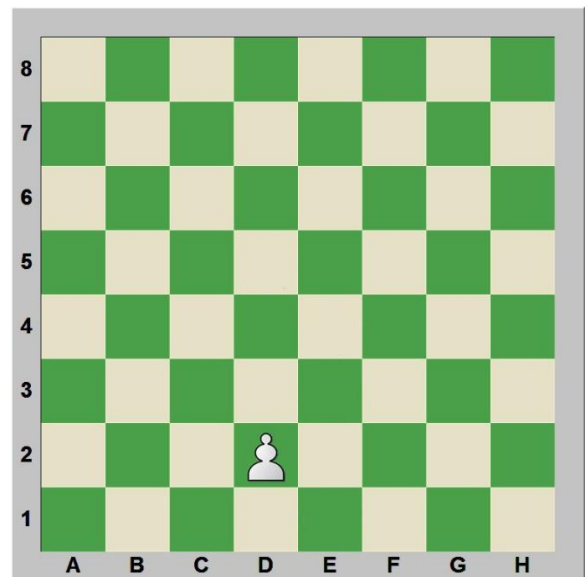Starting position of the Pawns
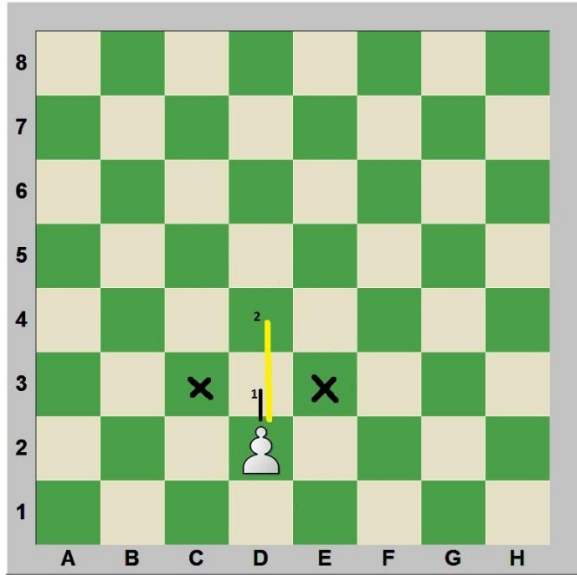
White Pawns are placed on the 2nd rank

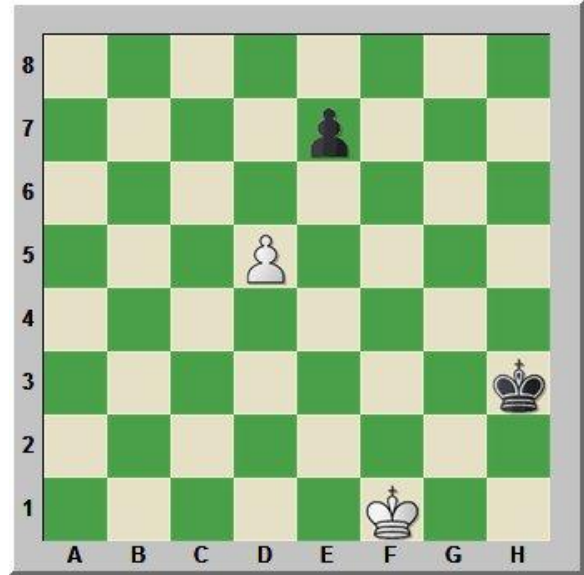Black Pawns are placed on the 7th rank

Pawn starting position

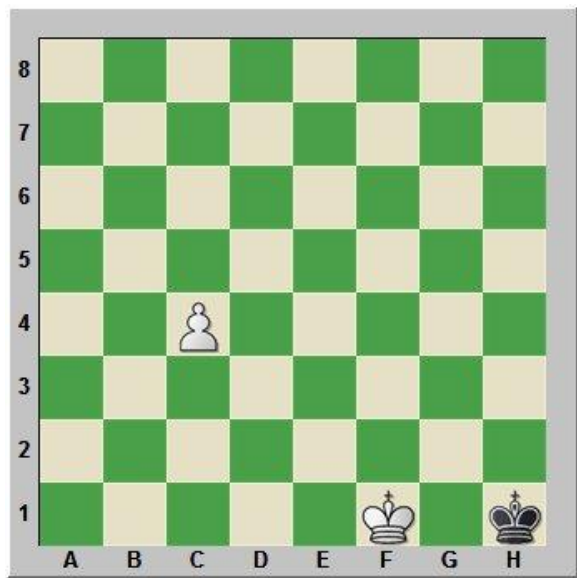The Pawn is the only piece that captures in a different way that it moves
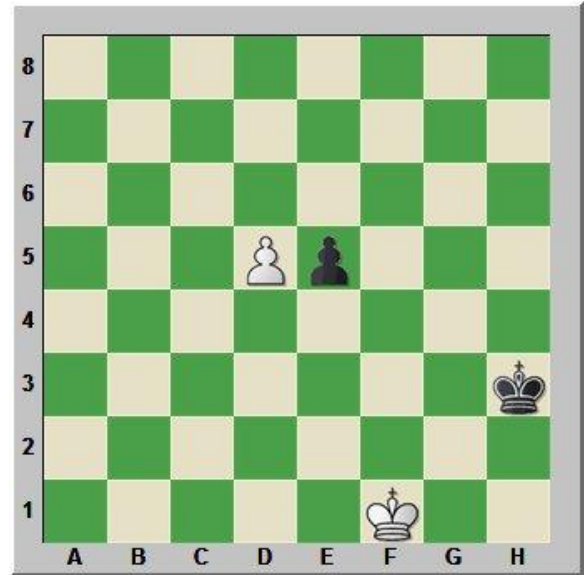
A Pawn cannot move backwards

A Pawn moves straight one or two squares and capture or takes one square diagonally
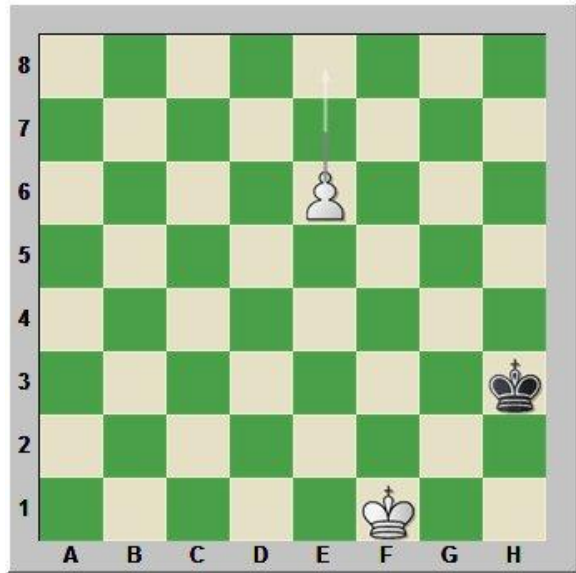
Position before En Passant

After a Pawn makes its initial move of one or two squares, the Pawn can only move up the board one square at a time
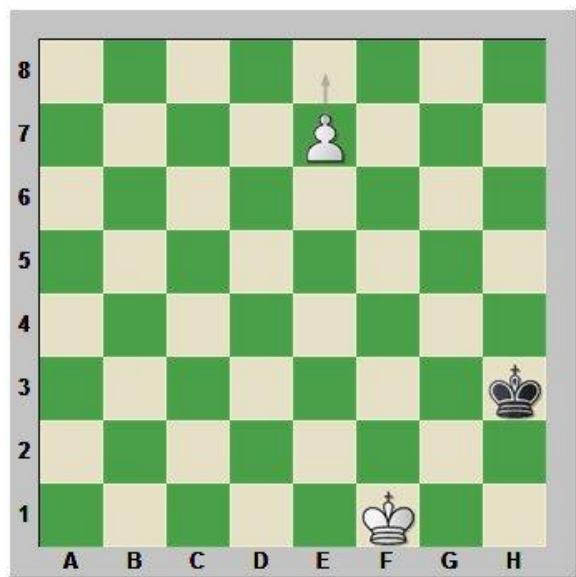
Black last move, pawn e5

White has captured "En passant"

A Pawn is promoted to a Queen, Rook, Bishop or Knight when it gets to the eighth rank.
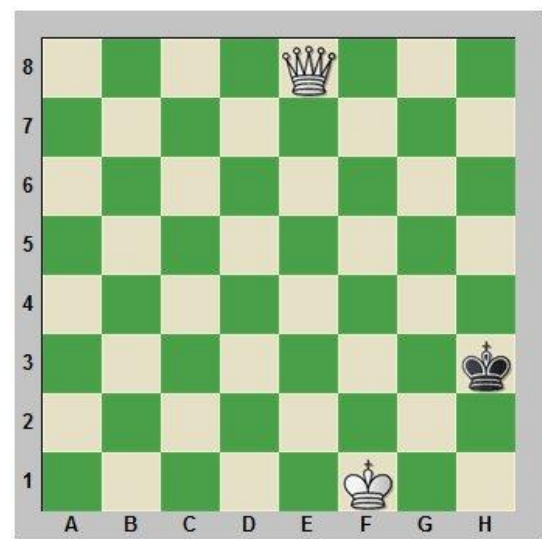
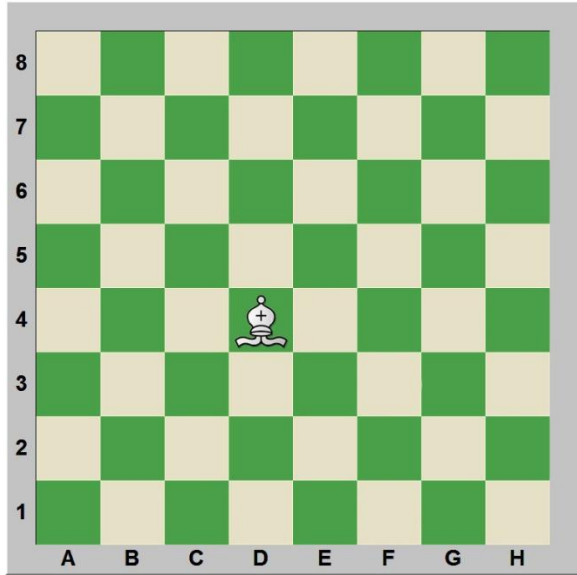A player can choose to be one of the pieces above.

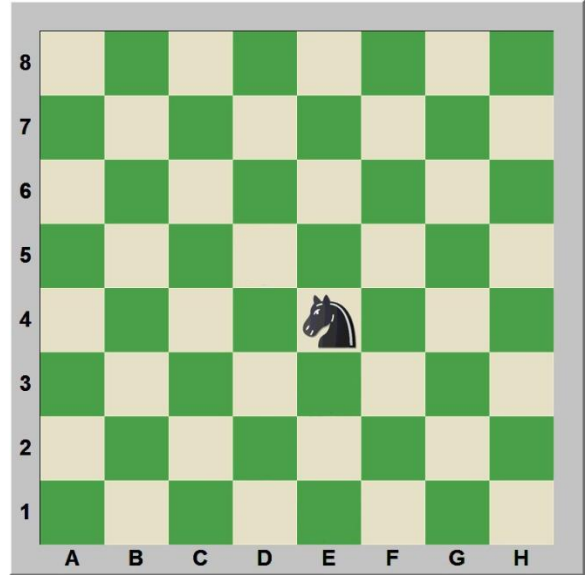Most of the time players pick the most valuable piece - a Queen
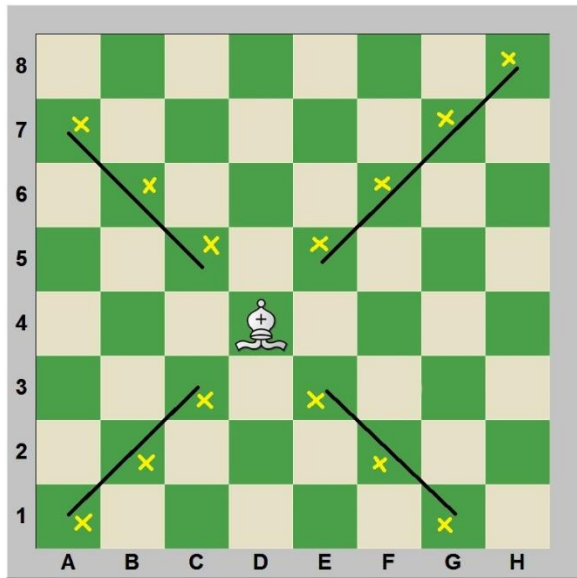
A pawn before a promotion
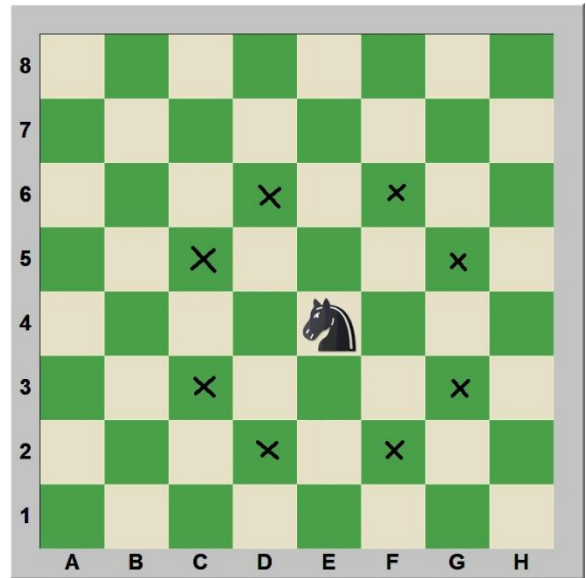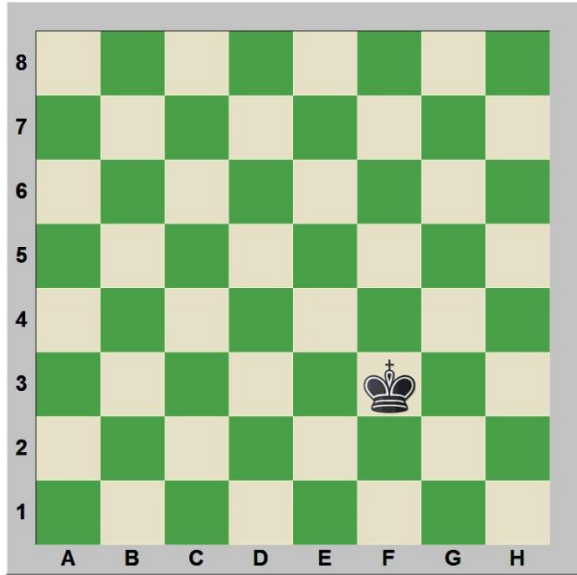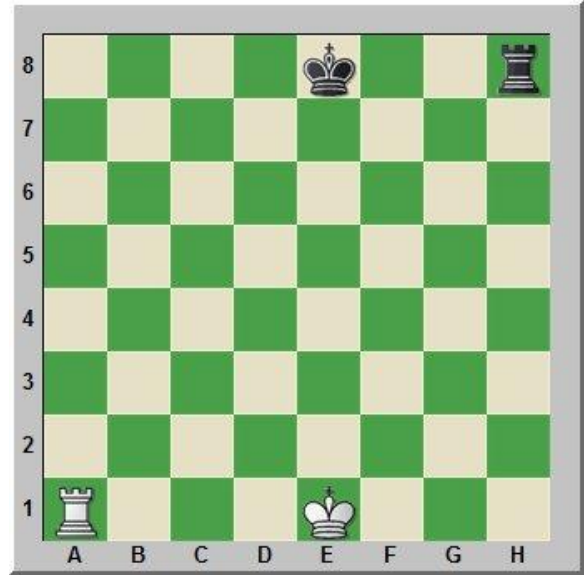
A pawn promoted to a Queen

Bishop

Knight

A Bishop moves diagonally and captures diagonally

A Knight can move to the "X" and take or capture by jumping over pieces. It moves one square to the side up or down and lands or take one square diagonally.
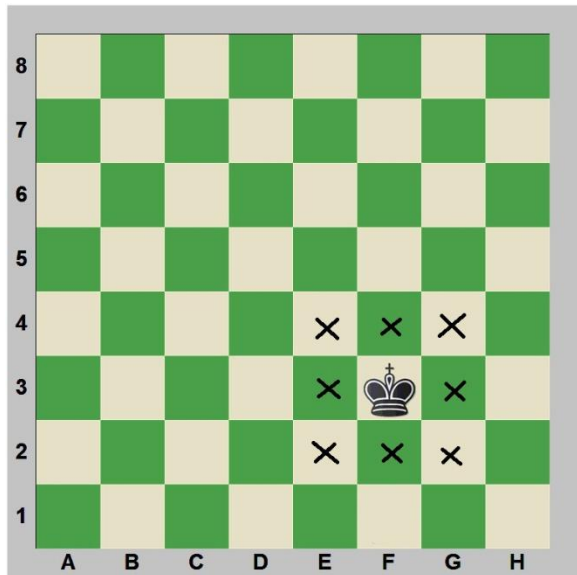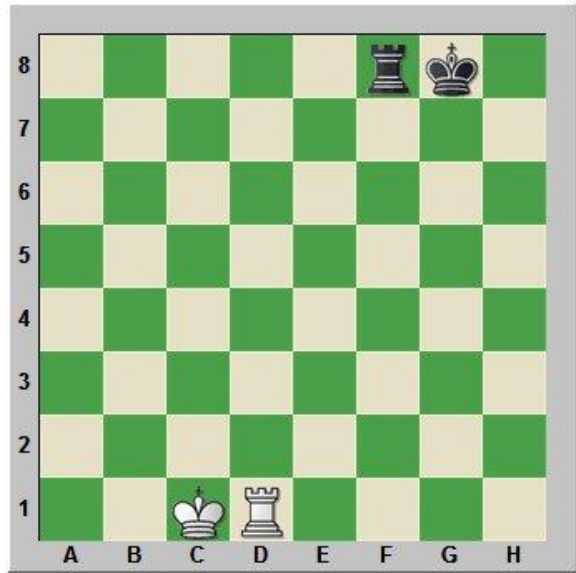
King

Before castling

Castling is a special move in which King and Rook combines their move.

It is the only time when a player can move two pieces in a single turn

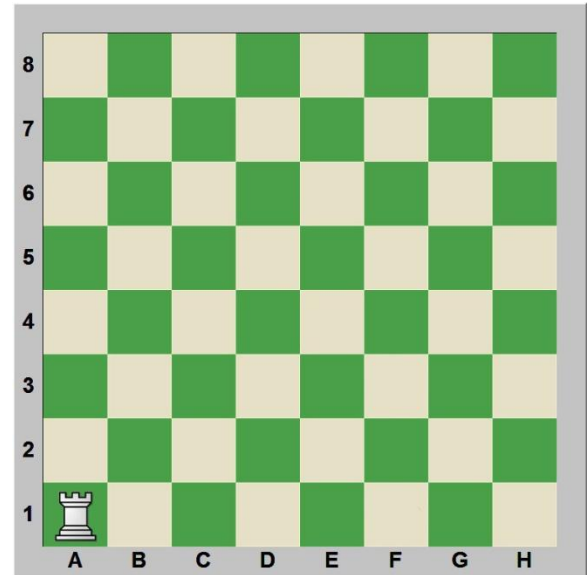A King moves and captures one square in any direction

Position after white castling long and
black castling short

Rook

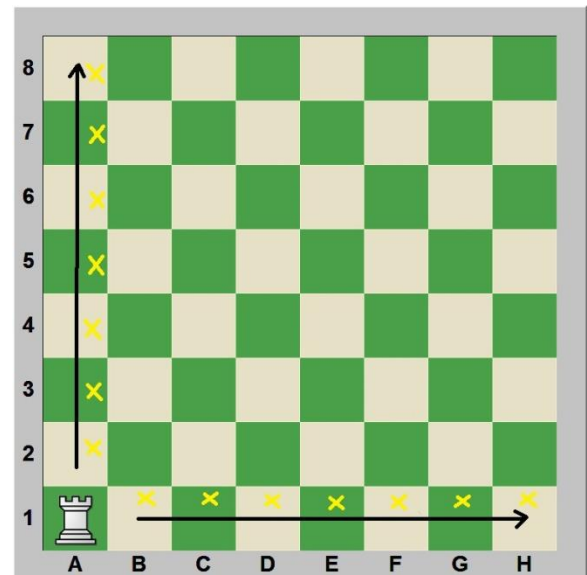Either player may choose castling
long or short

A King and Rook are the only pieces
that can be used for castling
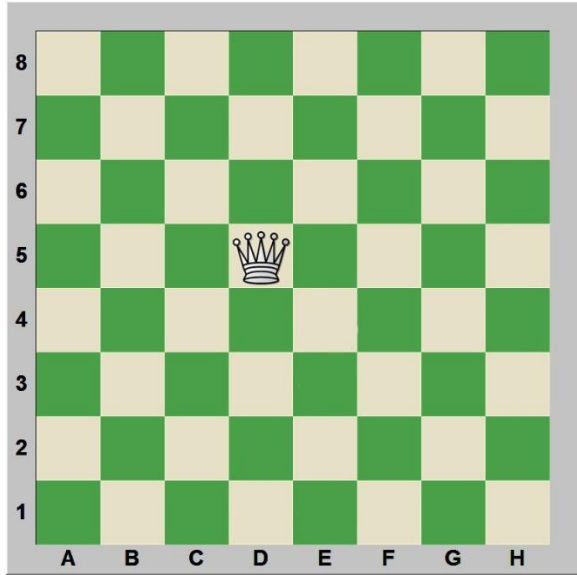
*Only when castling the King moves
two squares*

Note you cannot castle out of check.
When castling, your king cannot cross
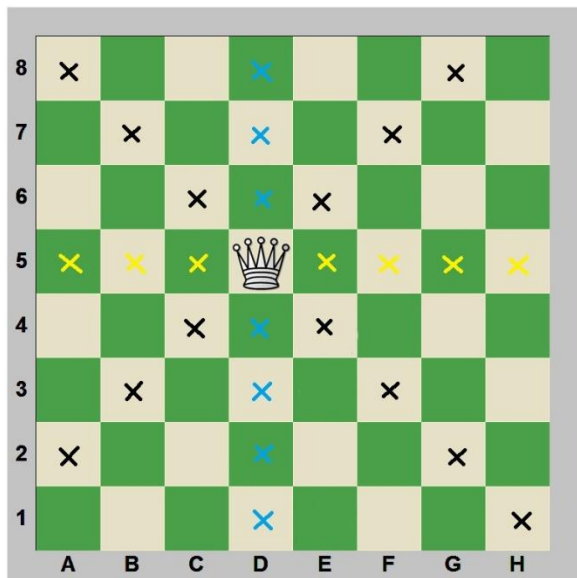an enemy "line of fire" say from a ♝,
♛ or ¦.

A Rook moves and captures in
straight line. Rooks either move up
and down on a file, or sideways along
a rank.

Queen

A Queen moves and captures straight and diagonally as far as the edge of the board.