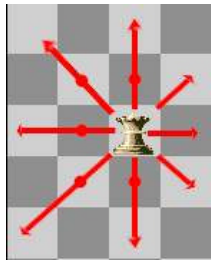
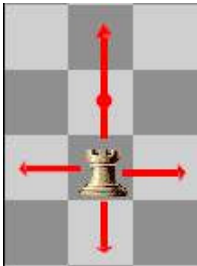


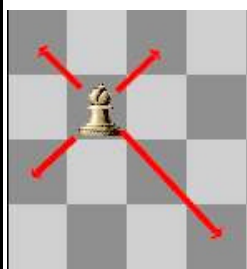
King can move to any of the squares pointed to by an arrow in the diagram on the left. The king is the main chess piece. The side whose king is captured loses – this capture is called 'checkmate'.



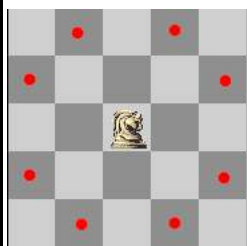
Queen can move any number of squares diagonally and also in horizontal and vertical directions. The Queen cannot jump over any pieces.



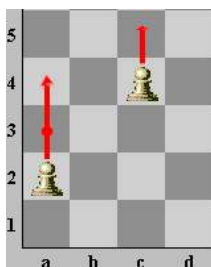
Rook can move any number of squares in horizontal and vertical directions. The Rook cannot jump over any pieces.



Bishop can move any number of squares diagonally only. The Bishop cannot jump over any pieces.



Knight can move in an “L” shape (two squares horizontally and one square vertically, or two squares vertically and one square horizontally). The Knight is also the only piece that can jump over any other chess pieces.



Pawn can move straight ahead only. From its starting square, the pawn can move 1 or 2 squares straight ahead. If the pawn is not on its starting square, it can only move 1 square straight ahead.