**Setup Process**

Before you start playing the game, you need to know how to set up the board. First, grab a friend (or enemy) and have them across the board from you. Then we need to decide who plays with the white pieces and who plays with the black pieces. An easy way do this is flip and call a coin and winner decides who plays with which color.

**Board Orientation**

Place the board so that the left-most square when you look at the board is black colored. The left most square of the player playing with the white pieces should be the coordinate A1 when viewed and the left most square of the player playing with the black pieces should have H8 as the coordinate. The letters represent files on the board and the numbers represent the ranks.

**Piece Required to play (per player)**

2- Rooks- pieces that look like tubes with ridges on their top.

2- Knights- Pieces that look like horses.

2- Bishop- Pieces that look like pointy cones with a slit at the top

1- Queen- A large piece that has a circular crown on the top

1- King- A large piece that has a cross on the top

8- Pawns- Short pieces that have rounded tops.

**Board Setup**

Start by finding the 2nd and 7th rank. Place all white pawns on the 2nd rank. Place all black pawns on the 7th rank.

Next, each player place each of their rooks on their right and left corners behind the pawns

(A file and H file)

Working inward, each player place each of their knights on the square right next to the rook on the same rank. ( B and G file)

Continuing in this pattern, each player place their bishops next to their knights on either side.

(C and F file)

Then, the queen goes on the empty square on the D file on either player’s side.

Finally, the king goes on the empty square on the E file on either player’s side.

Congratulations! you have successfully set-up your chess game!

**Piece Movement**

**Pawns**: You can choose to move them 1 or 2 steps forward if they are on their starting square. After this point, they can only move one square forward from here on out. Note: The pawn is allowed to move one square diagonally if it is attempting to capture a piece. Also note: The pawn can never move backwards so choose your moves carefully.

**Rook**: The rook can move forwards, backwards, and sideways as many squares it wants, given no pieces of your own are blocking their path.

**Bishop**: The bishop can move diagonally in any direction as many squares as it wants, given no pieces of your own are blocking their path.

**Queen**: The queen can move diagonally in any direction and forwards, backwards, and sideways as many squares as it wants, given the path isn’t blocked by your own pieces. Basically, this piece has the power of both the Rook and the Bishop making it super valuable!

**King**: The King can move forwards, backwards, sideways and diagonal like the queen but can only move one square in all of these directions. Furthermore, it cannot move to a square where it is being attacked by enemy piece. In other words, if an enemy piece can move to that square, moving your king to that square is illegal.

**Knight**: Admittedly, this is the trickiest piece to move but you can do this. The knight moves in two squares either vertically or horizontally and then 1 step in the other direction that wasn’t chosen. So the knight can move two squares vertically and one step horizontally (either left or right), or the knight can move two squares horizontally and then one step vertically (either up or down). Also, remember that the knight cannot stop along the path and must end on a square after moving 2 steps in one direction and 1 step in the other. Also, the knight can jump over any pieces in its way and land on the final square. It can not land on a square where another one of your pieces are present, however.

**Capturing Pieces**

Capturing pieces is one way to get an advantage over your opponent. Capturing opponents' pieces takes the captured pieces off the board. All pieces except for the pawn capture by moving how they normally move and then landing on a square that has an enemy piece. The enemy piece is then removed from the board. For pawns and pawns only, they cannot capture a piece that is directly infront of them. Instead they must wait for the opportunity for when an enemy piece is directly diagonal in the forward direction and during your turn move the pawn one square diagonally to capture the piece.

**Special Move: Castling**

One of the coolest moves in chess happens when a player’s king and either rook haven’t moved from their starting squares and there must be no pieces between the king and the chosen rook on the back most rank. To castle, move the king two steps horizontally towards the chosen rook then move the rook to the other side of the king, directly adjacent to the king square. Either side can invoke “castling” at any point except in the following scenarios:

* The king is in check (attacked by an enemy piece)
* The two squares the king moves are in the line of movement from enemy pieces. A player is allowed to castle in any other scenario.

**Check**

A check happens when a king is “under attack” from an enemy piece. This means if the king is in the line of sight or on the movement path of an enemy piece. In any scenario the attacked player needs to respond with one of the options below:

* Move the king off of the attacked square into an empty square.
* Capture the piece that is attacking the king with either the king or another piece.
* Block the path of the attacking piece with your piece.
* If these are not an option, the attacked king and player are in checkmate. (see next page)

**Checkmate**

Checkmate is the end of the game. This happens when a king is in check, but does not have any legal moves to get our of check and thus is in checkmate. The checkmated player loses and the person delivering the checkmate is the winner.

**Draws: Stalemate**

A draw by stalemate is when one of the players has absolutely no legal moves on the gameboard. This does not mean the player has no good moves but instead must have no legal moves at all. The game is a draw and neither player wins nor loses.

**Draws: Repetition**

A draw by repetition is called when the same position is achieved on the board three times. The game is a draw and neither player wins nor loses.

**Draws: Insufficient Material**

A draw by insufficient material is when there is no way for either player to achieve checkmate the other player. The following situations are draws by insufficient material. (ILL INSERT IT AFTER)The game is a draw and neither player wins nor loses.

**Draws: 50 Move Rule**

A draw by 50 move rule is when 50 moves pass without a player moving a pawn or capturing a piece. No matter the king or pieces movement, if a pawn hasn’t moved or piece captured, the game is a draw and neither player wins nor loses.

**Piece Value**

A good strategy is to capture pieces of higher value by sacrificing a lower value piece of your own.

[image with table of piece values]

**Clock (sold separately)**

A chess clock can be used to set the pacing for the game if a faster game is desired. When the match starts, the player playing with the black pieces starts the clock and each player taps their side of the clock after performing each move. If the clock reaches zero, the side that ran out of time loses and the game is over.

**Congratulations!**

You now have the basic rules of chess and with practice and repetition you can flex your skills at any time any place with a chess board.

Good Luck and remember to have fun!