**Setup Process**

Before you start playing the game, you need to know how to set up the board. First, grab a friend (or enemy) and have them across the board from you. Then we need to decide who plays with the white pieces and who plays with the black pieces. An easy way do this is flip and call a coin and winner decides who plays with which color.

**Board Orientation**

Place the board so that the left-most square when you look at the board is black colored. The left most square of the player playing with the white pieces should be the coordinate A1 when viewed and the left most square of the player playing with the black pieces should have H8 as the coordinate. The letters represent files on the board and the numbers represent the ranks.

**Piece Required to play (per player)**

2- Rooks- pieces that look like tubes with ridges on their top.

2- Knights- Pieces that look like horses.

2- Bishop- Pieces that look like pointy cones with a slit at the top

1- Queen- A large piece that has a circular crown on the top

1- King- A large piece that has a cross on the top

8- Pawns- Short pieces that have rounded tops.

**Board Setup**

Start by finding the 2nd and 7th rank. Place all white pawns on the 2nd rank. Place all black pawns on the 7th rank.

Next, each player place each of their rooks on their right and left corners behind the pawns

(A file and H file)

Working inward, each player place each of their knights on the square right next to the rook on the same rank. ( B and G file)

Continuing in this pattern, each player place their bishops next to their knights on either side.

(C and F file)

Then, the queen goes on the empty square on the D file on either player’s side.

Finally, the king goes on the empty square on the E file on either player’s side.

Congratulations! you have successfully set-up your chess game!

**Piece Movement**

Pawns: You can choose to move them 1 or 2 steps forward if they are on their starting square. After this point, they can only move one square forward from here on out. Note: The pawn is allowed to move one square diagonally if it is attempting to capture a piece.

Rook: The rook can move forwards, backwards, and sideways as many squares it wants, given no pieces of your own are blocking their path.

Bishop: The bishop can move diagonally in any direction as many squares as it wants, given no pieces of your own are blocking their path.

Queen: The queen can move diagonally in any direction and forwards, backwards, and sideways as many squares as it wants, given the path isn’t blocked by your own pieces. Basically, this piece has the power of both the Rook and the Bishop making it super valuable!

King: The King can move forwards, backwards, sideways and diagonal like the queen but can only move one square in all of these directions. Furthermore, it cannot move to a square where it is being attacked by enemy piece. In other words, if an enemy piece can move to that square, moving your king to that square is illegal.

Knight: Admittedly, this is the trickiest piece to move but you can do this. The knight moves in two squares either vertically or horizontally and then 1 step in the other direction that wasn’t chosen. So the knight can move two squares vertically and one step horizontally (either left or right), or the knight can move two squares horizontally and then one step vertically (either up or down). Also, remember that the knight cannot stop along the path and must end on a square after moving 2 steps in one direction and 1 step in the other. Also, the knight can jump over any pieces in its way and land on the final square. It can not land on a square where another one of your pieces are present, however.