

Chess – Rules Overview

Players: 2

Goal: Checkmate the opponent's king.

1. Setup

- 8×8 board, light square at bottom-right.
- White starts.
- Each player has: 1 king, 1 queen, 2 rooks, 2 bishops, 2 knights, 8 pawns.
- Standard setup from left to right (back row): Rook, Knight, Bishop, Queen, King, Bishop, Knight, Rook.
- Pawns go in the row in front.

2. Turns

- Players alternate turns.
- One piece moved per turn (except castling).

3. Piece Movement

- **King:** 1 square any direction.



- **Queen:** Any number of squares, straight or diagonal.



- **Rook:** Any number of squares, straight lines.



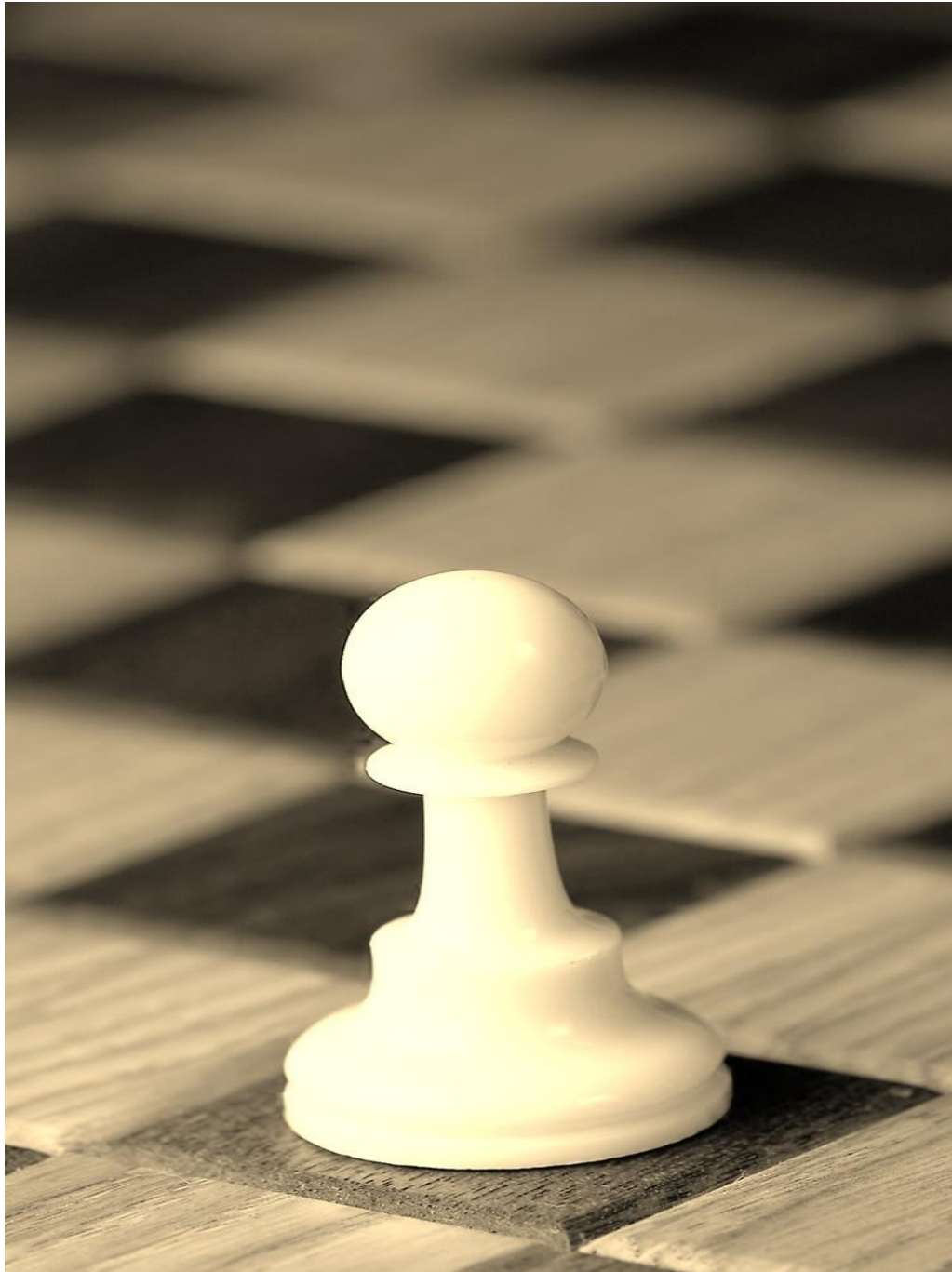
- **Bishop:** Any number of squares diagonally



- **Knight:** "L" shape (2+1), jumps over pieces.



- **Pawn:** 1 square forward (2 on first move), captures diagonally.



4. Special Moves

- **Castling:** King + rook move simultaneously under specific conditions.
- **En passant:** Special pawn capture if conditions met.
- **Promotion:** Pawn reaching opposite end can become Queen, Rook, Bishop, or Knight.

5. Objective

- **Check:** Opponent's king is under threat.
- **Checkmate:** King cannot escape check – game over.
- **Stalemate:** Player has no legal moves but is not in check – it's a draw.

6. Optional Rules

- Timers and time controls for competitive play.