**Setup Process**

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

**Board Orientation**

Have both players sit on opposite sides of the board. Turn the board so that from where either player is sitting, the bottom-left square is black. From the person playing white’s perspective, the bottom-left square is the coordinate A1, and the top-right square is H8. The letters tell you the column (files) with the letters A-H, and the numbers tell you the row (rank) with the number 1-8. The side you are playing from does not matter for square coordinates, the square C7 for the person playing white is also C7 for the person playing black.

**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.

(Editor’s note: I think we should just have pictures rather than descriptions)

**Board Setup**

To set the board up, we start with the pawns. The white pawns go along the entire 2nd rank, and the black pawns go along the entire 7th rank.

Next, each player places their rooks on the right and left corners behind their pawns. (Squares A1 and H1 for white, A8 a H8 for black)

Working inward, each player places their knights on the squares next to each of their rooks. (Squares B1 and G1 for white, B8 and G8 for black)

Continuing this patter, players place their bishops next to their knights. (Squares C1 and F1 for white, C8 and F8 for black)

Next, the queen goes on the square in the D file for both players. (Square D1 for white, D8 for black)

Finally, the king goes on to the remaining square on the E file. (Square E1 for white, E8 for black)

Congratulations! You have successfully set up your chess game!

(We should include a picture of a completely set up board at the end)

**Piece Movement**

**Pawns:** A pawn moves in a straight line away from its starting side. Except for their first move, pawns can only move one square forward at a time. When moving a pawn for the first time, the player may choose to move it either 1 or 2 squares forward. A pawn is not allowed to move backwards.

**Rook:** The rook can move as far as the player wants directly forward, backwards, left, or right as long as there are no pieces in its way.

**Bishop:** The bishop can move diagonally in any direction as far as the player wants if there are no pieces in its way.

**Queen:** The queen can move the same as a bishop and a rook. So, it is able to move as far as it wants in any straight line from where it starts given there are no pieces blocking it.

**King:** The king can move one square in any direction. Furthermore, it is not allowed to move to a square that puts the king in check (a square that the king can be captured on).

**Knight:** The knight moves in what is commonly called an L shape; A straight line in any direction by two squares, then one square to the side. The knight is also the only piece that can jump over other pieces, so if there are pieces in-between the knight and its destination, it is able to jump over the piece and go straight to where it is landing.

**Capturing Pieces**

Capturing pieces is one of the main goals of chess, and a way to get an advantage over your opponent. When a piece is captured, it is taken off the board and can no longer be used. Most pieces capture by moving normally and landing on top of an opponent’s piece. A player is unable to capture their own piece. Pawns, however, capture diagonally. If a piece is one square in front of, and one square to either side of a pawn, the pawn can move diagonally and capture the piece.

**Check**

A check happens when a king is “under attack” from an enemy piece, meaning that the king can be captured by an enemy piece. In this scenario, the attacked player needs to respond with one of the options below:

* Move the king off the attacked square.
* Capture the piece that is attacking the king.
* Block the path of the attacking piece.

If none of these options are available, the king is in checkmate, and the game is over.

**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 out of check. The checkmated player loses and the person delivering the checkmate is the winner.

**DRAWS:**

A draw can occur because of various scenarios. In the event where a draw happens, the game is over, and neither player wins.

**Draws: Stalemate**

A draw by stalemate is when one of the players has no legal moves on the gameboard. This does not mean the player has no good moves but instead cannot move any pieces.

**Draws: Repetition**

A draw by repetition is called when the all the pieces on the board are in the same place three times.

**Draws: Insufficient Material**

A draw with insufficient material is when there is no way for either player to checkmate the other player. The following situations are draws by insufficient material. (ILL INSERT IT AFTER)

**Draws: 50 Moves Rule**

The draw by 50 moves rule is when each player has moved 50 times without moving a pawn or capturing a piece. In this scenario.

**Special Move: Castling**

Castling is a move that can happen when a player’s king and either rook haven’t moved from their starting squares, and there are no pieces between the king and the chosen rook. To castle, move the king squares towards the castling rook, then move the rook to the other side of the king, directly next to the king’s square. Either side can castle at any point except in the following scenarios:

* The king is in check before castling.
* Any of the squares the king moves over are being attacked by a piece.
* The king is in check after castling.

**Piece Value**

A good strategy is to capture pieces of higher value while keeping as many high value pieces of your own as possible.

[image with table of piece values]

**Clock (sold separately)**

A chess clock can be used to set the pacing for a game. 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.

When a match starts, the clock is started for the player using white. After a player has made their move, they press the clock, stopping their own timer and starting their opponents. If a players clock reaches zero, that player loses.

**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!