CHESS
INSTRUCTIONS

CONTENTS: 1 gameboard, 32 Chess pieces, 1 instruction sheet

OBJECT: Checkmate or “capture” your opponent’s King.

SETUP:
• Make sure the board is positioned so you each have a light colored square on your bottom right.
• The Queen is always placed on a square of her own color.
• The Player with the lightest colored pieces goes first.

Arrange the board as follows:
First Row (closest to player) from left:
Rook, Knight, Bishop, Queen, King, Bishop, Knight, Rook
Second Row (above the first row): 8 Pawns

LET’S PLAY:
THE PIECES AND THEIR MOVES:

The King: Moves only one square at a time in any direction – forward, backward, sideways or diagonally. The King may capture any undefended enemy piece, but Kings cannot be captured! He may never move into check (where he is ‘attacked’ by another piece). The King must always stay at least one square from the opposing King. Both Kings always remain on the board.

The Queen: May move forward, backward, sideways or diagonally in a straight line any number of spaces, providing there are no other pieces in her path. If the Queen captures an opponent’s piece, she may remove that piece from the board and occupy that now empty space. Player’s turn is now over.

The Rook: May move forward, backward or sideways (not diagonally) any number of squares in a straight line provided there’s no other piece in its way. The Rook may capture an enemy by removing that piece from the board and occupying that vacated square.

The Bishop: Moves as far as it wants only diagonally, forward or backward in a straight line, provided there’s no other piece in its path. The Bishop captures on the diagonal. Each Bishop starts on either a light or dark colored space and must remain on that color throughout the game.

The Knight: On each turn, the Knight may travel 3 squares – two squares in one direction, then one additional square at a 90-degree angle, like the shape of an “L.” Knights are the only pieces that may jump over other pieces to an unoccupied square, or onto a square occupied by the opponent, capturing in the same way as the other pieces. When a Knight leaves his square, he must always land on a square of the opposite color.
The Pawn: They move forward one square at a time - except on their first move when they can move forward one or two squares - but can only capture one square diagonally in front of them. They can never move or capture backwards. If another piece is directly in front of a Pawn, he can't move past or capture that piece. When a Pawn moves to the light square in the upper left corner of the gameboard opposite (on opponent's first row), the player may substitute any other piece for it except the King.

First Move: On your first turn, you may only move a Pawn one or two spaces forward, or jump a Knight over your row of Pawns.

Castling: On your turn you may move your King two squares left or right toward the Rook, then place the Rook on the square over which the King crossed.

To castle, the following conditions must be met:
• Must be that King's first move.
• Must be that Rook’s first move.
• There can’t be any pieces between the King and Rook.
• The King may not be in check or pass through check.

Check:
The King is in check when he’s under threat of capture on an opponent’s next turn (players cannot make any move that puts their own King in check). There are only three ways a King can get out of check:
1. Move the King to a free square.
2. Block the check with another piece.
3. Capture the piece that checks.

Checkmate:
If none of the above three moves can be made, “check” becomes “checkmate.” The player whose King is checkmated loses the game

TO WIN: Checkmate or “capture” your opponent’s King.