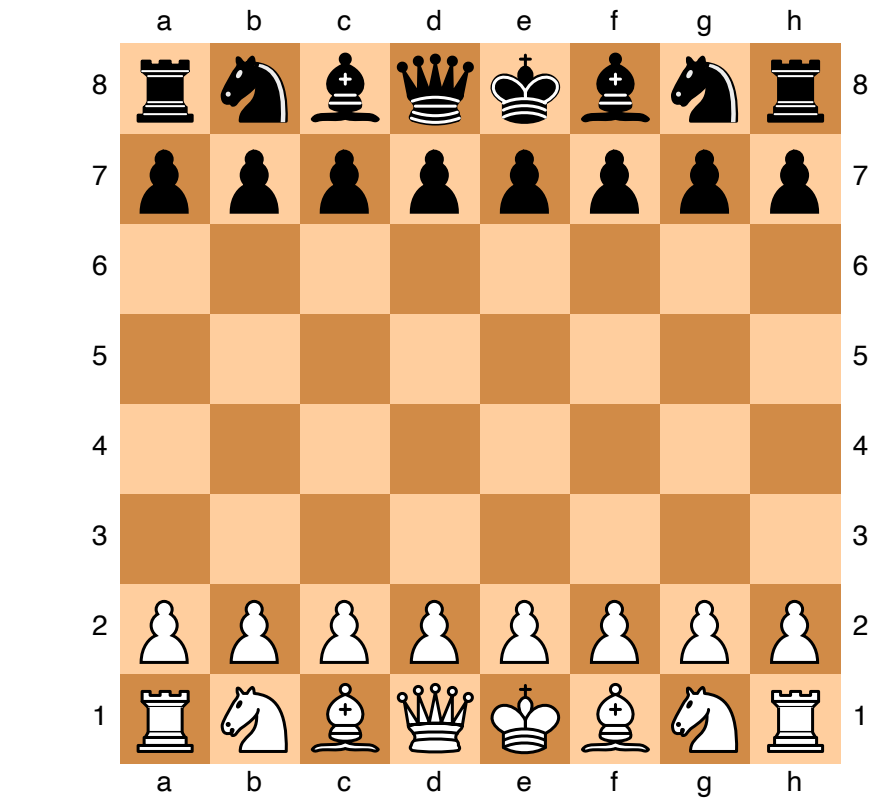
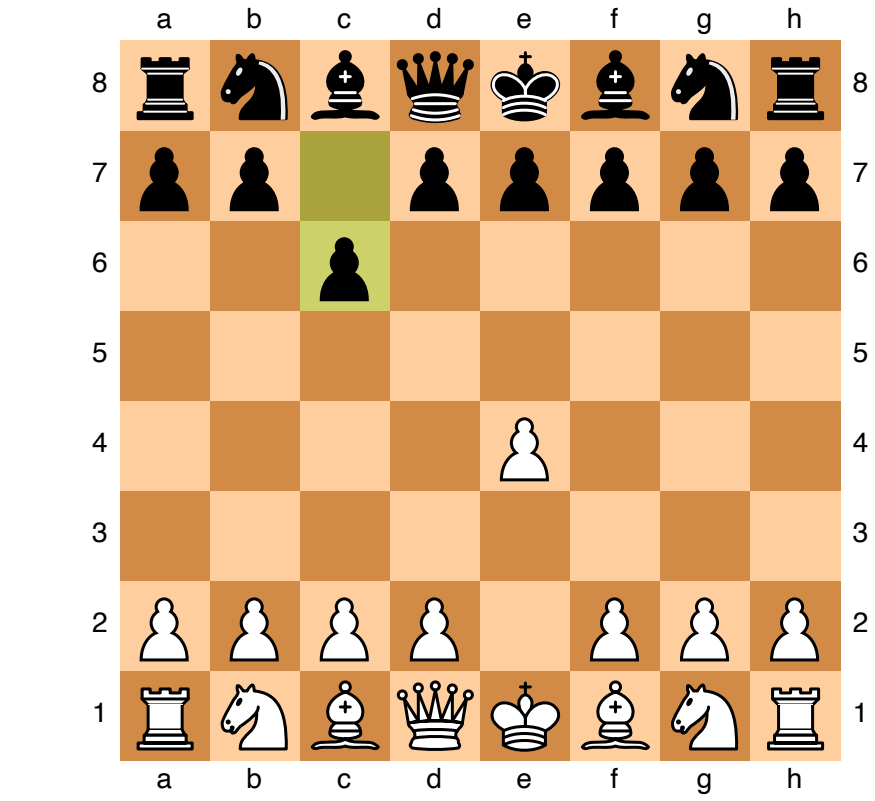


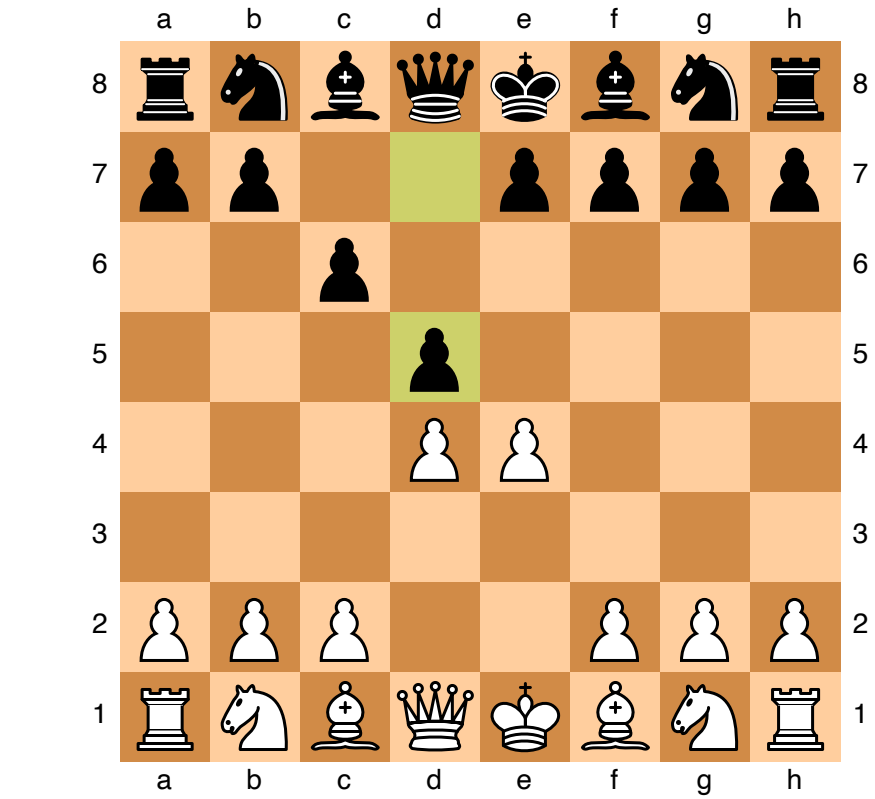
```
import chess
board = chess.Board()
board
```



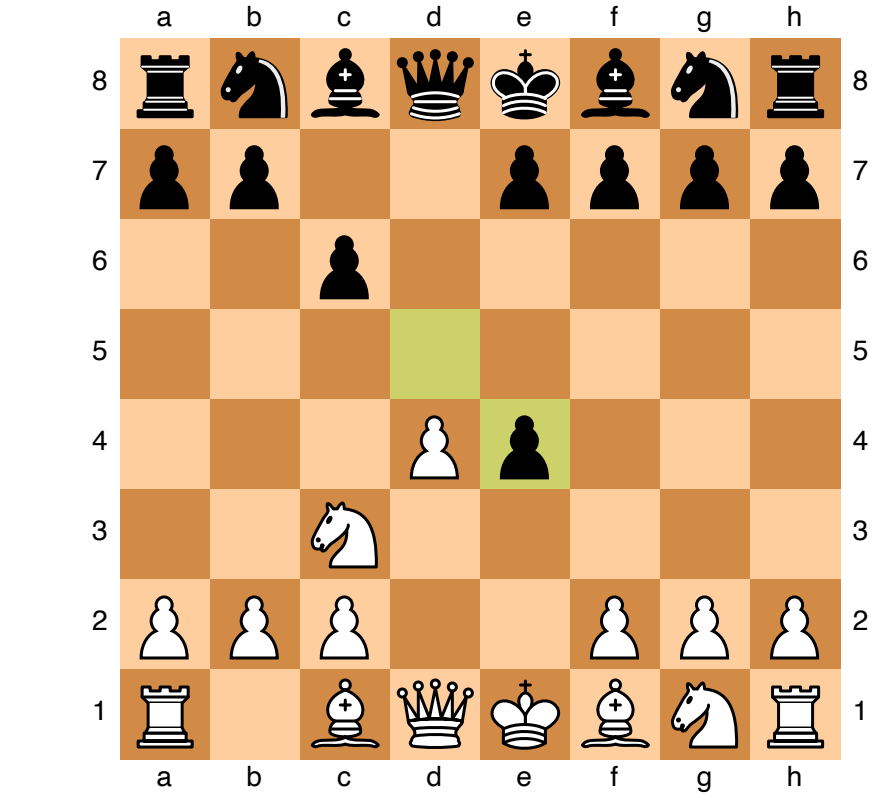
```
#1
board.push_san("e4") #Deep Blue
board.push_san("c6") #Kasparov
board
```



```
#2
board.push_san("d4") #Deep Blue
board.push_san("d5") #Kasparov
board
```

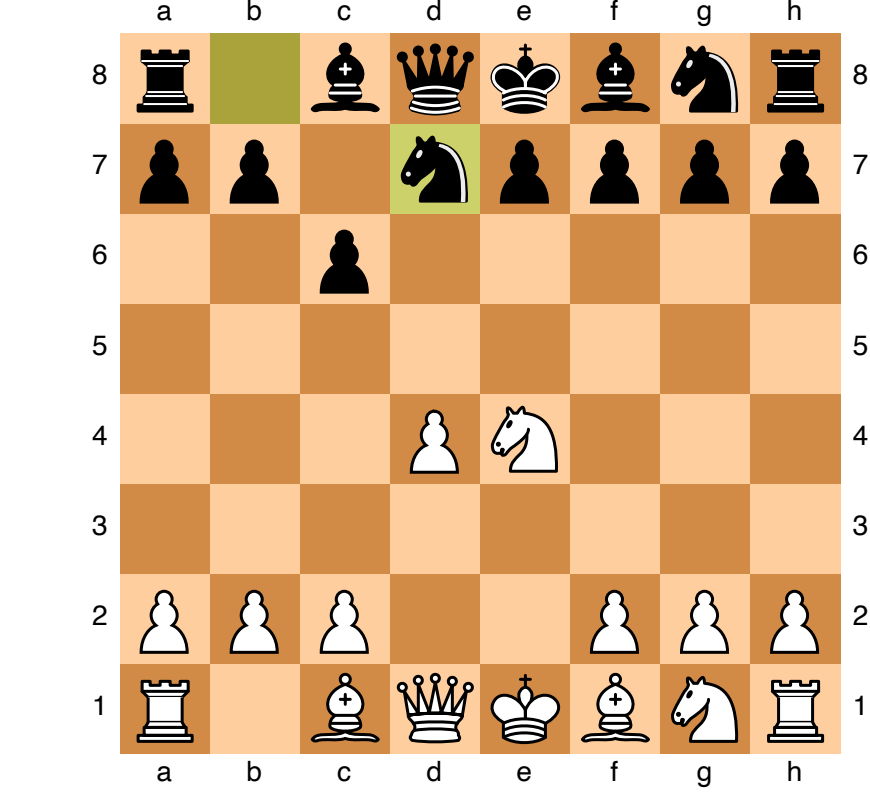


```
#3
board.push_san("Nc3") #Deep Blue
board.push_san("dxe4") #Kasparov
board
```

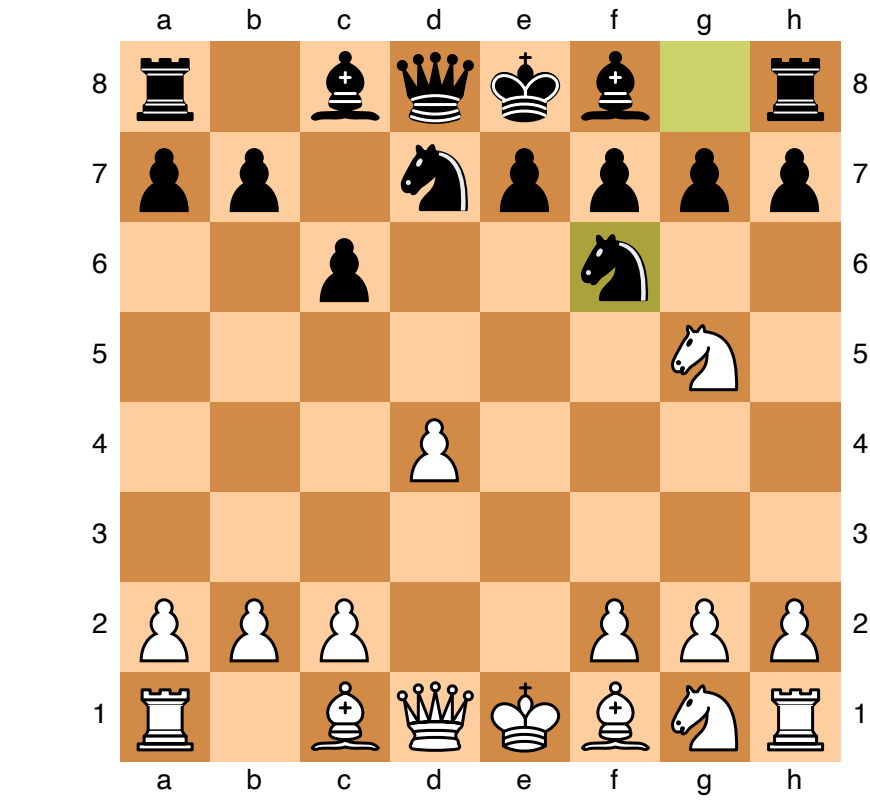


```
#4
board.push_san("Nxe4") #Deep Blue
board.push_san("Nd7") #Kasparov
board
```

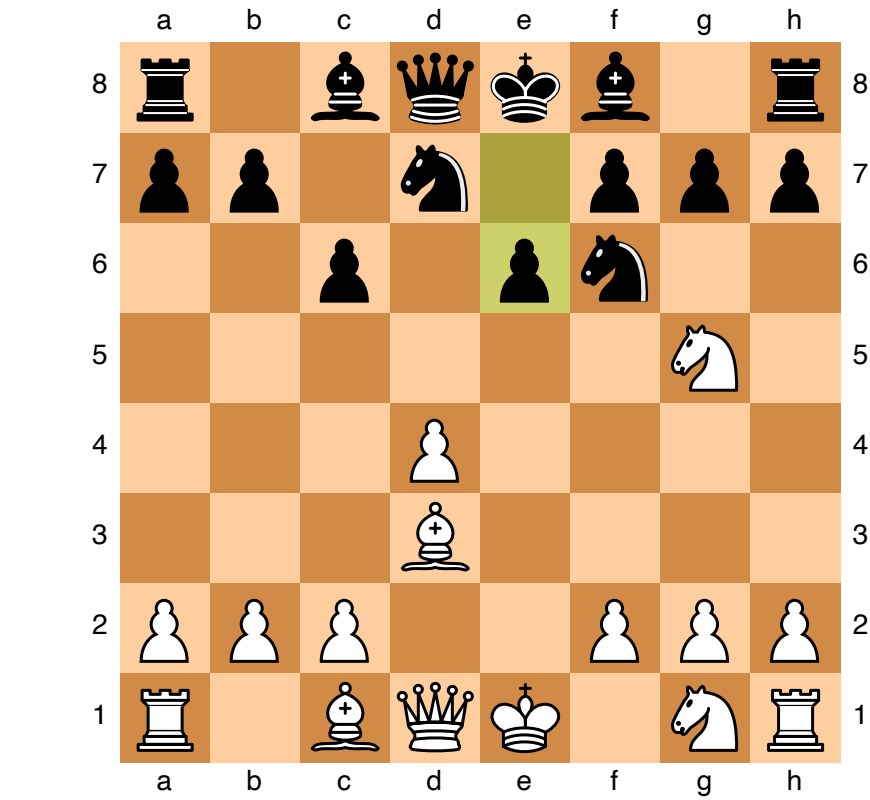




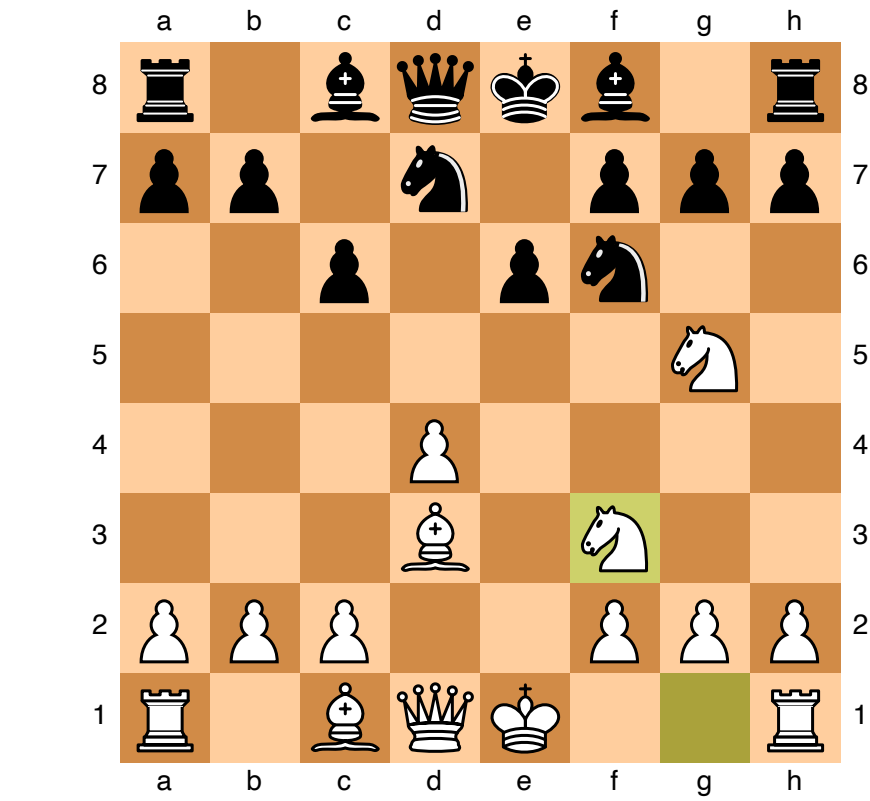
```
#5
board.push_san("Ng5") #Deep Blue
board.push_san("Ngf6") #Kasparov
board
```



```
#6
board.push_san("Bd3") #Deep Blue
board.push_san("e6") #Kasparov
board
```



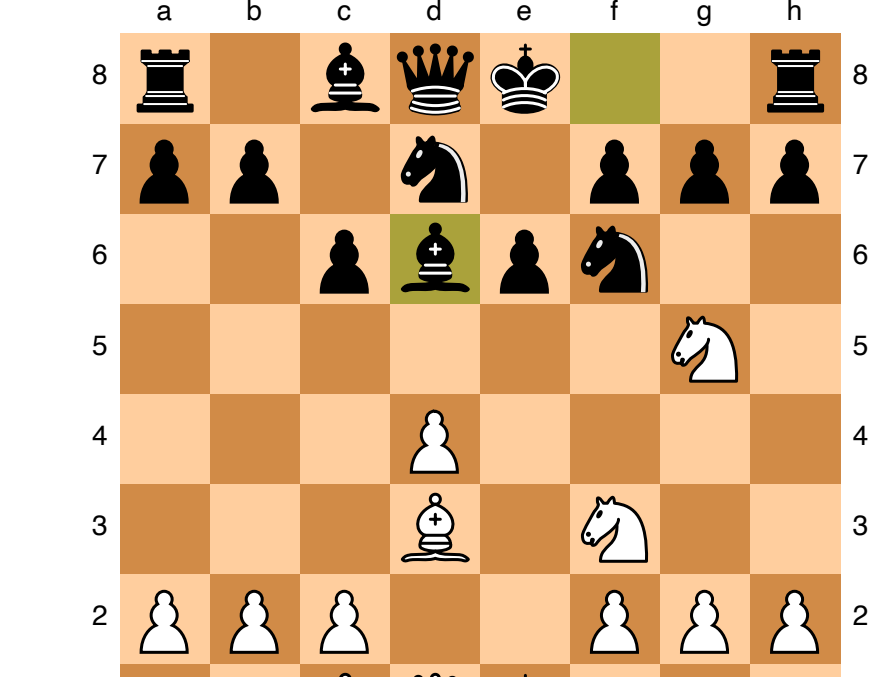
```
#7
board.push_san("N1f3") #Deep Blue
board
```



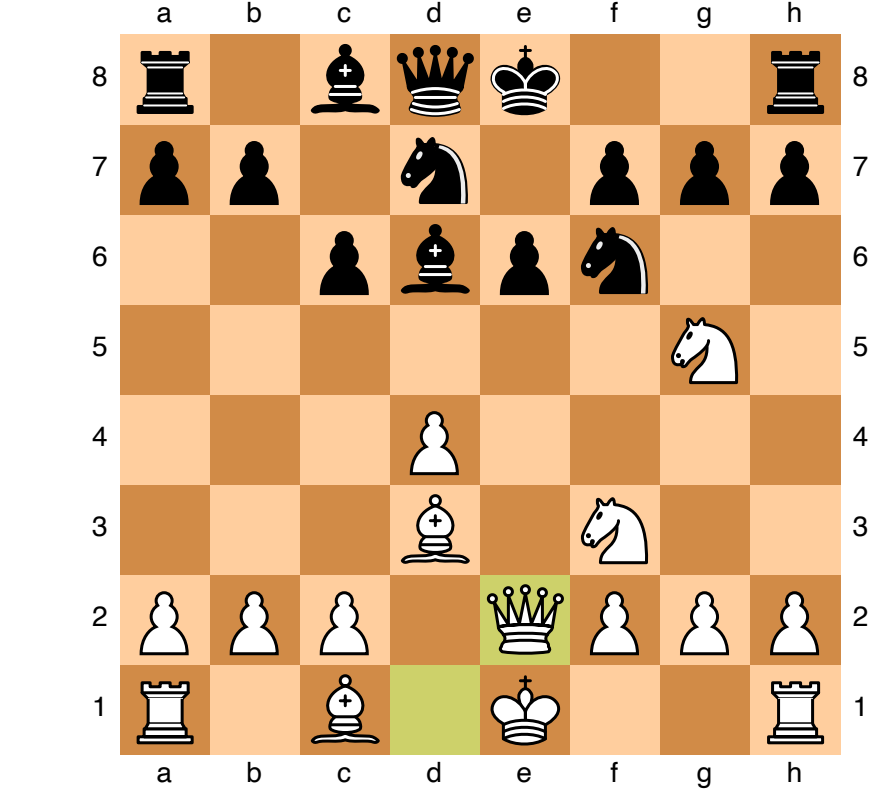
```
board.fen() #to get current state of the chessboard
#to perform the Stockfish chess engine analysis

'r1bqkblr/pp1n1ppp/2p1pn2/6N1/3P4/3B1N2/PPP2PPP/R1BQK2R b KQkq - 1 7'
```

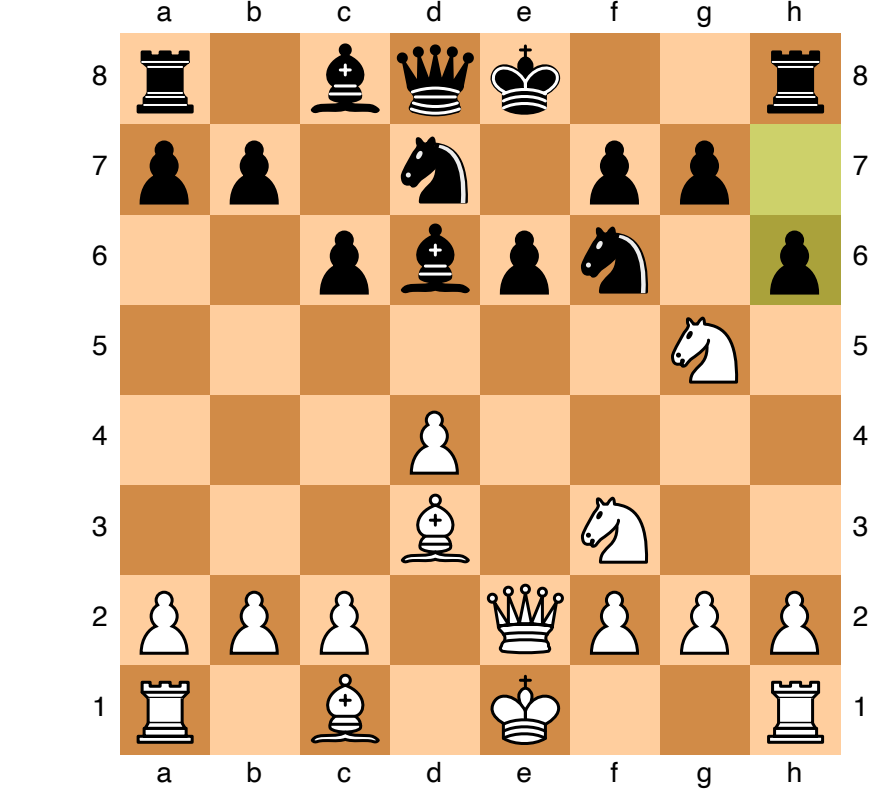
```
#7 - Stockfish Result
board.push_san("Bd6") #Kasparov while Kasparov played pawn at h7 to h6 in real life
board
```



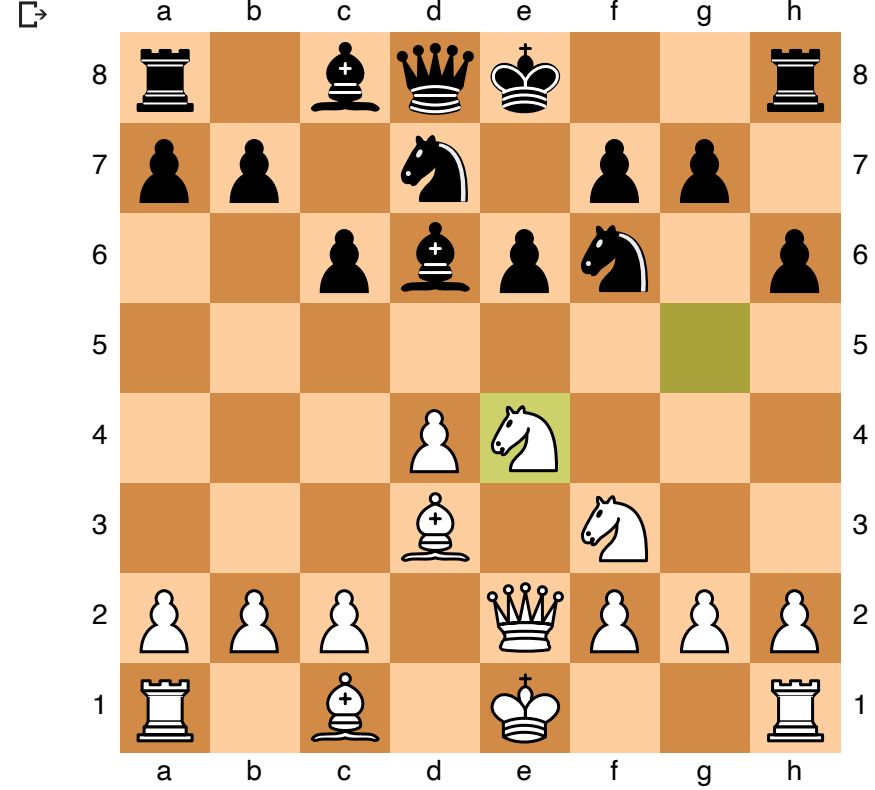
```
#8
board.push_san("Qe2") #Deep Blue
board
```



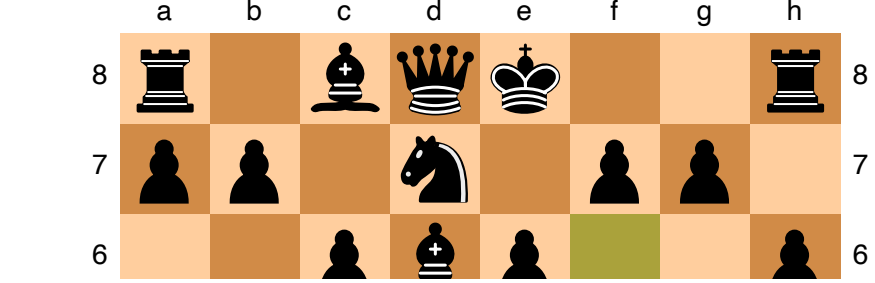
```
#8
board.push_san("h6") #Kasparov (this move was the Kasparov's 7th move in real life)
board
```



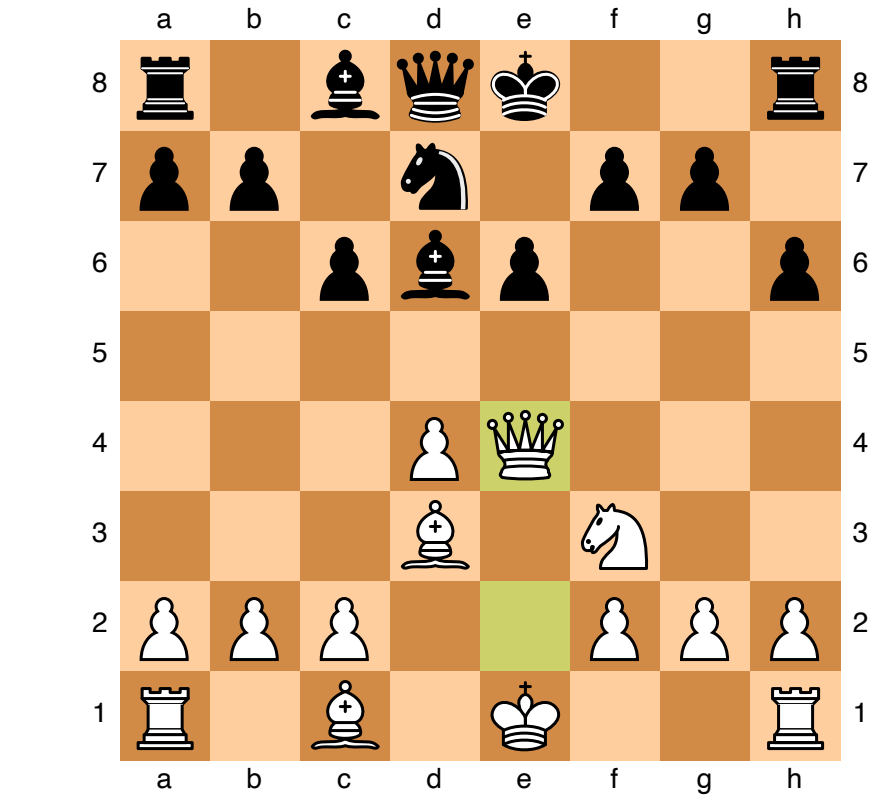
```
#9
board.push_san("Ne4") #Deep Blue
board
```



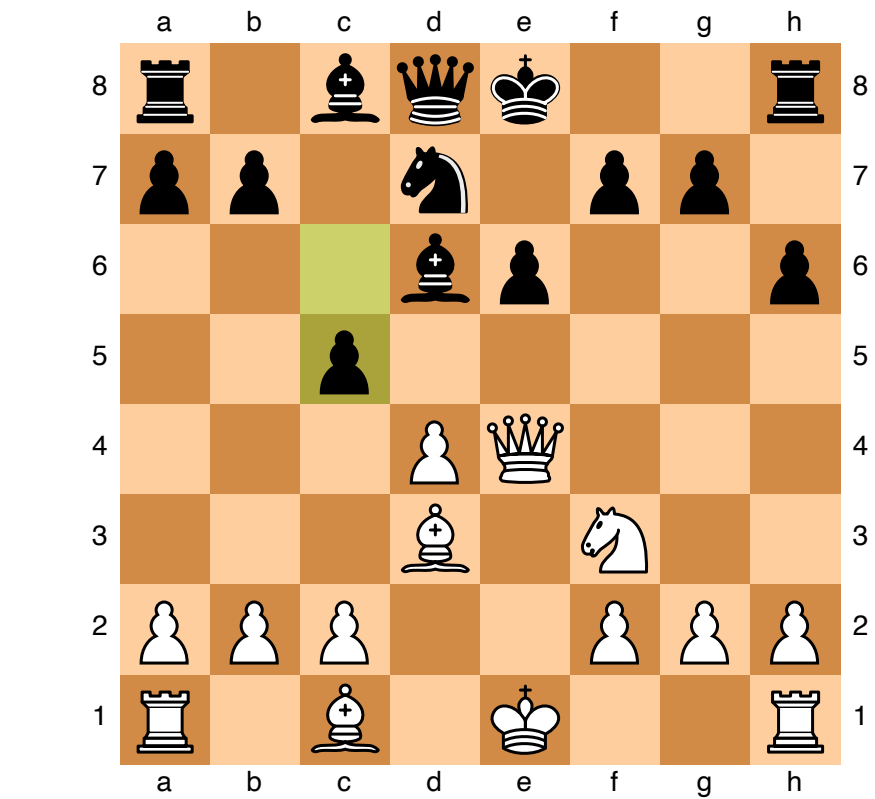
```
#9
board.push_san("Ne4") #Kasparov
board
```



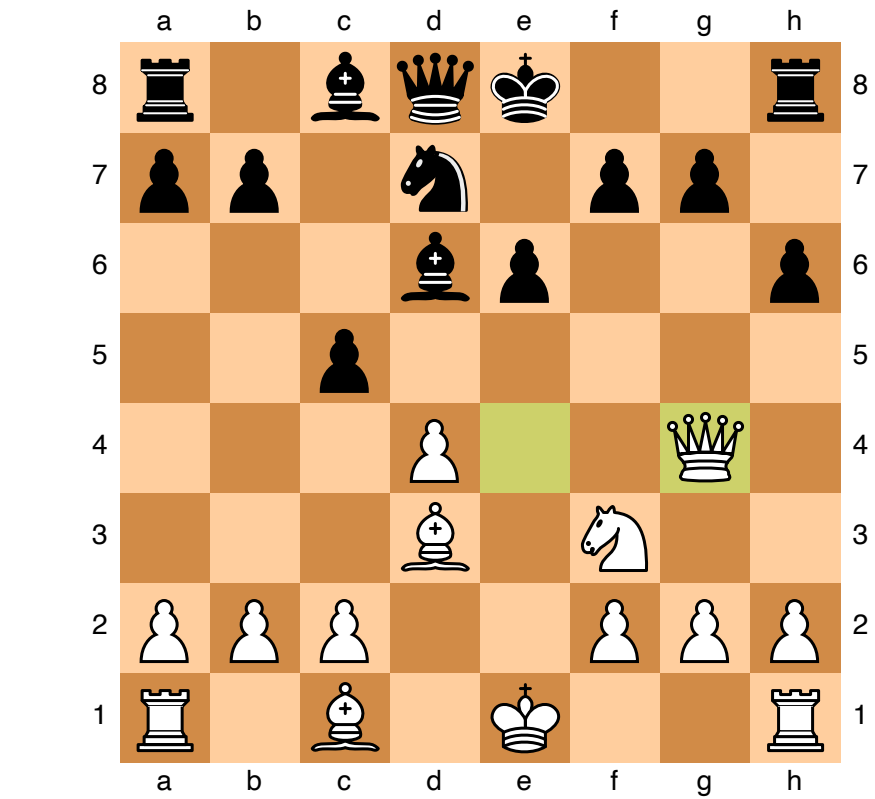
```
#10
board.push_san("Qe4") #Deep Blue
board
```



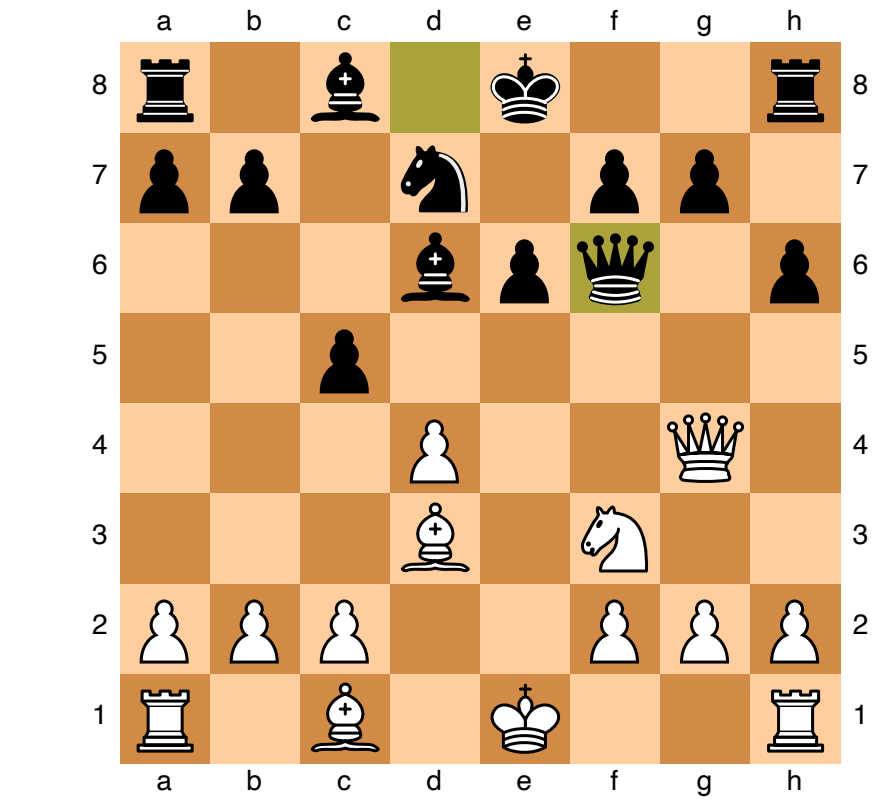
```
#10
board.push_san("c5") #Kasparov
board
```



```
#11
board.push_san("Qg4") #Deep Blue
board
```

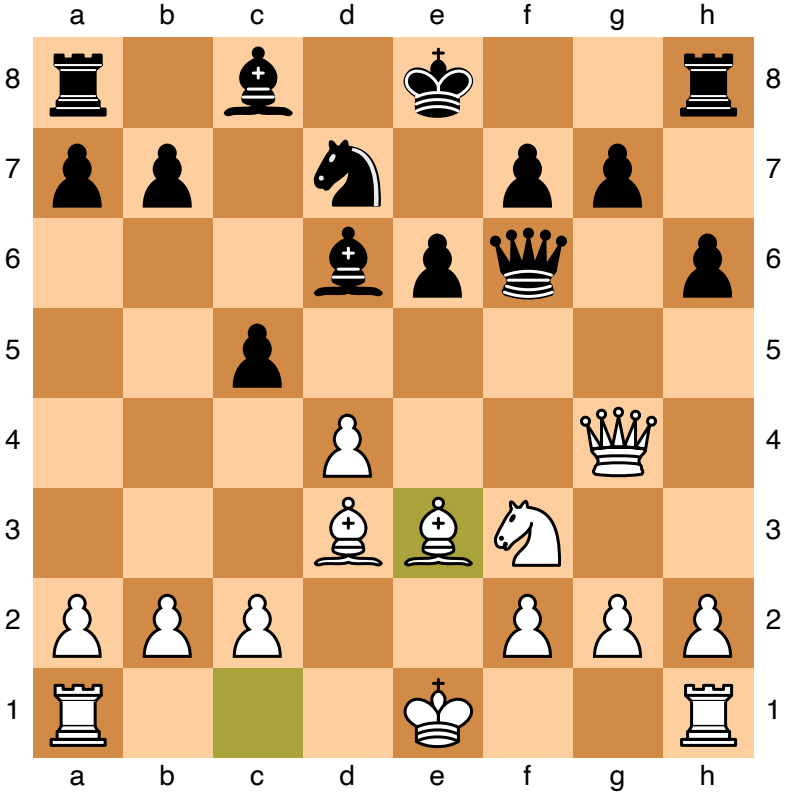


```
#11
board.push_san("Qf6") #Kasparov
board
```



```
#12
board.push_san("Be3") #Deep Blue
```

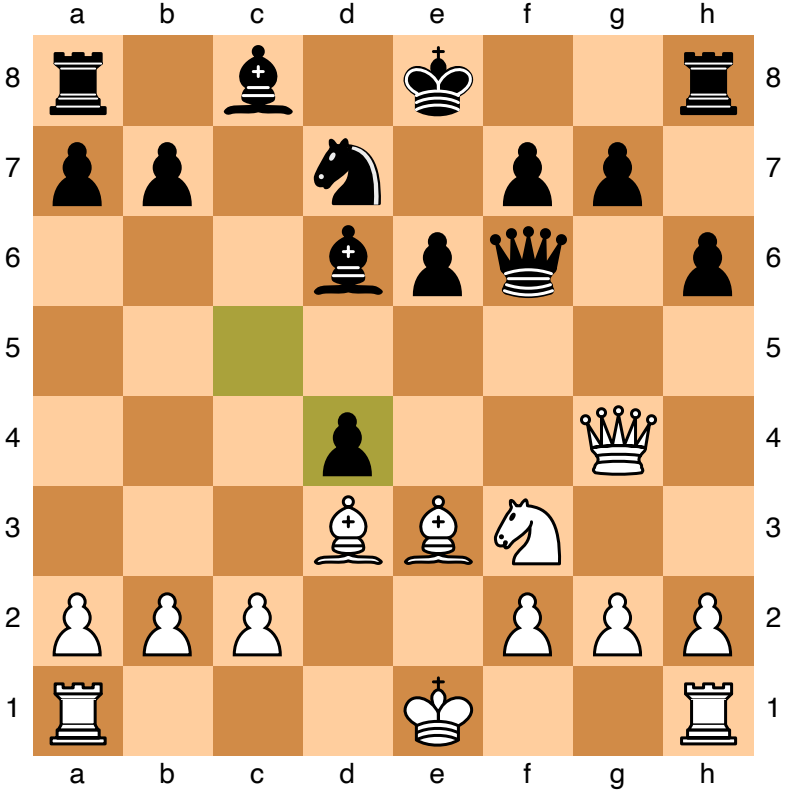
board



#12

```
board.push_san("d4") #Kasparov
```

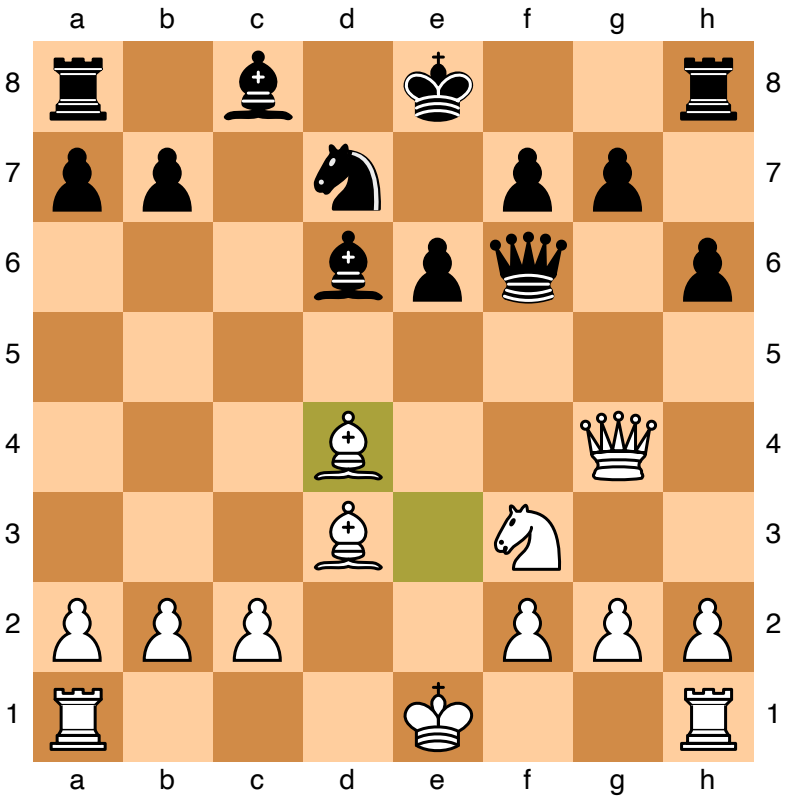
board



#13

```
board.push_san("Bd4") #Deep Blue
```

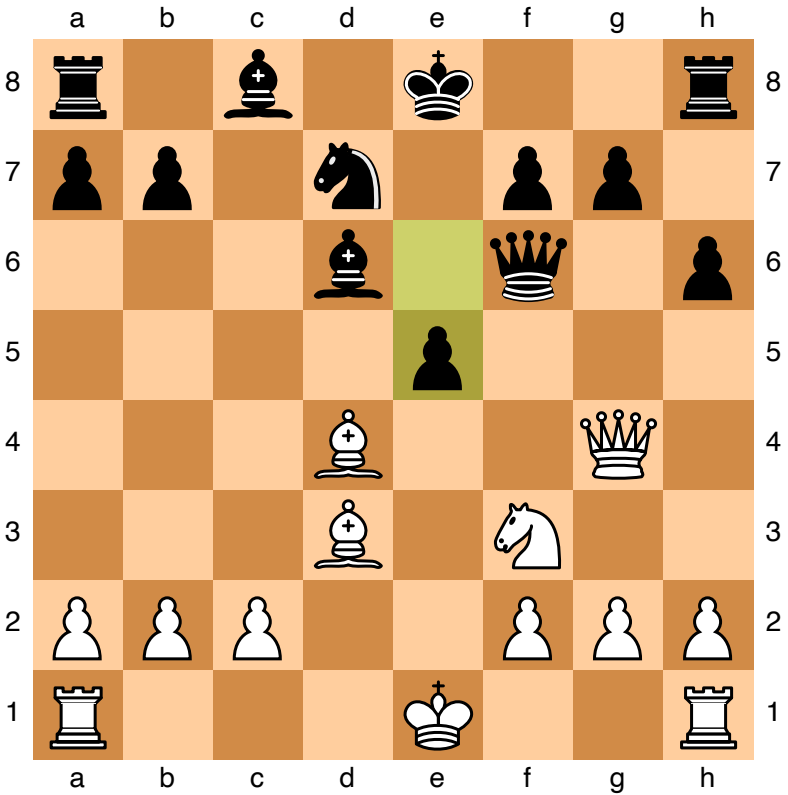
board



#13

```
board.push_san("e5") #Kasparov
```

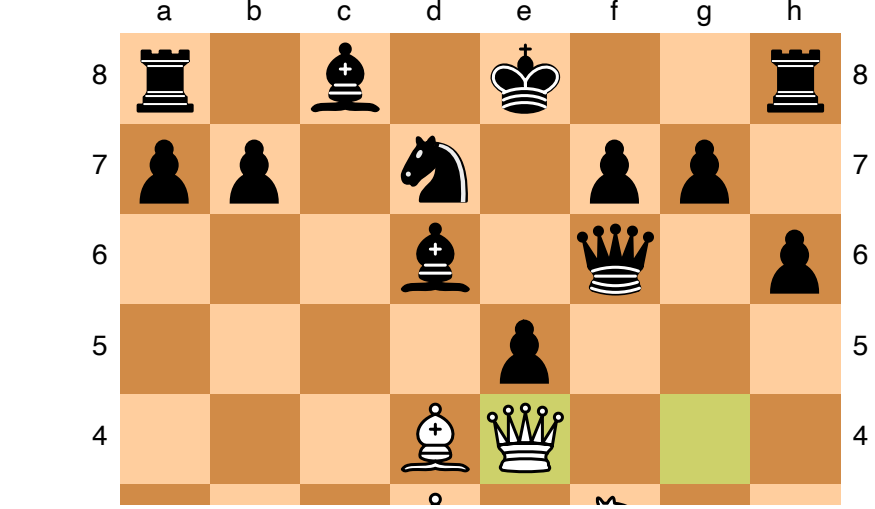
board



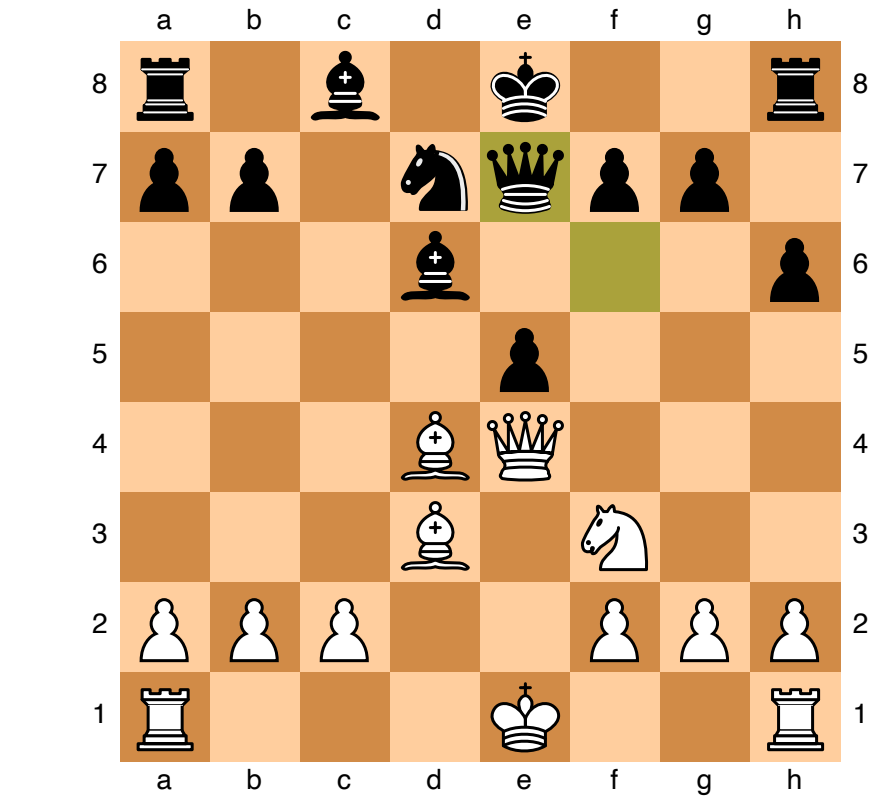
#14

```
board.push_san("Qe4") #Deep Blue
```

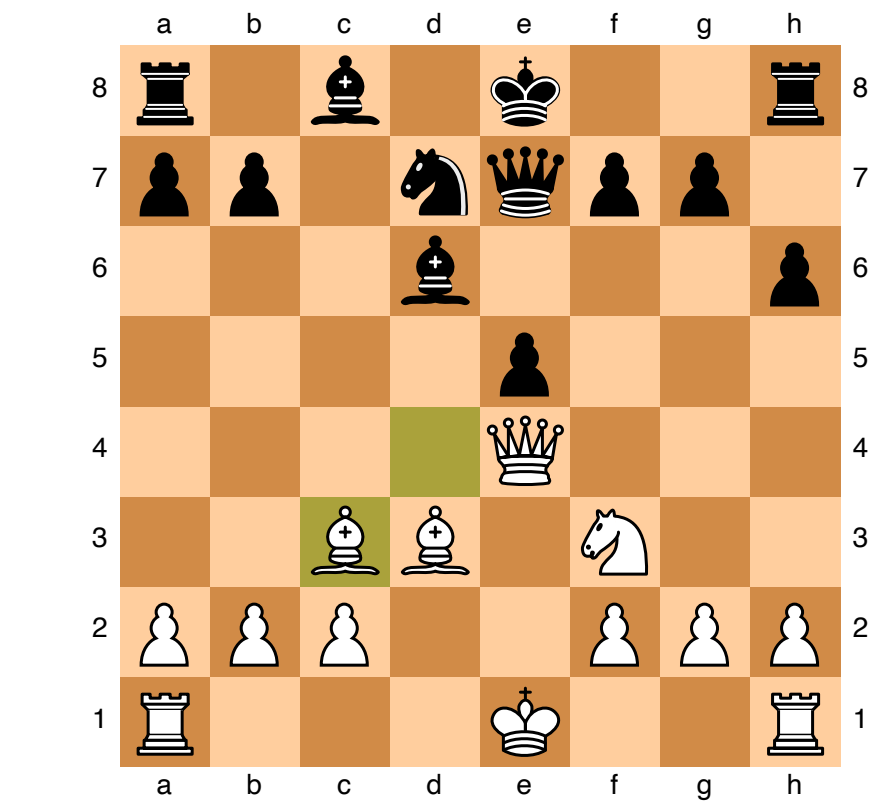
board



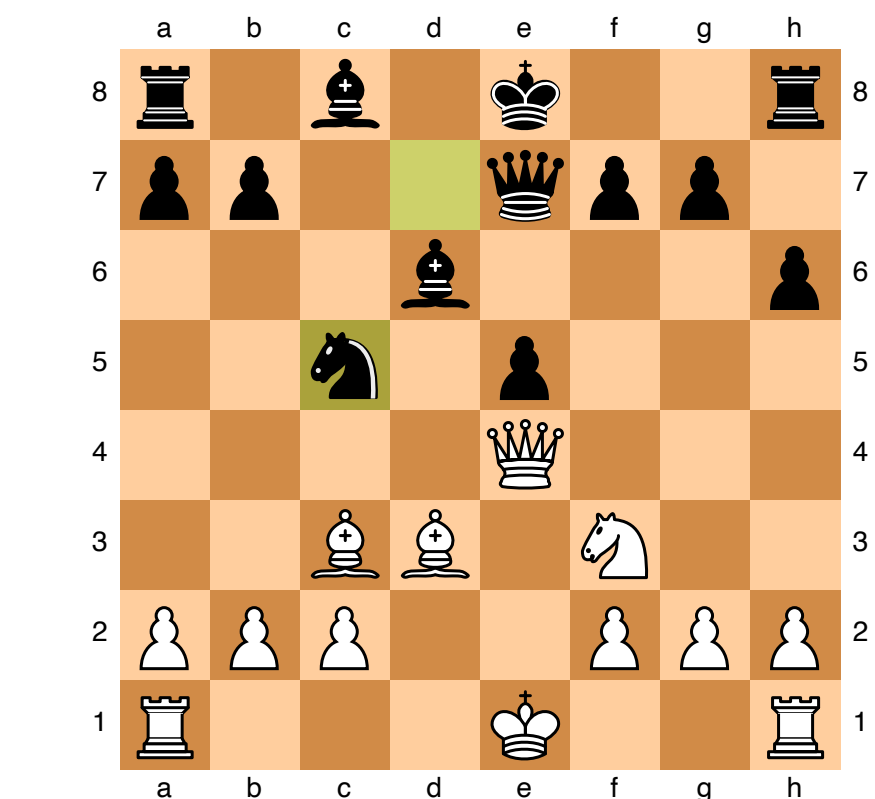
```
#14
board.push_san("Qe7") #Kasparov
board
```



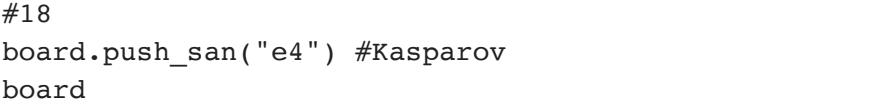
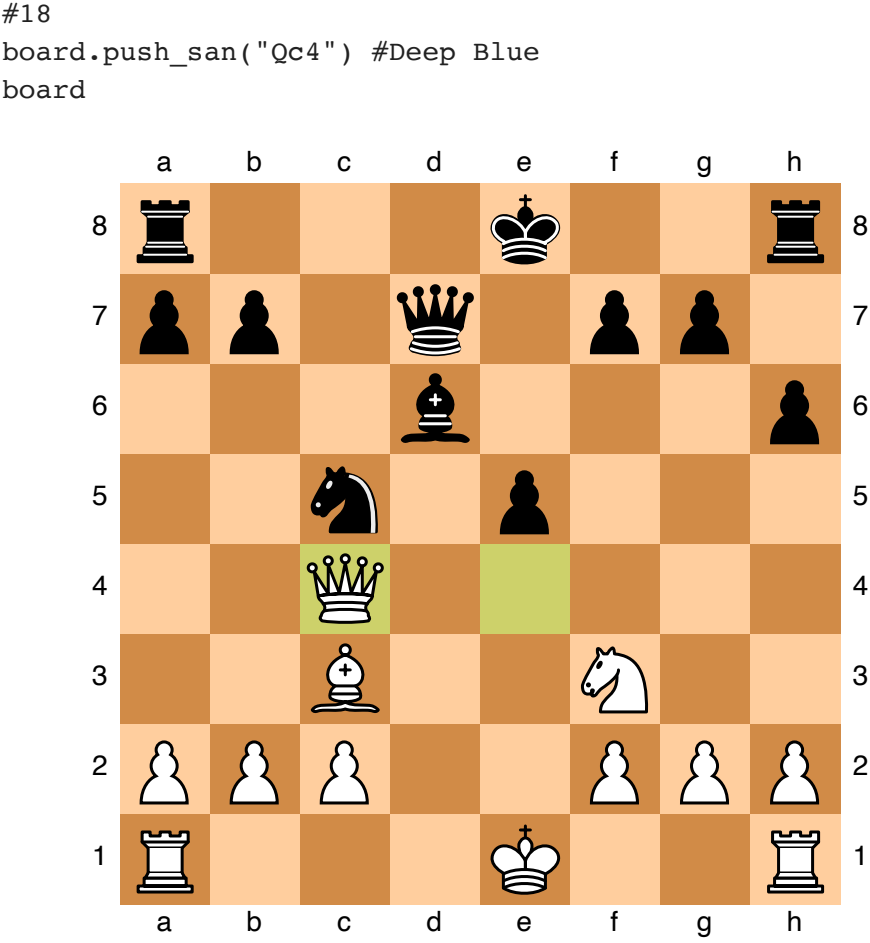
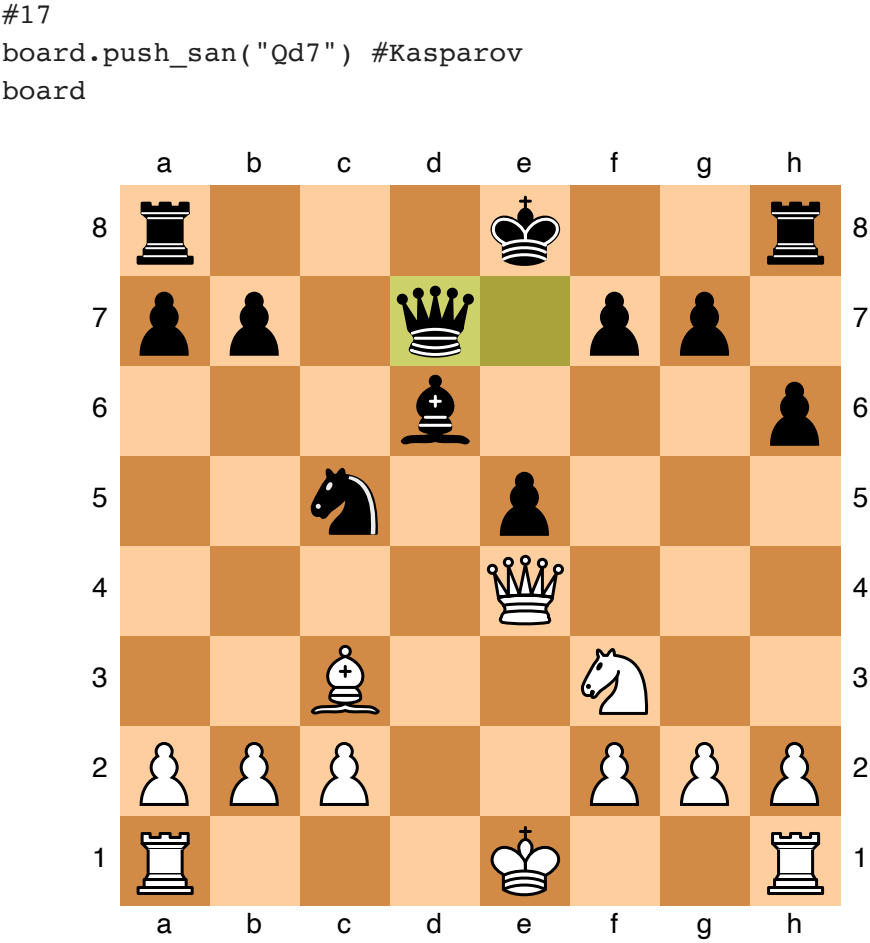
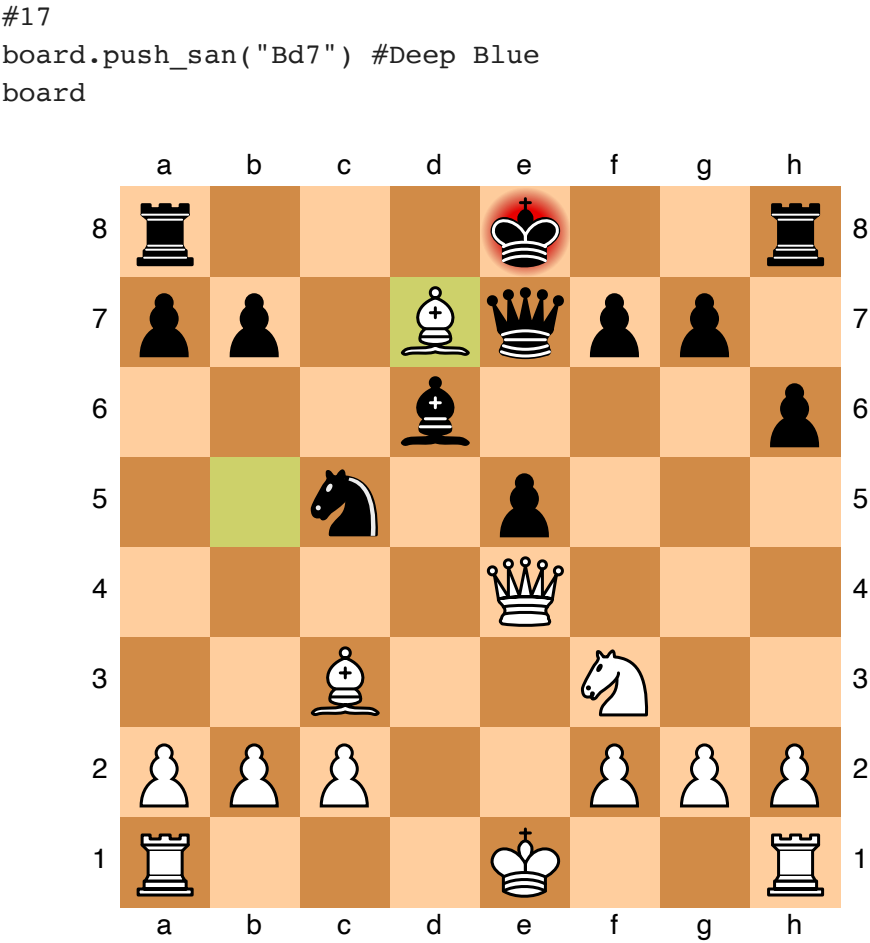
```
#15
board.push_san("Bc3") #Deep Blue
board
```

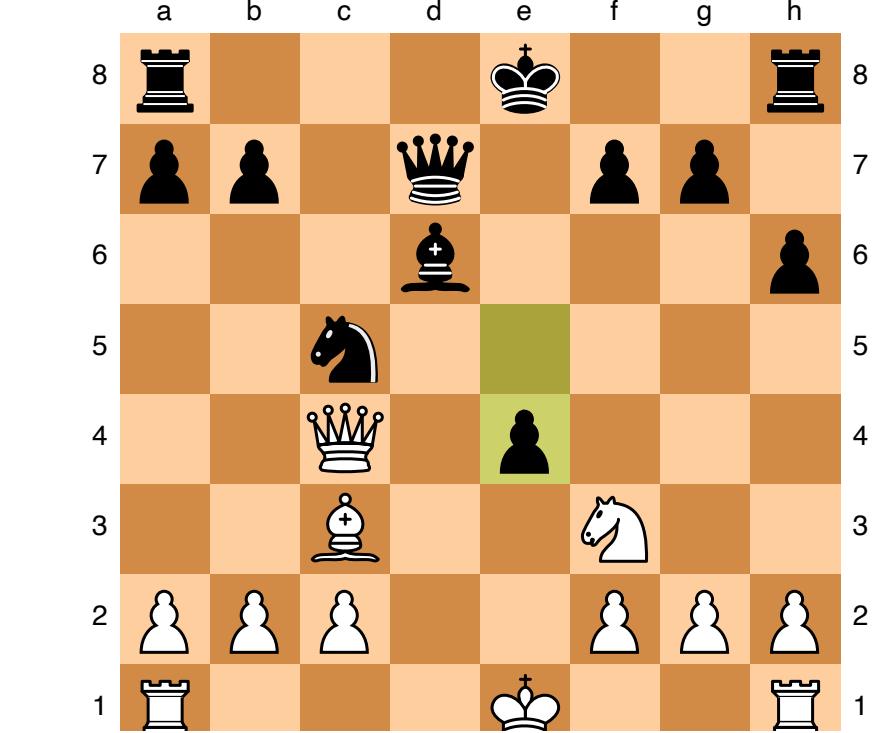


```
#15
board.push_san("Nc5") #Kasparov
board
```

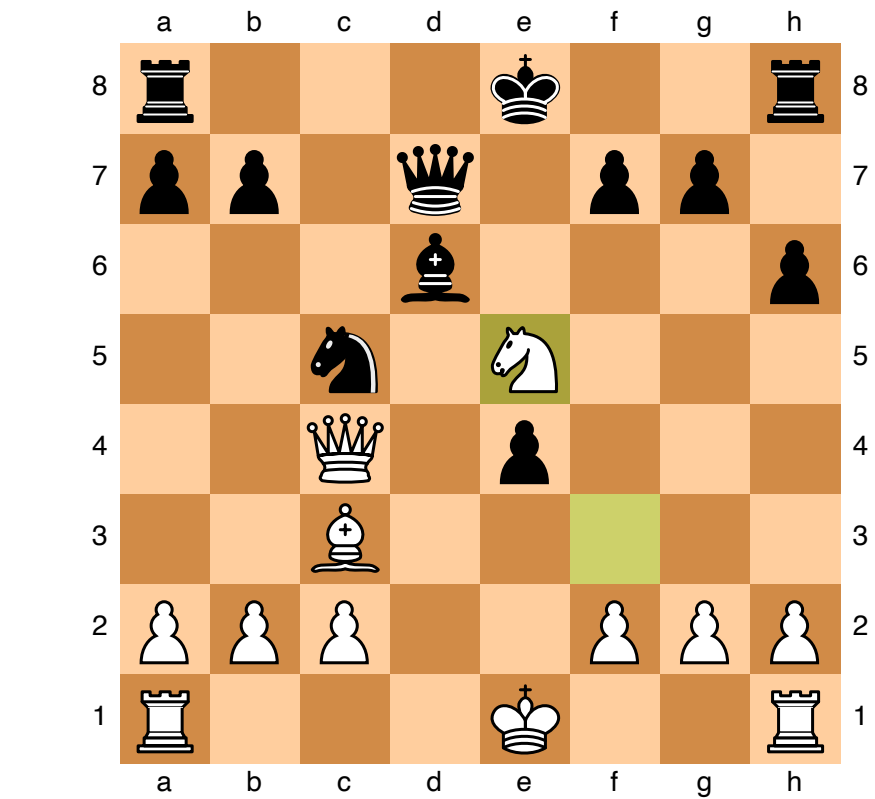


```
#16
board.push_san("Bb5") #Deep Blue
board
```

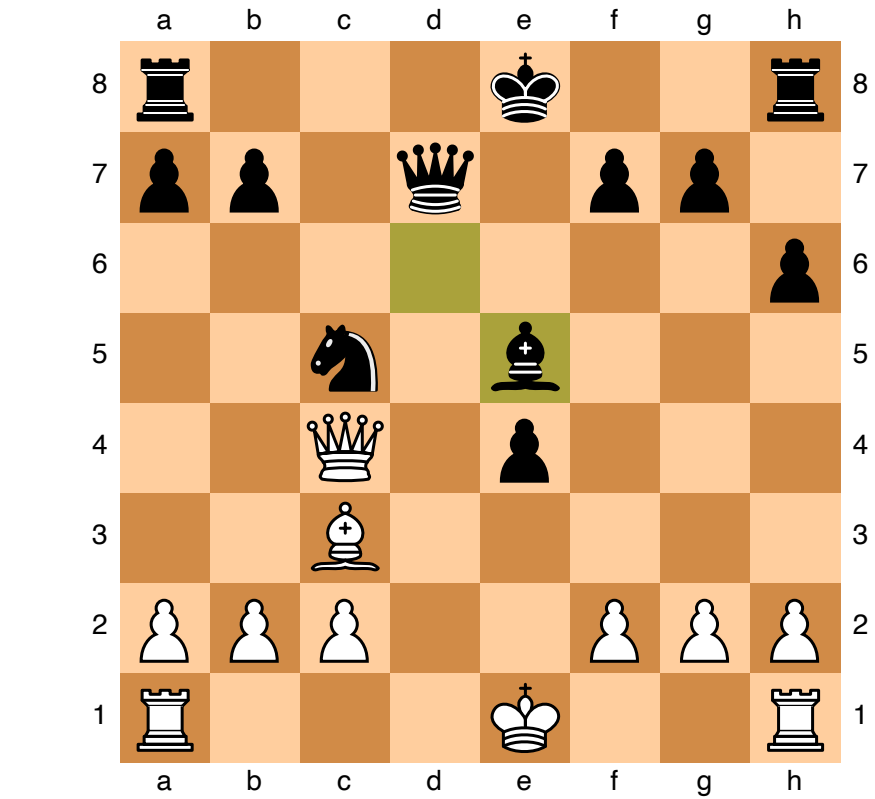




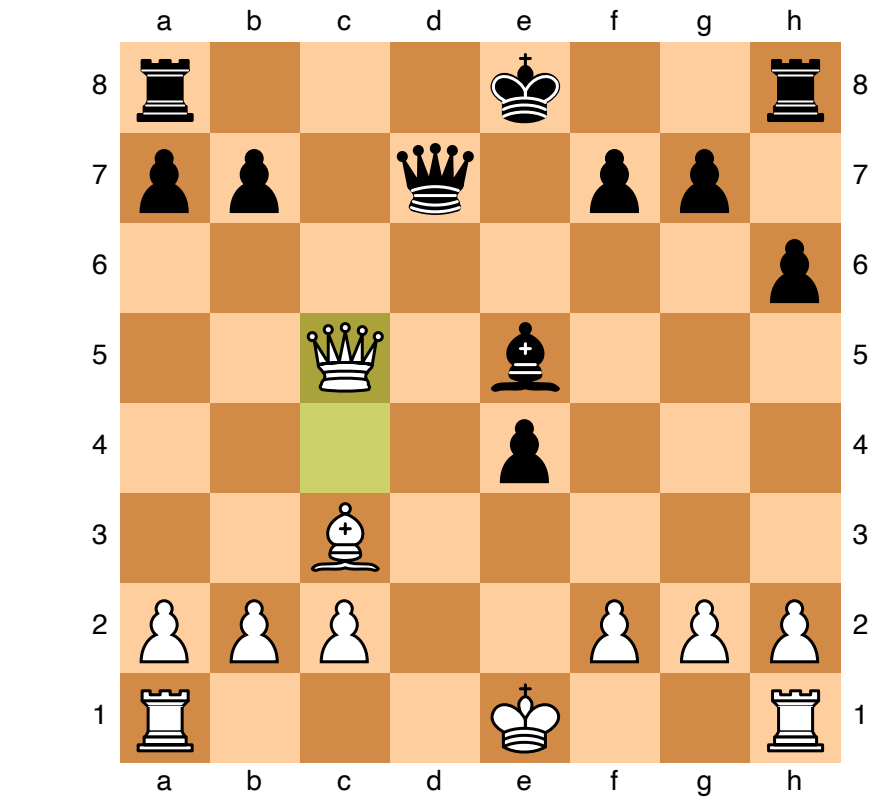
#19
board.push_san("Ne5") #Deep Blue
board



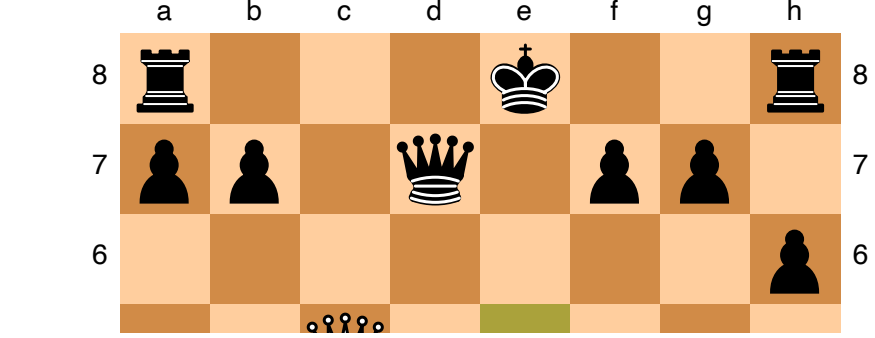
#19
board.push_san("Be5") #Kasparov
board



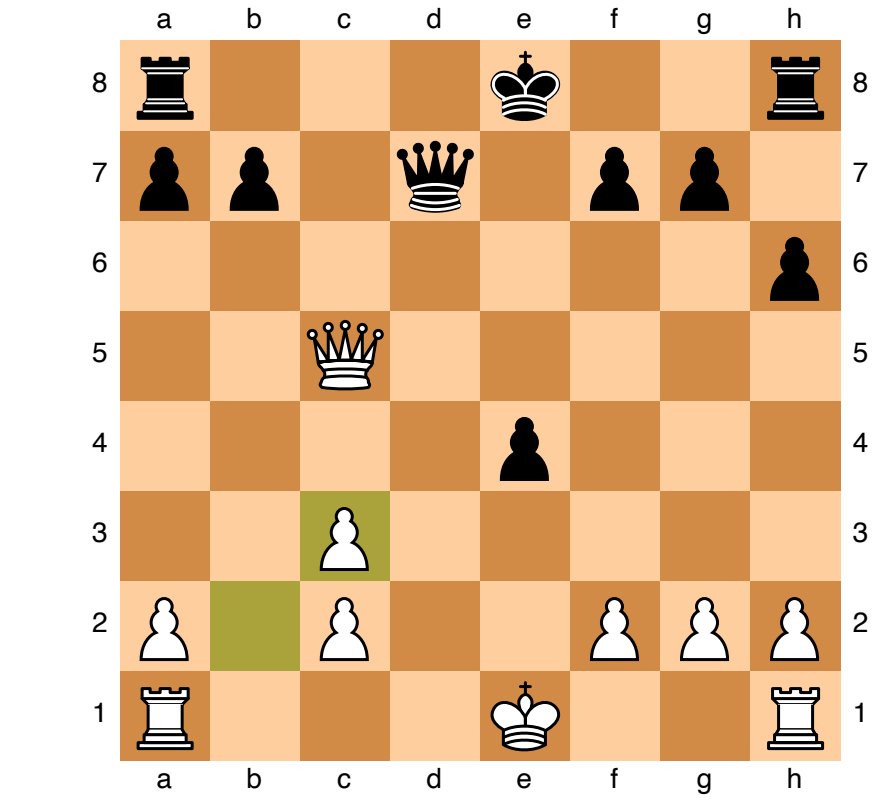
#20
board.push_san("Qc5") #Deep Blue
board



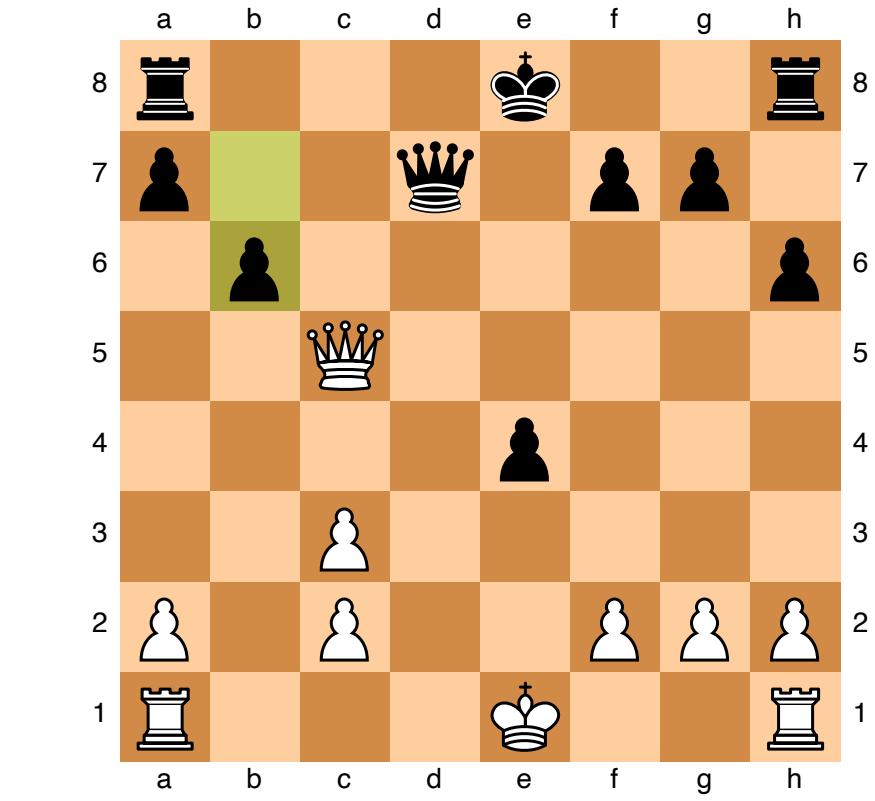
#20
board.push_san("Bc3") #Kasparov
board



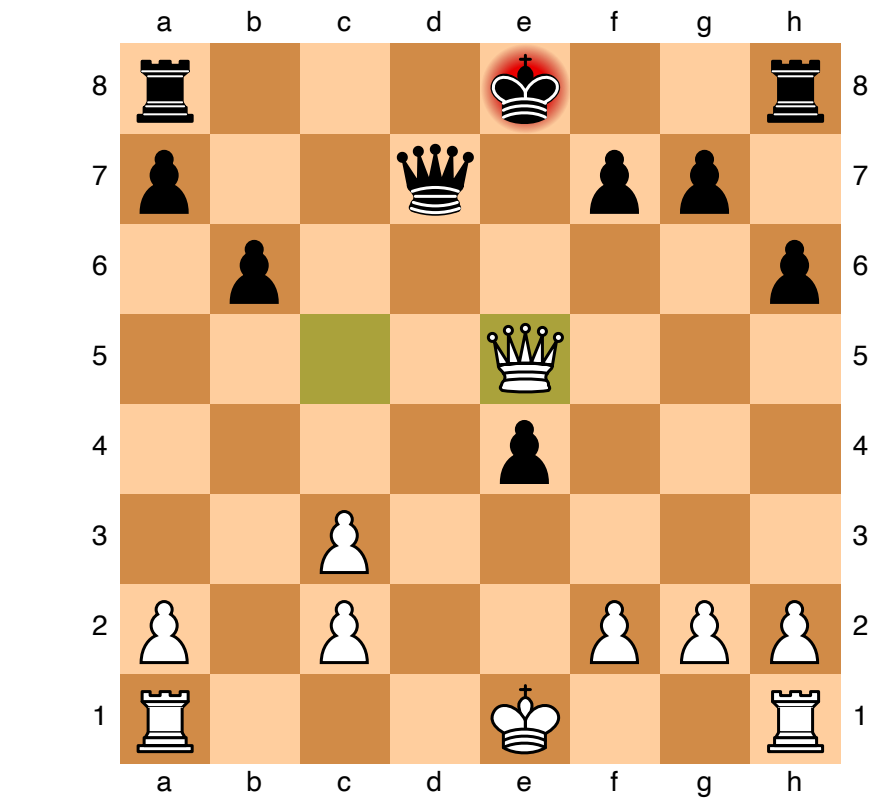
```
#21
board.push_san("c3") #Deep Blue
board
```



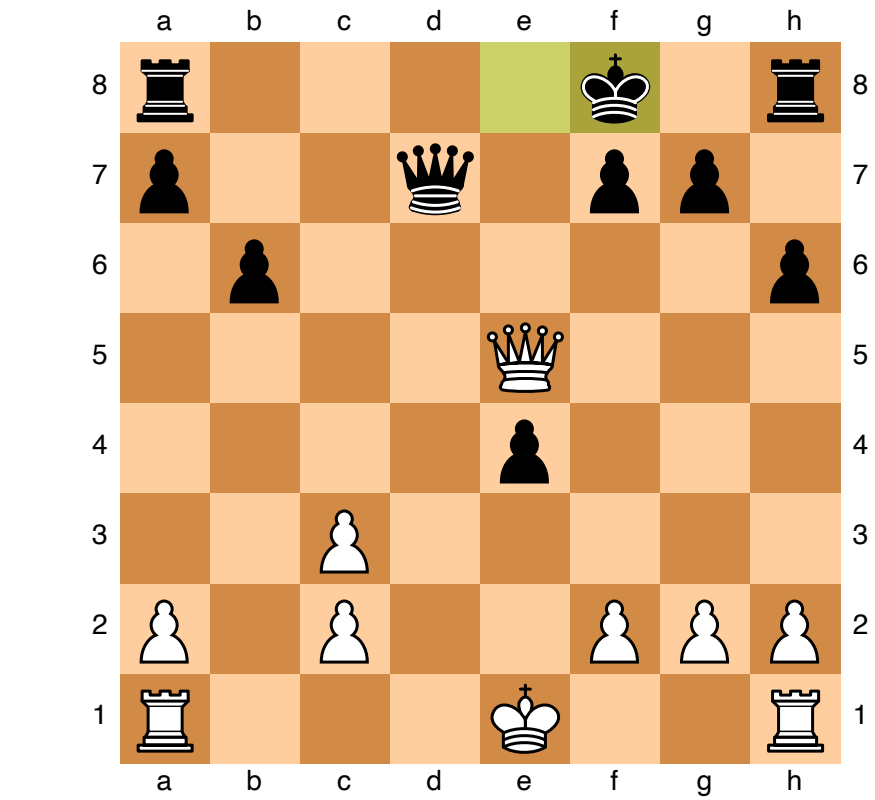
```
#21
board.push_san("b6") #Kasparov
board
```



```
#22
board.push_san("Qe5") #Deep Blue
board
```

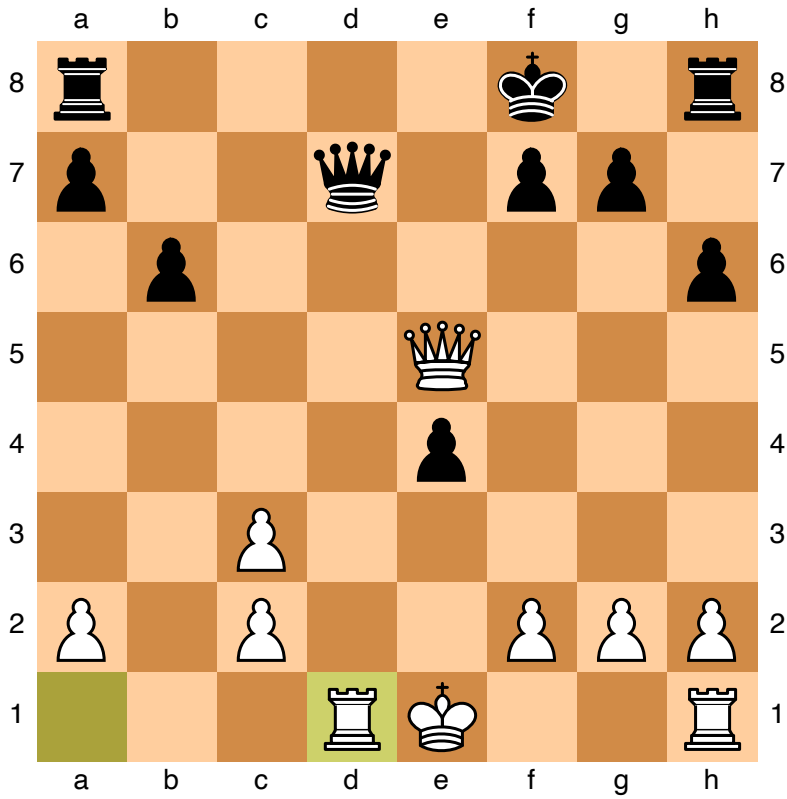


```
#22
board.push_san("Kf8") #Kasparov
board
```

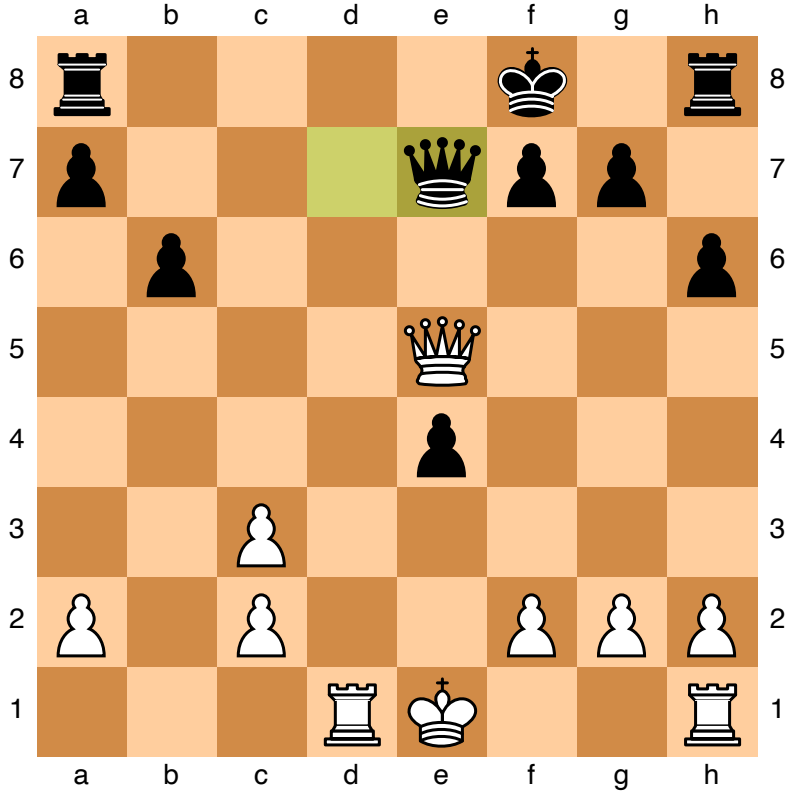


```
#23
```

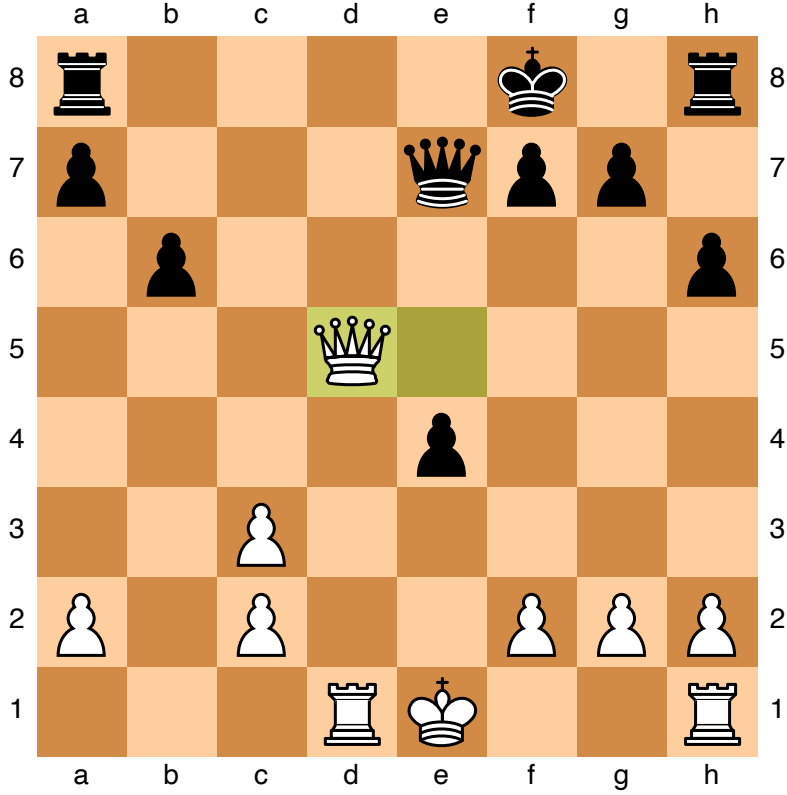
board.push_san("Rd1") #Deep Blue
board



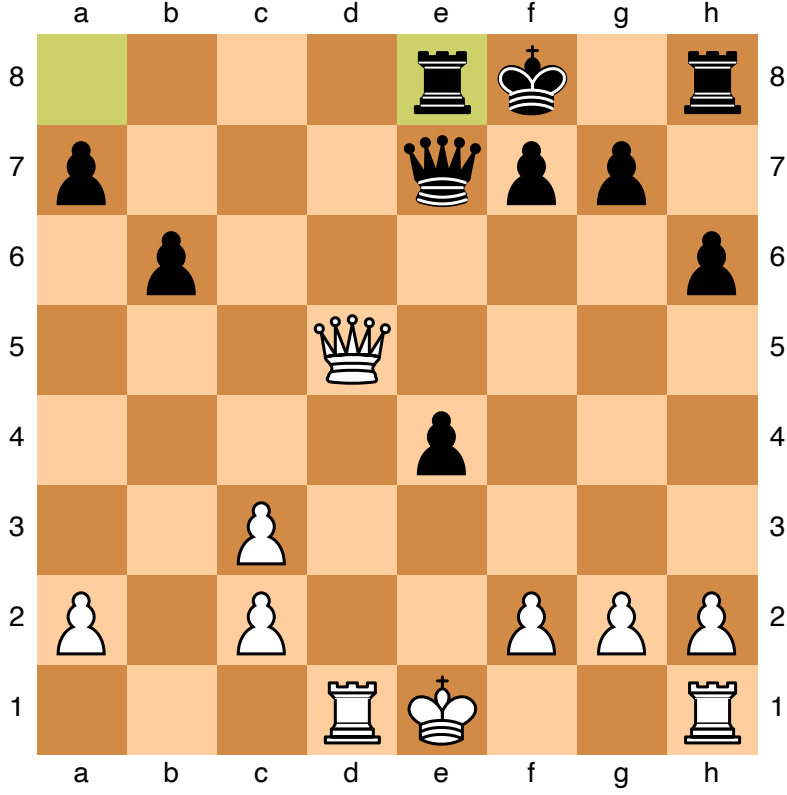
#23
board.push_san("Qe7") #Kasparov
board



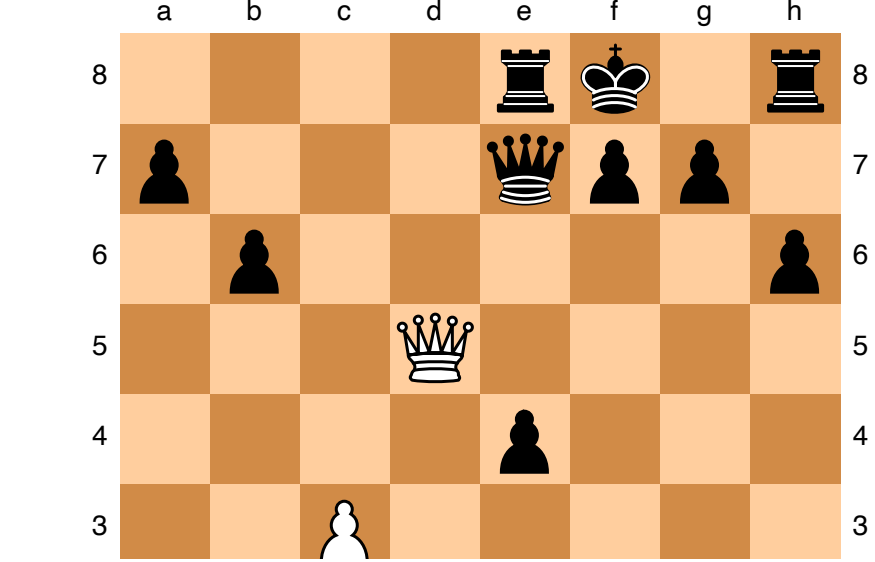
#24
board.push_san("Qd5") #Deep Blue
board



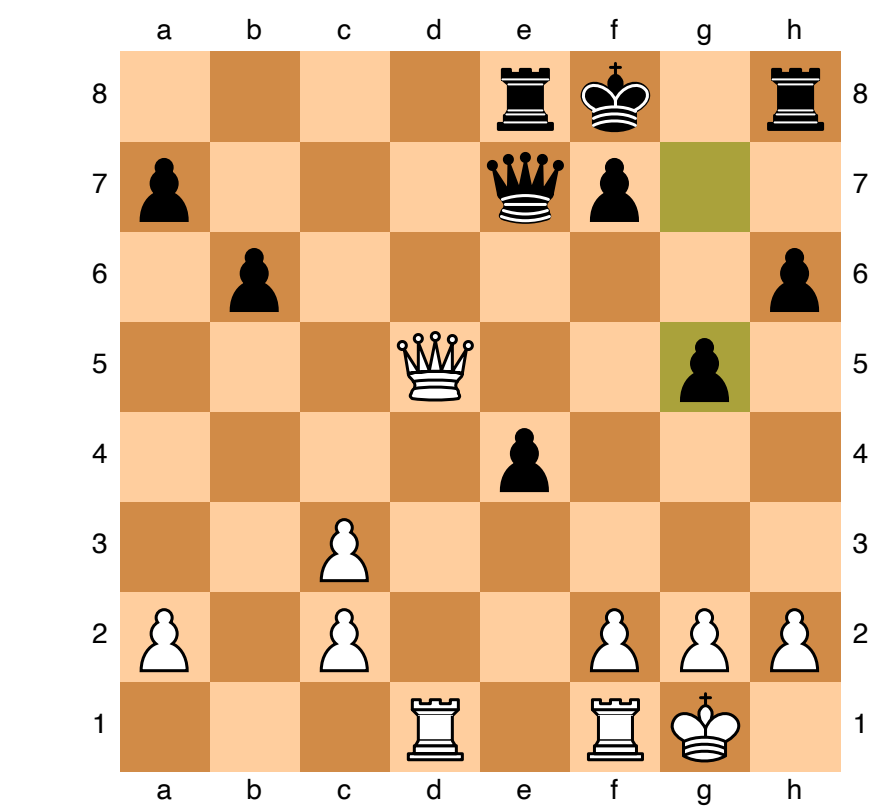
#24
board.push_san("Re8") #Kasparov
board



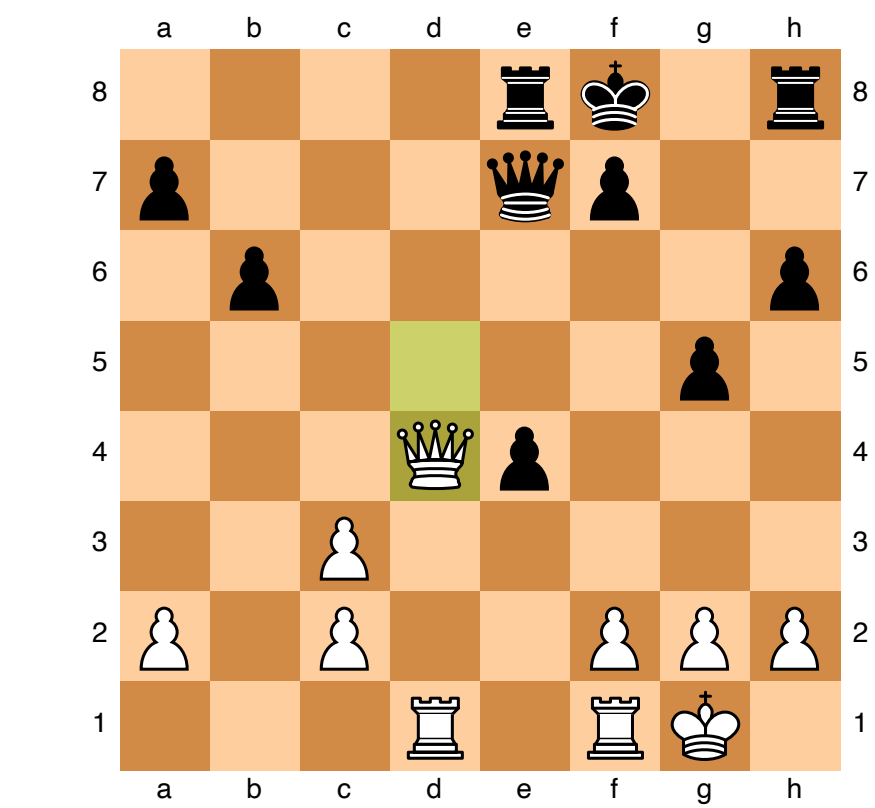
#25
board.push_san("Kh1") #Deep Blue
board



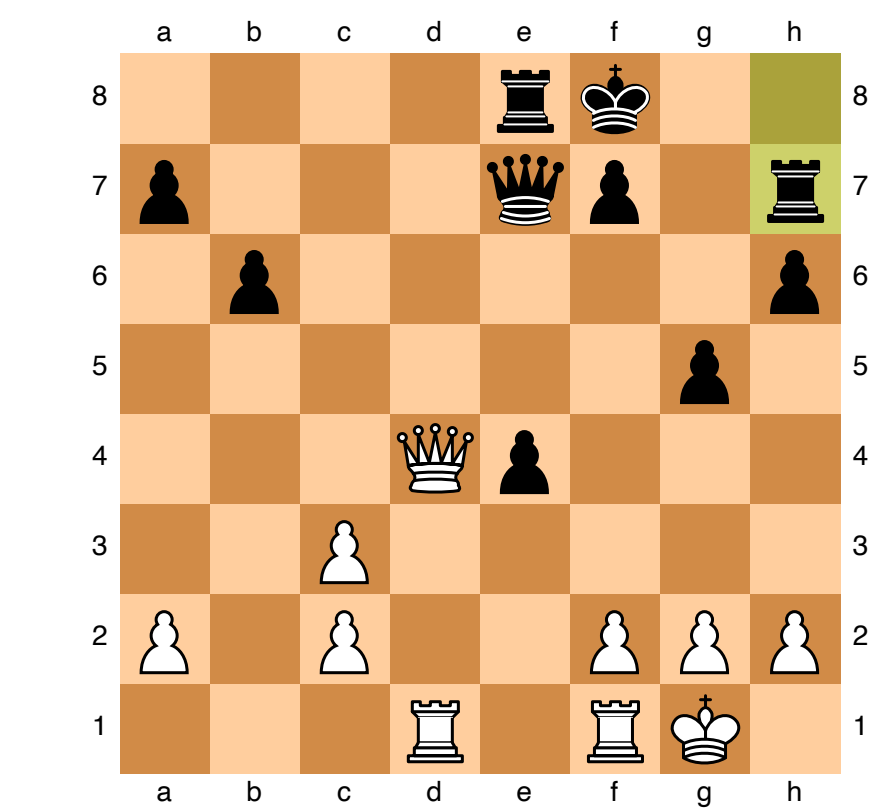
#25
board.push_san("g5") #Kasparov
board



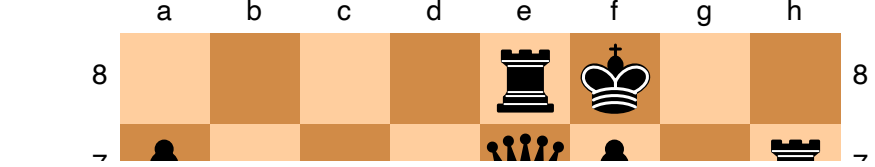
#26
board.push_san("Qd4") #Deep Blue
board



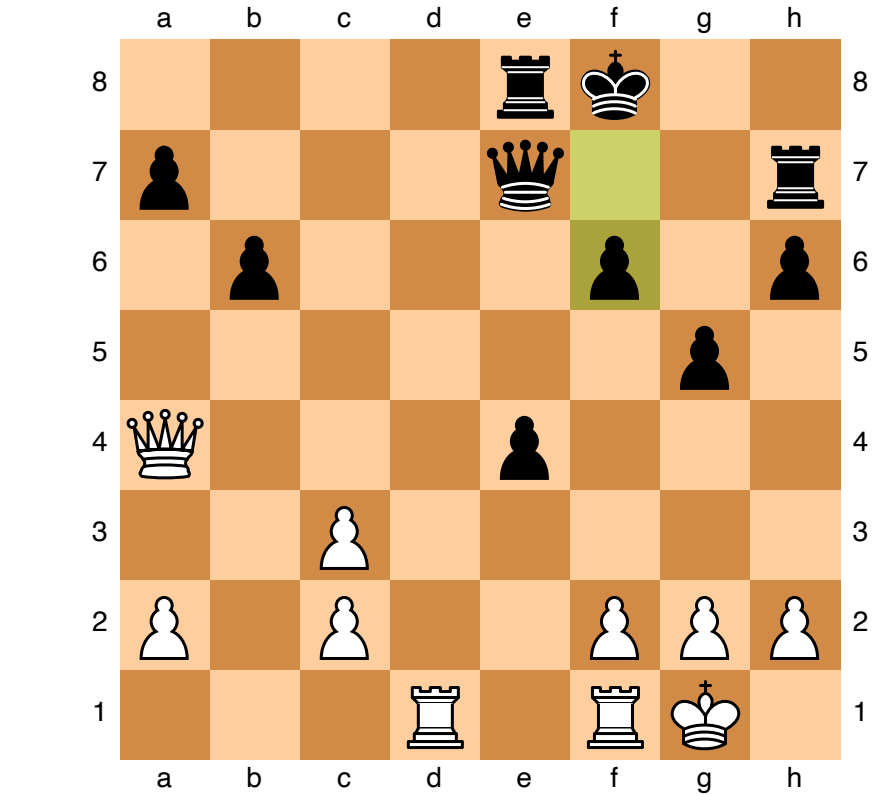
#26
board.push_san("Rh7") #Kasparov
board



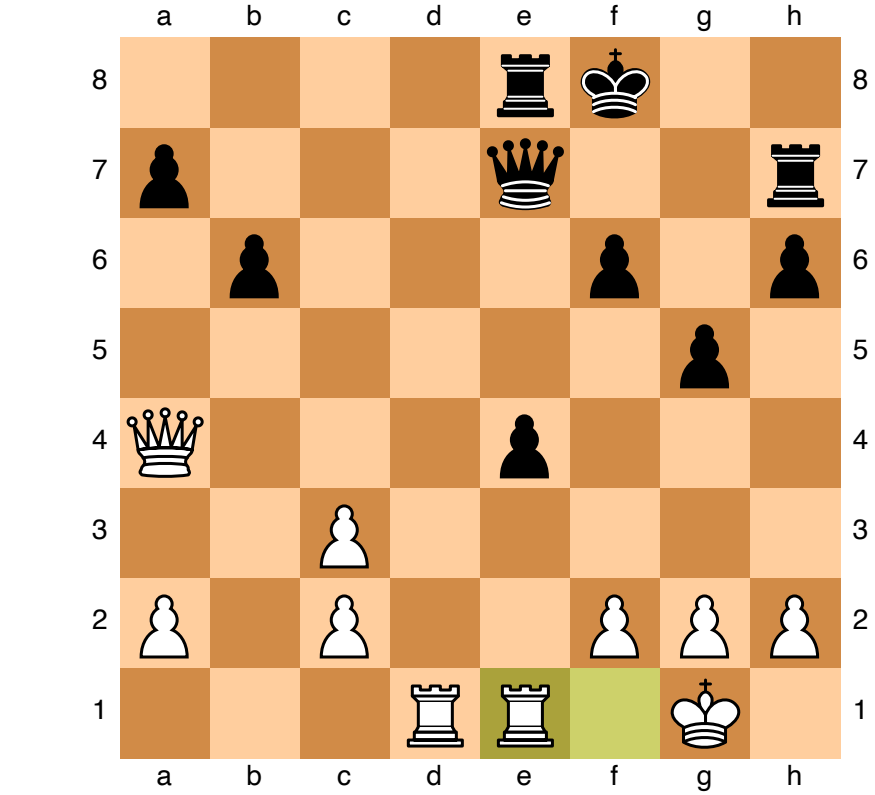
#27
board.push_san("Qa4") #Deep Blue
board



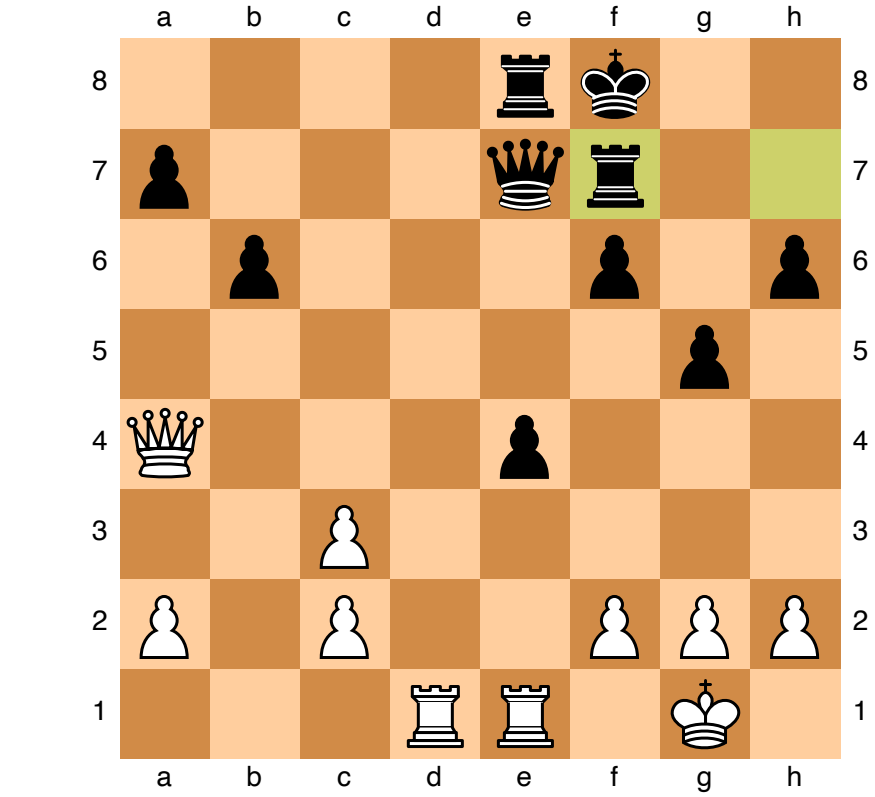
```
#27
board.push_san("f6") #Kasparov
board
```



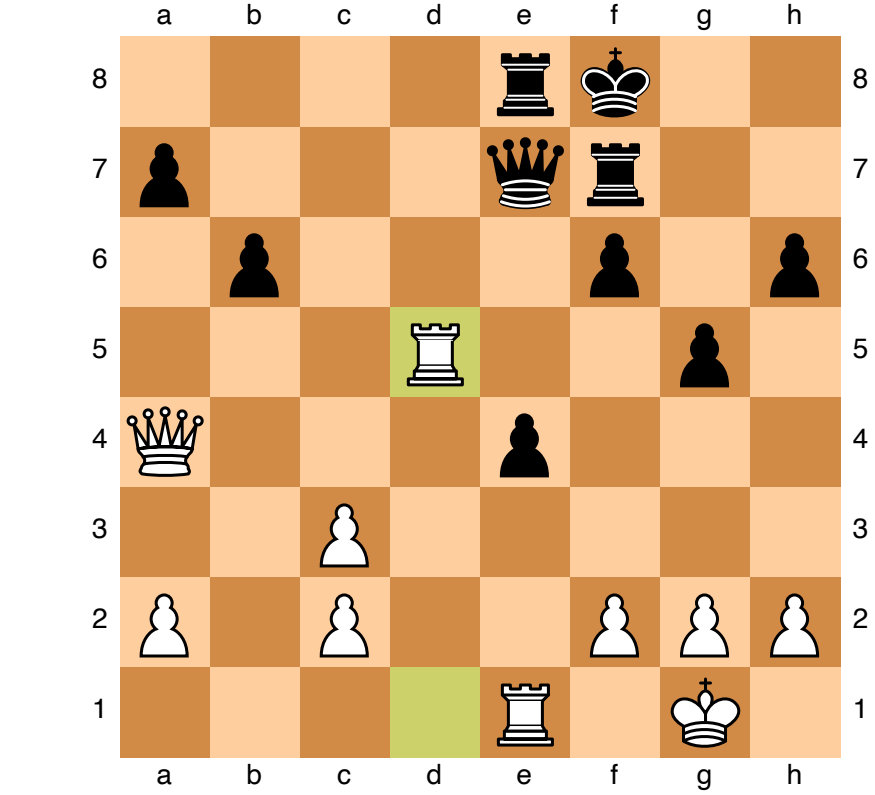
```
#28
board.push_san("Rf1e1") #Deep Blue
board
```



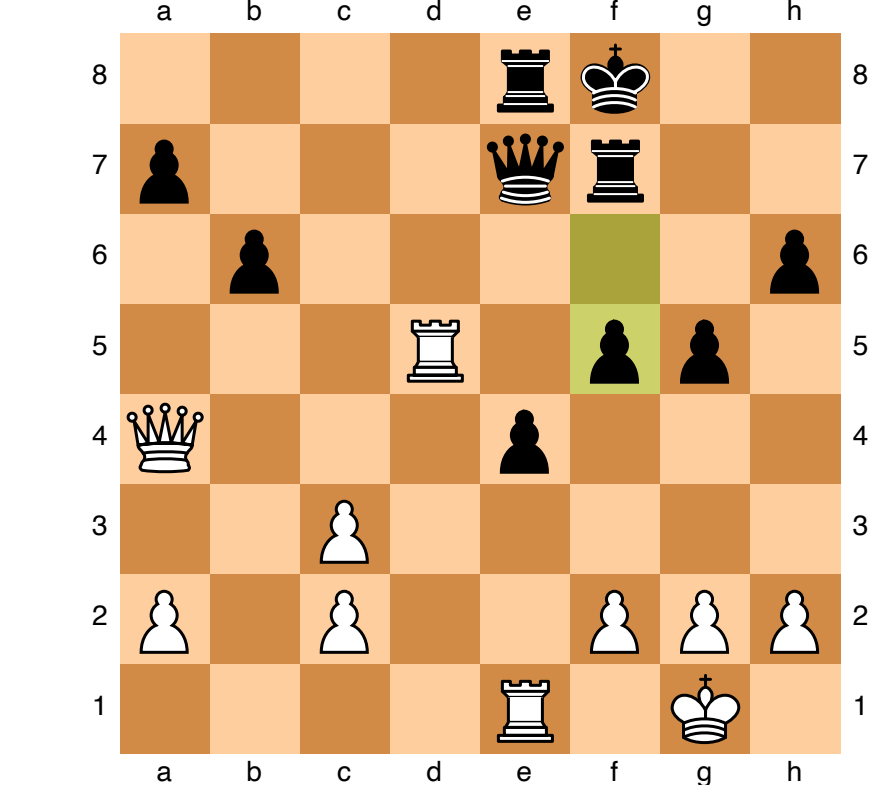
```
#28
board.push_san("Rf7") #Kasparov
board
```



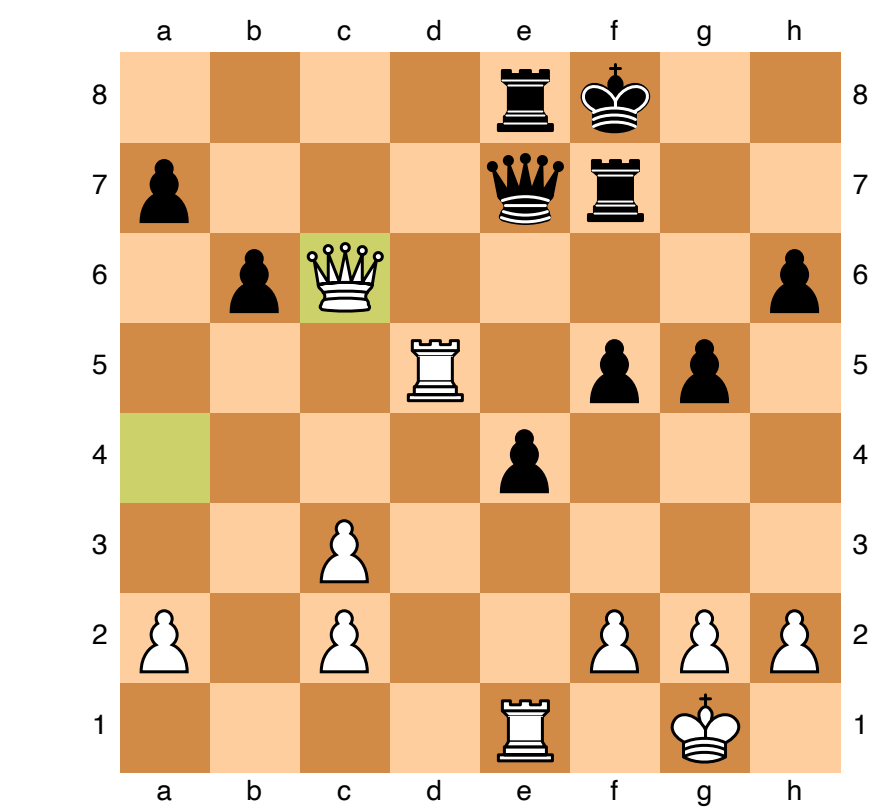
```
#29
board.push_san("Rd5") #Deep Blue
board
```



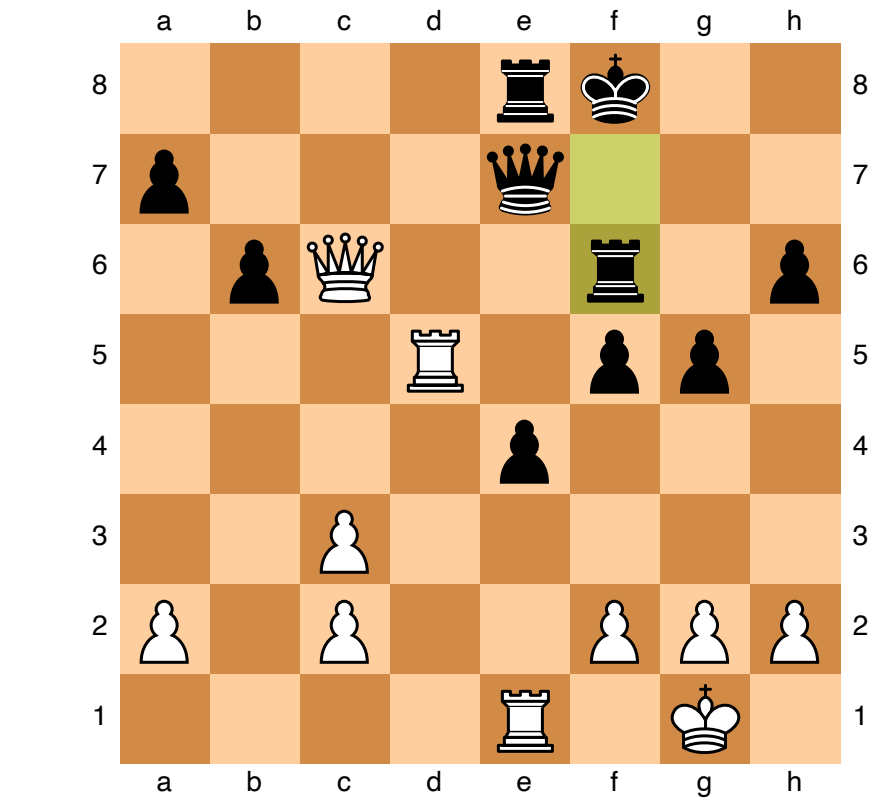
```
#29
board.push_san("f5") #Kasparov
board
```



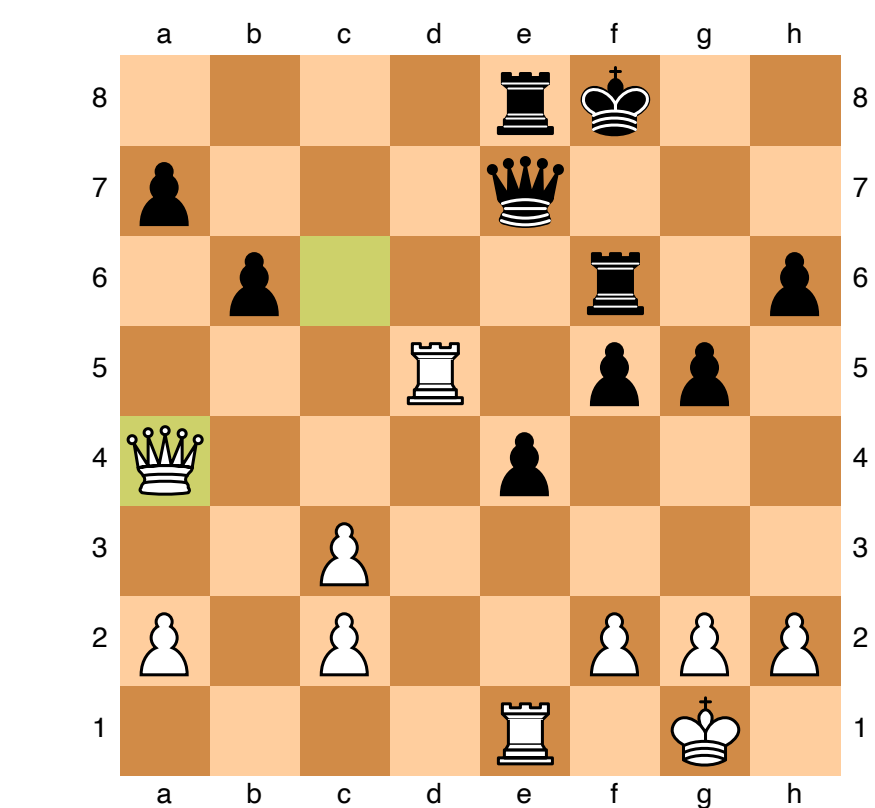
```
#30
board.push_san("Qc6") #Deep Blue
board
```



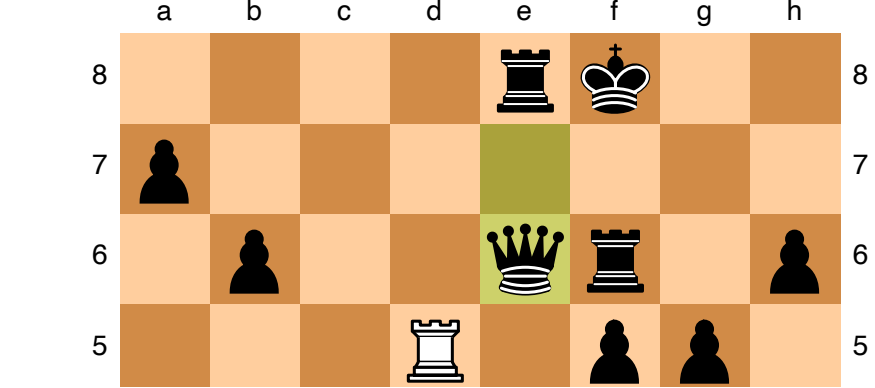
```
#30
board.push_san("Rf6") #Kasparov
board
```



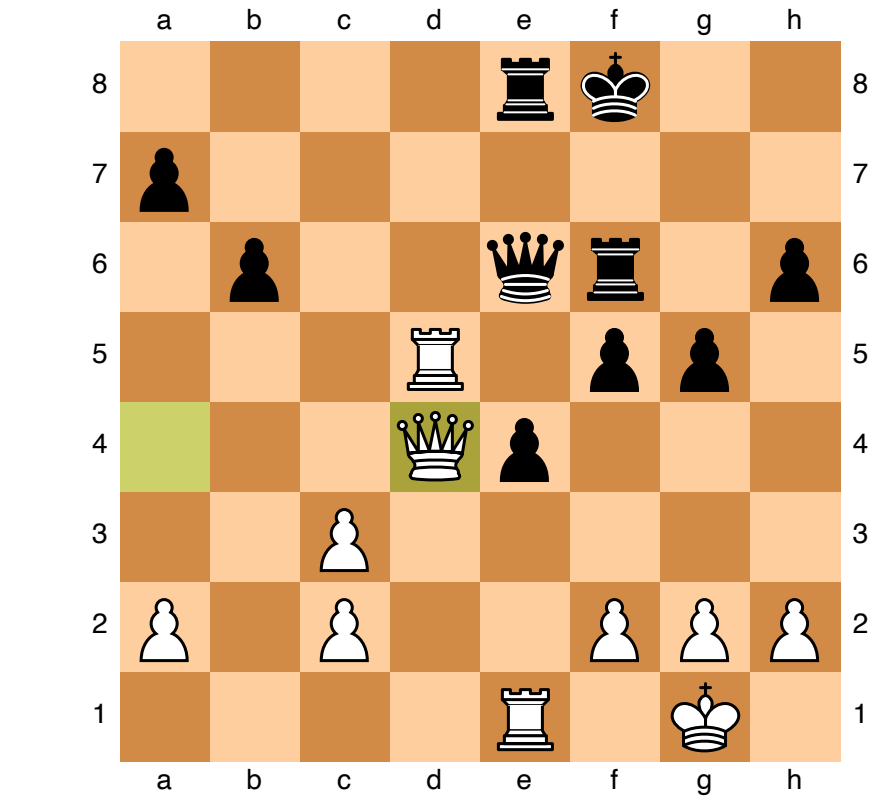
```
#31
board.push_san("Qa4") #Deep Blue
board
```



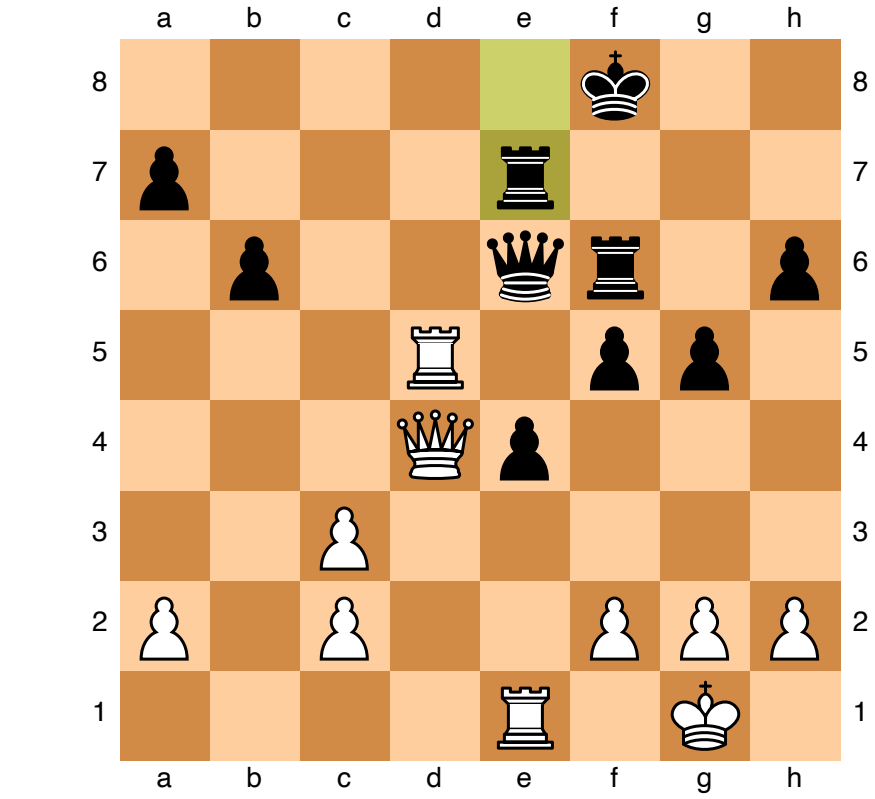
```
#31
board.push_san("Qe6") #Kasparov
board
```



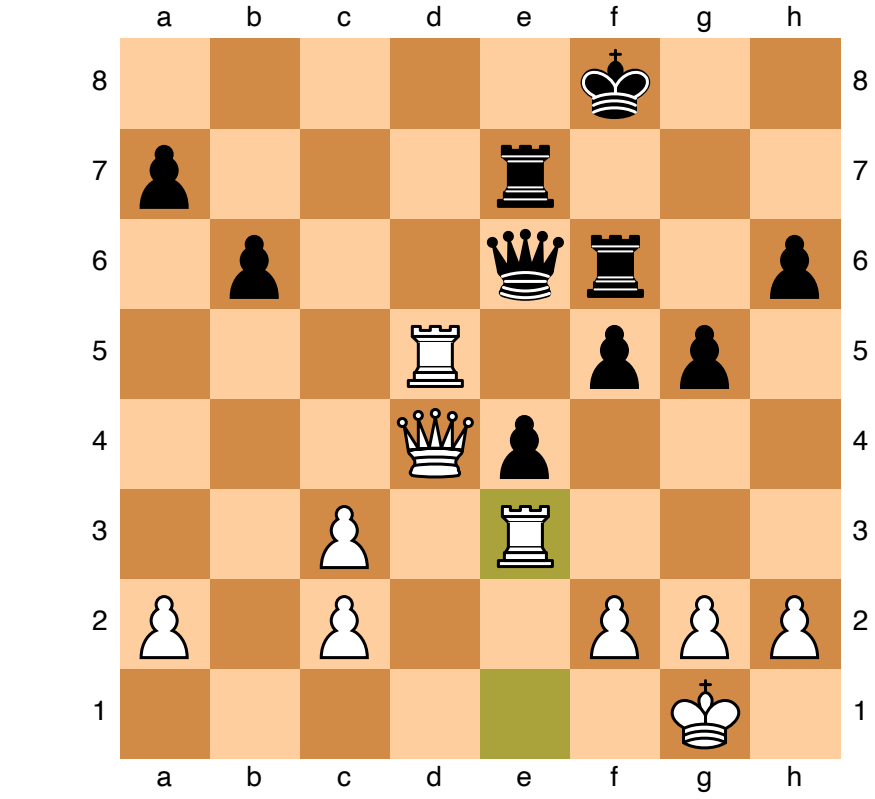
#32
board.push_san("Qd4") #Deep Blue
board



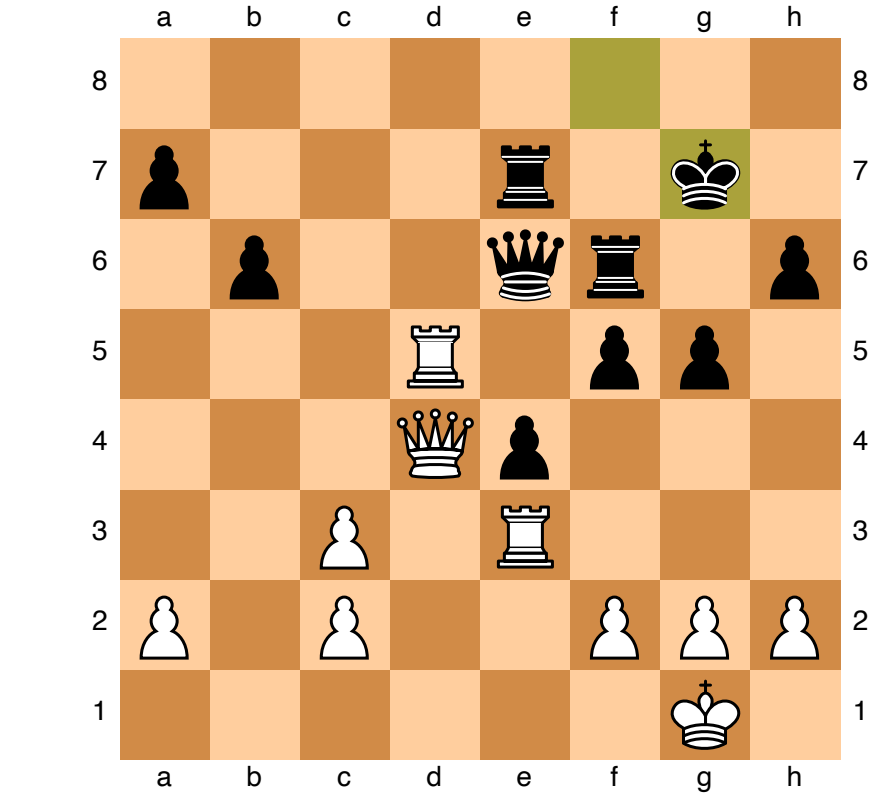
#32
board.push_san("Re7") #Kasparov
board



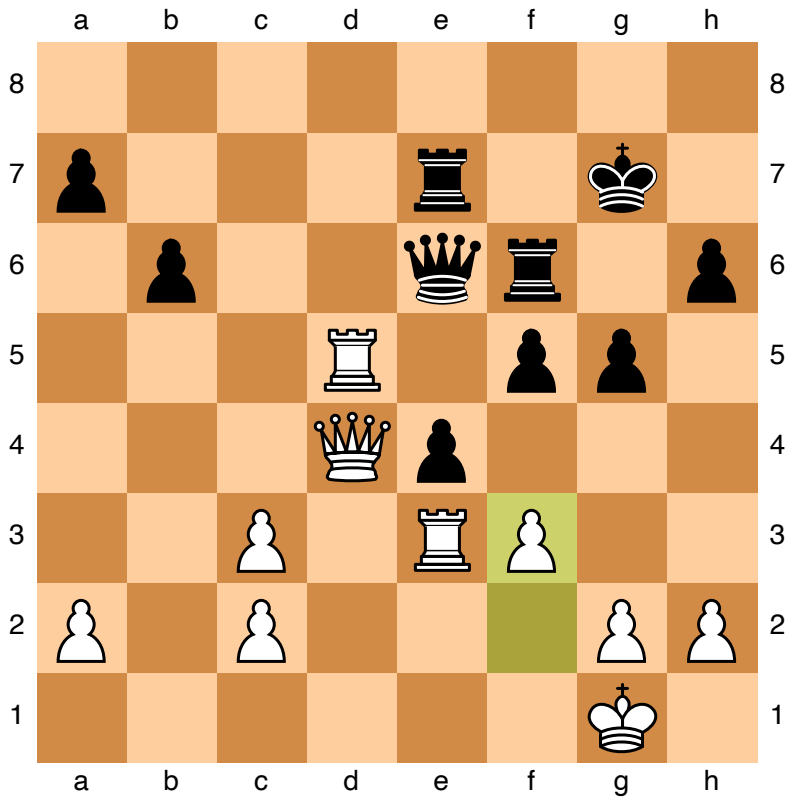
#33
board.push_san("Re3") #Deep Blue
board



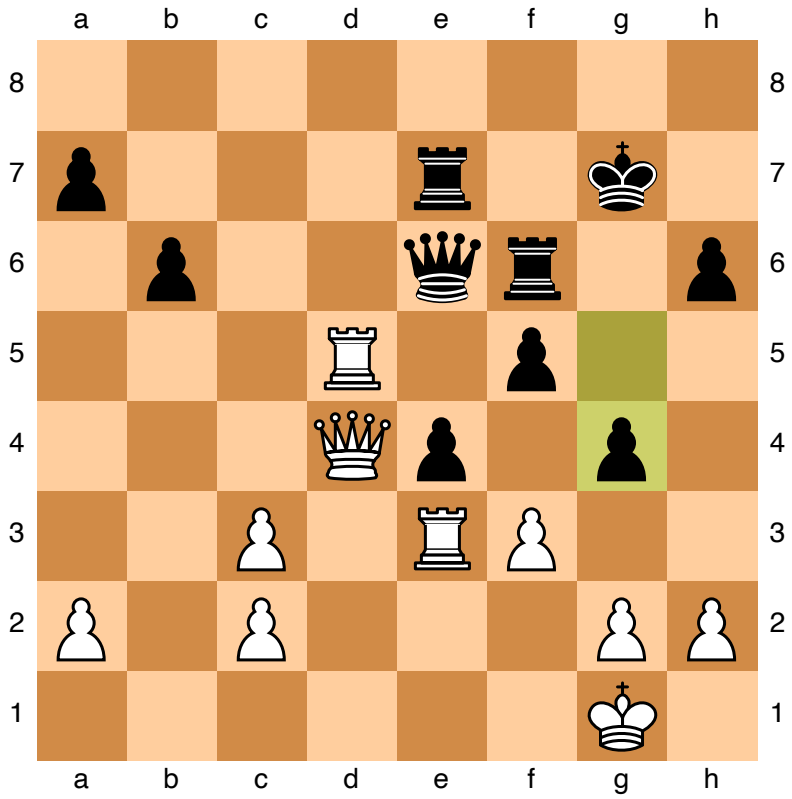
#33
board.push_san("Kg7") #Kasparov
board



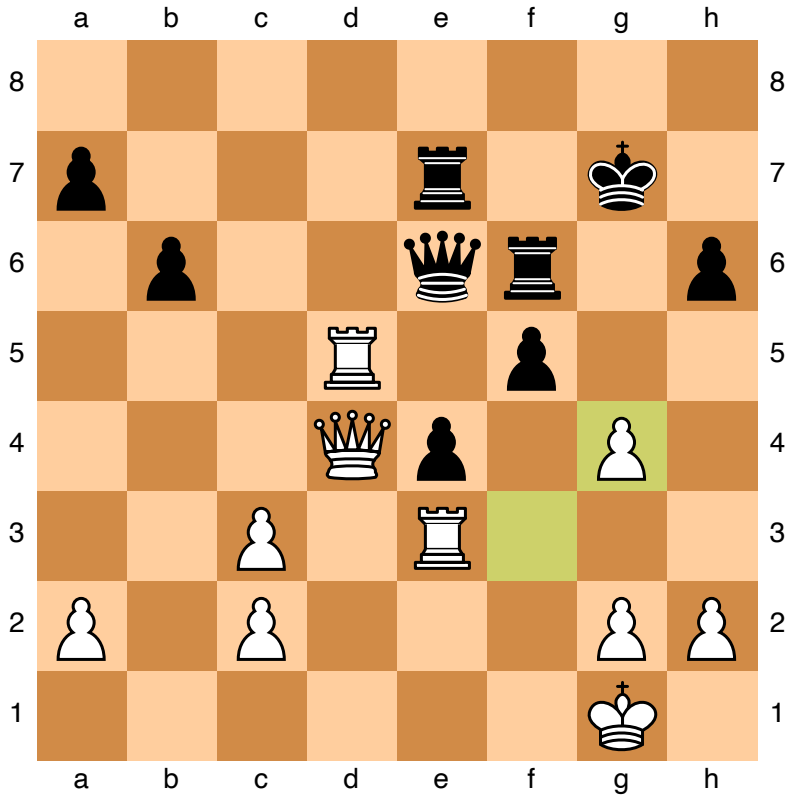
#34
board.push_san("f3") #Deep Blue
board



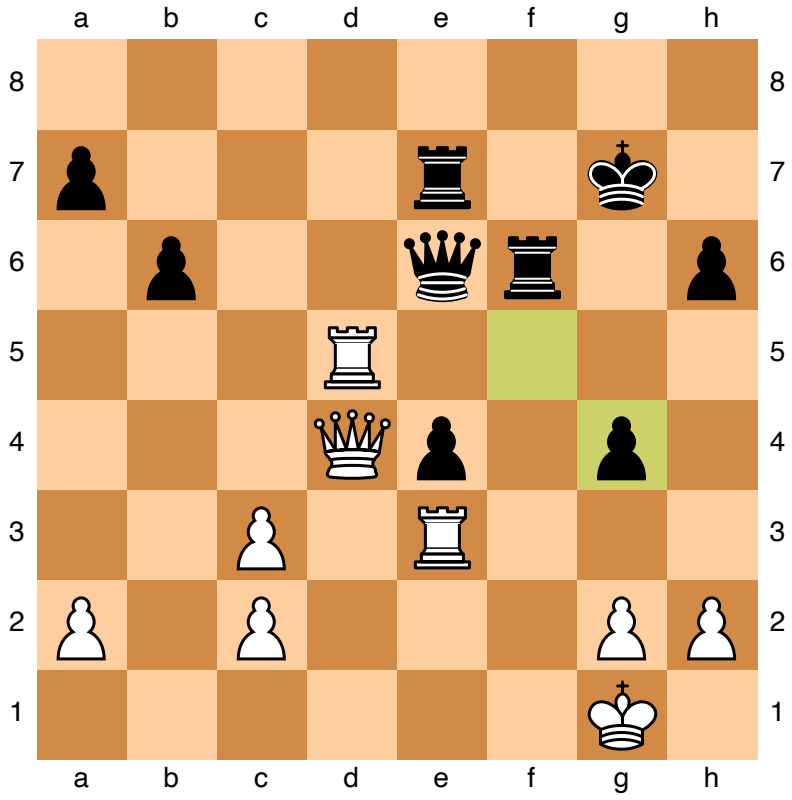
#34
board.push_san("g4") #Kasparov
board



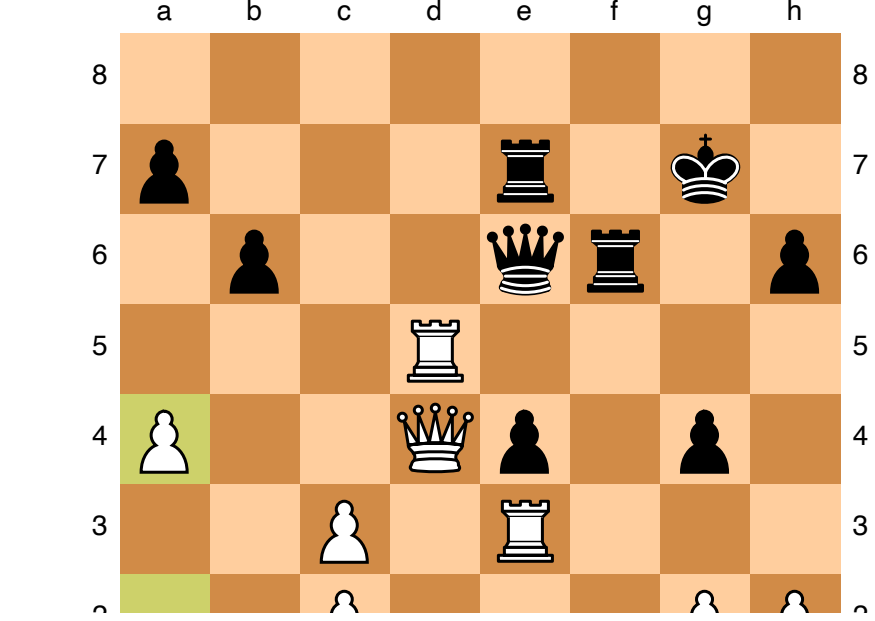
#35
board.push_san("g4") #Deep Blue
board



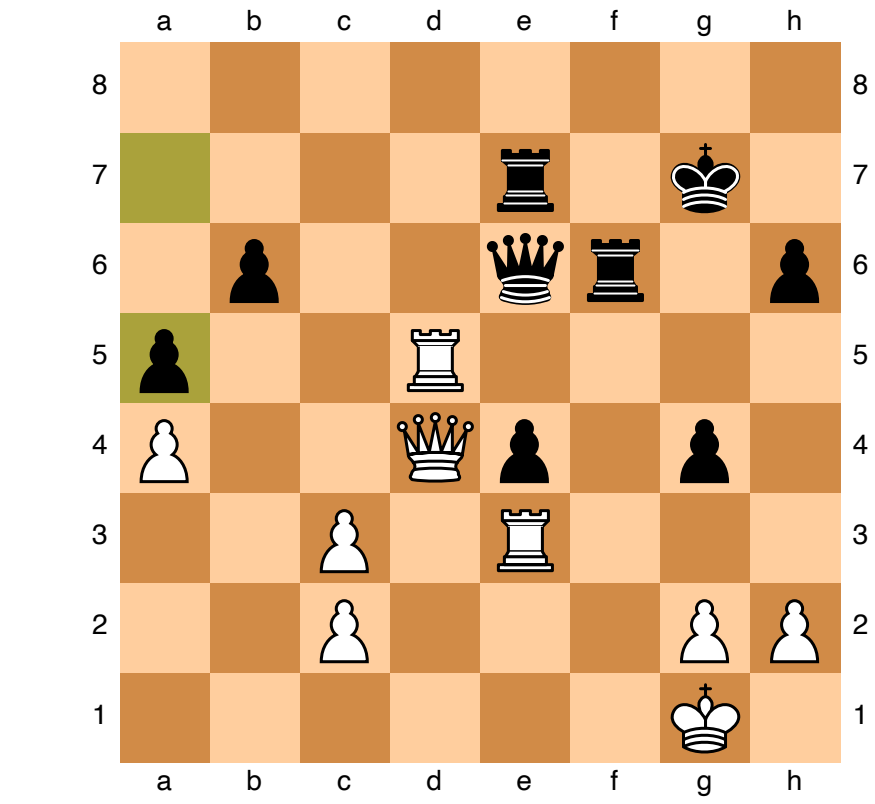
#35
board.push_san("g4") #Kasparov
board



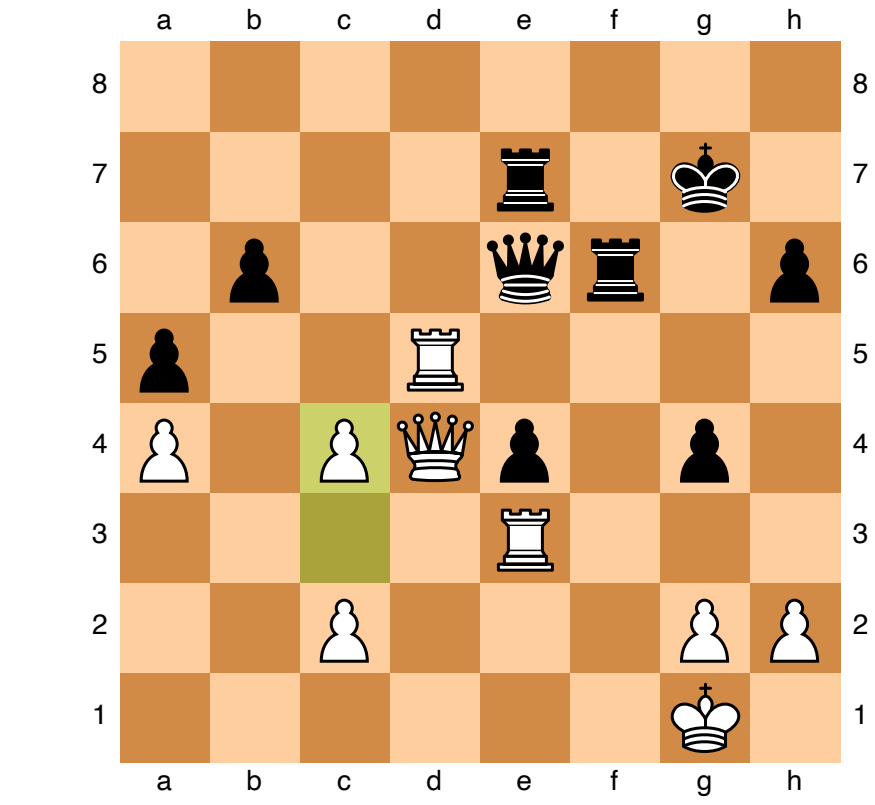
#36
board.push_san("a4") #Deep Blue
board



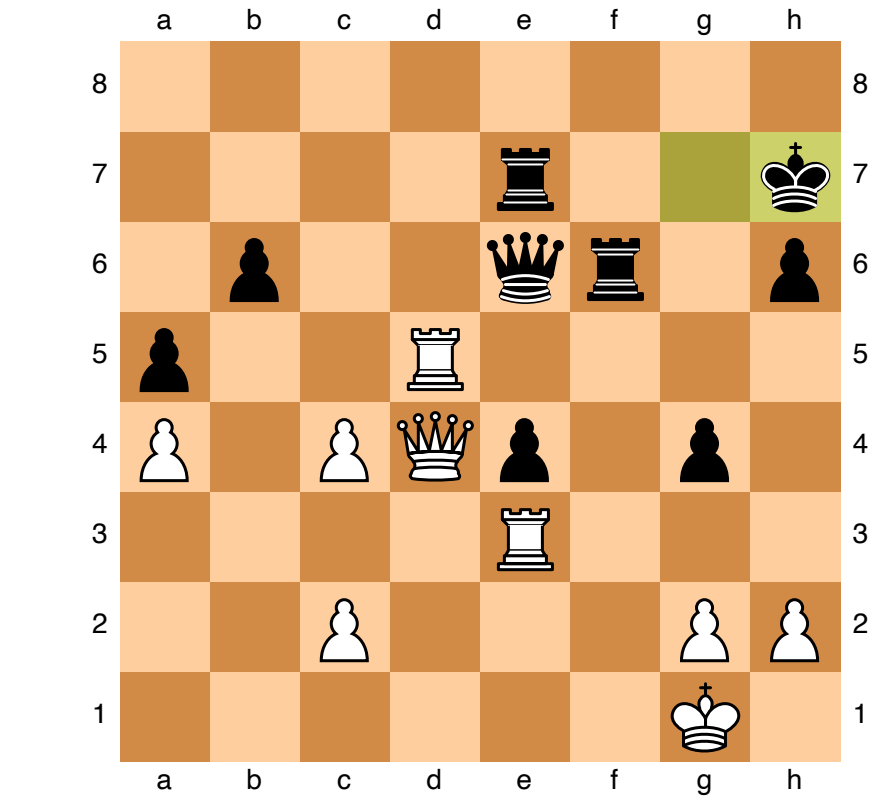
```
#36
board.push_san("a5") #Kasparov
board
```



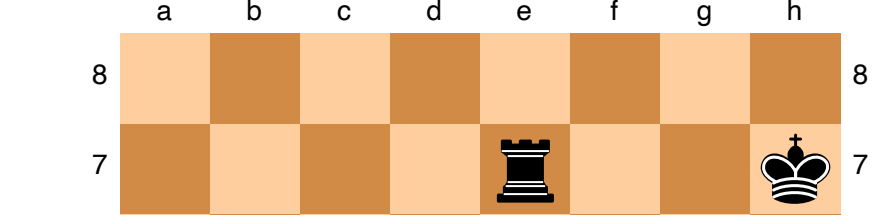
```
#37
board.push_san("c4") #Deep Blue
board
```



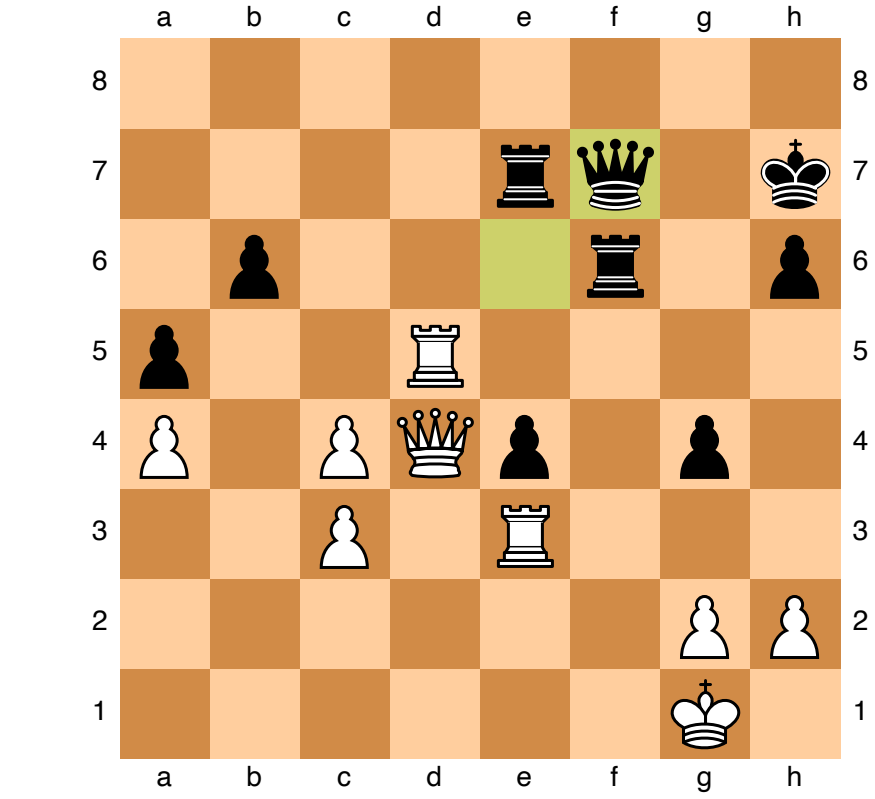
```
#37
board.push_san("Kh7") #Kasparov
board
```



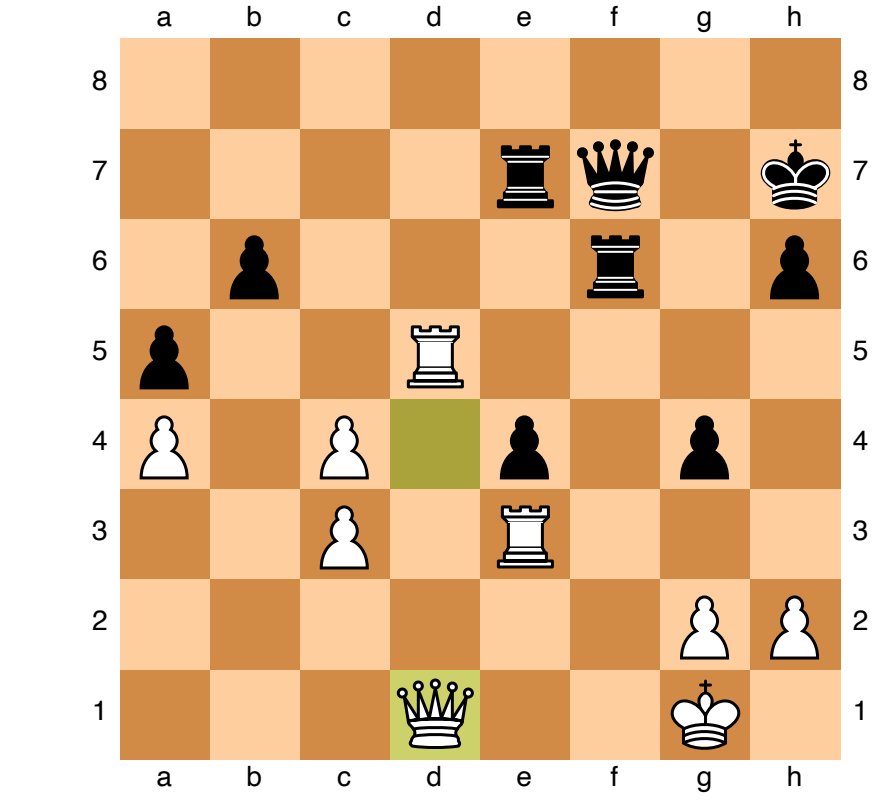
```
#38
board.push_san("c3") #Deep Blue
board
```

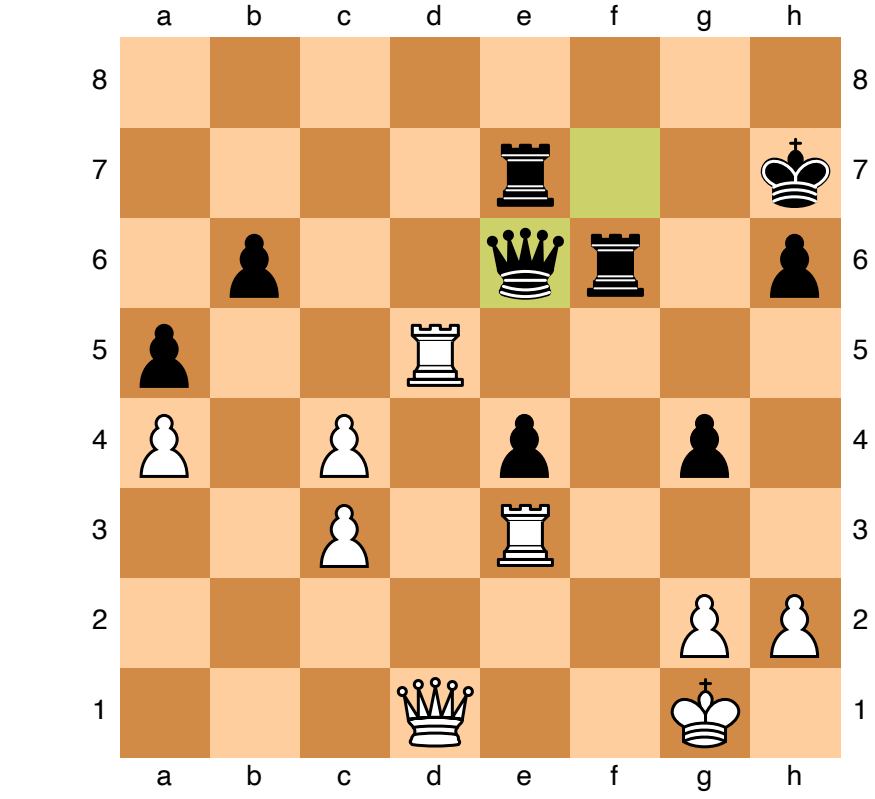
```
#38
board.push_san("Qf7") #Kasparov
board
```



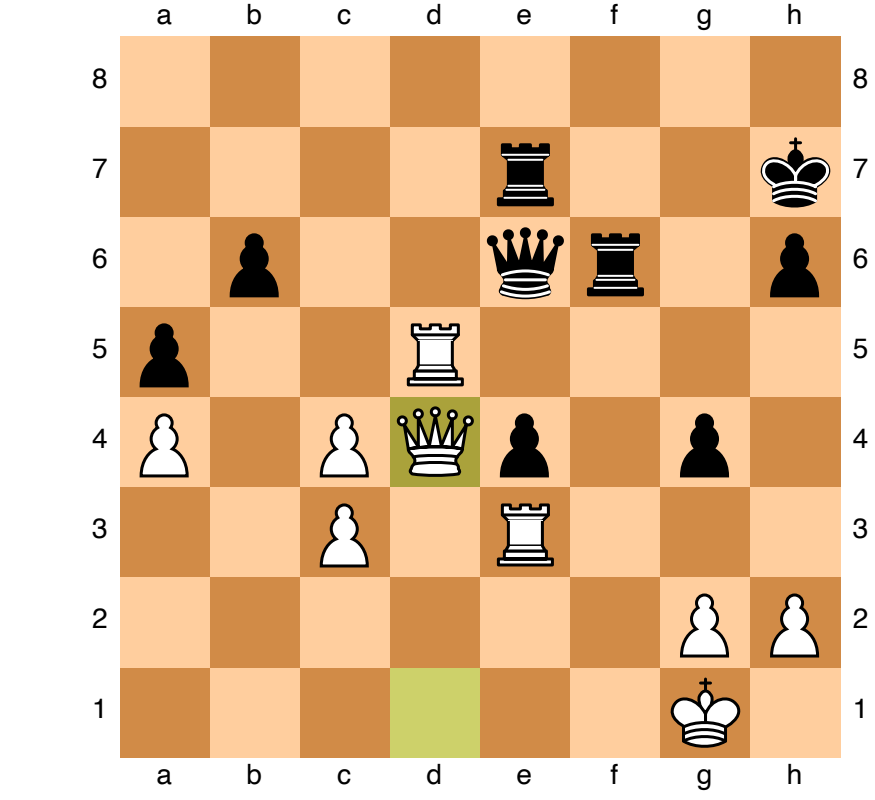
```
#39
board.push_san("Qd1") #Deep Blue
board
```



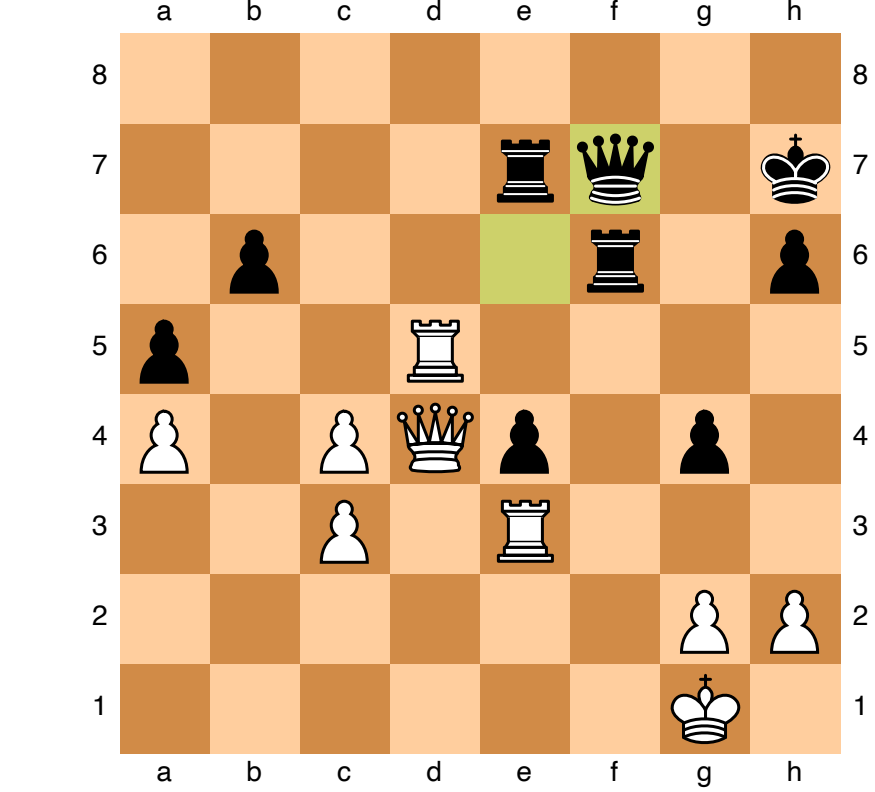
```
#39
board.push_san("Qe6") #Kasparov
board
```



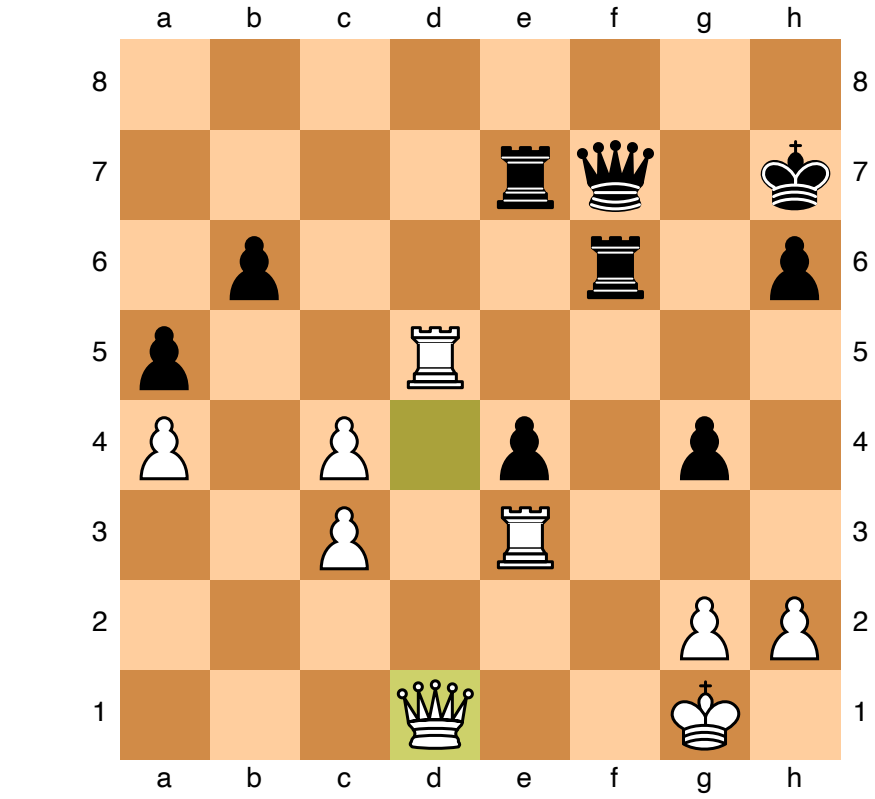
```
#40
board.push_san("Qd4") #Deep Blue
board
```



```
#40
board.push_san("Qf7") #Kasparov
board
```



```
#41 - looping
board.push_san("Qd1") #Deep Blue
board
```



```
#41
board.push_san("Qe6") #Kasparov
board
```

