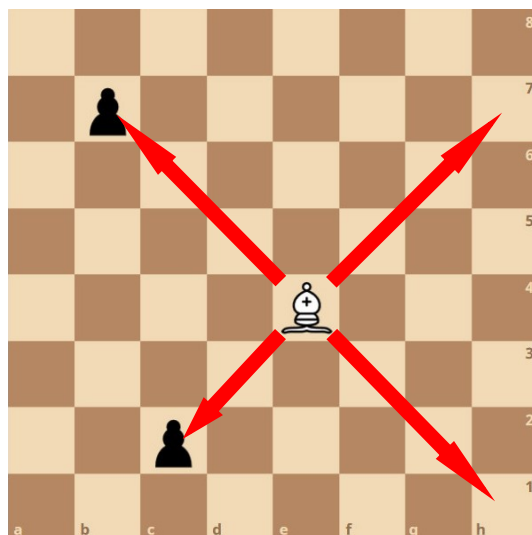


Lesson 3: the BISHOP

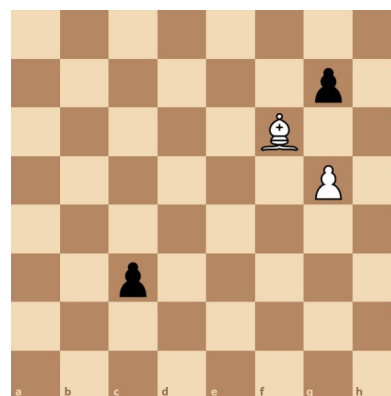
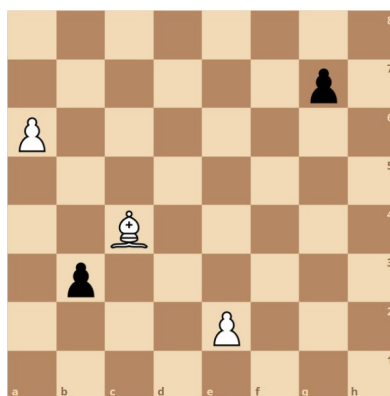
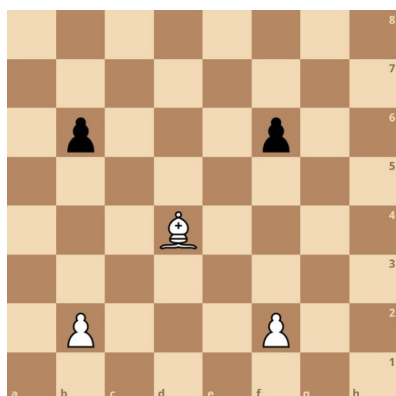
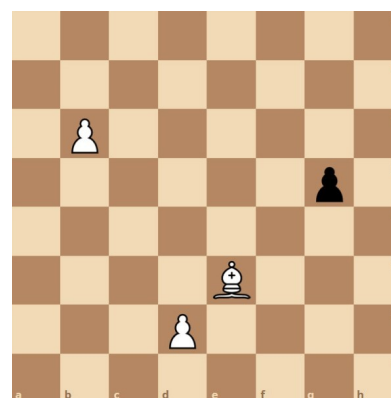
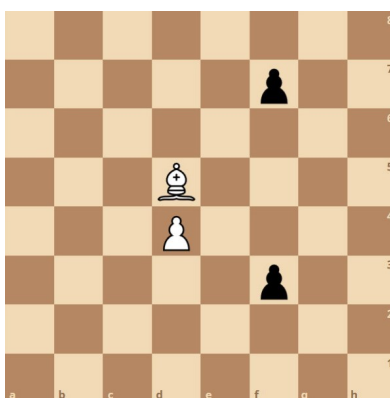
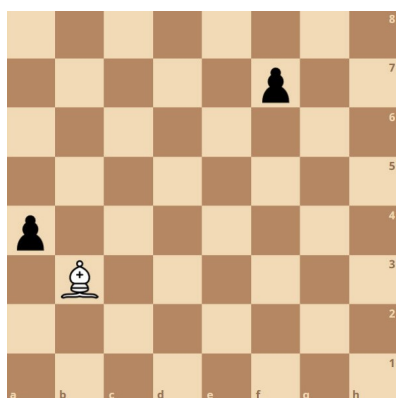


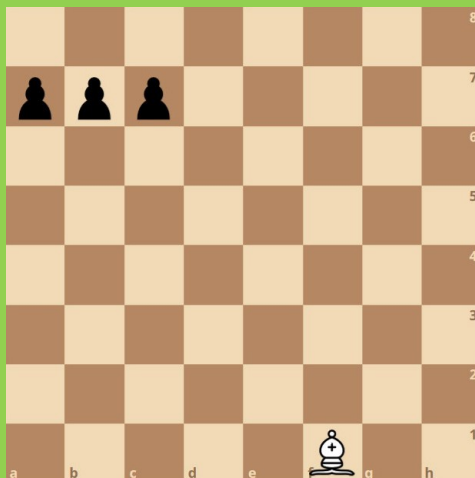
The Bishop Move

- as many squares as you want diagonally (if you can't quite remember, think Diagon Alley!)
- a bishop can capture an opponent's piece in its path

Puzzle Corner

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





Mini-game: Bish Bash Bosh!

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

What do you notice about all the squares this bishop lands on? Do they have anything in common?

Did you know?

The bishop used to be called an elephant instead! When Hannibal crossed the Alps to attack Rome, the Roman soldiers were very scared of the elephants in his army! Wouldn't you be?

Grandmaster Test



X-factor

A bishop can move very quickly around the board but can never get to the square right next to it. A rook can reach the whole board. Which do you think is the stronger piece?

Can you find where to put the bishop so it attacks 13 different squares? What about a place where it attacks just 7 squares? Answer with Lesson 4.

Coordinates

You may have noticed the tiny letters and numbers around our chessboards. These give each square a name or "coordinates". You say the letter first, followed by the number. In the Bish Bash Bosh game, the bishop starts on square f1. Can you put pawns on squares c4, d3, e4, f5, and g6? If you get them right you'll get a big tick!

Grandmaster Test—Lesson 2

Answer: White wins by playing the Rook to square f1. Whatever Black does next, White can safely capture the pawn on the f-file. If White moves the rook anywhere else, Black either captures the rook or moves the pawn to square e3. The pawns then work together to win the game!