

Links:

Pieces explanation:

- <https://www.chess.com/terms/chess-pieces#king>
- <https://www.chessmatec.com/chess-rules-for-kids-chess-moves>

Narrative:

- <https://www.gamedeveloper.com/design/the-invisible-narrative-of-games---or---the-story-of-chess>

History Link:

- <https://www.mrscheckmate.com/what-chess-pieces-represent/>

1 King:

- History?
 - Chess has been called “The Royal Game,” so it should come as no surprise that the King is the most important piece in the game. The King has been a hallmark of chess since its origin, with its movement nearly unchanged for several centuries. In fact, the chess terms “check” and “checkmate” come from the Persian word, “Shah,” meaning king. While the names for other pieces may vary in modern languages, nearly all of them call the King a king. For example, *König* in German, *roi* in French, *rey* in Spanish, or *король* (*korol*) in Russian
 - <https://www.wholesalechess.com/blog/history-and-tips-about-chess-kings/>
 - The king is not as powerful as the queen, but he is considered the most important piece that needs the most protection. Once a king is trapped and no other moves will allow him the game is over.
 - This also symbolizes the king during medieval times. Only when a king is killed or forced to surrender is the battle over and the opposing party declares victory.
 - A game of chess is like an intense battle between kingdoms and this is what chess pieces represent in every game.
- How does it move?
 - It can only move (or capture) one square in any direction. Please note that the king cannot be captured! When a king is attacked, it is called "check."
 - Can move only one step in every direction – forward, backward, to the sides or diagonally.
 - The King can capture any of the opponent's pieces that are standing in any square surrounding the King.

1 Queen:

- History?
 - History has proven that many reigning queens could be ruthless when it came to battles and wars.
 - Since she can move freely across the board many players favor this piece over all others.
 - The queen might be considered the most powerful piece because she can control a large number of squares at a single point of time. Her importance is also obvious from the fact that numerous international chess players have resigned from the game once their queen has been captured.
- How does it move?
 - The Queen, in the same way as the King, can move in every direction – horizontally, vertically and diagonally.
 - However, the Queen can move in a straight line all the way to the other side of the board, stepping on every square that isn't taken up by another piece
 - Making her the most powerful piece in the game of Chess!
 - The Queen can capture a piece by landing directly on the other player's square.
 - Queen is worth 9 points
 - Moves like a rook and bishop combined
 - Can move in any direction as far as she wants as long as no pieces are in the way

2 Bishops:

- History?
 - The bishop stands close to the king and queen because it represents the church which many royal courts held near and dear to their hearts. This is also considered the third most powerful piece on the chessboard because back in the day religion could influence many people, even without the help of the royal family.
 - Also, the bishop was considered next in line from the reigning king and queen in medieval Europe.
- How does it move?
 - He can only move diagonally and step on any square that isn't taken up by another piece.
 - If a Bishop starts the game on a Black square, he will only be able to step on Black squares for the rest of the game, and the same goes for a Bishop that starts the game on a White square.

- Similarly to the other pieces, the Bishop can only capture an opponent's piece by landing on the square that the piece is standing on.
- Each side starts with two bishops, one on a light square and one on a dark square.
- The bishop is considered a minor piece (like a knight) and is worth three points.
- Can only go diagonal and stays on color it starts on
- An easy way to remember how a bishop can move is that it moves like an "X" shape. It can capture an enemy piece by moving to the occupied square where the piece is located.

2 Knights:

- History?
 - protective knights in the castle. The pieces are shaped like a horse because it is symbolic of what knights rode during battle.
 - These are also protected by the tower because back in medieval times knights were affluent and only well-educated and upper-class warriors were considered as knights.
 - The Knights also have the ability to leap over other pieces since knights rode on horses in real life. They are also the only pieces that can start the game instead of a pawn.
 - "L" shape isn't very clear. Many theorize that it symbolizes the beautiful and graceful movements of a knight riding on a horse.
 - They are also considered as protectors of the royal family, the first line of defense in case the enemy breaks through the castle walls.
- How does it move?
 - The Knight is a unique piece – it can move two squares forward or backward and one square to the side, or two squares to the side and one square forward or backward, so that his movements resemble the shape of an L.
 - The Knight is the only piece in the game of Chess that can skip over the other pieces (much like a horse gallops over obstacles) when it moves.
 - Even though he can skip over squares while they are occupied by other pieces, the Knight can only capture a piece that is standing on the square he lands on (the tip of the L).
 - The knight is considered a minor piece (like a bishop) and is worth three points.
 - The knight can capture only what it lands on, not what it jumps over!

2 Rooks:

- History?
 - This piece is positioned on the corners of each player's side. As the name "castle" suggests, this is the protective barrier or the walls that protect the higher-ranking pieces.
 - This is why they are placed on the sides to symbolize protection over royalty, in the same way, a castle or a tower protects those on the inside.
- How does it move?
 - The Rook is another powerful piece that can move in a straight line forwards and backwards through any square on the board that isn't occupied by another piece.
 - To capture the other player's pieces, the Rook needs to land directly on the piece's square.
 - Each side starts with two rooks, one on the queenside and one on the kingside. All four rooks are located in the corners of the board.
 - The rook is considered a major piece (like the queen) and is worth five points.
 - It can move as many squares as it likes left or right horizontally, or as many squares as it likes up or down vertically (as long as it isn't blocked by other pieces).
 - An easy way to remember how a rook can move is that it moves like a "+" sign.
 - Can only move in straight lines as far as it wants if no other pieces are in the way

8 Pawns:

- History?
 - There is a debate about whether the pawns are the peasants who live outside of the castle walls or are the soldiers protecting the royal court behind them.
 - Either way, they are the first line of defense against invaders. In the game of chess, it is the pawn that gets to move first before a full battle ensues.
 - The lowly pawn begins the game as the weakest piece on the board, but has the potential to dominate the game via promotion to a more powerful piece. Since the origin of the game, the pawn has had the same general movement. However, the ability of the pawn to move two squares on its first move or to capture *en passant* was added in Europe in the 15th century. While the English origin of the word pawn is obscure, the word is thought to be derived from the Old French *paon*, which in turn comes from a Medieval Latin term for a foot soldier. Most other languages derived from the same terms, another word for a foot soldier, or a word for peasant. For

example, French *pion*, Spanish *peón*, Italian *pedone*, Russian пешка (*peshka*), or German *Bauer*.

- <https://www.wholesalechess.com/blog/history-and-tips-about-chess-pawns/>
- How does it move?
 - When a game begins, each side starts with eight pawns. White's pawns are located on the second rank, while Black's pawns are located on the seventh rank.
 - The pawn is the least powerful piece and is worth one point.
 - If it is a pawn's first move, it can move forward one or two squares.
 - If a pawn has already moved, then it can move forward just one square at a time. It attacks (or captures) each square diagonally to the left or right.
 - For one, they can only move forwards one step at a time, and not backwards, but when they capture the other pieces they can only do so when the opponent's piece is on a square diagonally in front of them. If another piece is standing in front of the Pawn, he will not be able to keep moving, but if an opponent's piece is standing diagonally in front of the Pawn on the squares that are closest to him – he can capture it!
 - Only when they first move from the starting position, they can choose to jump over the square immediately in front of them, almost like a trampoline, therefore moving forward by two squares. If another piece is blocking his way, however, the Pawn won't be able to move.
 - Even though he is weak and small, if a Pawn manages to reach the other side of the board he can be promoted to any piece of his liking except the King (because there can only be one King in the Kingdom!). Once the Pawn is promoted, he can move in the same way as the piece he was promoted to moves. For Example, if the Pawn is promoted to a Queen he will move like a Queen, if he becomes a Knight he will move like a Knight and so on.
 - First move of the game can move twice only
 - Move once only and only piece in chess that cant move backwards
 - Only moves straight but can only capture diagonally

Set Up:

- The chess pieces are then arranged the same way each time. The second row (or rank) is filled with pawns. The rooks go in the corners, then the knights next to them, followed by the bishops, and finally the queen, who always goes on her own matching color (white queen on white, black queen on black), and the king on the remaining square. White square always on the right when setting up board.

