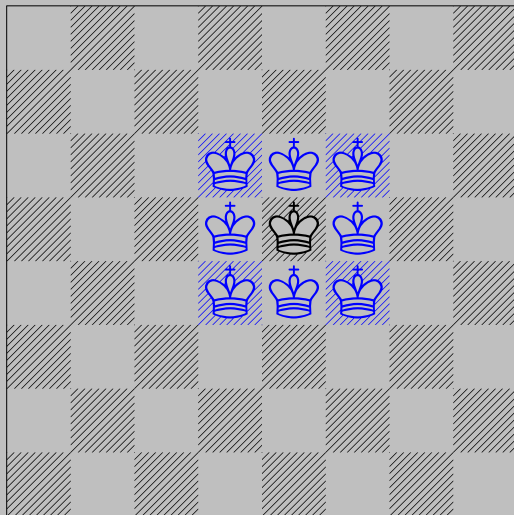


Chess Basics

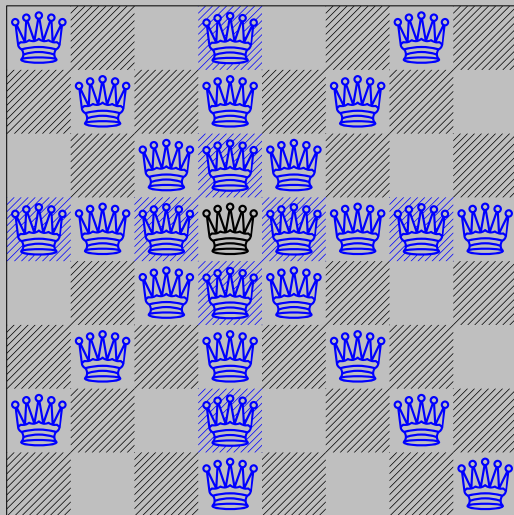
King



Kings move one square in any direction.

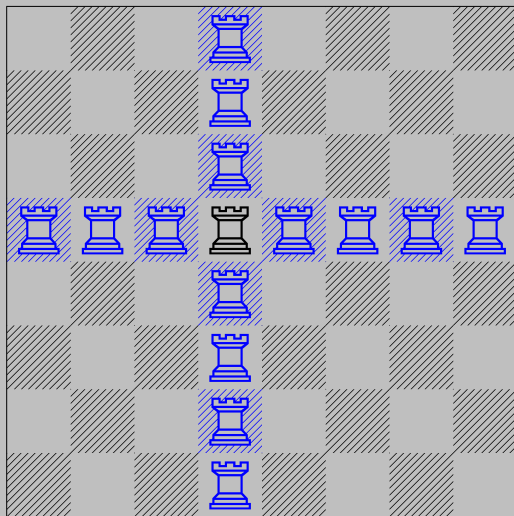
Kings cannot move into check (not a legal move).

Queen



Queens move in any direction.

Rook



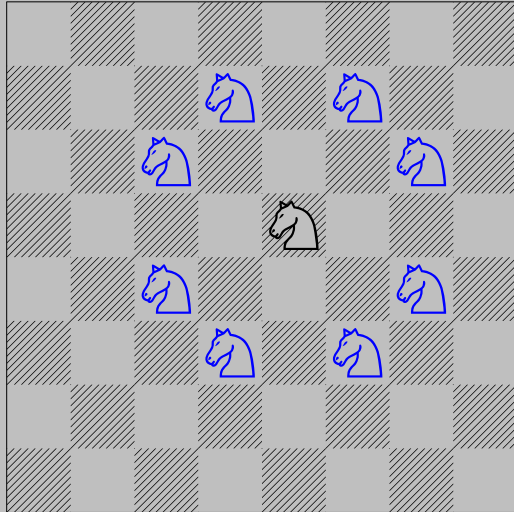
Rooks move forward, backward, or sideways.

Bishop



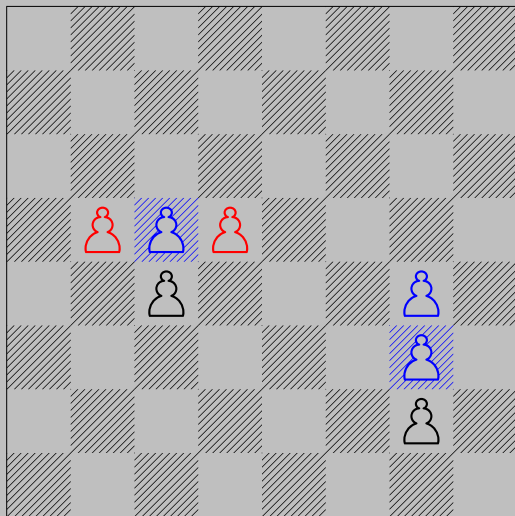
Bishops move along diagonals.
Bishops never change their colors.

Knight



Knights move 2 over and one to the side.
Only knights can jump over other pieces.
Knights always change colors.

Pawn

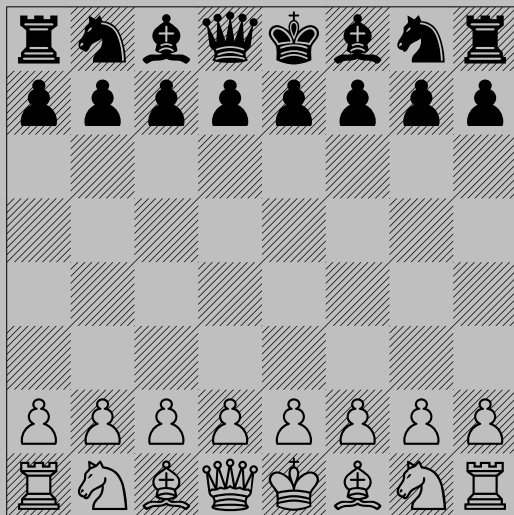


Pawns move straight forward but attack diagonally (one square).

From its starting place, a pawn can also move 2 squares forward.

If a pawn reaches the last row, one can immediately exchange it for any other piece.

Setup



White corner on right.

Queen gets her own color.

Checkmate

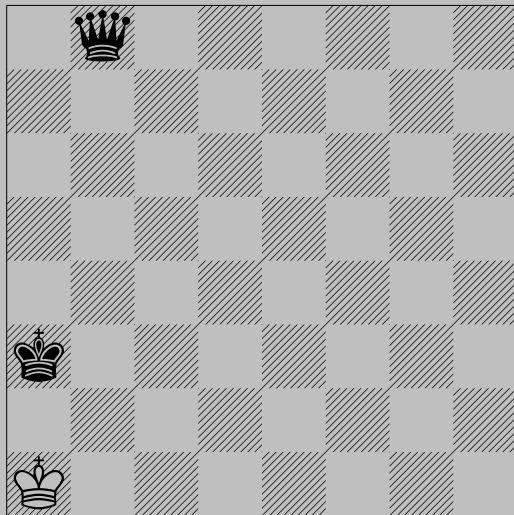


Attacking the king is called **check**.

You have one move to get your king out of check.

If it is not possible, you lose.

Stalemate

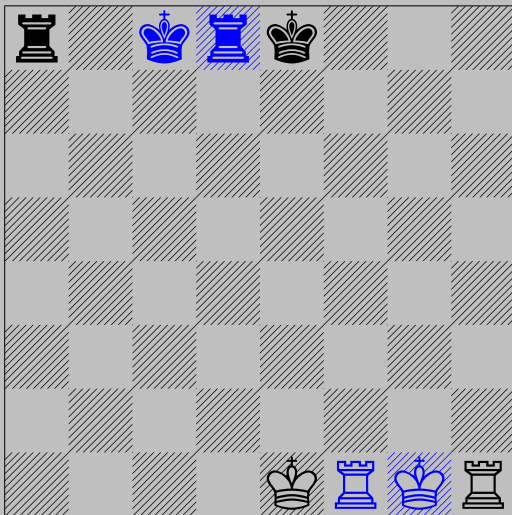


You can agree to a stalemate.

If a player is not in check but has no legal moves, it is a stalemate.

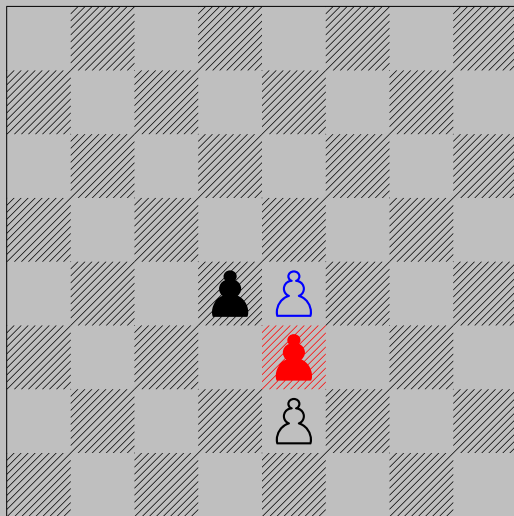
If you keep making the same moves over and over, it is a stalemate.

Castling



Move the king 2 squares, then move the rook to the square crossed.
Neither the king nor the rook used can have ever been moved.
You cannot castle into check, out of check or through check.

En Passant



If you attempt to move a pawn passed a square under attack by another pawn, that pawn can capture yours “in passing”.

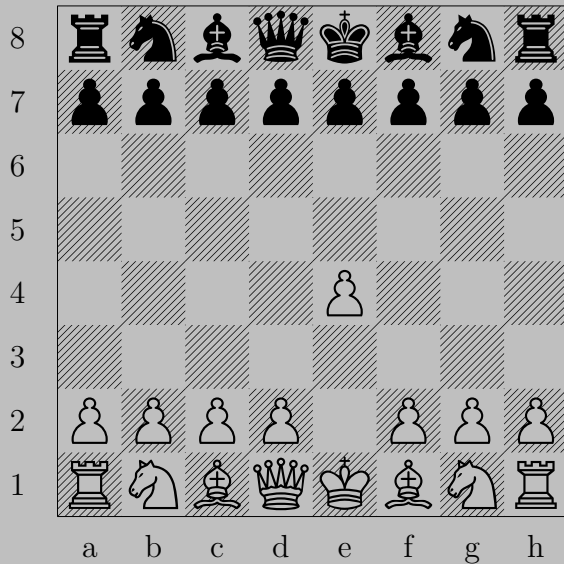
Notation

Pieces are usually denoted using the first letter of the name, except for using N for knight. However, given a font consisting of chess pieces, why not use them?

Algebraic notation labels columns from **a** to **h** and rows are numbered from 1 to 8 starting from white's side. It uses as few characters as possible to describe a move. For example, the absence of a piece symbol indicates a pawn.

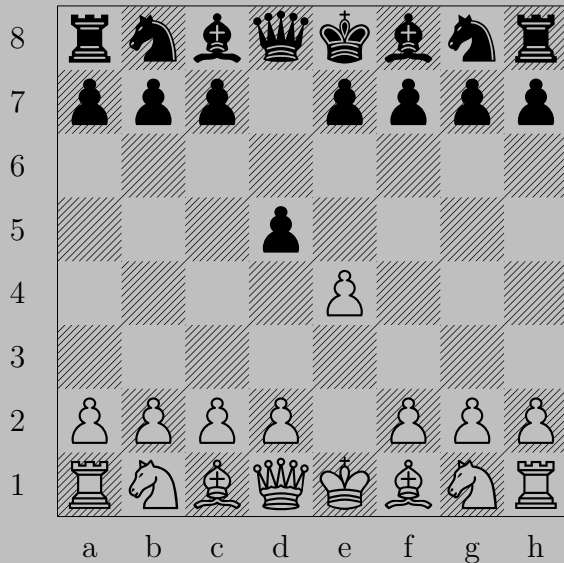
Traditional notation labels columns according to the set up positions: QR, QN, QB, Q, K, KB, KN and KR. The row numbering depends on whose move it is. Ambiguities are resolved using parentheses.

Additional symbols are used for special cases or commentary, but there is no consensus symbol for checkmate or double-check.



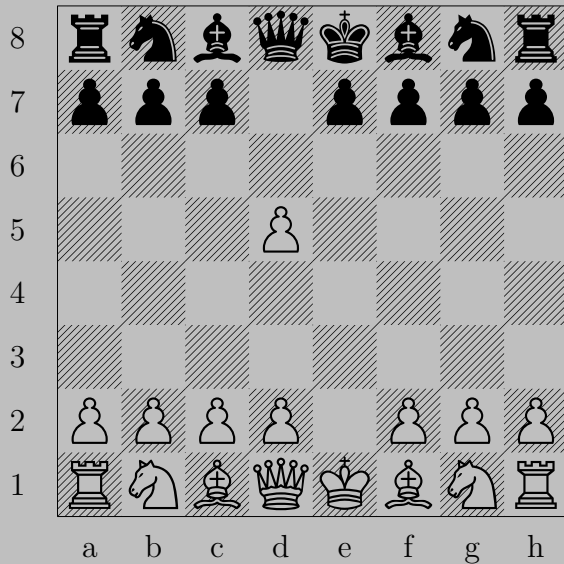
Algebraic
1 e4

Traditional
1 ♖-K4



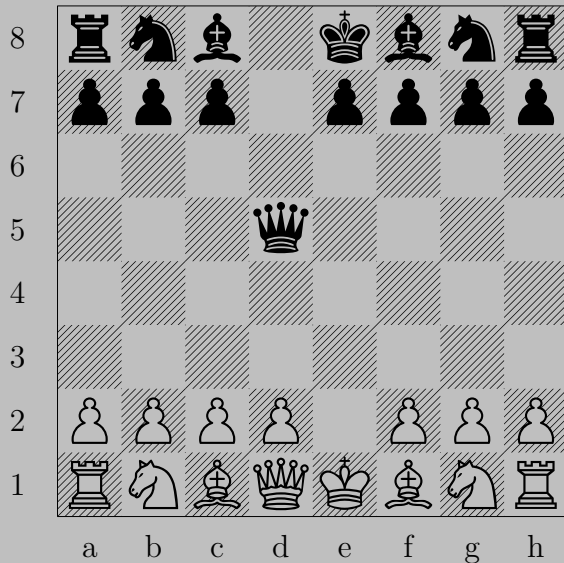
Algebraic
1 e4, d5

Traditional
1 ♖-K4, ♜-Q4



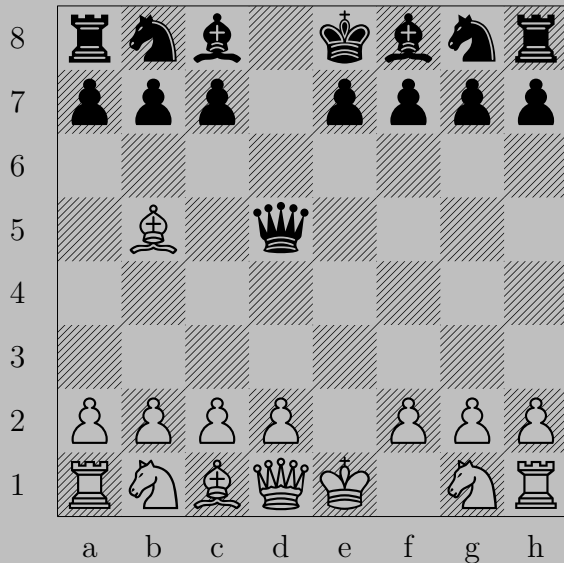
Algebraic
1 e4, d5
2 d5

Traditional
1 ♔-K4, ♕-Q4
2 ♕×♕



Algebraic
 1 e4, d5
 2 d5, ♔d5

Traditional
 1 ♔-K4, ♔-Q4
 2 ♔×♔, ♔×♔



Algebraic

1 e4, d5

2 d5, ♔d5

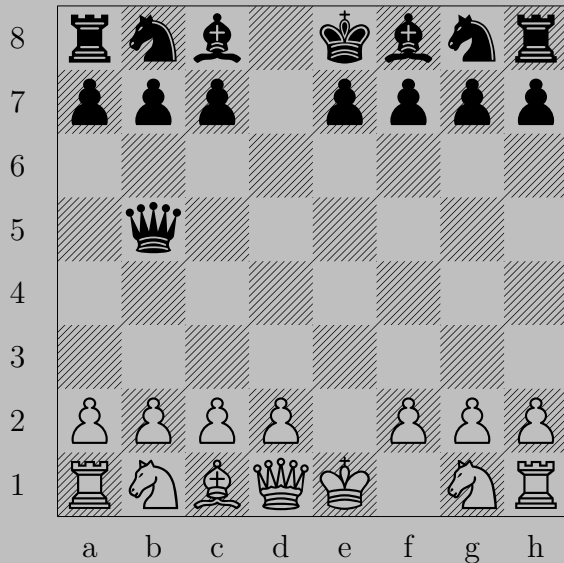
3 ♘b5

Traditional

1 ♖-K4, ♖-Q4

2 ♖×♖, ♔×♖

3 ♘-QN5+



Algebraic

1 e4, d5

2 d5, ♔d5

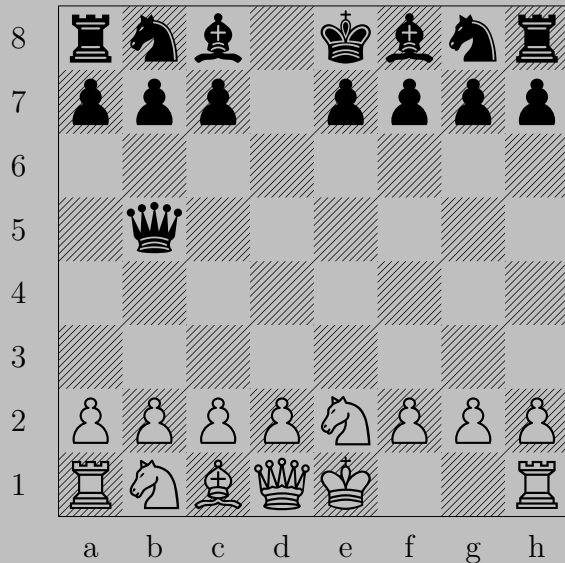
3 ♘b5, ♔b5

Traditional

1 ♖-K4, ♜-Q4

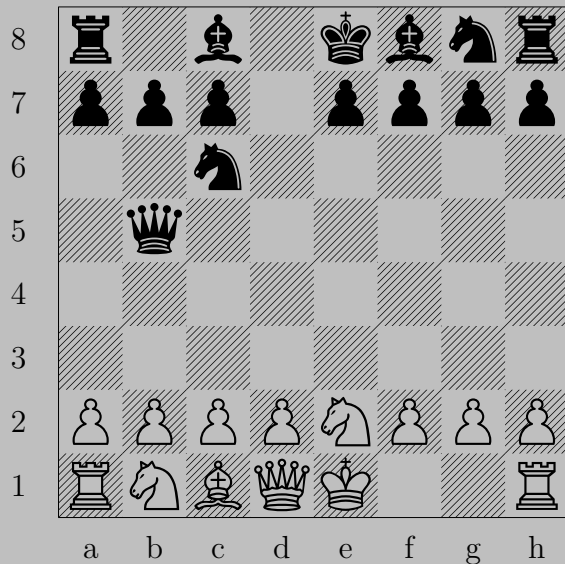
2 ♜×♜, ♔×♜

3 ♘-QN5+, ♔×♘



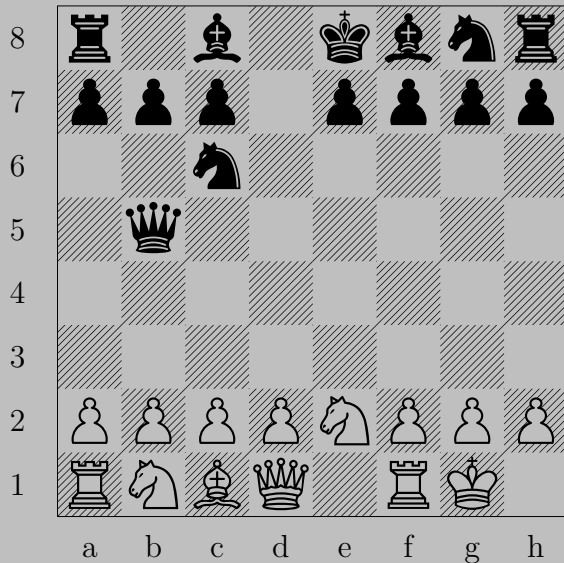
- 1 e4, d5
- 2 d5, ♔d5
- 3 ♘b5, ♔b5
- 4 ♞e2

- 1 ♞-K4, ♞-Q4
- 2 ♞×♞, ♔×♞
- 3 ♘-QN5+, ♔×♘
- 4 ♞-K2



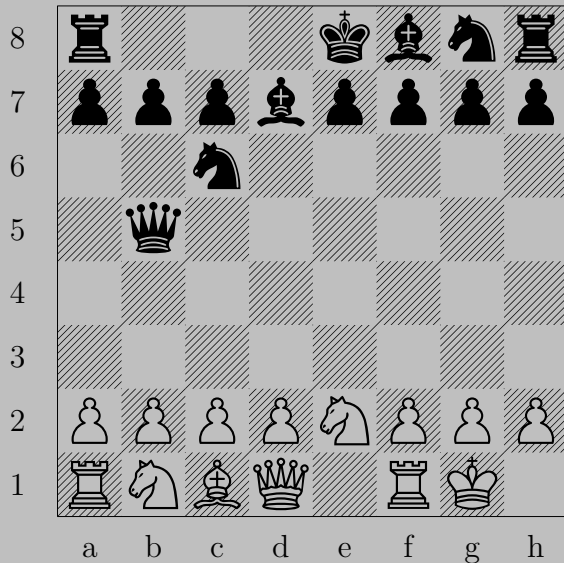
- 1 e4, d5
- 2 d5, ♔d5
- 3 ♙b5, ♕b5
- 4 ♘e2, ♗c6

- 1 ♖-K4, ♖-Q4
- 2 ♖×♖, ♕×♖
- 3 ♙-QN5+, ♕×♙
- 4 ♘-K2, ♗-QB3



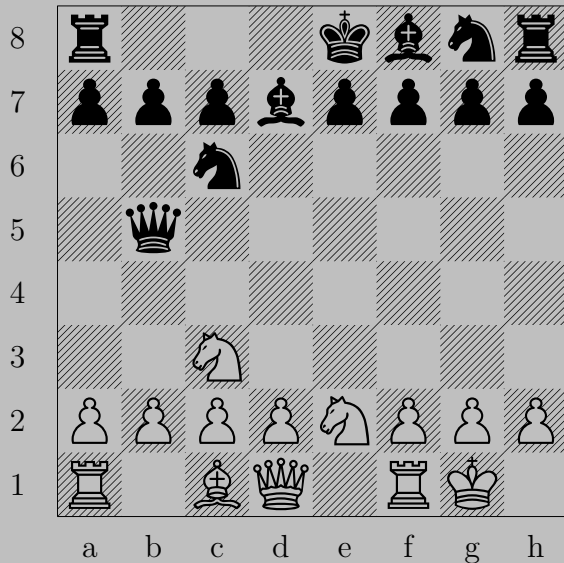
2 d5, ♔d5
 3 ♘b5, ♔b5
 4 ♗e2, ♖c6
 5 O-O

2 ♖×♖, ♔×♖
 3 ♘-QN5+, ♔×♘
 4 ♗-K2, ♖-QB3
 5 O-O



2 d5, ♔d5
 3 ♘b5, ♔b5
 4 ♗e2, ♖c6
 5 O-O, ♘d7

2 ♖×♖, ♔×♖
 3 ♘-QN5+, ♔×♘
 4 ♗-K2, ♖-QB3
 5 O-O, ♘-Q2



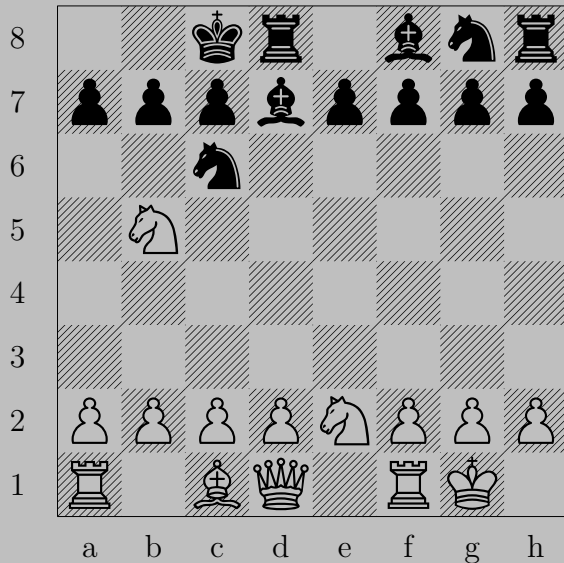
3 ♘b5, ♔b5
 4 ♗e2, ♗c6
 5 O-O, ♘d7
 6 ♗bc3

3 ♘-QN5+, ♔×♘
 4 ♗-K2, ♗-QB3
 5 O-O, ♘-Q2
 6 ♗(QN1)-QB3



3 ♘b5, ♔b5
 4 ♞e2, ♞c6
 5 O-O, ♘d7
 6 ♞bc3, O-O-O

3 ♘-QN5+, ♔×♘
 4 ♞-K2, ♞-QB3
 5 O-O, ♘-Q2
 6 ♞(QN1)-QB3, O-O-O



4 ♖e2, ♗c6
 5 O-O, ♕d7
 6 ♗bc3, O-O-O
 7 ♗b5, resigns

4 ♗-K2, ♗-QB3
 5 O-O, ♕-Q2
 6 ♗(QN1)-QB3, O-O-O
 7 ♗x♔, resigns