Chess Set with 9" x 9" Board (Green/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 green**, 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 green 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 Green).
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 green queen on a dark (green) 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.

Draws: A game can end in a draw by stalemate (the player to move has no legal move and isn't in check), by agreement between players, by repeating the same position three times, or if 50 moves pass with no pawn move or capture.

General Tips for Play

- Keep captured pieces off to the side in two separate groups (by color) so you don't confuse them with pieces still on the board.
- Standard chess rules apply for how each piece moves, check, checkmate, and castling — this set's raised grid and coordinate markings just help with keeping pieces in place and locating squares.