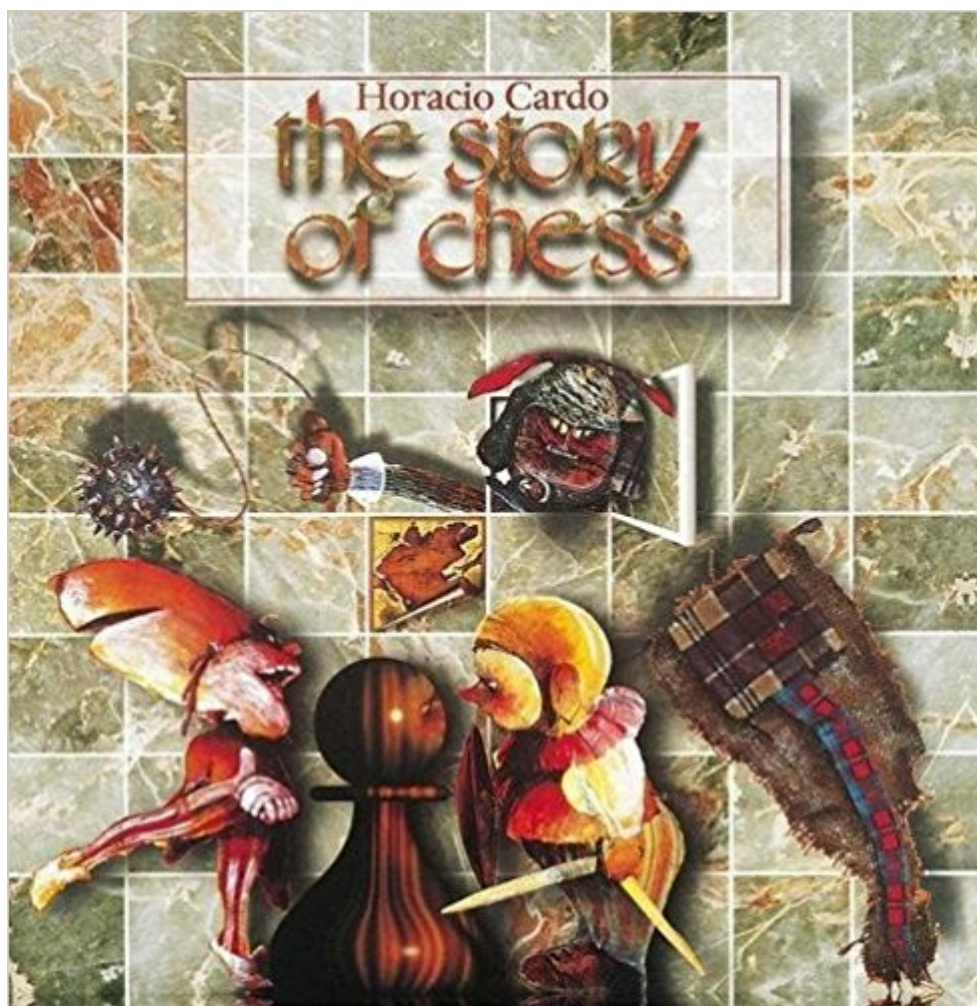


The book was found

The Story Of Chess



Synopsis

After a steady stream of inventors, artists, and storytellers tried and failed, a man appeared with a box and a gameboard. So begins the story. The man explains how each piece moves, and why. For example, the king is all-powerful, so he can move in any direction. But because a ruler must be cautious, he can move only one square per turn. The animosity of the kings is so great that they can never occupy adjacent squares, and their importance is such that if a side loses its king, it has lost the war. Each piece is given similar treatment, as are such moves as check, checkmate, castling, and en passant. The highly individualistic illustrations help demonstrate the mechanics of the game explained in the text, and a more conventional board-and-piece icon on each page shows that more literal interpretation of the move. Through an illustrated story of the creation of chess, this book provides narratives and visual devices for learning the game and remembering the moves. The Story of Chess will excite and teach children new to the game and will emphasize each piece's importance for those already familiar with the rules.

Book Information

Hardcover: 45 pages

Publisher: Abbeville Kids; 1st edition (May 1, 1998)

Language: English

ISBN-10: 0789202506

ISBN-13: 978-0789202505

Product Dimensions: 0.2 x 10.2 x 10.2 inches

Shipping Weight: 1.2 pounds

Average Customer Review: 5.0 out of 5 stars 9 customer reviews

Best Sellers Rank: #1,357,193 in Books (See Top 100 in Books) #77 in [Books > Children's Books > Activities, Crafts & Games > Games > Board Games](#) #5916 in [Books > Children's Books > Classics](#) #15867 in [Books > Humor & Entertainment > Puzzles & Games](#)

Age Range: 9 - 12 years

Grade Level: 4 - 6

Customer Reviews

Grade 3-6-An imagined retelling of the origins of chess. The narrator traces the game to, "a great island that has since disappeared." (In truth, its roots lie arguably in either India or China and it developed through Europe until it came to be the game we know today.) The story is about the leaders of two warring nations who, after suffering great losses battling one another, wish to leave a

tribute so that such devastation would not be repeated. A man named Sissa devises a game that he presents to the kings as the commissioned memorial. Each two-page spread introduces a player and offers reasoning for the moves it is allowed. "These counselors and messengers [the Bishops]...begin the game at the side of their kings and queens in order to whisper advice in their ears. They will move in the direction of their voices. In other words, diagonally." Special moves such as "castling" are also addressed within the framework of the story. The book can serve as a starting place for beginners, but they will need to look elsewhere for more detailed instruction on strategy and defense. Dark, foreboding, and stylized illustrations show the animated versions of the pieces, daggers drawn or advancing on their opponents. They're depicted as grim, fierce characters of battle and evoke images of Lewis Carroll's royal court from *Alice in Wonderland*. Centuries of play have proven chess' enduring nature. This book will certainly spark interest in it in the next generation. Christy Norris Blanchette, Valley Cottage Library, NY Copyright 1999 Reed Business Information, Inc.

This unusual and absorbing picture book relates the rules and strategies of chess in a conversational story that should help children learn and remember the game. It features spectacular color sketches and diagrams of the board. -- Columbus Dispatch, August 25, 1998[A] delightful and colorful book. -- Children's Literature Newsletter, 11/98[F] fanciful in text and quite sophisticated in illustration. -- Booklist, 11/15/98

If you are going to teach chess or would like your child to appreciate the game on a different level, read (buy) this book. I have taught chess to young students and have used this book to reach all types of learning styles and foster an appreciation for the game. While the story line is fictional, the instruction on how to play the game is not. It allows the apprehensive beginner relate to the characters and the advanced player understand the game on a broadened level of thinking. I also use this book to teach two-three step problem solving, understand cause and effect, encourage peer coaching, introduce coordinates and map grids and how to lose/win respectfully.

Very useful and my kid who is 3 started to learn chess .its really helpful

One of the teachers at my son's school, who runs the afterschool chess club, recommended this book to pique his curiosity. It has done the job admirably. He is now working on "Chess for Kids: How to play and win!". "The Story of Chess" is a very nicely illustrated place to start.

Very nice...love it...! Very fast shipping.... very good condition...!It`s a very good way to teach the children the importance of things..!

Product is well made and arrived quickly from shipper.

My ten year old son loved this book. It was interesting to him and increased his love of chess. Your child will enjoy it too!

Having never knew how to play the game, I actually learned how to play from this picturebook! Beautiful (and scary) illustrations! Unique unique unique! I love this book! Great for adults and kids!

The story of the game of chess is fascinating. This edition is beautifully illustrated. My five year old, his friends and teachers all enjoy it. I keep this book by my side as a tool in guiding us visually through the tactics. All ages and levels seem to enjoy Cardo's concepts.

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