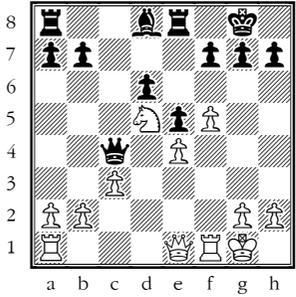
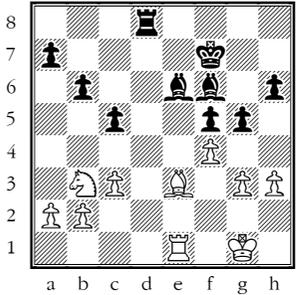


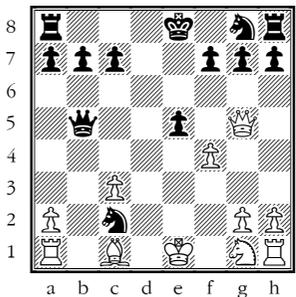
• **Knights**



like outposts

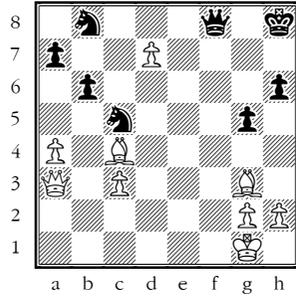


hate edges/corners

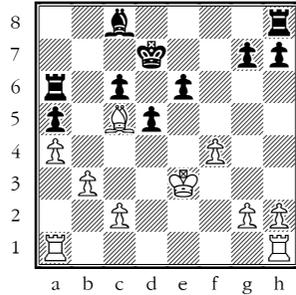


do forks
(so do ♔ ♖ ♗ ♘ ♙ ♚)

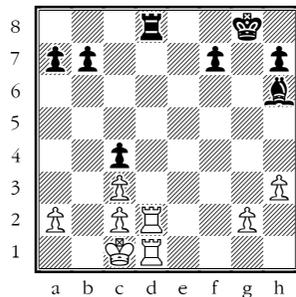
Bishops



like open diagonals

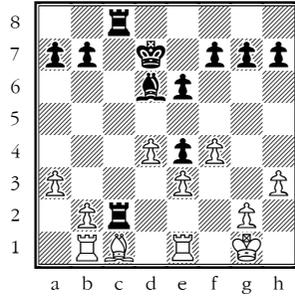


hate being blocked in

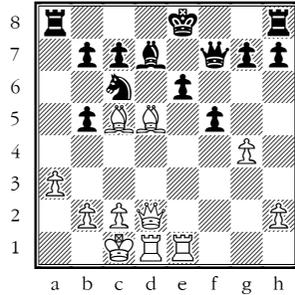


do pins
(so do ♖ ♗ ♘ ♙ ♚)

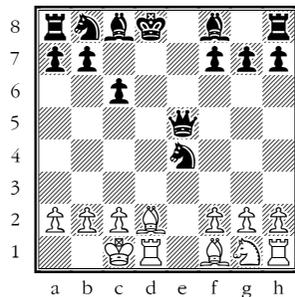
Rooks



like open files

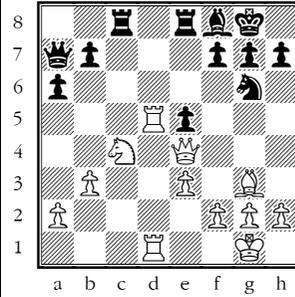


hate corners

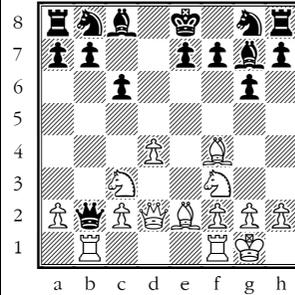


do discoveries
(so do ♗ ♘ ♙ ♚)

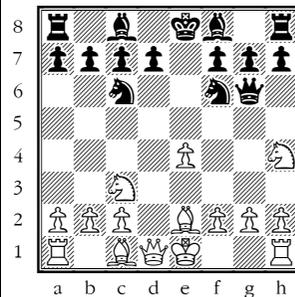
Queens



like the centre

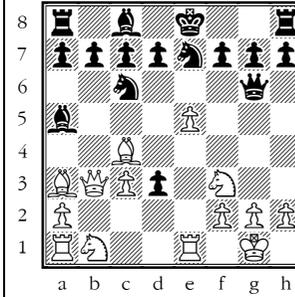


hate being bugged

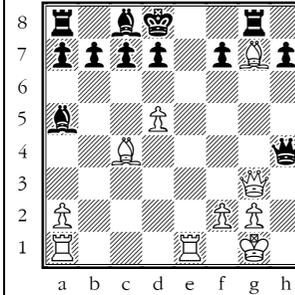


get netted

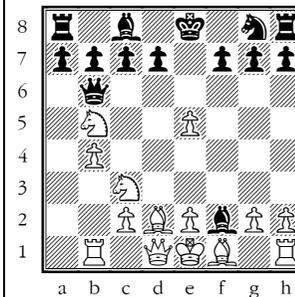
Kings



like a safe home

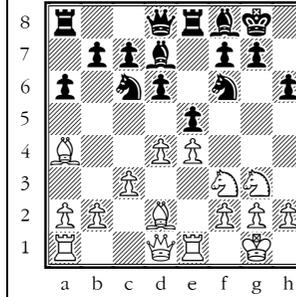


hate being uncastled

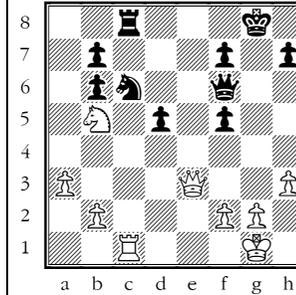


get mated

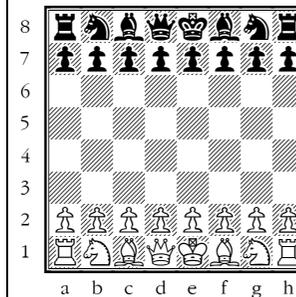
Pawns



like to be neat



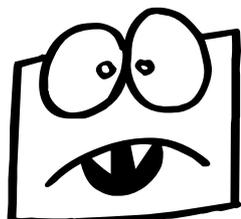
hate being messy



get overloaded

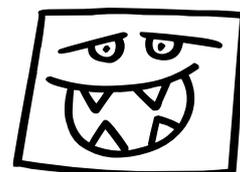
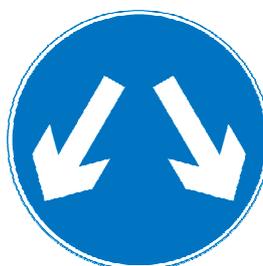
THINC

How to choose your move



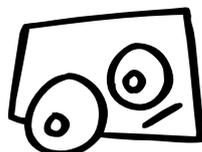
Threat

👁️ You **MUST** look to see if your opponent has a **threat**, and if so, find a move using the **ABCD** system



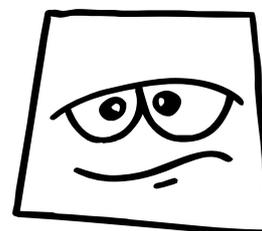
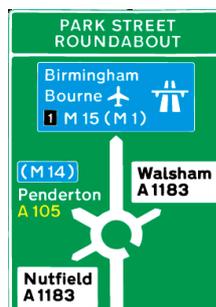
Hope

👑 You might have a chance to do something to your opponent: perhaps to take a piece for nothing, or make a threat that can't be stopped (like a fork or other double attack).



Improve

🏠 Nothing you have to do right now? Then *improve the position of your worst-placed piece* – the piece that is doing nothing, sleeping or still parked on its starting square.



Next

👤 As you get better at chess, you will start to form **plans**. Try and have some sort of idea about what you are trying to do at this point in the game.



The **C** in **THINC** stands for **Check** – you must check your chosen move before playing it. You do that by looking at the board, not by picking up your piece and waving it around – you won't be able to see anything then and neither will your opponent – so it's both useless and unfair!