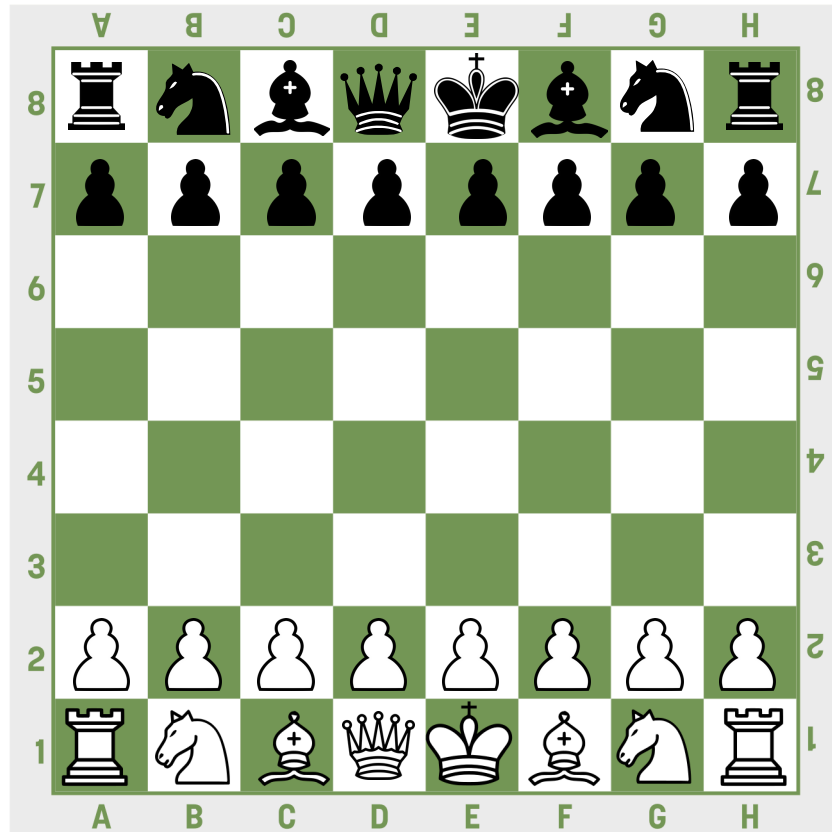




The Chessboard



Pawn



Bishop



Rook



Knight



Queen



King





Chess Rules

Now that the board is properly set, let's learn some basic rules:

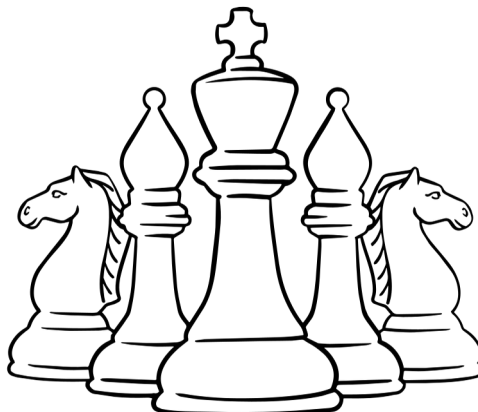
Each player takes turns moving one piece at a time.

You can't move your pieces through other pieces (except for the knight, which can jump over other pieces). If your piece lands on a square occupied by an opponent's piece, you capture it and remove it from the board.

The goal of the game is to checkmate your opponent's king, which means putting the king in a position where it cannot escape capture and thus winning the game. To achieve checkmate, you must put your opponent's king in a position where it is under attack and cannot move to any other square to avoid capture.

This requires strategic positioning of your pieces to control key squares on the board and create threats that limit the opponent's options. It's important to protect your own king while also planning your offensive moves to corner your opponent's king.

Remember, every move in chess is crucial and can impact the outcome of the game, so think carefully and anticipate your opponent's moves to emerge victorious. Enjoy the game of chess and may your strategic skills lead you to success on the board!

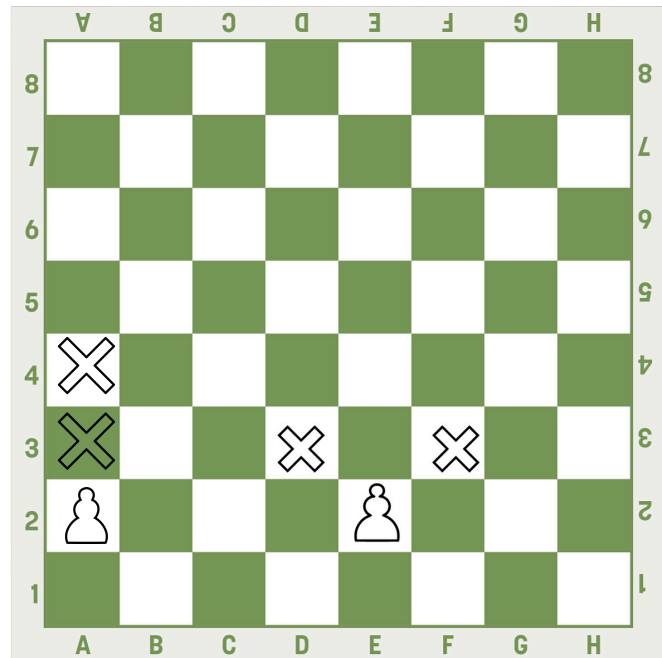




Basic rules of movement :

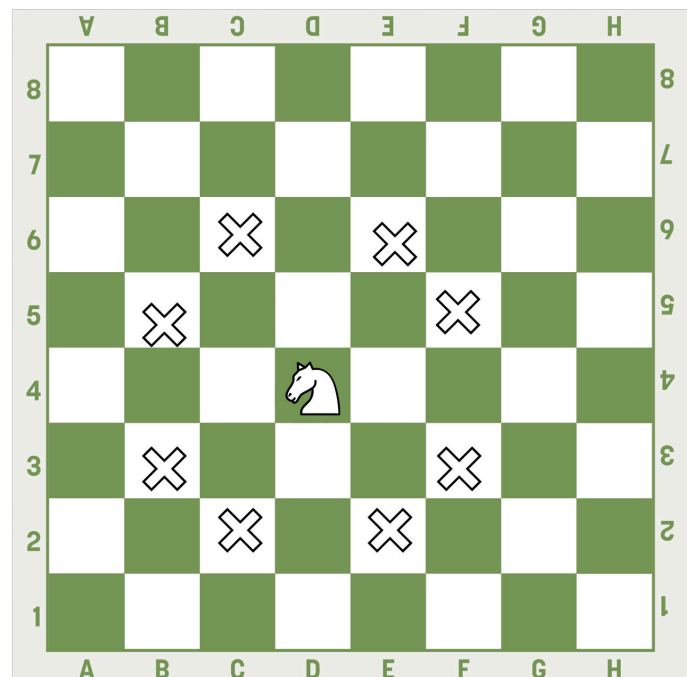
Pawn:

- Pawns move forward one square at a time, but on their first move, they have the option to move forward two squares.
- Pawns capture diagonally, one square forward and to the left or right.
- When a pawn reaches the opposite end of the board, it can be promoted to any other piece (except another pawn or a king).



Knight:

- Knights move in an L-shape, consisting of two squares in one direction (either horizontally or vertically), followed by one square perpendicular to that direction.
- Knights can jump over other pieces, making their movements unpredictable and versatile.
- Knights are the only pieces that can move regardless of whether other pieces obstruct their path.

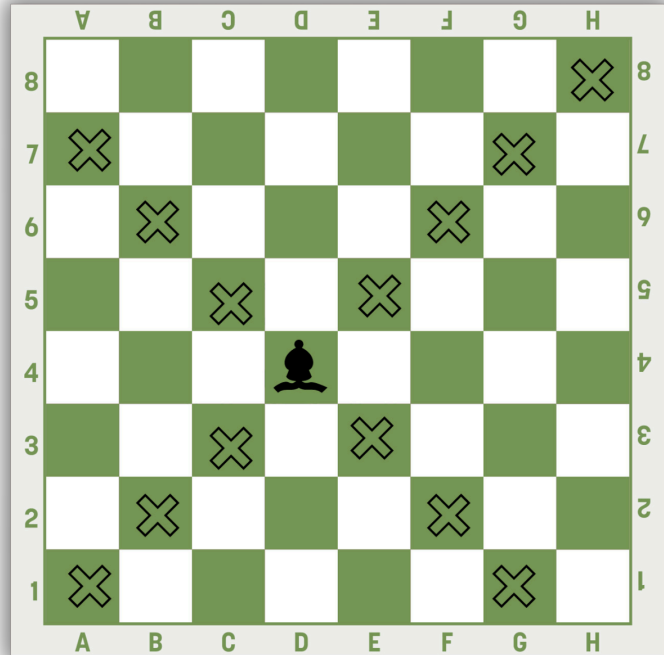




Basic rules of movement :

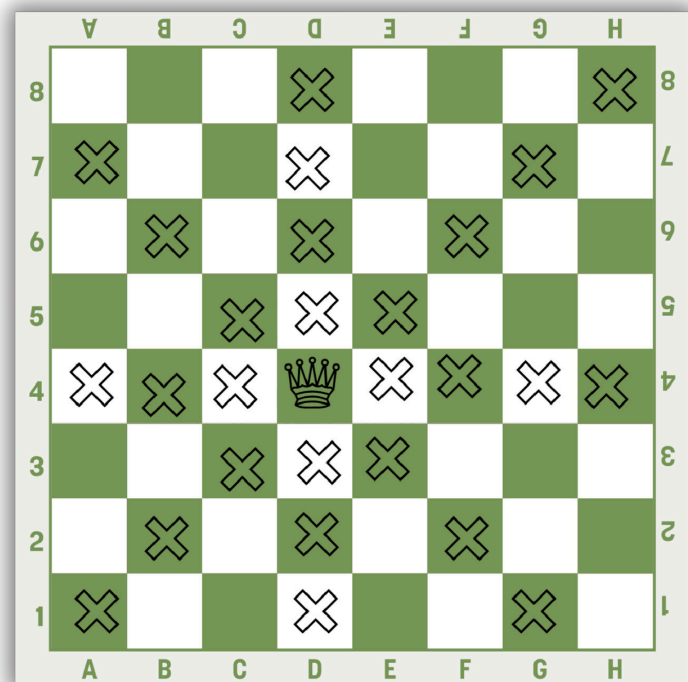
Bishop:

- Bishops move diagonally across the board. Each
- bishop stays on the same color square throughout the game, meaning a player controls a light-squared bishop and a dark-squared bishop. Bishops are most
- effective when positioned on long, open diagonals, controlling large swathes of the board.



Queen:

- The queen is the most powerful piece on the board, combining the movement abilities of both the rook and the bishop.
- Queens can move horizontally, vertically, or diagonally across any number of squares.
- The versatility of the queen makes it a formidable force in both offense and defense, capable of controlling large portions of the board.

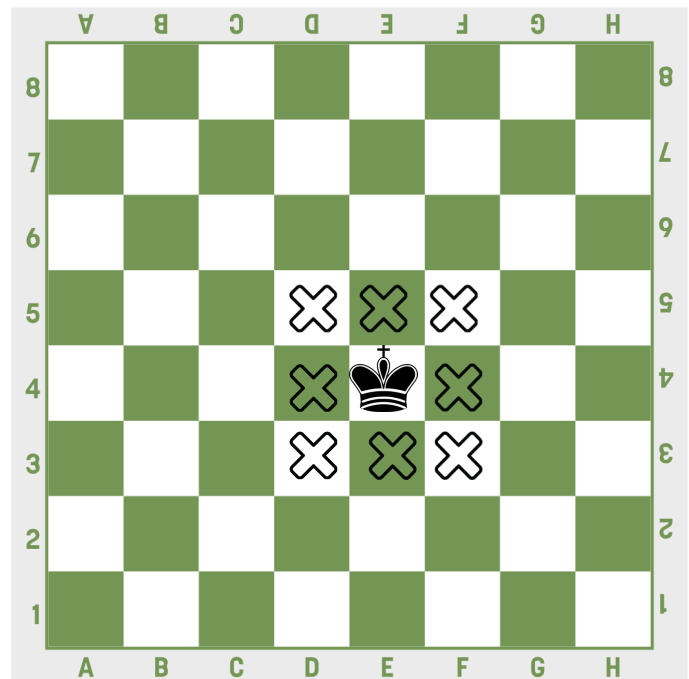




Basic rules of movement :

King:

- The king is the most important piece on the board, and the game ends when a player's king is checkmated. Kings
- move one square in any direction: horizontally, vertically, or diagonally. Kings
- cannot move into check, meaning they cannot move to a square where they would be attacked by an opponent's piece.



Rook:

- Rooks move horizontally (along ranks) or vertically (along files) across the board.
- Rooks have the ability to control entire ranks or files, exerting influence over significant portions of the board.
- Rooks are particularly powerful when they are connected and can support each other along open files or ranks.

