Initial setup

Chess is played on a chessboard, a square board divided into 64 squares (eight-by-eight) of alternating color, which is similar to that used sin draughts (checkers) (FIDE 2008). No matter what the actual colors of the board, the lighter-colored squares are called "light" or "white", and the darker-colored squares are called "dark" or "black". Sixteen "white" and sixteen "black" pieces are placed on the board at the beginning of the game. The board is placed so that a white square is in each player's near-right corner. Horizontal rows are called ranks and vertical rows are called files.

Each player controls sixteen pieces:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Piece** | [**King**](https://en.wikipedia.org/wiki/King_(chess)) | [**Queen**](https://en.wikipedia.org/wiki/Queen_(chess)) | [**Rook**](https://en.wikipedia.org/wiki/Rook_(chess)) | [**Bishop**](https://en.wikipedia.org/wiki/Bishop_(chess)) | [**Knight**](https://en.wikipedia.org/wiki/Knight_(chess)) | [**Pawn**](https://en.wikipedia.org/wiki/Pawn_(chess)) |
| **Number** | 1 | 1 | 2 | 2 | 2 | 8 |
| **Symbols** |  |  |  |  |  |  |

At the beginning of the game, the pieces are arranged as shown in the diagram: for each side one [king](https://en.wikipedia.org/wiki/King_(chess)), one [queen](https://en.wikipedia.org/wiki/Queen_(chess)), two [rooks](https://en.wikipedia.org/wiki/Rook_(chess)), two [bishops](https://en.wikipedia.org/wiki/Bishop_(chess)), two [knights](https://en.wikipedia.org/wiki/Knight_(chess)), and eight [pawns](https://en.wikipedia.org/wiki/Pawn_(chess)). The pieces are placed, one on a square, as follows:

* The rooks are placed on the outside corners, right and left edge.
* The knights are placed immediately inside of the rooks.
* The bishops are placed immediately inside of the knights.
* The queen is placed on the central square of the same color of that of the player: white queen on the white square and black queen on the black square.
* The king takes the vacant spot next to the queen.
* The pawns are placed one square in front of all of the other pieces.

Popular mnemonics used to remember the setup are "queen on her own color" and "white on right". The latter refers to setting up the board so that the square closest to each player's right is white ([Schiller 2003](https://en.wikipedia.org/wiki/Rules_of_chess#CITEREFSchiller2003):16–17).

Gameplay

The player controlling the white pieces is named "White"; the player controlling the black pieces is named "Black". White moves first, then players alternate moves. Making a move is required; it is not legal to skip a move, even when having to move is [detrimental](https://en.wikipedia.org/wiki/Zugzwang). Play continues until a king is [checkmated](https://en.wikipedia.org/wiki/Checkmate), a player [resigns](https://en.wikipedia.org/wiki/Rules_of_chess#Resigning), or a [draw](https://en.wikipedia.org/wiki/Draw_(chess)) is declared, as explained below. In addition, if the game is being played under a [time control](https://en.wikipedia.org/wiki/Time_control) a player who exceeds the [time limit](https://en.wikipedia.org/wiki/Rules_of_chess#Time_control) loses the game.

~~The official chess rules do not include a procedure for determining who plays White. Instead, this decision is left open to tournament-specific rules (e.g. a~~[~~Swiss system tournament~~](https://en.wikipedia.org/wiki/Swiss-system_tournament)~~or~~[~~round-robin tournament~~](https://en.wikipedia.org/wiki/Round-robin_tournament)~~) or, in the case of non-competitive play, mutual agreement, in which case some kind of random choice is often employed. A common method is for one player to conceal a piece (usually a pawn) of each color in either hand; the other player chooses a hand to open, and receives the color of the piece that is revealed.~~

**Movement**

**Basic moves**

Each type of chess piece has its own method of movement. A piece moves to a vacant square except when [*capturing*](https://en.wikipedia.org/wiki/Glossary_of_chess#capture) an opponent's piece.

Except for any move of the knight and [castling](https://en.wikipedia.org/wiki/Rules_of_chess#Castling), pieces cannot jump over other pieces. A piece is *captured* (or *taken*) when an attacking enemy piece replaces it on its square ([*en passant*](https://en.wikipedia.org/wiki/Rules_of_chess#En_passant) is the only exception). The captured piece is thereby permanently removed from the game.[[1]](https://en.wikipedia.org/wiki/Rules_of_chess#cite_note-1) The king can be put in [check](https://en.wikipedia.org/wiki/Check_(chess)) but cannot be captured (see below).

* The [king](https://en.wikipedia.org/wiki/King_(chess)) moves exactly one square horizontally, vertically, or diagonally. A special move with the king known as [*castling*](https://en.wikipedia.org/wiki/Rules_of_chess#Castling) is allowed only once per player, per game (see below).
* A [rook](https://en.wikipedia.org/wiki/Rook_(chess)) moves any number of vacant squares horizontally or vertically. It also is moved when castling.
* A [bishop](https://en.wikipedia.org/wiki/Bishop_(chess)) moves any number of vacant squares diagonally.
* The [queen](https://en.wikipedia.org/wiki/Queen_(chess)) moves any number of vacant squares horizontally, vertically, or diagonally.
* A [knight](https://en.wikipedia.org/wiki/Knight_(chess)) moves to the nearest square not on the same [*rank*](https://en.wikipedia.org/wiki/Glossary_of_chess#rank), [*file*](https://en.wikipedia.org/wiki/Glossary_of_chess#file), or [*diagonal*](https://en.wikipedia.org/wiki/Glossary_of_chess#diagonal). (This can be thought of as moving two squares horizontally then one square vertically, or moving one square horizontally then two squares vertically—i.e. in an "L" pattern.) The knight is not blocked by other pieces: it jumps to the new location.
* [Pawns](https://en.wikipedia.org/wiki/Pawn_(chess)) have the most complex rules of movement:
* A pawn moves straight forward one square, if that square is vacant. If it has not yet moved, a pawn also has the option of moving *two* squares straight forward, provided both squares are vacant. Pawns cannot move backwards.
* A pawn, unlike other pieces, captures differently from how it moves. A pawn can capture an enemy piece on either of the two squares diagonally in front of the pawn (but cannot move to those squares if they are vacant).

The pawn is also involved in the two special moves [*en passant*](https://en.wikipedia.org/wiki/Rules_of_chess#En_passant) and [promotion](https://en.wikipedia.org/wiki/Rules_of_chess#Pawn_promotion) ([Schiller 2003](https://en.wikipedia.org/wiki/Rules_of_chess#CITEREFSchiller2003):17–19).