



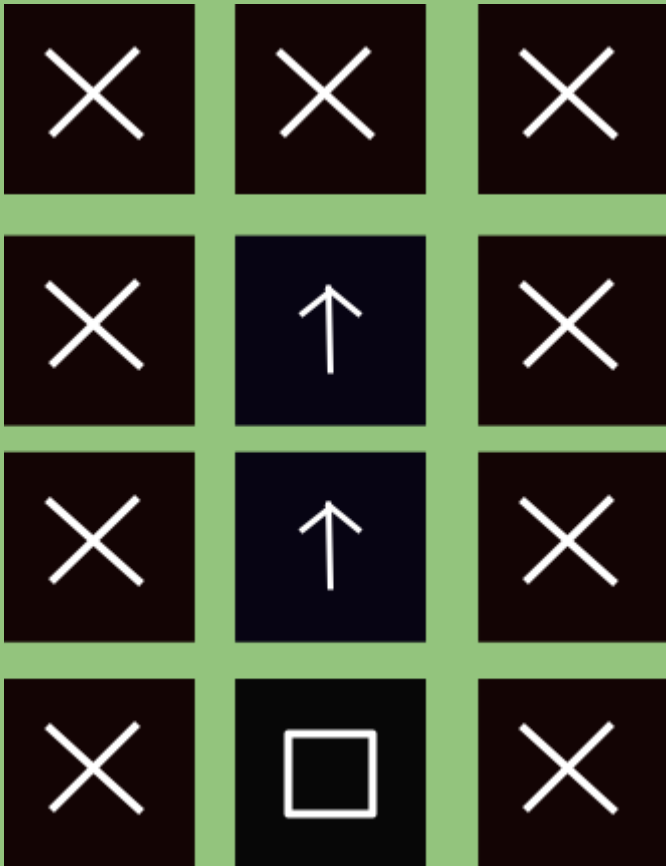
# Resources

## Introduction

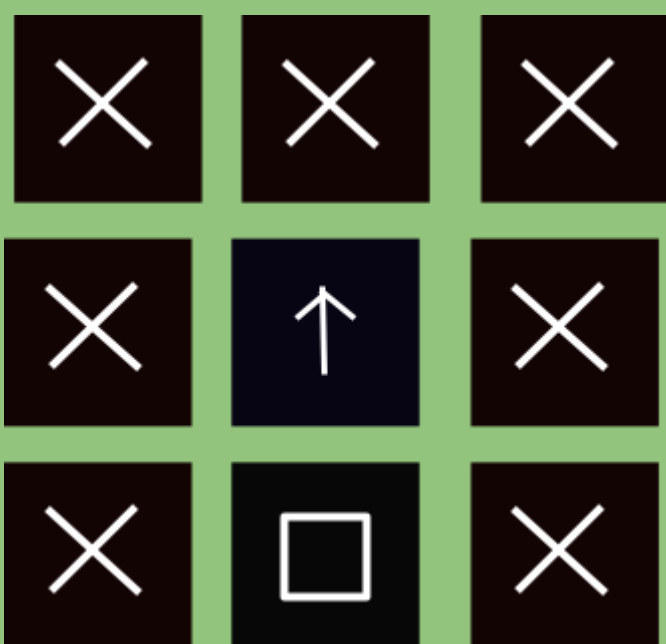
Chess is a game of strategy, and many victories and fight have been achieved through these simple rules

## Pawn

On the first turn for each side, the pawn can move two spaces directly forward



On all other turns, pawns can normally take one space forward



If there a piece one space forward, then left or right of a pawn, the piece can be captured

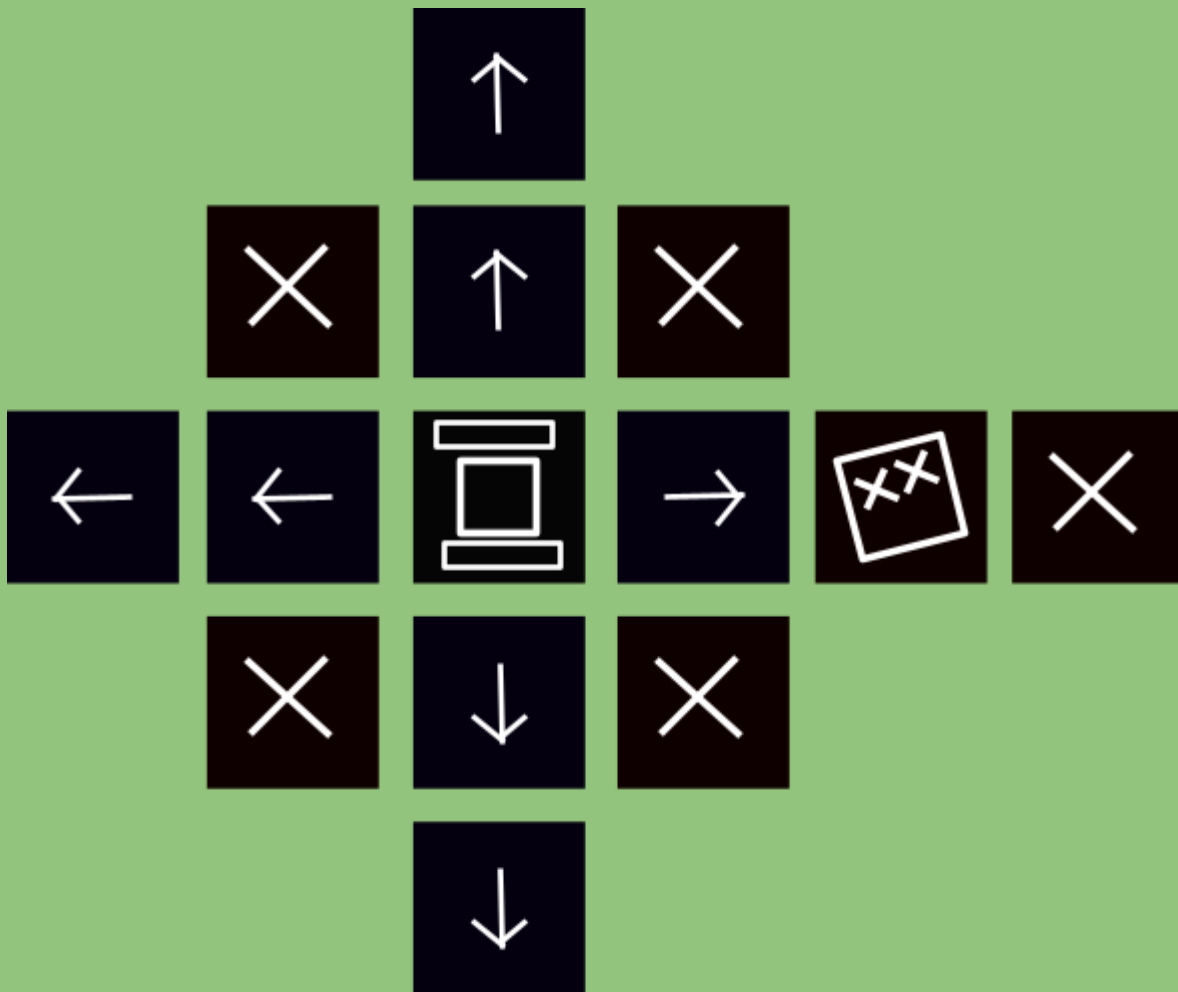


If a pawn reaches the final row opposite to where it started, it can transform into any other piece other than a knight.

If your opponent moves their pawn two squares forward, and they land in a space where if they theoretically move one more space, you will be able to capture them, you'll be able to capture them through en passant.

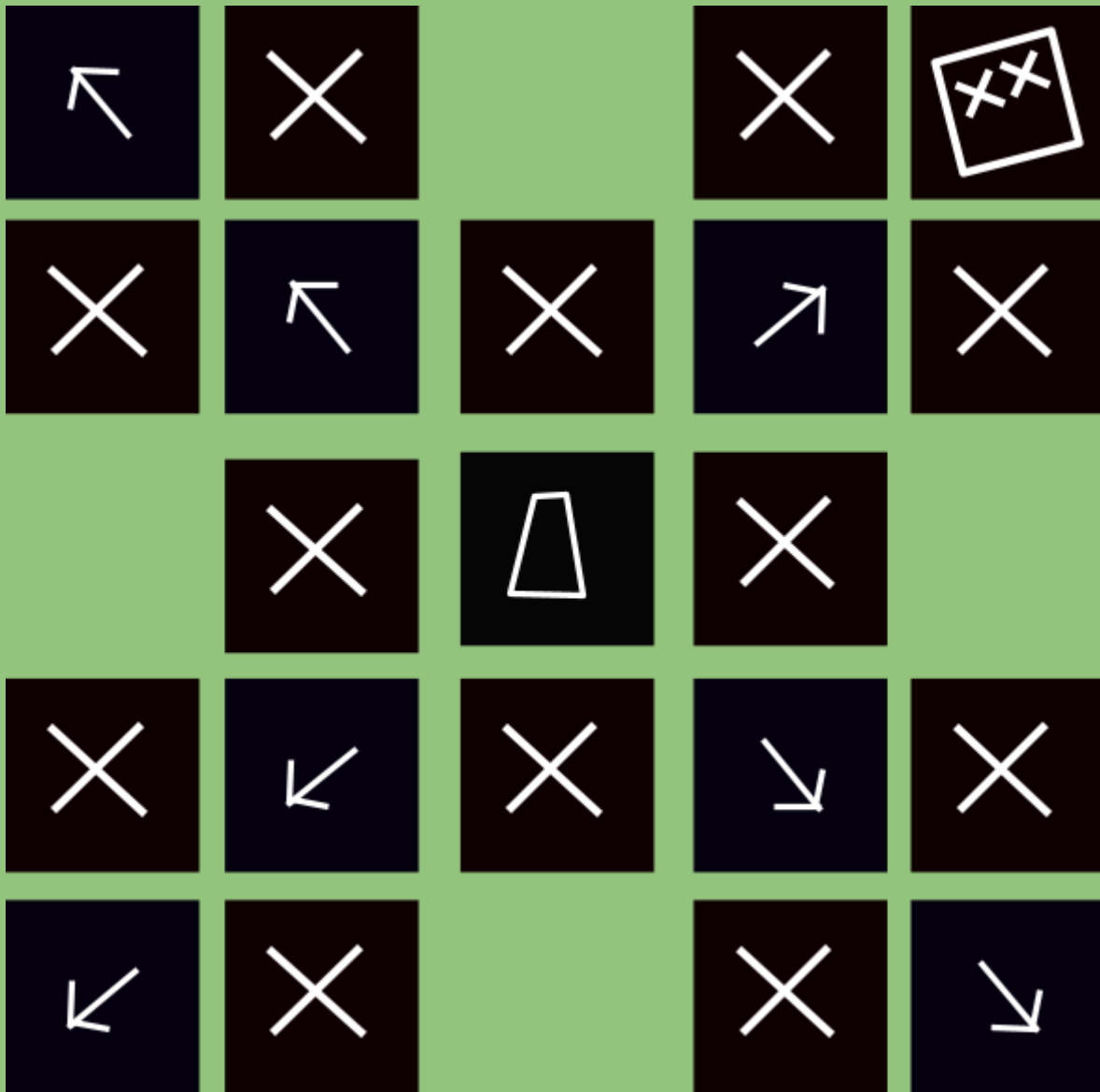
## Rook

Rooks can move practically infinitely horizontally and vertically. If there is a piece in their way, it blocks the rook from moving any further, however, the rook can capture it.



## Bishop

Bishops can move diagonally, always sticking to their starting colour, similar to the Rook, and if there is a piece blocking the path, the bishop cannot move any further, only being able to capture it.



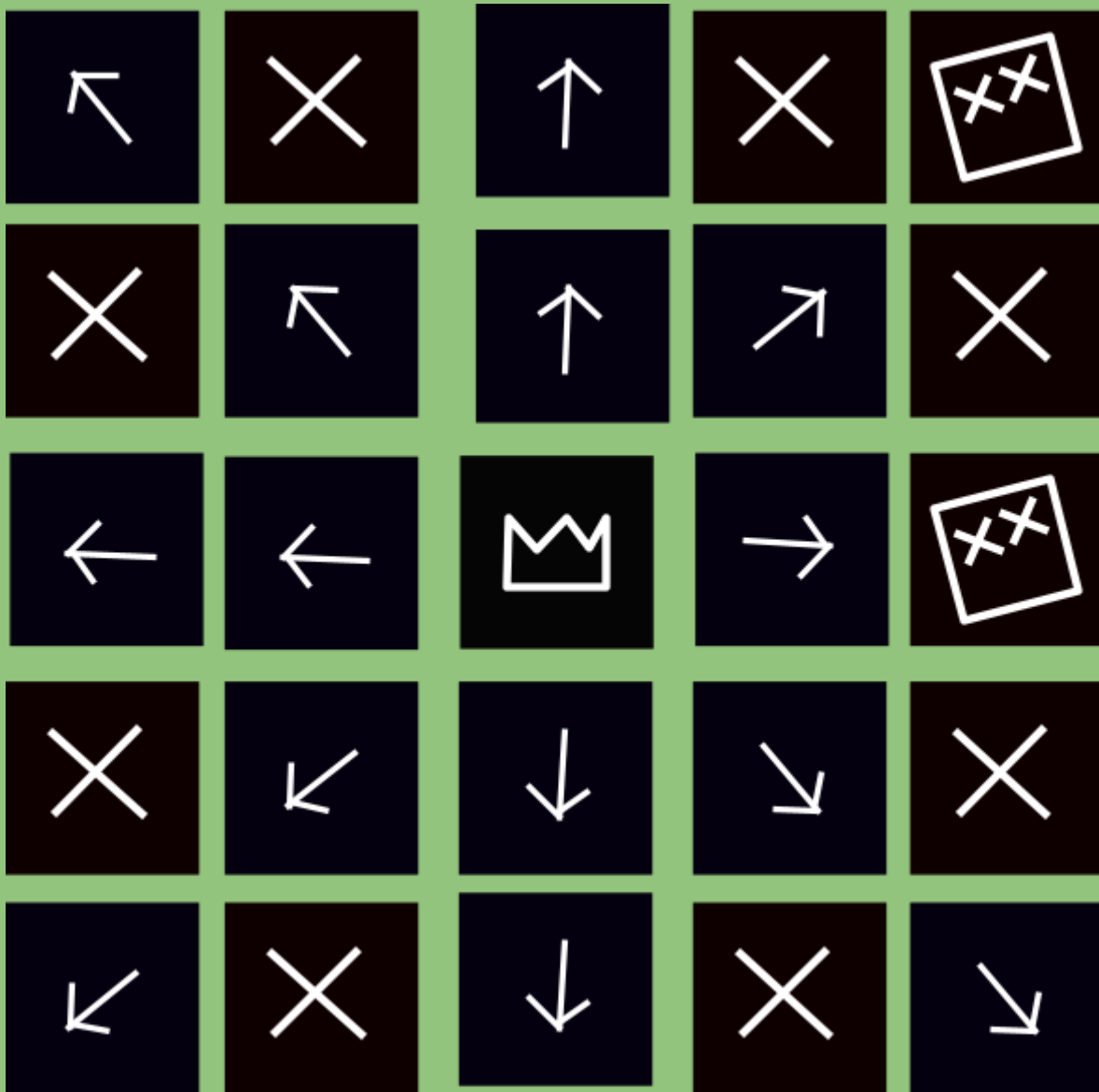
## Knight

Knights can move in an L shape- two spaces in either direction, then left or right. Any piece the knight can land on, it can capture



## Queen

Queens are practically rooks and bishops in one.



## King

The aim of chess is to capture your opponent's king, so this should be the most protected piece. The king can only move to its adjacent spaces and can only capture in the spaces it can land on.

