

GRIFFIN The DRAGON

**Building Minds With
CHESS!**



Suggested by
Joshua L. Mask

Written by
Ken Mask, MD

Chess by
Grandmaster
Pontus Carlsson

Illustrated by
Simmie Williams

“Fun and Instructive”

Grandmaster Pontus Carlsson

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“We would like to dedicate this book to Kenya Alexandra Mask, 1850’s chess great Paul Morphy and all chess enthusiasts around the world.”

Joshua L. Mask



“It is important for all kids to learn chess since it helps them to develop their brain.”

Grandmaster Pontus Carlsson
pontus-carlsson.com



Photo by Diane Raines Ward

“This is a very important book for kids from an impressively creative young thinker.”

Wynton Marsalis

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Summary:

Griffin the dragon teaches Jackson the hyena and their friend, 10-year-old boy Cattails, how to play the board game chess. All rights reserved under International and Pan-American Copyright Convention. This is a work of fiction. No part of this may be reproduced, stored in retrieval systems, or transmitted, in any form or media or by any means, electronic, mechanical, photocopying, recording, or otherwise, without written permission from Ken Mask. “Griffin the Dragon” and related logos, characters, names, and distinctive likenesses thereof are the exclusive property of Ken Mask. No rights to the game of chess are being suggested by this work. For information regarding permission for use, write to: Ken Mask,
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Griffin the dragon is sensible and levelheaded. His best friends are Jackson, the grey and black-striped hyena who is a clown-jokester, and Cattails, a 10-year-old human boy. Cattails has a sense of humor like Jackson, but he can sometimes get into trouble because he doesn't always listen to his parents.

The three friends live in the same neighborhood and often have playdates. After their homework is done and after they have finished their chores, they play games. One Saturday morning, Griffin introduces them to a new game!

The three friends were sitting on a sofa with electronic games in their hands. "The same ol' games are getting old. I'm bored, Griffin," said Jackson.

"Yes, me too," Cattails added.

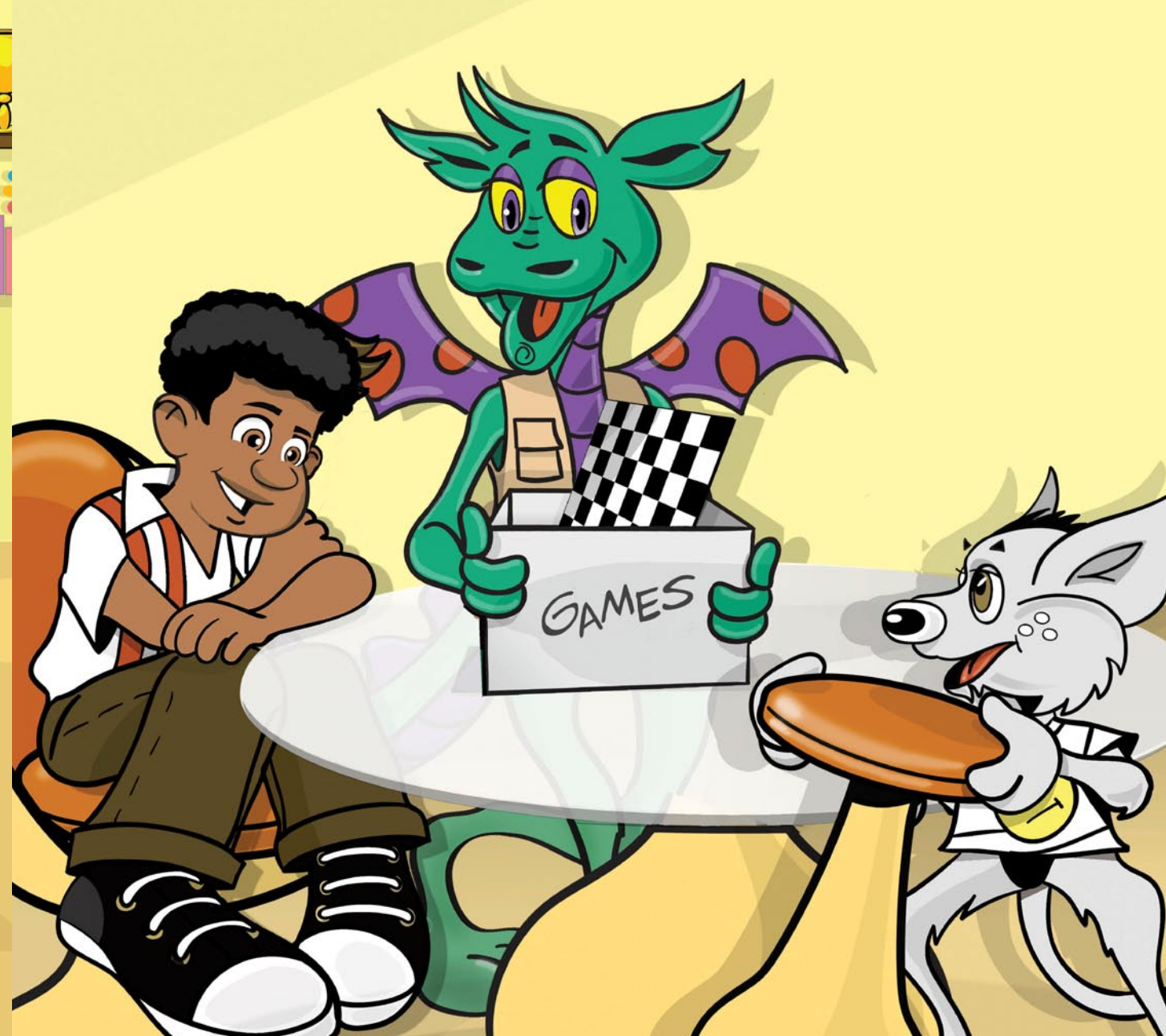
"Enough of this stuff." Griffin stood and walked around the room.



He proudly announced, “I have an idea. Let’s play a game, a board game called chess.”

“Chess? That sounds cool,” Jackson eagerly responded. “How do you play?”

“You need a chess board and two sets of chess pieces.” Griffin began to reach into a closet, bending down to grab a bag his parents had near other games and sports things.



He brought out the bag which contained chess pieces and a board. Setting them on a table near the middle of the room, Griffin proudly announced, “Let’s play!”

Cattails ran over and took a chair.

Jackson too grabbed a stool and sat. Griffin continued. “This game has all of the magic and wonder of kings and queens and castles and knights and fighting and capturing enemies, just like in great stories of the old times, like in the movies!”



“Booooooooooooooooooyaaaaaaaaa!” Jackson screamed! “Yeah!”

As Griffin read the instructions, Jackson and Cattails reached into the bag and began taking out the weird-shaped game pieces. They put them on the chess board.

“Look! There is a white set and a black set,” Jackson shouted.

“Yes, they’re different shapes, different figures,” Cattails added. “My parents play this game! They’re going to be proud that I learn this one.”



Griffin read aloud, “The object of the game of chess is to capture the other team’s **KING**.”

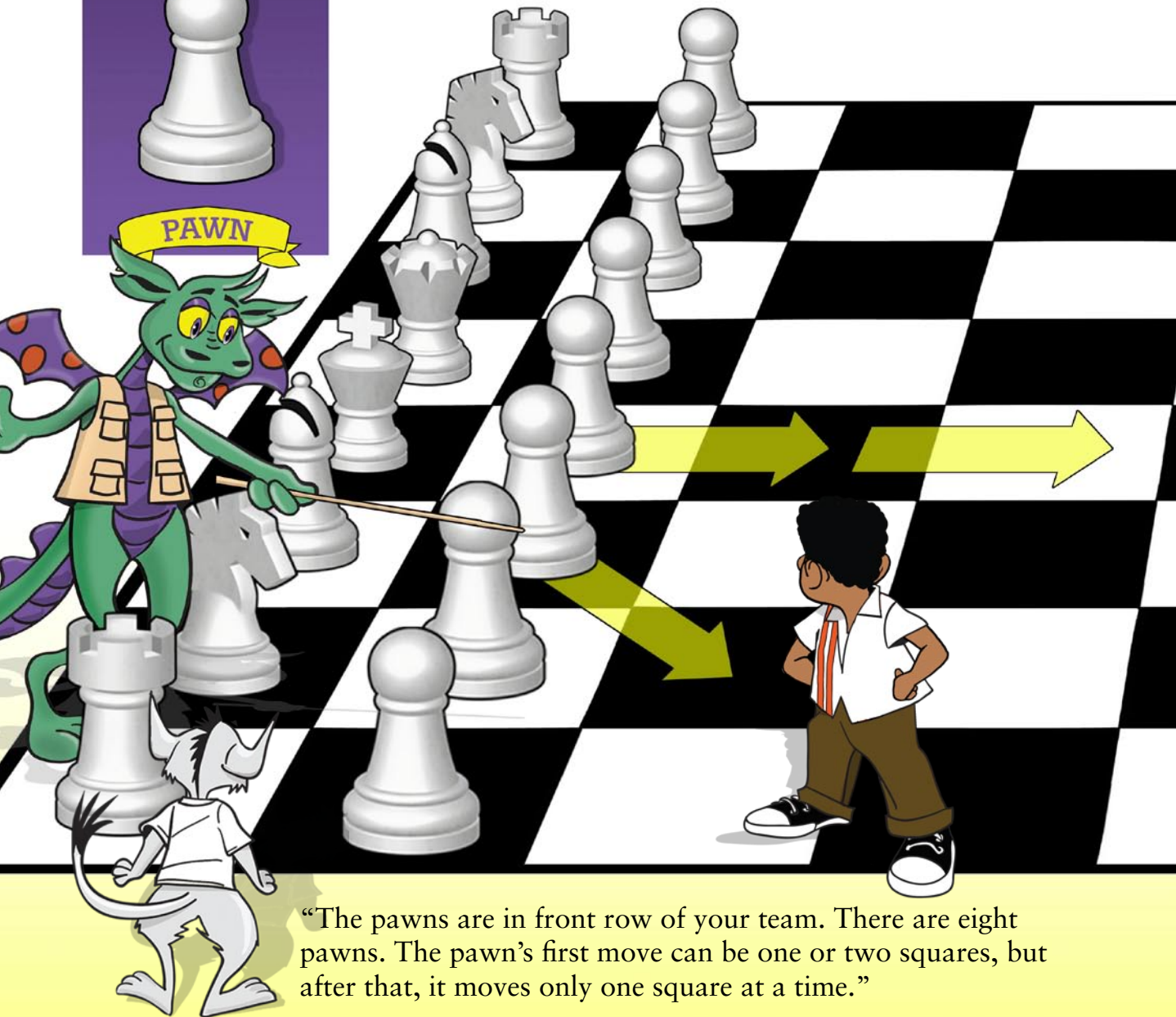
There are two opposing kings, each on one side of the board: one white and one black. That means there are two teams: one white team and one black team.”

“I’m going to get that king and throw him out of his own castle!” Cattails said with a laugh. “When the king is surrounded and can be captured, but is able to move out of the way, or if one of his team members can help by either blocking or capturing another team member, that’s called ‘**CHECK**.’

“When the king is being captured and is surrounded and cannot move out of the way, and there is no one on his team that can block you or stop you, it’s called ‘**CHECKMATE**.’ With checkmate, you win the game because you have captured the other person’s king!”

This is the **PAWN**.

"Hello there, Pawn," laughed Jackson.
Cattails giggled, "Yeah, hey, Mr. Pawn."

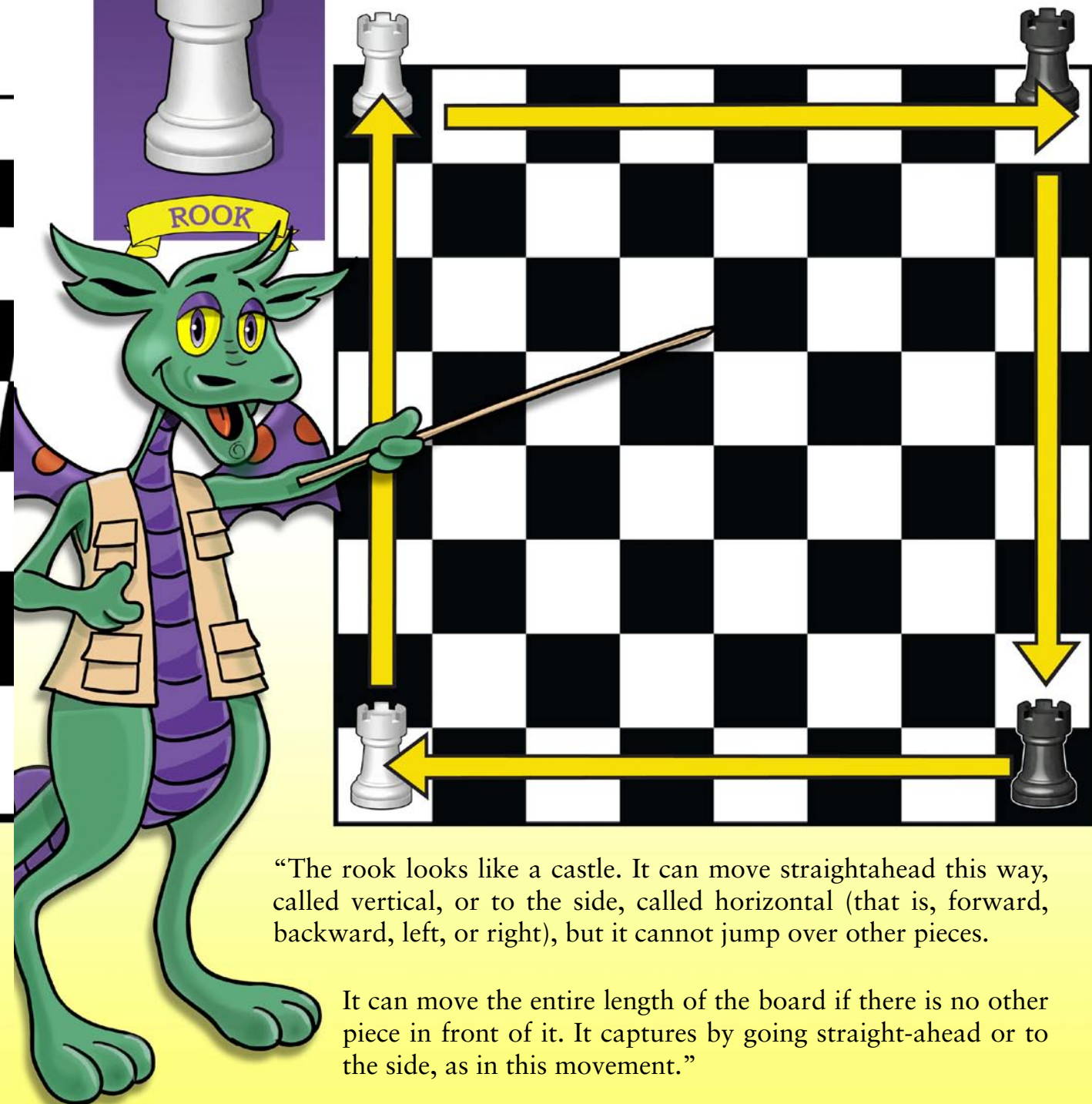


"The pawns are in front row of your team. There are eight pawns. The pawn's first move can be one or two squares, but after that, it moves only one square at a time."

"The pawn can only attack or capture an opponent's piece by going 'diagonal.' This is diagonal, going sideways to the front.
The pawn cannot move backward, and he cannot capture backward."

This is the **ROOK**.

"Can you cook, Mr. Rook?" sang Cattails.
"The rook can cook, the rook can cook."



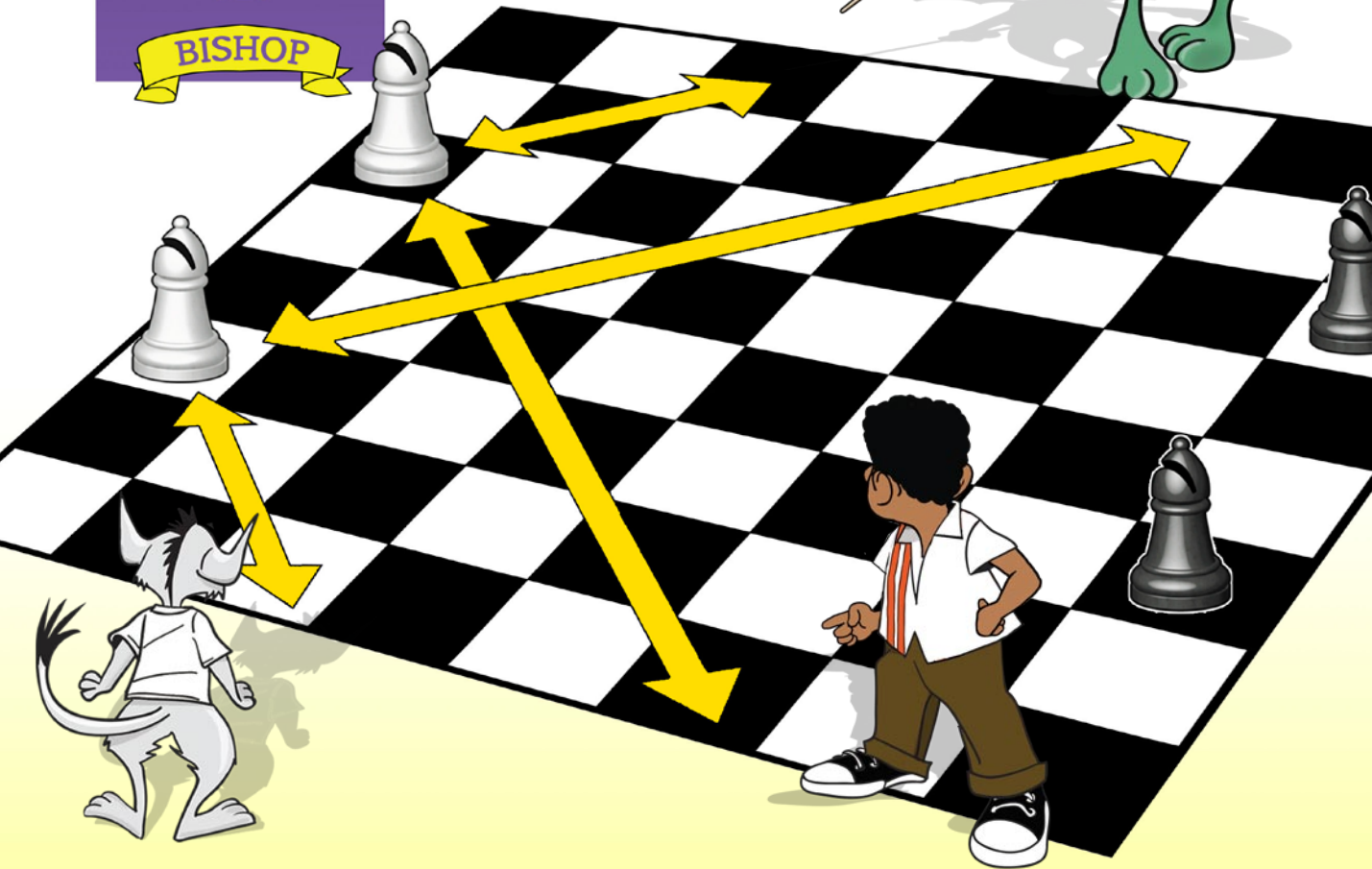
"The rook looks like a castle. It can move straightahead this way, called vertical, or to the side, called horizontal (that is, forward, backward, left, or right), but it cannot jump over other pieces."

It can move the entire length of the board if there is no other piece in front of it. It captures by going straight-ahead or to the side, as in this movement."



This is the **BISHOP**.

“The bishop has a bishop’s cap on. That’s why it’s called the bishop.”



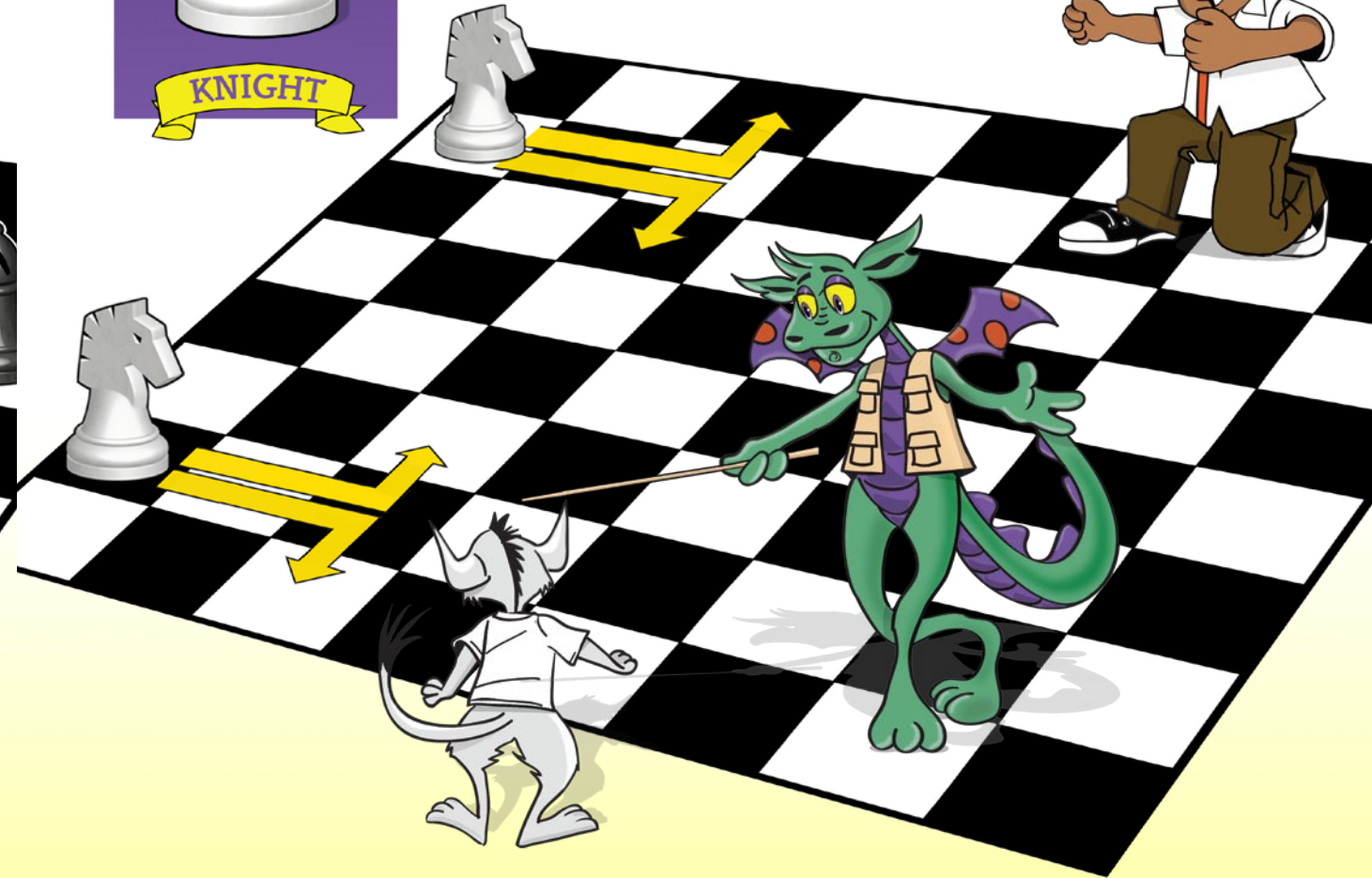
“The bishop moves on a diagonal and only on its color. It cannot jump over other pieces either. The bishop can move the entire length of the board, if there is no piece in front of it. In order to capture, the bishop moves on a diagonal and takes the opposing guy’s piece.”

“Bishops, rooks, pawns—we’re coming to get you and to get your king! Booooooyaaaaaaaaa!” Jackson shouted.



This is the **KNIGHT**.

“The knight looks like a horse. Imagine that a knight rides on a horse. That way, you can remember the name. The knight has a strange move. It’s like the hopping motion of a horse.”



Griffin held the knight in the air. “Get on up there, horsey, giddyup, giddyup,” Cattails grinned.

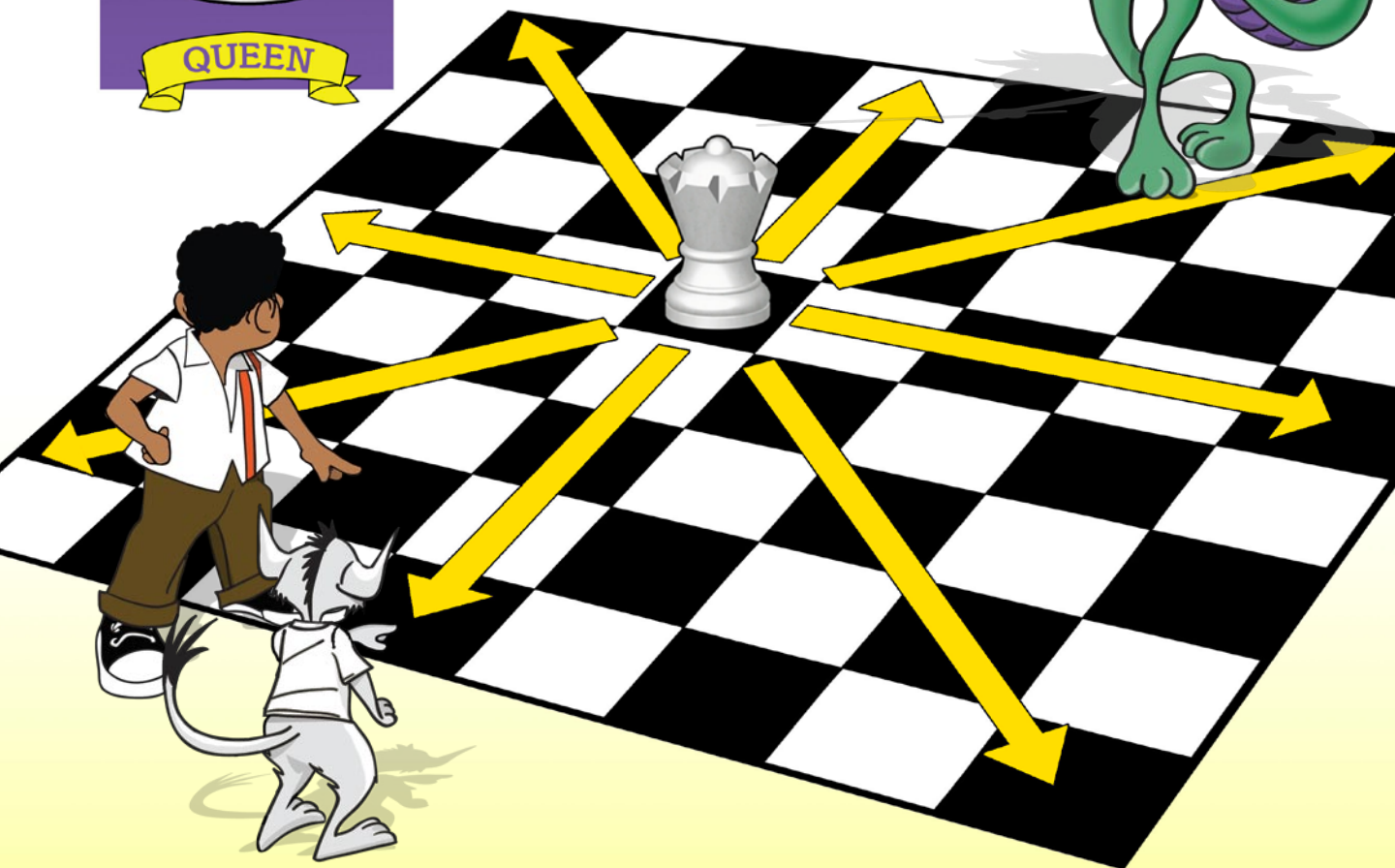
“It can move straight two squares, and then a sharp turn to the right or left. It’s an ‘L’-shaped move. If that final square has one of the opponents pieces on it, the knight captures that piece. Otherwise, it can land on a blank to better its positioning.” Griffin showed them.



This is the **QUEEN**.

"The queen is the most powerful piece on the board." Cattails said.

"That's right, Griffin. My mom says that she is the queen at our house, and she IS in charge. She is the most powerful!"



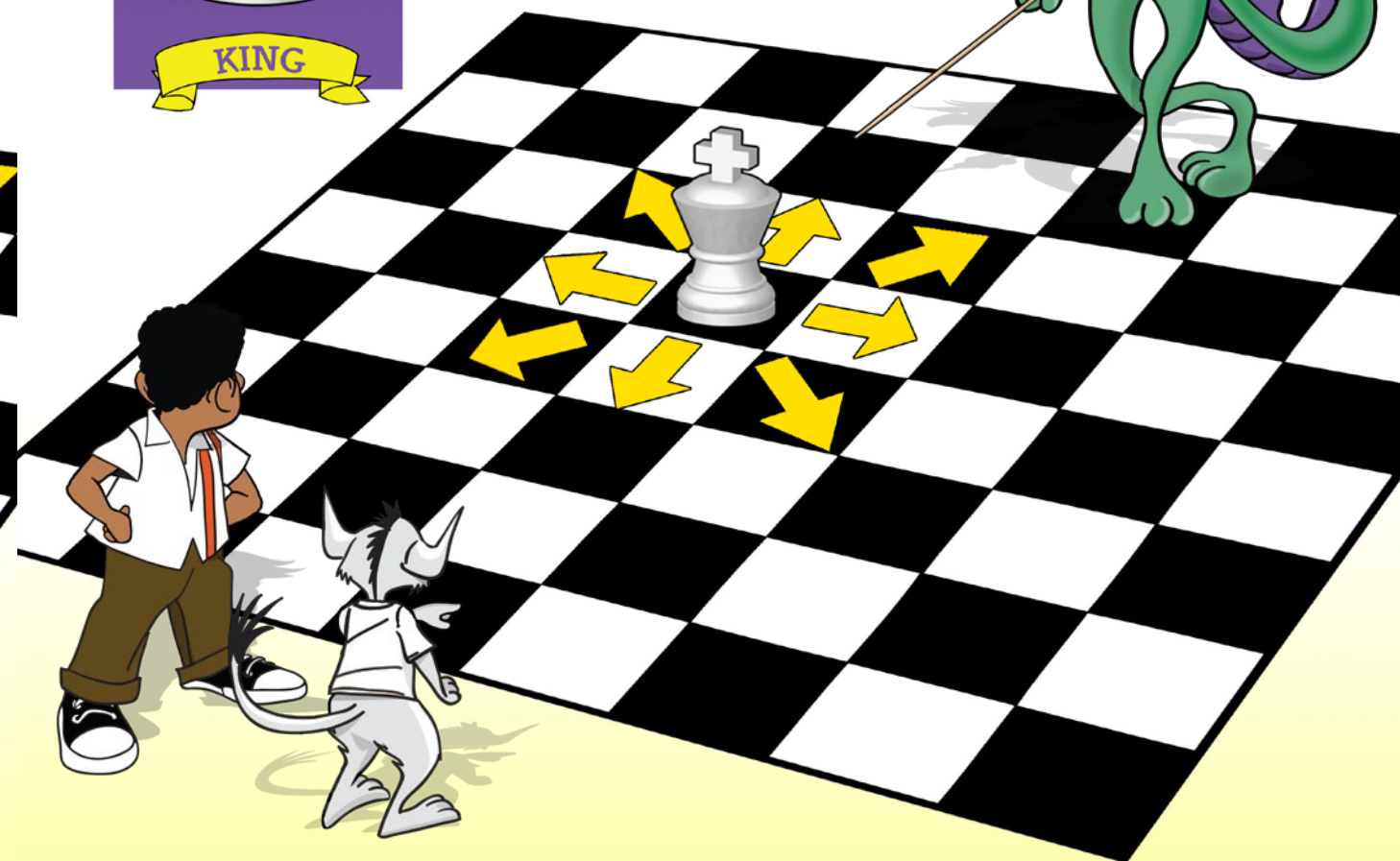
"She can move in any direction ... straight, side-to-side, diagonal, backward and forward, but she cannot jump over a piece."

"The queen captures any piece on the board if there is a piece from the opposing team in her way."



This is the **KING**.

"As I mentioned earlier, the object of the game of chess is to capture the king. The king can move only one square in any direction at a time. It cannot jump over other pieces."



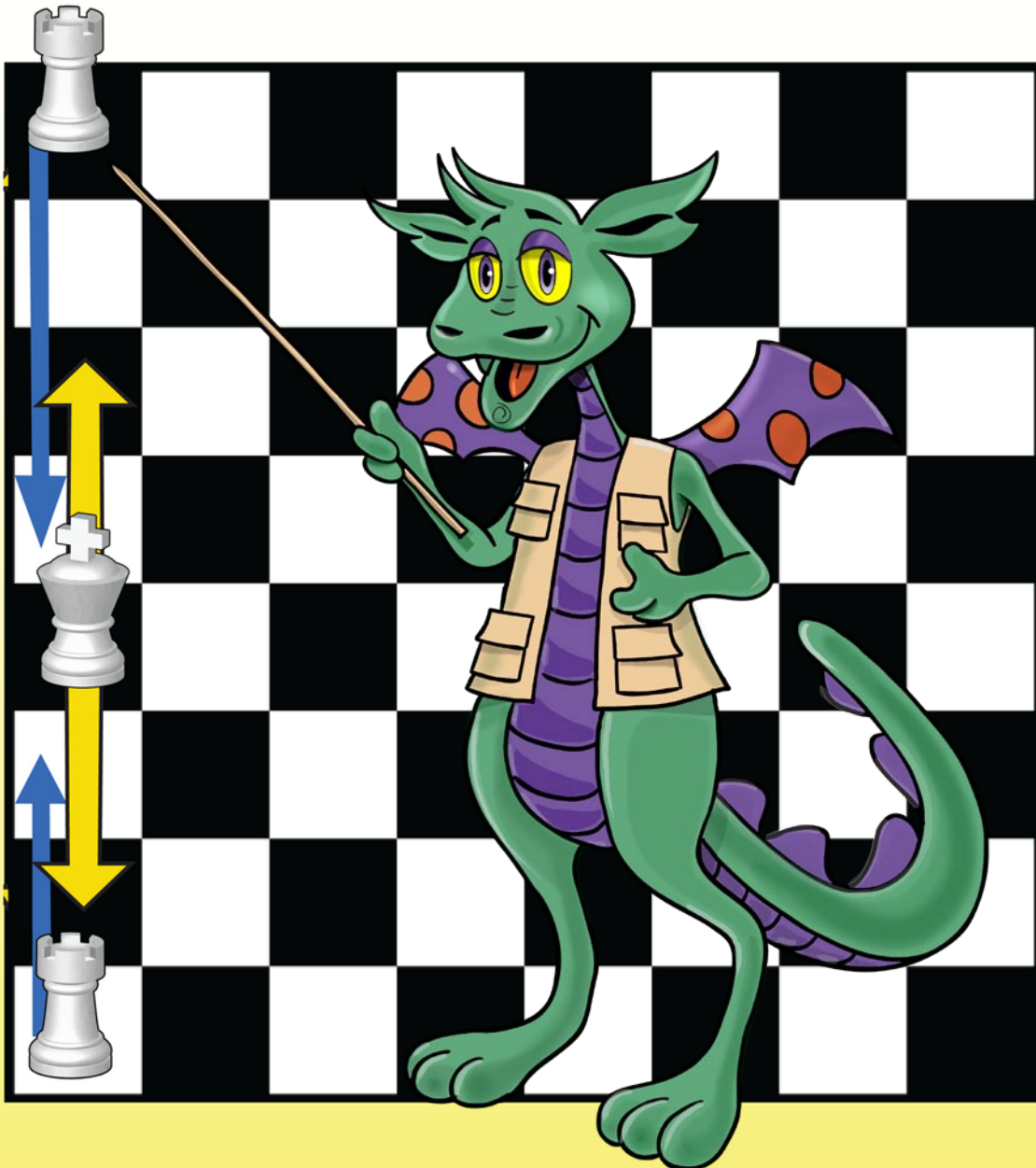
"The king is the one you try to protect in the whole game." Griffin showed the two friends the king's movement.

"I'm going to kill your king, dude!" Jackson shouted as he looked at Cattails.

"Because the king is being hunted down, there are certain things you can do in this game to protect him. 'CASTLING' is one of those things."

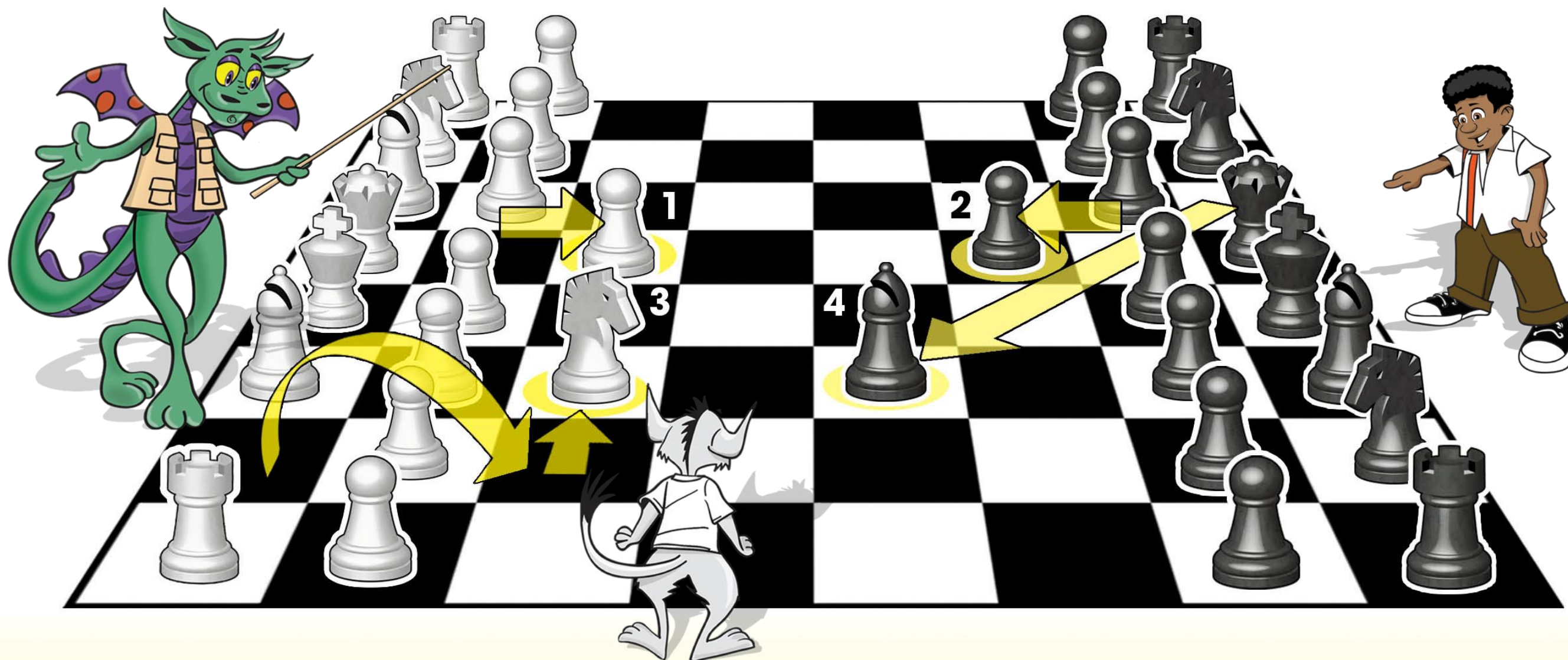
CASTLING

Castling is when the rook and the king move like this: the king moves two squares to the left or right and the rook is placed on the other side of the king. See.



“We’ll see this happen when we play! Castling is a way to defend your king if the bad guys come.”

“You can try to hide, dude, but you cannot run from my troops!” Cattails said.



Jackson looked puzzled, and he asked politely, “Could you go over those moves again?”

“The pawns can move straight-ahead, but they cannot move backward. The rook can move vertical or horizontal; bishops move diagonally; and the queen can move in any direction, so long as the way is clear.

The king can move in any direction . . . but only ONE square, at a time. Understand that all pieces can move in any direction given their designated moves, but only the knight, the horse, can jump over pieces.

The pawn’s first move can be one or two spaces, but after that, it moves only one space at a time.”

“Got it . . . I think,” Jackson said.

“Yeah, me too . . . I think,” Cattails repeated.

“Can we play?” Cattails inquired.

Griffin showed his two friends the board fully loaded with pieces. “This is the layout of the chess board. Again, each side has eight pawns, two rooks, two bishops, two knights, one queen, and one king. White moves first, then black.”

Griffin announced with a finger pointing in the air to make an important statement, “Chess is a game of strategy.”

“What’s strategy?” asked Jackson.

“Strategy is thinking ahead,” Cattails responded.

“Yes, in chess, you have to plan ahead, always watch out for the other person’s pieces coming to capture your pieces and your king. Always think ahead. Say to yourself, “If I do this move, or that move, what will the other person do?”

“I’m going to destroy your team!” the hyena announced to the other side.

“Always watch every move that your opponent is going to make to see how it’s going to affect your moves and how you’re going to protect your king,” Griffin lectured.

The dragon continued. “Let’s go over some moves. Like I said, this is kind of like in the movies, with knights, kings, queens, land-space-squares, troop movement, and castles and battles.”





“This game rocks!” Jackson shouted.

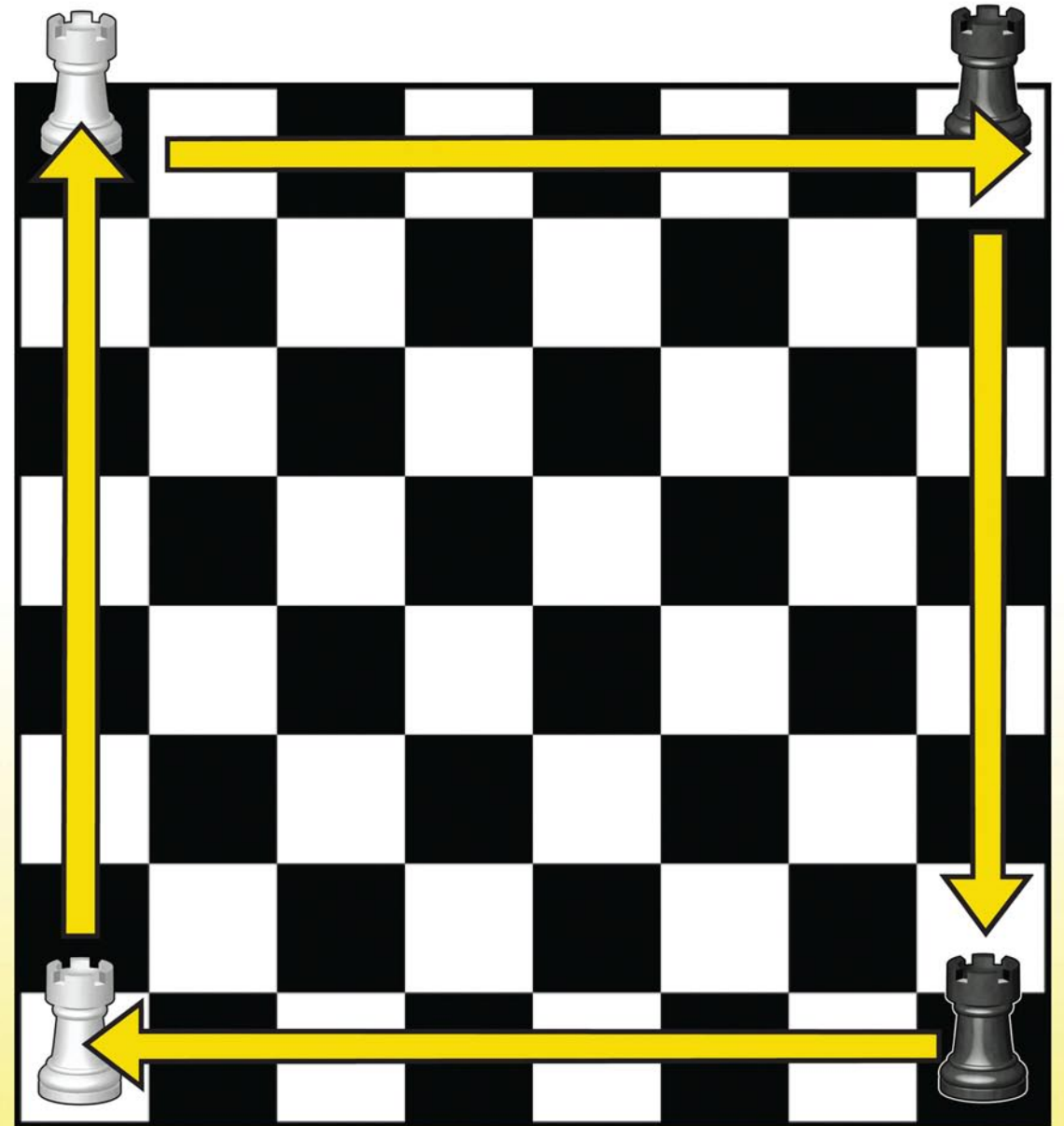
“Yeah!” Cattails agreed.

Griffin stood up for emphasis and began. “These are some samples of movements.”

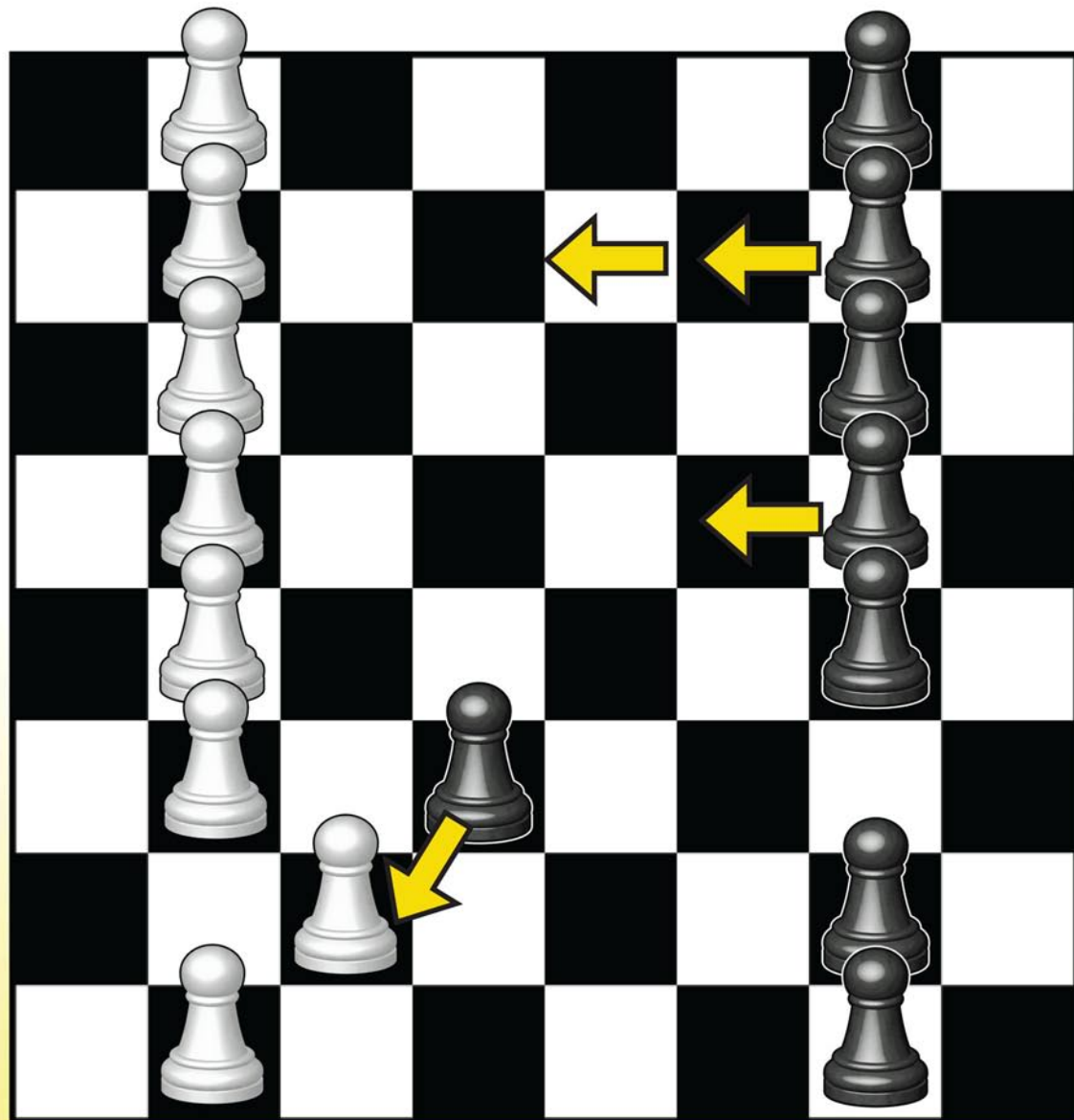
Griffin continued. “The individual piece movements are like this.”

They played. Griffin went over the various types of moves and showed his buddies the game of chess.

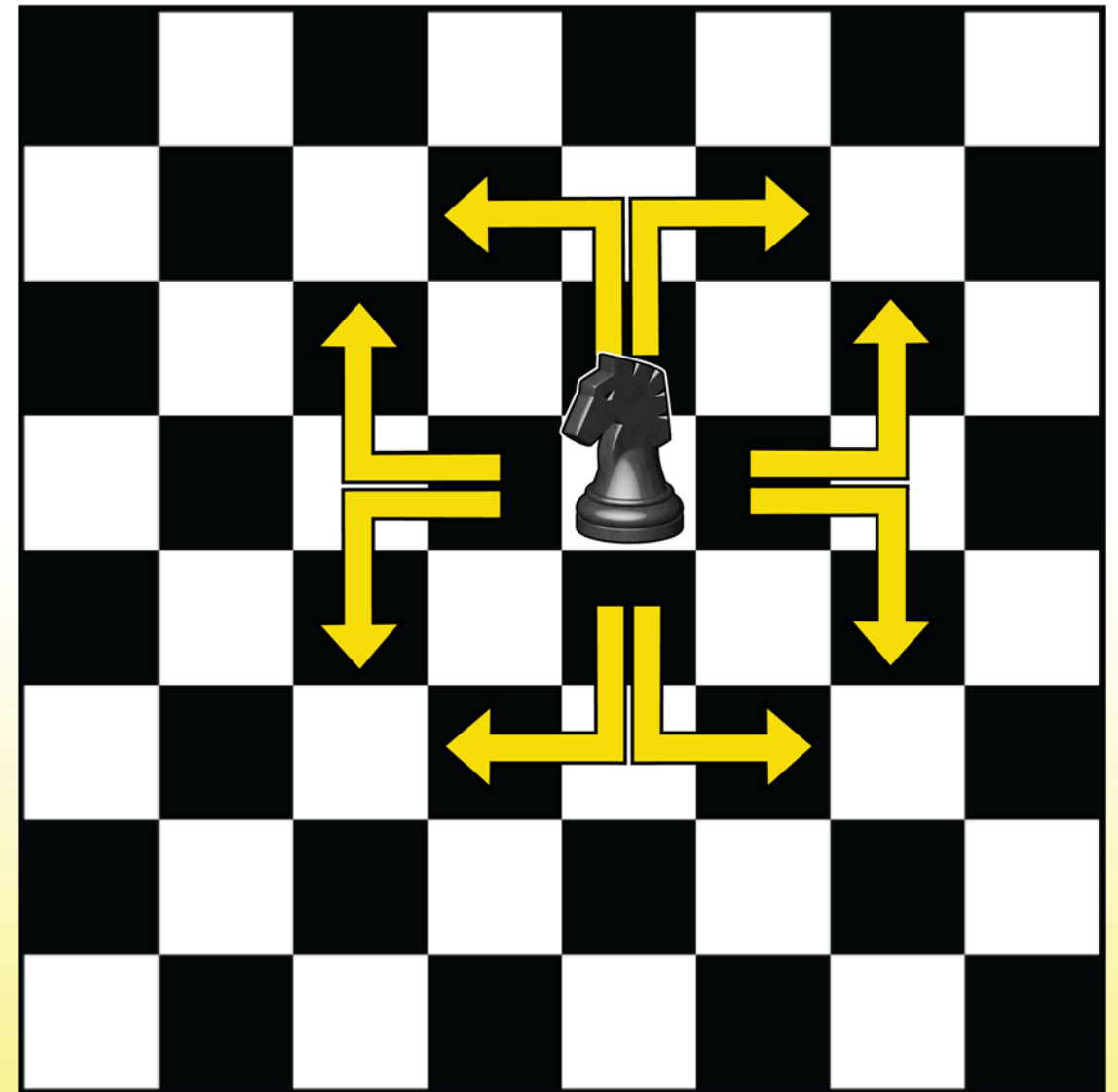
ROOK MOVES



PAWN MOVES



KNIGHT MOVES

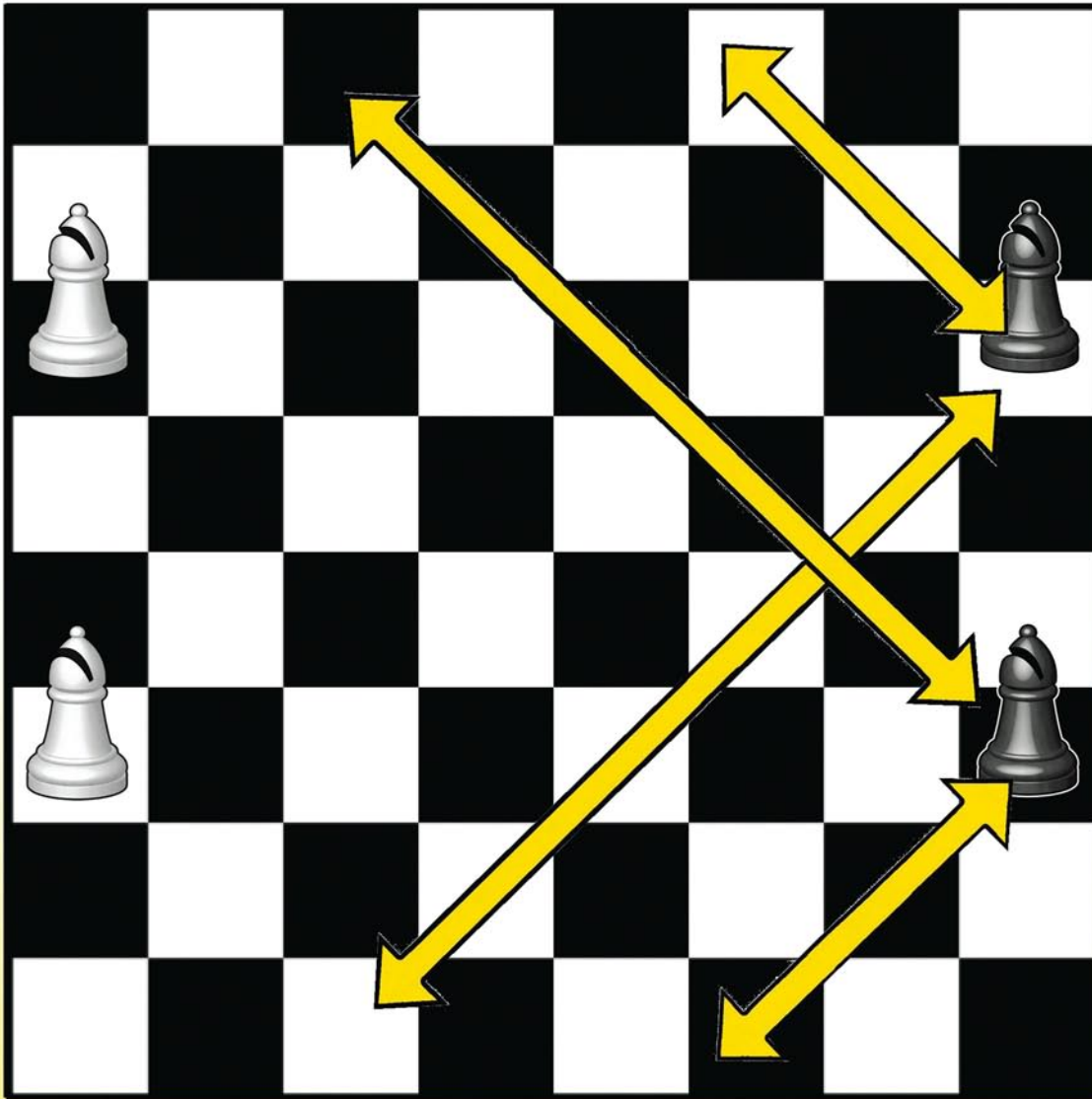


BISHOP MOVES

This game helps you think and look and plan ahead.

Chess is great for understanding how strategy works
and how paying attention to detail helps.

This beautiful and uniquely challenging activity
teaches spatial learning and patience.

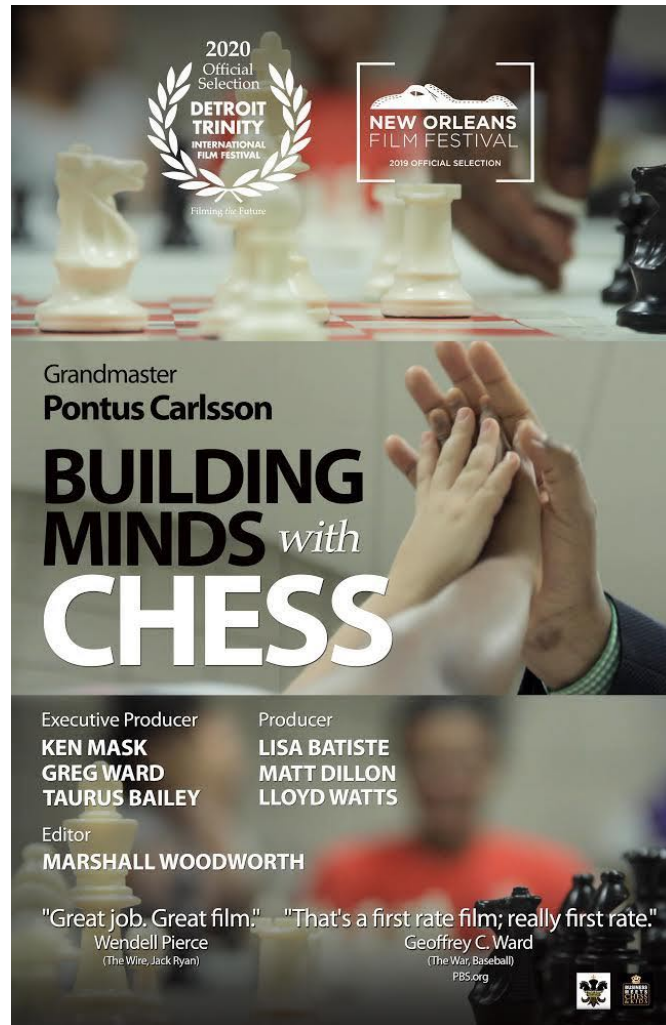


**The
End**



From director and writer Ken Mask and featuring
Grandmaster Pontus Carlsson
BUILDING MINDS *with* **CHESS**

It's been proven that chess builds solid, clear thinking & strategic skills, in Building Minds with Chess we explore means by which society can embrace this as an ongoing process.



Available at
businessmeetschessandkids.com
biganddigital.com

Ken Mask
Bio:

Ken Mask practices medicine and decided to write this collection of children's books as father-son and father-daughter activities.

There have been and hopefully will continue to be 'Griffin the Dragon' stories and life discussions.

We have fingers crossed for an animation project as well and trust that you enjoy the postivie energy and goodwill flow in an effort to encourage the best in all.