- \*[Rule3]\* A piece of side X (Black or White) cannot move to a location occupied by a piece of side X.

\*\*Check\*\* for side X is a configuration of the board when X's king can be captured by a piece of the other side Y (in one move). Another chess rule we obey is:

- \*[Rule4]\* A piece of side X cannot make a move, if the configuration resulting from this move is a check for X.

\*\*Checkmate\*\* for side X is a configuration of the board when the king of a side X (Black or White) is in \*check\* and there is no move available for X to eliminate the \*check\* situation.

\*\*Stalemate\*\* for side X is a configuration of the board when the side X is \*not in check\* and there is no move available for X.

Every game results in a win of side X, or a stalemate for side X, or it runs infinitely. Side X wins if the game reaches a configuration which is a checkmate for the opposite side.

1. **Knight's Movement (Rule 1)**:
   * A knight moves in an L-shape: either two squares in one direction (horizontal or vertical) and then one square perpendicular, or one square in one direction and then two squares perpendicular.
   * The knight can jump over other pieces.
   * 
2. **King's Movement (Rule 2)**:
   * The king moves one square in any direction: horizontally, vertically, or diagonally.

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5

Na2, Ne2, Ne4, Kc5---- WHITE

Na1, Kb3, Nb4. \_--- computer

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 5 a | b | C Kc5 | d | e |
| 4 | Nb4 |  | Ne4 |  |
| 3 | Kb3 |  |  |  |
| 2 Na2 |  |  |  | Ne2 |
| 1 Na1 |  |  |  |  |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| A 1 | b | c | d | e | f | GG7 | h |
| 2 |  | C2 |  | E2 |  |  |  |
| 3 | B3 |  |  |  | F3 |  |  |
| 4 |  |  | Kd4 |  |  |  |  |
| 5 | B5 |  |  |  | F5 |  |  |
| 6 |  | C6 |  | E6 |  |  |  |
| 7 | B2 |  |  |  |  |  |  |
| a8 |  |  |  |  |  |  |  |

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