Common set of chess rules to implement:

1. **Board Setup:** Set up the initial chessboard with all the pieces in their starting positions (e.g., pawns in the second and seventh ranks, rooks in the corners, knights next to the rooks, etc.).
2. **Piece Movement:** Define how each type of chess piece can move on the board. For example:
   * Pawns move forward one square, capture diagonally, and have a special two-square initial move.
   * Rooks move horizontally and vertically any number of squares.
   * Knights move in an L-shape: two squares in one direction and one square in a perpendicular direction.
   * Bishops move diagonally any number of squares.
   * Queens combine the movement of rooks and bishops.
   * Kings move one square in any direction.
3. **Legal Moves:** Implement rules to determine if a move is legal. Check for various conditions such as:
   * Valid piece selection.
   * Obstacles blocking the movement.
   * Capture rules (e.g., capturing an opponent's piece).
   * Castling rules (including checking for check and rook positions).
   * En passant capture for pawns.
   * Pawn promotion when a pawn reaches the opponent's back rank.
4. **Check and Checkmate:** Detect when a king is in check (under attack) and whether the player can escape the check legally. Also, implement the rules for checkmate, which signifies the end of the game.
5. **Stalemate and Draw:** Implement rules for a stalemate, which occurs when a player has no legal moves but is not in check. Handle various draw conditions, such as the fifty-move rule (a draw if no pawn is moved and no capture is made in 50 consecutive moves) and threefold repetition (a draw if the same position occurs three times).
6. **Castling:** Ensure that castling is only allowed when the king and the corresponding rook meet specific conditions (e.g., neither has moved before, the squares between them are unoccupied, and the king is not in check).
7. **En Passant:** Implement the en passant rule, which allows a pawn to capture an opponent's pawn that has moved two squares forward.
8. **Pawn Promotion:** Handle pawn promotion when a pawn reaches the opponent's back rank, allowing the player to choose a different piece (typically a queen, but other options are possible).
9. **Move Validation:** Validate all moves made by players to ensure they follow the rules. If a move is illegal, reject it and prompt the player to make a valid move.
10. **Game Over Conditions:** Detect and handle conditions that signify the end of the game, including checkmate, stalemate, draw, and resignation by a player.
11. **Special Moves:** Implement any special moves or rules unique to your chess variant, if applicable.
12. **Turn Management:** Keep track of whose turn it is to move and enforce alternating moves between the two players.
13. **Display:** Develop a user-friendly way to display the current state of the chessboard and game, possibly using ASCII art or a graphical interface.

These are the core chess rules that you should implement in your terminal chess game. Keep in mind that chess rules can be complex, so thorough testing and validation are crucial to ensure the game behaves correctly. You may also want to include features like move history, notation, and an option for players to resign or offer draws.