

Learn Chess



Introduction

Chess is a two player strategy board game

Aim

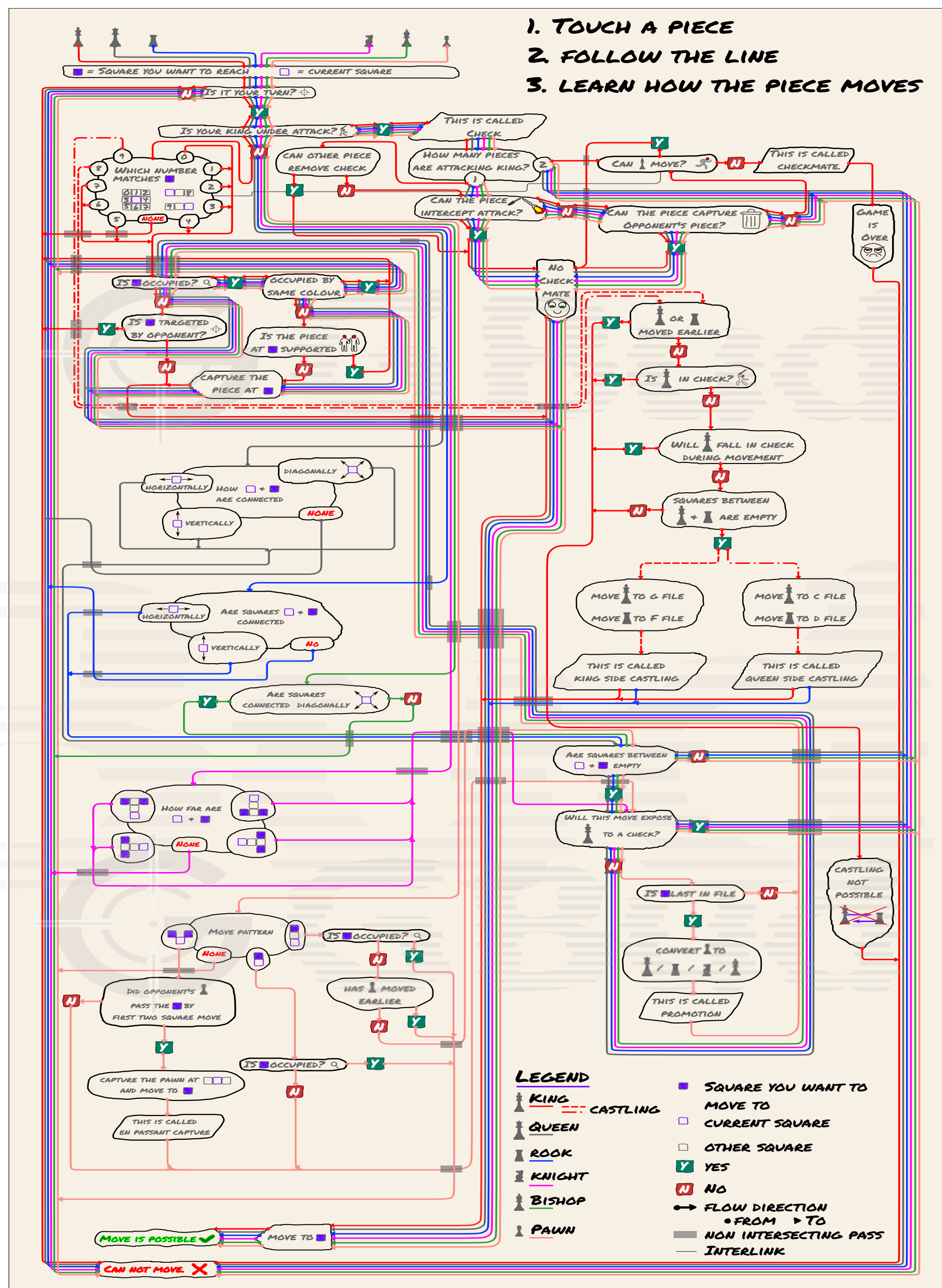
You have to capture opponent's king without letting them capturing yours

Pieces

Name	King	Queen	Rook	Knight	Bishop	Pawn
Shape						
Icon						
How many	1	1	2	2	2	8
Value	10	9	5	3	3	1

Thanks to Images - www.pixabay.com
References https://www.fide.com/FIDE/handbook/Standards_of_Chess_Equipment_and_tournament_venue.pdf

Moves



FEN

rbqkblr/pppppplp/n6n/6pP/2B5/4PQ2/PPPP1P1/RNBIKINR w KQkq g6 0 6

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

PGN

Consists of two main fields

- Tag Pairs
- Move text

Tag pairs

Mandatory	Optional
[Event "Name of the event"]	[Annotator ""]
[Site "Physical location"]	[PlyCount ""]
[Date "Date of the match"]	[TimeControl ""]
[Round "Round in the event"]	[Time ""]
[White "Name"]	[Termination ""]
[Black "Name"]	[Mode ""]
[Result "End status of match"]	[Setup "1"]
	[FEN ""]

Move text

Full 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

Sample PGN

```
[Event "Karpov - Kasparov World Championship Match"]
[Site "Moscow URSR"]
[Date "1985-10-15"]
[Round "15"]
[White "Anatoly Karpov"]
[Black "Sergey Kasparov"]
[Result "0-1"]
1.e4 e5 2.Nf3 ex4 3.d4 exd4 4.Nxd4 Nf6 5.Nb5 d6 6.e4 Nf6 7.Nf3
8.d5 Nxd5 9.c4 Nd7 10.f3 Nf6 11.Nc3 Nc6 12.O-O O-O 13.Nf3
14.Ng5 15.Qd2 16.Ne4 17.Nd3 18.Nc3 19.Nd4 20.Ng5 21.Nc3
22.Nd4 23.Qd2 24.Ng5 25.Nc3 26.Nd4 27.Qd2 28.Ng5 29.Qd2
30.f3 Qd6 31.fxg4 Qxg4 32.Nf5 Nf6 33.Nf4 Nf4 34.Qd3
35.Ne2 36.Ne3 37.Ne4 38.Ne3 39.Ne2 40.Ne1 0-1
```

Read notation

Notation characters
 K King
 Q Queen
 R Rook
 N Knight
 B Bishop
 P Pawn

Example
 axb8=Q# can be converted to Pawn from a file moves to and captures the piece at b8 and promotes to Queen and checkmate

Write notation

Move	Piece	From	To	Promo	Annotation
No Castling	K, Q, R, N, B, P	File, Rank	File, Rank	*	Check + Checkmate #
Castling		King side castling - 0-0 Queen side castling - 0-0-0			

* IF promoted - = [Q, R, N, B] Mandatory

Special when two pieces can make the capture move

- when rank is same
- when file is same

Rules

CHECK MATE - GAME OVER

DRAW

STALEMATE

THREE FOLD REPETITION

FIFTY MOVES BASED DRAW

INSUFFICIENT MATERIAL BASED

