



WELCOME TO
THE CHESS
WORLD

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A close-up photograph of a person's hand in a blue shirt moving a white chess piece on a chessboard. The board is partially visible with other pieces. The background is dark and out of focus.

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Chess

Simple Assets





WHY IT'S CALLED A KNIGHT

- THE NAME "KNIGHT" COMES FROM THE PIECE'S NAME TRANSLATING TO "HORSE" IN SEVERAL LANGUAGES.
- SOME LANGUAGES ALSO REFER TO IT AS THE "JUMPER".

THE KNIGHT

HOW THE KNIGHT MOVES

- THE KNIGHT MOVES IN AN L-SHAPE.
- IT MOVES TWO SQUARES IN ONE DIRECTION, THEN ONE SQUARE IN ANOTHER.
- IT CAN JUMP OVER OTHER PIECES.

- IT CHANGES ITS SQUARE COLOR WITH EACH MOVE.

WHERE THE KNIGHT STARTS

- EACH PLAYER STARTS THE GAME WITH TWO KNIGHTS.
- THEY ARE PLACED ON THE B- AND G- FILES, BETWEEN A ROOK AND A BISHOP.

WHAT THE KNIGHT'S VALUE IS

- THE KNIGHT IS WORTH THREE POINTS, WHICH IS THE SAME AS A BISHOP.

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BISHOP



IN CHESS, A BISHOP MOVES DIAGONALLY ON THE BOARD, CAPTURING ENEMY PIECES BY LANDING ON THEIR SQUARE. A BISHOP CAN MOVE ANY NUMBER OF SQUARES DIAGONALLY, AS LONG AS IT'S NOT BLOCKED BY ANOTHER PIECE.

WHERE ARE THE BISHOPS PLACED ON THE BOARD?

- THE KING'S BISHOP IS PLACED ON F1 FOR WHITE AND F8 FOR BLACK.
- THE QUEEN'S BISHOP IS PLACED ON C1 FOR WHITE AND C8 FOR BLACK.

WHAT ARE BISHOPS CALLED?

- BISHOPS THAT START ON LIGHT SQUARES ARE CALLED LIGHT-SQUARED BISHOPS.
- BISHOPS THAT START ON DARK SQUARES ARE CALLED DARK-SQUARED BISHOPS.

HOW DOES A BISHOP MOVE?

- A BISHOP CAN MOVE DIAGONALLY IN ANY DIRECTION.
- A BISHOP CAN'T JUMP OVER OTHER PIECES.
- A BISHOP CAN ONLY CAPTURE ONE PIECE PER TURN.
- A BISHOP CAN'T MOVE TO A DIFFERENT COLOR SQUARE THAN THE ONE IT STARTED ON.
- A BISHOP THAT STARTS ON A LIGHT SQUARE CAN ONLY MOVE ON LIGHT SQUARES, AND VICE VERSA.



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ELEPHANT

IN CHESS, THE ELEPHANT, ALSO KNOWN AS THE ALFIL, COULD MOVE DIAGONALLY TWO SQUARES AND JUMP OVER ANY INTERMEDIATE PIECE. THE ALFIL WAS THE PREDECESSOR TO THE BISHOP IN MEDIEVAL CHESS.

EXPLANATION

- THE ALFIL COULD MOVE DIAGONALLY TWO SQUARES, EITHER LEFT OR RIGHT, OR UP OR DOWN.
- THE ALFIL COULD CAPTURE ENEMY PIECES IN THE SAME WAY IT MOVED.
- THE ALFIL WAS RESTRICTED TO EIGHT SQUARES.
- THE ALFIL COULD NOT ATTACK ANOTHER ALFIL.

THE ELEPHANT IS ALSO A PIECE IN CHINESE CHESS, ALSO KNOWN AS XIANGQI. IN CHINESE CHESS, THE ELEPHANT, ALSO KNOWN AS THE MINISTER, MOVES DIAGONALLY TWO SPACES AT A TIME. THE ELEPHANT MUST STAY ON ITS OWN SIDE OF THE RIVER.

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QUEEN

HOW TO USE THE QUEEN

- EXPERIENCED PLAYERS OFTEN HOLD THE QUEEN IN RESERVE UNTIL THE MIDDLEGAME OR LATER
- YOU CAN USE THE QUEEN TO CREATE A PIN ON A PAWN

IN CHESS, THE QUEEN CAN MOVE IN ANY DIRECTION, INCLUDING DIAGONALLY, VERTICALLY, OR HORIZONTALLY, AS LONG AS THERE ARE NO OBSTRUCTIONS. THE QUEEN CAN MOVE ANY NUMBER OF SQUARES, BUT IT CAN'T JUMP OVER OTHER PIECES.

HOW THE QUEEN MOVES

- THE QUEEN CAN MOVE ANY NUMBER OF SQUARES IN ANY DIRECTION
- THE QUEEN CAN'T JUMP OVER OTHER PIECES
- THE QUEEN CAN CAPTURE ONE PIECE PER TURN
- THE QUEEN CAN MOVE IN A STRAIGHT LINE TO THE OTHER SIDE OF THE BOARD

WHERE THE QUEEN STARTS THE WHITE QUEEN STARTS ON D1 AND THE BLACK QUEEN STARTS ON D8.

WHY THE QUEEN IS POWERFUL

- THE QUEEN IS THE MOST POWERFUL PIECE IN CHESS BECAUSE IT COMBINES THE POWER OF THE ROOK AND BISHOP
- THE QUEEN IS OFTEN USED IN EARLY ATTACKS

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WHY PAWNS ARE IMPORTANT

- PAWNS ARE THE MOST NUMEROUS AND WEAKEST PIECE IN CHESS.
- SOME SAY THAT PAWNS ARE THE "SOUL OF CHESS".

PAWNS

IN CHESS, PAWNS CAN MOVE FORWARD ONE SQUARE OR TWO SQUARES ON THEIR FIRST MOVE, AND THEN ONE SQUARE FORWARD EACH TIME AFTER THAT. THEY CAN ALSO CAPTURE DIAGONALLY FORWARD ONE SQUARE.

HOW PAWNS MOVE

- PAWNS CAN ONLY MOVE FORWARD, NEVER BACKWARD OR TO THE SIDE.
- ON THEIR FIRST MOVE, PAWNS CAN MOVE FORWARD ONE OR TWO SQUARES.
- PAWNS CAN'T JUMP OVER OTHER PIECES WITH THEIR FIRST TWO-SQUARE MOVE.
- PAWNS CAN'T CAPTURE WITH THEIR FIRST TWO-SQUARE MOVE.
- PAWNS CAPTURE DIAGONALLY FORWARD ONE SQUARE.

HOW PAWNS BECOME OTHER PIECES

- PAWNS CAN BE PROMOTED INTO ANY OTHER PIECE, EXCEPT FOR A KING.
- TO BECOME A QUEEN, A PAWN MUST ADVANCE TO THE OTHER SIDE OF THE BOARD. FOR WHITE PLAYERS, THIS IS THE 8TH RANK, AND FOR BLACK PLAYERS, IT IS THE FIRST RANK.

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KING

IN CHESS, THE KING CAN MOVE ONE SQUARE IN ANY DIRECTION, INCLUDING DIAGONALLY, HORIZONTALLY, OR VERTICALLY. HOWEVER, THE KING CAN'T MOVE INTO A SQUARE THAT'S ALREADY OCCUPIED BY A FRIENDLY PIECE OR IF THE MOVE WOULD PUT THE KING IN CHECK.

RULES FOR MOVING THE KING

- THE KING CAN'T MOVE INTO A SQUARE THAT'S BEING ATTACKED BY AN OPPONENT'S PIECE.
 - THE KING CAN'T BE ADJACENT TO ANOTHER KING.
 - THE KING CAN'T BE REMOVED FROM THE BOARD.
- THE KING CAN CAPTURE AN UNDEFENDED ENEMY PIECE.

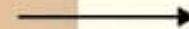
WHAT HAPPENS IF THE KING IS IN CHECK?

- IF AN OPPONENT'S PIECE ATTACKS THE KING, IT'S CALLED CHECK.
 - THE PLAYER WITH THE KING IN CHECK MUST MOVE THE KING SO IT'S NO LONGER IN CHECK.
- IF THE KING CAN'T BE MOVED OUT OF CHECK, IT'S IN CHECKMATE AND THE PLAYER WITH THE KING LOSES THE GAME.

WHY IS THE KING IMPORTANT?

- THE KING IS THE MOST IMPORTANT PIECE IN CHESS, EVEN THOUGH IT'S NOT THE MOST POWERFUL.
 - THE GOAL OF CHESS IS TO CHECKMATE THE OPPONENT'S KING.
- KEEPING YOUR KING SAFE AND ATTACKING YOUR OPPONENT'S KING ARE TWO IMPORTANT ASPECTS OF CHESS.

NEXT



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SIGN OUT

