

# Chess Set with 9" x 9" Board (Blue/White)

## What's in the Set

- **One board, 9" x 9"**, with a raised grid that helps keep pieces seated in their squares, and printed coordinate markings (A-H along one pair of edges, 1-8 along the other)
- **32 pieces total — 16 white and 16 blue**, standard chess shapes

## Identifying the Pieces

Each piece keeps its familiar chess silhouette, so you can identify it by shape and height, from shortest to tallest:

- Pawn – smallest, simple rounded top
- Rook – flat, crenellated (castle-like) top
- Knight – horse-head shape, the only piece that isn't symmetrical all the way around
- Bishop – tall, pointed top with a small notch
- Queen – tall with a crown of small points
- King – tallest piece, topped with a cross

**By color:** The set includes 16 white pieces and 16 blue pieces, one full set for each player.

## Setting Up the Board

1. Orient the board so the printed letters A-H run along the edge nearest you and the numbers 1-8 run up the side to your left — this matches standard chess notation.
2. Place your row of 8 pawns on the second row from you (row 2 for White, row 7 for Blue).
3. On your own back row, place pieces left to right: rook, knight, bishop, queen, king, bishop, knight, rook. The queen goes on the square matching her own color: the white queen on a light square, the blue queen on a dark (blue) square.
4. Press each piece firmly into its square within the raised grid so it stays seated during play.

## General Rules of Chess

**Turn order:** White always moves first, then players alternate turns — one move each, no skipping.

### How each piece moves:

- **Pawn** – moves straight forward one square (two squares on its first move), but captures diagonally one square forward. It cannot move or capture straight ahead if blocked.
- **Rook** – moves any number of squares horizontally or vertically.
- **Knight** – moves in an "L" shape: two squares in one direction, then one square perpendicular. It's the only piece that can jump over other pieces.
- **Bishop** – moves any number of squares diagonally, always staying on the same color square it started on.
- **Queen** – moves any number of squares in any direction: horizontally, vertically, or diagonally.
- **King** – moves one square in any direction.

**Capturing:** When your piece moves onto a square occupied by an opponent's piece, you capture it and remove it from the board (except the pawn's special forward/diagonal rule above).

**Check and checkmate:** A king is in "check" when it's under direct threat of capture. That player must immediately move out of check — by moving the king, blocking the attack, or capturing the threatening piece. If no move can escape check, that's "checkmate," and the game ends immediately: the checkmated player loses.

**Castling:** Once per game, if neither the king nor the chosen rook has moved, and no pieces sit between them, and the king isn't in check or moving through check, a player may castle: move the king two squares toward that rook, then move the rook to the square the king just crossed.

**Pawn promotion:** If a pawn reaches the far end of the board (the opponent's back row), it's promoted — the player replaces it with a queen, rook, bishop, or knight of their own color, most often a queen.

**En passant:** A special pawn capture: if an opponent's pawn moves two squares forward and lands beside your pawn, you may capture it as if it had only moved one square — but only on your very next move.