

## Movement and Value of Chess Pieces Help Guide

### Diagram 1:

You should have two Bishops. One should be placed on a light square, and one on a dark square. If you have a dark Bishop it can never leave dark squares. If you have a light Bishop it can never leave light squares. Bishops are a Minor Piece and are worth the same as Knights, which is more than a Pawn but not as much as a Rook.

### Diagram 2:

You should have two Rooks. They both move the same. Rooks move on Ranks (Side to Side) or on Files (Up or Down). Rooks are a Major Piece and are worth more than the Bishops and Knight but not as much as a Queen.

### Diagram 3:

Knights have the option to move to eight different squares if placed in the middle of the board. Knights move in an “L” shape. Here is a little help with the different ways the Knight can move:

- Move the Knight up or down two squares, then one square to the right or left
- Move the Knight right or left two squares, then one square up or down

Knights are a Minor Piece and are worth the same as a Bishop, which is more than a Pawn but not as much as a Rook.

### Diagram 4:

You should have eight pawns that guard your pieces. Pawns in the game of chess are not called pieces, they are called Pawns. The Pawn starts on its original square. From its original square the Pawn has the option to move one or two squares forward. If you choose to only move one square then the Pawn may only move one square at a time for the remainder of the game. Pawns only capture when an enemy piece is one square diagonally above it. Pawns are worth the least of all the chess pieces.

### Diagram 5:

You should only have one Queen. The Queen can move in any direction she likes, Up, down, right, left, or diagonal. The Queen is a Major Piece and is worth the most of all the chess pieces.

### Diagram 6:

There is only one player that cannot move backwards in chess. Its only worth one point. Knights are the only piece that is allowed to jump in chess.