

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
vwxyz

# Alpha ABC et Chess

Series #1

Welcome  
to the World of Chess  
from A to Z



Vishnu Warrior

Illustrations by Diriq



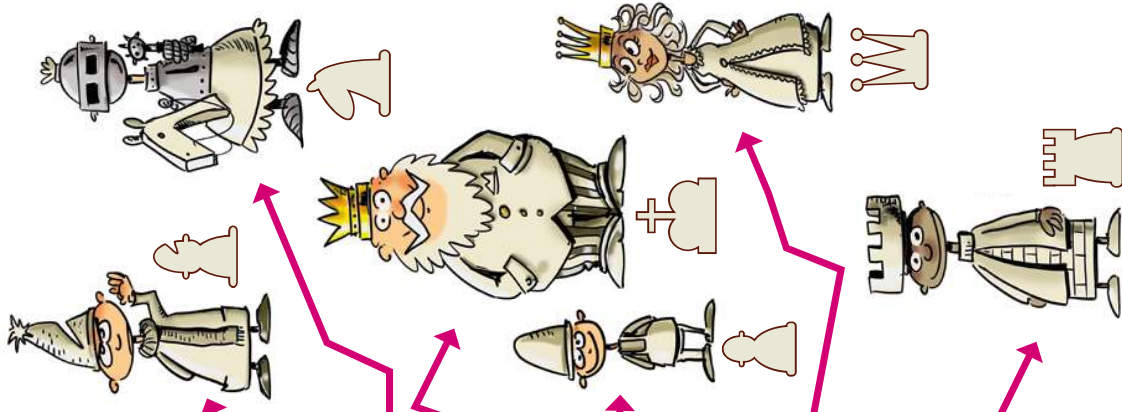
# ABOUT THIS BOOK

Another book down! Huge congratulations to Vishnu on this project. The last book (The Chess Bible: Most Instructive Tips, Axioms, One-Liners & Mantras) was and still is an absolute BANGER. I created a YouTube series around this whole book that people still watch today! Who am I? FM James Canty III, working on the GM title everyday, I stream, study chess, give lessons, and do commentary with a very big following, shoutout to all of my viewers and fans that came across this book, you have a book that will last a lifetime. Vishnu has a way of keeping the reader intrigued and keeping the concepts simple, while you learn something at the same time! In this new book Alphabet Chess, you get to learn chess through the alphabets, A to Z, with a lesson for each letter. This book is not only for adults but for children as well, and with the colors and graphics, you have no choice but to laugh, smile, and enjoy the book haha! Vishnu is a very hard worker, and this book represents nothing less of the work he's done on and off the chessboard. His last book had over 100 instructive tips and mantras! So much to learn from that one, and forever book if will. With this book being shorter, Vishnu has made it a much faster book for you to go through, something that you could literally go through everyday! You will start looking at the alphabet a lot differently after you go through this book. My hope is that you are able to not only use the chess alphabet in your own games, but to also be able to teach it to others! I wish nothing but success for you and that you look at chess differently after you learn the Chess Alphabet, something I have never even done myself, but everything is explained so simply that you would be able to use what you learned immediately. Thanks to Vishnu for another great book and big thanks to you the reader! Now I know my ABC's, next time won't play with me hahaha

James Canty

# TABLE OF CONTENT

Introduction .....	6
<b>A</b> - Attraction .....	8
<b>B</b> - <b>Bishop</b> .....	10
<b>C</b> - Checkmate .....	12
<b>D</b> - Deflection .....	14
<b>E</b> - En Passant .....	16
<b>F</b> - Fianchetto .....	18
<b>G</b> - Grandmaster .....	20
<b>H</b> - <b>Horse</b> .....	22
<b>I</b> - Isolated Pawn .....	24
<b>J</b> - J'adoube .....	26
<b>K</b> - <b>King</b> .....	28
<b>L</b> - Luft .....	30
<b>M</b> - Match .....	32
<b>N</b> - Novelty .....	34
<b>O</b> - Overloaded piece .....	36
<b>P</b> - <b>Pawn</b> .....	38
<b>Q</b> - <b>Queen</b> .....	40
<b>R</b> - <b>Rook</b> .....	42
<b>S</b> - Stalemate .....	44
<b>T</b> - Trap .....	46
<b>U</b> - Umbrella Pawn .....	48
<b>V</b> - Variation .....	50
<b>W</b> - Windmill .....	52
<b>X</b> - X-Ray .....	54
<b>Y</b> - Yay or Yet .....	56
<b>Z</b> - Zugzwang .....	58



# INTRODUCTION

Dear Reader,

As a father, there's nothing more fulfilling than sharing something you love with your child. For me, that something is chess. Ever since my son was born, I eagerly awaited the day I could introduce him to the game that has been a significant part of my life for over 20 years.

Chess has played a transformative role in my life, shaping the way I think, make decisions, and approach challenges. The game has instilled in me a sense of patience and discipline. Chess requires careful consideration of each move, teaching me to be patient and deliberate in my actions. It has shown me the value of learning from mistakes, as every loss in chess is an opportunity to analyze, reflect, and improve. Also, chess has helped me develop self-confidence and form lifelong relationships with people all over the world. It has taught me the importance of respect, sportsmanship, and the value of competing not just to win, but to learn and grow. My goal as a father and a chess player is to pass on these life skills to my son and to anyone who reads this book.

The idea for *AlphaBet Chess* came to me one fall night in September 2023, while reading an ABC book to my son, who was 2 years old at the time. We were going through the letters together — A is for apple, B is for ball, C is for cat — when a thought struck me: why not create a fun, illustrated chess book to teach the ABCs using chess terms? At that moment, *AlphaBet Chess* was born. As I began writing, I quickly realized that most chess books out there were either too complex or too dry for a young child. They lacked the playful illustrations and engaging text that make learning fun and accessible for little ones. I wanted to create something different — something that could capture my son's imagination while slowly introducing him to the world of chess. *AlphaBet Chess* became my way of combining early childhood learning with the game I love, creating a book that's approachable, educational and entertaining for young minds.

Each letter of the alphabet is paired with a key chess term, such as A for Attraction, B for Bishop, and C for Checkmate, brought to life through colorful illustrations and

whimsical stories. This isn't just a book about chess — it's a book about discovery, designed to captivate children's imaginations while teaching them the basics of both the alphabet and chess.

Creating *AlphaBet Chess* was a collaborative effort, and I couldn't have done it alone. I'm incredibly grateful to the talented illustrator Dirk Dewitte, whose wonderful artwork brings each page to life with color and charm. His illustrations make the book not only educational but also visually captivating for young readers. A special thank you also goes out to Daniel Vanheirzeele of Thinkers Publishing, whose support and expertise were instrumental in bringing this book to life. Without their contributions, *AlphaBet Chess* would not have been possible.

This book is the first in what will be a 10-volume series, set to be released over the next few years. While this initial volume is aimed at younger children, the series will grow with them, offering more advanced chess concepts and strategies as they develop their skills. Whether it's learning key chess openings, exploring the global nature of the game, or studying the moves of legendary players, each book in the *AlphaBet Chess* series will guide young readers through every stage of their chess journey.

My goal with *AlphaBet Chess* is not only to teach the basics of chess but to inspire a lifelong love of learning and playing. I see *AlphaBet Chess* as a unique opportunity to bring families together. It's a book that parents and grandparents can share with their children, creating lasting memories while introducing them to the game of chess.

Thank you for joining us on this journey. I'm excited to see where it will take us and look forward to the impact *AlphaBet Chess* will have on young minds around the world.

Vishnu Warrior

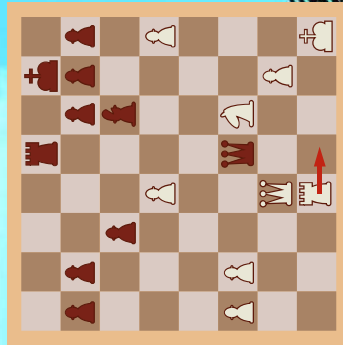
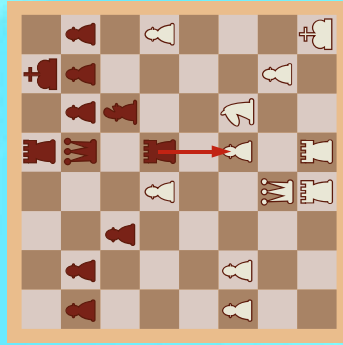


# A

Rover, I love you too but you really need to brush your teeth.

Mommy I love you.

# ATTRACTION



Attraction [ə 'trækʃn] or Decoy involves luring an opponent's piece to a square where they would prefer not to place it.



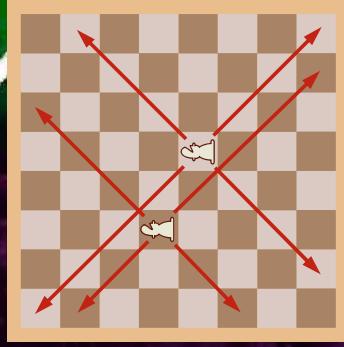


# B

Because Bennent Bishop ate his vegetables, he got super powered laser arms.

## BISHOP

I love my new super powers



The bishop moves and captures along diagonals without jumping over intervening pieces. Each player starts the game with two bishops.

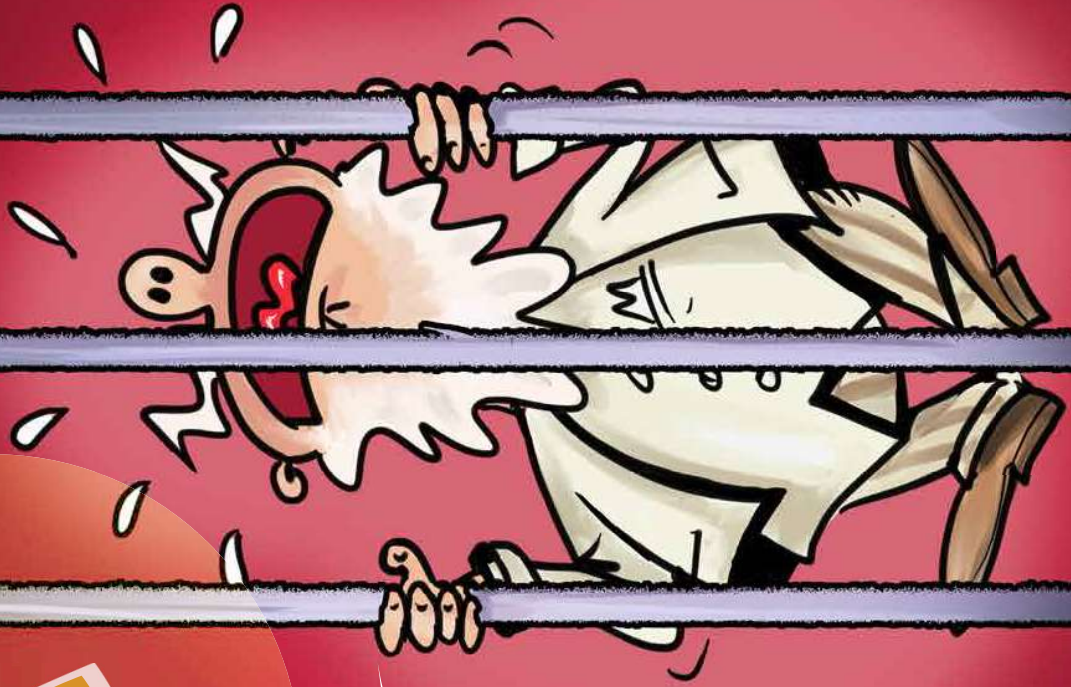
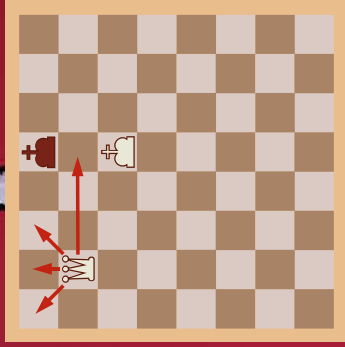
The bishop is worth 3 points





# CHECKMATE

Checkmate is the winning move in a chess game. It involves trapping the opponent's king in a position where it cannot escape the check or checks.



Help me,  
I am stuck!

#

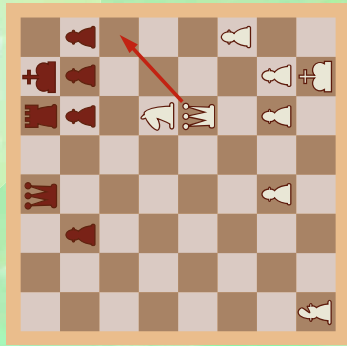
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# DEFLECTION

Queen Quinn was unhappy King Kingsley was distracted by the buffet, again!



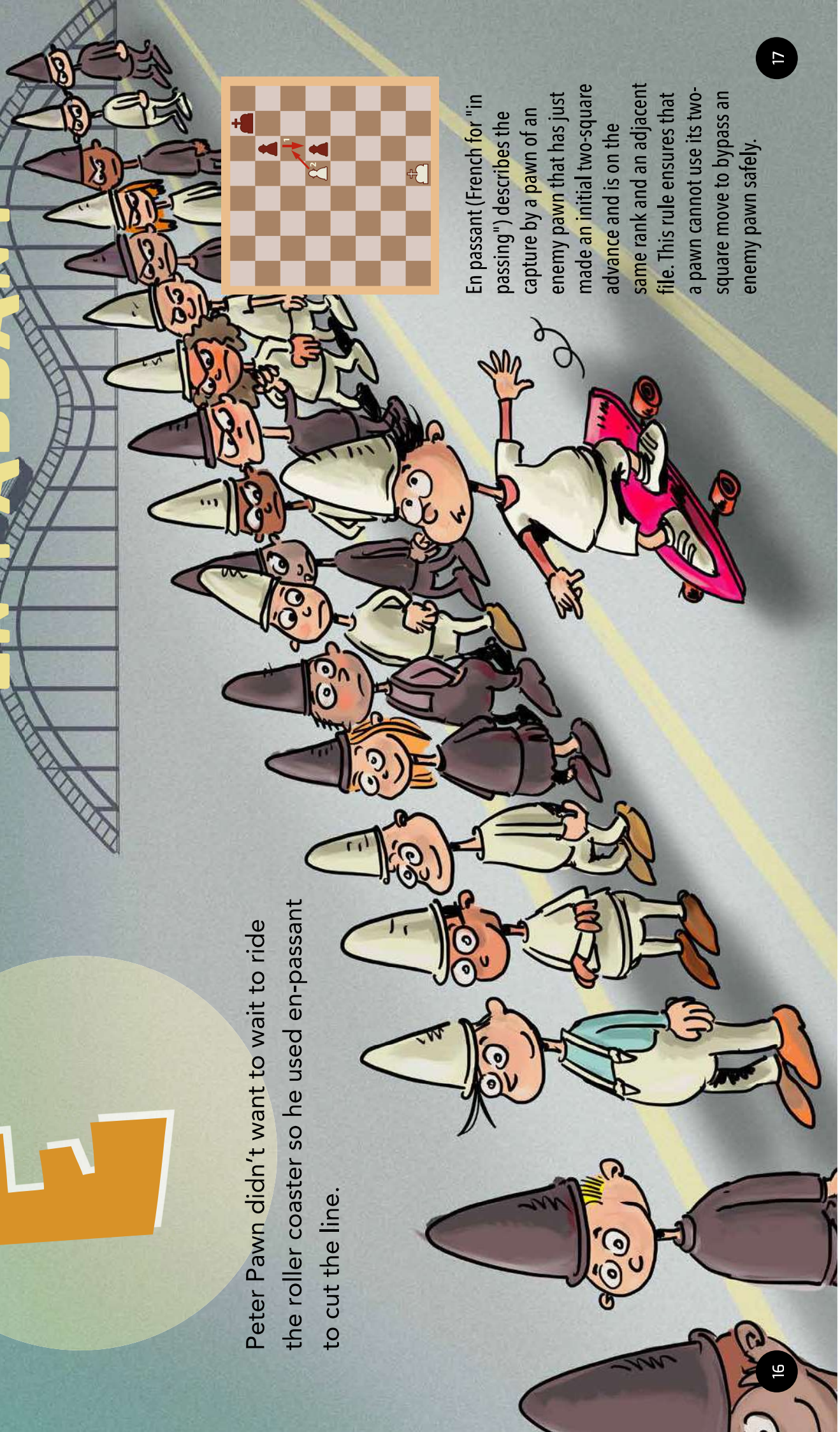
**Deflection:** A tactic that forces an opposing piece to vacate the square, rank, or file it occupies, thereby exposing the king or a valuable piece.



# E

Peter Pawn didn't want to wait to ride the roller coaster so he used en-passant to cut the line.

# EN PASSANT



En passant (French for "in passing") describes the capture by a pawn of an enemy pawn that has just made an initial two-square advance and is on the same rank and an adjacent file. This rule ensures that a pawn cannot use its two-square move to bypass an enemy pawn safely.







# G

# GRANDMASTER

A Chess Grandmaster is someone who has truly mastered the game of chess and belongs to the best players in the world.

*With hard work and dedication I can become a Chess Grandmaster!*

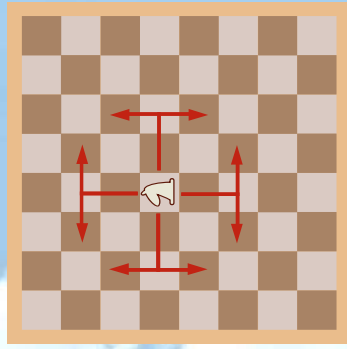
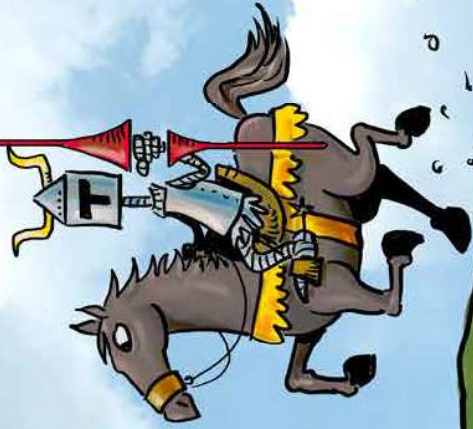
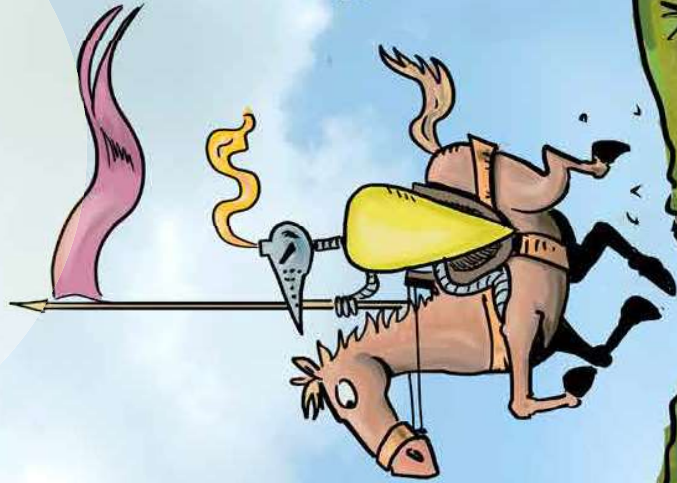




# H

# HORSE

Although many new chess players call me a horse, I prefer to be called a **kn**ight.



The knight, represented by a horse's head and neck, moves in an L-shape: two squares vertically and one square horizontally, or two squares horizontally and one square vertically. It jumps over other pieces as it moves.

The knight is worth 3 points

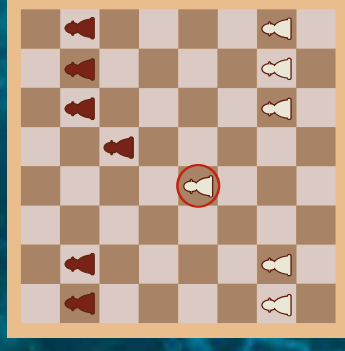







# I

# ISOLATED PAWN



An isolated pawn is a pawn that stands alone on the board without the support of any other pawns.



Anyone here?