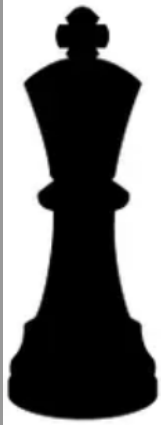


CHESS PIECES



KING



QUEEN



BISHOP



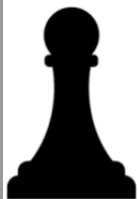
KNIGHT



ROOK



PAWN



Pawn

8

per color



Rook

2

per color



Knight

2

per color



Bishop

2

per color



Queen

1

per color



King

1

per color



Chess is a turn-based board game with one goal: **trap the other King so it cannot escape**. That trapped position is called **checkmate**. You do not “take” the King. You attack it, and if it has no legal escape, the game ends.

A **turn** means one player makes one move, then the other player makes one move. **White moves first**.

A **move** means you pick one of your pieces and move it the way that piece is allowed to move. Most pieces cannot jump over other pieces (the Knight is the exception).

A **capture** means you move onto a square that has an enemy piece. The enemy piece comes off the board, and your piece takes its place.

Set up the board (this matters a lot)

Place the board so a **light-colored corner square is on your bottom right**.

Put all your pieces on the two back rows closest to you.

Back row order (left to right): **Rook, Knight, Bishop, Queen, King, Bishop, Knight, Rook**.

The **Queen goes on her own color**:

- White Queen on a light square
- Black Queen on a dark square

All **pawns** go in the row in front of the back row.

Picture above shows the setup, match your pieces to that exact picture.

The pieces

When learning chess, focus on **how the pieces move** and **how they capture**.

King

- Moves **one square** in any direction (forward, backward, sideways, or diagonal).
- The King is the piece you must protect.
- The King is **not allowed to move into danger** (a square attacked by an enemy piece).

Attacked means: if the enemy could capture that square on their next move, that square is dangerous.

Queen

- Moves any number of squares in a straight line: **sideways, up/down, or diagonal**.
- The Queen is the strongest mover.

Diagonal means slanted like “/” or “\”.

Rook

- Moves any number of squares **sideways** or **up/down** (straight lines only).
- Think “straight roads.”

Bishop

- Moves any number of squares **diagonally** only.
- A bishop stays on the same color squares the whole game (light bishop stays on light squares, dark bishop stays on dark squares).

Knight

- Moves in an **L-shape**:
two squares in one direction, then **one square** sideways.
- One square up, back, left or right in either direction then two squares forward.
 - Both are the same thing. Do it on the board on top and find out.
- Knights are special: they can **jump over** pieces because of where they will land after the L shape move. It is not particularly jumping over.

If you want a simple picture in your mind: the knight makes a “**2 then 1**” move or a **1 then finish the L with the remaining 2 squares**. Both moves are the same. It only matters how you view it.

Pawn

Pawns are the only piece with different moving and capturing.

- Pawn **moves forward** 1 square (straight ahead) if the square is empty.
- Pawn **captures diagonally** 1 square (not straight). Pawns cannot capture forwards or backwards.
- On its **first move only**, a pawn may move forward **2 squares** if both squares are empty.

The most important rule: check

Check means: your King is being attacked right now.

If you are in check, you must fix it immediately. There are only three ways:

1. **Move the King** to a safe square.
2. **Capture** the piece giving check (if possible).
3. **Block** the check by moving a piece in between (this only works if the check comes from a Queen, Rook, or Bishop—because they attack in lines). You cannot block a Knight’s check.

Checkmate means: you are in check and there is **no** move that fixes it. Game over.

What makes a move “legal”

A move is legal if:

- The piece moves the correct way, and
- You are not leaving your King in check, and
- If you are already in check, the move must remove the check.

That is it. If a move breaks any of those, it is not allowed.

How to actually play a full game (simple turn routine)

Use this routine every turn:

1. **Look at your King.** Is your King in check? If yes, you must fix check first.
2. **Choose one piece to move.**
3. **Make a safe move.** A safe move means you are not giving your opponent a free capture unless you planned that trade.
4. **After you move, stop.** It becomes the other player's turn.

If you want one simple habit that prevents most beginner mistakes:

Before you move, ask: “**If I move there, can my piece be captured right away?**”

Two special moves you should know to play official chess

Castling (King safety move)

Castling is a one-turn move that uses the **King** and a **Rook** to help the King get safer.

What it looks like:

- The King moves **two squares toward a rook**.
- That rook moves to the square **right next to the King** (on the other side).
- Note: King castling looks different for right and left castling.

Castling is allowed only if all of these are true:

- The King has not moved yet.



If you are learning casually, you can agree before the game: “We will not use en passant yet.”
But if you want official rules, include it.

How games end (so you know when to stop)

A game ends when:

- **Checkmate** happens (someone wins), or
- A player **resigns** (chooses to quit), or
- A **draw** happens.

A **draw** means no one wins. The most common simple draw is:

