





Instructions

- This is a two-player game. Tape the board together so it forms a square. Players sit opposite each other and line their pieces on opposite sides of the board.
- **Pieces:**
 -  — Pawn (8 pieces per player). Pawns start out on the second rank of the board, all in a row. In its first move, a Pawn can move either one space or two. After that it may only move one space. A Pawn may not move backwards. If another piece (of either color) is directly in front of the Pawn, the Pawn may not move forward. If an opponent's piece is in front and diagonal of the Pawn (either to the left or right), the Pawn may capture that piece.
 -  — Rook (2 pieces per player). Rooks cover the four corners of the board. A Rook may move front, back, or side to side, as many spaces as are permitted. Rooks cannot move diagonally, and they cannot “jump” other pieces on their team.
 -  — Knight (2 pieces per player). Knights start out between the Rooks and the Bishops. Knights can only move in a 2:1 “L” shape: two up, one over or two over, one up. Knights may move forwards or backwards, and may “jump” other pieces on their team.
 -  — Bishop (2 pieces per player). Bishops start out on either side of the King and Queen. Bishops can only move diagonally, but they may go as many spaces as are available, and they may advance or retreat across the board. Bishops cannot “jump” other pieces on their team.
 -  — Queen (1 piece per player). The Queen starts between a Bishop and the King on a light square if she is white and a dark square if she is black. The Queen may move in any direction for as many spaces as are available. The Queen cannot “jump” other pieces on her team.
 -  — King (1 piece per player). The King starts between the Queen and a Bishop on a dark square if he is white and a light square if he is black. The King may only move one space at a time, but he may move in any direction. The King may not move into a space that could be captured by an opponent in the next turn.

Gameplay

1. The white player makes the first move. Players may only move one piece per turn, and they alternate turns until the game is over.
2. If a player moves their piece to a square that is occupied by their opponent's piece, the opponent's piece is captured and removed from the board. A player may not have two pieces occupying the same square.
3. The goal of the game is to capture the King. If the King can no longer move to a safe square, it is considered checkmate and the game is over.