



Glossary of Chess Terms (in order of appearance):

Discovery – a move where moving one piece creates an attack for another piece.

Sacrifice – a move giving up a piece with the objective of gaining tactical or positional compensation in other forms

Fork – a tactic whereby a single piece makes two or more direct attacks simultaneously

Promotion – a rule that requires a pawn that reaches the eighth rank to be replaced by the player's choice of a bishop, knight, rook, or queen of the same color.

Major Piece – a rook or the queen

Minor Piece – a knight or a bishop

Rank – the 'rows' of the chessboard

File – the 'columns' of the chessboard

Tactics – a sequence of moves that limits the opponent's options and may result in tangible gain

Flag – running your opponent out of time, 'flagging' them.

Gambit – a chess opening in which the first player risks or sacrifices material, usually a pawn, with the hope of achieving a resulting advantageous position.