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- The chess grid is an 8x8 grid.
- Each piece has different ways to move.
- Each piece has a team (white or black)
- Each piece has different rules:
- Pawn moves forward twice once, then moves forward once or moves diagonally only to take.
- King can only move one square in any direction, unless castling which only can be done when the king has not moved and the rook to castle with has not moved.
- Queen can move any number of squares in any direction, up down left right diagonally 45 degrees.

- Bishop only diagonally 45 degrees
- Knights can move 2 squares straight and one square 90 degrees to that at once, in an L shape, the knight is the only piece that can jump over other pieces.
- Rooks can only move straight not diagonally.
- No piece can move so that the king is directly put in danger "check".
- When the king cannot move and is in check, the game is won by the opposing team to that king.
- When there is no legal move, and no one is in check then it is a stalemate.
- If the same position so same player to move, and same moves available including en passant and the right to castle has appeared 5 times in a row, the game is drawn automatically.

- If the same position is about to appear for the third time in a row, the player who plays back into that position can declare a draw, or if it has just been the same three times, the opposing player can declare a draw.
- When a pawn moves to the end of the board, it must be converted into either a queen, bishop, rook or knight.
- Each piece starts at a different location, at the standard layout, demonstrated by this table with a key:

 - Rook	 - Knight	 - Bishop	 - Queen	 - King	 - Pawn
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