Instructions for Optical Chess Prototype

1. Each player chooses a color – either Red or Green. Green plays first.

2. Each player places their King on the board. Kings must be placed at least one square away from the nearest wall.

3. Each player then takes turns taking their moves. On your move, you may do one of three things:
   - You may place a new mirror anywhere on the field where there is not currently a mirror or King.
   - You may remove one of your own mirrors.
   - You may rotate one of your own mirrors' direction.
   - You may place or move your laser.
   - If you have no more mirrors left, you may move one mirror from one space to another (you may not rotate the mirror the same turn, however).

4. Your objective is to hit your opponent's King with your laser (after hitting at least one mirror as well). This can be accomplished by placing a mirror, removing a mirror, rotating a mirror, moving a mirror or moving your laser.

5. However, the turn before you play a winning move, you must announce “Check” after making your move. After the opponent's next move, you win if you are able to hit their King with your laser.
   - Note that just because a winning move is available to you does not mean you have to announce it. However, you are only allowed to play the winning move if you announced it by saying “Check” the previous turn. It is beneficial to only announce “Check” if you believe your opponent may not be able to defend against all possible winning moves.
   - If you announce “Check”, you may play any winning move on the next turn – even if that move was not the one that was available when you called “Check” the previous turn.