

**Pawn:** 8 pawns for white, 8 pawns for black (16 pawns total)

Worth 1 point each (8 points in total)

Move 2 squares forward on their first move and 1 move forward rest of the game

Only piece that doesn't capture the way they move! Pawns capture diagonally

*Special Moves:*

When a pawn gets to the other side of the board, they are sacrificed for a queen, rook, knight, and bishop only.

En passant: When a pawn uses the two-square advance to pass opponent's adjacent pawn. Adjacent pawn gets to capture opponent's pawn.

*Restrictions:* Can only move up 1, can't go backwards

*Attributes:* Typically start of the game to achieve the center, quantity over quality



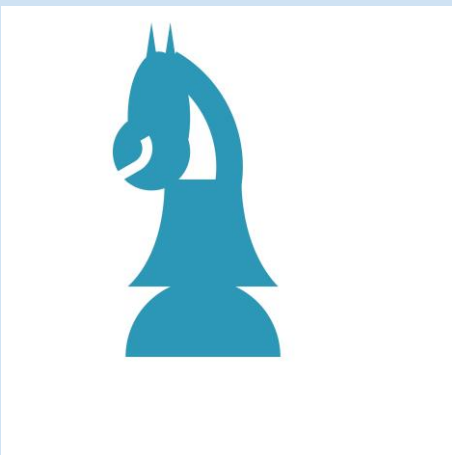
**Knight:** 2 knights for white, 2 knights for black (4 knights total)

Worth 3 points each

Move 2 squares up, 1 square over or move 1 square up, 2 squares over ("L" shape)

Capture the way they move, can go backwards

*Attributes:* Only piece that can jump over other pieces



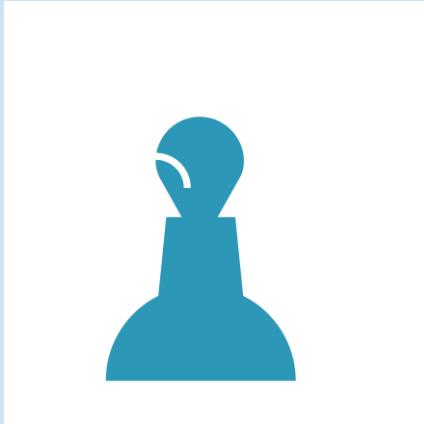
**Bishop:** 2 bishops for white, 2 bishops for black (4 bishops total)

Worth 3 points each

Can move anywhere between 2 and 8 squares diagonally

Capture the way they move, can go backwards

*Restrictions:* Can't jump over other pieces



**Rook:** 2 rooks for white, 2 rooks for black (4 rooks total)

Worth 5 points each

Move forward, side to side anywhere between 2 and 8 squares

Capture the way they move, can go backwards

*Special Moves:*

Queen-side, King-side castle: way to protect the king; king moves 2 squares vertically, rook moves 3 squares; king moves 2 squares vertically, rook moves 2 squares vertically ("the switch").

*Attributes:* Second most powerful attacking piece

*Restrictions:* Can't jump over other pieces



**Queen:** 1 queen for white, 1 queen for black (2 queens total)

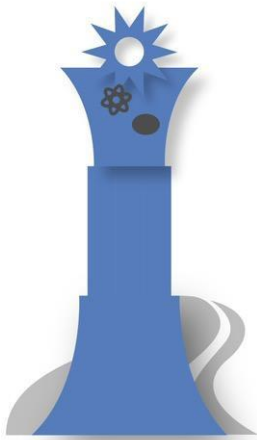
Worth 9 points each

Move forward, side to side, and diagonally anywhere between 2 and 8 squares

Capture the way they move, can go backwards

*Attributes:* Most powerful piece on the board

*Restrictions:* Can't move like a knight



The Queen's Gambit Chess Institute

**King:** 1 king for white, 1 king for black (2 kings total)

Worth the game

Move forward, side to side 1 square

Capture the way they move, can go backwards

*Special Moves:*

Queen-side, King-side castle: way to protect the king; king moves 2 squares vertically, rook moves 3 squares; king moves 2 squares vertically, rook moves 2 squares vertically ("the switch").

*Attributes:* Reason for the game

*Restrictions:* Very limited mobility

