

Learn Chess



Introduction

CHESS IS A TWO PLAYER STRATEGY BOARD GAME

Aim

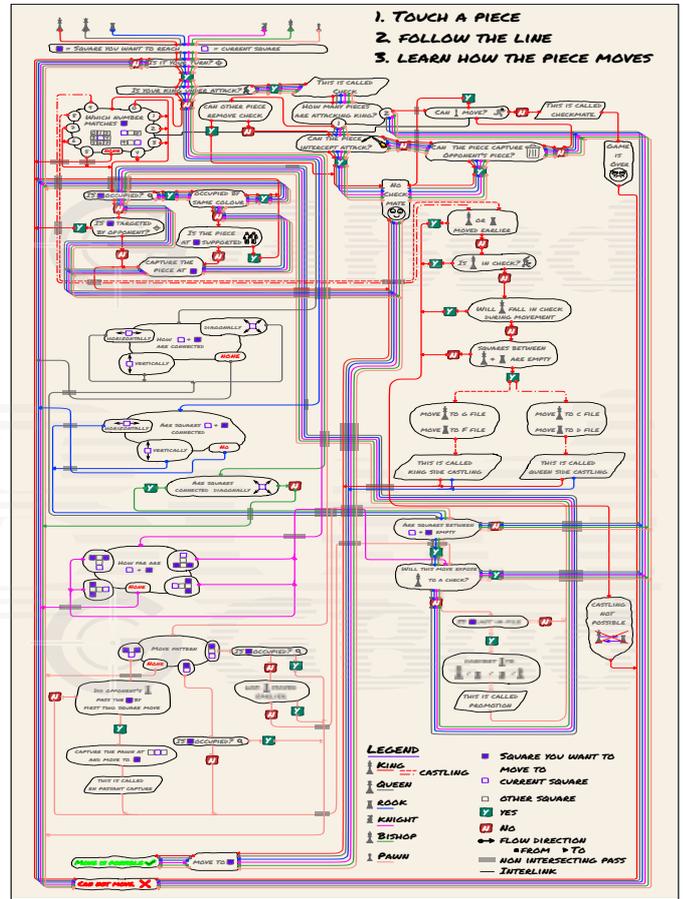
YOU HAVE TO CAPTURE OPPONENT'S KING WITHOUT LETTING THEM CAPTURING YOURS

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

ribqkblr/pppppplp/n6n/gpP/2B5/4PQ2/PPPP1P1/RNBIK1NR w KQkq g6 0 6

PGN

Consists of two main fields

- Tag Pairs
- Move text

Tag pairs

Tag Name	Tag Value
[Event "Name of the event"]	[Site "Physical location" in city, region country format]
[Date "Date of the match"]	[Round "Round in the event"]
[White "Name"]	[Black "Name"]
[Result "End status of match"]	[Annotator ""]
[PlyCount ""]	[TimeControl ""] in HH:MM:SS format
[Termination ""]	[Mode ""]
[Setup "1"]	[FEN ""]

Move text

Full Move
1. e3 a6 2. Qh5 h6 3. Bc4 Nc6
4. Qxh7# 1-0

White win
Black Win
1/2-1/2 Draw
Ongoing match

Sample PGN

```
[Event "World Chess Championship 2007"]
[Site "London, England"]
[Date "2007.11.09"]
[Round "1"]
[White "Anand"]
[Black "Topal"]
[Result "1-0"]
[Annotator ""]
[TimeControl "40:00"]
[Termination ""]
[Mode ""]
[Setup "1"]
[FEN "r1bqkbnr/pppppppp/8/4P3/8/8/PPPPPPPP/R1BQKBNR w KQkq e3 0 1"]
1. e3 a6 2. Qh5 h6 3. Bc4 Nc6 4. Qxh7# 1-0
```

Read notation

Notation characters

Example: a1b8-Qf 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	File, Rank	Checkmate - #
Castling	King side	0-0	Queen side	0-0-0	

* IF promoted - =[F,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

