*#Two player Chess Game*import chess  
import chess.svg  
from IPython.display import SVG  
board=chess.Board()  
SVG(chess.svg.board(board=board,size=400))  
*#Prints the chess board*print(board)  
global turn1  
*#Loop continus while game is not over or not stale mate or not check mate*while(board.is\_game\_over()==False or board.is\_stalemate()==False or board.is\_checkmate()== False):  
 *#print(board.legal\_moves)  
 #GEt input from user* inp = input(**"**\n**Enter the move: "**)  
 *#check if move is a valid move and if so make the move or else print invalid move* if chess.Move.from\_uci(inp) in board.legal\_moves:  
 board.push\_uci(inp)  
 print(board)  
 if board.turn:  
 turn1=**"White"** print(**"**\n**White has to Move"**)  
 else:  
 turn1=**"Black"** print(**"**\n**Black has to Move"**)  
 *#Checks for a check to the King and if so Alerts the King* if board.is\_check():  
 print(**"**\n**Check to the King"**)  
 if board.is\_checkmate():  
 print(**"Checkmate"**)  
 break;  
 else:  
 print(board)  
 print(**"**\n**Invalid Move"**)  
  
if(board.is\_game\_over()):  
 print(**"The game is over"**)  
*#Checks for a check mate. then sees if white is mated or black is mated*if(board.is\_checkmate()):  
 if turn1==**"White"**:  
 print(**"White is mated. White has lost the game"**)  
 else:  
 print(**"Black is mated. Black has lost the game"**)  
*#checks for a stale mate to see if game is a draw*elif(board.is\_stalemate()):  
 print(**"The game is a draw"**)