Learn Chess
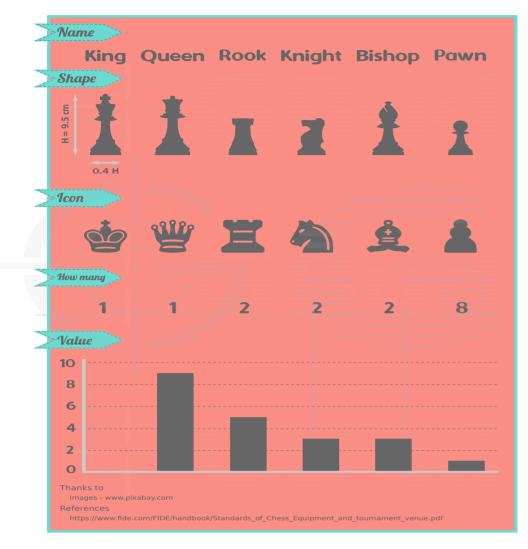
Introduction
Chess is a two player strategy board game

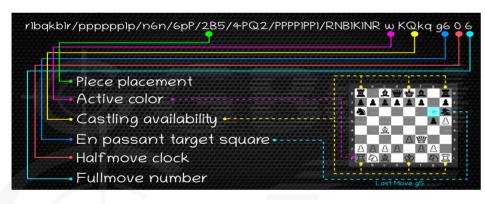## Aim
You have to capture opponent's king
without letting them capturing yours

Pieces
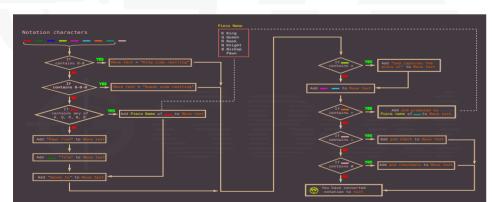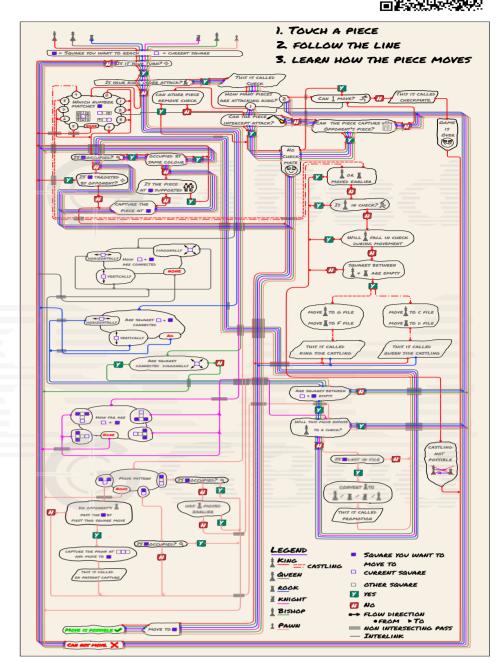

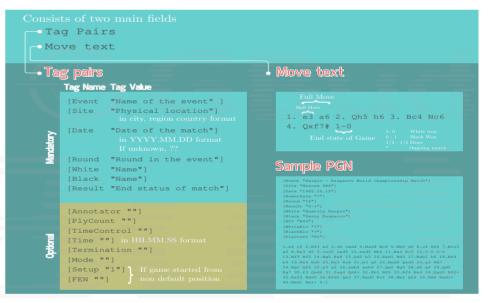| Name	King	Queen	Rook	Knight	Bishop	Pawn
Shape						
Icon						
How many	1	1	2	2	2	8

H = 9.5 cm, 0.4 H

Value (chart: 10, 8, 6, 4, 2, 0)

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

Moves

1. Touch a piece
2. follow the line
3. learn how the piece moves

Legend

King	Square you want to move to
Queen	Current square
Rook	Other square
Knight	Yes
Bishop	No
Pawn	Flow direction
Castling	From ▸ To
	Non intersecting pass
	Interlink

Move is possible ✔
Can not move ✗

FEN

r1bqkb1r/pppppp1p/n6n/6pP/2B5/4PQ2/PPPP1PP1/RNB1K1NR w KQkq g6 0 6

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

Last Move g5

PGN

Consists of two main fields
- Tag Pairs
- Move text

Tag pairs

Tag Name / Tag Value

Mandatory:
[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"]

Optional:
[Annotator ""]
[PlyCount ""]
[TimeControl ""]
[Time ""] in HH.MM.SS format
[Termination ""]
[Mode ""]
[Setup "1"]   If game started from
[FEN ""] } non default position

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

Sample PGN

Read notation

Notation characters

Piece Name
K King
Q Queen
R Rook
N Knight
B Bishop
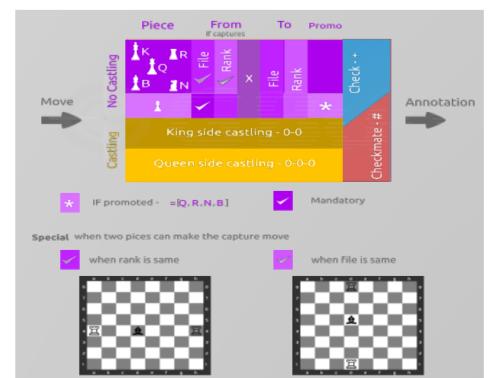
Example
axb8=Q# can be converted to Pawn from a file moves to and captures the piece at b8 and promotes to Queen and checkmate

Write notation

Piece | From (If captures) | To | Promo

No Castling | Castling

King side castling - 0-0
Queen side castling - 0-0-0

Move → Annotation

Check - +
Checkmate - #

* 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