

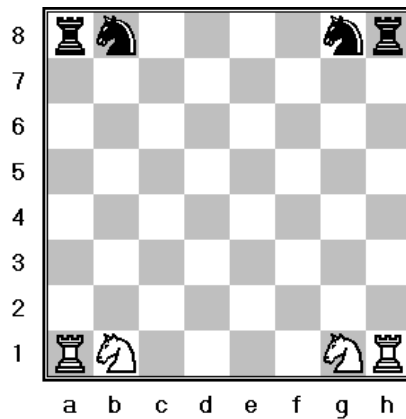


Knigh - N

Moves in an “L” pattern: 2 squares along the file and 1 along the rank, or 2 on the rank and 1 on the file. Knights are the only pieces that can jump over other pieces. It captures only on the square it lands on.

A knight is worth 3 pawns.

Opening position for the Rooks and Knights.



Knigh vs. Pawn Game

If the white Knights capture all the pawns before one pawn can reach the back rank— White Wins. If a black pawns can reach the back rank or capture both of the Knights— Black Wins. Can you capture all of the pawns before they reach the final rank?

