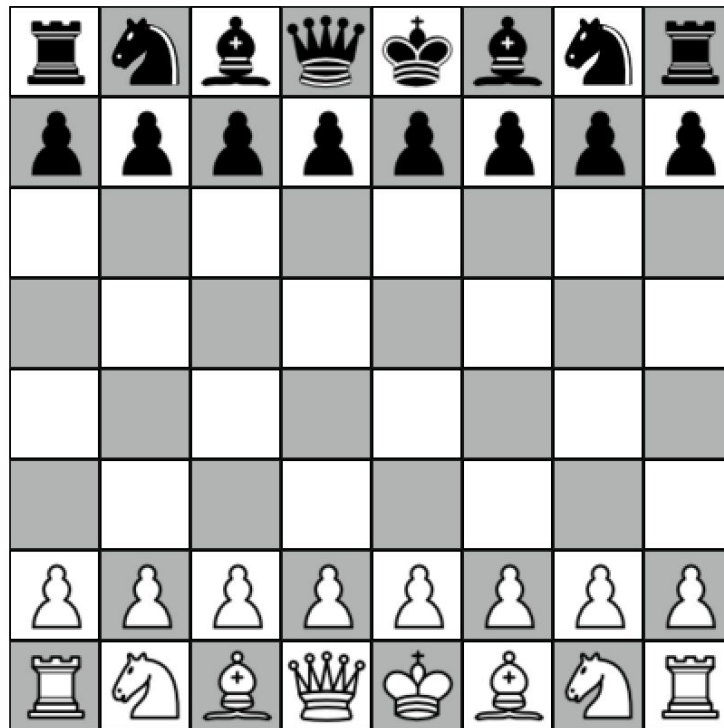


Chess



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Chess win condition

- Goal of chess is to checkmate your opponent's king
- Checkmate happens when a king is in check (being attacked by enemy piece) and can not get out of it

Setup

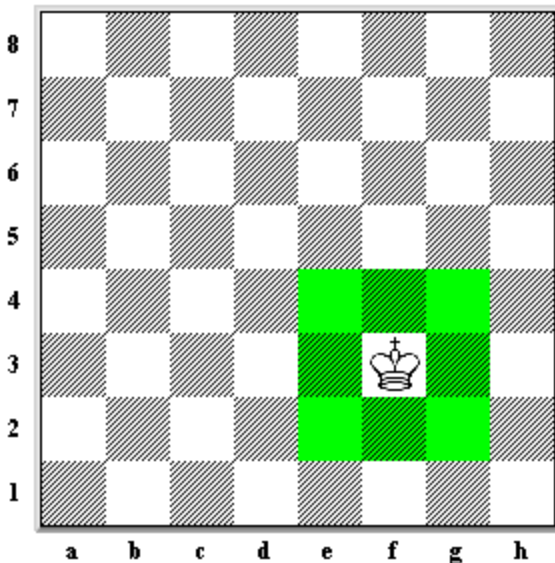
- Each player has 16 pieces 8 pawns, 2 rooks, 2 knights, 2 bishops, 1 queen and 1 king
- One player controls the white pieces and one player controls the black pieces

Turn

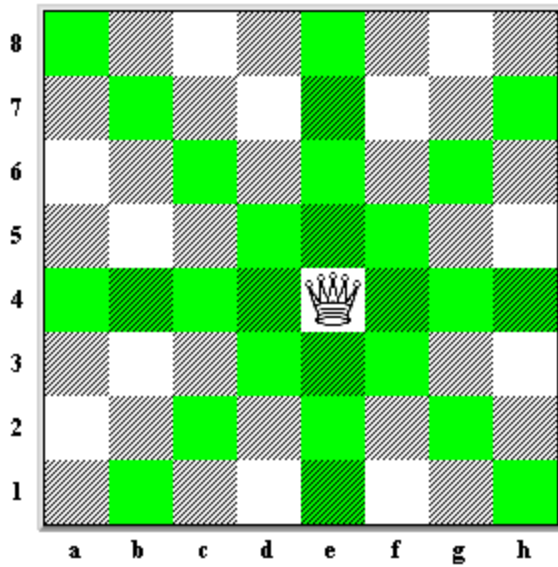
- The player who is on the white side goes first
- After moving a piece the opponent gets to make a move
- If you are in check you have to get yourself out of check on that turn. If it's not possible then it's checkmate

Pieces

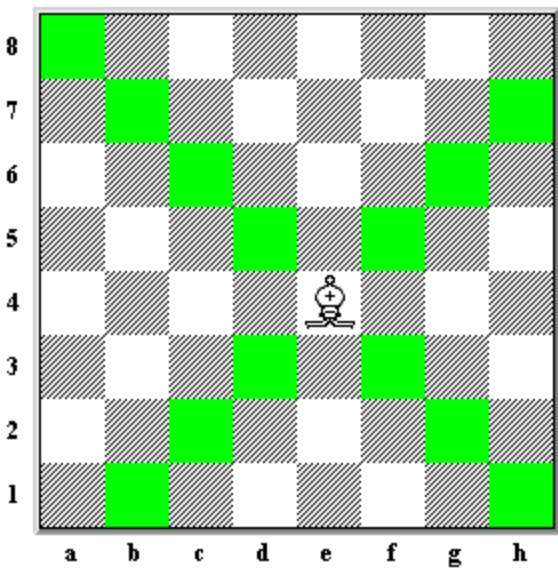
- King
- The king can move in and square adjacent to it so long as it don't move into a position that will put it into check. It can take pieces in those direction.



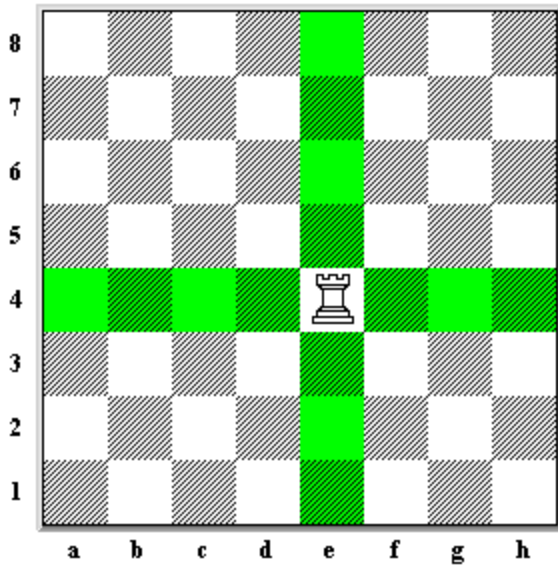
- Queen
- The queen can move diagonally and in four directions forward, backward, left and right until the end of the board. It can take pieces in those direction.



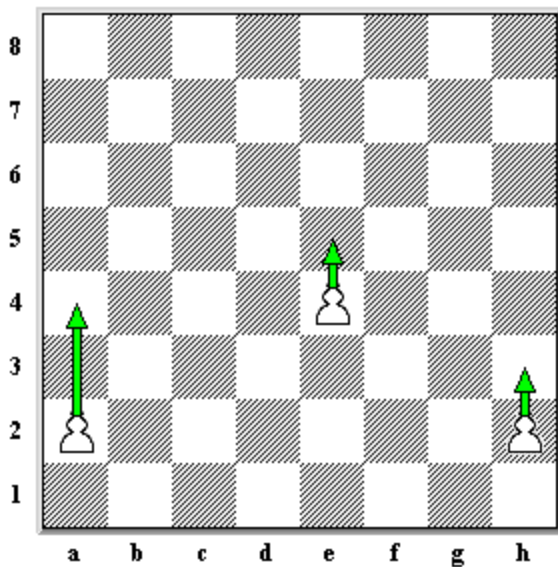
- Bishop
- The bishop can move diagonally in any direction for all the squares until the end of the board.



- Rook
- The rook can move forward, backward, left and right for all the squares until the end of the board. It can take pieces in those direction.



- Pawn
- The pawn can move 2 squares forward only if it hasn't moved yet. If it has moved it can only move 1 square up. The pawn can only take enemy pieces that are in front of it and in a square directly diagonal to it.



- Knight
- The knight moves by moving two squares forward, backward, left or right and 1 square at a 90 degree angle (your move should form a L-shape). Unlike other pieces it can jump over pieces when moving. It can take pieces in a L-shape.

