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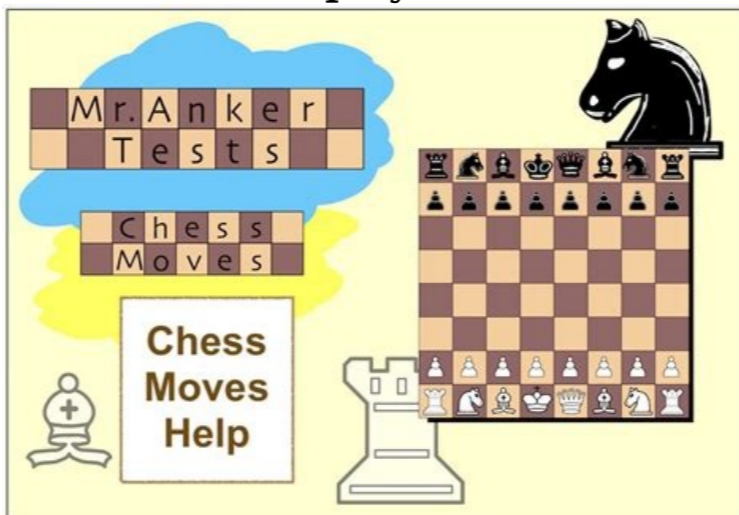
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How to play chess moves

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How to play chess opening moves.

Chess is one of the oldest board games ever. It has been played and loved for centuries, but in recent years it's surged in popularity with scores of new players looking to learn the chess rules. Since 2020 interest in chess has skyrocketed, spurred on by people looking to play online during lockdowns, the popularity of Netflix show The Queen's Gambit and Twitch stars entering the PogChamps tournament and chess boxing. After a photo of Lionel Messi and Cristiano Ronaldo playing chess went viral, Chess.com hit record levels of traffic. Chess is experiencing a renaissance, but if you're new to the game learning the chess rules and different strategies can feel overwhelming. That's where our guide comes in. We'll talk you through the basic rules, including how to move and capture pieces as well as essential moves to winning, like en passant and castling. Chess rules for beginners Setup: Which square does the queen go on? Find out as we get ready to play by placing your pieces.



Basic rules: Learn how each chess piece moves and captures.

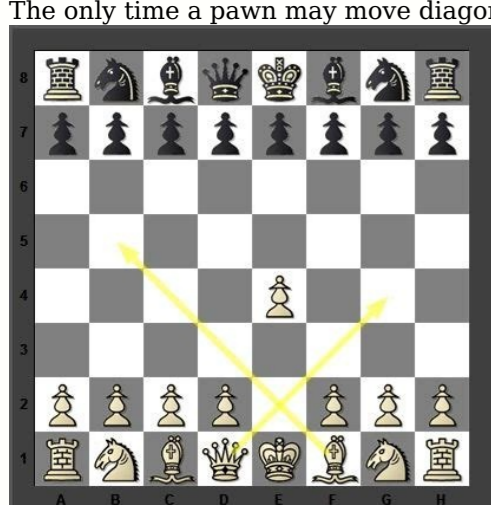
Check and checkmate: Surround your opponent's king to win. Advanced rules: Promotion, en passant and castling explained. Whether you've just rediscovered chess or are sitting down to play for the very first time, we've put together this beginner-friendly guide on how to play. This guide includes all of the basics you need to know when learning chess, from which square to place the queen, on during setup to when to call "checkmate" and claim victory. While you'll find everything you need to play a casual game of chess below, we haven't gone into as much depth on advanced elements such as specific openings, board positions or tournament rules. These are the pure basics to get you playing as quickly as possible, without worrying about timing your turns or defending against specific openings. Once you know the basics of how to play, you can learn new strategies, tactics and deepen your understanding of the game as you play, gradually refining your skill and experience. Who knows, perhaps this might be the first step on your path to becoming the next grandmaster. How to set-up a chess board Chess is played by two players on a chess board measuring eight-by-eight squares. The 64 squares alternate between light and dark colours - traditionally, black and white. When properly set up, a white square should be the rightmost square along the edge closest to each player. Players' pieces are set up in the two horizontal rows (known as ranks) closest to each player.

The second rank - ie. the second row from the player's perspective - consists of a line of eight pawns, each placed on a single square. The closer rank is nearly symmetrical, with rooks (also known as castles) placed on the two leftmost and rightmost corner squares, followed by knights on the inside space next to them, then bishops. The two central squares of the rank are occupied by the king and queen. The queen is placed on the square matching her colour (for example, the black queen on the black square), with the king occupying the remaining square of the opposite colour. This means that the king and queen of each colour face each other, making the correct setup symmetrical between the two players. The white player takes the first move, with players alternating single turns until a player is defeated via checkmate or resigns.



A draw can also be agreed. If playing with an optional timer, as in tournaments, the first player to run out of time forfeits the game.

The starting positions of the pieces in chess, showing each queen on the square matching her colour. | Image credit: sudowoodo/stock.adobe.com What are the basic rules of playing chess? Want to know how to play chess for beginners? Here's a basic rundown on how the rules work. In chess, each player takes turns to make a single move. Players cannot choose to skip a turn - they must move a piece. Each chess piece moves in a specific way, and must be moved according to its legal movement. Except for the knight, which may jump over pieces, pieces cannot move through pieces of either colour without either stopping (in the same of a piece of the same colour) or capturing them (in the case of a piece of the opposite colour). How to capture pieces If a piece lands on a space with an opponent's piece, that piece is captured and removed from the board. Pieces cannot be placed on the same square as a piece of the same colour. When a piece captures an opponent's piece, it must finish its current move action and end the player's turn. The different chess pieces, from left to right: pawn, rook, knight, bishop, queen, king. | Image credit: Agzam/Pixabay How to move chess pieces Pawn Pawns move one square forward in a straight line. They cannot move horizontally, diagonally or backwards. An exception to this is if a pawn is yet to be moved during the game. If a pawn has not yet moved, it may be moved two squares forward as a single move. Both squares must be empty. The player can also choose to move the piece a single square. The only time a pawn may move diagonally is when capturing an opponent's piece.



Pawns may capture an opponent's piece on either of the diagonal spaces to the left or right ahead of the piece. As part of capturing the piece, the pawn will move diagonally to replace the captured piece. A pawn cannot capture an adjacent piece on any other square, or move diagonally without capturing. Rook (Castle) The rook, sometimes called the castles, can move any number of squares horizontally along its current row (rank) or column (file). It cannot pass through pieces of the same colour, and can capture pieces of the opposite colour by moving onto an occupied space. It cannot move diagonally for any reason. A game of chess in Tabletop Simulator. Knight Knights are the only chess piece that may be moved 'through' other pieces by 'jumping' over them. It captures pieces as normal by landing on a space occupied by a piece of the opposite colour and cannot move to a square occupied by a piece of the same colour, but may move over pieces of either colour during its move. Knights move in a fixed 'L' pattern: two squares forward, backward, left or right, then one square horizontally or vertically, or vice versa - one square forward, backward, left or right, followed by two squares horizontally or vertically to complete the 'L' shape. This means that the knight can always move to the closest square that is not on its current row (rank), column (file) or directly adjacent diagonally. The knight must move the full distance - it cannot move just two squares in a straight line without also moving one to the side, for instance. The available moves of a knight, showing the 'L' shape. Bishop The bishop can move any number of squares diagonally - this means it always moves along the diagonal line of squares matching the current colour of its square. This means that each player begins the game with one bishop that can move on each colour. A bishop cannot move horizontally or vertically for any reason. It cannot move through pieces of the same colour, and captures a piece of the opposite colour by moving onto its square. Queen The queen may move any number of squares horizontally, vertically or diagonally. These movements must be made in a single straight line during a single turn. (In other words, you can't move three squares diagonally, followed by three spaces vertically.) The queen cannot move through pieces of the same colour, and captures a piece of the opposite colour by moving onto its square. King The king moves a single space horizontally, vertically or diagonally. The king cannot move into a space that would grant a check or checkmate to the opponent player.

The king is never captured - a game of chess is won when a successful checkmate is announced. Checkmate occurs when a player cannot escape check, meaning their king would be captured on its next turn. The king is never captured during a chess match - being placed into checkmate ends the game. | Image credit: Angela Bedürftig/Pixabay What is check and checkmate? When a piece moves in a way that would allow a player to capture the opponent's king on their next turn, the attacking player typically announces "check". The player placed into check must move their king or move another piece to stop the attack on their next turn - either by blocking the move or capturing the attacking piece. If a player creates a situation where their opponent cannot stop their king from being captured on the next turn, the attacking player announces "checkmate" and immediately wins the game.

The king is never captured - a game of chess is won when a successful checkmate is announced. Checkmate occurs when a player cannot escape check, meaning their king would be captured on its next turn. The king is never captured during a chess match - being placed into checkmate ends the game. | Image credit: Angela Bedürftig/Pixabay What is check and checkmate? When a piece moves in a way that would allow a player to capture the opponent's king on their next turn, the attacking player typically announces "check". The player placed into check must move their king or move another piece to stop the attack on their next turn - either by blocking the move or capturing the attacking piece. If a player creates a situation where their opponent cannot stop their king from being captured on the next turn, the attacking player announces "checkmate" and immediately wins the game.

Checks can also occur as the result of advanced rules typically used in professional tournaments, including identical board positions occurring three or five times - rules known respectively as threefold repetition and fivefold repetition - or no captures or pawn moves taking place within the last 50 or 75 moves. The exact rules used can depend on the tournament and agreement between the players. Chess can end as the result of checkmate, resignation, a draw or - in tournament settings - a player running out of time.

Advanced chess rules There are a number of advanced rules that can be used in chess, along with specific openings and board positions known by a variety of names, from the Double King's Pawn Opening to the famous King's Gambit and Queen's Gambit. Advanced rules can include specific variants that alter the core rules of the game, along with surrounding requirements often used in tournament settings, such as timing and the touch-move rule - which states that once a piece is touched by a player, it must make a legal move. As this is a beginner's guide to learning chess, we'll only be covering some of the essential advanced rules here - rules that should always be used in conjunction with the basic rules for moving and capturing pieces, as well as the standard setup and rules for declaring checkmate. Once you know the basics of how to play chess, there are hundreds of books and other resources out there to help you discover the deep strategy and near-endless variations possible during games - as well as local tournaments that can help you refine your play and tactics. There are thousands of potential board layouts from hundreds of openings and variants. | Image credit: Steve Buissinne/Pixabay How to promote a pawn? If a pawn reaches the opposite edge of the board - the farthest row (rank) from the controlling player - it is promoted to another piece: a rook, knight, bishop or queen. The new piece replaces the pawn on its current square, and follows the movement rules for the respective piece. While most casual players use captured pieces to represent promoted pieces, a pawn can legally be promoted to any piece regardless of whether it has been captured. For example, a player may have multiple queens as the result of promoting pawns, or multiple bishops able to move along diagonal lines of the same colour depending on the square on which the pawn was promoted. There is no limit to the number of pawns that can be promoted. What is En passant? En passant - French for 'in passing' - is one of the most famous moves in chess.

En passant occurs when a pawn moves two squares forward as the result of its optional starting move.

If an opponent's pawn would have been able to legally capture the moving pawn had it only moved one square instead of two, the opponent can declare en passant on their next turn and move their pawn diagonally onto the square that the pawn passed through - capturing the pawn as if it had only moved one square. En passant must be declared and made as the opponent's next turn to be legal - otherwise, the player with the chance to capture the pawn loses the opportunity. What is Castling? Castling is perhaps the most complicated basic rule in chess, and a rule that many beginners often overlook as a result. Castling is permitted when a player's king piece and a rook have not yet moved during the game. Castling can be performed with either rook, as long as they haven't moved - in other words, they are still in their starting corners on the edge closest to the controlling player. Castling involves a player moving the king piece two squares towards the rook with which they are castling, before moving the rook to the square that the king moved 'through'. This effectively puts the rook adjacent on the other side of the king, while the king moves two squares towards the space in which the rook started the game. Regardless of whether castling is performed with the rook closer to the king (kingside) or one square further away (queenside), the king only ever moves two spaces.

The king cannot be used in a castling manoeuvre if it is currently in check, but a rook can be used in castling even if it is under threat from an opponent's piece - in other words, it could be captured on the opponent's next turn, or on any of the squares it passes through while performing the move. As usual, castling cannot be used if the king if it would put the king into check. Castling also cannot be used if there are any pieces between the king and the rook - the squares between must be clear. Frequently asked chess questions Does chess improve IQ? Over the years, plenty of studies have been carried out looking at the benefits of chess, and researchers have claimed chess may have the ability to help fight off dementia and improve working memory. But what about IQ? Will playing chess help you get smarter? In a white paper, the American Chess School's Robert Ferguson cited a study conducted with over 4,000 school children. Most of the students analysed showed "significant" gains in their IQ scores after studying chess for a minimum of four and a half months. Other studies have also claimed playing chess can help improve the IQ and cognition of children. Can chess be won in 2 moves? Chess can be won in just two moves using the Fool's Mate. This delivers a checkmate with a Queen in the fewest moves possible.

This can only be done if you have control of Black and if the player with White makes major tactical errors.

Chess can be won in just two moves with a Fool's Mate. | Image credit: Chess.com Firstly, the player with White would begin a game by moving a pawn to either the f3 or f4 space on the board. The player with Black would then need to move a pawn to e6. If White then moves a pawn to g4, a checkmate can happen. Black just needs to move the Queen to space h4 and it's checkmate. The White player's King is trapped and has no way of escaping. Can Pawns move backwards? Pawns are never able to move backwards. On their first move, Pawns can move forward one or two spaces, but after that their movement is limited to just one space forward. Unlike other chess pieces, the way pawns capture is different to its movement. Pawns capture other pieces by moving diagonally. And when a pawn reaches the end of the board it is promoted to either a Queen, Bishop, Rook, or Knight - the player whose Pawn it is gets to choose which. These pieces can then move both forwards and backwards. The aim of chess is to capture your opponent's king;

however, most chess games end as soon as the opponent's king is in a position such that they cannot escape without being captured (known as "checkmate"). Familiarize yourself with the basics by going over how each piece moves. Practice playing online and against others to develop your skills and improve at the game. The goal of chess is to capture your opponent's king; however, most games end before the capture when the opponent is unable to prevent their king from being captured. Checkmate occurs if you put your opponent's king in check (meaning it is under direct threat) and they are incapable of moving the king or blocking the threat with another piece. When this happens, say "checkmate" out loud to declare the end of the game. Let your opponent double-check if they can make a move before declaring yourself the winner![1] Games may also end in a draw if neither player can force a checkmate, such as if the kings are the only pieces left on the board. A game also ends in a draw if the opponent has no legal move that they can make, such as if the king is trapped but also not in check. This is referred to as a stalemate. A game also automatically ends in a draw if the same board state is achieved 3 times. This can happen accidentally, but it's more common when both players repeat the same move 3 times because nobody thinks they can win.[2] Advertisement 1 Rooks (the small castle towers, valued at 5 points) Rooks are the stubby round pieces that look like medieval towers on a castle. They can move any number of squares horizontally or vertically, but they cannot jump over other pieces or

move diagonally.[3] After your queen, your two rooks are the most valuable offensive pieces in the game, although they're excellent defensive pieces early on in the game. 2 Knights (the horses, valued at 3 points) Knights move in L-shapes by going 2 spaces horizontally and 1 space vertically (up or down), or 2 spaces vertically followed by 1 space horizontally (left or right). Knights are unique because they can jump over other pieces.[4] Knights are considered just as valuable as bishops. They're versatile pieces that are helpful when it comes to offense and defense. Knights are also unique because they're the only piece outside of the pawns that you can move on the first turn of the game. 3 Bishops (the rounded tops with the silts, valued at 3 points) The bishops are the thin, tall pieces with the coin-slot carved out at the top. They can move in a straight line diagonally in any direction. They cannot jump over other pieces.[5] Like the knight, bishops are extremely diverse when it comes to their skills on offense or defense. Note that you have one bishop that can only move on black pieces, and another bishop that can only move on white pieces. 4 Queen (the tall piece with the round cap, valued at 9 points) Your queen is the heavy hitter. It can move any number of squares in any linear direction as long as there isn't a piece blocking the path. In other words, they can move diagonally, up/down, or left/right. They can't jump pieces.[6] If you're struggling to picture this, a queen moves like a bishop and a rook combined. Your queen is the single greatest tool when it comes to capturing your opponent's king while protecting yours. EXPERT TIP Queens are the strongest pieces in the game, and they can move horizontally, vertically, and diagonally. Sahaj Grover Chess Grandmaster Sahaj Grover is a Chess Grandmaster, World Champion, and coach, who attained his Grandmaster title at the age of 16. He has been a World Junior Bronze Medalist, World U10 Champion, South African Open 2017 & 2018 Champion, and the Winner of the Arnold Classic 2018 & 2019. Sahaj is known for dynamic attacking skills and being an excellent endgame player. Understand the basics of a chess set: Chess is played on a board

that is made up of 64 alternating black and white squares. The chess set is made up of 32 pieces, 16 for black and 16 for white. Each set consists of 1 King, 1 Queen, 2 Rooks, 2 Bishops, 2 Knights, and 8 Pawns. Advertisement 1 Place the rooks in the corners of the board. Place the white rooks on squares a1 and h1, and put the black rooks on squares a8 and h8.[11] Rooks are labeled "R" if you're using chess notation. 2 Set the knights next to your rooks. Put the white knights on the squares b1 and g1, and set the black knights on b8 and g8.[12] Knights are the only pieces that can jump over other pieces. Knights are labeled either as "N" in notation. 3 Put the bishops next to your knights.

If you're the white player, place your bishops on c1 and f1. Black bishops go on c8 and f8.[13] Bishops can't move onto a square that isn't the same color as its starting square. Label bishops as "B" if you're using notation. 4 Place the queens on their matching colors in the back rows. Put the white queen on d1 and the black queen on d8.[14] Queens are labeled as "Q" in notation. An easy way to remember how you orient the queen and king is the rhyme, "The queen always gets her color." 5 Set the kings next to the queens. Put the kings next to the queens to complete your back row.[15] Kings are labeled as "K" when you're using notation. 6 Place your pawns in the row in front of your other pieces. Put 1 white pawn in each square of rank 2 and set the black pawns in the squares of rank 7.[16] Pawns are not labeled with any letter in notation. Advertisement 1 Start the game with the player who has the white pieces. The player who has the white pieces always starts a game of chess. Choose any one of your pieces that is able to move and put it in its new space. After the player with the white piece takes their turn, play alternates to the player with the black pieces.[17] If you're playing multiple games in a row, alternate who starts with the white pieces to keep the games fair.

The player with the white pieces has a slight advantage since they get to make the opening move. You can flip a coin, do rock paper scissors, or allow players to volunteer who goes first. 2 Move your pieces to develop the board and attack or defend. Players can make one move every turn. On your turn, you can move any piece so long as it is legally allowed to move. You can threaten your opponent's pieces by moving your pieces into a space where you can capture them on the next turn. Alternatively, you can reinforce a defensive position by moving pieces away from your opponent's threats so that your pieces protect one another.[18] For the first few turns of the game, players usually move pawns, followed by knights and bishops. You can play in whatever order you'd like, though! In competitive chess there's a rule that if you touch a piece, you have to move it. It's okay to touch pieces as you're just starting to learn, but practice moving the pieces in your mind once you've got the basics down. 3 Capture your opponent's pieces by moving onto the same square as them.

Capturing pieces means landing on the same space as an opponent's piece and removing them from the game. Try to capture your opponent's stronger pieces, like their queen, rooks, and bishops to make their turns less powerful.[19] When you capture your opponent's piece, pick it up off of the board and set it aside. Pawns cannot capture pieces directly in front of them like other pieces do. Instead, pawns can only capture pieces that are 1 space diagonally in front of them. You cannot capture your opponent's king. However, to win the game you need to set up your pieces so they would be able to capture the king. Tip: During your turn, check whether or not your opponent can capture your pieces on their next turn. Protect your own pieces while you try to capture your opponent's pieces. 4 Put your opponent's king in check to pressure them. Move one of your pieces so it can potentially capture your opponent's king during your next turn. Your opponent must get out of check during their next turn either by moving their king, blocking your piece, or capturing your piece.[20] Putting your opponent in check is ideal because it can cause them to drop whatever their gameplan was and move pieces to protect their king. It can also force the king into progressively riskier positions. The king can capture the enemy piece only if it's not in check after the capture. If you're in check, you must do something to protect your king, or else you make an illegal move. Advertisement 1 The "en passant" rule En passant, meaning "in passing" in French, is when one pawn captures another pawn after its starting move. You can only do en passant if your opponent has moved a pawn 2 squares forward from its starting position so it's next to one of your pawns. If this happens, you may move your pawn into the space behind your opponent's pawn to capture it.[21] You can only perform an en passant move during the turn after your opponent moves the pawn. You cannot wait to do it on any other turn after. This is probably the most complicated move in the game. If you're new to chess and you're just playing casually, feel free to skip this rule as you're learning. 2 Pawn promotion If you move a pawn to the back row on your opponent's side of the board, it immediately gets promoted to any piece of your choosing (besides the king). In most cases, it's best to choose to promote to a queen because the queen is the most powerful piece. This way, you can have multiple queens on the board at a time.[22] It doesn't matter if your queen has already been captured or is still in the game when you promote your pawn. To indicate pawn promotion in chess notation, write the square where the pawn is promoted. Then, use an equal sign to show what the new piece is. For example, you may write c8=Q. Reasons to "underpromote" (i.e. not choose a queen) are to avoid stalemate or to utilize the knight's move. This is pretty rare, though.

3 The castle maneuver Once during the game, you may choose to make a special move known as castling. To castle, move your king two squares horizontally toward either rook. Then on the same move, move the rook to the square immediately on the other side of the king. The spaces between the king and rook must be 100% clear.[23] You cannot castle if your king was in check during the previous move, or if it would be in check after the move.

You also cannot castle through any squares that are under attack by enemy pieces. You cannot castle rooks that have moved, or if your king has moved. Advertisement 1 Use the point value of each piece to determine their importance. Each piece in a game of chess is valued differently depending on how powerful it is. The queen is the most powerful piece and is worth 9 points. Rooks are worth 5 points, bishops and knights are worth 3, and pawns are worth 1 point. Try to protect your more powerful pieces so you can use them later in the game.[24] The king's value is undefined as it cannot be captured. Compare the total value of all the pieces still on the board for each player to determine who has a material advantage (this is one way to determine who is "winning"). Point assessment is also useful when considering possible captures. For example, using pieces with a lower value to capture pieces with a higher value gives you more of an advantage. 2 Start with a strong opening pawn or knight move. Your opening move determines a lot about how the beginning of the game will play out. If you're white, choose a center square to attack with your D or E pawn, or move your B or G knights out to the center for a strong attack. As black, defend the center squares by matching and playing off your opponent's pawn or knight moves.[25] When people talk about complex "openings" like the Queen's Gambit, London Opener, or Sicilian Defense, they're talking about a sequence of memorized moves that are proven to start you off right.

These are known as book moves, and they're a great way to improve at the game! 3 Aim to control the center of the board. Pieces near the center are at their most powerful since they have the most mobility and control. This forces your opponent to the sides of the board where they have fewer moves to choose from. Controlling the center helps you play more offensive and your opponent defensive.[26] Keep 1 or 2 pawns in the center of the board so you can still use your stronger pieces to attack. This is why people often start the game by moving the 2 pawns in the middle of the pawn file and the 2 knights, since this covers the 4 squares at the center of the board. 4 Plan 2-5 moves in advance to take pieces and avoid traps. Think several moves ahead to anticipate and counteract your opponent's moves and stop any plans they're making. Try to figure out how you'd respond to obvious moves your opponent might make. Plan out contingencies and ask yourself how you'd escape from attacks.[27] 5 Scan the board after each of your opponent's moves. Every time your opponent makes a move, take some time to scan the board. Move pieces out of the way if your opponent is going to capture them next turn. Try catching the piece that's threatening your piece or move one of your pieces to threaten a strong piece your opponent has. It's okay to give up a piece in order to draw your opponent into a trap where you'll capture an even more valuable piece. 6 Develop all of your pieces as the game moves on.

If you lose a game and realize that you hadn't moved half of your pieces during the game, that might be why you struggled. Aim to get every piece on the board open and moving. This will allow you to use all of your pieces to develop your gameplan. The more choices you have, the better![28] The exception here is your king and maybe a rook and a few pawns to protect it. It's okay to leave them back for defense! Advertisement Add New Question Question What if the opponent doesn't move the way I wish? You need a strong defense and to be prepared for almost anything. One of the main strategies of chess is forcing your opponent into a situation where, no matter what he or she does, you are given an advantage, such as capturing a piece or securing a better position. Question What are promoted pawns? These are pawns that have reached their eighth row (the opponent's first row) and have been converted to some other piece such as a queen. Question Can the rook and king move together? Under certain conditions, yes.

It is known as castling and is very useful. It was one of the few changes made in the last millennium. See more answers Ask a Question Advertisement This article was co-authored by Sahaj Grover and by wikiHow staff writer, Eric McClure.

Sahaj Grover is a Chess Grandmaster, World Champion, and coach, who attained his Grandmaster title at the age of 16. He has been a World Junior Bronze Medalist, World U10 Champion, South African Open 2017 & 2018 Champion, and the Winner of the Arnold Classic 2018 & 2019. Sahaj is known for dynamic attacking skills and being an excellent endgame player. This article has been viewed 1,960,179 times. Co-authors: 150 Updated: June 15, 2023 Views: 1,960,179 Categories: Featured Articles | Chess Article SummaryXTo set up a chess board, place all of the white pieces on one side and all of the black pieces on the other side. Your pieces should be arranged in two rows: the back row should contain all of your special pieces, and the front row should contain all of your pawns. Pawns are the short pieces, and they can only move forward, one square at a time. However, when you capture a piece with a pawn, the pawn moves diagonally. To organize the back row, place the rooks, or towers, on either end. Rooks can only move vertically or horizontally, but they can move as many squares as you want. Then, place the two knights, which usually look like horses, beside the two rooks. The knights can only move in an L-shaped pattern, where the long part of the L is two squares and the short part is one square. Knights are the only pieces on the board that can "jump" over other pieces. Then, place the two bishops beside the knights. The bishops can only move diagonally, but they can move as many squares as you want. Finally, place the king and queen. If you're looking at the board, the queen should be placed on the left and the king should be placed on the right. The queen can move vertically, horizontally, or diagonally, and she can move as many spaces as you want.

The king can move in any direction as well, but he can only move one square at a time. The goal in chess is to capture the opponent's king while protecting your own — the first player to capture their opponent's king wins! Print Send fan mail to authors Thanks to all authors for creating a page that has been read 1,960,179 times. "I did not understand the game of chess. Someone once tried to explain it to me, but to no avail. This article is so helpful with clear explanations and diagrams which, to me, are like photographs I can imprint on my brain. Also, I can come back to the article as I make progress with the game. A very helpful article..." more Share your story