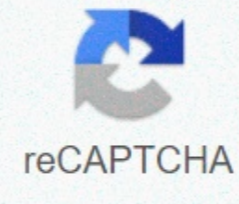




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Chess rules castling king switch

Chess players taking their first steps are often confused about how to slot. This particular feature is the only time you can move two pieces in the same trip. Castling only involves the king and the tower (no other chess pieces) and it is believed that it was invented around the 1500s to speed up the game. Castling gets your king out of the middle of the board where all the action takes place! This makes it more challenging for your opponent to checkmate your king! Here's what sexting looks like. White has castled kingside while Black has castled queenside. The White King is castled kingside (short), while Black is castled queenside (long). Here are four rules on caste! Rule 1. You can not castle if you have moved your king (or tower)! The white king has moved from e1 to e2 and has lost the right to the castle. In the above position, the white king is moved from e1 to e2. When white moved their king they lost the right to the castle during the game. Even if white puts their king back on e1 they still aren't allowed to the castle. Note: Do not slot if you moved the tower that would be part of the rocker move. Rule 2. You are not allowed to castle out of check! The black bishop at B4 does the check. White can not slot while ins check. The white king is at bay from the black bishop on b4, and you must not slot to get out of the check. White would first have to block the check with a move like pawn to c3 to make riling possible on the next turn. Rule 3. You are not allowed to the castle through check! White is not allowed to the castle through the bishop's check on f1. The black bishop on the a6 attacks F1 square next to the white king. To the castle, the white king would have to cross over this square, which is not allowed. Rule 4. No pieces can be between the king and the tower In this position, White Castle can kingside or queenside. Black can only castle kingside as there is still a black knight on b8. Quick tip: When you slot, the king will always go to the same color square that he started the game on. White will always move the king two squares to a dark square, and black will move the king two squares to a light square. Ricindindaktion is a great way to protect your king and bring a tower towards the center of the board! Castle your way to victory today on Chess.com! Winning Chess BrilliancesCastling is one of those special rules where you can be a strong player, you don't just need to know how to slot in chess, you must master how to slot in chess! Fortunately, riling is not too hard to get a handle on, but once you know the basic rules there are a few tips you should be aware of. In this quick guide, we'll tell you everything you need to know about linking, answer all the questions that often pop up, and give you some intriguing examples of games where ricinus made the difference. And there is even a quick puzzle to solve to check that you are paying attention. What is riling in chess? Join the of these particular features of chess that you need to know to play properly. It is the only time you get to move two pieces at the same time, and each player is only allowed to the castle once, under certain conditions. The move is crucial, but it's also easy to learn. There are two types: Winning Chess BrilliancesKing-side cast - where the white king goes two rooms to the right, and on the other side of the board the black king can go two rooms to his left. See this diagram with the kings moving along the red line and raging along the green line: King-side castlingQueen-side rays - similar in that the king moves two spaces, but this time the white king goes left and the black king goes right. See here: Queen-side castlingIn both cases, the tower jumps over the king and settles next to him. One thing to remember is that if you want to castle, you must pick up the king first – not the tower. This is very important! The final positions should look like this if White castled queen-side and Black castled king-side:But in short, if someone asks you how to slot in chess just say that it is when the king moves two rooms to his left or to the right and the tower jumps over him and ends up on the other side. But as always there are a number of conditions that must be met to make it a legal move or it will not be allowed and your opponent will say hang on a minute! But we'll get into the nitty-gritty a little later and answer a few questions first. Why slot in chess? Castling is primarily about getting your king safe because, usually, the move takes your main piece out of the middle of the board and puts him away behind a wall of peasants. Games are won and lost by players who decide if and when a player to the castle. In fact, when it comes to beginners a very high proportion of games are lost simply because a novice player does not get their king protected. So it pays to the castle. But beware, timing is crucial - sometimes it can actually put your king at risk. So as with everything in check, be careful. This is why, while beginners often learned to slot as soon as they can, you often see experts put off casting until much further into play. Let me repeat the point: timing is crucial. What do you achieve in chess? Castling does two things: 1. it creates a safe haven for your king (or should if you play it at the right time) and 2. it develops your tower, bringing it out closer to the middle of the board where it can enter the game. Castling is therefore a very nifty maneuver. But like all movements in chess, you have to judge when the right time to play it is. Here's a great example of a classic game where riling at the right time was crucial. Scroll through it and see how powerful White's confluence proved: [Event Budapest] [Site Budapest AUH] [Date 1896.10.17] [EventDate 1896.10.04] [Round 10] [Result 1-0] [White Mikhail Chigorin] [Black Tarrasch] [ECO C65] [WhiteElo ?] [? ?] [PlyCount 88] 1. Nf3 Nc6 3. Bb5 Nf6 4. Qe2 d6 5. d4 exd4 6. e5 d3 7. cxd3 dxe5 8. Nxe5 Bb4+ 9. Bd2 O-O 10. Bxc6 Bxd2+ 11. Nxd2 bxc6 12. Nxc6 Qd6 13. Ne7+ Kh8 14. Nxc8 Raxc8 15. O-O Rfd8 16. Ne4 Qxd3 17. Qxd3 Rxd3 18. Nxf6 gxf6 19. Rfd1 Rcd8 20. Rxd3 Rxd3 21. g3 Rd2 22. Rc1 Rxb2 23. Rxc7 Rxa2 24. Rxf7 Ra6 25. Kg2 Kg8 26. Rb7 Ra2 27. h4 a6 28. Kf3 h5 29. Rc7 Ra5 30. Kf4 Kf8 31. f3 Kg8 32. Ra7 Kf8 33. g4 hxg4 34. fxg4 Ra1 35. Kf5 Rf1+ 36. Kg6 Rf4 37. g5 fxg5 38. hxg5 Ra4 39. Ra8+ Ke7 40. Kh6 a5 41. g6 Ra1 42. g7 Rh1+ 43. Kg6 Rg1+ 44. Kh7 Rh1+ { 45. Kg8 Ra1 46. Ra7+ Ke8 47. Ra6 Rh1 48. Rxa5 Re1 49. Rh5 Rg1 50. Re5+ Kd7 51. Kh7 } 1-0 your web browser and/or your host does not support iframes as required to display the chessboard; alternatively your wordpress theme can suppress html iframe tag from articles or excerptsA quick puzzle – what happens

if Black castles here? This puzzle is taken from GM Susan Polgar's Learn Chess The Right Way series for beginners. It is black to move: To be allowed to the castle, neither the king nor the tower (on the a8) could have moved at any time earlier in the game. This rarely happens in a regular game as it is generally advisable to slot in the early part of the game. Black checkmates by casting queenside (king to c8 and tower jumps over it to d8). Here is another example of a real-life game played in London, 1912, where checkmate by linking could have taken place, but the winner decided to play Kd2 instead: [Event Casual game] [Site London ENG] [Date 1912.10.29] [EventDate ?] [Round ?] [Result 1-0] [White Edward Lasker] [Black George Alan Thomas] [ECO A40] [WhiteElo ?] [BlackElo ?] [PlyCount 35] 1. d4 e6 2. Nf3 f5 3. Nc3 Nf6 4. Bg5 Be7 5. Bxf6 Bxf6 6. e4 fxe4 7. Nxe4 b6 8. Ne5 O-O 9. Bd3 Bb7 10. Qh5 Qe7 11. Qxh7+ Kxh7 12. Nxf6+ Kh6 13. Neg4+ Kg5 14. h4+ Kf4 15. g3+ Kf3 16. Be2+ Kg2 17. Rh2+ Kq1 18. Kd2#1-0 your web browser and/or your host does not support iframes as required to display the chessboard; alternatively your wordpress theme can suppress html iframe tag from articles or excerptphow to the castle in chess - the rulesMember what we said before about the king moving two rooms left or right and the tower jumping over? That is how you move at a basic level, but we also said that there are a number of rules that apply to make it legal. Ricinding can only happen if all the following conditions are met in a game:The King has not previously moved; Your chosen tower has not previously been moved. There must be no pieces between the king and the chosen tower; The king is not currently in chess; Your king must not pass through a square that is under attack by enemy checkers; The king must not end up in chess. But the idea of throwing – or not, as may be the case – should be on your mind right from the first step. Do not wait for these conditions to arise out of the opening - work to make them happen if you want to the castle. And most of the time you will Remember for Players at beginners/intermediate levels there are three basic goals you should try to achieve in the opening. They are: Occupy the center Develop your piecesGet your king safe/ slotSo you can see that understanding and when to happen should be a fundamental part of your training. OK, I know how to slot in chess - but not when? Now you know how to slot in chess, your king's safety should always be on your mind. You should always consider joining if you want a safe king and are able to. But there are points where it can be a bad idea. An example of when riling might be a bad idea is if your king is already safe and it's a waste of time and put it off. The reason for this is that at the beginning of the game, during the opening, developing your pieces is just as, if not more important. It's hard for the opposition to directly threaten your king's safety early, and if they don't play any threatening moves, then you may feel getting your checkers out and launching your own attack is more important. In many ways, chess is like a race where you have to get your big guns out quickly if you want to hurt the opposition. Attack is sometimes the best form of defence. The second consideration is whether you, as we discussed before, are endangering your king. Opposite side co-ors, that's when one player castles the King-side and the other goes queen-side, can often be a bit risky. Positions where it has happened tend to be very double-edged and benefit one player over the other. If it's you, then great, if not - be wary. What is the code for casting on the king's side in standard chess game notation? A quick and easy answer here: 0-0 is the code for de-sedging on the king's side in standard chess game notation. And 0-0-0 is the code to throw on the Queen's side in standard chess notation. When the castle crashes! A famous game to enjoyIn this brilliant game way back in 1862, the great Adolf Anderssen playing Black shows how to punish White for throwing queen-side. White, played by Jakob Rosanes, failed to slot early and then got into trouble as Black's pieces launched an attack. On the move 14 he castled the Queen's side (0-0-0 in chess notation) as a way to get his king safe and protect White's dual threat to b2 peasant and knight on the g1. It didn't help, scroll through this to see what's happening: [Event Breslau] [Site Breslau] [Date 1863.??.] [Event Date ?] [Round ?] [Result 0-1] [White Jakob Rosanes] [Black Adolf Anderssen] [ECO C39] [WhiteElo ?] [BlackElo ?] [PlyCount 46] 1. e4 e5 2. f4 exf4 3. Nf3 g5 4. h4 g4 5. Ne5 Nf6 6. Bc4 d5 7. exd5 Bd6 8. d4 2Nh5 9. Bb5+ c6 10. dxc6 bxc6 11. Nxc6 Nxc6 12. Bxc6+ Kf8 13. Bxa8 Ng3 14. Rh2 Bf5 15. Bd5 Kg7 16. Nc3 Re8+ 17. Kf2 Qb6 18. Na4 Qa6 19. Nc3 Be5 20. a4 Qf1+1 21. Qxf1 Bxd4+ 22. Be3 Rxe3 23. Kg1 Re1# 0-1 your web browser and/or your host does not support iframes as needed to display the chessboard; alternatively your wordpress theme can suppress html tag from articles or excerptsCastling frequently asked questions answered What are the four rules for draining chess? We've tried to give a more fuller explanation above, but the rules for rocking are often boiled down to four points so they are easy to remember. Here they are: The king and the tower may not have moved from their starting squares if you want to the castle. All spaces between the king and the tower must be empty. The king can't be in check. The seats over which the king passes must not be under attack or the square on which it lands. Is castling a good move in chess? Under the right circumstances, yes. Fortunately these circumstances occur quite often so generally, it's a good move. But watch out! It can be a shock! Can you slot out of Checkmate? No. Remember the golden rules above: you can't slot through a line of check. Moreover, it would not be checkmate if you could slot out of it, checkmate only occurs when it is at the end of the game. What is the benefit of throwing in chess? King-safety and develop your tower, which is allowed to pop out into the open air and affect the game. How many times riling can be done in chess? Each side only comes to the castle once in a game. When was running ring added to chess? Castling was a relatively late addition to this 1,500-year-old game. It was first introduced around the 1300s or 1400s and only developed into its current form in the 1600s. Can you Castle your queen? No, don't be silly. We have not even mentioned the Queen in this guide. Can you slot if you've been in check? If you've been in chess before, but not anymore, then yes. What is the benefit of throwing in chess? Usually it's to get your king into a nice, safe cubby hole and get the tower out to attack. How many times riling can be done in chess? In total, twice – once each for black and white. Can you slot if Rook is under attack? Yes, it's only the king you have to worry about. When was running ring added to chess? Same answer as above – in the 1300s or 1400s. Why is Castle Rook called? It is believed to come from the Persian word rukh, which means cart. There are many theories about how the current version was reached, but one possible explanation is that when the game was imported to Italy, the Persian rokh became the Italian word rocca, meaning fortress. Can you castle through a knight? Through a knight's check? No. Over a knight? No. Can you slot on the queen side in chess? Yes the king can castle both sides. See above for how. Leon is a national newspaper journalist from London, England. He is an avid chess fan, and writes regularly about the game. Aside from chess, he loves cricket, Tottenham Hotspur FC and spending time with his son. TAGSCastleCastlingKing-side castlingQueen-side linking

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