THE CARTOON BOOK OF

CHESS



MIND

SPORT ON EARTH

Sport on Earth Books · The Mind & digital Family

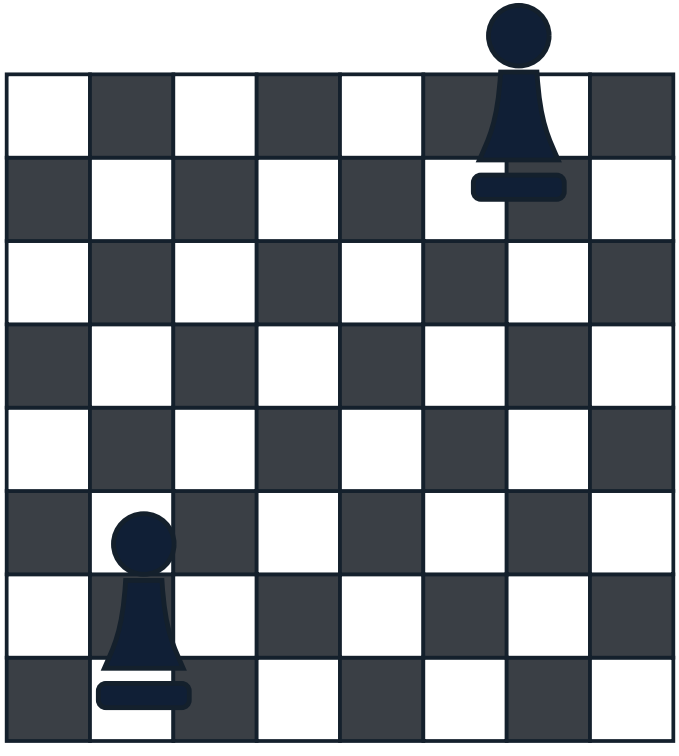
Original illustrations · No characters were copied in the making of this book

Meet Chess!

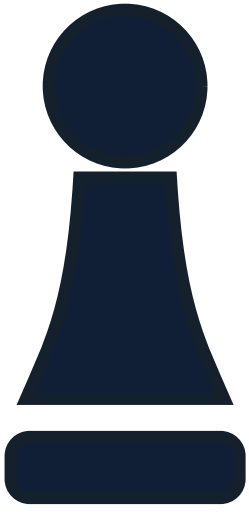
FIDE-governed mind sport with a world championship.



Where It Is Played



The Gear





Meet the Mind & digital Family

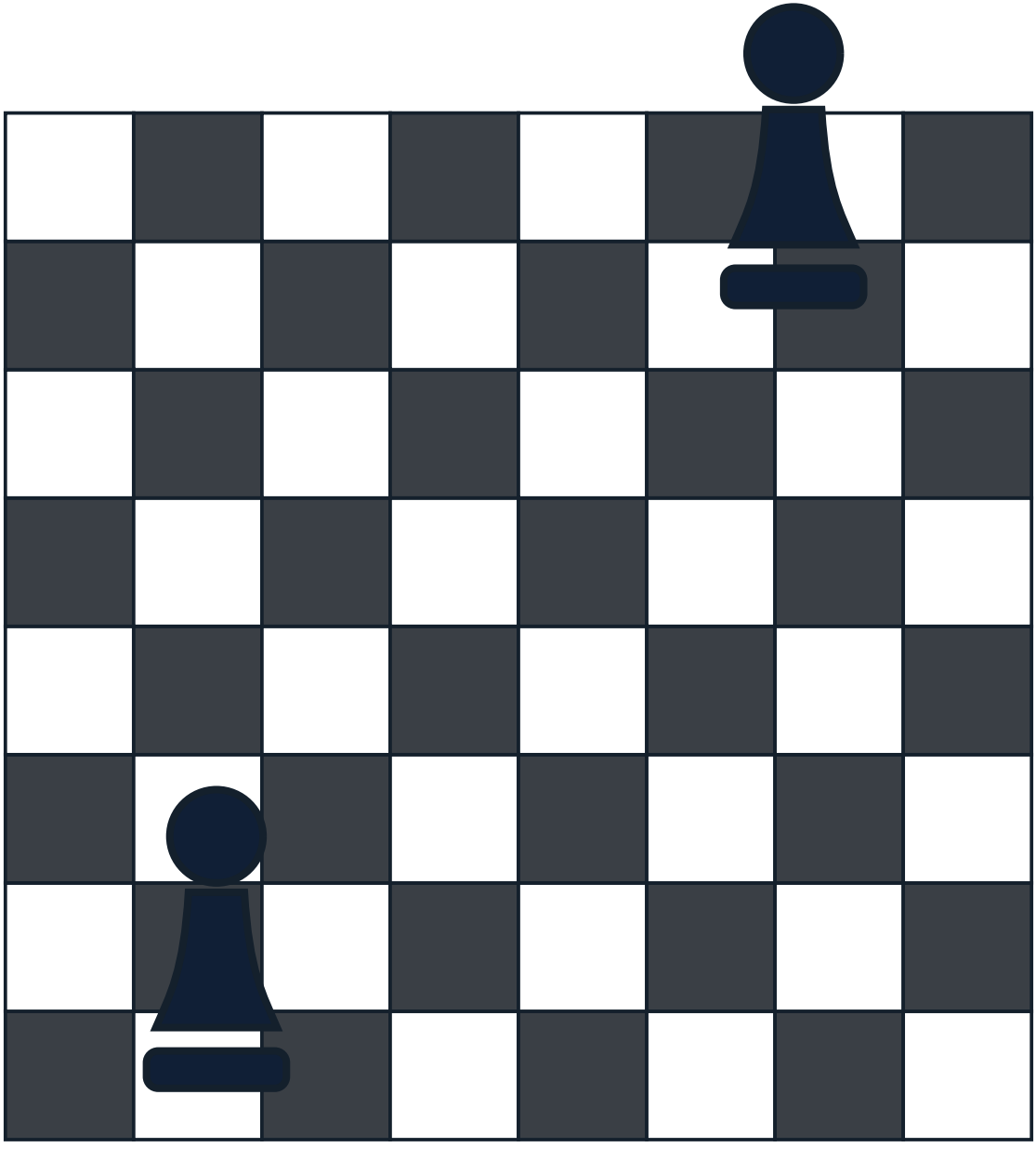
- Esports — Competitive video games from League of Legends to Counter-Strike.
- Fantasy Sports — Manage virtual rosters; season-long and dynasty formats.
- RoboCup — Robot soccer research league aiming to beat human champions by 2050.
- Robot Combat — Remote-controlled armoured robots fight in an arena.
- Air Hockey — Fast puck game on an air table.
- Subbuteo — Tabletop football played by flicking figures.

How to Play

Chess's Laws (FIDE) change with glacier slowness; its modern rule story is fought instead over tournament regulations — how draws may be offered, and how champions survive tiebreaks.



The Playing Area



Good to Know

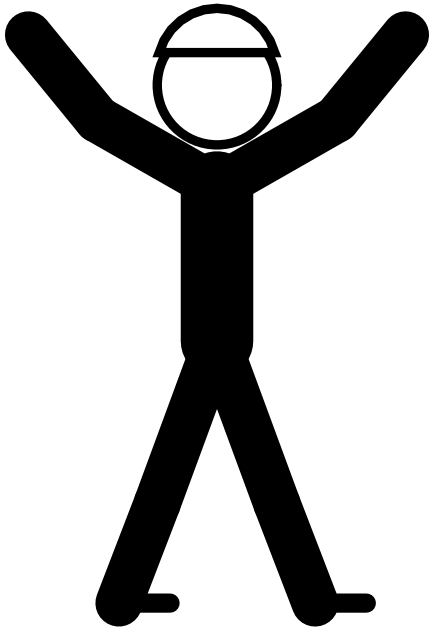
Moments That Shaped the Game

- 2005 (Sofia); spread thereafter — The Sofia Rules (Draw-Offer Restrictions): The 2005 Sofia super-tournament banned draw offers entirely: games could end drawn only by the Laws' objective routes (s.
- formalised 2006 reunification match; decisive 2016/2018/2023 — Playoff Tiebreaks Decide the World Championship: The modern cycle abolishes draw odds: level matches go to rapid, then blitz, then (in recent formats) an Armageddon-styl.

Rules That Changed the Game

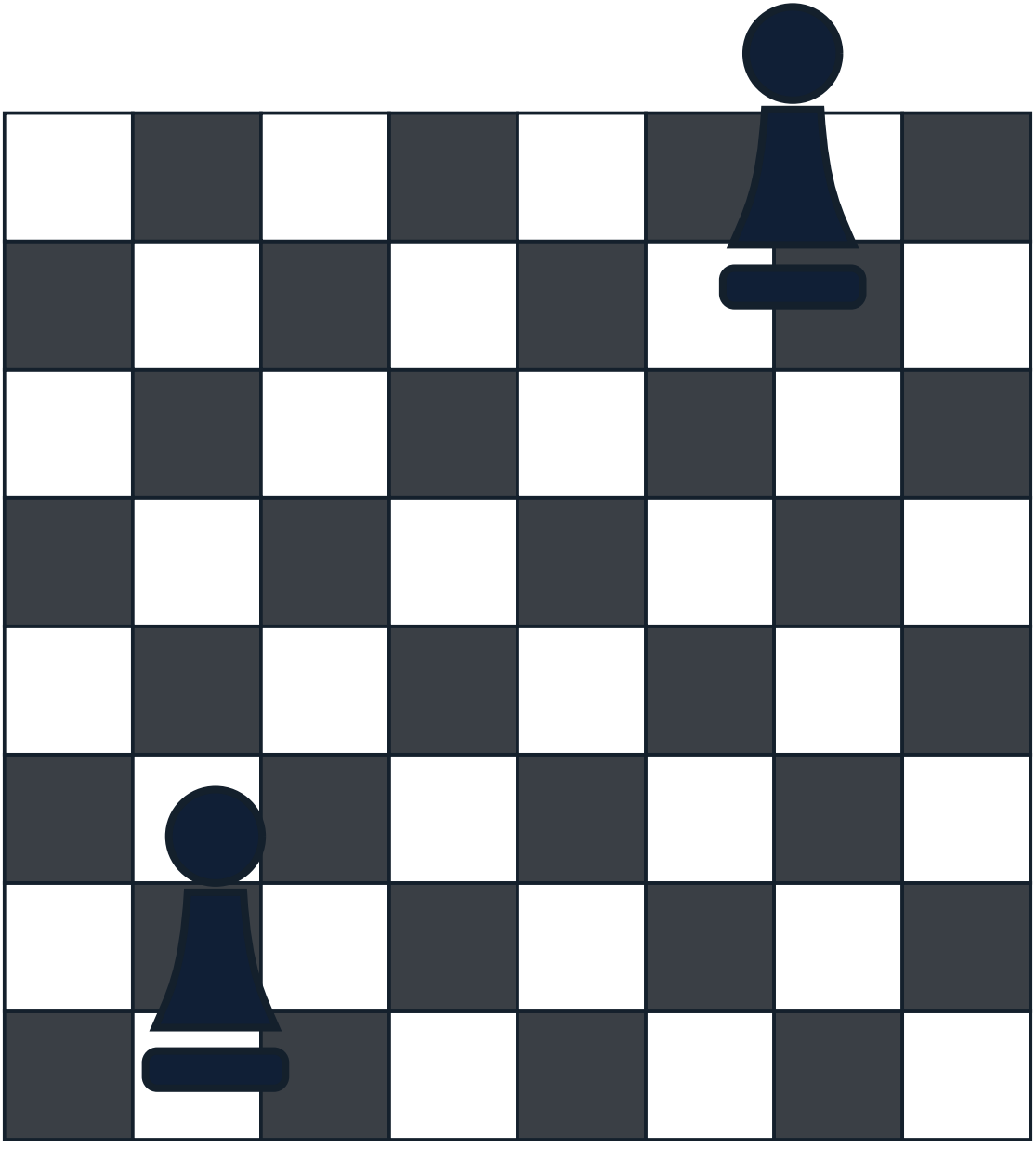
- 2005 (Sofia); spread thereafter — The Sofia Rules (Draw-Offer Restrictions): Agreed early draws have largely vanished from top events (replaced, critics note, by repetition-engineered draws that stay within .
- formalised 2006 reunification match; decisive 2016/2018/2023 — Playoff Tiebreaks Decide the World Championship: Speed tiebreaks are now how chess crowns champions: a spectacle success and a legitimacy argument that never closes, with the clas.

Colour the Action

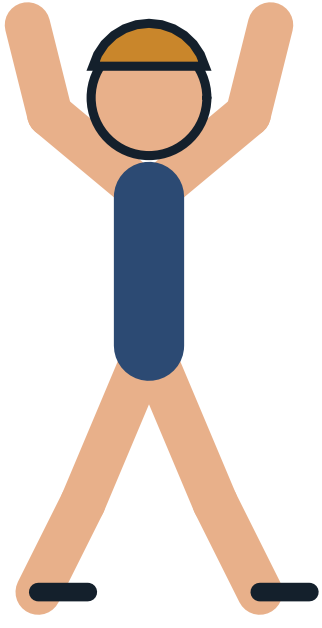


Psst — this page is a colouring page!

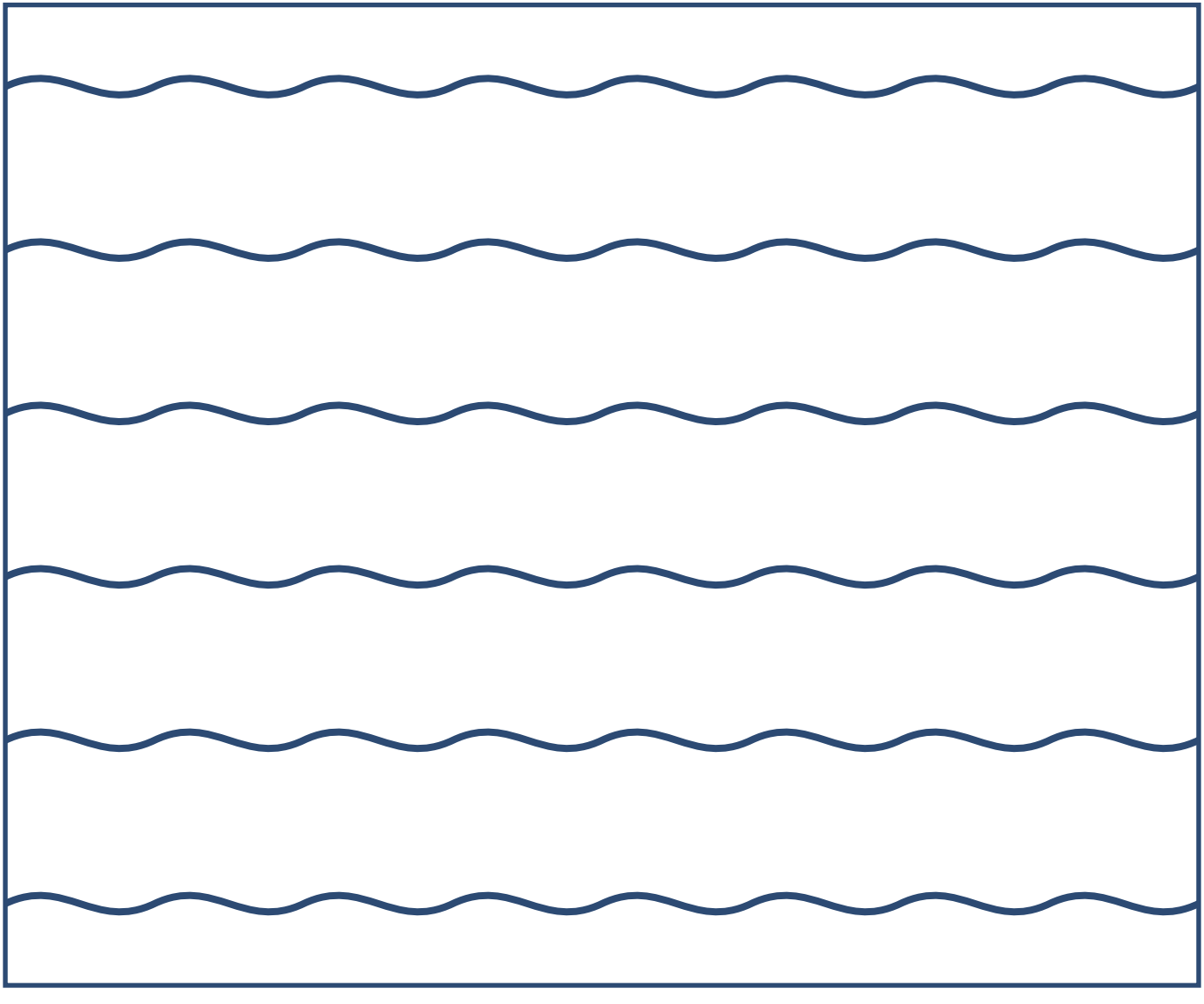
The Sport Today



At School and College



Play It Near You



Through the Year



The Mind & digital Family

Every sport belongs to a family of games that share its shapes and skills. Here are some of this book's closest relatives — each with a cartoon book and a colouring book of its own.

- Esports — Competitive video games from League of Legends to Counter-Strike.
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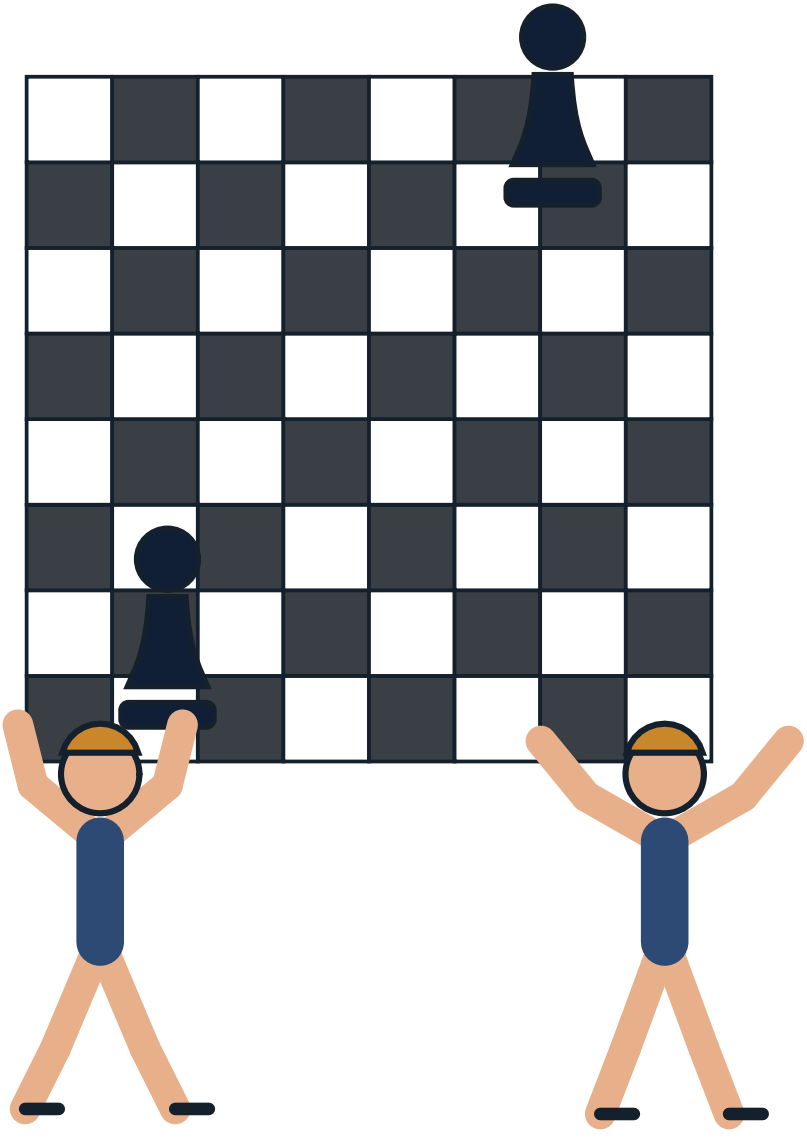
Game Day!

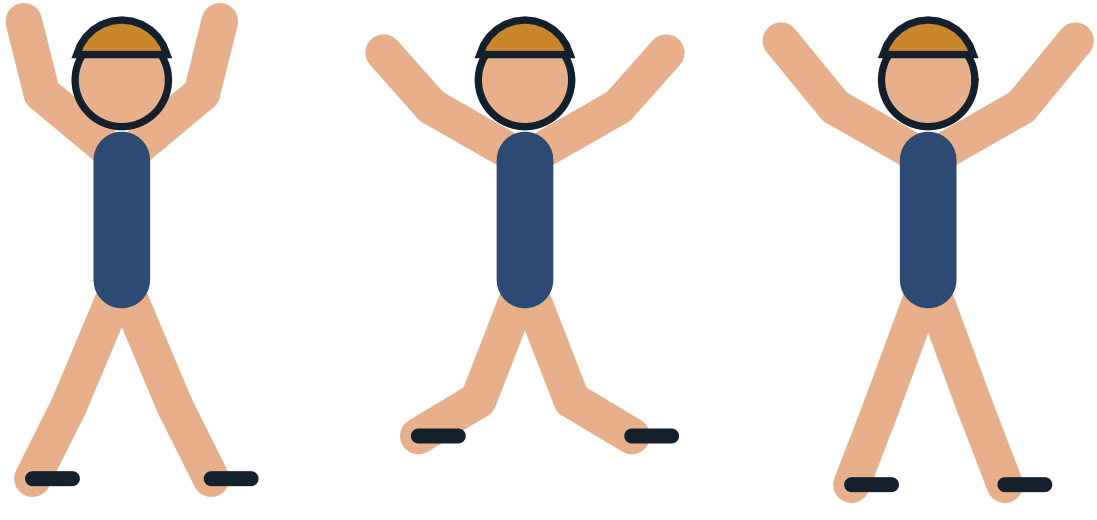


The Sport on Earth Mark

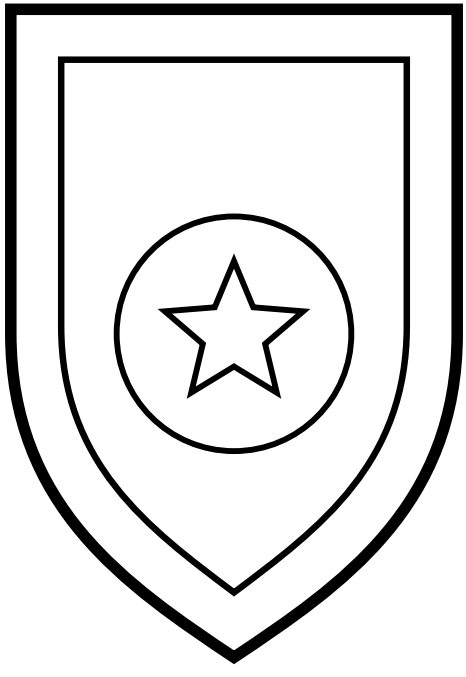
Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.



Moves of the Game

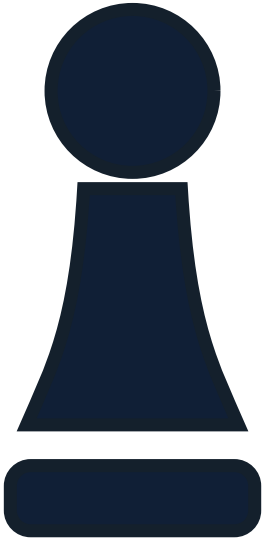


Design a Badge



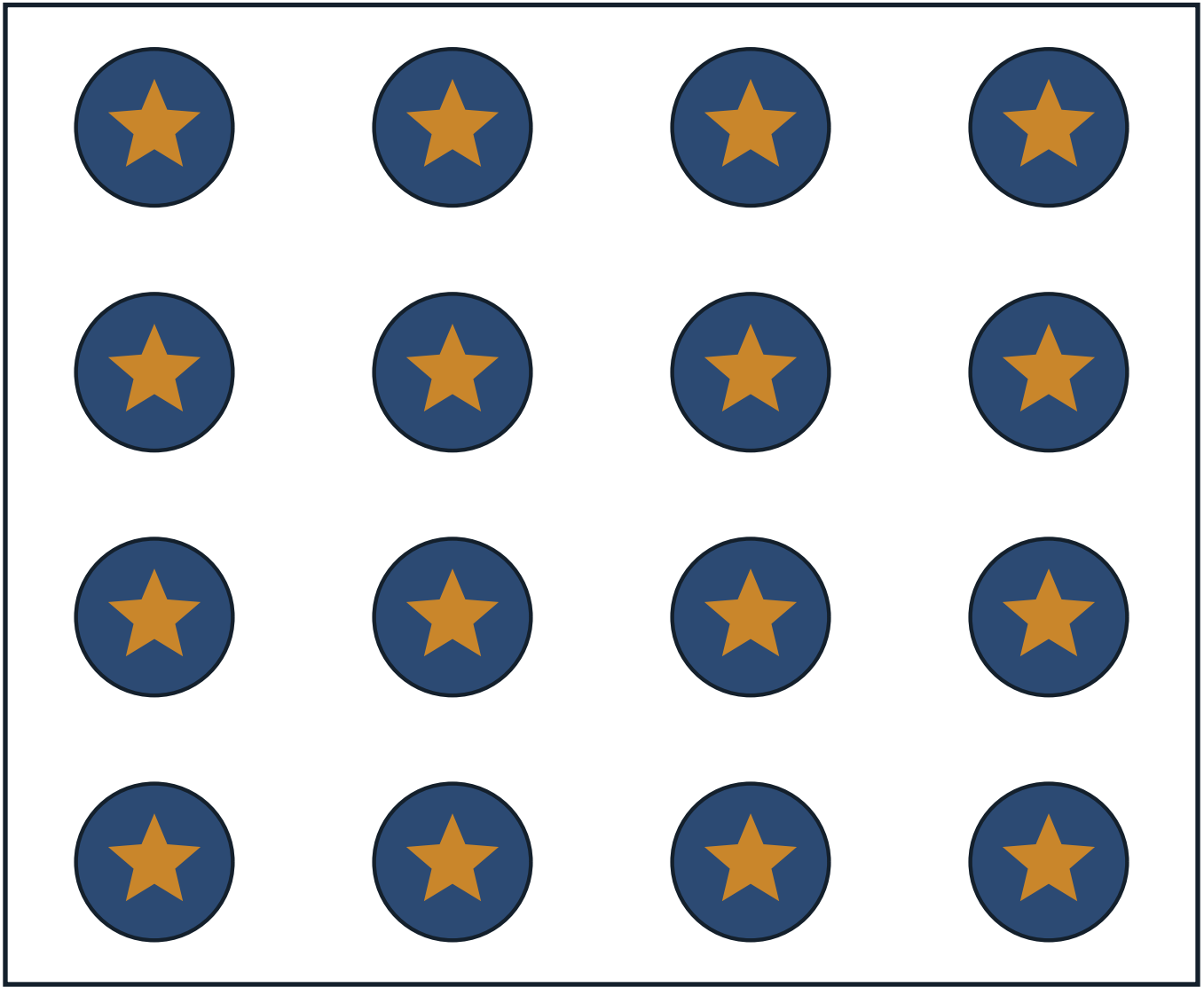
Draw and colour a badge for your own team.

The Gear Parade

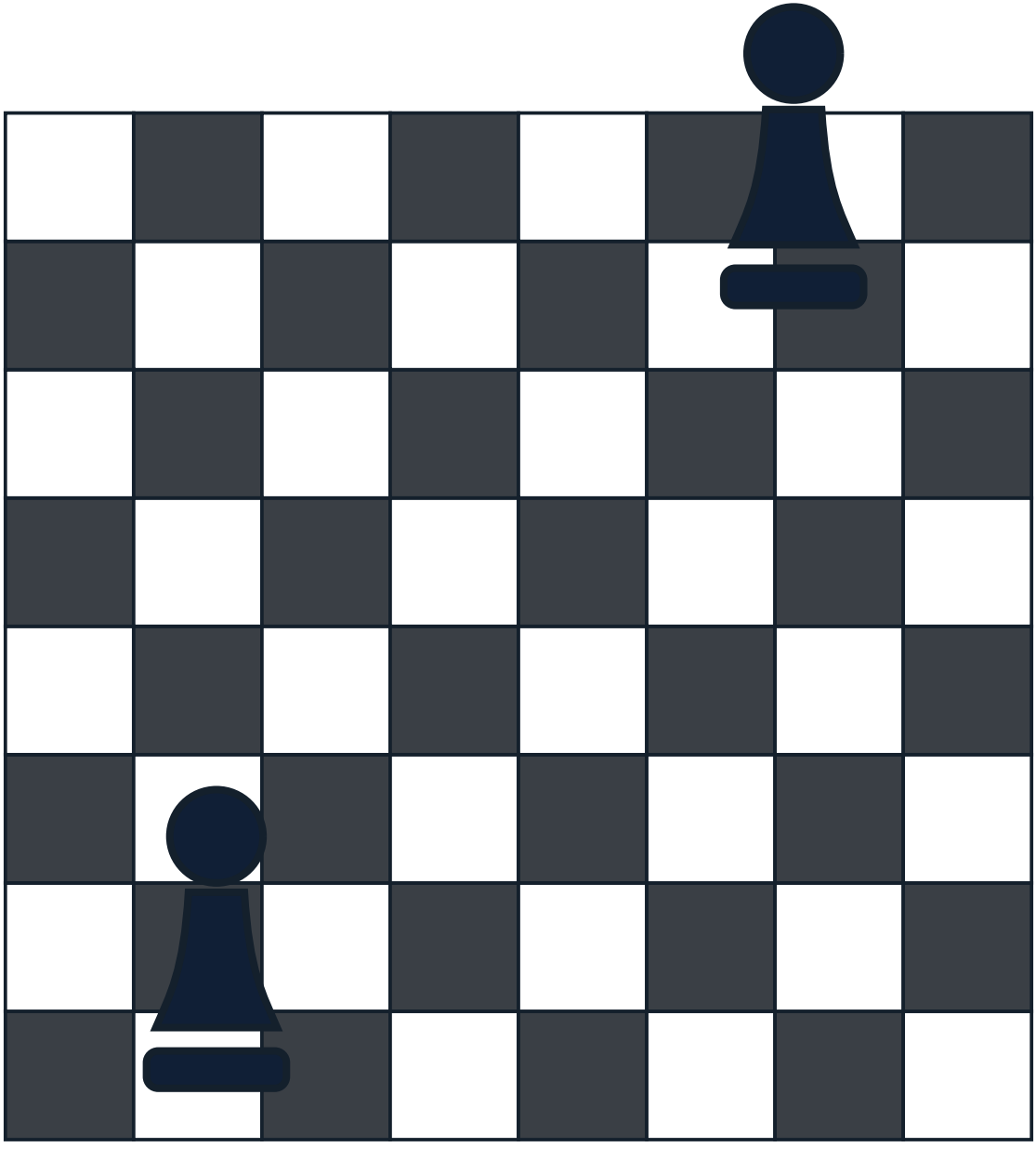




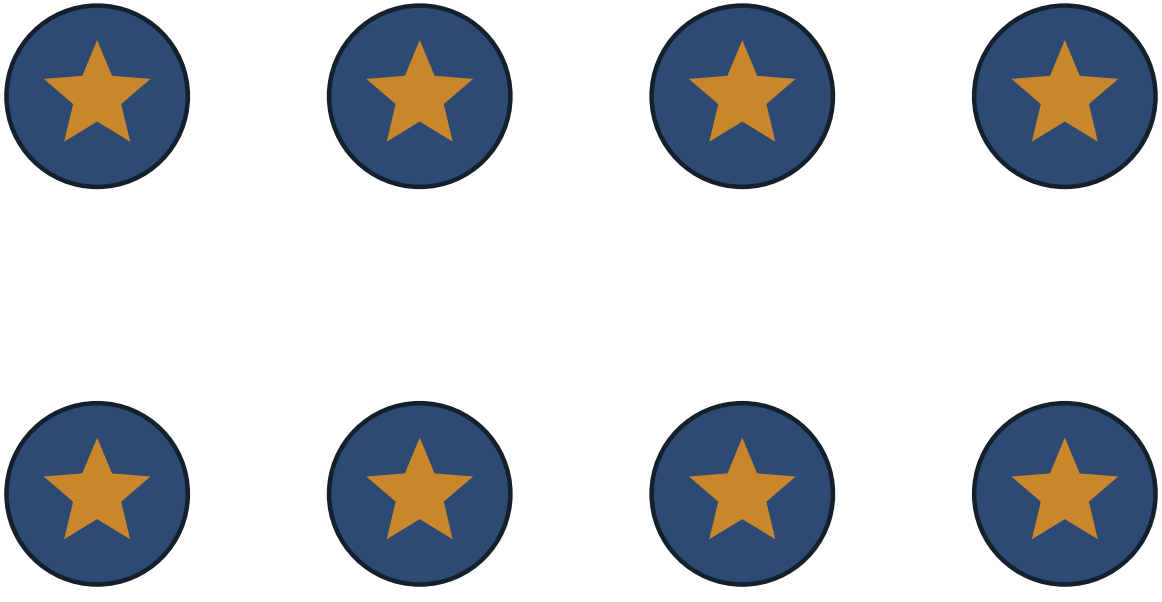
Pattern Play



The Arena From Above



Count the Balls!



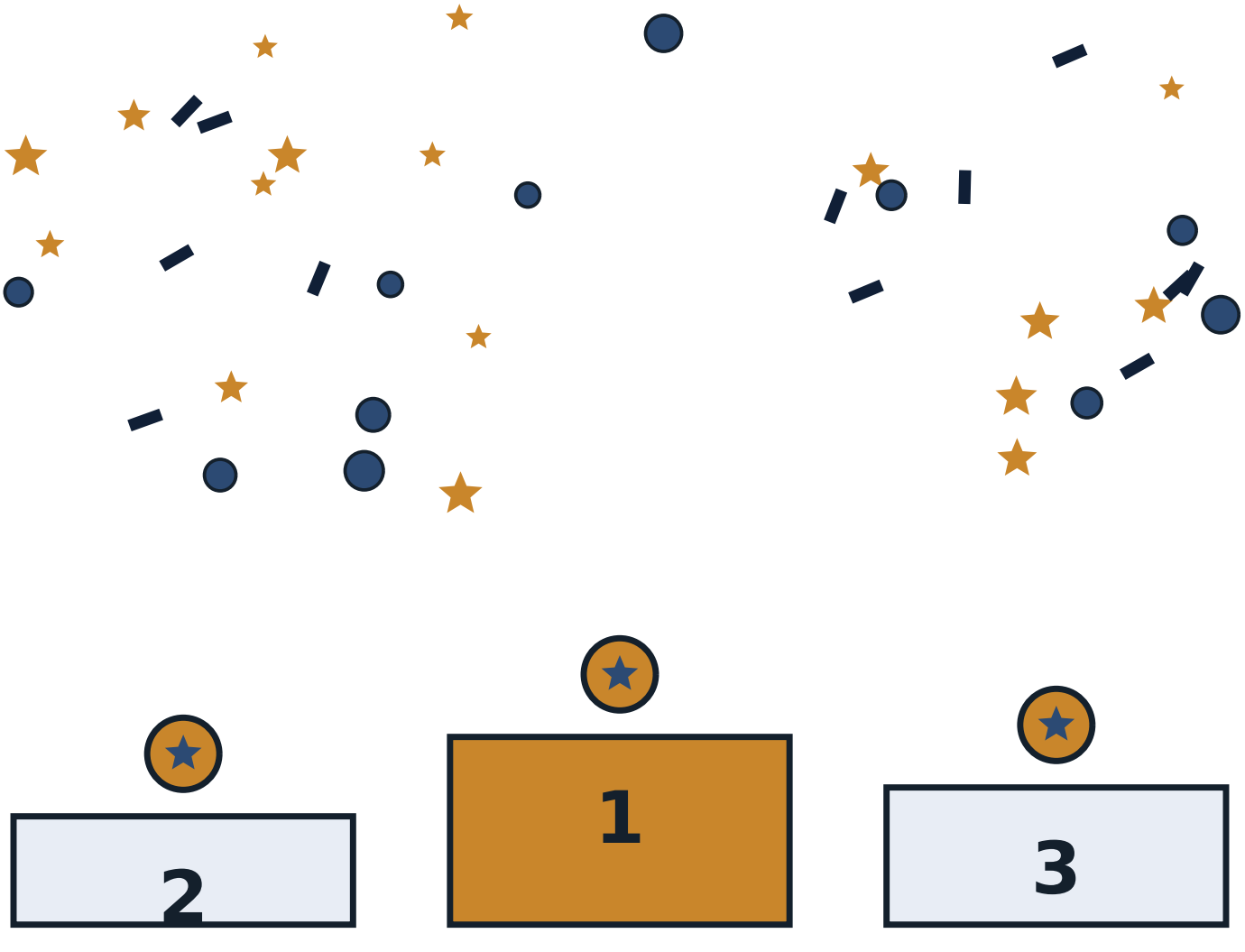
How many can you count? Write the number here: _____

My Favourite Part of Chess

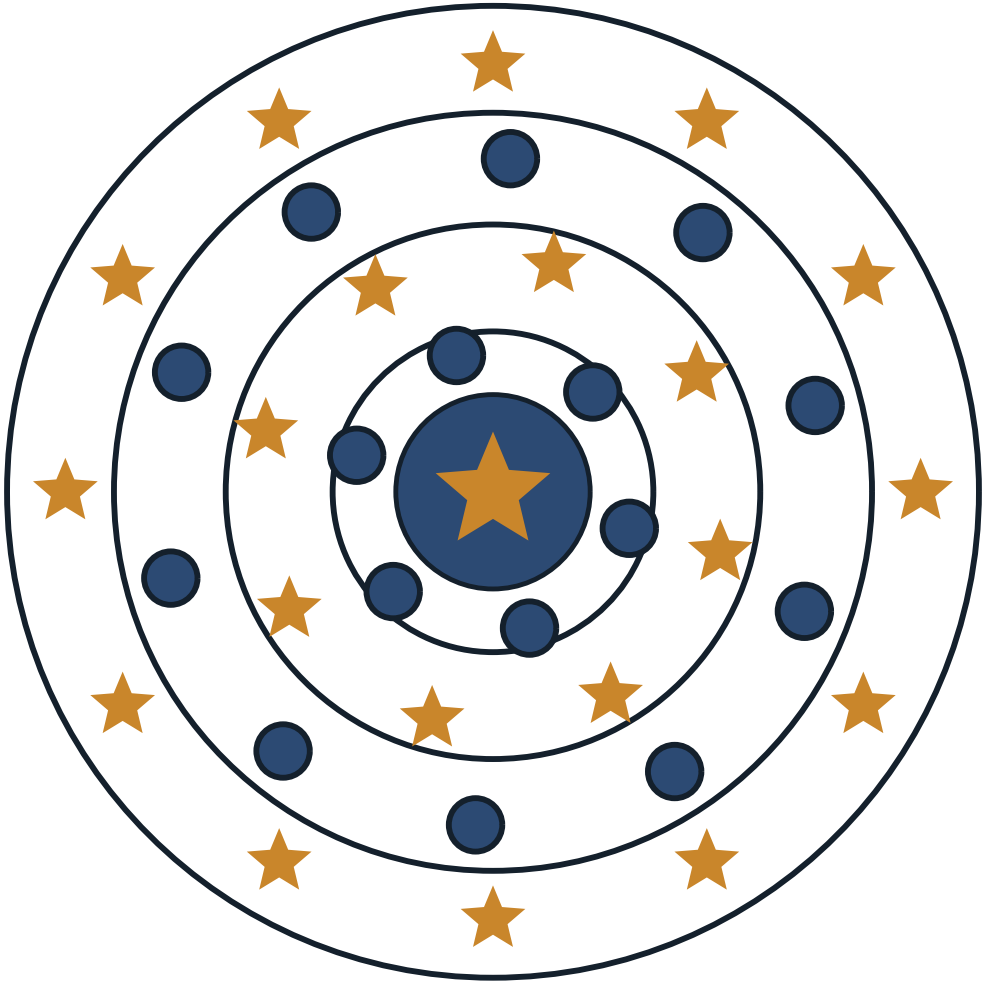
Gear Close-Up



Champions!



The Mandala of the Game



About This Book

Rule-change history: FIDE Laws of Chess and championship regulations; the 2005 Sofia tournament's draw rule and its spread; FIDE world championship tiebreak history (2006–2023).. Everything in this book comes from Sport on Earth's own verified sport files — the same words you can read on the sport's page at Sport on Earth. The illustrations are original artwork drawn by computer for this book series. They are not pictures of real players, real teams or anybody else's characters.

More Books in the Family

- The Cartoon Book of Esports
- The Cartoon Book of Fantasy Sports
- The Cartoon Book of RoboCup
- The Cartoon Book of Robot Combat
- The Cartoon Book of Air Hockey
- The Cartoon Book of Subbuteo
- The Esports Colouring Book
- The Fantasy Sports Colouring Book

My Notes

Chess

The Cartoon Book of Chess — a Sport on Earth Book.

Text from Sport on Earth's verified sport files. Illustrations: original programmatic artwork created for this series, including the site's own sport mark. No copyrighted characters, team logos or player likenesses appear in this book.

Collect the whole shelf: a cartoon book and a colouring book for every one of the 442 sports and games on Sport on Earth.

