

Size: 210X289mm

# CHESS

The game is played in square board of eight rows and eight columns. The 64 squares alternate in colour and are referred to as light and dark squares.

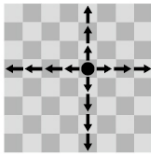
Each set consists of 16 pieces: one king, one queen, two rooks, two bishops, two knights, and eight pawns.

The goal of the game is to checkmate the other king. Checkmate happens when the king is in a position to be captured (in check) and cannot escape from capture.

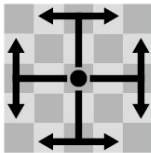
At the beginning of the game the chessboard is laid out so that each player has the light colour square in the bottom right-hand side. The second row is filled with pawns. The rooks go in the corners, then the knights next to them, followed by the bishops, and finally the queen, who always goes on her own matching colour (light queen on light, dark queen on dark), and the king on the remaining square.



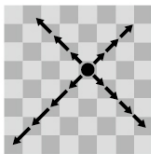
**PAWN** - Can only move one square forward per turn, bar their first when they can move two. They can capture other pieces diagonally to their front left and right.



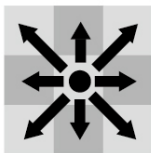
**ROOK** - Can move any number of squares horizontally or vertically. It cannot jump over other pieces.



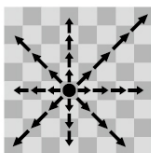
**KNIGHT** - Moves in an 'L' shape two squares horizontally, and then one square left or right. It is the only piece with the ability to jump over others.



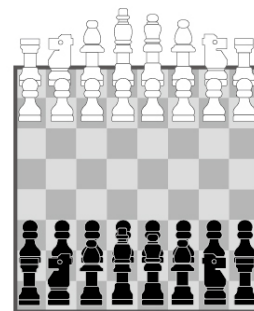
**BISHOP** - Can move any number of squares diagonally. It cannot jump over other pieces.



**KING** - Can move one square in any direction.



**QUEEN** - Can move any number of squares horizontally, vertically or diagonally. It cannot jump over other pieces.



CHESSBOARD LAYOUT

Starting play:

Decide which player will be black and which will be white. White moves first. Play then alternates.