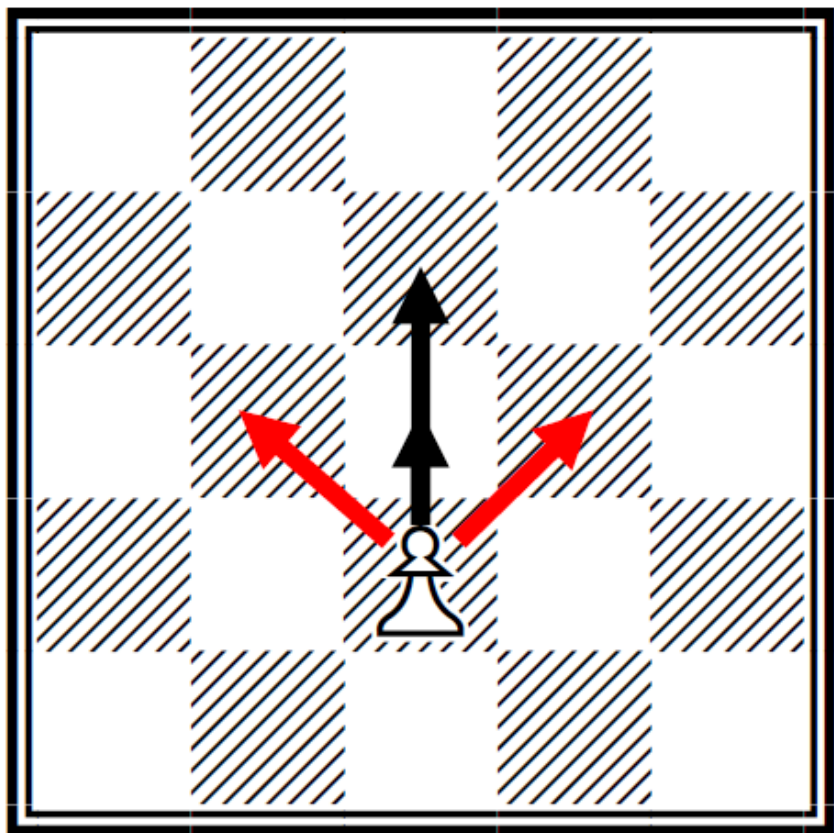


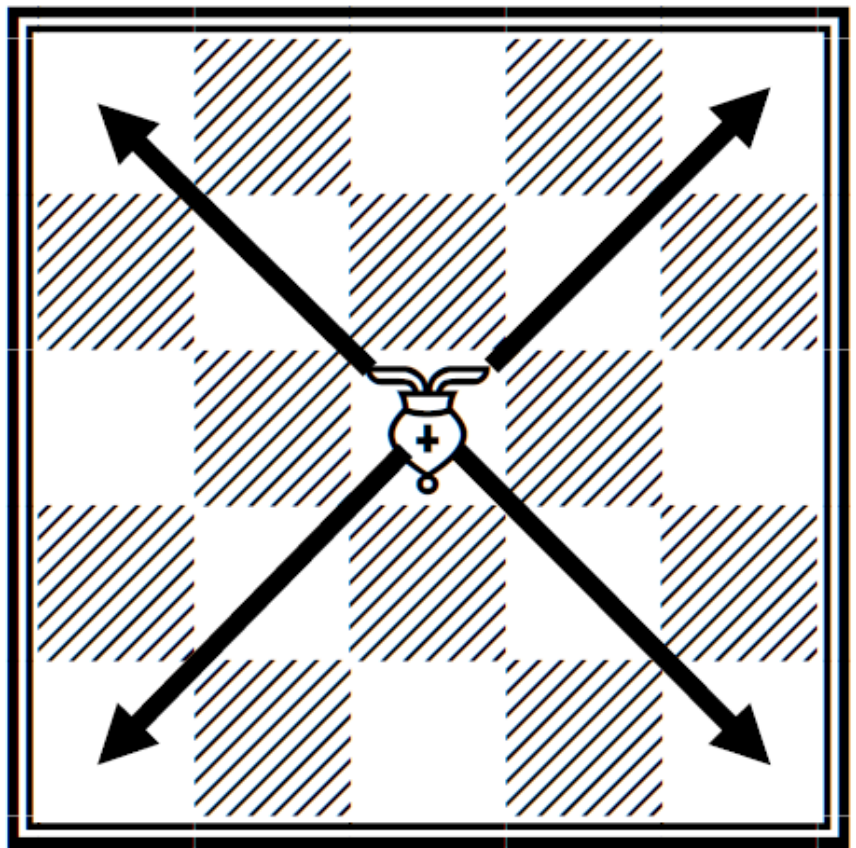
Pawn



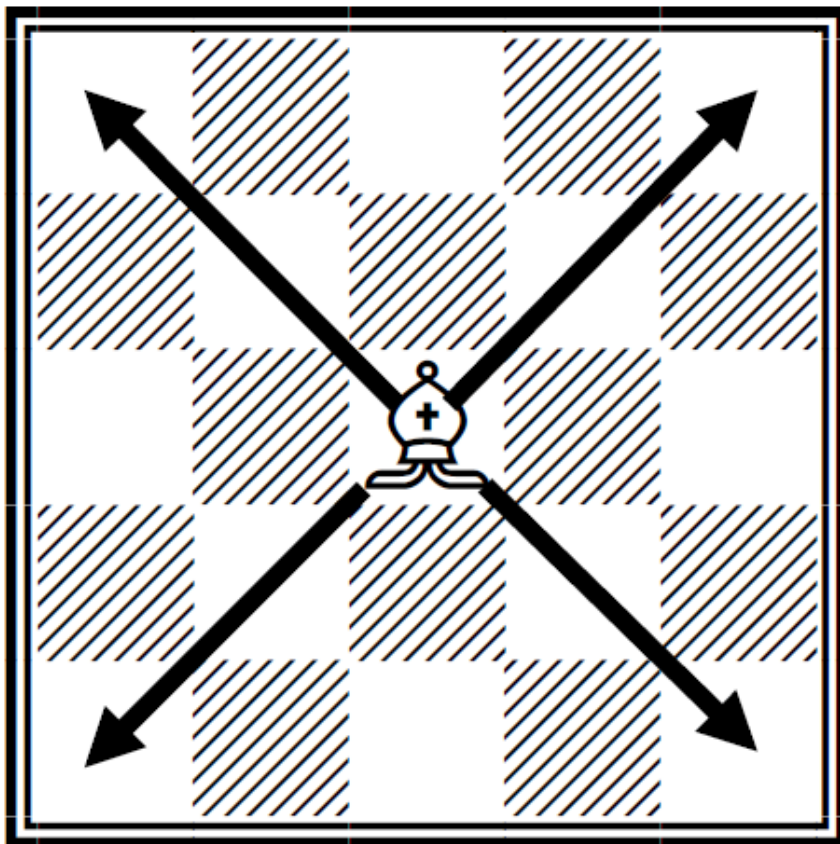
Pawn

Pawns move straight ahead, one square at a time. They can move two on their first turn. They capture diagonally one square.





Bishop



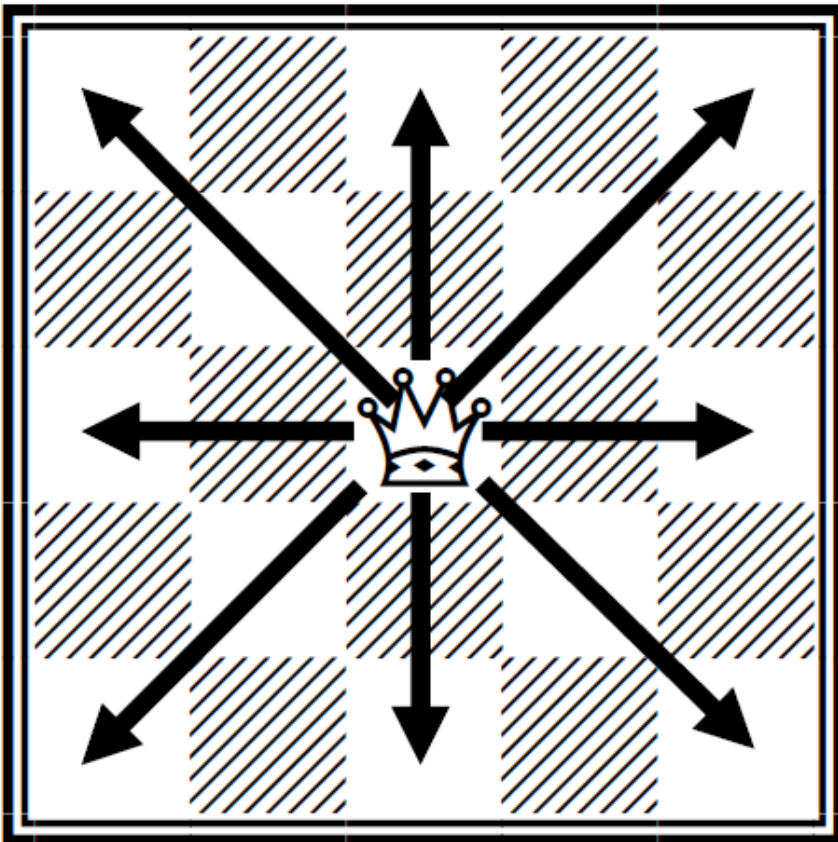
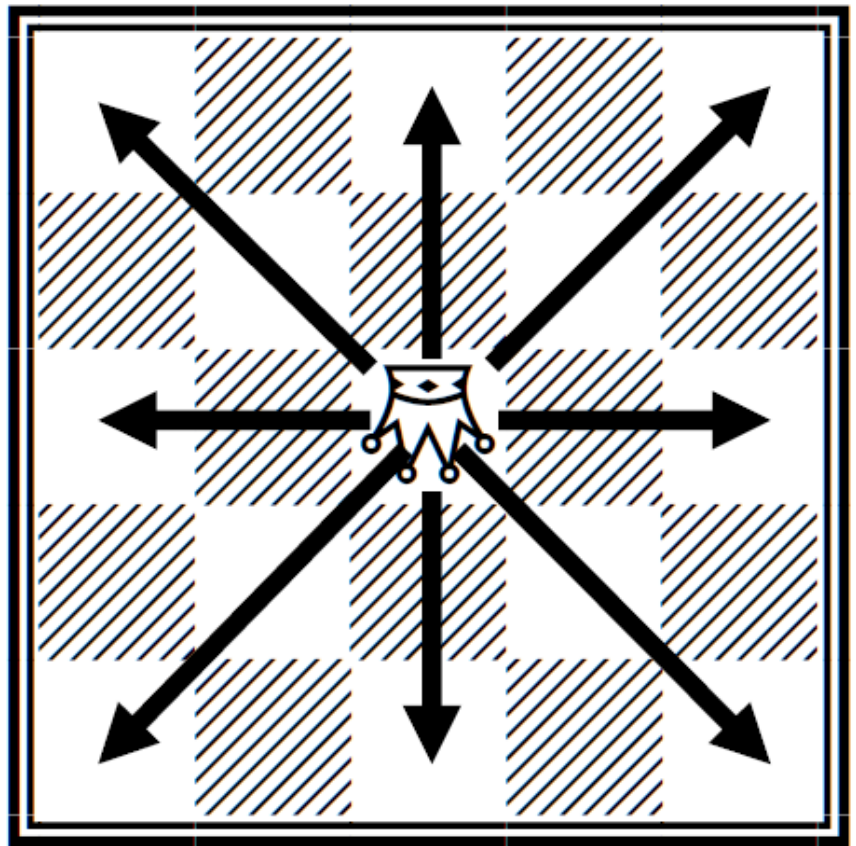
Bishop

Bishops move diagonally in any direction, until they are blocked. A bishop that starts on the light squares can never move to the dark squares.





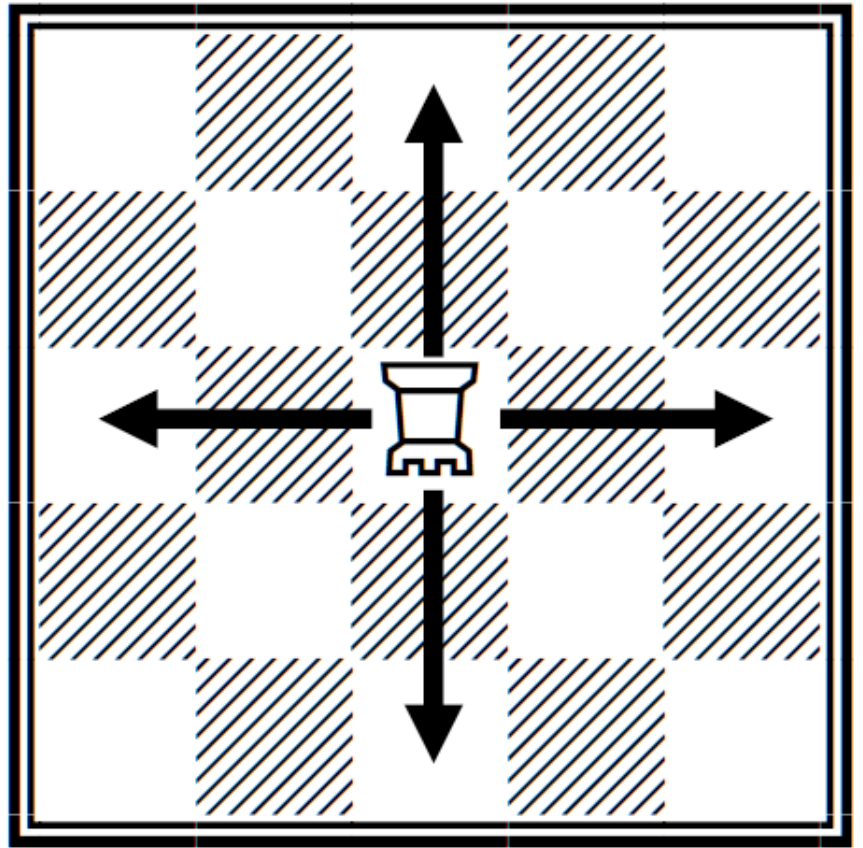
Queen



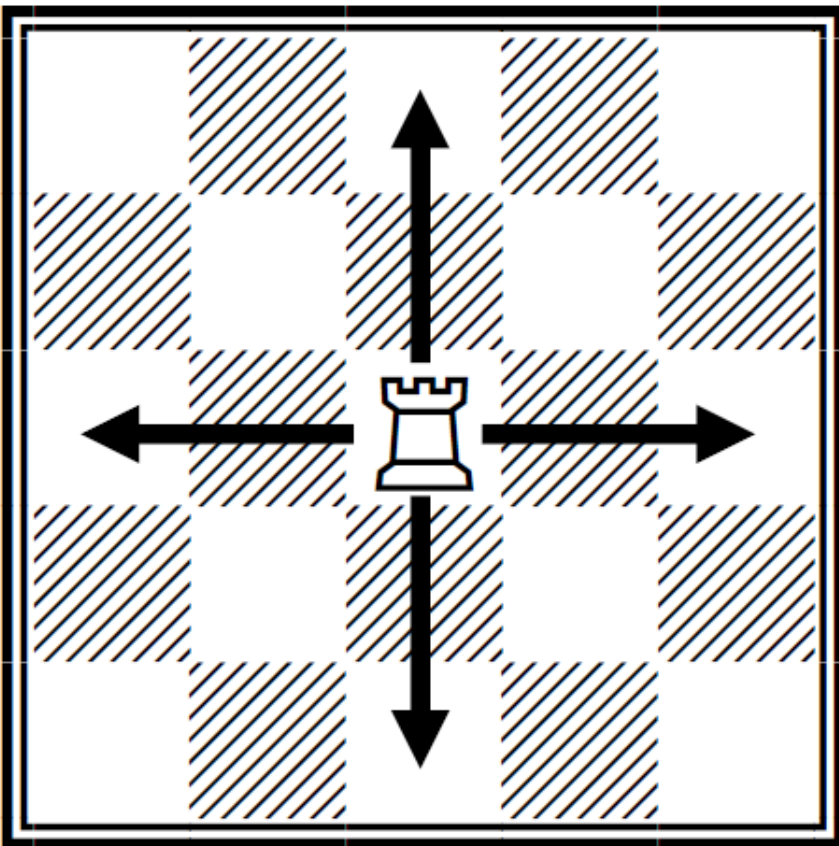
Queen

Queens can move like a rook or bishop - diagonally or up & down or side to side in any direction, until they are blocked. A queen cannot turn during her move.





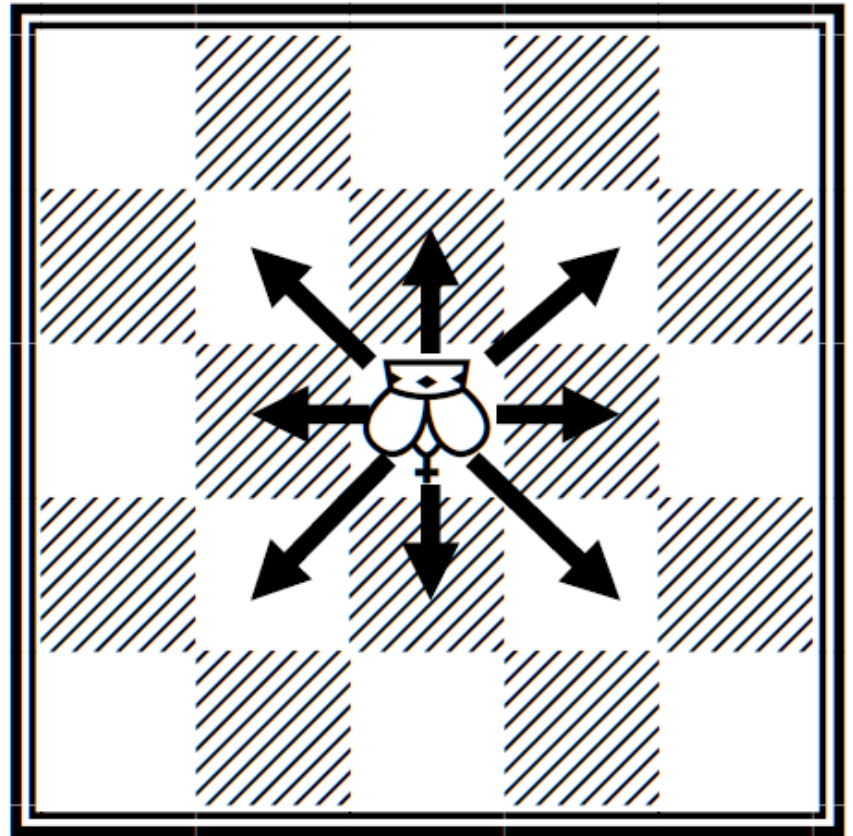
Rook



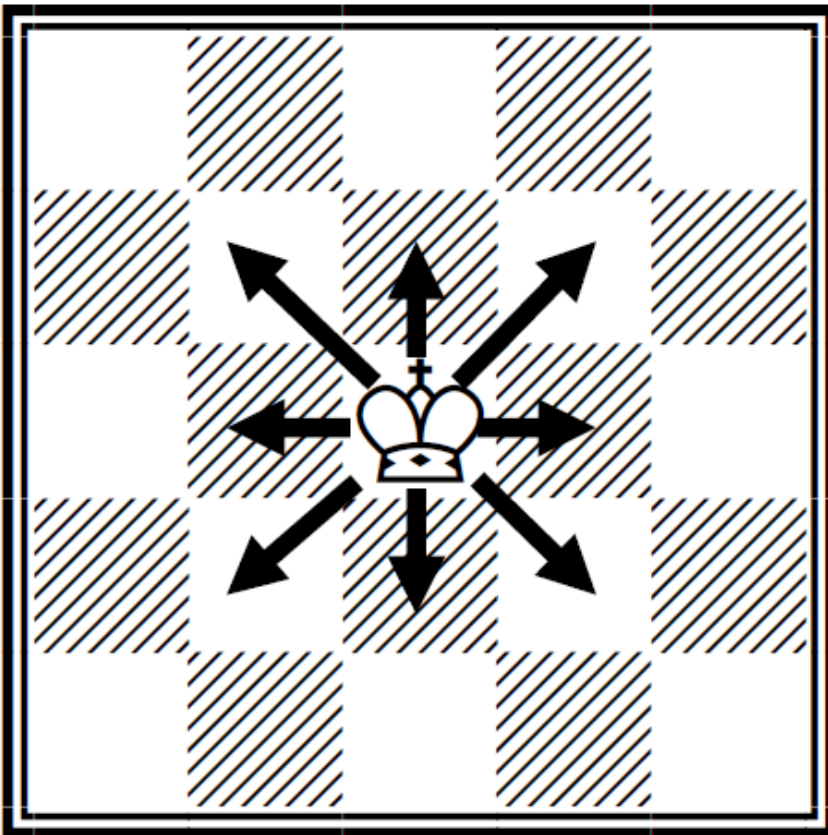
Rook

Rooks can move up & down or side to side in any direction, until they are blocked.





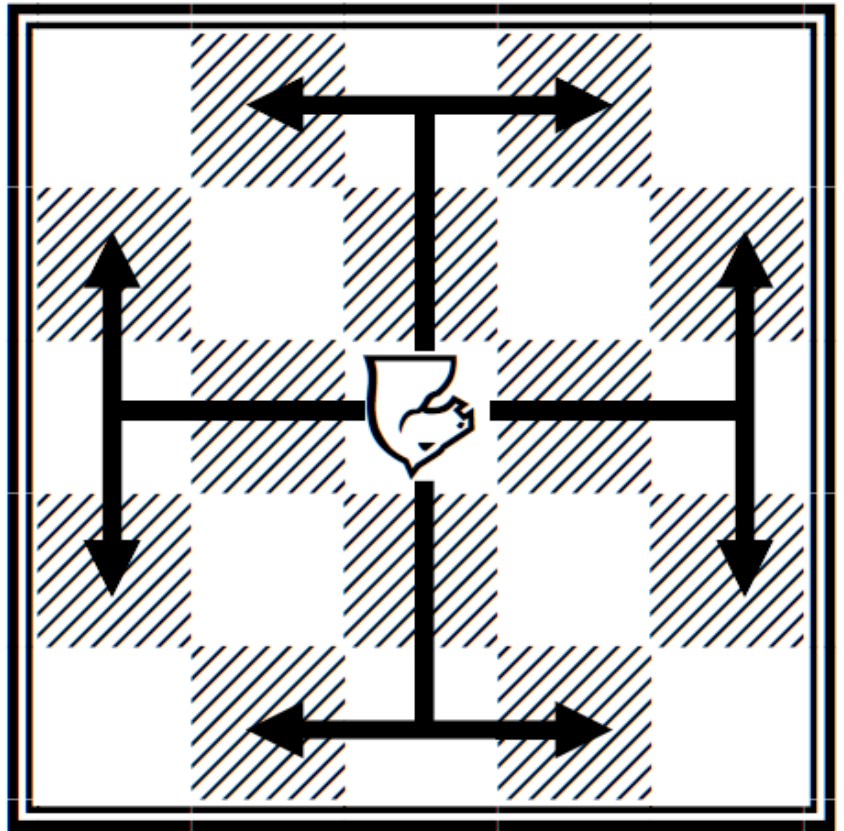
King



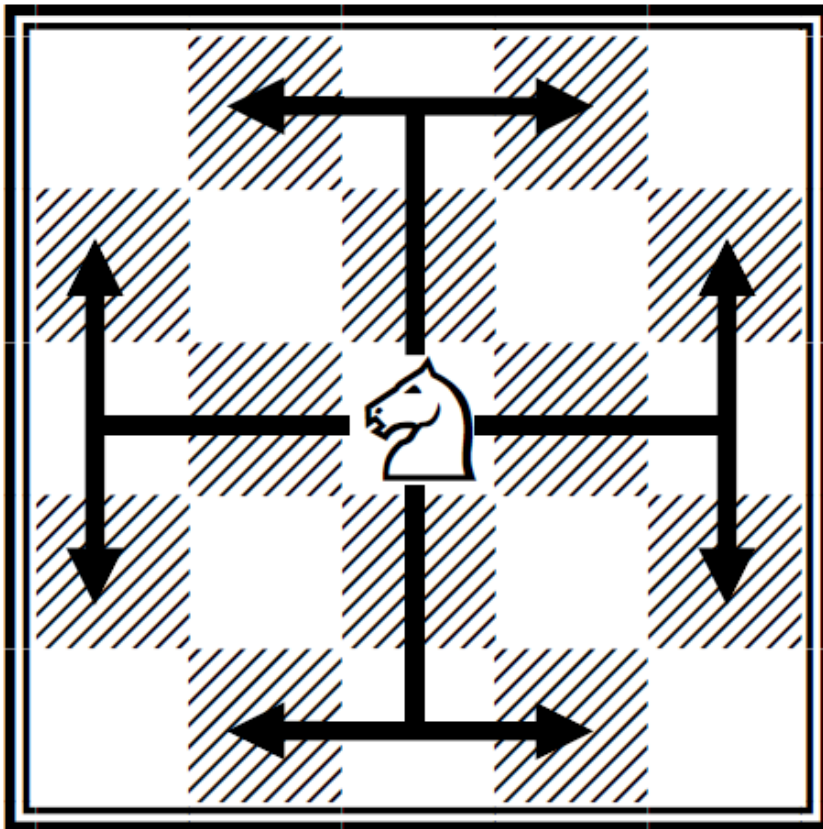
King

The king moves in any direction, but only one square at a time. He can never move to a square that is under attack by an opponent's piece. Kings can never move next to each other.





Knight



Knight

Knights move in the shape of an upper-case L. You could say that they move two squares in one direction, then one sideways, or you could say they move one square up/down/sideways, THEN one square diagonally. They can jump over pieces.

