

Chess Piece	How it Moves	Helpful Tips
King	One space in any direction (forward, backward, sideways, or diagonally)	The King can never move himself into check (where he can be captured).
Queen	As far as she can go in any direction (forward, backward, sideways, or diagonally)	The Queen may not skip over or past her own piece.
Rook	As far as it can go forward, backward, or sideways	The Rook cannot travel diagonally.
Bishop	As far as it can go diagonally	The Bishop always stays on the same color on which it started.
Knight	Two squares in one direction (forward, backward, or sideways) and one more square at a 90 degree angle	The Knight makes the shape of an "L" when it moves. It does not move diagonally. It can also jump over other pieces.
Pawn	Only moves forward one space, but captures one space diagonally	On their very first move, Pawns can move two spaces.

Special Rules

Promotion:

If a Pawn reaches the opposite side of the board, it can be promoted to any piece (even one that has not yet been captured).

En Passant:

If a Pawn's first move of two spaces lands it directly next to an opponent's Pawn, the opponent has the option of capturing the Pawn as it passes. If it chooses to capture, the opposing Pawn advances diagonally as it would have if the first Pawn had initially moved only one space. If the opponent chooses not to capture on the turn immediately after the two-square jump, s/he cannot capture afterward, even if the pawn hasn't moved forward

Castling:

This can be done on the Rook's and the King's first move only. If no other pieces are in between them or could potentially move between them, the King is moved two spaces closer to the Rook. The Rook is then placed on the opposite side of the King. The King cannot be in check or pass through check when performing this move.