

King

The King can move one space in any direction.

Queen

Queen can move in any direction. She can move any number of spaces in any direction, as long as she is not obstructed by another chess piece. Of course, if that obstruction is an opposing chess piece, she is free to capture it

Bishop

They can move any number of spaces diagonally as long as they are not obstructed by another chess piece. Of course, if that obstruction is an opposing chess piece, they are free to capture it.

Knight

This chess piece is able to 'jump' over other chess pieces. They move in an "L" shape which means 2 squares in a straight line and then a one square move to the side. If they land on an opposing chess piece, it is captured.

Rook

They can move up and down, left and right, and can move any number of spaces as long as they are not obstructed by another chess piece. If the obstructing chess piece belongs to their opponent, they are free to capture it.

Pawn

On their first move, each pawn has the choice to move forward one space or two spaces. After this move, they can only move one space forward. However, they are also the only chess piece that captures in a method different from how they move. To capture, the Pawn moves diagonally one space. The Pawn can never move backwards.