

How to play Chess

Chessboard and Pieces

- 1. **Chessboard**: An 8x8 grid with alternating light and dark squares.
- 2. **Setup**: Each player has 16 pieces:
- 1 King
- 1 Queen
- 2 Rooks
- 2 Knights
- 2 Bishops
- 8 Pawns

Set up pieces like this (left to right):

- First row (for White): Rook, Knight, Bishop, Queen, King, Bishop, Knight, Rook.
- Second row: All Pawns.
- Black pieces mirror this on the opposite side.

Objective

• The goal is to checkmate the opponent's King, meaning it's under attack and cannot escape.

How the Pieces Move

- 3. **King**: Moves one square in any direction.
- 4. **Queen**: Moves any number of squares in any direction.
- 5. **Rook**: Moves any number of squares horizontally or vertically.
- 6. **Bishop**: Moves any number of squares diagonally.
- 7. **Knight**: Moves in an "L" shape: two squares in one direction, then one square perpendicular. Can jump over pieces.
- 8. **Pawn**: Moves forward one square, but captures diagonally. On its first move, it can move forward two squares.

Special Moves

- 9. **Castling**: Move the King two squares towards a Rook, and the Rook to the square next to the King. Conditions: Neither piece has moved before, no pieces between them, and the King is not in check.
- 10. **En Passant**: If a pawn moves two squares forward and lands next to an opponent's pawn, the opponent's pawn can capture it as if it moved one square.
- 11. **Promotion**: If a pawn reaches the other side of the board, it can become any piece (except a King), usually a Queen.

Basic Rules

- 12. Turns: Players take turns moving one piece at a time. White moves first.
- 13. **Check**: When a King is attacked, it is in "check." You must move to get out of check.
- 14. **Checkmate**: If the King is in check and cannot escape, it's "checkmate" and the game is over.
- 15. **Stalemate**: If a player has no legal moves but is not in check, it's a draw.

Simple Strategy Tips

- 16. Control the Center: Try to move your pieces to the center of the board.
- 17. **Develop Your Pieces**: Move your Knights and Bishops out early.
- 18. **Protect Your King**: Consider castling to keep your King safe.
- 19. **Think Ahead**: Always plan your moves and consider what your opponent might do next.

Enjoy your game! If you have any questions, just ask.