

## It might be a good idea to look at each piece in turn.

You're going to use your centre pawns to fight for and occupy the centre. In many openings you'll use your c-pawn as well. Occasionally you might want to use your f-pawn but, as you've already seen, this can be dangerous. If you're White you should aim to get two pawns together in the centre, usually e4 and d4, in some openings d4 and c4, and occasionally e4 and f4.



You're usually not going to use your other pawns at the start of the game. You might sometimes move your a-pawn or h-pawn one square to drive an enemy piece away, but that's it.

Your king's knight will almost always go to f3/f6. Your queen's knight will often go to c3/c6, but may instead go to d2/d7 if you're using your c-pawn to fight for the centre.



Your bishops will often have a choice. If you're using your bishops to fight for the centre they might go to the 4th or 5th ranks. If you already control the centre you might develop your bishops behind your centre pawns. Some players like to FIANCHETTO their bishops: moving a knight's pawn one square and then moving the bishop behind the knight's pawn (for instance (g3, Bg2) but this is more for advanced players.

Your rooks are usually the last pieces to come out. Rooks like OPEN FILES (files without pawns) or HALF-OPEN FILES (files where you don't have a pawn) so after some pawns have been exchanged, move your rooks onto the files where your pawns used to be.



Your queen will usually stay at home at the start of the game, but sometimes you'll have the chance to use your queen to win a piece or even, as in FOOL'S MATE, get CHECKMATE.

You will almost always CASTLE early on, for two reasons: to make your king safe and to get your rook into play. Try not to move the pawns on the side of the board where you've castled or are planning to castle. These pawns are important to defend your king.

