Introduction to Chess:

The Game of Chess

Chess is a game of strategy and tactics for two players, played on an 8x8 chequered board. Although chess sets come in many varieties and colours, the traditional colours are white and black, and that is how we will be referring to the two players on this website. The aim of the game is to trap your opponent's king, which is called **Checkmate**. A game can also be won if your opponent gives up (in chess, we call this 'resigning'), and there are a variety of ways a game can end in a draw, in which case neither player wins. We'll look at these in more detail later on.

The Chess Pieces

Each player has an army consisting of a king, a queen, two rooks, two bishops, and two knights, and eight pawns.


Pawn

Knight

Bishop

Rook

Queen

King

Each turn, you must move one piece to a new square. The player with the white pieces goes first, and after that the players take it in turns to move a piece. There are no dice in chess - every piece has its own way of moving, and it's up to you which one you want to move. Each piece also has the ability to capture, or 'take', an enemy piece. To do this, you simply move your piece or pawn onto the square occupied by the enemy piece, and remove it from the board.
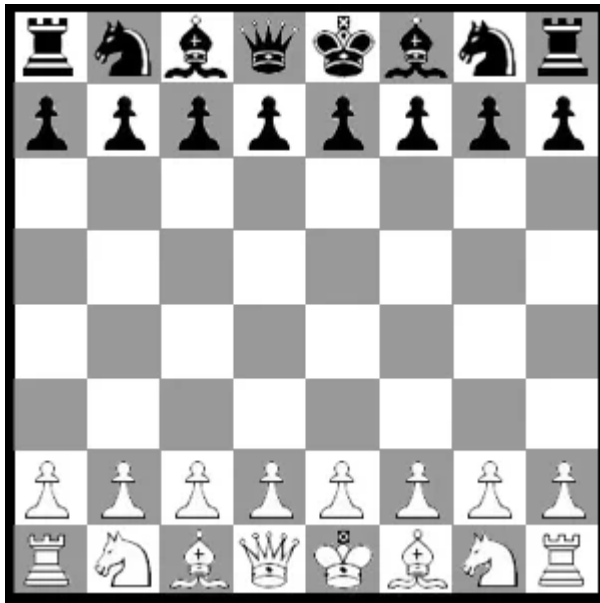
Setup:

The board is setup as shown. There should always be a white square at the closest right-hand side for both players. Remember that the queen must be on a square that matches her color.

ChessBoard is a Python implementation of the FIDE laws of chess. The main goal is to implement all applicable rules in a simple, straightforward way. The intention is not to be fast but to be easy to understand and to be complete. Many other implementation has known problems with castling, stalemate or other more or less special rules.
Features:

- The moves of the pieces
- Castling
- En passant
- Check detection
- Checkmate detection
- Stalemate detection
- Draw by the fifty moves rule detection
- Draw by the three repetitions rule detection
- Get valid locations support
- Imoprt and export of Forsyth-Edwards Notation strings.
- Add text moves in the AN, SAN and LAN standards.
- Export moves in the AN, SAN and LAN standards.
- Undo and Redo.
- Goto a specified move.

Unpack the source and start example with "python ChessClient.py"

Keys:

- z - Undo last move.
- R-reset all game

This is output of game