

GambitTales — Concept Poster

Print this and pin it up — an at-a-glance map of the GambitTales cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Sir Pinwell	Pin pattern — freezes pieces along a line
Twin Knights of Fork Hill	Fork pattern — attack two targets at once
Lady Skewer	Skewer pattern — force a valuable piece out of the way
Veil & Vow	Discovered attack — step aside to reveal a hidden threat
Captain Crossfire	Double attack — one move threatens two targets
The Glass Lantern	X-ray attack — light pierces through to the piece behind
King Pumble & King Sable	Two kings — librarian and gardener; one step at a time

Pawn Patrol	The 16 pawns — one step forward, two on first, high-five to capture
Sienna & Bran	Bishops — twin pilgrims on warm-stone and moss-stone diagonal paths
Trotter & Trundle	Knights — work-horse twins who hop two and shimmy one
Gable & Garrett	Rooks — walking towers in straight lines, shielding the king
Queen Vesper	Queen — ranger-messenger; any direction, any distance
Captain Castle	Mentor + narrator — rook archetype; the mascot who introduces the cast + scaffolds the lesson
The Pawn Cohort	Ensemble piece — the four pawn-paired sets (Pawn Patrol + Sienna & Bran + Trotter & Trundle + Gable & Garrett) acting as one in the world layer
Merle the Gleaner	Hanging Piece — a piece with no defender is a free piece
Sir Sidetrack	Deflection — chase the guard off its duty, then take what it protected
Warden Snare	Trapped Piece — a piece with no safe square falls where it stands
Mason the Interposer	Interference — cut the line between a defender and its charge
Siren Lyra	Attraction — lure a piece onto the square where your next move wins it
Vale the Wayclearer	Clearance — move your own piece off the line so the power behind lands
Kester the Finisher	Checkmate — a check the king cannot escape, block, or capture
Linnet the	Checkmate in Two — the first move forces the reply, the

Key ideas at a glance

The big concepts this cast helps you master:

- How the Pieces Move
 - Board, Setup & Notation
 - Check, Checkmate & Stalemate
 - Piece Values & Trades
 - The Pin
 - The Fork
 - The Skewer
 - Discovered & Double Attacks
 - Basic Checkmate Patterns
 - Opening Principles
 - Spotting Tactics
 - Defense & King Safety
 - Endgame Basics
 - Pawn Play & Structure
 - Strategy & Planning
 - Capstone: The Complete Tactician
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