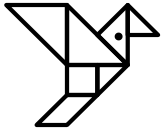


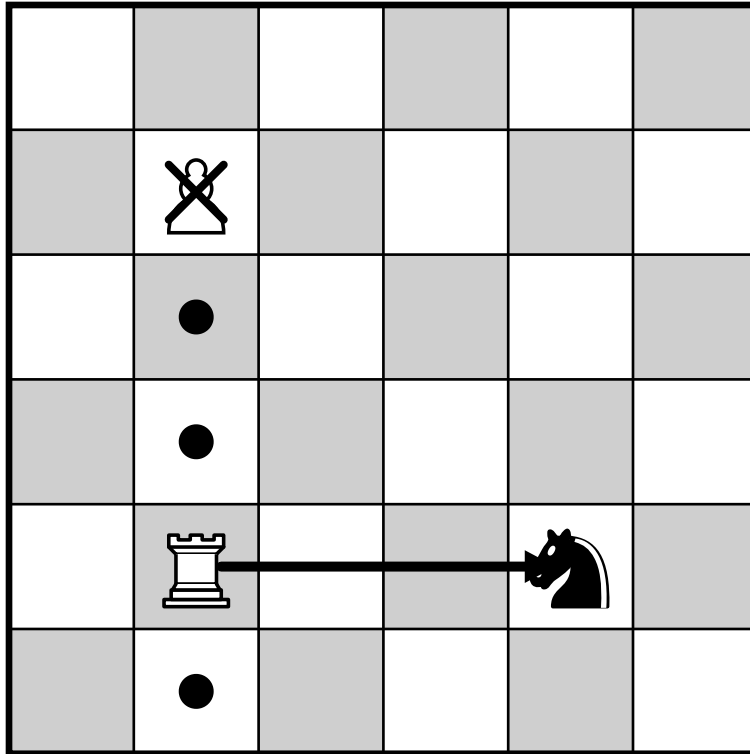


Learn a new puzzle

Where Can It Go?



Dot every square the rook can go. How many?

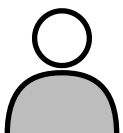


Your piece in the way:
stop before it.

Enemy piece in the way:
you may take it, then stop.

The knight jumps
over pieces.

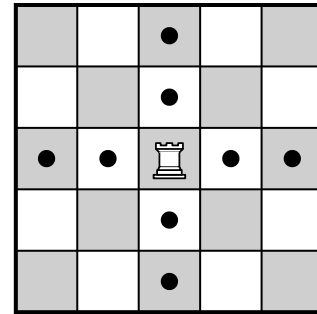
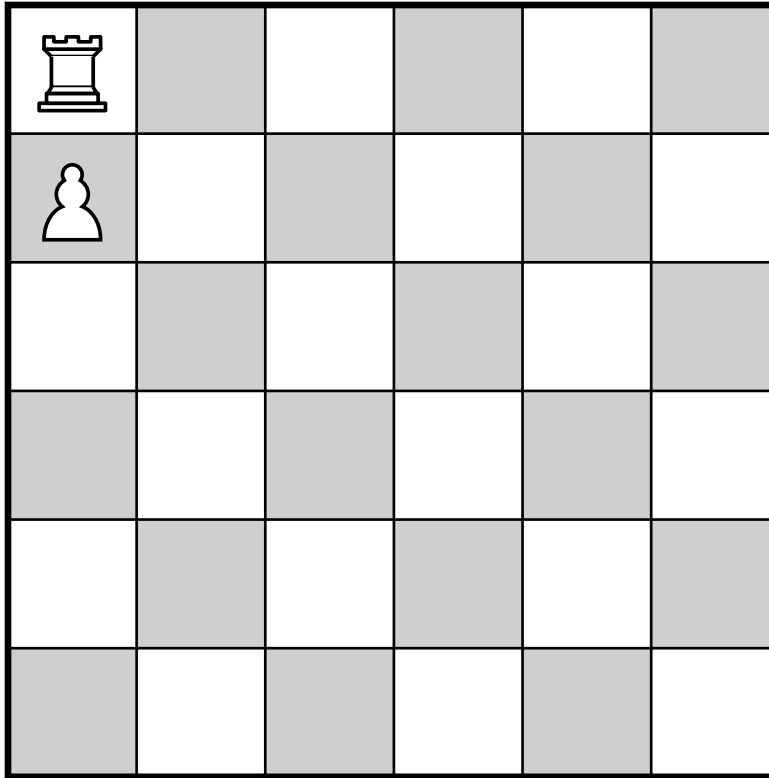
- 1 Follow each line from the rook.
- 2 Your own pawn is in the way: stop on the square before it.
- 3 The black knight can be taken: dot its square, then stop. Count the dots.



Ask: Why can't the rook jump over the pawn?

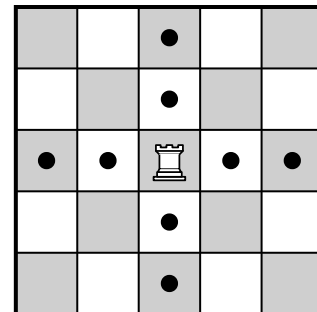
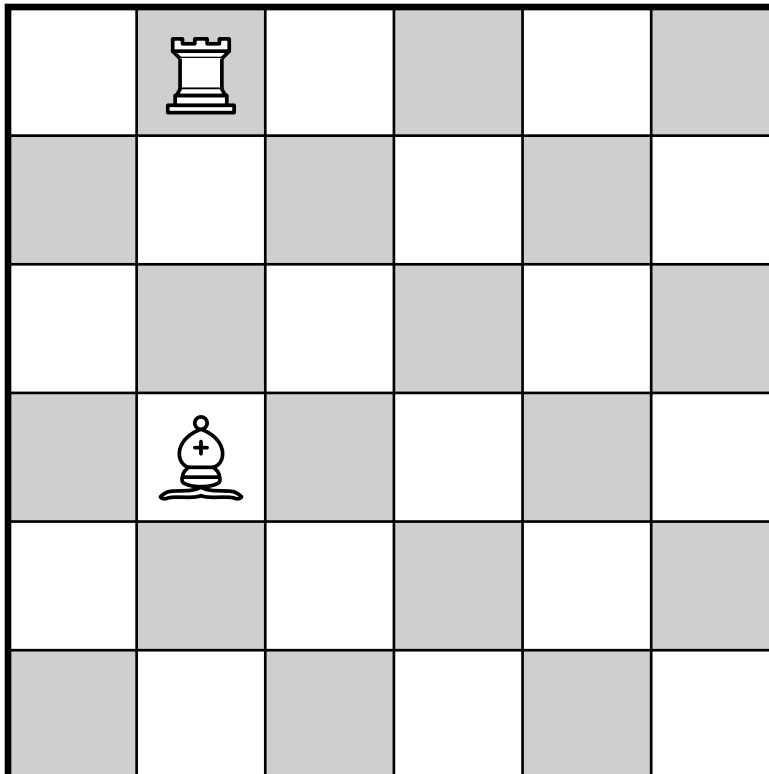


- ① **Where Can It Go?** Put a dot on every square the rook can go. How many?



How many squares?

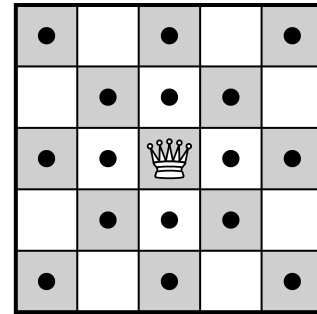
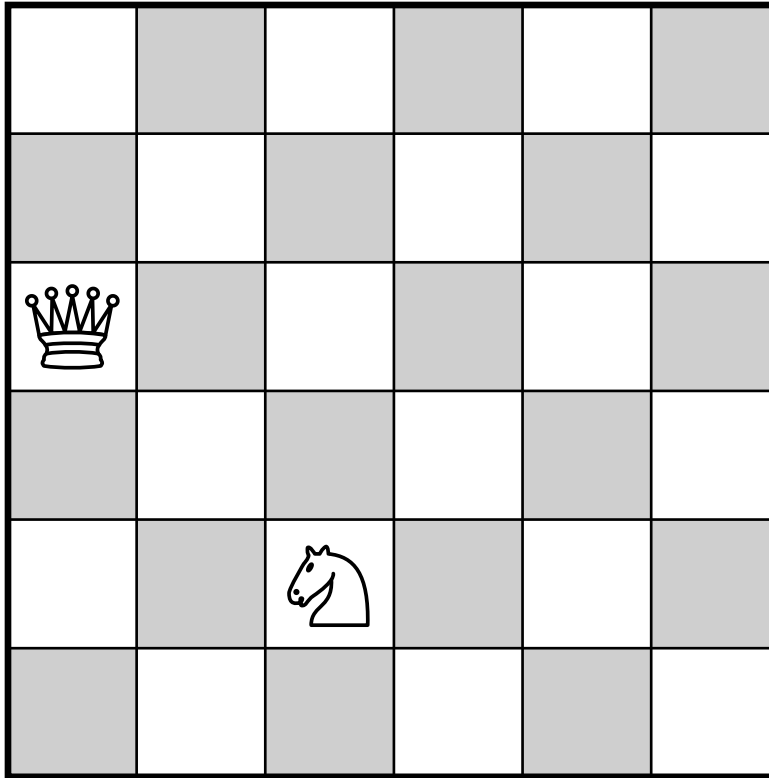
- ② **Where Can It Go?** Put a dot on every square the rook can go. How many?



How many squares?

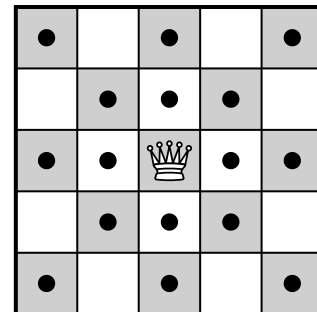
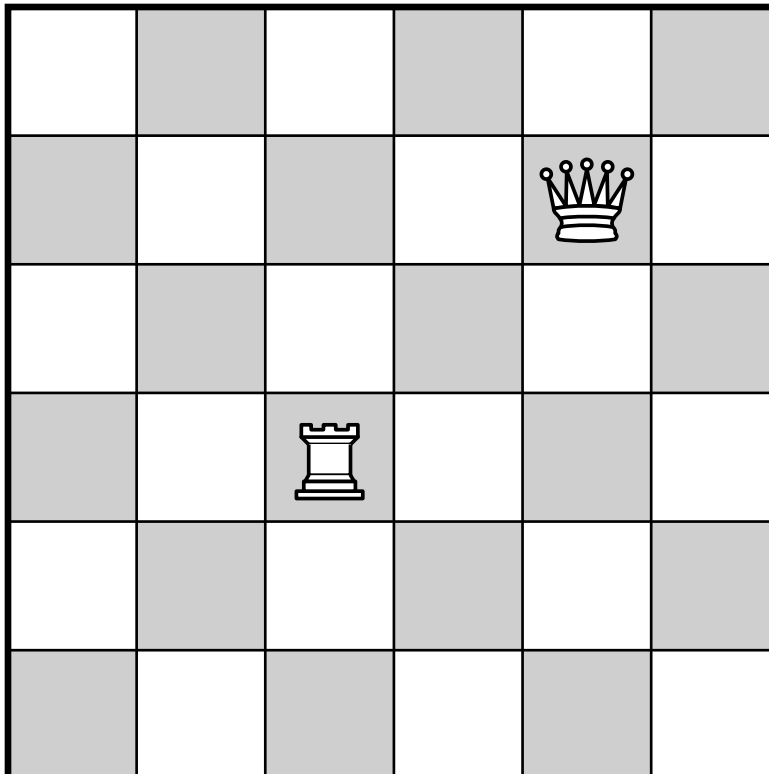


- 3 Where Can It Go? Put a dot on every square the queen can go. How many?



How many squares?

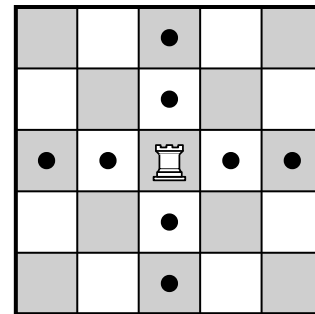
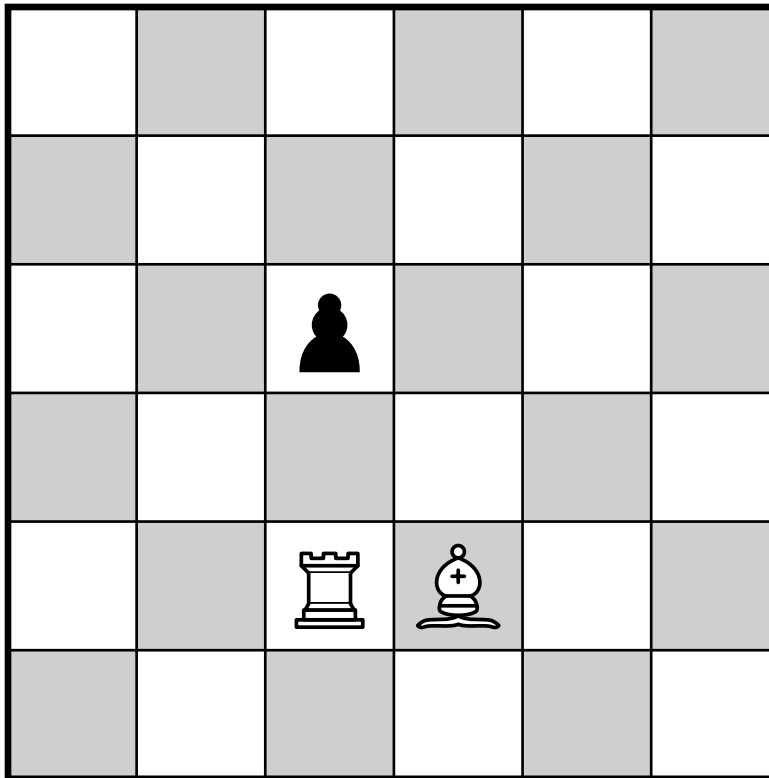
- 4 Where Can It Go? Put a dot on every square the queen can go. How many?



How many squares?

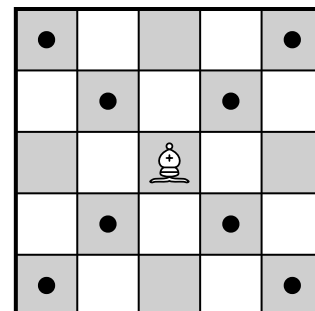
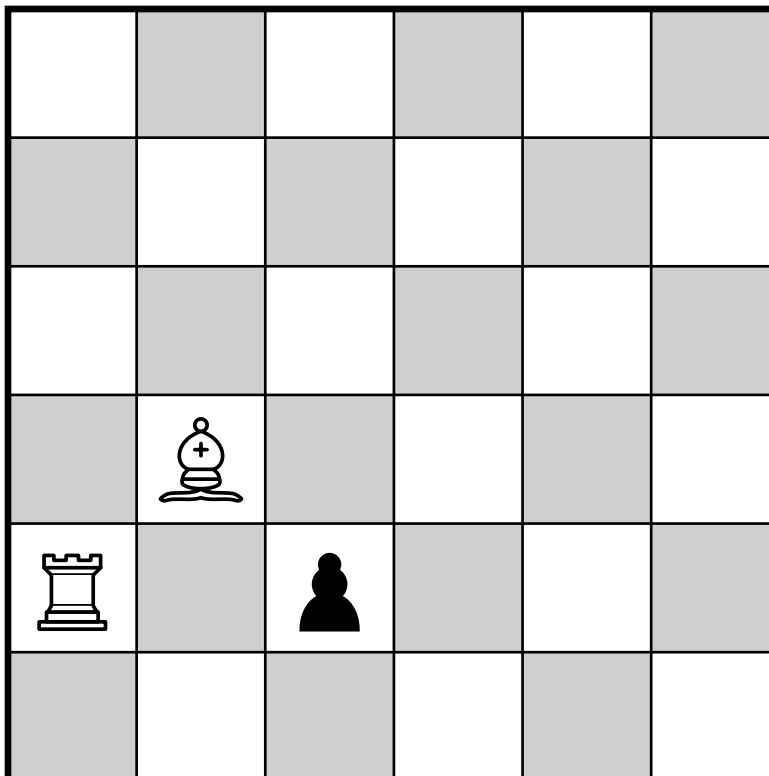


- 5 Where Can It Go? Put a dot on every square the rook can go. How many?



How many squares?

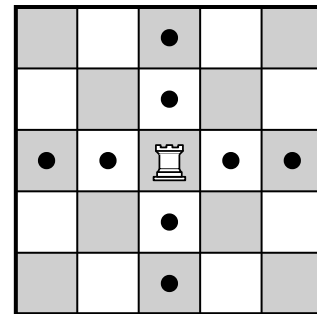
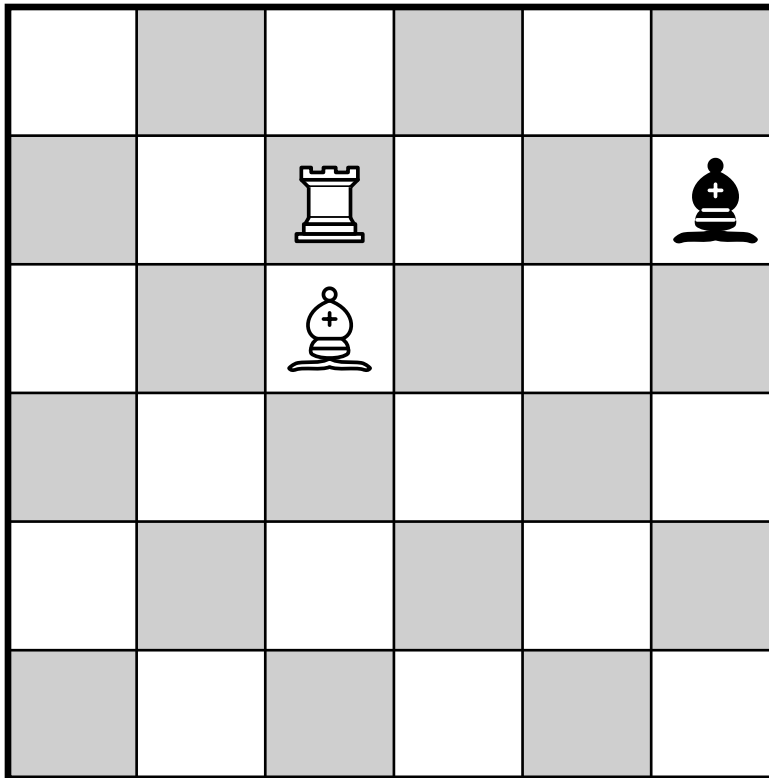
- 6 Where Can It Go? Put a dot on every square the bishop can go. How many?



How many squares?

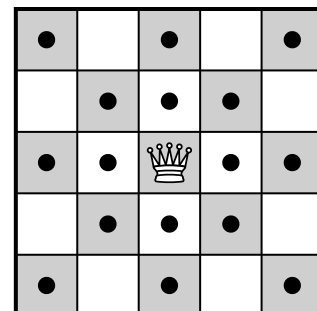
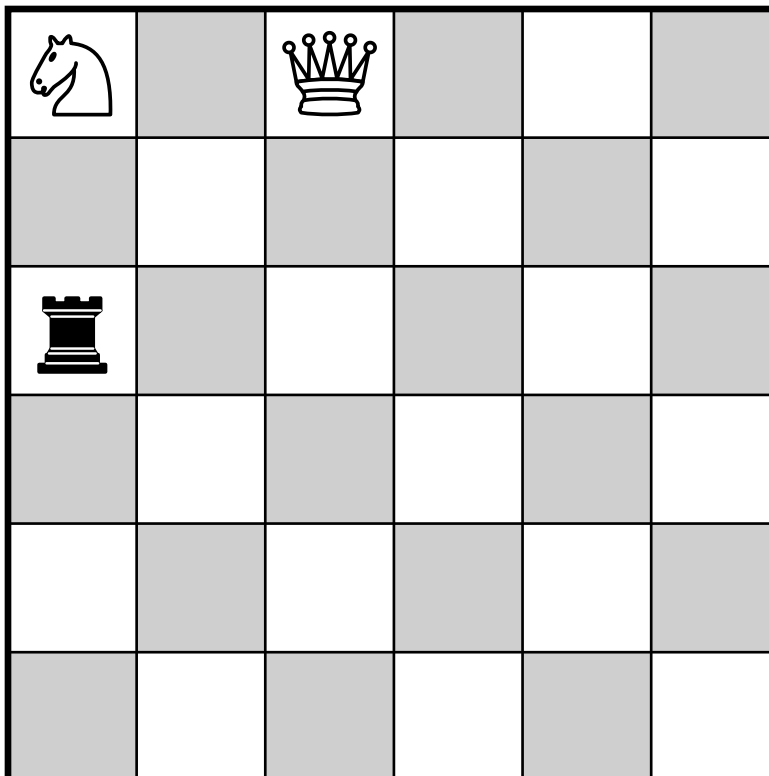


7 Where Can It Go? Put a dot on every square the rook can go. How many?



How many squares?

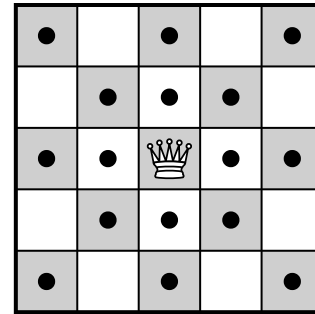
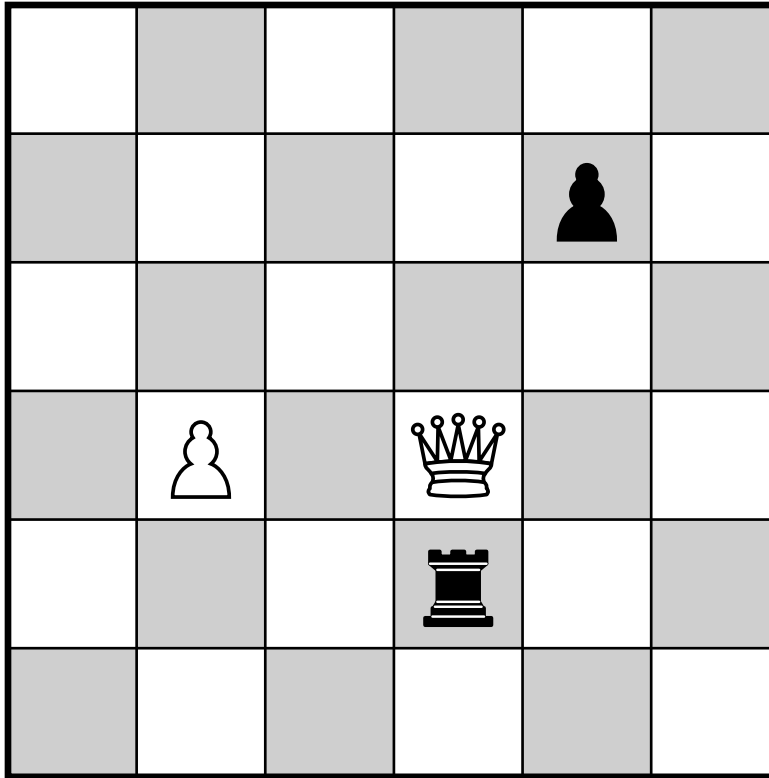
8 Where Can It Go? Put a dot on every square the queen can go. How many?



How many squares?

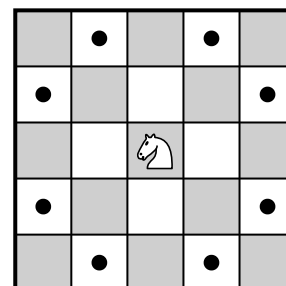
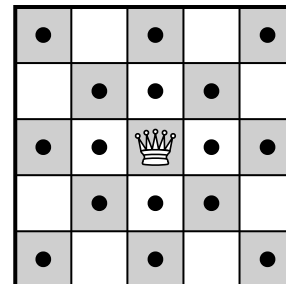
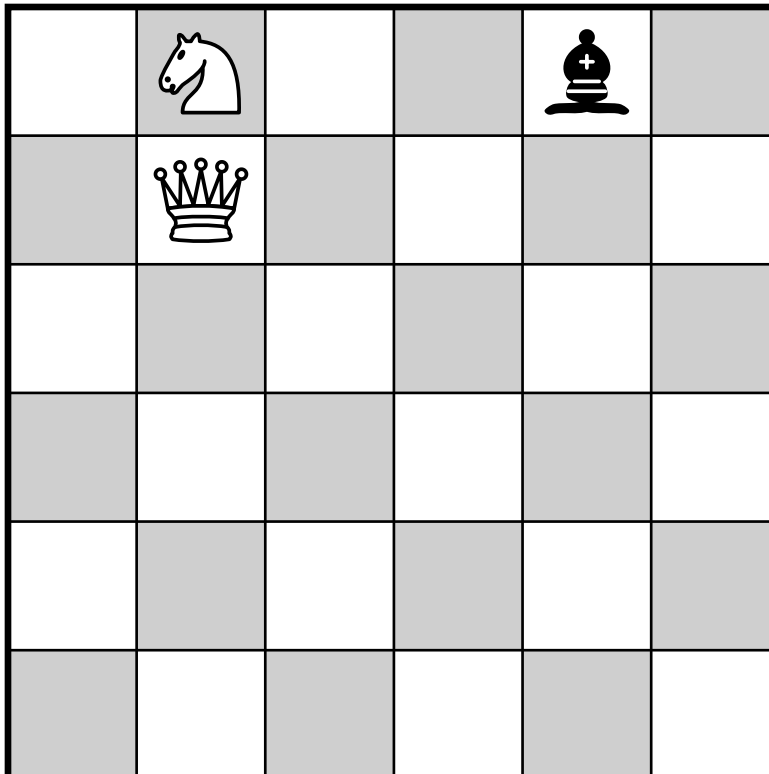


- 9 Where Can It Go? Put a dot on every square the queen can go. How many? ☆☆☆



How many squares?

- 10 Where Can It Go? Circle every square both pieces can go. ☆☆☆



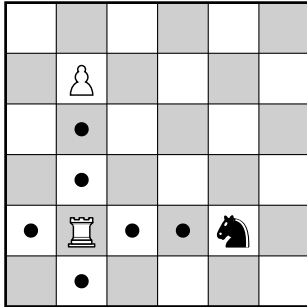
How many?



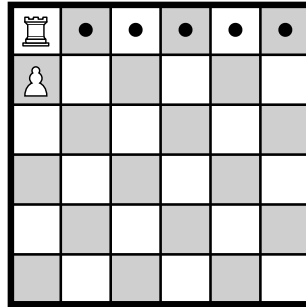
Answers

For grown-ups. Cut off or keep this page aside until the puzzles are done.

Learn · Where Can It Go?

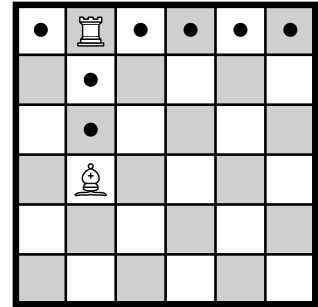


#1



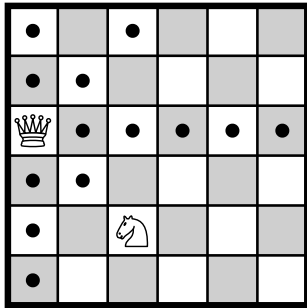
5 squares. The rook goes along its row and column. It stops before your own piece.

#2



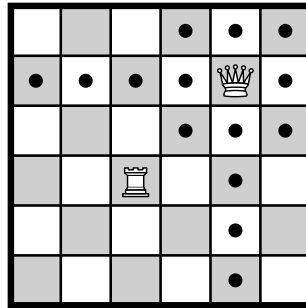
7 squares. The rook goes along its row and column. It stops before your own piece.

#3



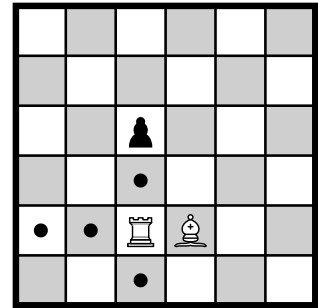
13 squares. The queen goes along rows, columns and diagonals. It stops before your own piece.

#4



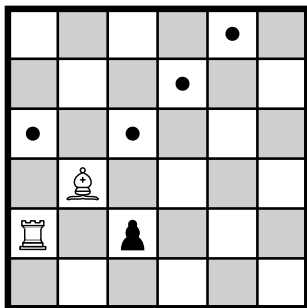
14 squares. The queen goes along rows, columns and diagonals. It stops before your own piece.

#5



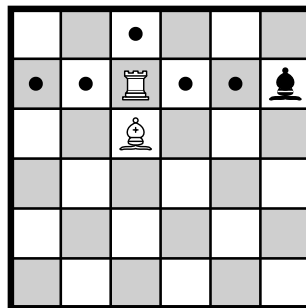
5 squares. The rook goes along its row and column. It stops before your piece and may take the enemy piece.

#6



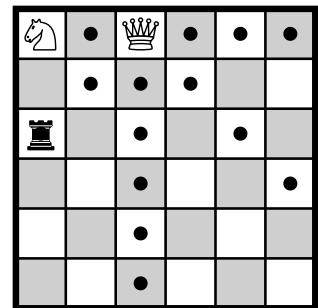
5 squares. The bishop goes corner to corner, along its diagonals. It stops before your piece and may take the enemy piece.

#7



6 squares. The rook goes along its row and column. It stops before your piece and may take the enemy piece.

#8



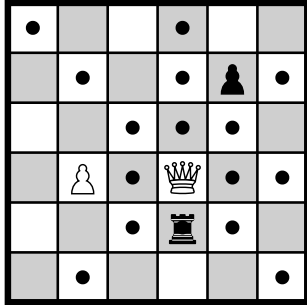
14 squares. The queen goes along rows, columns and diagonals. It stops before your piece and may take the enemy piece.



Answers

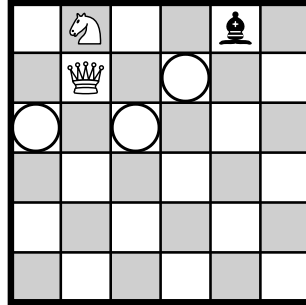
For grown-ups. Cut off or keep this page aside until the puzzles are done.

#9



16 squares. The queen goes along rows, columns and diagonals. It stops before your piece and may take the enemy piece.

#10



3 squares. Dot each piece's squares, then circle the squares that got two dots.