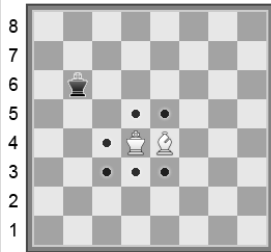


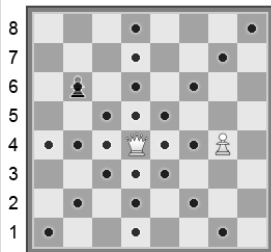
Chess Pieces: King, Queen, Bishop

Most pieces capture along their path of travel, and are unable to jump over other pieces along this path. The exception of this is the knight and pawn, explained further below.



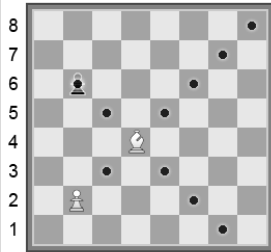
Kings may move to any adjacent square that isn't occupied by another piece, and doesn't put the king into check.

The white king can't move to e4 or c5 due to white's bishop and the black King respectively.



Queens may move along ranks, profiles or diagonals, provided the destination isn't obstructed by another piece.

The white queen can't move to g4 or h4 due to the white pawn. The queen can capture the black pawn at b6, but can't go to a7 because of the black pawn.

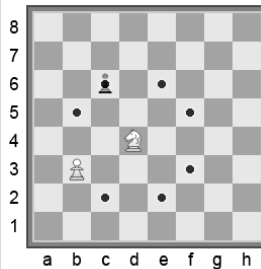


Bishops may move along diagonals, provided the destination isn't obstructed by another piece.

The white bishop can't move to b2 or a1 due to the white pawn. The bishop can capture the black pawn at b6, but can't go to a7 because of the black pawn.

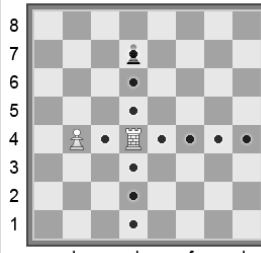
Pieces and board design courtesy of www.virtualpieces.net

Chess Pieces: Knight, Rook, Pawn



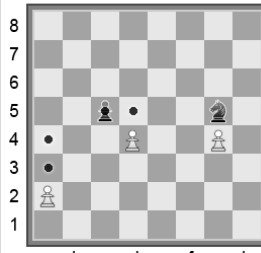
Knights may move in an L like shape, two squares in one direction, then turn and one square. Knights ignore pieces in their line of travel, hopping over them.

The white knight can't move to b3 due to white's pawn. The black pawn at c6 can be captured by the knight.



Rooks may move along ranks or profiles, provided the destination isn't obstructed by another piece.

The white rook can't move to a4 or b4 due to the white pawn. The rook can capture the black pawn at d7, but can't go to d8 because of the black pawn.



Pawns are the only piece that attack differently than they move. The pawn may move by advancing forward away from the player 1 square. If the pawn has not yet moved, it may move 1 or 2 squares. The pawn may attack only when one of its immediate forward diagonals has an opponent's piece.

The white pawn at d4 may move forward a square, or attack the black pawn at c5. The white pawn at a2 has not yet moved, and may move 1 or 2 squares. The white pawn at g4 is blocked from moving, and doesn't have any captures nearby.

Chess Definitions

Castle -- For an unmoved King to move two squares towards an unmoved Rook, and the Rook to move to the King's other side. The King may not be moved in, though, or out of check. No other pieces may be between the King and the Rook.

Check -- The player's King is in danger of being captured

Checkmate -- The player's King is unable to get out of danger. Game ends in a loss.

En Passant (In Passing) -- Pawn moving two squares may be captured by adjacent Pawns as though it only moved only one square, but only on the immediately following turn.

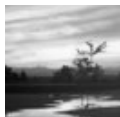
Files -- Columns on a board, denoted by letters a to h, from White's left to right

Promotion -- A Pawn advancing to their farthest rank is replaced by the owning player's choice of Bishop, Knight, Rook, or Queen.

Ranks -- Rows on a board denoted by numbers from 1 to 8, from White's side row to Black's side row

Stalemate -- Occurs when the active player has no legal moves, but isn't in check. Game ends in a draw.

Wikipedia played a large roll in the gathering of this information.



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