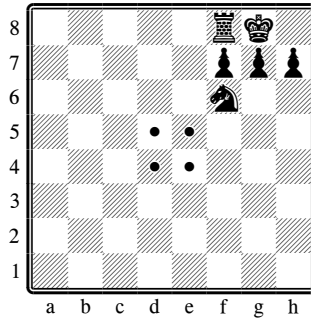
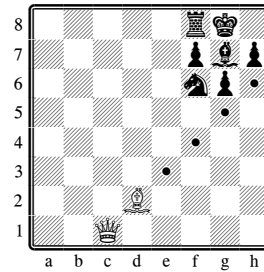
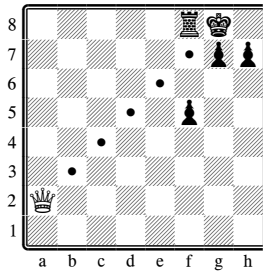
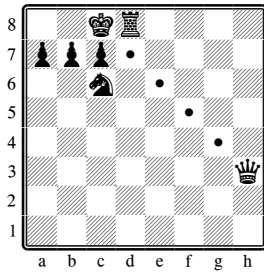


CHESS STRATEGY AND TACTICS

THE CASTLE

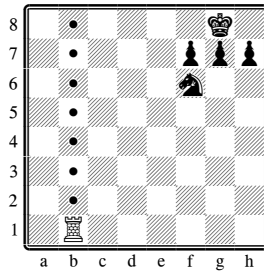


The king is generally vulnerable at his starting point in the center files, so it is a good idea to castle early to bring him to safety. By castling, you create a strong *castle* for your king that is hard to penetrate, especially when a knight guards the rook pawn *and you control the center*. The pawns form the walls of your castle: moving them weakens your king's position, so you should only do so with good reason.

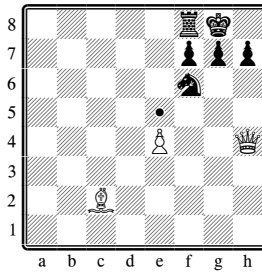


When you castle queenside, or advance your bishop's pawn, watch out for checks on the diagonal.

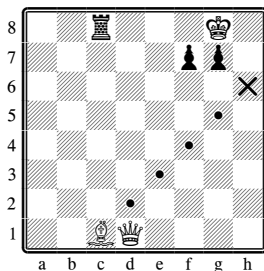
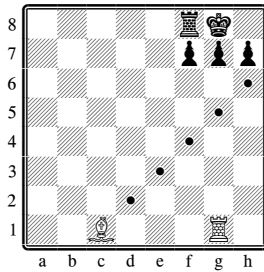
A fianchettoed castle is strong while the bishop guards the holes. Weaken this castle with a bishop trade.



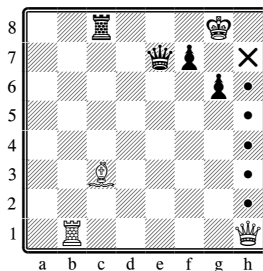
In endgames, the king may be attacked on the back rank. Move a pawn for breathing room (left) if needed.



For a frontal assault, look to drive away defenders. When defending, watch out for pins.



Look for sacrifices against a weakened castle.



Pawn-storm a weakened castle, especially if you have castled on opposite sides.

