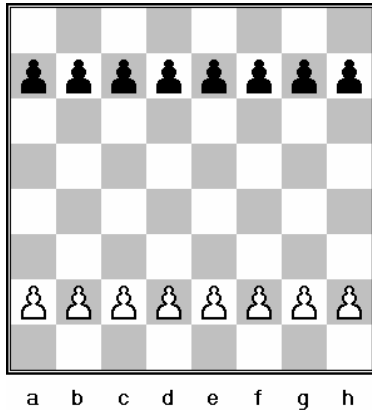


knight moves and captures whatever was on e4. You don't necessarily need to include "check" in your scoresheet, but you can easily with "ch" or just "+". For mate, many players use "#".

## How the chessmen move.



8 At the start of the game White's pawns stand on the 2nd  
7 rank, and Black's stand on the 7th rank as in our next  
6 diagram.

Each side has 8 Pawns

This is their starting position

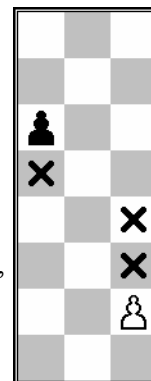
### How the Pawn moves and captures

A pawn can move straight ahead one or two squares on its first move. After that, it can move only one square at a time, even if it didn't go two squares on its first move.

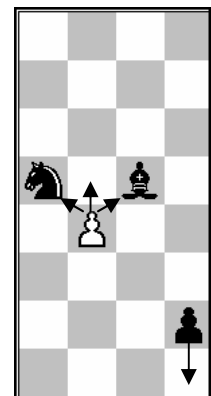
The pawn, like the foot-soldier in war, marches forward one square at a time. Unlike the other pieces, the pawn can NEVER retreat. Pawns that have not yet moved have the option of beginning their forward journey with a double move two-squares forward. The pawns may not jump other pieces or pawns.

The pawn captures differently from the way it moves.  
The pawn captures diagonally one square ahead, as if it were fighting on its side with a short sword. . .

In the first diagram, the white pawn can move to any of the squares marked with an "X" By contrast, the black pawn, having already moved, has only one option.



In the second diagram, the white pawn can move straight ahead, or else capture the black Knight or the black Bishop. Meanwhile, the black pawn is about to move to the end of the board. When a pawn reaches the last rank, it becomes another piece! In most situations, it will become a Queen; you may not leave it as a pawn and you may not promote it into a King. As a result of pawn promotion, it is possible to have many Queens on the board at the same time, or other chosen pieces!



We assign a value to each chessman using the pawn as the lowest unit.