How Chess Pieces Move

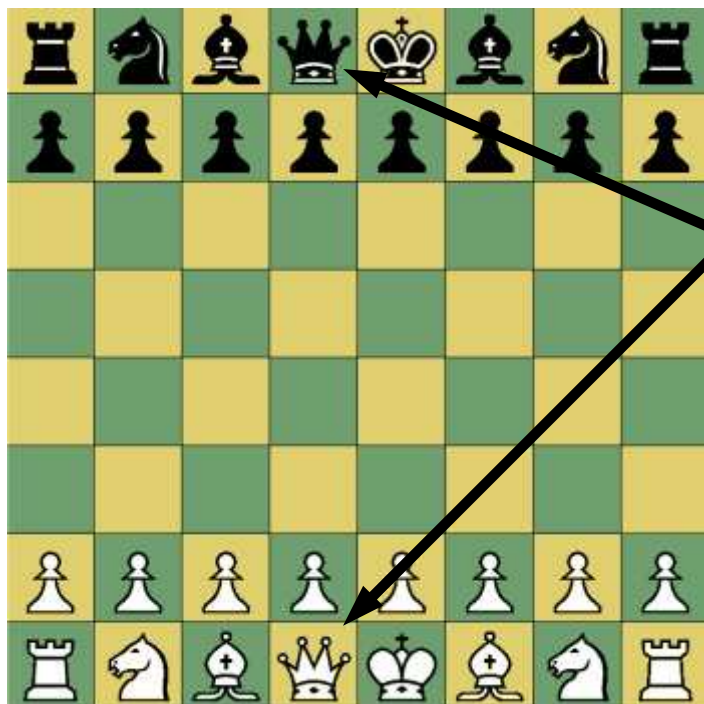Pawn   Knight   Bishop   Rook (castle)
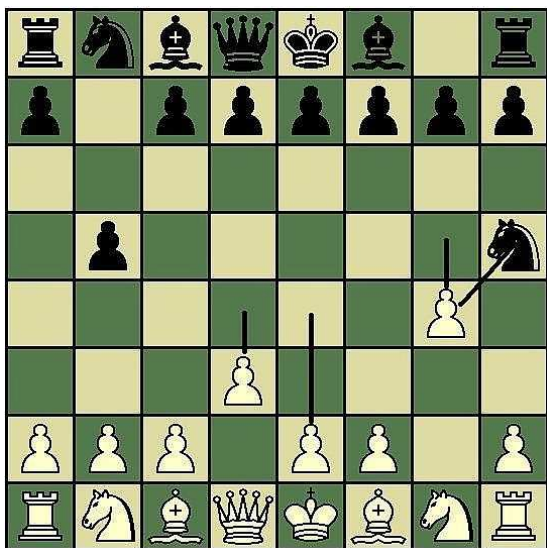
Queen   King

Set the board up this way...

QUEENS are on their own color.

White Rook on white (light) square on the right.

...and the rest will fall into place.

# How Chess Pieces Move

Pawn

This diagram shows you how a **pawn** moves. When you move a pawn for the first time, you have a choice. You can move it one square forward or two. If you move it one square forward, you cannot later move it two squares forward, only one. The pawn can never move backwards. The pawn cannot occupy the same square as any other piece, nor can it jump over any piece. The pawn is the only piece that doesn't capture in the same way that it moves. The pawn captures diagonally (in a forward-side motion), as shown.
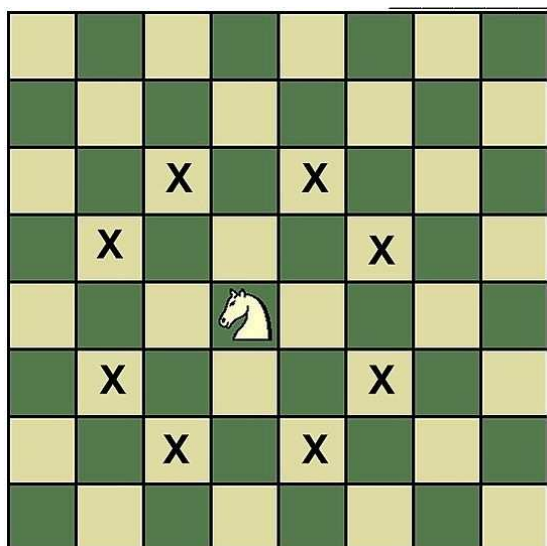
Knight

This diagram shows you how the **knight** moves. The knight is a very special piece. It moves in an L shape. It moves exactly two squares in a vertical or horizontal direction (not diagonal), then turns 90°, then moves exactly one square perpendicular to the first movement. It jumps over pieces, and basically just moves from the starting square to the ending square. In this diagram, the knight can move to any square marked with an X.

If it jumps onto a square that contains your opponent's piece, that piece is captured and removed from the board. The knight takes its place. Notice how a knight that starts on dark square has no choice but to jump to a light square, and vice-versa. This is important for later strategy.
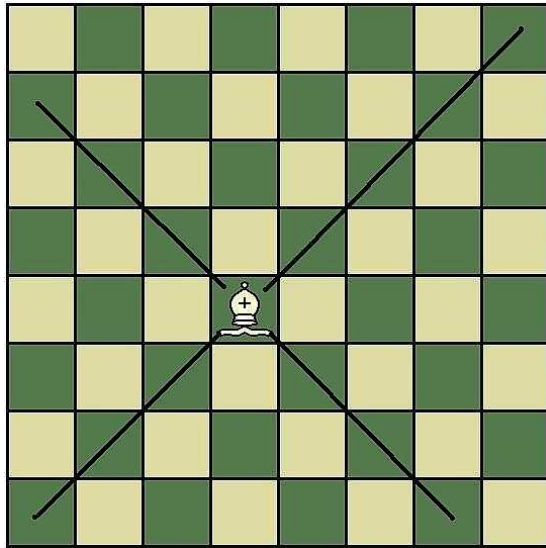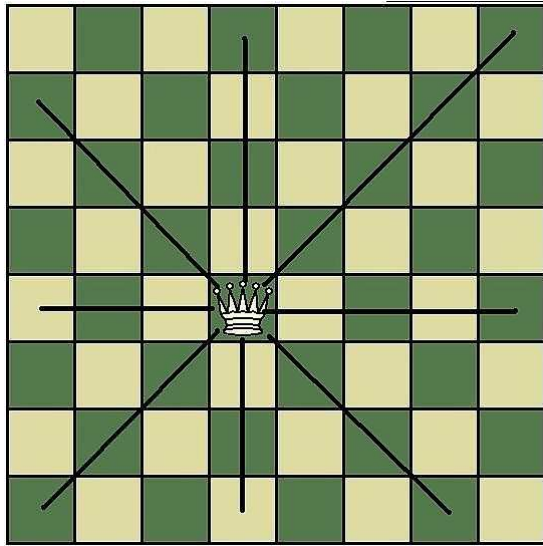
Bishop

This diagram shows you how the **bishop** moves. It moves in a diagonal line (not straight), as many squares as you want. In this diagram, the bishop can move to any square that the black lines go through. The bishop cannot jump over any piece, nor can it occupy the same square as any piece. If it enters a square that contains your opponent's piece, that piece is captured and removed from the board. The black square bishop stays on black and the white square bishop stays on white.
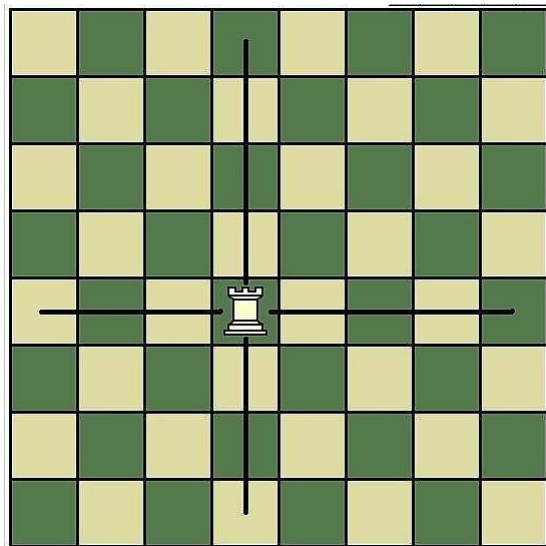

Rook (castle)

This diagram shows you how the **rook** moves. It moves in a straight line (not diagonally), as many squares as you want. In this diagram, the rook can move to any square that the black lines go through. The rook cannot jump over any piece, nor can it occupy the same square as any piece. If it enters a square that contains your opponent's piece, that piece is captured and removed from the board. The rook takes its place.

Queen

This diagram shows you how the **queen** moves. It has the powers of the rook and the bishop combined. It can move as many squares as you want, in any straight or diagonal line. In this diagram, the queen can move to any square that the black lines go through. The queen cannot jump over any piece, nor can it occupy the same square as any piece. If it enters a square that contains your opponent's piece, that piece is captured and removed from the board. The queen takes its place.
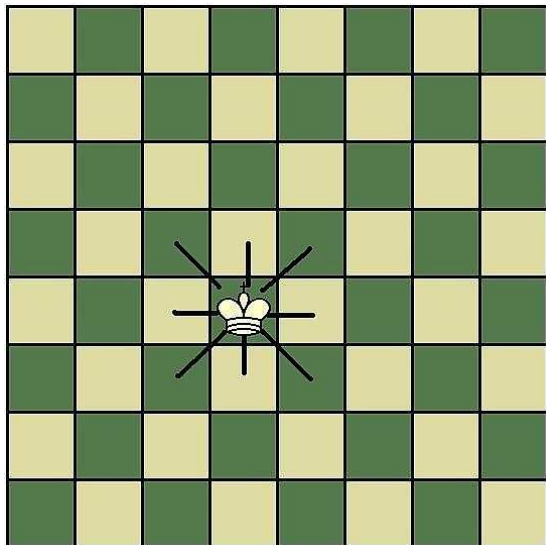
King

This diagram shows you how the **king** moves. It has the same abilities as the queen, as far as being able to move in all possible directions, but it can **only move one square away**. In this diagram, the king can move to any square that the black lines go through. The king cannot jump over any piece, nor can it occupy the same square as any piece. If it enters a square that contains your opponent's piece, that piece is captured and removed from the board. The king takes its place.