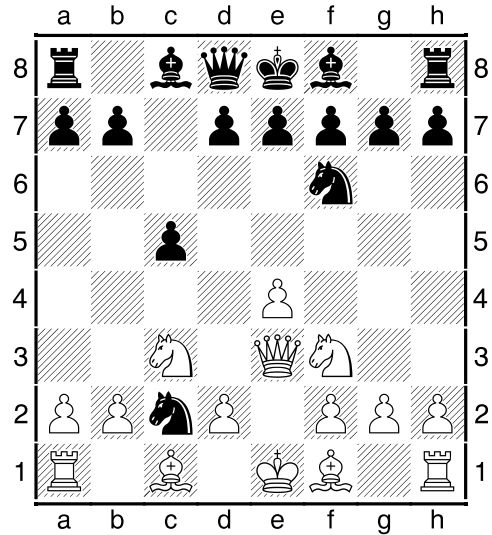
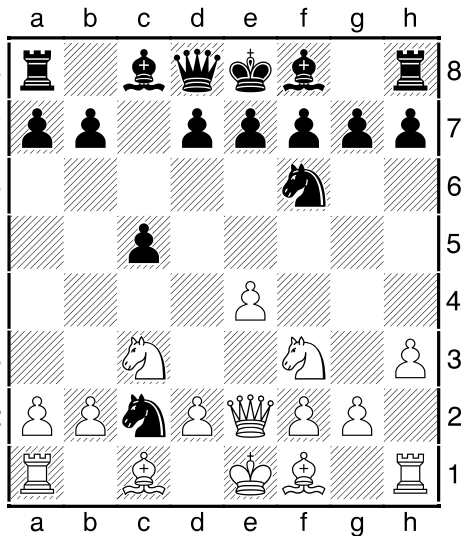


The Knight: Due to its peculiar movement, the Knight can be one of the most feared pieces on the board. All the other pieces move geometrically in a straight line. All have to stop when encountering another piece in their path. Either by capturing it or stopping short if it is one of their own color or the enemy King. The Knight can ignore any piece along its path and land on any square an "L" shape away as long as it is not occupied by a piece of its own color or the enemy King. This peculiarity is what makes it so feared.

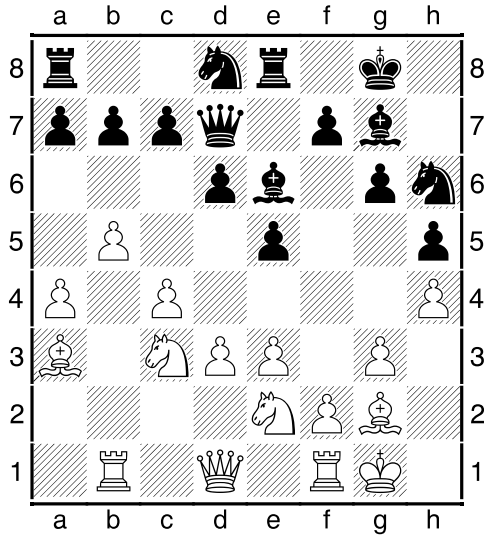


Worse yet is the "family fork". Here the bad boy Black Knight has gone after "Mom, Dad, and one of the Kids" by forking the White Queen, King and Rook. Naturally the White King has to move and the Black Knight will surely take the Queen! These attacks are rarely seen in the opening of a Grandmaster game but can occur in the middle and endgame quite often. The Knight is the piece that "forks" more than any other. Another name for "fork" is the "double attack".



Thousands of players watched their win slip into a loss when a notorious Knight "forked" a King and Rook. Notice the Knight has just moved to c2 and "forked the King and Rook. The King must move out of check and then Black will take the "hanging" Rook with his Knight.

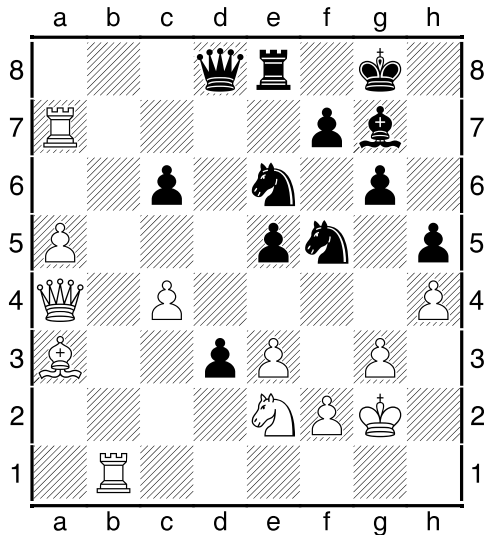
Here are a series of problems to practice a Knight capture and then some problems for Knight forks.



Name all the squares the White Knights can legally move to.

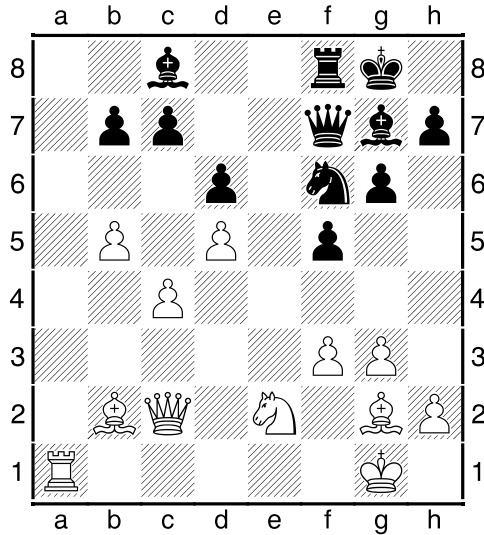
Example:

The Knight on c3 and go to d5,e4, and a2. The Knight on e2 can go to c1, d4, and f4. By the way which one of these squares is a bad move?



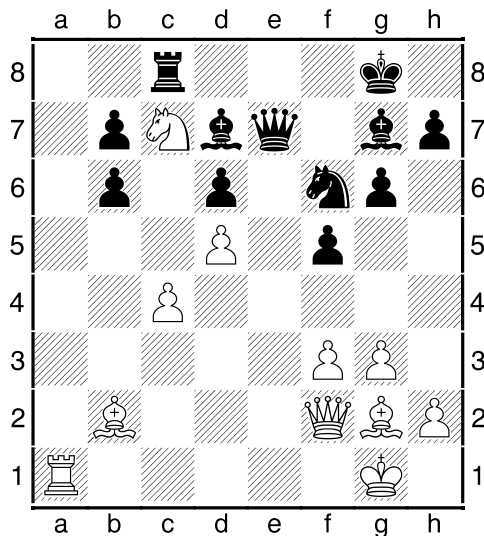
Name all the squares the White Knight can legally move to.

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Name all the squares the White Knight can legally move to.

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Name all the squares the White Knight can legally move to.

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Now name all the squares the Black Knight can legally move to.

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