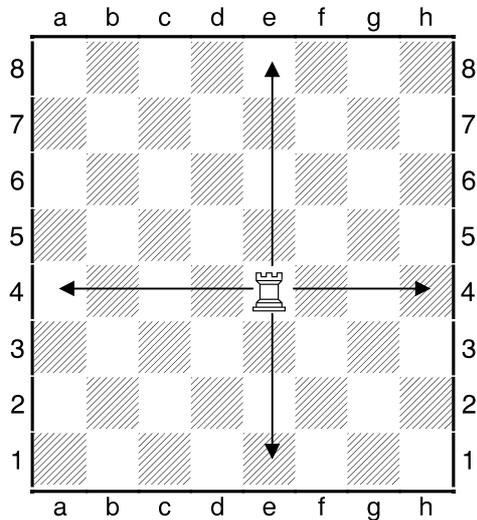


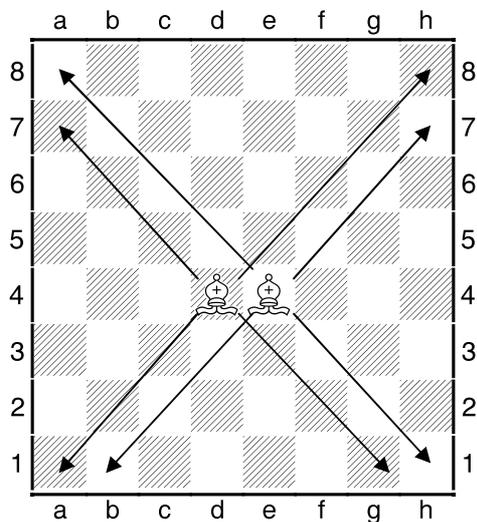
## Movement of Pieces

### The Rook



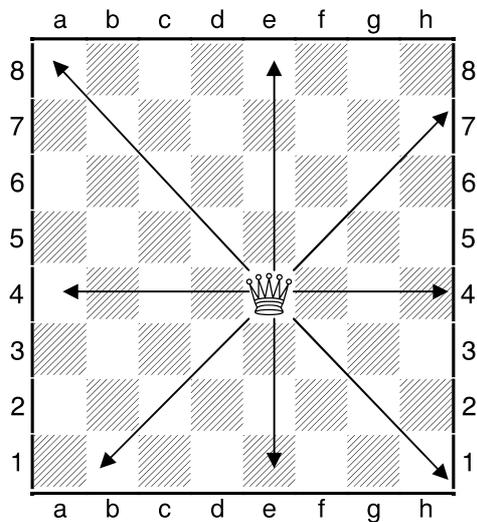
Rook Moves any number of vacant squares horizontally and vertically. If the opponent piece is in the way then Rook can capture it and land on the square occupied by that opponent piece. If own piece is in the Rook's way, then its path is Blockaded and Rook can't jump.

### The Bishop



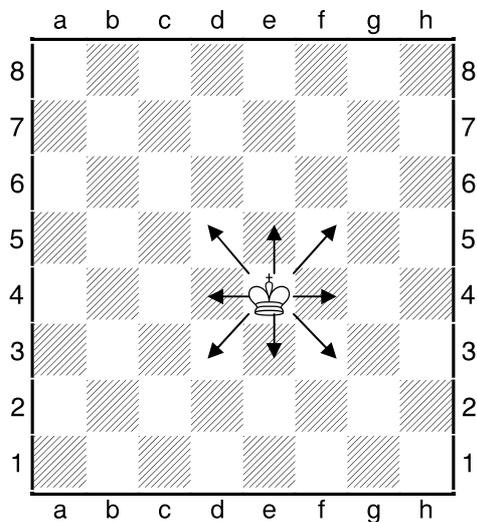
The Bishop moves any number of vacant squares diagonally or we can say in a slant way. Due to its nature of Diagonal movement the light squared Bishop always remains on Light Square while the dark squared Bishop always remains on Dark Square. If the opponent piece is in the way the Bishop can capture it and land on the square occupied by that opponent piece. If own piece is in the Bishop's way, then its path is Blockaded and Bishop can't jump.

## The Queen



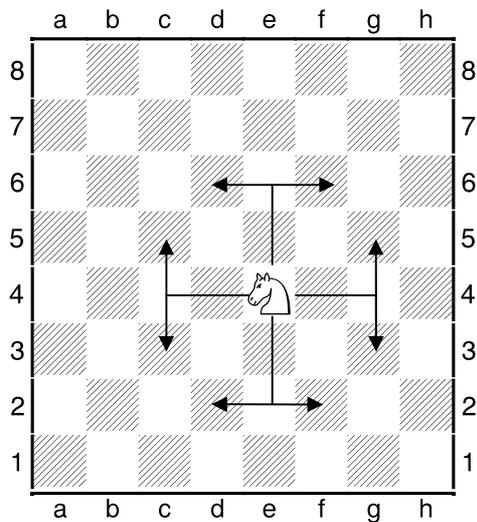
The Queen can move any number of vacant squares Horizontally, Vertically or Diagonally. So we can say that Queen can move either like a Rook or like a Bishop. If the opponent piece is in the way then Queen can capture it and land on the square occupied by that opponent piece. If own piece is in the Queen's way, then its path is Blockaded and Queen can't jump.

## The King



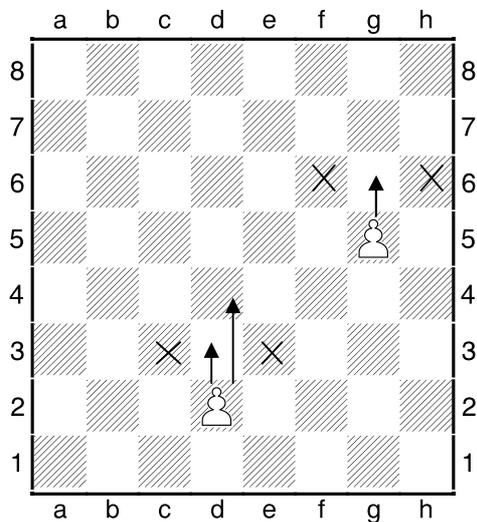
The King can move anywhere but only one square. If the opponent piece is in the way then King can capture it and land on the square occupied by that opponent piece. If own piece is in the King's way, then its path is Blockaded.

## The Knight



The Knight moves two squares horizontally or vertically and then turns at a right angle to move one square as shown in figure or we can say Knight moves 2.5 (Two and Half) Squares. The Knight is the only piece which has ability to jump over the pieces. It can jump over any piece; it may be our opponent or our own piece. The Knight can capture opponent piece if it is on the Knight's landing square.

## The Pawn



The Pawn can move in the forward direction and can never move backwards or sideways. The pawn moves one square forward but it can't capture in that way. Pawn can capture only one square forward diagonally. The pawn in the initial position (White's pawn on 2<sup>nd</sup> rank and Black's pawn on 7<sup>th</sup> rank) has the option to move two squares forward directly. So in initial condition the Pawn can either move one square or two squares.