

# space **essentials**

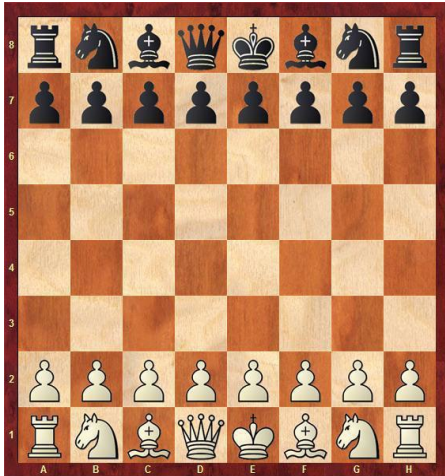
## **Assembly Instructions**

**Thank you for your purchase.**


Please follow the instructions below for correct assembly.

# Chess

## QUICK GUIDE



Each player controls sixteen pieces:

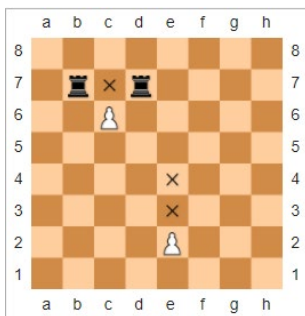
Piece	King	Queen	Rook	Bishop	Knight	Pawn
Number	1	1	2	2	2	8
Symbols	 	 	 	 	 	 

### INITIAL SETUP

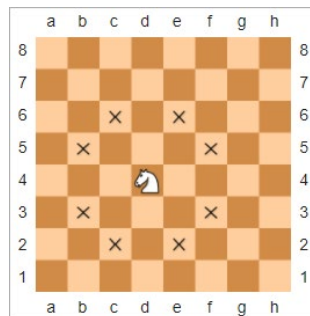
The board is setup as shown. There should always be a white square at the closest right-hand side for both players. Remember that the queen must be on a square that matches her color.

**GOAL:** To trap the opponent's king so that its escape is not possible (checkmate). If a player's king is threatened with capture, it is said to be in check, and the player must remove the threat of capture on the next move. If this cannot be done, the king is said to be in checkmate.

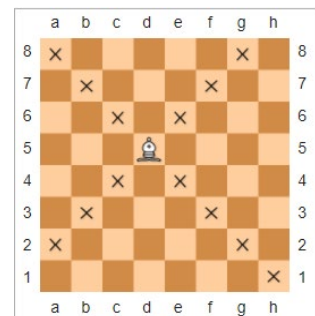
## BASIC MOVEMENT



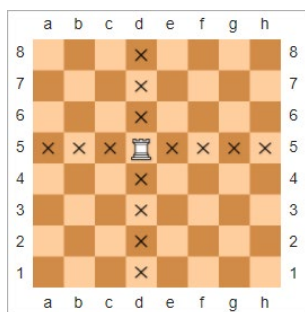
**PAWNS** can move one square straight forward, or optionally and on their first move only, two squares straight forward. The pawn can move one square diagonally forward to capture a piece, but cannot capture a piece by moving straight forward.



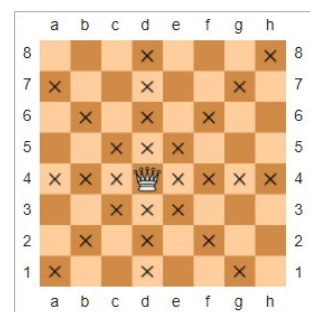
**A KNIGHT** moves in L shapes and attack pieces located at the end of L shape.



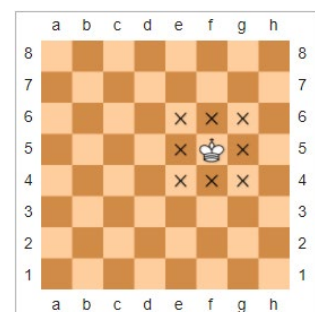
**A BISHOP** moves and attack anything on its diagonal lines.



**A ROOK** moves any number of vacant squares in a horizontal or vertical direction.



**The QUEEN** moves any number of vacant squares in a horizontal, vertical, or diagonal direction.



**The KING** moves exactly one square horizontally, vertically, or diagonally.

# **Awesome! You did it!**

We'd love to see how it looks in your space—share your setup and tag us on

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