

THE OTHER SIDE OF THE BOARD

Sage's Next Chess Journey



Robert Wescott

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First edition

Illustrations created with AI assistance; art direction by Robert Wescott.

An illustrated story with a companion chess guide. For ages 5–8, with adult-led invitations for ages 3–5. The guide builds on basic piece movement and king safety.

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Rain tapped the library windows. Inside, chairs scraped, books thumped, and someone was looking for the dominoes.

Sage pulled a little table away from the shelves. She had made a chess challenge herself. She could hardly wait to show Kit.

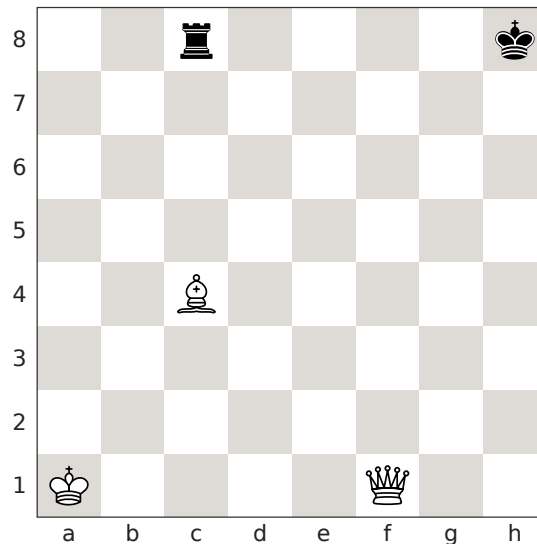
She had chosen five pieces: two kings, her white queen and bishop, and a black rook.

The bishop stood where the rook could take it.

Behind the bishop, along a slanting line, her queen was waiting.

Sage smiled at the empty chair.

Black to move



“Try it,” she told Kit.

He sat down with his knees against the table.

“You’re Black. It’s your turn.”

Sage held her hands beneath the table so he would not see her fingers twitch.





Kit reached for the rook.

Here it came. Down the column, straight to her bishop. Then her queen would sweep across and take the rook.

Sage could almost hear the click.

Kit moved the rook one square. And stopped.

The bishop was still there.

The rook was out of reach.

“That isn’t the move,” Sage said.

Kit looked at his hand. “It’s my
move.”





Sage put the rook back.

“Try again. There’s a bishop.”

“I saw it.” Kit traced the slanting line towards her queen. “I saw that, too.”

He folded his arms on the table.

“What else can I do?”

Choose your next adventure

Enjoy taking turns and moving the pieces you use, with some help? Begin here. You do not need to finish Book One first.

Look together: notice a move (page 25). **Play together:** explore a capture and reply (pages 33–34). **Try another way:** swap seats (page 38).

Need a movement reminder? In Book One, try matching (page 25), rook delivery (page 29), or knight jumps (page 34).

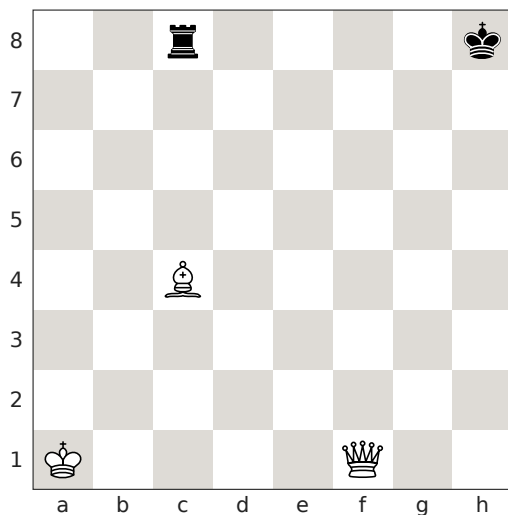
Use a real board. Pointing counts. Every move must keep your king safe. White is at the bottom of each diagram; labels name whose turn it is. Choose one activity, then stop or play again.

What changed?

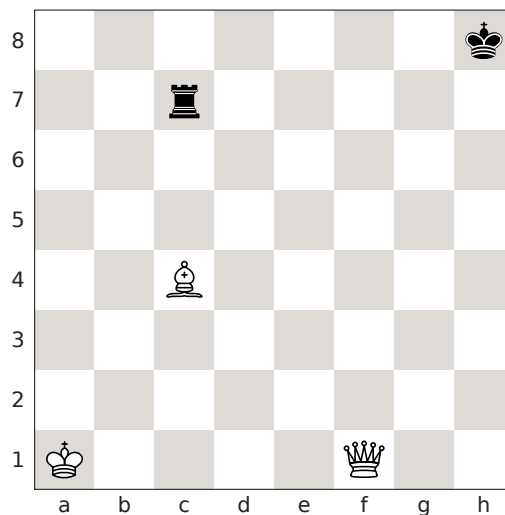
Look at the two pictures. Black has just moved the rook down one square. Which square did it leave? Where did it arrive?

Play together: an adult sets up the first picture and makes that move. The child points to the change. Reset, then swap jobs.

Before · Black to move



After · White to move



Before: Black to move. After: White to move. The rook moved from c8 to c7. It can no longer take the bishop in one move.