

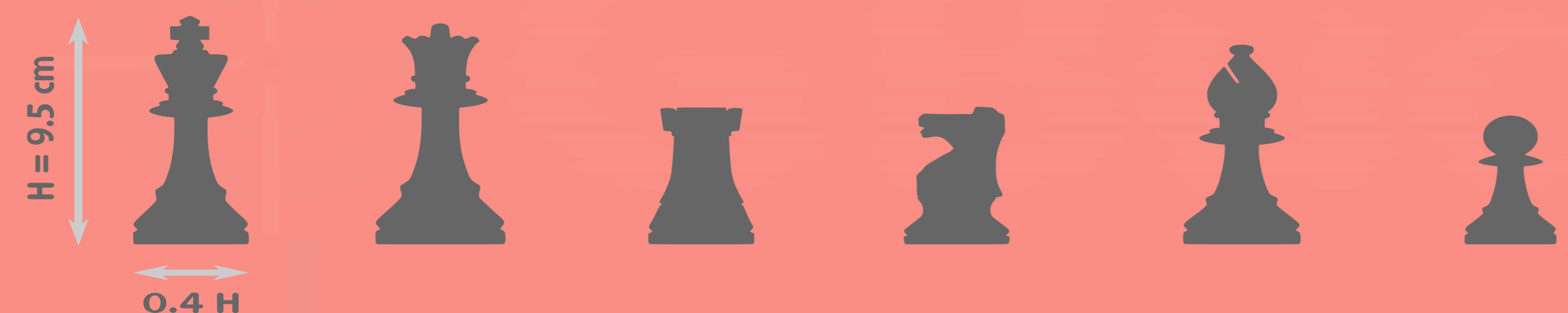
 **Moves**

YOU HAVE TO CAPTURE OPPONENT'S KING
WITHOUT LETTING THEM CAPTURING YOURS

Name _____

King Queen Rook Knight Bishop Pawn

Shape



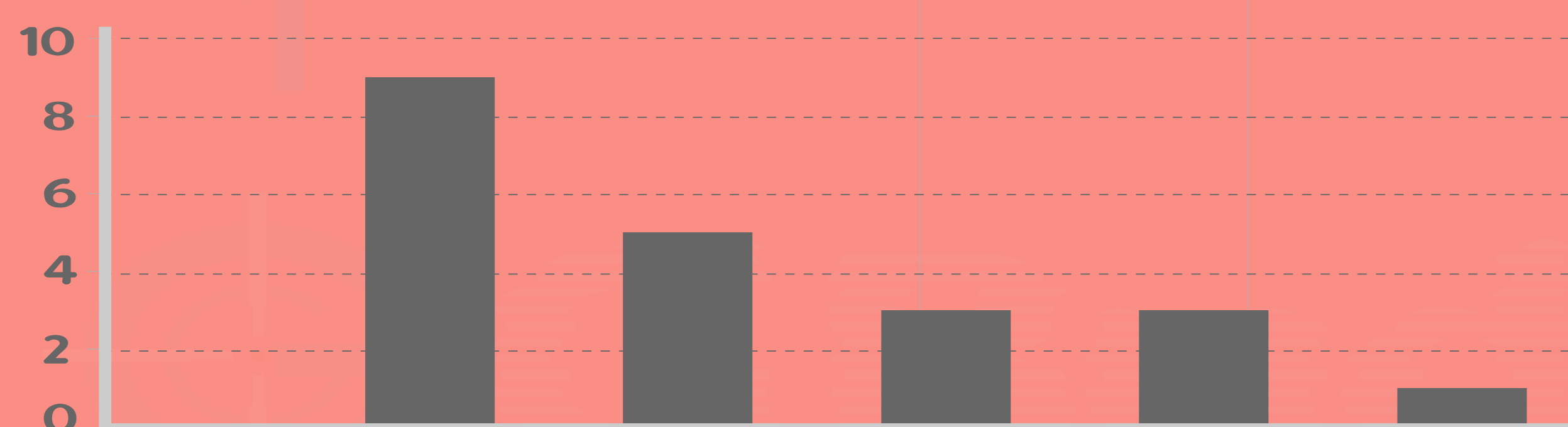
Icon



How many

1 1 2 2 2 8

Value



Thanks to
Images - www.pixabay.com

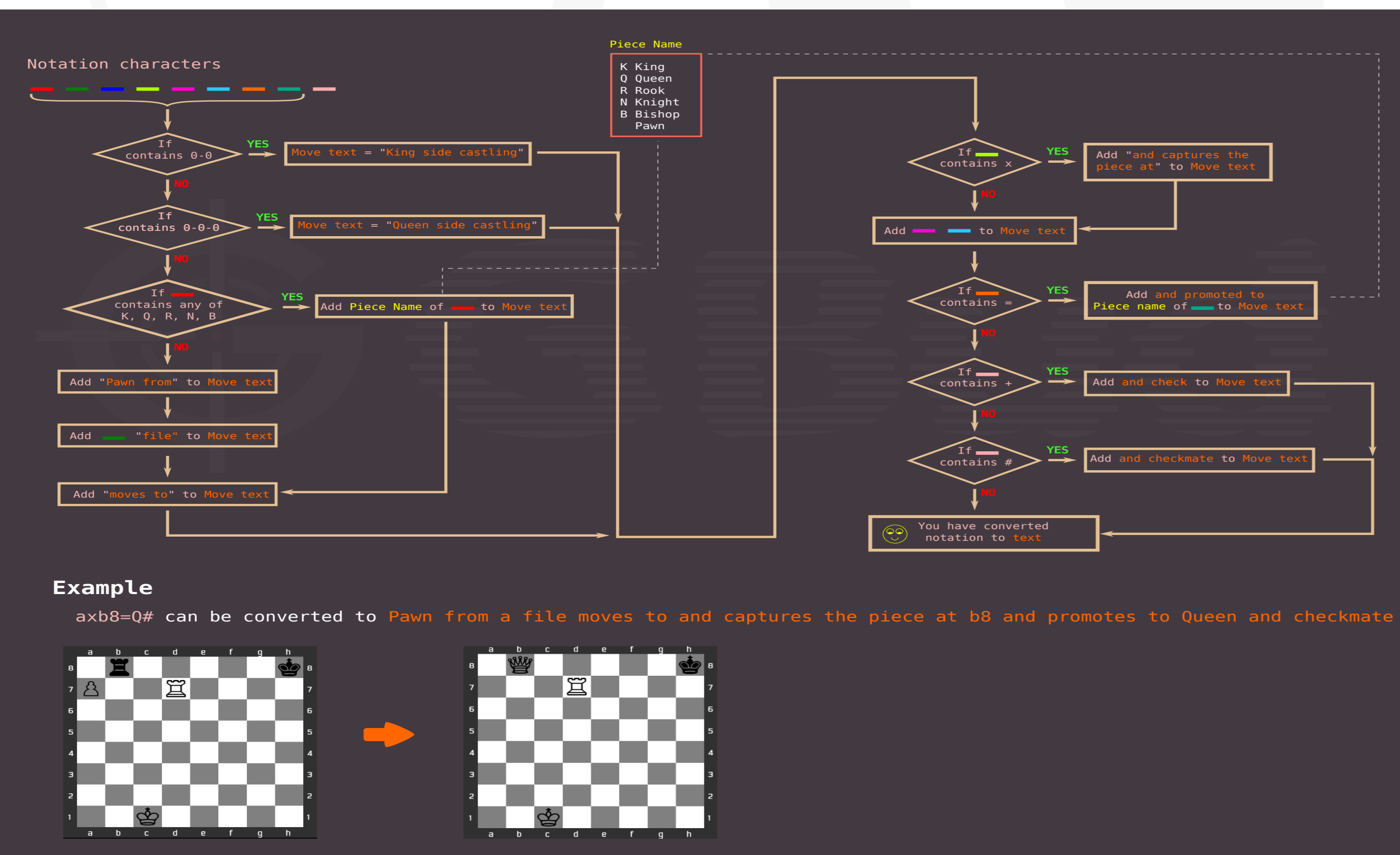
References
https://www.fide.com/FIDE/handbook/Standards_of_Chess_Equipment_and_tournament_venue.pdf



rlbqkblr/pppppplp/n6n/6pP/2B5/4PQ2/PPPPIPPI/RNBIKINR w KQkq g6 0 6

- Piece placement
- Active color
- Castling availability
- En passant target square
- Halfmove clock
- Fullmove number

Chessboard diagram showing the position corresponding to the FEN string. The board is labeled with files (a-h) and ranks (1-8). The position is: White: King on g1, Queen on d1, Rooks on a1 and h1, Bishops on c1 and f1, Pawns on a2, b2, c2, d2, e2, f2, g2, h2. Black: King on g8, Queen on d8, Rooks on a8 and h8, Bishops on c8 and f8, Pawns on a7, b7, c7, d7, e7, f7, g7, h7. The en passant target square is g6. The active color is White. The halfmove clock is 0. The fullmove number is 6.

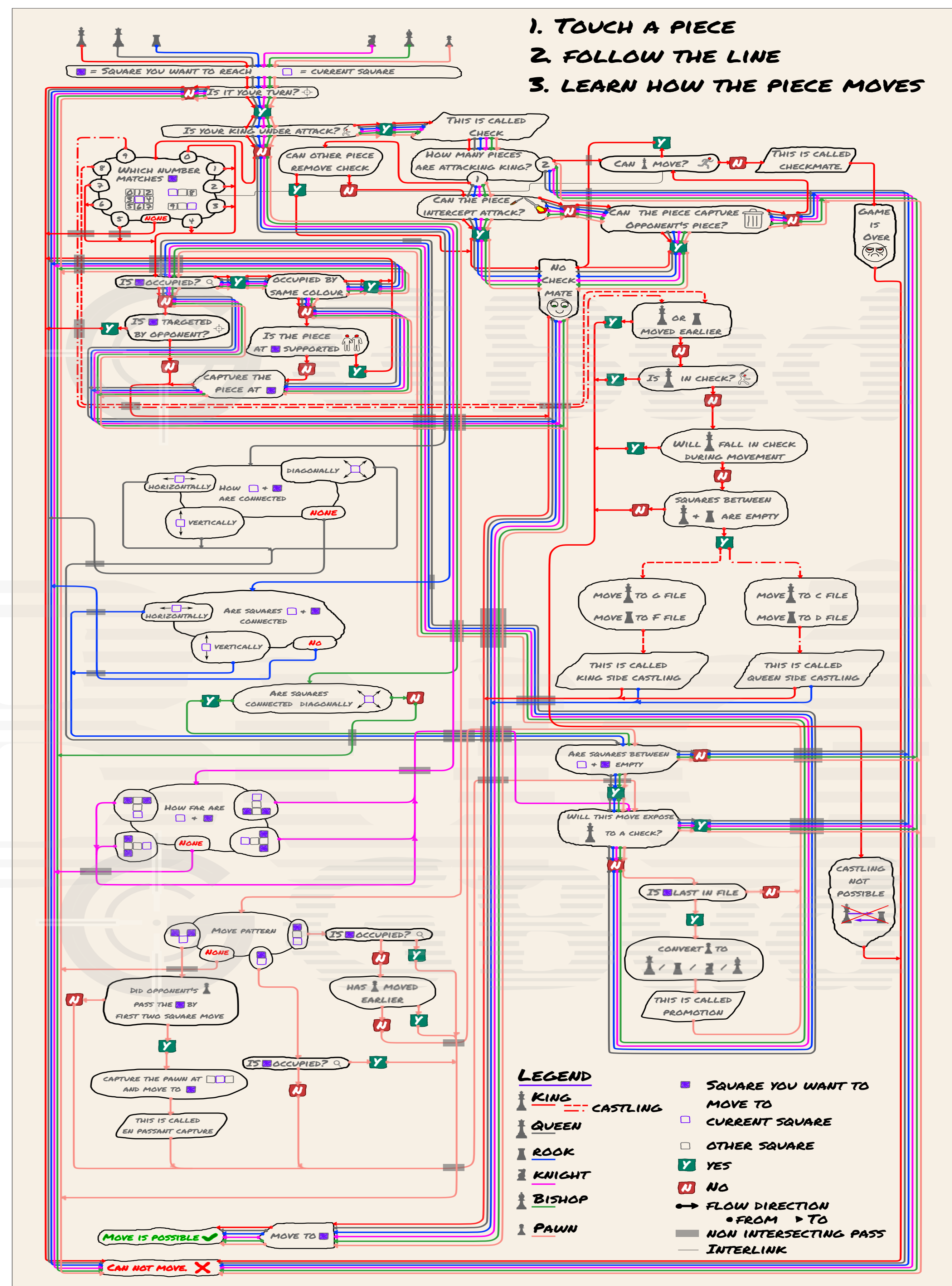
 Read notation

Rules

INSUFFICIENT MATERIAL BASED



Moves



PGN

Consists of two main fields

- Tag Pairs
- Move text

Tag Name	Tag Value
[Event	"Name of the event"]
[Site	"Physical location" in city, region country format
[Date	"Date of the match" in YYYY.MM.DD format If unknown, ??
[Round	"Round in the event"]
[White	"Name"]
[Black	"Name"]
[Result	"End status of match"]

Move text

Full Move
Half Move

1. e3 a6 2. Qh5 h6 3. Bc4 Nc6
4. Qxf7# 1-0

End state of Game

1-0 White won
0-1 Black Won
1/2 - 1/2 Draw
* Ongoing match



Write notation

