How do you explain the rules in the fewest possible words.

Individual pieces all move and capture the same way as in original chess, except infantrymen (formerly pawns), which move or capture one space forward, either diagonally or straight, until they reach the last row. Once there, they can move one space in any direction.

The difference from original chess is that you can move multiple pieces in **formation**. To make formation, there are several requirements.

- THE PIECES MUST BE COMPATIBLE (ABLE TO MOVE IN THE SAME WAY). FOR EXAMPLE, QUEENS AND BISHOPS ARE COMPATIBLE BECAUSE THEY CAN BOTH MOVE DIAGONALLY.
- THE PIECES MUST BE EITHER ON ADJACENT SQUARES OR HAVE EACH OTHER COVERED ("MUTUAL SUPPORT").
- ADDITIONALLY, THE PIECES MUST MOVE IN EXACTLY THE SAME DIRECTION AND SAME NUMBER OF SPACES.

A moving formation can capture large groups of opposing pieces in its path. If higher ranking pieces lead the charge, you can pierce the enemy and capture into ranks behind. The computer will show you.

Only one infantryman (from each division) can make a capture in any turn.

For multiple board Regimental Chess, each division gets to "command" a move during each turn. Four divisions means four moves. You can select one piece from a particular division, then any other piece in the same formation and make a move. No piece can move twice in a single turn.

When a king is captured, his division is removed from the board. The game is won when the last king falls.

How do I move the knights around?

Knights move in formation in two different ways. One way is that they all move in exactly the same direction and the same number of spaces. In that case, just click from piece to piece to select, then move them in the direction you want.

The other way is where one knight moves to a new space and the others simply follow behind (each knight moving to the space of the knight before it). In that case, hold down the shift button when you select your pieces, then move the horse you want to the square you want and the rest will follow.

How do I select and move a formation?

Easy.

- FIRST, LEFT CLICK ON A PIECE. THAT PIECE WILL HIGHLIGHT WITH A GREEN FLAME. YOU'LL ALSO SEE GREEN SQUARES AROUND EVERY OTHER PIECE YOU CAN MOVE IN THE SAME FORMATION. CLICK THE SECOND PIECE YOU WANT TO JOIN THE FORMATION, AND SO ON UNTIL YOU HAVE ALL THE PIECES YOU INTEND TO MOVE.
- THEN, LEFT CLICK ON THE FORMATION YOU SELECTED AND HOLD DOWN, THEN DRAG YOUR FORMATION WHERE YOU WANT TO MOVE IT. IF THE RULES ALLOW THE MOVE, GREEN ARROWS WILL APPEAR SHOWING WHERE YOU CAN GO. IF YOU'RE TRYING TO GO WHERE THE RULES DO NOT ALLOW, A RED "X" WILL APPEAR.
- ONCE YOU LET GO OF YOUR MOUSE, THE MOVE WILL BE MADE.
- BE CAREFUL, IT'S LIKE TAKING YOUR FINGER OFF A PIECE OR ISSUING AN ORDER IN COMBAT. ONCE THE MOVE IS MADE, THERE'S NO TAKING IT BACK.

How do I look around/navigate/move my view?

Navigating is easy and there are several ways.

- YOU CAN CLICK ON THE COMPASS IN THE UPPER UPPER RIGHT HAND CORNER.
- YOU CAN CLICK ON THE "BOARD" BUTTONS ON THE BOTTOM AND SLIDE LEFT AND RIGHT.
- YOU CAN CLICK THE ARROW KEYS ON YOUR KEYBOARD TO MOVE YOUR VIEW AROUND.
- YOU CAN ZOOM IN OR ZOOM OUT WITH THE SCROLL BUTTON ON YOUR MOUSE.
- YOU CAN RIGHT CLICK YOUR MOUSE AND MOVE YOUR VIEW AROUND.