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Free Chess is a desktop software that allows you to play a classic board game without paying a dime. Treat boredom by downloading an app and play endless games against your computer. If you haven't played chess before or don't understand the rules, the game comes with instructions and guidance that you can apply at any time. The rules can't be changed, but it makes the game more standardized. Challenge yourself at different levels of difficulty. If you want an easy game, or you're a beginner, try a simple setup. For a more challenging game, crank up difficulties is difficult and give your brain a workout. The graphics of the game are clear, so you can easily see which parts are where. As a rule, the program remains very true to the classical game of chess. Remind yourself of the good decisions you made earlier by checking the history of your moves, a feature that is only available in the electronic version. The game is a sn to its limited opponent. You can only play against your computer in different settings. There is no way to play online or against friends, which is where this app can really come in its own. In terms of availability, free chess is only available in English, Spanish and Catalan. This excludes a huge number of potential players who want to change the language settings. Where can you run this program? Free chess is only available on Windows desktops and is not available on phones or tablets. Is there a better alternative? There are many alternatives that offer more opportunities and accessibility to players around the world. Download the Play and Learn Chess app for iPhone and Android to play with real opponents. This program is certainly the main version of chess and is ideal for those who have free time, who like to play against the computer. It doesn't have better graphics, but it's clear and offers good functionality. If you download it? With better alternatives, we would say that you should download another version of chess. Check out AppStore or PlayStore for online versions to play against friends. We often use chess as a metaphor for life, business and other competitive sports because it is such a strategic game. Koder and chess player Gautam Narula offers us two simple rules that sum up the psychology of chess and therefore win in other areas. In an incredibly detailed post about how fast is better in chess, Narula says: If chess is anything, it's a second chance game. Chess, like life, rewards perseverance. I turned countless losses into draws and wins because my opponents got cocky until I dug in. my opponent or reputation. Chess Psychology can be distilled to two simple rules: Never be afraid of your opponentFight as hard as you can until the game is overly following these rules will add points to your rating. There's a footnote to the second rule, stating that if the situation is absolutely hopeless, it's good etiquette to retire rather than drag the game in vain. However, and tongue in cheek (I think), he adds this rule: If my opponent played in this position acting world chess champion and world number one player Magnus Carlsen, could Carlsen win? If it's not, then resign. The whole post is a great resource for those who are interested in chess, but the psychology part applies to all of us. How to get good in chess, fast (en) Gautam NarulaPhotos Malias. 1. Select a group of square vectors that make up the chess grid and use the Create Area Clearance Toolpath tool with a 0 mm depth, 1 mm depth and 1.5mm end mill, selected and computed to create variable heights up to squares2. Hide this toolpath by clicking on the light bulbs in the tree3 project. Choose the same group of vectors and a square vector on the edge of the grid. Create a toolpath profile along these vectors with a 90 degree V-bit cutting tool to a depth of 1mm in order to chamfer the sharp edges created in the previous toolpath4. Select a group of vectors that make a pattern inside the squares and use the profile toolkit along the vectors using a 90-degree V-bit tool. Point to the start of the 1 mm high and the final height of 1.5 mm. This will cut the template5. Choose a vector that creates a boundary around the grid using a V-bit threading tool to create a toolpath profile with a millimeter depth along the vector6. Choose a group of vectors that make up the pattern in four triangles. Use V-bit tools to cut them with a small 90-degree threading tool 7. Choose four triangles and create a toolpath profile along them 1 mm deep with a 90 degree toneaten tool up to pattern8. Select the external vector and create a daisy effect with a profile toolkit along a vector with a depth of 3 mm with a 100 degree tool9. Cut the board by creating a toolpath profile around the outer outer vector using a 6mm end milland finish 10mm deep you need 32 pennies. Cut chess pieces like squares from a printout. After observing their pennies, you will trim the corners by making an octagon. The tape comes in different widths. Of the two available where I live, the narrow tape is best suited for the job. A square cut from a ribbon is placed on top of a penny. Cut a square piece of tape and stick it on a penny. With the tweezers, remove the paper, prop on the tape. Again with tweezers, hold the printed chess man paper and spread it over the tape. Repeat with all the other parts. Trim the corners of the paper that hang over a penny to make the octagon. Close enough to the round to do the job. I keep my chess pieces in a zippered bag. If the board is printed or mounted on a heavier material, you can punch holes in it and wear it in a 3-ring binder. Convenient for students to carry at school. You know all these shells you take on the beach because you think: It looks great! Or I could use this for... but in the end they just end up in a random jar on the shelf? Well now you have a benefit for them. This instructable teaches you how to make an amazing chess set just using glue and what you find on the beach. Now unlike many instructables it is not a step-by-step guide to make an accurate chess set I have shown, and there are two reasons for this. First, no two beaches have exactly the same shell and work, trying to figure out what shells I have so you can order them just crazy (besides who will do it). Not to mention that you guys are probably a lot more of a creative genius than I am, and will do way to cooler pieces with shells you'll find than I did with the shells I found. Secondly, I'm not an expert in this. I'm sure you cunning people have a better way of sticking shells together than hot glue, but I know hot glue works and that's what I had. Also, with my ten second search I didn't find an insoluble chess set that made using sea glass and shells, so I figured I wanted to fill the gap. What I will teach you is what I learned by making my chess set and leave specifics up to you. Now that we have that aside lets you get on the fun bit. If you want to know why I made this chess set this short and simple I collected a few shells and sea glass when I was on the beach and gave my love of chess chess a chess set just popped into my head. This chess set cost me nothing, but only because I got some expensive glue for Christmas, which cost my parents \$40. I'm sure there's some cheaper glue that will do the job, but I don't know about it (I haven't done any research). If you find a cheaper brand, please say so in the comments. I've wandered long enough to get to it! What you need: Materials:1. The sea glass color is clear and brown (maybe different colors, I just found a lot of brown and clear) distributed 50/50. The amount depends on the size of your chessboard, but if your just collecting glass from the beach about 6 or 7 handfuls.2. Sea shells are painted white and black. The amount of each shell you need to assemble depends on your models, which we'll discuss later. Feel free to pick up shells that are not black or white as you can mix them, but most the shells should be black or white.3 Aluminum foil. It's only about two feet. Tools:1. About 10 sticks of hot glue and hot glue cannon. There is probably another type of glue that will work, so if you don't have hot glue it's not necessarily a deal breaker... try any glue you have on a few shells and see if he has. About 16 ounces of thick glue that dries up clear and sticks to the glass. I used Aristocrat liquid glass high gloss coating and it worked great, but I can't guarantee any glue that dries clear and the sticks to the glass will work, so I recommend taking a small sample and trying it out. For the most part, tournament chess plays by the same rules as casual chess. If you're not sure how the pieces move or what the object of the game is, start here and brush up on the basic rules of chess. When you are ready to take your game up a notch, you may want to consider playing in the tournament. Before diving, however, keep aside that tournament chess is governed by a variety of rules and regulations. Official rules contain hundreds of pages detailing the rules for each possible dispute or situation that can be encountered during a chess tournament. Players don't have to memorize the whole rule book. Simply understanding some of the most important rules is more than enough to confidently play in any tournament. Here are some of the highlights. At first, the rules of chess may seem complicated, but in fact they are quite simple. Chess is an infusion game between two players - white and black, which alternate turns. White always moves first, and players move one part at a time until one side captures the enemy king. Chess uses six pieces, each of which moves in a certain way. All parts have some common features. No piece is allowed to land on an area occupied by a friendly piece. If the piece lands on a square occupied by an enemy figure, this enemy is captured and removed from the board. With the exception of the knight, the pieces cannot jump over other parts. Illustration: El / Catherine Song Rook usually looks like a small tower. It moves in a straight line horizontally or vertically for any number of squares. The bishop moves in a straight line diagonally for any number of squares. The queen, the most powerful figure in chess, can move any number of squares in a straight horizontal, vertical or diagonal way. The king can also move in any direction, including diagonally, but he can only move one square at a time. Knight, who usually looks like a horse, moves in an irregular, L-shaped pattern. From the center of the board the knight can move to eight different squares. Although the knight can jump over other parts, he does not capture the pieces he jumps over; He only grabs a piece on the area he lands on. Pawns are the shortest and weakest figures in chess. Pawns are also the only parts that move in one direction, but capture in a different way. Unlike other shapes, pawns can only move forward, not backwards. The pawn can only move forward one square at a time, if it is still in the square on which it started the game: If this is the pawn's first move, it can move one or two squares straight forward. A pawn can't piece right in front of him. Pawns can capture only a piece by moving one square forward diagonally. Some exceptions to the rules include: casting, movement, where the king and rook both move at the same time; en passer-by, unusual capture of a pawn; and the progress of the pawn, the situation that occurs if the pawn reaches the end of the board, where the pawn can advance to a stronger figure. Before you start the game, make sure that each player has a light square in the bottom right corner. Place the rooks on the lower-left and lower right squares, then place the knights on the front row, directly adjacent to the rooks. The bishops take the next two squares to the center of the second row. Leave two empty squares in the middle of your back row - these two squares belong to the king and queen. Place these pieces using the rule of queen-on-color, where the white queen walks on a light square, while the black queen goes to his dark square. The king takes another square. Set up all your pawns on the second row, right in front of the big shapes. When the king of the player is under attack and threatened with capture, you say that the king is under control. When checking that the player must take steps to avoid his king being captured by moving the king, capturing the attacking piece, or- except for the knight's case check the blocking attack. You win the game through the mat where you attack the king of the enemy in such a way that he can not avoid capture. To win the game, the winning player doesn't really capture the enemy king; Once the capture is imminent, the mate takes place and the game is over. A player who knows defeat is inevitable, may also resign rather than wait to be checkmated. The game can end in a draw where there is no winner. The most common way to draw a game is to be stumped. Other draws include a three-fold repetition from the same position going three times with the same player to move and a 50-movement rule where no pawn has been moved and no part has been captured for 50 consecutive moves by each player. Player.

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