1. Basic Rule

* Queen = 20, Bishop = 8, Knight = 7, Rook = 6, Pawn = 2
* higher piece value after 50 steps, it wins
* Same values => draw
* The Queen which is promoted by Pawn, count as queen

1. Piece Movement

* Knight can jump over pieces => it cannot be blocked
* Queen = Rook + Bishop
* **Pawn**
* Pawn can move toward one step
* If left/right forward is opponent’s piece, you can catch it
* When a pawn move to the last row (6 for white, 1 for black), it become queen