

How the chess pieces move

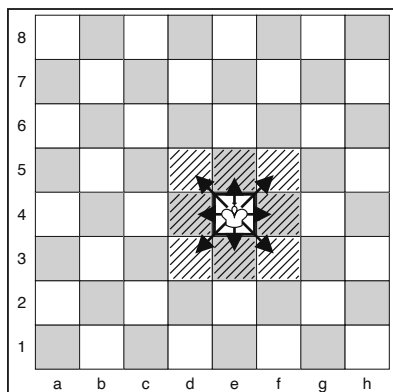
A4 home print · six pieces · light square on the right · White moves first

ChessWize
chesswize.com



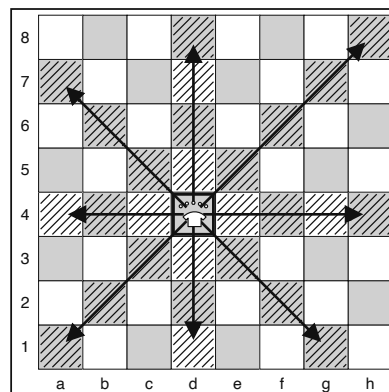
King

One square in any direction — forward, back, sideways, or diagonal. Never jumps.



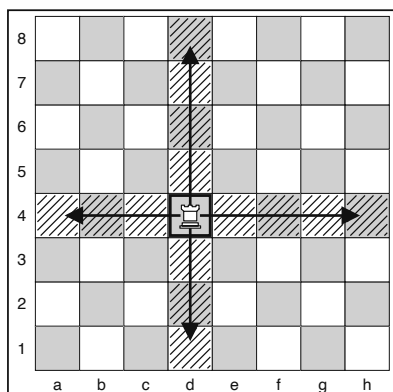
Queen

Any number of squares in a straight line — rank, file, or diagonal. Cannot jump.



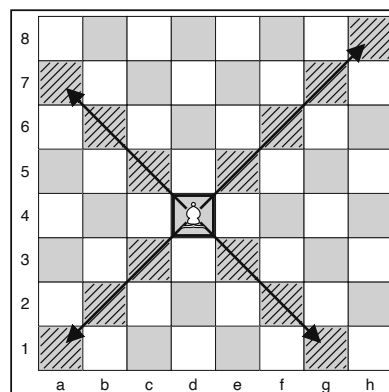
Rook

Any number of squares horizontally or vertically. Cannot jump. Starts in the corners.



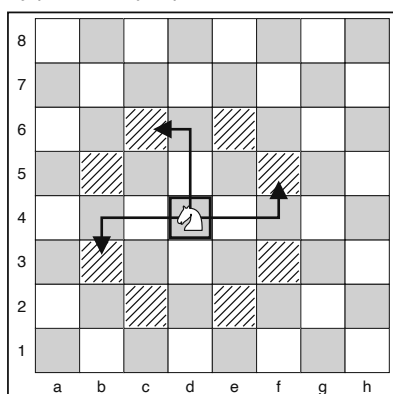
Bishop

Any number of squares diagonally. Stays on one colour for the whole game. Cannot jump.



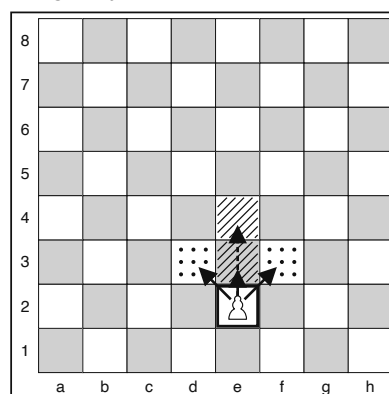
Knight

An L: two squares, then one to the side (or one then two). The only piece that jumps.



Pawn

One square forward (two from its start rank). Captures one square diagonally forward.



COMMON TEACHING VALUES

Classroom points, not a FIDE law: **P 1 • N 3 • B 3 • R 5 • Q 9 • K —**
White moves first. Light square nearest each player's right hand.

PAWN SPECIALS

Double step from the start rank only. Captures diagonally forward. Must promote on the last rank (Q, R, B, or N). En passant — your coach will show you (capture on the next move only, as if the pawn had moved one).

CASTLING

O-O kingside: Ke1–g1, Rh1–f1. O-O-O queenside: Ke1–c1, Ra1–d1. King and that rook unmoved; nothing between; king not in check; king does not cross or land on an attacked square.

HOW TO READ THE BOARDS

Hatched = empty squares the piece can move to. Dotted = pawn captures. Arrows = line of travel. Knight arrows show the L, not every landing square.