

SATRANÇ - TAVLA



CHESS

Chess is a game of strategy believed to have been invented more than 1500 years ago in India. It is one of the oldest and most popular board games, played by two opponents on a checkered board with specially designed pieces of contrasting colors, commonly White and Black. White moves first, after which the players alternate turns in accordance with fixed rules, each player attempting to force the opponent's principal piece, the King, into checkmate—a position where it is unable to avoid capture.



The Objectives

The objective of each player is to place the opponent's King 'under attack' in such a way that the opponent has no legal move. The player who achieves this goal is said to have 'checkmated' the opponent's King and to have won the game. Leaving one's own King under attack, exposing one's own King to attack and also 'capturing' the opponent's King are not allowed. The opponent whose King has been checkmated has lost the game.

The game of chess is played between two opponents who move their pieces alternately on a square board called a 'chessboard'.

The player with the White pieces commences the game. The chessboard is eights quares long by eight squares wide. When sitting across the board from another player, the lighter color square goes on each player's right hand side ("light on right") and the White Queen is placed on a white square and the Black Queen on the black square ("Queen on her own color"). The player with the White pieces moves first and the players then take turns moving. One piece may be moved at each turn except for castling (which is described below).



L QUEEN



The Queen can move in a straight line any number of squares in any one direction - horizontal, vertical, or diagonal as long as its path is not blocked by its own pieces. It can capture a piece of the opposite color in its path. Below, the Black Queen can reach any of the highlighted squares shown in this diagram. It can capture the White Rook but its path is blocked in some directions-below by the Black King and to the lower right by the Black Knight.



The Rook can move any number of squares in one direction – vertically or horizontally– if its path is not blocked. For example, the squares this Black Rook can move to are highlighted in the chessboard below. It can capture the White Pawn to its left but its path is blocked if it wants to move downward–by its Black King.

BISHOP



The Bishop can move any number of squares diagonally if its path is not blocked. Note that this Bishop starts on a light square and can reach only other light squares. At the beginning of the game, you have one "dark-square" Bishop and one "light-square" Bishop. The Bishop's moves are shown by the highlighted squares in the following chessboard. This Black Bishop can capture the White Pawn but its path is blocked by the Black Knight if it wants to move to the lower right.



2 KNIGHT



The Knight's move is special. It hops directly from its old square to its new square. The Knight can jump over other pieces between its old and new squares. Think of the Knight's move as an "L." It moves two squares horizontally or vertically and then makes a right-angle turn for one more square ("2 then 1"). The

Knight always lands on a square opposite in color from its old square.

king



The King is the most important piece. When it is trapped, the whole team loses. The King can move one square in any direction - for example, to any of the highlighted squares in this diagram. (An exception is castling, which is explained later.) The King may never move into check - that is, onto a square attacked by an opponent's piece.





The Pawn moves straight ahead (never backward), but it captures diagonally. It moves one square at a

time, but on its first move it has the option of moving forward one or two squares. In the diagram, the highlighted squares indicate possible destinations for the Pawns. The White Pawn is

on its original square, so it may move ahead either one or two squares. The Black Pawn has already moved, so it may move ahead only one square at a time or capture diagonally. The squares on which these Black Pawn may capture are indicated by arrows. If a Pawn advances all the way to the opposite

end of the board, it is immediately "promoted" to another piece, usually a Queen. It may not remain a Pawn or become a King. Therefore, it is possible for each player to have more than one Queen or more than two Rooks, Bishops, or Knights on the board at the same time.

CASTLING

Each player may castle only once during a game and only when certain conditions are met. Castling is a special move that lets a player move two pieces at once - the King and one Rook. In castling, the player moves his King two squares either to its left or right toward one of his Rooks. At the same time, the Rook involved goes to the square on the other side of the King. In order to castle, neither the King nor the Rook involved may have moved before. Also, the King may not castle out of check, into check, or through check. Further, there may not be pieces of either color between the King and the Rook involved in castling. Castling is often a very important move because it allows you to place your King in a safe location and also allows the Rook to become more active. When the move is legal, each player has the choice of castling Kingside or Queenside or not at all, no matter what the other player chooses to do.



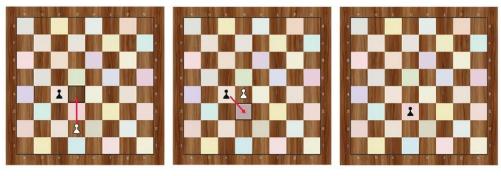
The White King before castling Queen-side and the black King before castling King-side.



The position after castling is completed

EN PASSANT

This French phrase is used for a special Pawn capture. It means "in passing" and it occurs when one player moves a Pawn two squares forward to try to avoid capture by the opponent's Pawn. The capture is made exactly as if the player had moved the Pawn only one square forward. The capture is made exactly as if the player had moved the Pawn only one square forward. In the diagram below, the White Pawn moves up two squares from its starting position.



Before White's Move

After White's Move

Black Pawn Captures White Pawn



On its turn the Black Pawn may capture the White Pawn as shown by the arrow. If the player with the black pieces does not exercise this option immediately – before playing some other move – the White Pawn is safe from en passant capture for the rest of the game. But new opportunities may arise for each Pawn in similar circumstances.

Check and Checkmate



The main goal of chess is to checkmate your opponent's King. The King is not actually captured and removed from the board like other pieces. But if the King is attacked, we say it is put in check and threatened with capture. It must get out of check immediately. In the chess position shown below, the Black King is in check but there is one move that will move the King away from the attacking Queen and that is one highlighted square to the left. If there is no way to get out of check, the position is a checkmate and the side that is checkmated loses. In the position shown on the right, there is no way for the Black King to escape the attacking White Queen by moving to the highlighted squares.

And since the Queen is protected from attack by the White Rook, White wins.

It is illegal for a King to move into check. Before White's Move After White's Move Black Pawn Captures White Pawn

If your King is in check, there are three ways of getting out of check:

- 1. Capturing the attacking piece;
- 2. Placing one of your own pieces between the attacker and your King (impossible if the
- 3. attacker is a Knight);
- 4. Moving the King away from the attack.
- 5. If a checked player can do none of these, he is checkmated and loses the game.



STALEMATE



If a King is not in check, and that player can make no legal move, the position is called a stalemate and the game is scored as a draw, or tie, with each player receiving a half point. In the chessboard show on the left, it is White's turn to move and since there are no moves for the White Pawn and every move puts the White King into check, we say the game is a stalemate.

FOOL'S MATE



Fool's Mate occurs when a player opens up his King to a fatal attack as shown in the following game: It is rarely a good idea to move the Pawns on f2, g2 and h2 so early in the game as the King normally castles on this side and if the Pawns have been moved, they can no longer offer him adequate protection.

SCHOLAR'S MATE



The diagram on the left illustrates Scholar's Mate. This is a checkmate whereby the Bishop and Queen attack the weak f7 Pawn. This Pawn is weak because, in the starting position, it is only protected by the King.



PIN, FORK AND SKEWERS



A pin occurs when a piece is attacked and if it moves, a piece of greater value will be under attack. So the piece is said to be pinned to its position. A fork occurs when a piece (not always a Knight!) attacks two or more pieces at the same time as shown in the diagram on the right.



A skewer is similar to a pin except in this case the piece of greater value (for example, the King, Queen or Rook) is in front. An enemy piece attacks the piece and when this piece moves away, it leaves a piece of lesser value exposed to capture. Below the Bishop is Skewering the Black King and Queen. The King must move out of check and the White Bishop captures the Black Queen!

Basic Opening Strategy

- Control the center squares. Open with one of the two center Pawns, the Pawns in front of your King and Queen. The idea is simple: every early move should try to take better control over the center of the board. All of your early moves should aim to develop a piece, preferably in a way that threatens something; perhaps an opponent's piece or to take firm control over the center.
- A general rule of thumb is to bring out your Knights before your Bishops. Most of the time, it is fairly clear where the Knights ought to be developed. The best squares for the Bishops become apparent only a bit later.
- Try not to move a piece more than once in the opening unless you can capture something or gain something important. In other words, don't start attacking until all or at least most of your pieces are developed.
- Do not bring your Queen out early. If you do, you may lose it or at best lose time moving it around when your opponent attacks it. Wait with your Queen until you are sure you know where it's going.
- And do not sacrifice material until you know you are getting something valuable for it

CHECKERS



The game of checkers is a game whose roots can be found in ancient civilizations of the world. For example, one of the first versions of the game checkers was unearthed at an archaeological dig in Ur, Iraq. The game checkers is played on a game board with squares. The squares are arranged in eight columns and eight rows. Checkers is played by two players who compete against each other.

The Objective

The objective of the game is to take the majority of the opponent's checkers or maneuver pieces so the opponent is unable to move his own playing pieces.

Game Play

Each player has 12 playing pieces, checkers that are placed on black squares. The checkers are two colors, usually dark and light. The opponent with the darker pieces always moves first. After this, players take turns maKing their moves. The other player's pieces can be taken by being "jumped" over.



Each player takes their turn by moving a piece. Pieces are always moved diagonally and can be moved in the following ways:

Diagonally in the forward direction (towards the opponent) to the next dark square.

If there is one of the opponent's pieces next to a piece and an empty space on the other side, you jump your opponent and remove their piece. You can do multiple jumps if they are lined up in the forward direction. *** note: if you have a jump, you have no choice but to take it.

King Pieces

The last row is called the King row. If you get a piece across the board to the opponent's King row, that piece becomes a King. Another piece is placed onto that piece so it is now two pieces high. King pieces can move in both directions, forward and backward. Once a piece is Kinged, the player must wait until the next turn to jump out of the King row.

Strategy and Tips

• Sacrifice 1 piece for 2: you can sometimes bait or force the opponent to take one of your pieces enabling you to then take 2 of their pieces.

• Pieces on the sides are valuable because they can't be jumped.

• Don't bunch all your pieces in the middle or you may not be able to move, and then you will lose.

• Try to keep your pieces on the back row or King row for as long as possible, to keep the other player from gaining a King.

• Plan ahead and try to look at every possible move before you take your turn.

• Practice: if you play a lot against a lot of different players, you will get better.

BACKGAMMON

Backgammon is a game for two players, played on a board consisting of twenty-four narrow triangles called points. The triangles alternate in color and are grouped into four quadrants of six triangles each. The quadrants are referred to as a player's home board and outer board, and the opponent's home board and outer board. The home and outer boards are separated from each other by a ridge down the center of the board called the bar.

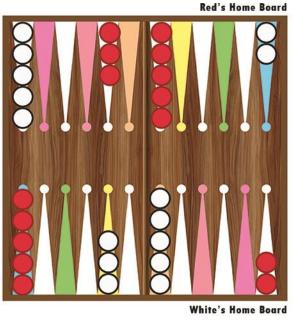


Figure 1

Figure 1. A board with the checkers in their initial position.

An alternate arrangement is the reverse of the one shown here, with the home board on the left and the outer board on the right.

The points are numbered for either player starting in that player's home board. The outermost point is the twenty-four point, which is also the opponent's one point. Each player has fifteen checkers of his own color. The initial arrangement of checkers is: two on each player's twenty-four point, five on each player's thirteen point, three on each player's eight point, and five on each player's six point.

Both players have their own pair of dice and a dice cup used for shaking. A doubling cube, with the numerals 2, 4, 8, 16, 32, and 64 on its faces, is used to keep track of the current stake of the game.



The object of the game is move all your checkers into your own home board and then bear them off. The first player to bear off all of their checkers wins the game.

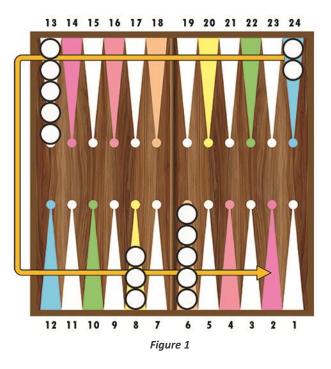


Figure 2. Direction of movement of White's checkers. Red's checkers move in the opposite direction.

To start the game, each player throws a single die. This determines both the player to go first and the numbers to be played. If equal numbers come up, then both players roll again until they roll different numbers. The player throwing the higher number now moves his checkers according to the numbers showing on both dice. After the first roll, the players throw two dice and alternate turns.

The roll of the dice indicates how many points, or pips, the player is to move his checkers. The checkers are always moved forward, to a lower-numbered point. The following rules apply:

- 1. A checker may be moved only to an open point, one that is not occupied by two or more opposing checkers.
- 2. The numbers on the two dice constitute separate moves. For example, if a player rolls 5 and 3, he may move one checker five spaces to an open point and another checker three spaces to an open point, or he may move the one checker a total of eight spaces to an open point, but only if the intermediate point (either three or five spaces from the starting point) is also open.

WYENIGÜN TAVLA

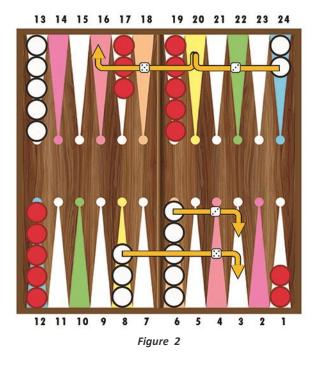


Figure 3. Two ways that White can play a roll of

- 3. A player who rolls doubles plays the numbers shown on the dice twice. A roll of 6 and 6 means that the player has four sixes to use, and he may move any combination of checkers he feels appropriate to complete this requirement.
- 4. A player must use both numbers of a roll if this is legally possible (or all four numbers of a double). When only one number can be played, the player must play that number. Or if either number can be played but not both, the player must play the larger one. When neither number can be used, the player loses his turn. In the case of doubles, when all four numbers cannot be played, the player must play as many numbers as he can

A point occupied by a single checker of either color is called a blot. If an opposing checker lands on a blot, the blot is hit and placed on the bar.

Any time a player has one or more checkers on the bar, his first obligation is to enter those checker(s) into the opposing home board. A checker is entered by moving it to an open point corresponding to one of the numbers on the rolled dice.

For example, if a player rolls 4 and 6, he may enter a checker onto either the opponent's four point or six point, so long as the prospective point is not occupied by two or more of the opponent's checkers.



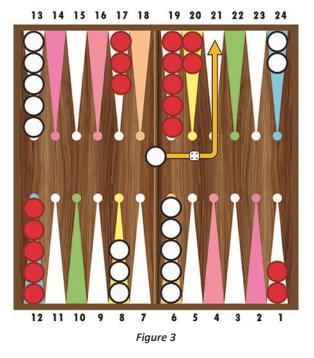


Figure 4. If White rolls [6] [4] with a checker on the bar, he must enter the checker onto Red's four point since Red's six point is not open.

If neither of the points is open, the player loses his turn. If a player is able to enter some but not all of his checkers, he must enter as many as he can and then forfeit the remainder of his turn.

After the last of a player's checkers has been entered, any unused numbers on the dice must be played, by moving either the checker that was entered or a different checker.

💮 YENİGÜN TAVLA

Once a player has moved all of his fifteen checkers into his home board, he may commence bearing off. A player bears off a checker by rolling a number that corresponds to the point on which the checker resides, and then removing that checker from the board. Thus, rolling a 6 permits the player to remove a checker from the six point.

If there is no checker on the point indicated by the roll, the player must make a legal move using a checker on a higher-numbered point. If there are no checkers on higher-numbered points, the player is permitted (and required) to remove a checker from the highest point on which one of his checkers resides. A player is under no obligation to bear off if he can make an otherwise legal move.

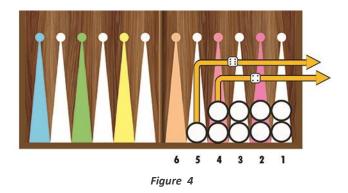


Figure 5. White rolls [6] [4] and bears off two checkers.

A player must have all of his active checkers in his home board in order to bear off. If a checker is hit during the bear-off process, the player must bring that checker back to his home board before continuing to bear off. The first player to bear off all fifteen checkers wins the game.

Doubling

Backgammon is played for an agreed stake per point. Each game starts at one point. During the course of the game, a player who feels he has a sufficient advantage may propose doubling the stakes. He may do this only at the start of his own turn and before he has rolled the dice.

A player who is offered a double may refuse, in which case he concedes the game and pays one point. Otherwise, he must accept the double and play on for the new higher stakes. A player who accepts a double becomes the owner of the cube and only he may make the next double.

Subsequent doubles in the same game are called redoubles. If a player refuses a redouble, he must pay the number of points that were at stake prior to the redouble. Otherwise, he becomes the new owner of the cube and the game continues at twice the previous stakes. There is no limit to the number of redoubles in a game.