

## Bedienungsanleitung

- To start the game you have to execute the main.java and interact with the stdout
- To choose PlayerVsPlayer: 1
- To move a chess figure: a2-a3
- Only small letters from a to h for the letter region are valid.
- And numbers from 1 to 8 for the numbers region.
- To show all beaten figures: beaten
- To exit: exit