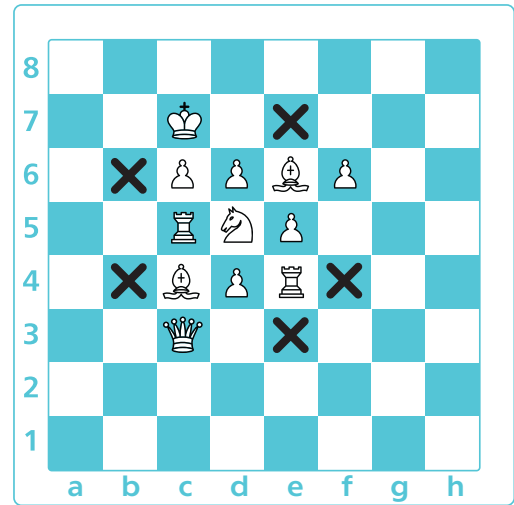
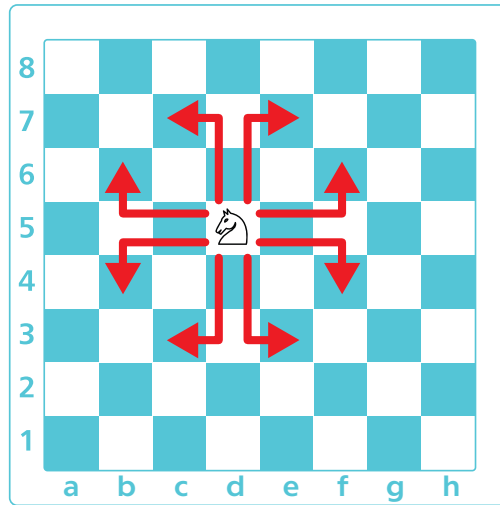


# How Knights Move

The knight always moves in an "L" pattern. It moves two squares along the file or rank and then one square aside.



Knights **can** jump over other pieces, but the square it lands on must be free from pieces of its own color.



Put an "x" on **all** the squares to which the knight can move.

