

Bedienungsanleitung

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May 2021

At the start of the program a game between two human players with a representation of the board (Fig.1) starts automatically.

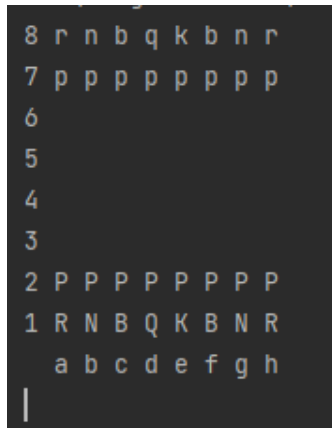


Figure 1: Chess Board

The game then waits for an input from the white player. An input that represents a move from e2 to e4, should be in the format of "e2-e4". Could a pawn promotion be possible, this should be indicated like e.g. "e7-e8Q", with the Q representing the Queen, B for Bishop, N for a Knight and R for a Rook. If nothing was given, then the pawn will promote itself to a Queen. For a castling move, the king should make the move towards the required position depending on which side to castle. If the player wishes to see his beaten pieces, this can be done by inputting the word "beaten" in the console.