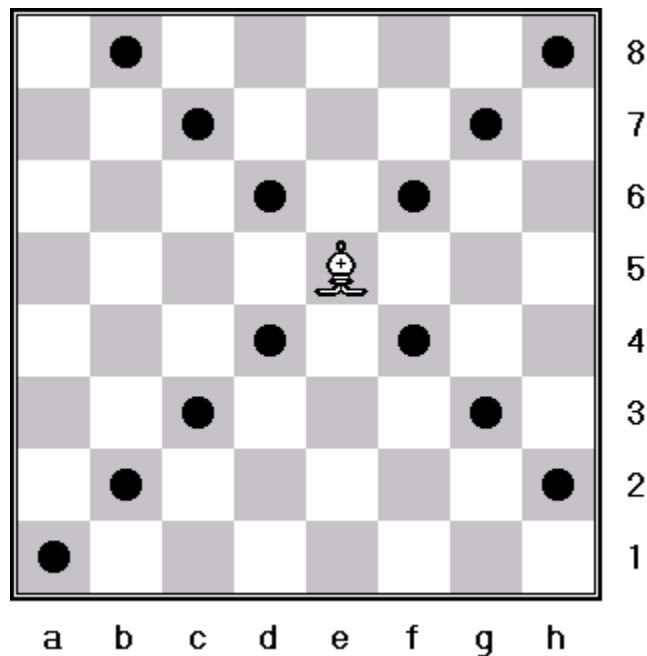


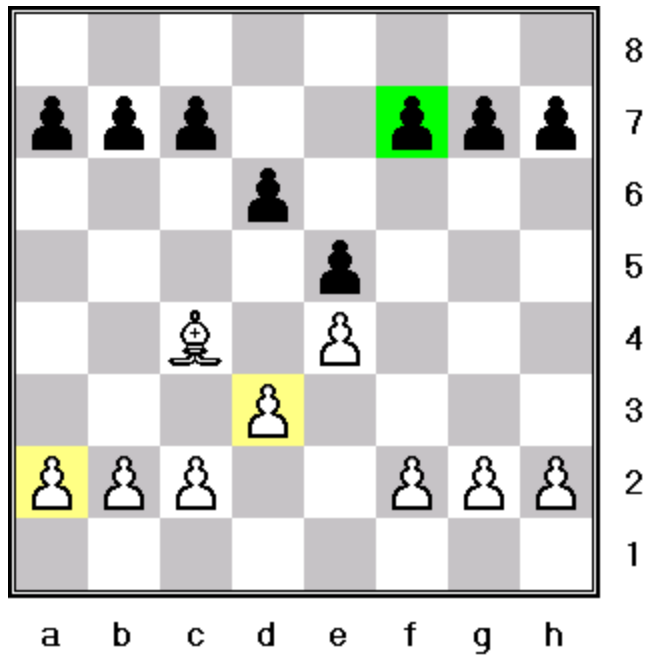
Chess Pieces: The Bishop

What is the bishop and how does it move?

The *bishop* is the chess piece seen in the diagram below. The *bishop* moves only on diagonals. In the game of chess you start with 2 bishops; 1 on a light square and 1 on a dark square. They are commonly referred to as light and dark square *bishops* because they can never leave the square color they begin on. In the diagram below, the white *bishop* on e5 is called a dark squared *bishop* because it can only move on the dark squares diagonally as indicated by the dots.



The *bishop* can move along the diagonal if the squares of the diagonal are unoccupied by pieces of its own color. If pieces of the opposing color are blocking squares on a diagonal that your *bishop* could move to, your bishop can capture that piece. In the following diagram, the white *bishop* on c4 can capture the black pawn on f7 (highlighted in green). The same *bishop* is blocked by its own pawns on a2 and d3 (highlighted in yellow). The only squares the white *bishop* can move to are a6, b3, b5, d5 e6, and f7.



Play a game

Set up your chess board as shown below. The rules for the game remain the same as those for the pawn game.

