To play a game, you need to place the chess pieces in their starting positions; the following figure shows you how to set up the chessboard:

When you aren't sure which way to orient the board, remember the phrase "white on right." no matter which side of the board you sit on, the square in the bottom-right corner should be a white one. Notice also that the black queen is on a black square and the white queen is on a white square.

**Pawns**

A Pawn can only move one square per turn, as long as there isn’t another piece already on that square.

The only time a Pawn can move TWO squares, is during it's first move. All subsequent moves return to ONE square forward per turn. Should it only be moved one square on its first move, the option to move the two squares is no longer available.

A Pawn can only move FORWARDS – never backwards, in ANY direction.

A Pawn can only CAPTURE diagonally, within its legal range of movement.
**Knights**

*The Knight is the only piece* on the board that can *jump over* another piece to get to another square – be it to capture or move.

*The Knight moves in an L-shape* either first two squares, then one to left or right; *OR* first one square, then two to the left or right.

*Besides the Pawn, the Knight is the only other piece* that has a legal move from the very start of a game.

*The Knight CANNOT capture merely by jumping over,* it has to actually land on the square containing an enemy piece, at the end of its legal move pattern.

**Bishops**

*A Bishop can only move and capture along the diagonals,* it cannot move on the straights, be it forward/backward, left/right.

*A Bishop may move to any square providing* it’s in line of sight along its diagonal move pattern.

**Rooks**

*Rooks can only move and capture along the straight lines;* they cannot move along the diagonals, unlike the Bishop.

*A Rook may move to any square providing* it’s in line of sight along the straights – be it forward/backward, left/right.

*The Rook is involved in the Castling manouvre with the King,* BUT it’s the King that makes the initial move.

**Queens**

*The Queen can move and capture on any square in line of sight.* She can move on the straights, like the Rook, and on the diagonals, like the Bishop.

**Kings**

*The King is restricted to one square move per turn,* but can move in any direction – straights or diagonals.

*The King may capture in any direction providing* it’s within its legal move range and as long as it won’t be put in Check by doing so.

**Castling**

*Only the King and Rook* are involved in the Castling manouvre.

*Castling can take place on either the Queen’s side OR the King’s side of the board* – but NOT both in one game.

*To Castle, first move the King toward the Rook* and then hop the Rook over to the outside square, thus protecting the King.

*Castling can only take place* if there are no pieces between the King and the Rook, whether it’s on the King’s side, OR the Queen’s side of the board.

*Castling CANNOT take place* if the King has already moved prior to the opportunity becoming available.

*If the King is currently in Check, Castling CANNOT be used to escape.* Either the King would have to move out of Check – thus void opportunity to Castle – or a supporting piece would have to move or capture to get the King out of Check, which would keep the Castling option available.

**Pawn Promotion:**

*By getting a Pawn to the opponent’s back-row,* it may be exchanged for either an extra: *Knight, Bishop, Rook,* or *Queen*