# 6 Glossary

**abort** - A player may request to abort a game at any time. If their opponent agrees then the game is immediately ended with no result.

**checkmate -** A player is in checkmate when their king is attacked and they have no way to escape the attack, either by blocking the attack, moving away, or capturing the attacking piece.

**clock** - Most games are played with a chess clock that keeps time for both players. The players agree on a time and then they each have that amount of time to make all of their moves for the game. A player loses the game when he runs out of time unless his opponent lacks sufficient mating material.

**draw** - A tie game.

**insufficient mating material** - There are several endgame states in which it is impossible to achieve checkmate. When one of these cases arises the game is automatically ended in a draw. These cases are KN vs. K, KB vs. K, and KNN vs. K.

**notation** - A way to record the chess moves of a game. There are several different forms but in this project we will use starting square - ending square. Example: e2-e4.

**promotion** - When a pawn reaches the final rank of the board the player must promote it to either a queen, rook, bishop, or knight. These options are not dependent on the current pieces on the board. For example, it would be theoretically possible to have nine queens.

**resign** - A player may resign at any time and forfeit the game.

**stalemate** - A player is in stalemate when they have no legal moves but their king is not attacked.

**three-fold repetition** - When the same exact position arises on the board three times either player has the option to claim an immediate draw by the rule of three-fold repetition.