

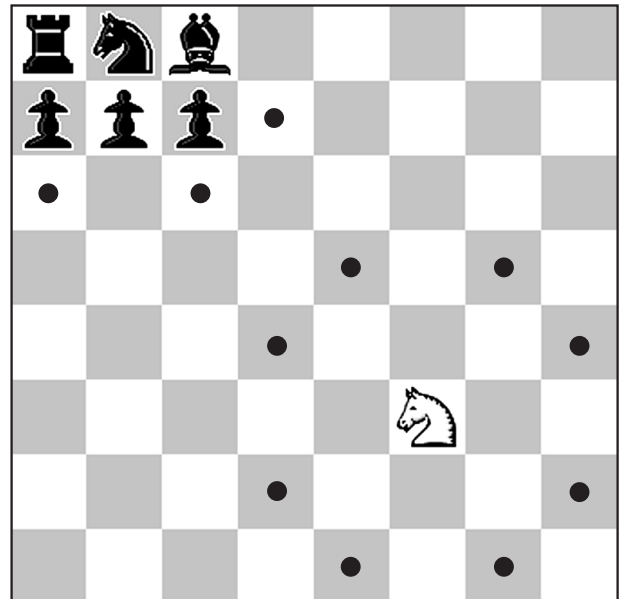
How the pieces move – KNIGHT

- The Knight has a special move. It ‘hops’ from the square it is standing on to its next square, and can jump over other pieces (its own and those of its opponent) between its old and new squares;

- The Knight moves in the shape of the letter “L.” It moves TWO SQUARES HORIZONTALLY or VERTICALLY then makes a RIGHT-ANGLE TURN for ONE MORE SQUARE;

- The Knight always lands on a square opposite in colour from its starting square;

- In the diagram, the white Knight on f3 can move to the eight squares shown, all of which are dark squares. The black Knight on b8 can hop over its own pieces to a6, c6 and d7.



- Knights are far more effective in the central 16 squares of the board (c-f, 3-6), where they can move to a maximum of 8 squares. A Knight on a corner square only has 2 possible moves;

- Because of this, many players try not to put Knights on squares on the edge of the board – “a Knight on the rim is dim” is a well-known chess saying.

MORE information:

Go to the Irish Chess Union website, at www.icu.ie