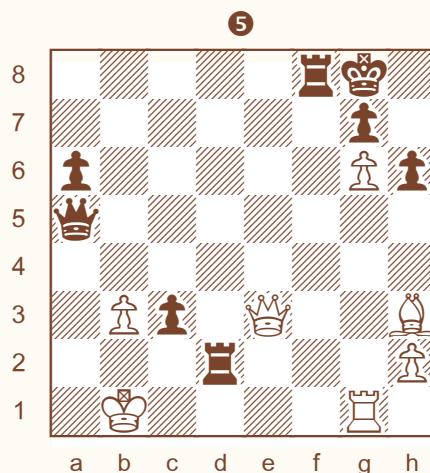
**Mate in 2**



**Mate in 3**



**Mate in 3**



**Mate in 5**

# Alexander Alekhine

*“Chess for me is not a game, but an art.”*



Alexander Alekhine (1892-1946) was the fourth World Chess Champion. Originally from Russia, he immigrated to France in 1921. He won the world title in 1927 by beating José Capablanca (Cuba). The match lasted 34 games, one of the longest in chess history. Except for two years, Alekhine remained champion until his death. He lost to Max Euwe (Netherlands) in 1935 but won the rematch in 1937.

Alekhine excelled at all types of positions, but is best known for his creative attacks. His books of collected games are some of the most instructive ever written.

The *Alekhine Defence*, 1.e4 Nf6, is an unusual but sound opening. The main line is 2.e5 Nd5 followed by 3.d4 d6 or 3.c4 Nb6 4.d4 d6.

## HOW TO BECOME WORLD CHAMPION

This position was reached in the 34th game of the 1927 World Championship. To win the match, a player had to win 6 games. Draws did not count. Alekhine is ahead 5-3.

White is up a pawn, but the victory requires accurate play.

**70.f5!** A temporary sacrifice to weaken the black pawns.

**70...gxf5 71.Kh6** Intending *Kxh5*. **71...f4!?** A clever idea.

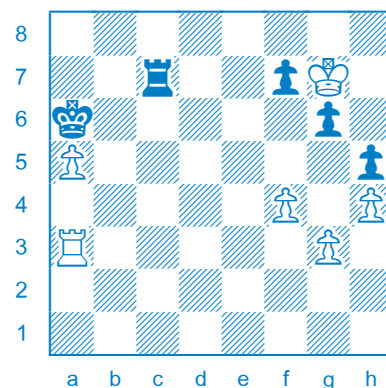
**72.gxf4 Rd5** Protecting h5. **73.Kg7 Rf5 74.Ra4 Kb5**

**75.Re4 Ka6** (75...Kxa5? 76.Re5+ Rxe5 77.fxe5 is easy.)

**76.Kh6 Rxa5 77.Re5! Ra1** (No better is 77...Rxe5 78.fxe5

or 77...Ra4 78.Rf5. **78.Kxh5 Rg1 79.Rg5 Rh1 80.Rf5 Kb6**

**81.Rxf7 Kc6 82.Re7 1-0** Capablanca resigned.

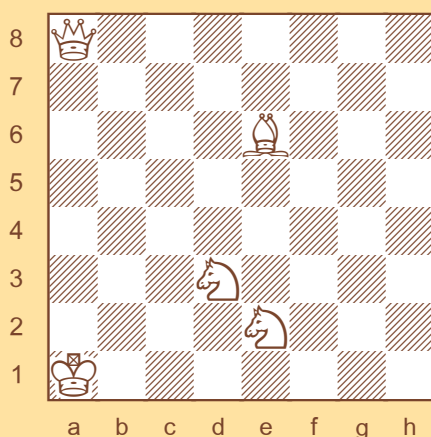


Alexander Alekhine - José Capablanca

White to move

# KIBBLE'S KORNER

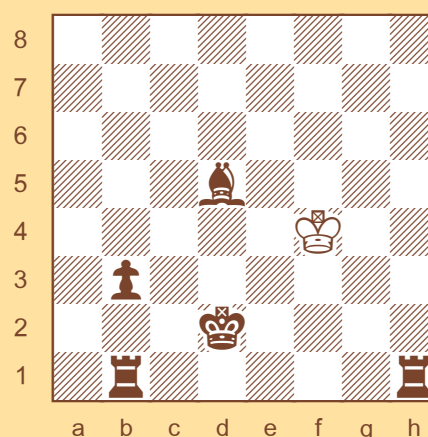
Hey there, chess pals! I hope you like hanging out at my corner. As usual, I've got two new puzzles for you to solve. Plus, there's a bonus part B for the second problem. Have fun!



## TRIPLE LOYD

Place the black king so that:

- A. Black is in mate.
- B. Black is in stalemate.
- C. White has mate in 1.



## INVERTED LOYD

Place a white bishop and two rooks on the board so that White has mate in 1.  
part B Switch pawn b3 and bishop d5.

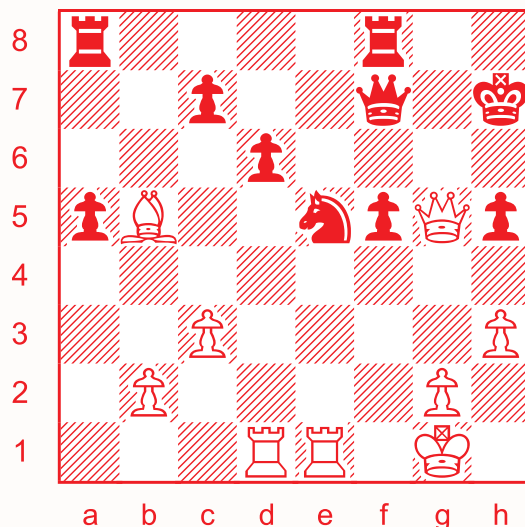
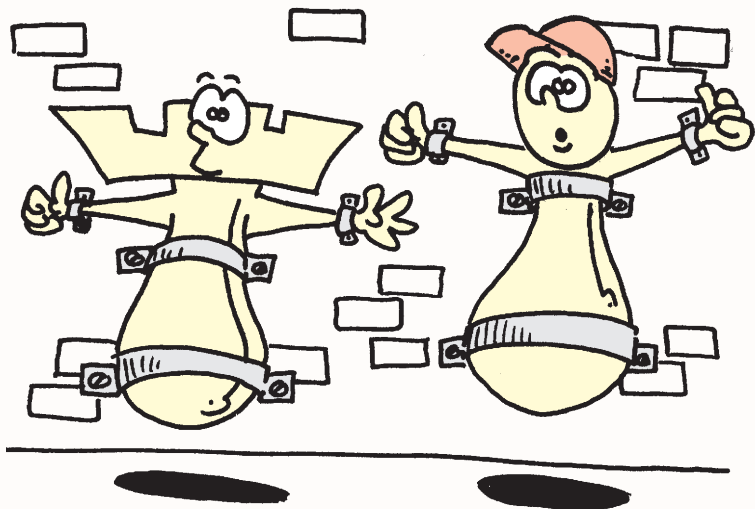
*solutions page 26*



*When knights rule the game.*

# COMBO MOMBO!!

## SPOTLIGHT ON PINS



Greetings, friends! Our tactic for today is the pin. A piece is pinned when it is attacked and cannot move because another valuable piece is behind it. It's like a pin sticking a piece of paper to the wall!

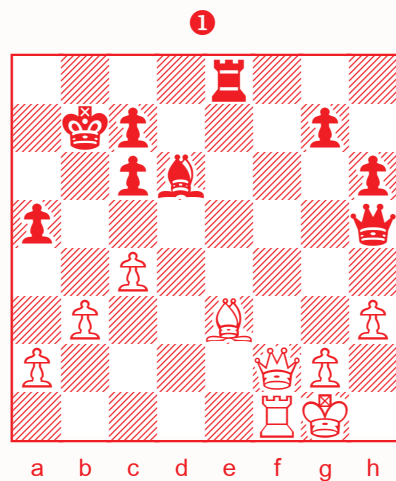
Only a queen, rook, or bishop can pin. Not a king, knight, or pawn.

As usual, the example is actually two problems in one. You can solve it with White or Black to move.

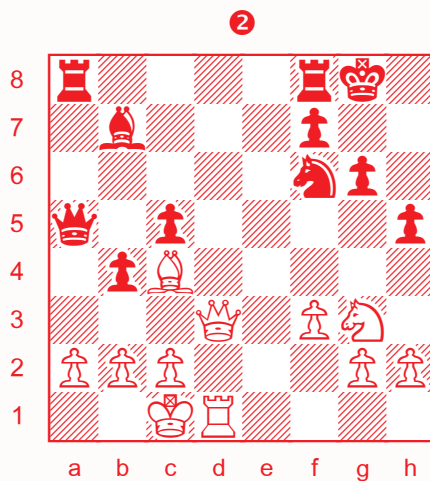
♔ Black to play wins by 1...Nf3+, sacking the knight with a fork on the king and queen. After 2.gxf3 Rg8, the rook pins the queen to her king. Black has a big advantage after 3.h4 Rxc5+ or 3.Qxc5+ Rxc5+.

♕ If White goes first, the winning combo is 1.Rxe5! dxe5 2.Rd7 and the black queen is lost to a pin.

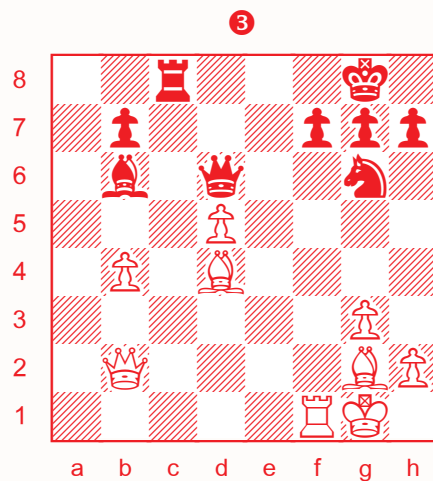
Can you find the pin combos in the positions below? *solutions page 26*



**BLACK TO MOVE**  
Win Material



**WHITE TO MOVE**  
Mate in 4



**BLACK TO MOVE**  
Win Material

# CHESS-O-WORD

*In this word search, you are looking for names of openings.*

The words below are hidden in the puzzle. Some are written forwards and some backwards. Others go up, down, or on a diagonal. Just like a queen! The best way to find the solution is to first **print this page**. Then, when you find a word, circle it with a pen or pencil. After you find all the words, there will be three letters not circled. Unscramble those 3 letters to answer the riddle.

|          |           |
|----------|-----------|
| ITALIAN  | ORANGUTAN |
| FRENCH   | BENKO     |
| SPANISH  | SPIKE     |
| SICILIAN | BIRD      |
| RUSSIAN  | PIRC      |
| ENGLISH  | CARO      |
| DUTCH    | KANN      |
| GAMBIT   | SLAV      |
| KINGS    | RETI      |
| INDIAN   | RAT       |
| NIMZO    |           |



|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| N | A | I | L | A | T | I | T | E | R |
| A | A | S | P | A | N | I | S | H | D |
| I | S | T | E | C | R | I | P | C | R |
| D | I | R | U | S | S | I | A | N | I |
| N | C | T | S | G | O | K | N | E | B |
| I | I | I | P | N | N | N | V | R | H |
| M | L | B | I | I | A | A | O | F | C |
| Z | I | M | K | K | L | T | R | N | T |
| O | A | A | E | S | O | C | A | O | U |
| E | N | G | L | I | S | H | C | R | D |

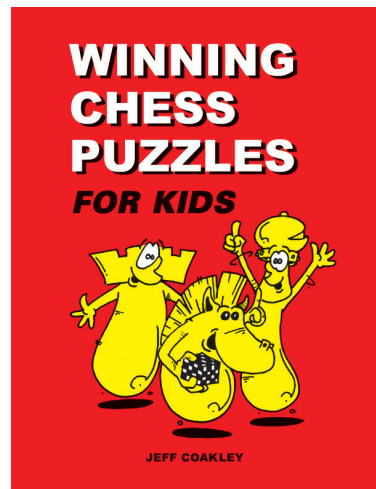
**RIDDLE :** *What is the first move of a game called?*

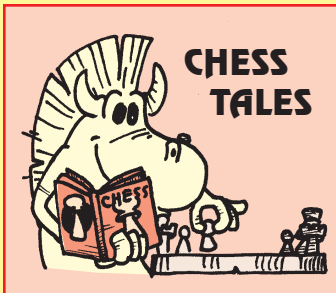
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*solution page 25*

## WINNING CHESS BOOKS FOR KIDS

**MOOSERIDER PRODUCTIONS**

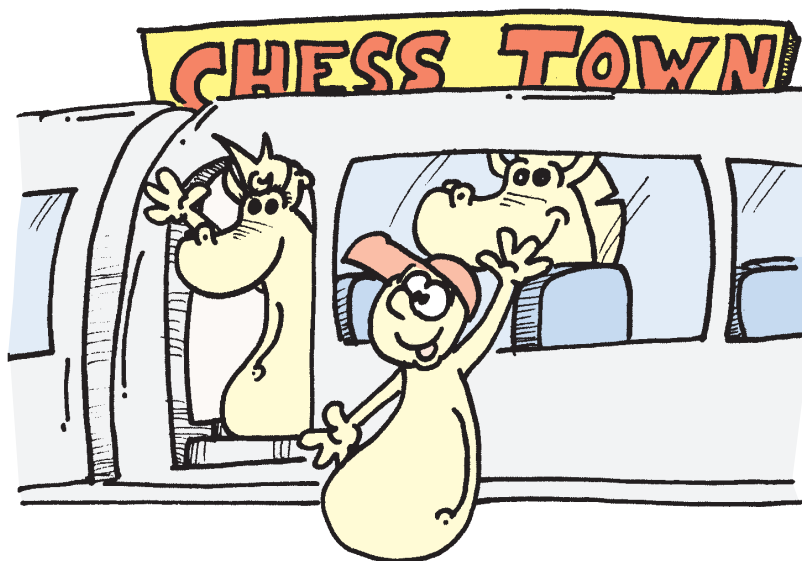




# WELCOME TO CHESSTOWN!

It was a big day for the folks in Chesstown. Knick the Knight, editor of the new *Scholarly Mates* magazine, was arriving on the morning train. His sister Natalie too.

Kibble the Pawn had the happy task of meeting them at station.



The clock on the wall said 10 after 9 as the train pulled in on track number 1, right on time. Kibble was there waiting on the platform as the passengers got off. When he saw Knick and Natalie, he ran over quickly and shouted, "Greetings. Welcome to Chesstown! I'm Kibble the Pawn."

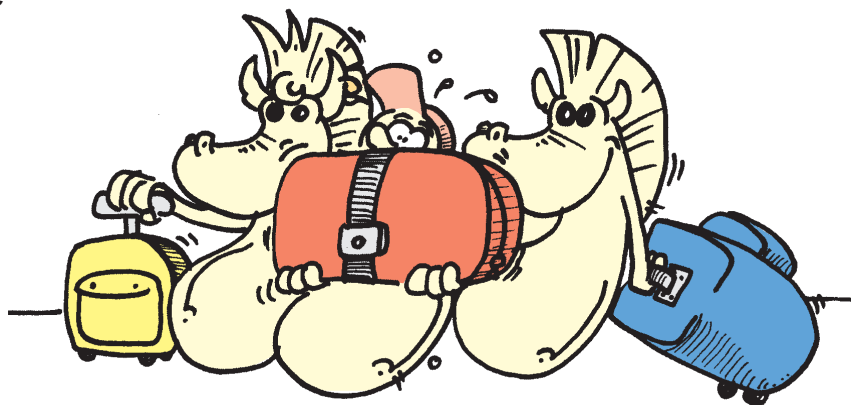
Knick smiled, "Thanks, it's good to meet you." Then he added, "But we were expecting somebody called Kiril to be here."

It wasn't the first time that Kibble had to explain what happened. "Well, that used to be me. But then I found out that Kiril wasn't really my name. There was a mix-up on my birth certificate. And my mom never told me until last year that I was actually Kibble."

Natalie wasn't the first person to be puzzled by his explanation. But she just grinned and said, "Hello, Kibble. That's an unusual name. Could you give us a hand with our luggage?"

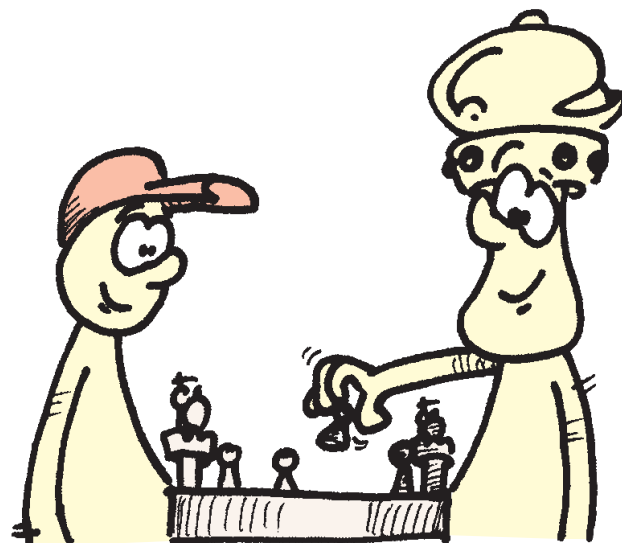
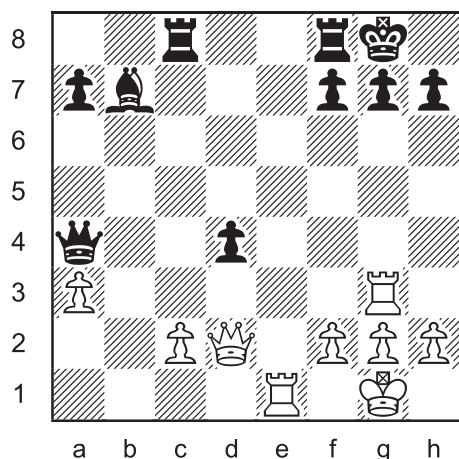
"Sure thing. I'm here to help."

And help he did, with the heaviest suitcase ever! Natalie, who will be officer manager for the magazine, had it packed full with books and supplies. Poor Kibble.



The next day, when Knick and Natalie came to the *Scholarly Mates* office, the rest of the staff was already there. Biff the B and Kibble were playing a game of chess. Biff has an extra bishop and was looking very pleased with his position.

## Kibble - Biff the B



But it was Kibble's turn and he had his thinking cap on.

He saw that he could draw by *perpetual check* with 1. Rxg7+ Kxg7 2. Qg5+ Kh8 3. Qf6+ Kg8 4. Qg5+ (not 4. Re5? because 4... Qxc2! 5. Rg5+ Qg6 6. Rxg6+ hxg6 is losing for White.) 4... Kh8 5. Qf6+ Kg8 6. Qg5+ Kh8 1/2-1/2.

But then his brain light came on bright. He remembered what Rocky Rook told him about pins. "*A pinned pawn does not guard any squares*".

### 1. Qh6!

White threatens checkmate by Qxg7#. Black cannot take the queen by 1... gxh6 because the pawn is pinned by the rook on g3.

### 1. ... g6

It didn't take Biff long to play this move. It's the only way to defend against mate.

### 2. Rh3

Kibble had that winning feeling now. The threat is Qxh7#. He straightened up

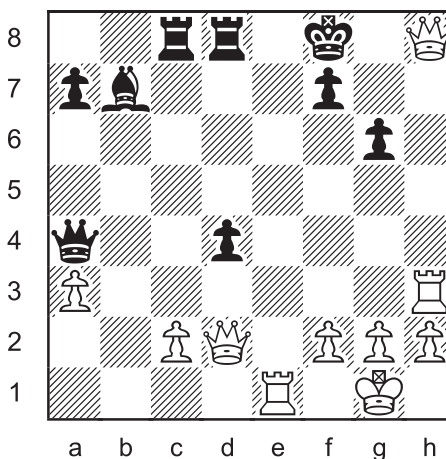
Biff was not looking so happy anymore. He could see what was coming, and it wasn't good.

### 2. ... Rfd8

Black can only delay the end. The rook moves over so the king can go to f8.

### 3. Qxh7+ Kf8

### 4. Qh8#



"Nice comeback, Kibble. I thought I had you today. But you beat me again. Maybe it's my turn to win next time!"

"Sure thing, Biff. I've had plenty of losing streaks too. But they don't last forever."

Knick the Knight was impressed with Kibble's tactics. "Wow, Kibble, you really played great. You must be the town champion."

Kibble had to laugh at that. "I wish I was the champ. I win good games sometimes, but there are lots of players here better than me. I like to play them, even if I lose. Because then I can learn from my mistakes."

"You sound like a smart guy, Kibble. I bet you become champion someday! Say, do you have time now for a game with me?"

Kibble was all smiles. "Sure thing, Knick. You're the boss!"

So everyone at the office gathered around to watch the big match. Rocky, Biff, Frizoon, Lily, and Natalie.

Scholarly Mates, a fun place to work.

## Knick - Kibble

### 1. Nf3

Of course, Knick opens with a knight. This flexible move controls the central e5 square. It often leads to other openings that begin with a different first move.

### 1. ... d5

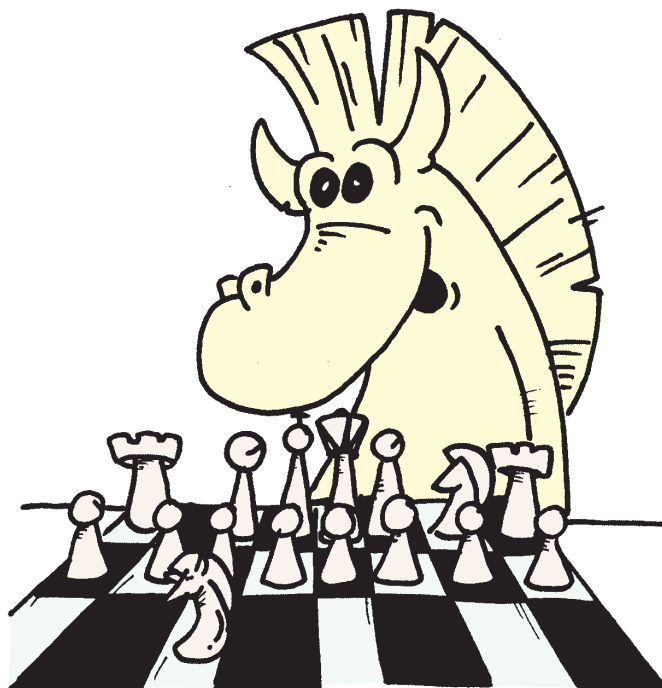
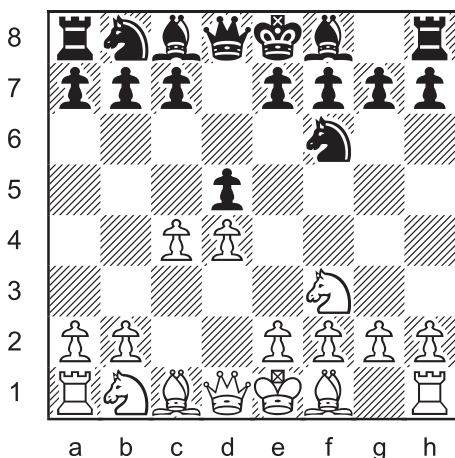
Not surprisingly, Kibble answers with a pawn. In classical style, occupying the centre, taking control of the e4 square.

### 2. d4

There are different ways to continue here. 2.c4 and 2.g3 are common choices. But Knick switches the game to a queen pawn opening, as if it started 1.d4 d5 2.Nf3.

### 2. ... Nf6

### 3. c4



Knick plays a *gambit*, giving up a pawn in exchange for speedy development and control of the centre.

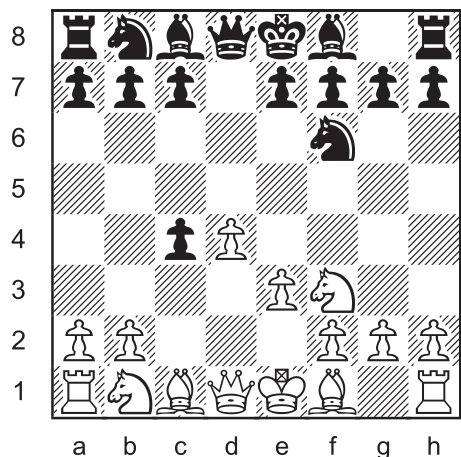
### 3. ... dxc4

Kibble didn't hesitate to grab the "free pawn". The position has now transposed to the *Queen's Gambit Accepted* (1.d4 d5 2.c4 dxc4 3.Nf3 Nf6). Other alternatives were 3...e6 (*Queen's Gambit Declined*) and 3...c6 (*Slav Defence*).

### 4. e3

Knick guards the pawn on d4 and frees the bishop on f1. With 5.Bxc4, White will regain the pawn with a strong centre.

The pawn on e3 temporarily blocks the bishop on c1 but it will get out later after one of the pawns on b2 or e3 advances.



4. ... **b5?!**

Kibble doesn't know this opening and tries to hold on to the extra pawn. This is a bad idea.

Unlike other gambits, White is always able to win back the sacrificed pawn in the Queen's Gambit. In a sense, it really isn't a gambit at all.

Black should play 4...c5 5.Bxc4 e6 or 4...e6 5.Bxc4 c5 with an okay position.

5. **a4!**

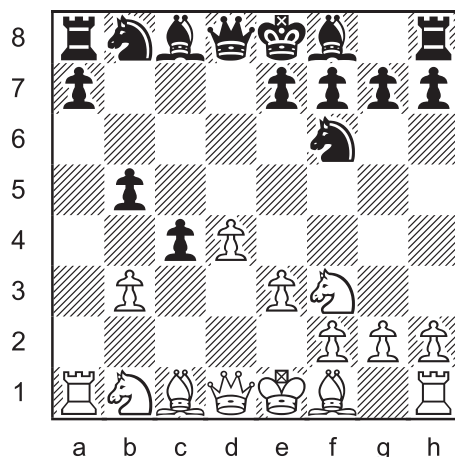
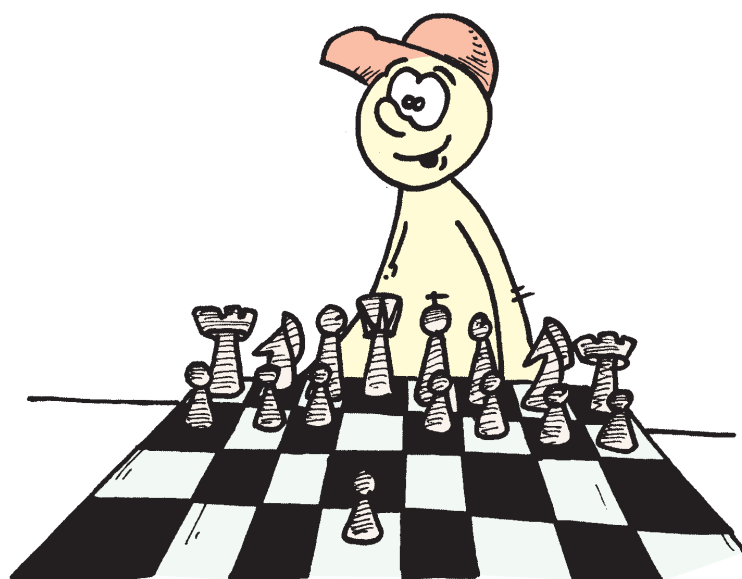
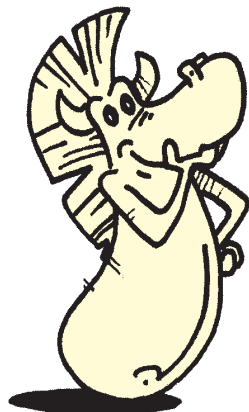
Pushing pawns to a4 and/or b3 is the standard way to deal with attempts by Black to keep the pawn with ...b5.

5. ... **c6**

White also gets the advantage after 5...b4 6.Bxc4 or 5...bxa4 6.Qxa4+ Bd7 7.Qxc4 e6 8.Ne5. A big mistake would be 5...a6? 6.axb5 axb5 7.Rxa8. Kibble didn't fall for that.

6. **axb5** **cxb5**

7. **b3**



7. ... **Be6?!**

Kibble is certainly a persistent fellow. He's determined to keep the "free pawn".

But it's not too late to let it go and reach a position that is only a little worse. Things aren't too bad after 7...e6 8.bxc4 bxc4 9.Bxc4 or 7...cxb3 8.Bxb5+ Bd7 9.Qxb3. Though White has a lead in development with a better centre.

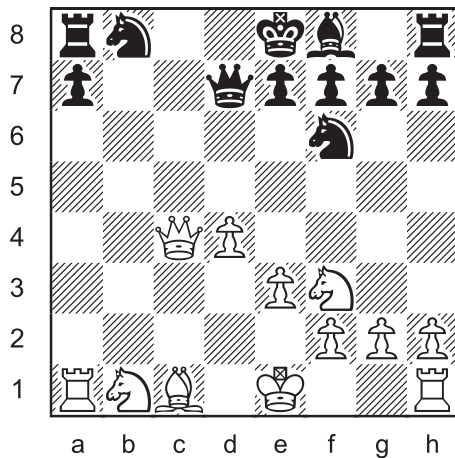
8. **bx c4** **Bxc4**

Against 8...bxc4, White should continue 9.Nc3 Nc6 10.e4! and not 9.Bxc4? Bxc4 10.Qa4+ Nbd7 11.Qxc4 Rc8! 12.Qb5 Rxc1+.

9. **Bxc4** **bx c4**

10. **Qa4+** **Qd7**

11. **Qxc4**



Material is even again and Black looks okay, but White's more active pieces and stronger pawn formation give them the upper hand. Black is still several moves from castling and the a-pawn is weak.

**11. ... Nc6**

Kibble doesn't want the white knight to attack his queen from e5. After this move, 12.Ne5? loses to 12...Nxe5 13.dxe5 Rc8!

**12. Ba3!**

A great spot for the bishop. Now 12...e6? 13.Bxf8 Kxf8 leaves the black king in an awkward situation with his rook stuck on h8.

**12. ... g6**

Kibble still has his thinking cap on, and comes up with a pretty good plan. He will *fianchetto* the bishop with g6, Bg7 and then castle. Smart guy.

**13. 0-0 Bg7**

Black's plan would work perfectly after 14.Nc3 0-0. But unfortunately for Kibble, Knick the Knight is a deeper thinker.

**14. Rc1!**

This attack on the black knight down the c-file gives White a winning position.

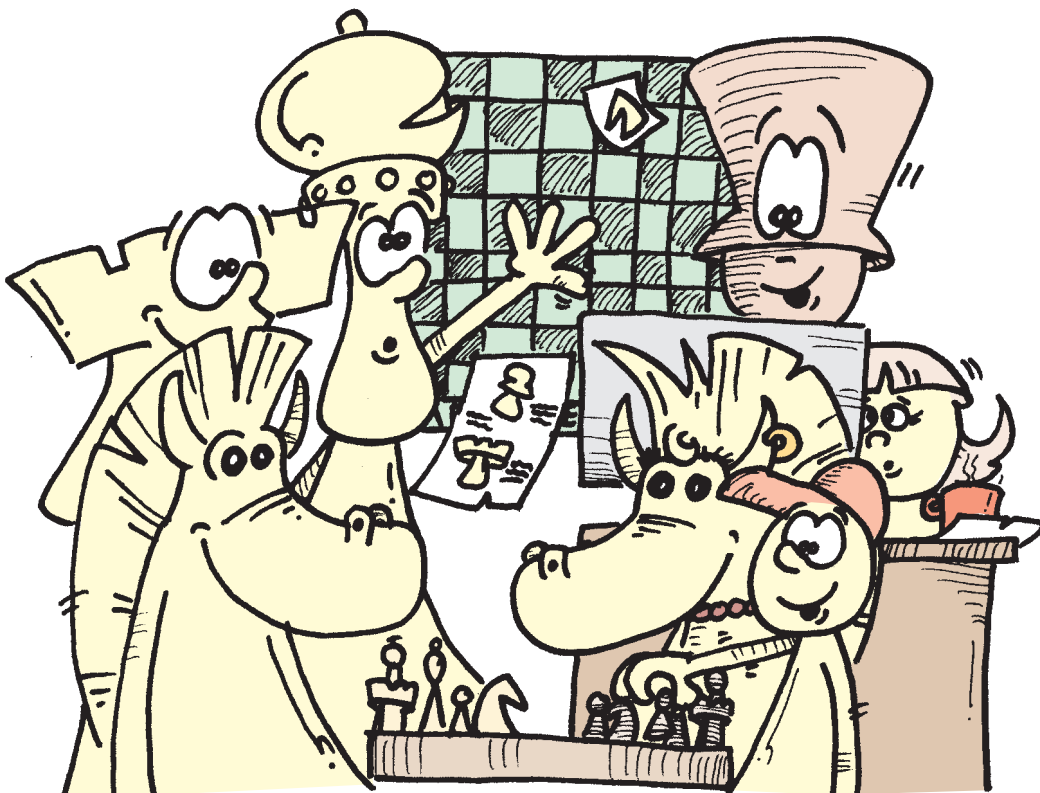
The obvious defence, 14...Rc8, fails to 15.Ne5 Nxe5 16.Qxc8+ Qxc8 17.Rxc8+ Kd7 18.Rxh8 Bxh8 19.dxe5.

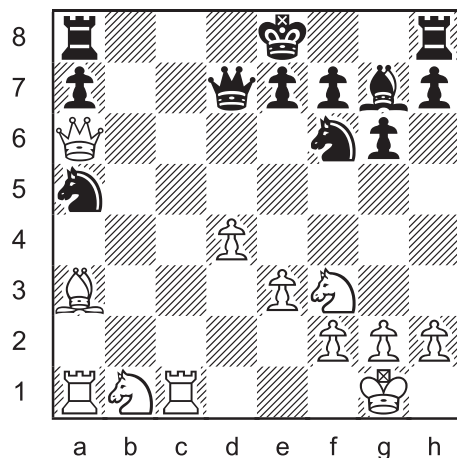
**14. ... Na5**

So Kibble moves the knight, attacking the white queen. That seemed better than 14...Nd8 15.Ne5 Qe6 16.Qb5+ Kf8.

**15. Qa6!**

Also good is 15.Qb4 Nb7 16.Nc3 0-0 17.Ne5! but Knick's move is crushing.





**15. ... Nb3**

Kibble was surprised that Knick let him fork the rooks. It gave him that “maybe there’s hope after all” feeling.

Three other losing possibilities were 15...Qd5 16.Rc5; 15...Qd8 16.Bb4; and 15...Nb7 16.Ne5.

**16. Ne5!**

The only winning move, but easy to find.

**16. ... Qe6**

Protecting the knight on b3 and offering a queen trade. Other lines are 16...Qd8 17.Qc6+ Nd7 18.Nxd7 Nxa1 19.Ne5+ Kf8 20.Bxe7+! Qxe7 21.Qxa8+ Qe8 22.Rc8 and 16...Qd5 17.Nc3 Qe6 18.Qb5+ Nd7 19.Nxd7 Qxd7 (19...Nxa1 20.Nc5+) 20.Qxb3.

**17. Qa4+**

No way is Knick going to exchange the queens. Black is back in the game after 17.Qxe6 fxe6 18.Nc3 Nxa1 19.Rxa1 Nd5.

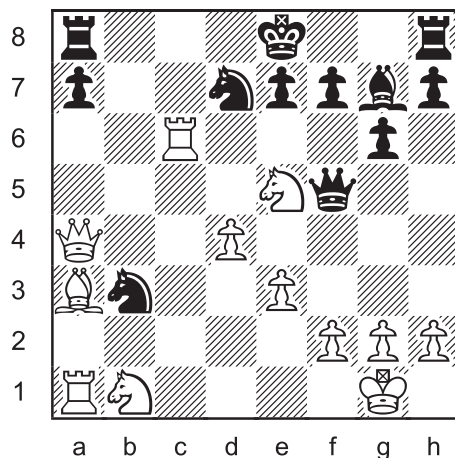
**17. ... Nd7**

Kibble is still hoping to castle and avoids moving his king. And 17...Kf8 18.Rc6 Qd5 19.Nc3 Qd8 20.Qxb3 is no fun anyhow.

**18. Rc6!?**

The simpler 18.Nxd7 also wins. Black can then choose between 18...Qd7 19.Qxb3 and 18...Nxa1 19.Nc5+.

**18. ... Qf5**

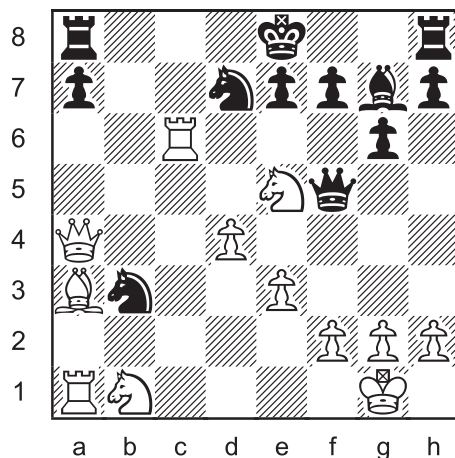


Black would be down a knight following 19.Qxb3 Nxe5 20.dxe5 Qxe5 21.Nc3 0-0. Knick has a bigger idea!

**19. e4!**

Sacking a pawn to *deflect* the queen from her defence of the knight on d7.

**19. ... Qxe4**



**mate in 3**



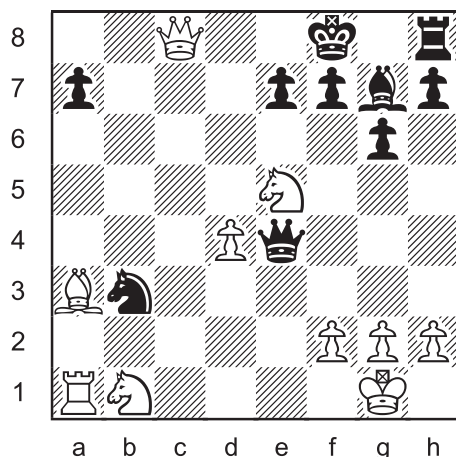
## 20. Rc8+

The rook is sacrificed to clear the queen's diagonal.

20. . . . Rxc8

21. Qxd7+ Kf8

22. Qxc8#



"Wow, Knick, you really played great! You must be a champion."

"Thanks, Kibble. I win good games sometimes. But there are always better players somewhere. Anyways, I'm impressed with how well you played too."

"Thanks. I'm going to learn a lot from this game. Can we play again once in a while?"

"Sure thing, Kibble!"

It was a great first day of work and fun at the *Scholarly Mates* office. Everybody knew the magazine was going to be a big success.

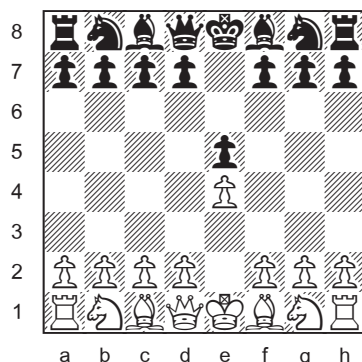
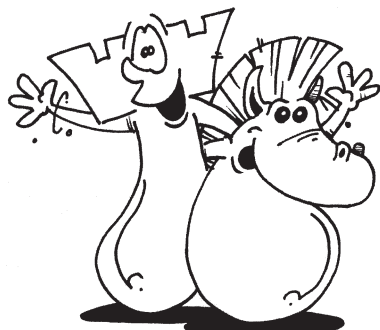
Before they left for home, they all went out in front for a group photo. Somehow Quacky the Duck always shows up for the pictures. And the sun is always shining.



# HOW TO READ A CHESS GAME

It's easy. 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 small letter. Ranks are rows that go sideways. Each one is named by a number.

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



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

Next is the square that the piece moves to. **Bc4** says that a bishop moves to the square c4. When a piece is captured, an **x** is put before the square. **Qxf7** means a queen takes on f7.

If 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.

If two pieces of the same kind can go to the same spot, another letter is put after the piece to show which file it came from. **Rae1** tells us that a rook on the a-file moves to e1. If the pieces that can move to the same spot are on the same file, then their rank number is added. **N6e4** means the knight on the 6th rank moves to e4.

When writing a series of moves, each turn is numbered. White's move is given on the left and Black's move on the right, as shown in our sample game.

Here are some special symbols:

|           |                     |
|-----------|---------------------|
| +         | check               |
| #         | checkmate           |
| e. p.     | en passant          |
| O - O     | castles kingside    |
| O - O - O | castles queenside   |
| 1 - 0     | White wins          |
| 0 - 1     | Black wins          |
| ½ - ½     | draw                |
| !         | great move          |
| ?         | mistake             |
| !?        | cool or clever move |
| ?!        | weird or weak move  |

Writing chess moves this way is called *algebraic notation*. In the game below, Knick the Knight was new to chess and fell into an old trap known as *Scholar's Mate*!

|    | Rocky | Knick |
|----|-------|-------|
| 1. | e4    | e5    |
| 2. | Qh5   |       |

Rocky Rook has his eye on f7.

|    |     |     |
|----|-----|-----|
| 2. | ... | Nc6 |
|----|-----|-----|

When a black move is given by itself, there are 3 dots before it.

|    |     |      |
|----|-----|------|
| 3. | Bc4 | Nf6? |
|----|-----|------|

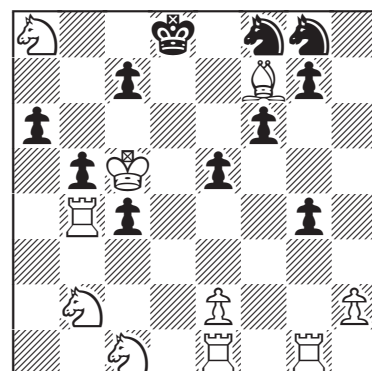
A better defence was 3...g6.

|    |        |  |
|----|--------|--|
| 4. | Qxf7 # |  |
|----|--------|--|

Oh no! Knick got checkmated in just four moves. That was no fun!

## DARTH PAWN'S REVENGE

Embrace the Dark Side



Black to Mate in 8

## OPENINGS (in chess-o-word)

|                       |                            |
|-----------------------|----------------------------|
| Italian Game          | 1.e4 e5 2.Nf3 Nc6 3.Bc4    |
| Spanish Game          | 1.e4 e5 2.Nf3 Nc6 3.Bb5    |
| Russian Defence       | 1.e4 e5 2.Nf3 Nf6          |
| King's Gambit         | 1.e4 e5 2.f4               |
| French Defence        | 1.e4 e6 2.d4 d5            |
| Sicilian Defence      | 1.e4 c5                    |
| Caro Kann Defence     | 1.e4 c6 2.d4 d5            |
| Pirc Defence          | 1.e4 d6 2.d4 Nf6 3.Nc3 g6  |
| The Rat               | 1.e4 g6 2.d4 Bg7           |
| Slav Defence          | 1.d4 d5 2.c4 c6            |
| Indian Defence        | 1.d4 Nf6                   |
| King's Indian Defence | 1.d4 Nf6 2.c4 g6           |
| Nimzo-Indian Defence  | 1.d4 Nf6 2.d4 e6 3.Nc3 Bb4 |
| Benko Gambit          | 1.d4 Nf6 2.c4 c5 3.d5 b5   |
| Dutch Defence         | 1.d4 f5                    |
| English Opening       | 1.c4                       |
| Reti Opening          | 1.Nf3                      |
| Bird Opening          | 1.f4                       |
| Orangutan             | 1.b4                       |
| The Spike             | 1.g4                       |

## CHESS-O-WORD page 16



one



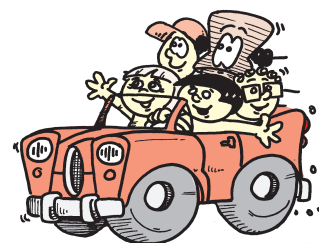
## HAPPY ENDINGS page 8

**1.Rd1!** The black king must be stopped from reaching the e-file.

Most R + p vs. R endgames are drawn if the defending king is in front of the pawn. In this case, Black can draw after 1.e6? Kd8! 2.e7+ Ke8 3.Kf6 Ra6+ 4.Kf5 (4.Re6 Rxe6+ 5.Kxe6 stalemate) 4...Ra7 5.Kf6 Ra6+ or 1.Kf6? Kd7 2.e6+ Ke8 3.Rb1 Rf2+ 4.Ke5 Re2+.

With the black king cut off along the d-file, White can promote the pawn with the support of the king. For example, **1.Rd1 Re2 2.Kf6 Rf2+ 3.Ke7 Re2 4.Rc1+!** Driving the black king farther away. **4...Kb7 5.e6 Re3 6.Kd7 Rd3+ 7.Ke8 Re3 8.e7 Re2 9.Rc4!** The rook prepares to block checks along the 4th rank. **9...Rf2 10.Kd7 Rd2+ 11.Ke6 Re2+ 12.Kd6 Rd2+ (12...Kb6 13.Rb8 or 12...Kb8 13.Rc5 Kb7 14.Re5) 13.Ke5! Re2+ 14.Re4** White wins.

## Free Parking



# SOLUTIONS

## Tactics 101 page 9

- ❶ 1.Bc4 pins Rd5 to Kf7  
1.Be4 pins Rd5 to Qc6  
(1...Nxe4 is impossible.  
Nf6 is pinned by Rf1.)
- ❷ 1.Bh5 pins Rg6 to Ke8  
1.Rde1 pins Qe7 to Ke8  
(1.Rfe1? Rxd1!)
- ❸ 1.Rc1 pins Bc5 to Kc8  
1.Qc2 pins Bc5 to Kc8  
1.Bh3 pins Rd7 to Kc8
- ❹ 1.Rxe6+ Qxe6? 2.Bd5 pins Qe6  
(1...Kh8 2.Qe4 wins bishop.)
- ❺ 1.Nxe6+ fxe6 2.Rd7 pins Qe7  
(1...Kg8 2.Nxf8 wins exchange.)

## Checkology page 12

- ❶ 1.Qd8+ Rxd8 2.Rxd8#
- ❷ 1.Rh8+ Kxh8 2.Qh7#
- ❸ 1.Qxh6+ gxh6 (1...Kg8 3.Qh7#) 2.Nxf7+ Kg8 3.Nxh6#
- ❹ 1.Qxf5+ gxf5 (1...Kb8 3.Rd8#) 2.Be6+ Kb8 3.Rd8#
- ❺ 1.Be6+ Kh8 (1...Rf7 2.Bxf7+ Kf8 [or ...Kh8] 3.Qe8#)  
2.Qxh6+ gxh6 3.g7+ Kh7 4.gxf8=N+ Kh8 5.Rg8#  
*A queen sacrifice followed by a knight promotion and mate. It doesn't get much more fun than that!*

## Combo Mombo!! page 15

- ❶ 1...Rxe3 2.Qxe3 Bc5 Pinning the white queen.
- ❷ 1.Qxg6+ The black f-pawn is pinned. 1...Kh8 2.Qxf6+  
2...Kg8 3.Nxh5 (or 3.Nf5) 3...any 4.Qg7#  
2...Kh7 3.Nf5 Rg8 (3...others 4.Qg7#) 4.Qh6#
- ❸ 1...Qe5 The bishop on d4 is pinned to the king by  
the black bishop and cannot take the queen.  
2.Rd1 (2.Bxb6 Qxb2) 2...Rc4 attacking the bishop a  
third time, followed by 3...Rxd4 or 3...Bxd4.

## Darth Pawn's Revenge page 24

- 1...Nd7+ The knight chase begins.
- 2.Kc6 Ne7+ 3.Kb7 Nc5+ 4.Ka7 (or 4.Kb8) 4...Nc6#
- 2.Kd5 Ne7+ 3.Ke4 (3.Ke6 Nc5#) 3...Nc5+ 4.Ke3 Nf5+  
5.Kf2 Ne4+ 6.Kg2 (6.Kf1 Ne3#) 6...Ne3+  
7.Kh1 Nf2#
- 5.Kd2 Ne4+ 6.Kc2 (6.Kd1 Ne3#) 6...Ne3+  
7.Kb1 Nc3+ 8.Nc2#

"May the forks be with you!"

## Lily's Puzzler page 11

- A. 1.e4 or 1.e3  
30 possible moves K1 Q4 R0 B5 N5
- B. 1.e3 2.Qg4  
47 moves K2 Q21 R0 B5 N5 p14
- C. 1.e4 2.d4 3.Qh5  
52 moves K3 Q19 R0 B10 N6 p14
- D. 1.e4 2.d4 3.Qh5 4.Bc4  
57 moves K4 Q19 R0 B15 N6 p13
- E. 1.e4 2.d4 3.Qh5 4.Bc4 5.Bf4  
61 moves K4 Q19 R0 B20 N6 p12
- F. 1.e4 2.d4 3.Qh5 4.Bc4 5.Bf4 6.Nc3  
67 moves K5 (4+ 0-0) Q19 R3 B20 N9 p11
- G. 1.d4 2.d5 3.d6 4.d7 5.d8=Q 6.e4 7.Qh5  
72 moves K3 Q40 R0 B10 N6 p13  
Without a promotion, the maximum is  
69 moves, with many solutions.

## Chess-o-Word page 16

solution on page 25

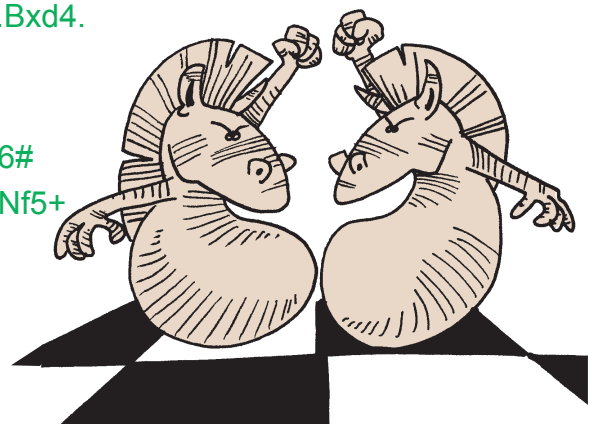
## Happy Endings page 8

solution on page 25

## Kibble's Korner page 14

- ❶ A. Ka3#  
B. Kh2=  
C. Kf1 (1.Qf3#)
- ❷ A. Add Rc1 Re1 Bf1  
1.Na2#  
B. Add Rc1 Rc3 Bg5  
1.Kf3#

picture: freepik.com



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