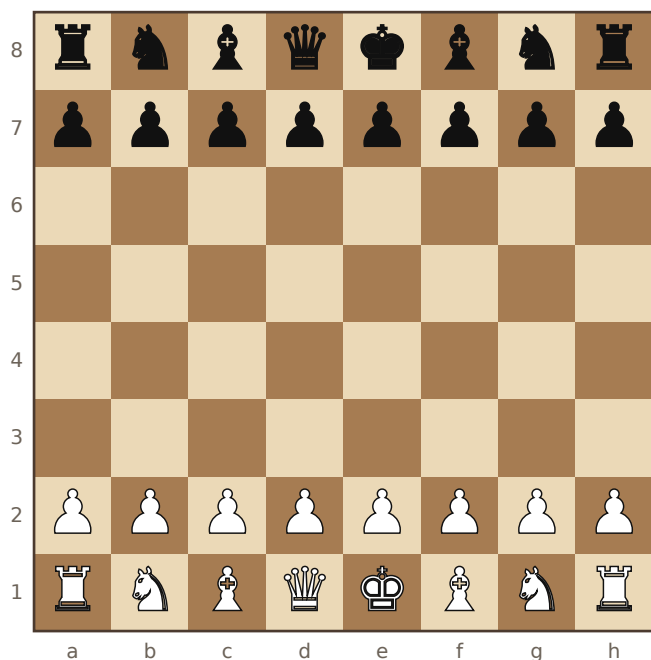


The starting position

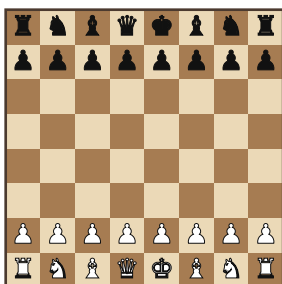


White's side of the board. Light square at the bottom right.

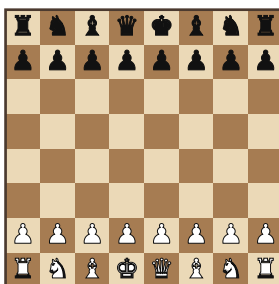
Set up in seven steps

- 1 Turn the board so a light square sits at your bottom-right corner.
- 2 Put the rooks in the two corners of your back row.
- 3 Add the knights next to the rooks.
- 4 Add the bishops next to the knights.
- 5 **The queen goes on her own colour:** d1 for White, d8 for Black. The king takes the other middle square.
- 6 Put eight pawns on the row in front, one on every square.
- 7 Mirror it for your opponent. Queens face queens, kings face kings.

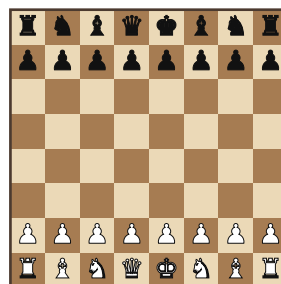
Common setup mistakes



1. **Board turned the wrong way.** Your bottom-right corner is dark. Turn the board a quarter turn.



2. **King and queen swapped.** White's queen is on e1. The queen goes on her own colour.



3. **Bishops and knights swapped.** Knights go next to the rooks, bishops next to the king and queen.

Also check: count eight pawns on each side, and make sure both sides mirror each other.

Back row, left to right from White's side

R N B Q K B N R

R rook, N knight, B bishop, Q queen, K king. Each player has 16 pieces: eight pawns, a king, a queen, and two each of rooks, knights and bishops.

Quick setup checklist

- ☐ Light square at each player's bottom right.
- ☐ Back row: R N B Q K B N R.
- ☐ Queen on her own colour.
- ☐ Eight pawns in front.
- ☐ Kings face each other. Queens face each other.

Basic rules

- **White always moves first.** After that, you take turns, one move each.
- **Choosing colours.** Hide a white pawn and a black pawn, one in each fist. Your opponent picks a fist. In tournaments, the organisers decide.
- **Touch-move** (tournaments). If you touch a piece, you must move it, if it has a legal move. If you touch an opponent's piece, you must capture it if you can.
- To straighten a piece, say **"adjust"** or **"j'adoube"** first.
- A move is done once you let go of the piece on its new square.
- **Illegal move?** Tell your opponent. They play a legal move with the same piece.
- **Offering a draw.** Make your move first, then ask.
- **Shake hands** at the end, whoever wins.