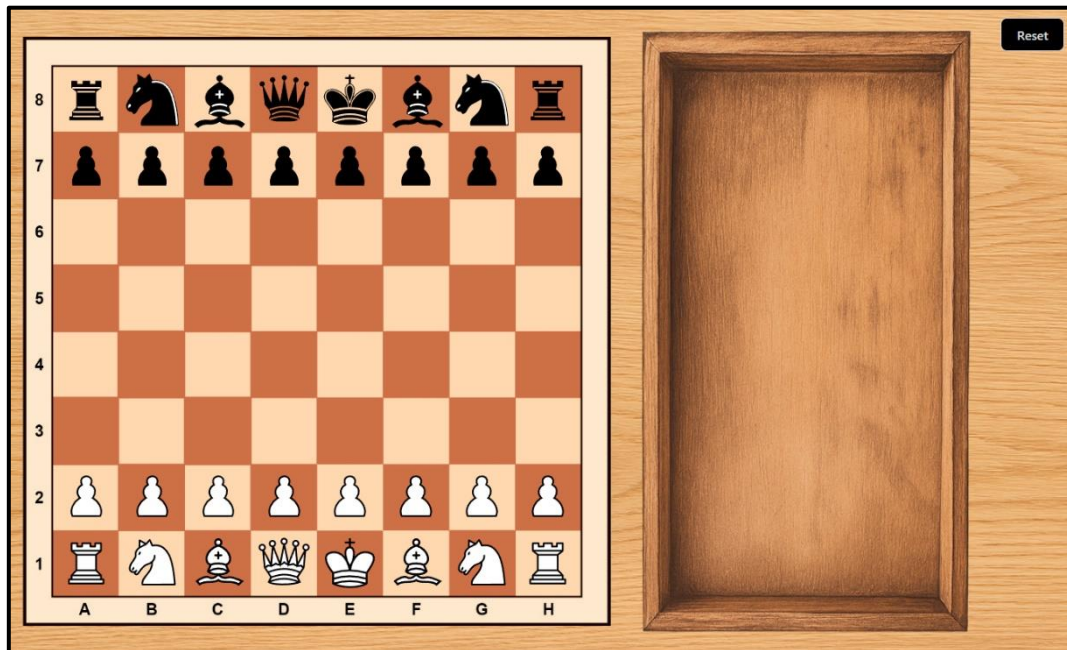
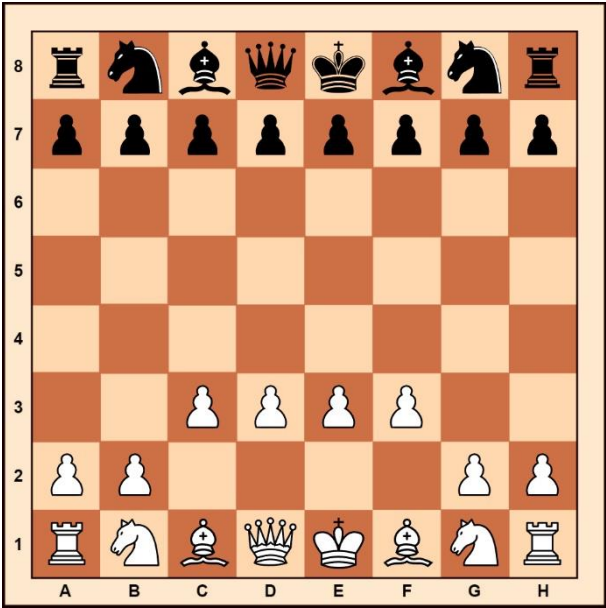


Instructions: Chessboard



Resource name	Chessboard
Description	This resource allows you to create a puzzle whose solution requires participants to perform a specific sequence of chess piece moves.
Usage requirements	None.
Settings	
Skin	This setting allows you to select the appearance of the chessboard. It can take the following values: "Standard", "Realistic" or "Futuristic".
Initial position	This setting determines the initial position of the pieces on the chessboard. It can take the following values: "Classic", "Empty board", "Queen's Gambit", "Spanish Opening", or "Italian Opening".
Automatic reset	This setting allows the chessboard to be automatically reset (restoring all pieces to their initial positions) when participants make an incorrect sequence of moves.
Background	This setting allows you to change the default background. You can enter the URL of any image from your resource catalog.
Solution	<p>You must link this resource to an escape room puzzle and specify a solution for that puzzle using the following format:</p> $M_1; M_2; \dots; M_n$ <p>Let M_i be the i-th move in the sequence of moves that must be performed to solve the puzzle.</p> <p>When a chess piece must be moved from one square to another, that move must be specified as follows:</p> $\text{OriginSquare}, \text{DestinationSquare}$ <p>A square is defined by concatenating the letter of its column and the number of its row. Thereby, the square corresponding to column "e" and row "4" is "e4".</p>

For example, if the initial state of the chessboard is the one shown in the image on the first page and, in order to solve the puzzle, the participants must advance the four central white pawns one square, one by one and from left to right, leaving the board in the state shown in the following image:



The solution should be specified as follows:

c2,c3;d2,d3;e2,e3;f2,f3













When a piece must be moved from a square on the chessboard to the box, that move must be specified as follows:

OriginSquare, Box

When a piece must be moved from the box to a square on the chessboard, that move must be specified as follows:

PieceType, PieceColor, Box, DestinationSquare

The variable *PieceType* can take the following values:

Piece	Value
 	Rook
 	Knight
 	Bishop
 	Queen
 	King
 	Pawn

The value of the *PieceColor* variable must be *White* to refer to the white piece and *Black* to refer to the black piece.

For example, if you want participants to solve the puzzle by performing the following sequence of movements:

1. Move the white rook from the square located in the bottom-right corner to the box.
2. Move the black rook from the square located in the top-right corner to the box.
3. Move the white rook from the box to square e4.
4. Move the black rook from the box to square e5.

The solution should be specified as follows:

h1,Box;h8,Box;Rook,White,Box,e4;Rook,Black,Box,e5