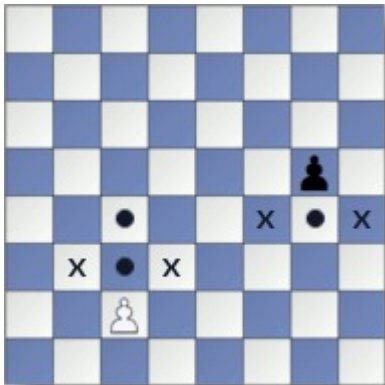




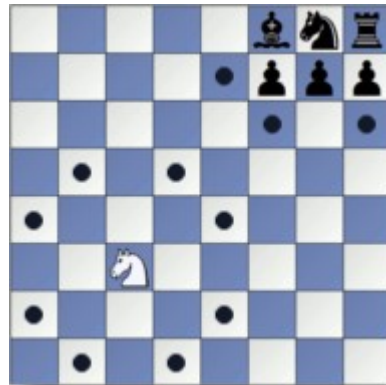
Chess Moves - Beginners Cheat Sheet

Pawns



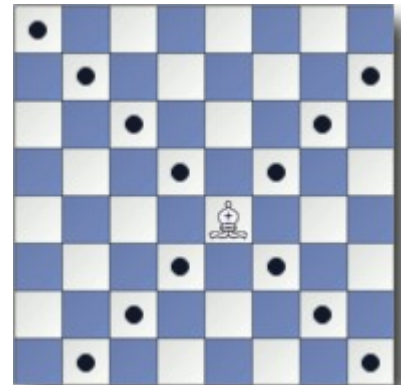
- Very first move, can choose to advance 1 or 2 squares.
- Thereafter, can only advance 1 square per turn.
- Pawns can only Capture diagonally, 1 square forward, to the left or right.

Knights



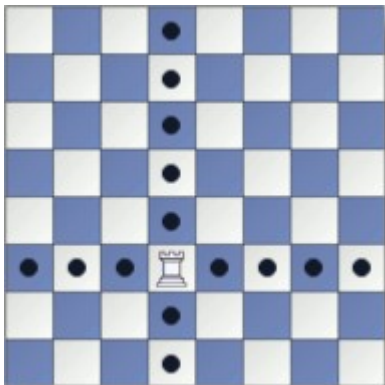
- Can be your Opening move (1. Nc3, or 1. Nf3).
- Moves in an L-shaped pattern: 2 left/right, 1 forwards ... in ANY direction.
- Knights can jump over stuff.

Bishops



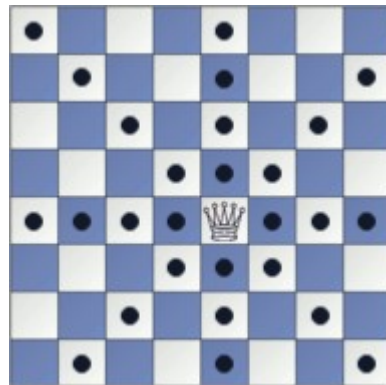
- Moves diagonally, on a single color square.
- Can move to any square, in a single direction, per turn, providing its path is clear.
- Can only capture diagonally.

Rooks



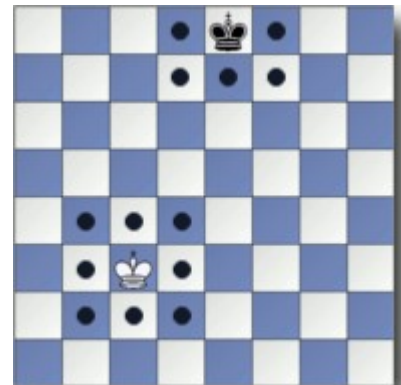
- Rooks can only work along the straights, but can get from one side to another, in a single turn, if the path is clear.
- Needs Open Files, or clear Ranks, to be effective.
- Aim to get at least one Rook onto the 7th Rank (where your enemy's Pawns start each game).

Queens



- Queens can move to any square, in any direction, providing its path is clear.
- Your Queen should be one of the LAST Pieces into battle (definitely after Pawns, Knights, Bishops.)
- Use Queens in Battery Attacks with either Rooks or Bishops.

Kings



- Kings can only move or capture ONE square, in ANY direction, per turn.
- The exception is in Castling, where a King and Rook can switch places (see our '**Basic Chess Moves**' webpage, in our Beginners Chess Guide, for more on Castling).
- Castle your King as quickly as possible, in the Opening.