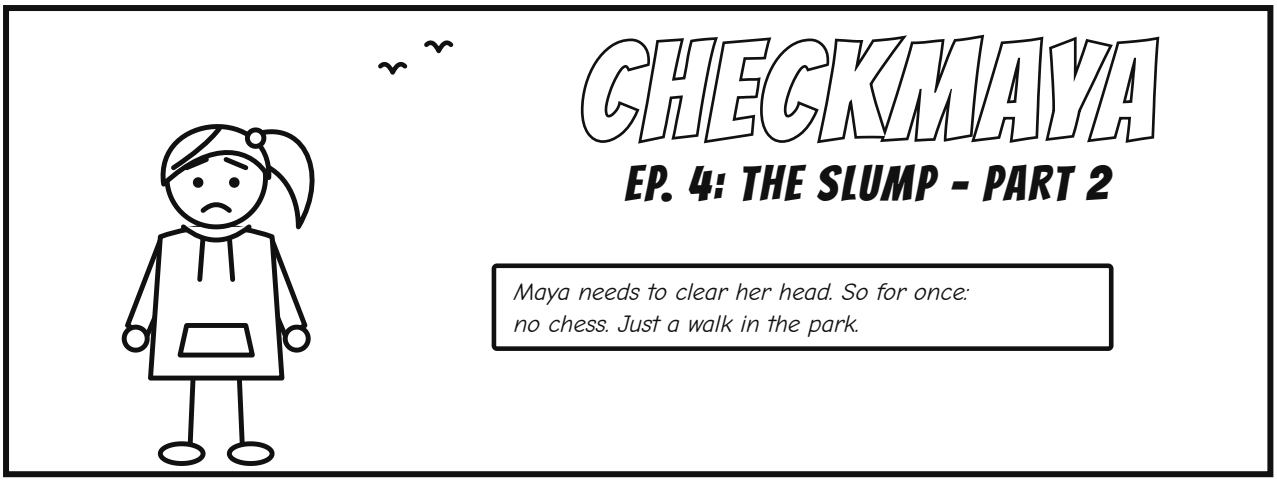
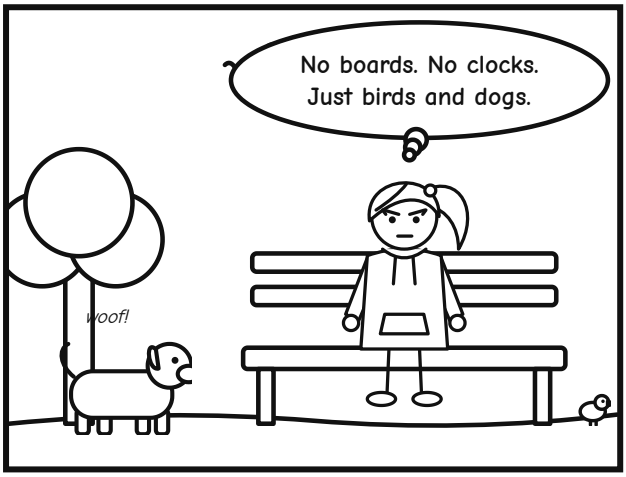
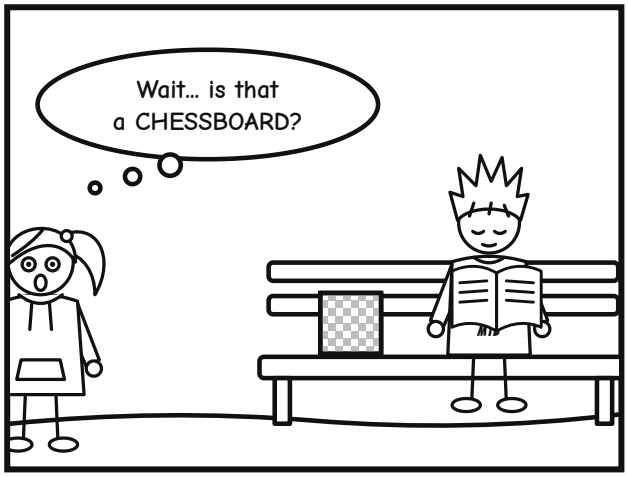
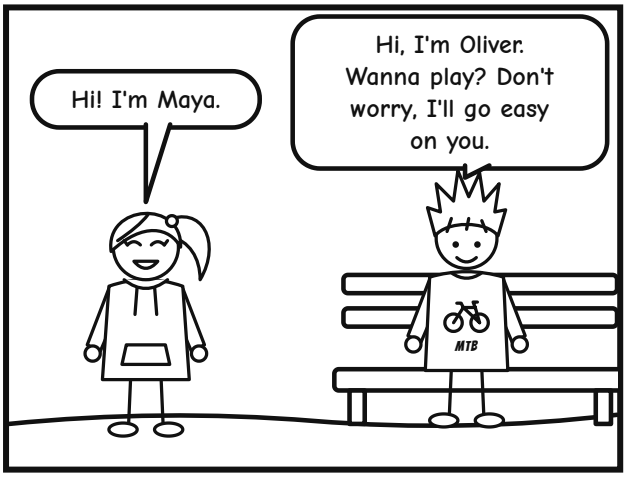
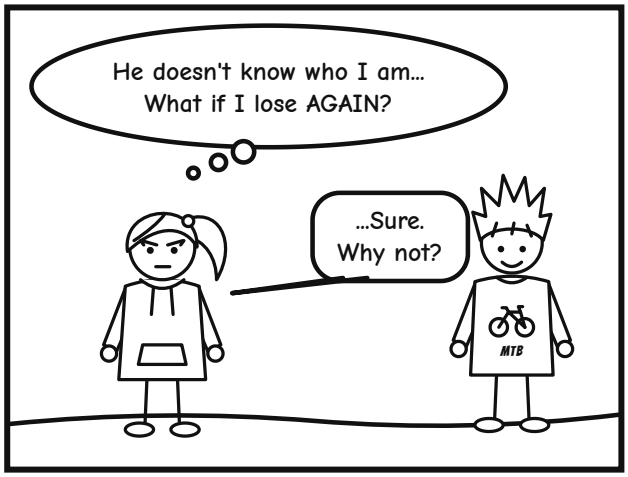
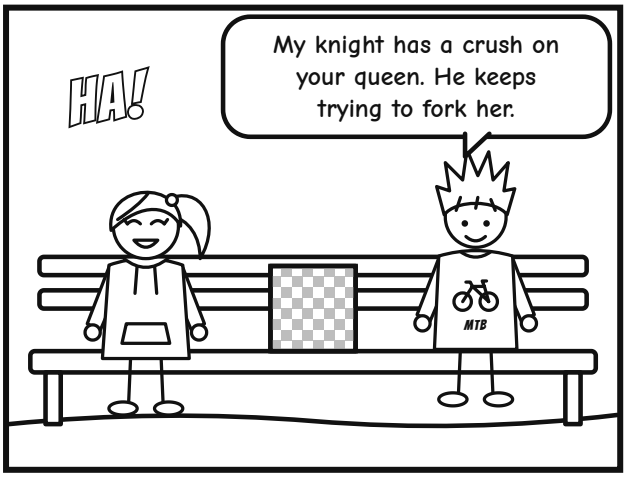

CHECKMAYA
EP. 4: THE SLUMP - PART 2
Maya needs to clear her head. So for once:
no chess. Just a walk in the park.

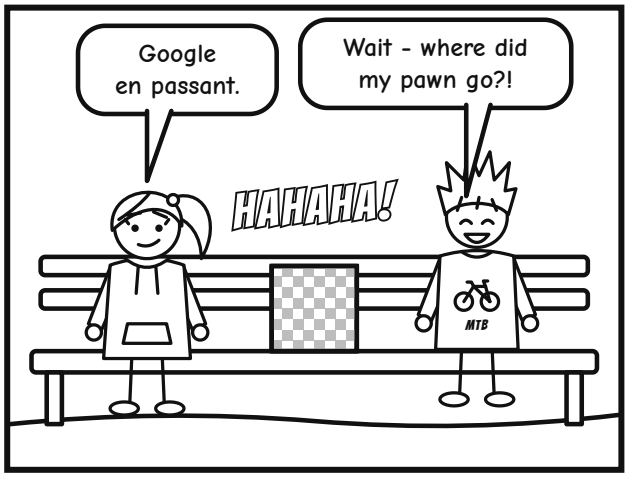

No boards. No clocks.
Just birds and dogs.
woof!

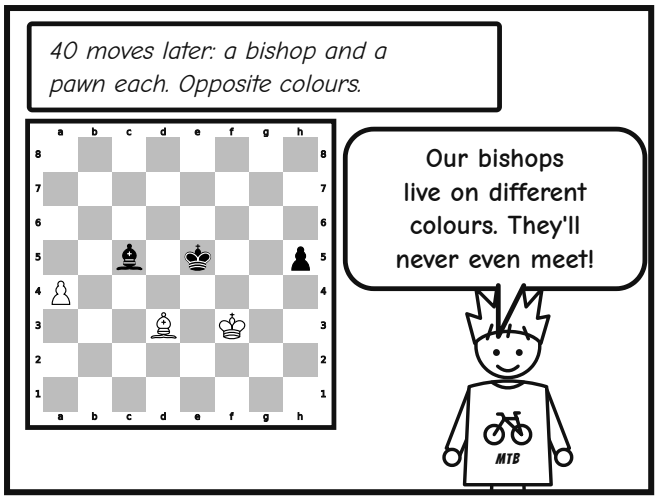

Wait... is that
a CHESSBOARD?

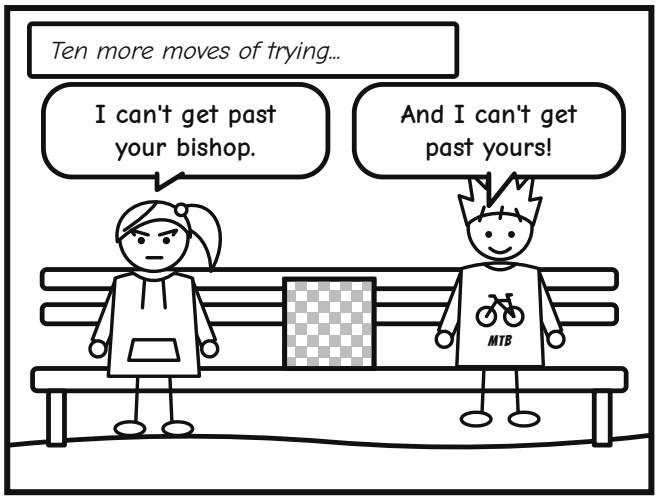

Hi! I'm Maya.
Hi, I'm Oliver.
Wanna play? Don't
worry, I'll go easy
on you.
MTB

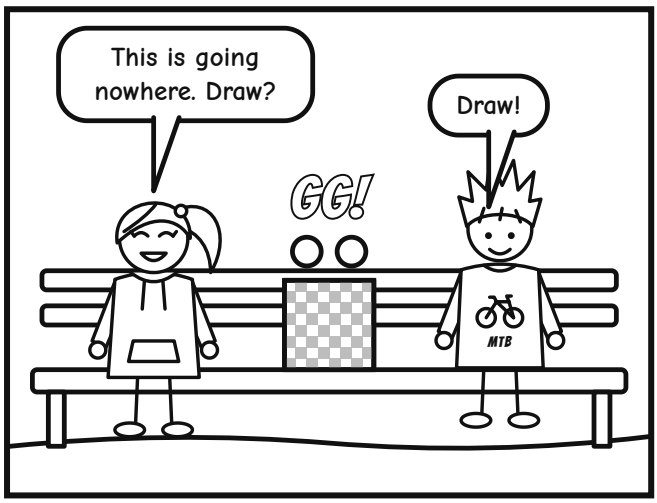

He doesn't know who I am...
What if I lose AGAIN?
...Sure.
Why not?
MTB

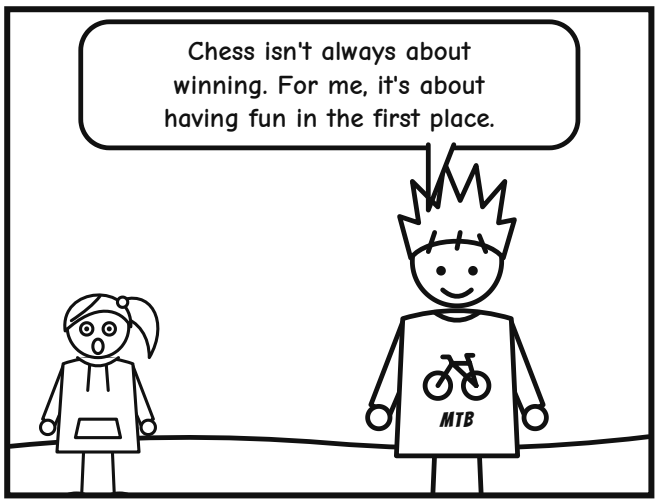

HA!
My knight has a crush on
your queen. He keeps
trying to fork her.
MTB

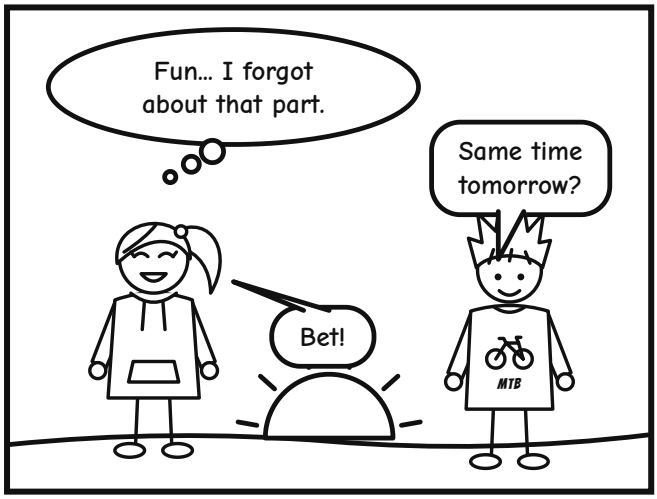

Google
en passant.
Wait - where did
my pawn go?!
HAHAHA!
MTB

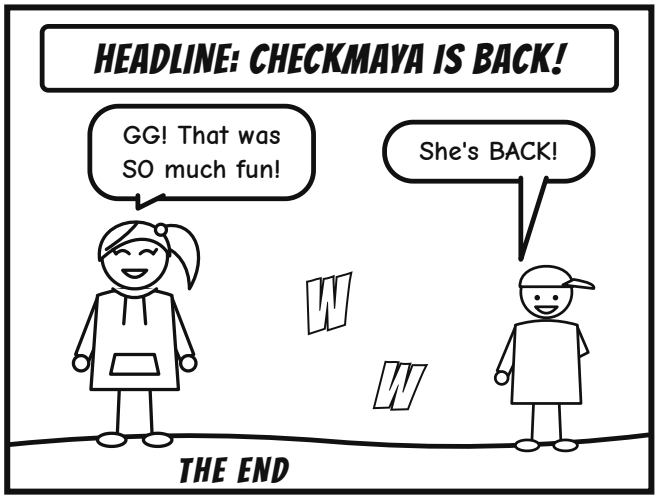












REAL CHESS CORNER

Opposite-coloured bishops: Maya's bishop lives on dark squares and Oliver's on light squares, so they can never attack each other. With one pawn each, each side can block the other's pawn forever - so endgames like theirs (White: Kf3, Bd3, pawn a4; Black: Ke5, Bc5, pawn h5) are a draw.

En passant: if a pawn moves two squares and lands right next to your pawn, you can capture it as if it had only moved one square - but only on the very next move. It's a real rule, and it surprises lots of players!

A draw isn't a loss. And chess is more fun when you play for fun.