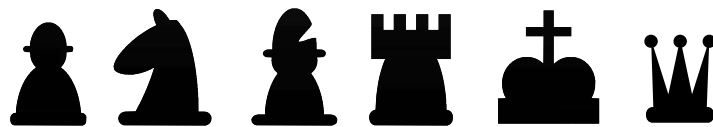




Series #3

The Rhyming Chess Chronicles A-Z



Vishnu Warriier

Illustrations by Diriq



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ABOUT THIS BOOK

Welcome to *AlphaBetChess Volume 3 – The Rhyming Chess Chronicles A-Z!*

This new installment builds upon the original AlphaBetChess series, expanding its world of playful learning with rhyme, rhythm, and imagination.

Volume 1 introduced children to the world of chess through storytelling and the alphabet — a joyful way to learn the ABCs of the game. Then came *Volume 2: The Coloring Book*, where creativity met learning, inviting young minds to color, explore, and make chess their own. Now, *Volume 3* brings the magic back — this time told entirely in verse.

Each letter of the alphabet unveils a new story — part lesson, part adventure — in the spirit of Dr. Seuss but set on the 64 squares of the chessboard. With **26 additional chess terms** (well, except X, which was just too good to change!), this volume continues the journey from Adjournment to Zugzwang, blending humor, history, and heart.

Children will giggle, parents will grin, and readers of all ages will rediscover that chess isn't just about 64 squares — it's about imagination, patience, and creativity.

From castles to checkmates and stories that chime, welcome to chess — one move, one rhyme at a time.

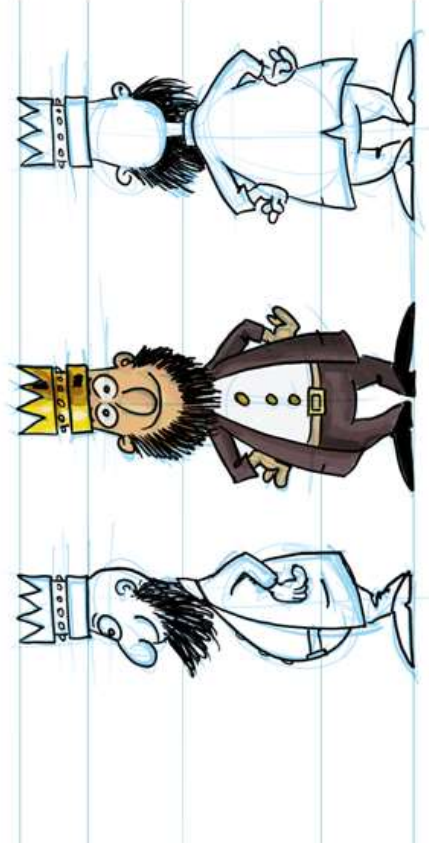
INTRODUCTION

Dear Reader,

When I first began the AlphaBetChess journey, my goal was simple — to share the love of chess with my son in a way that was colorful, creative, and fun. What started as a bedtime idea in *Volume 1* — a storybook that turned chess terms into an alphabet adventure — grew into *Volume 2: The Coloring Book*, where children could bring the game to life with imagination and color.

Now, with *Volume 3*, the series takes on a new rhythm — quite literally. *The Rhyming Chess Chronicles A-Z* transforms the chessboard into a stage where every letter comes alive through verse. Each poem is designed to teach, entertain, and inspire — weaving together lessons of strategy, creativity, and self-expression.

Chess has always been more than a game to me; it's a language of patience, imagination, and courage. Through these playful rhymes, my hope is that children learn not only how the pieces move, but how ideas move — how to think, dream, and discover.



To my wife, whose love and unwavering support make every project possible — this book, like all my work, is as much yours as it is mine. To my parents, thank you for allowing me to foster my love of chess. And to my son, Alex — you are the heart and inspiration behind the entire AlphaBetChess series. Every rhyme, every story, every page begins with you. Dada loves you.

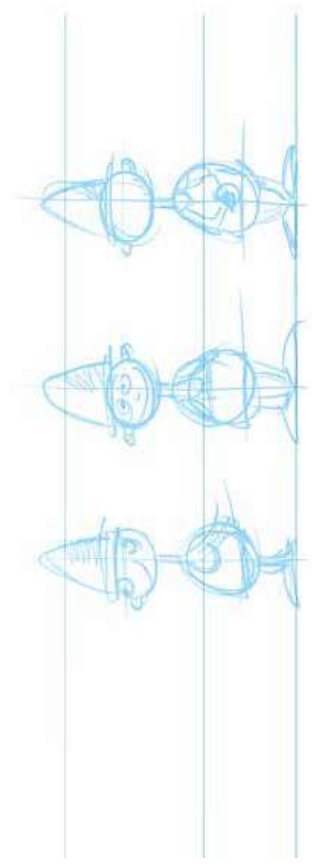
To my creative partner and illustrator, Dirk Dewitte — thank you for bringing these stories to life once again with warmth, humor, and boundless artistry. And to Daniel Vanheirzeele and the Thinkers Publishing team — thank you for believing in this series from the very start and helping it grow into something truly special.

To every parent, grandparent, teacher, and child holding this book — thank you for making AlphaBetChess part of your world. Each page you read, color, or rhyme keeps the spirit of learning alive.

Here's to another chapter in our shared adventure — where every move tells a story, and every rhyme inspires a smile.

Vishnu Warriar

October 2025



A ADJOURNMENT

The 40th move was played; the clock did chime,

A pause was declared, a halt in time.

King Kyle must wait, his plans deferred,

The battle postponed, no piece is stirred.

An adjournment called; the board lies still

Each side preparing their mental drill.

Strategies whispered in the players' minds,

A sealed move rests in an envelope tight,

A secret cloaked in the veil of night.

What could it be? A trap or a twist?

The mystery lingers like morning mist.

When dawn arrives, the game resumes,

The tension crackles across the rooms.

Each pawn and knight with a story to tell,

Each move a step in a tactical spell.

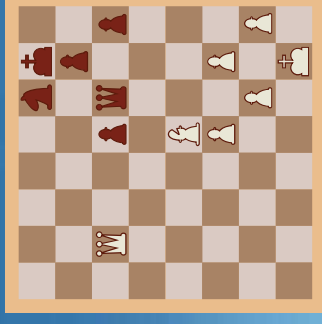
The final chapter awaits its turn,

Will victory rise or dreams be burned?

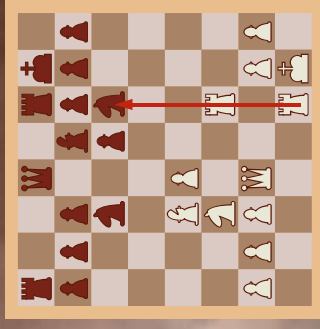
But for now, the board must sleep,

While players dream and their plans they keep.

The most famous adjournment in chess history.
Kasparov - Karpov World Championship Match
Seville 1987 Game 24, the final game of the match.
Kasparov, the reigning world champion, was trailing
by 1 point heading into this game. Only a win would
allow Kasparov to retain his title. The sealed move was
Karpov's Qf6. The next day when the game resumed,
Kasparov was able to defeat Karpov and retain his title.



BATTERY



A battery refers to a configuration of heavy pieces (rooks or queens) that occupy the same file. It can also refer to long-range pieces (queens and bishops) that occupy the same diagonal.

The Bishop eyed the castle wall so tall,
But alone he knew he couldn't break it at all.
He pondered the board, then hatched a plan,
To call for his friends — the Queen and her clan.
“Dear Rook and Queen,” he whispered with care,
“Together we'll strike; the defense won't prepare.
Align with me now, let's form a battery,
Our combined strength will secure victory!”
The Queen slid close, the Rook followed near,
The Bishop grinned, “Now the path is clear.”
Like a battering ram, their threat became real,
The opposing King began to feel the ordeal.
But as they advanced, the Bishop paused,
His position, it seemed, had one glaring flaw.
“Oops,” he thought, “I've put myself in a jam,
The counterattack might ruin my grand slam!”
Yet the trio pressed on with their cunning scheme,
Their unity strong, like a well-oiled machine.
For in chess, as in life, teamwork is key,
Even if plans bring a touch of uncertainty.
So next time you play, let the battery inspire,
To align your pieces and build something higher.
For when Rook, Bishop, and Queen combine,
Their force is deadly, their strategy divine!

Not a good
idea ...



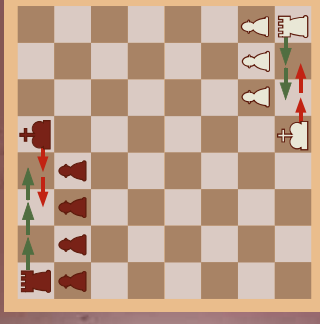
C CASTLING



King Kingsley and Rover Rook were the best of friends, always helping each other till the very end. They decided to make a dance called the “castle swaparoo” It goes one, two buckle my shoe Running two squares in haste, the King slides over, the Rook next to his place, the happy King is now very safe. Away from scary Knights, Queens, Bishops and Rooks, the King now protected by his trusty pawns could relax and read a book But the rules of castling are not so simple as you see, the squares between the King and Rook must be totally free. Furthermore, the King and Rook must never have previously moved, otherwise the “castle swaparoo” dance move would lose its groove. Finally, the King must not be in, pass through or land in check, else the castling move would be a total wreck.

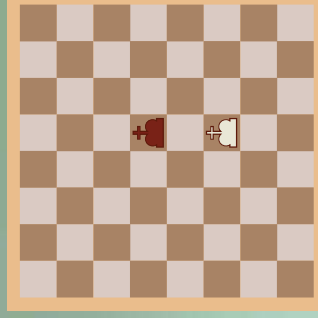
The only time in a chess game you can move two pieces at once. The King moves two squares towards the rook and the rook jumps over the King to the square right next to it. Conditions to castle:

1. Neither the King nor the Rook should have ever moved before
2. There are no pieces in between the King and the Rook
3. The King is not in check, does not move through check, and does not end up in check after castling.

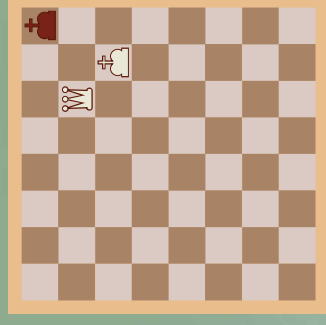


DRAW

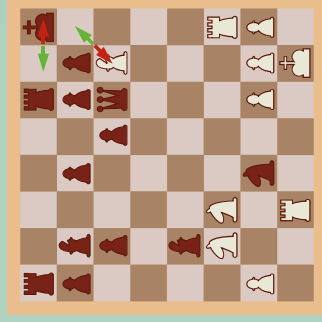
There are four main ways a game can draw, (And yes, stalemate follows Murphy's Law!) Insufficient material leaves no one to fight, The board is bare; no mate is in sight. The second's a rule called threefold repetition, Moves repeated thrice with no reposition. The draw by agreement is simple and sweet, A handshake ends it—they're off to eat! The fifty-move rule is a rare sight to see, No pawn moves or captures? Then let it be. A valiant struggle ends in a tie, Both players exhale with a satisfied sigh. They smile and agree, "What a game it's been— Let's reset the board and play again!"



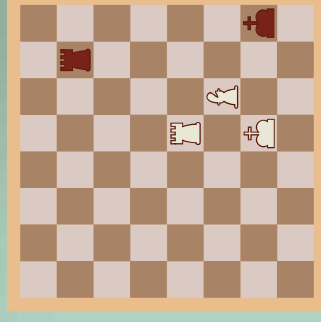
Insufficient mating material



Stalemate



3 fold repetition



50 move rule

