

V Т 0 U R Ν А Μ Ε Ν Т Ε D F Κ С G F R Ρ F Н V Ε J J Е Н S Е W Ε Т Υ Т Q А L F Υ J Q Ο U В U Q L В W Т W Μ Μ Н Μ А G V Е Т V R S J Μ А D В G A V Х Ε S С S Μ F С Μ L Х Μ Ν В Ε 0 G А В В S Κ 0 Κ Ρ R Ρ Е Н А 0 Υ В Q Κ Н В Κ Х R L L R D Е Μ Ρ V Q D W С А В Т S Н Ο Ρ F U S R Е Е Ρ W Κ D W С F А Ρ Т Ε Υ F Ο Ζ Н S А S R M S Н Ν R U V Ρ Ν Е R Ν Κ В С Ζ Ζ Ζ Ρ А G Е А Х Т В Κ Q W А Т Y F Т 0 Ν Μ Κ D А С Н А Μ Ρ I Ο Ν G А R G Μ С А Ν U L L L V А Κ Ν G E В H R Κ Α Ν Е Κ D S V Υ Μ Ζ L А Н Т M W С Т Е Т Ζ Е D Н Х Q R U L S R Ν W Ρ A W А 0 А Т L Ζ Ν S Т А Ν L В Q Υ Н R L J V Т Ε L R Τ S Κ С А L В S F L Е N E Е U Q D Ρ U Т Т Μ L Ν Ρ J Α D T S С G Y Ν С V Μ Ε 0 G Ν Υ W Y W J Ε S Е N V X W C NRUEP O S Т 0 N

WORD SEARCH DIRECTIONS:

Find and circle the words listed below in the grid. Look for them in all directions including backwards and diagonally. (Solution on other side)

| KING | GAME | CHAMPION | DEFEAT | EN PASSANT |
|--------|----------|------------|----------|------------|
| QUEEN | POSITION | CHECKMATE | MOVE | TOURNAMENT |
| BISHOP | BLACK | RULES | STRATEGY | KARPOV |
| ROOK | WHITE | CHESSBOARD | DRAW | KASPAROV |
| KNIGHT | CASTLING | MATCH | OPENING | FISCHER |
| PAWN | RIVAL | STALEMATE | TIMER | |



BEGINNERS CHESS QUIZ

- **1.** This piece has limited movement. Its capture or mate means the end the game.

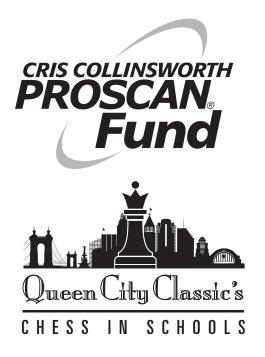
A. King B. Queen C. Knight

2. Its movement is a combination of the Rook and Bishop.

C. Knight A. Knight B. Queen

- **3.** Its movement forms an L shape and can jump overhead the piece blocking it. A. Knight B. Bishop C. Rook
- **4.** As long as its line of sight is clear, this piece moves in a straight, diagonal line. A. Knight B. Bishop C. Rook
- **5.** It moves forward one square, except when at the initial position where it may move two squares ahead. A. Bishop **B.** Rook C. Pawn
- 6. When this piece reaches the last square, it is promoted and can be swapped for a Bishop, Knight, Rook or Queen.





(ANSWERS ON BOTTOM OF PAGE)

7. How many boxes does the Chess board have ?

| A. 50 | B. 56 |
|-------|-------|
| C. 62 | D. 64 |

- **8.** This situation ends the game in a draw where the player can no longer make any legal moves; however, his/her King is not in check.
 - A. Stalemate B. Checkmate C. Castle
- **9.** As long as its line of sight is clear, this piece moves in a straight line, either horizontally or vertically.

A. Bishop **B.** Rook

10. You need this pair for castling. Castling is a way of keeping a very important piece safe while the other piece at an advantageous position.

A. King and Queen **B. King and Rook**

V (T O URNA F D FKC F Е W н Μ Q G Е С Κ 0 R U М Е 7 G Е Е C Q R в 1 S 1 Е 0 Μ С R. S U

CHESS WORD SEARCH SOLUTION