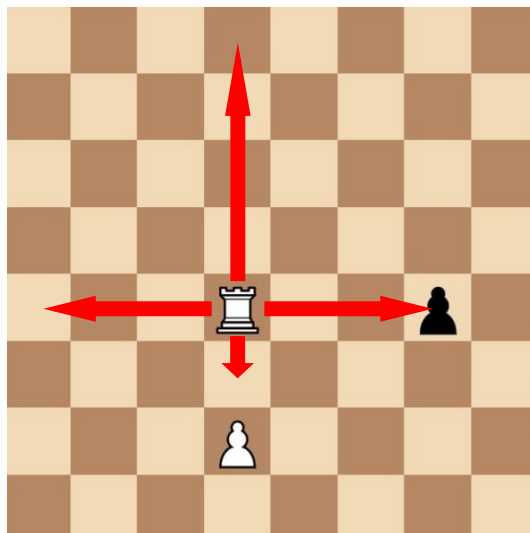


## Lesson 2: the ROOK

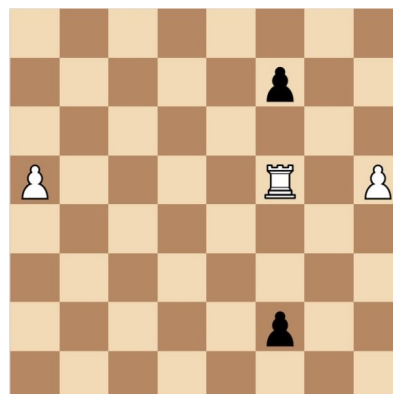
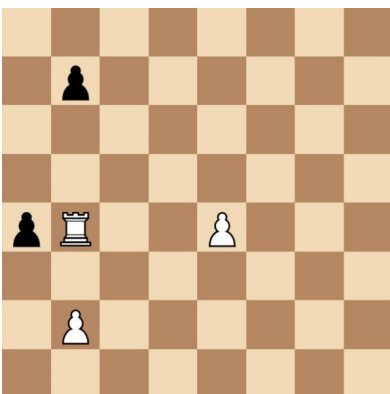
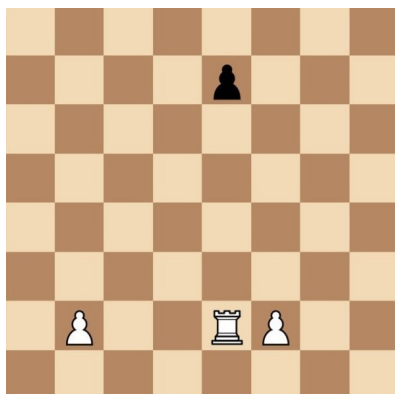
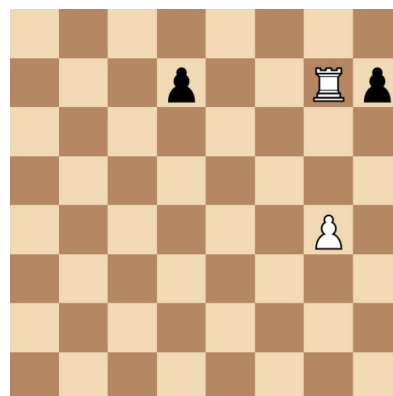
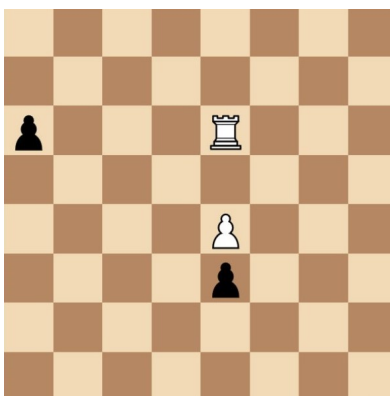
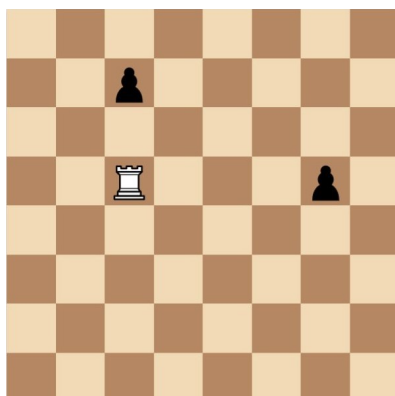


### The Rook Move

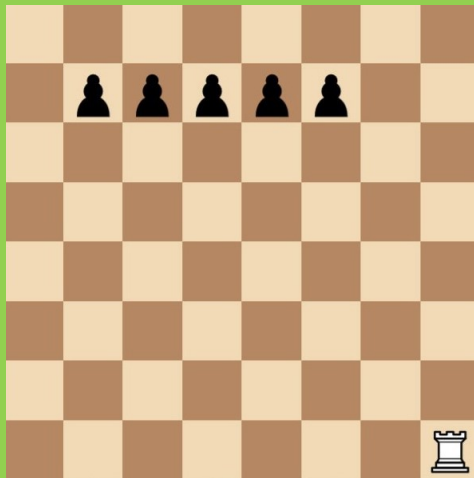
- as many squares as you like forwards, backwards, or side-ways
- a rook can capture an opponent's piece in its path

### Puzzle Corner

Put a cross in any square that the White rook can move to, and circle any Black pawns that White can capture.



## Mini-game: The Rampaging Rook!



Set up the position on the left. Toss a coin to decide who has the White rook first.

White wins this game by capturing all the Black pawns before any of them reach the far side of the board.

Black wins by capturing the White rook or by getting a pawn to the far side of the board.

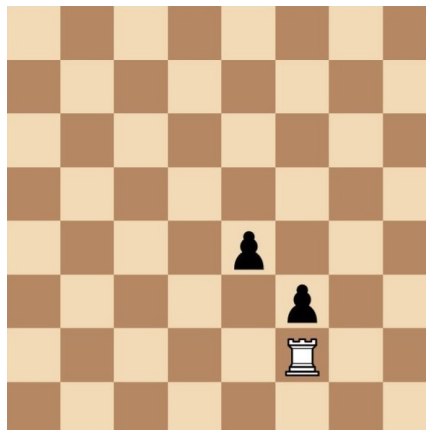
The pawns have to get to the far side **SAFELY**. That means they can't be immediately captured by the rook.

Take turns to be White or Black. Which is the stronger army: one rook or five pawns? We will learn more about that in Lesson 8!

## Grandmaster Test

### Did you know?

On a chessboard the rows are called "ranks" and the columns are called "files". In our diagrams, ranks are *horizontal* and files are *vertical*.



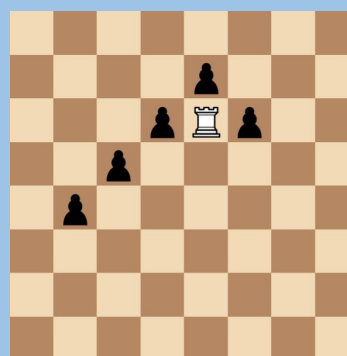
### Castle/Rook?

Some people use the word "castle" instead of "rook". We are going to save the word "castle" for a very special move we'll learn about later.

The Rampaging Rook has reached this position. Only one move wins for White. Can you find it? You may need to set the position up on a board and try it a few times. Answer with Lesson 3.

### Grandmaster Test—Lesson 1

**Answer:** Black wins by copying White's moves. If White moves the pawn two squares, Black moves two squares. If White moves one square, Black moves one square. In both cases Black blocks the position and White loses. Chess is a thinking game. Think ahead!



### Top Tip—Teamwork!

Pawns work well in teams. In the diagram, the pawns help to protect each other. Only one of the pawns can be safely taken by a White rook. Can you find it?