

# Chess Introduction

## Chess Board

## Chess Basic Moves

## Material Points







Piece						
	Pawn	Knight	Bishop	Rook	Queen	King
Material Points	1	3	3	5	9	$\infty$

Table 1: Chess Standard Material Points System

Piece values exist because calculating to checkmate in most positions is beyond even top computers. Thus, players aim primarily to create a material advantage, which is helpful to quantitatively **approximate the strength of an army of pieces**.<sup>1</sup>

## Portable Game Notation (PGN)

**Portable Game Notation (PGN)** is a standard plain text format for recording chess games (both the moves and related data), which can be read by humans and is also supported by most chess software.<sup>2</sup>

```
[Event "rated rapid game"]
[Result "1-0"]
[WhiteElo "1025"]
[BlackElo "1079"]
[Variant "Standard"]
[TimeControl "900+10"]
[Opening "Four Knights Game: Italian Variation"]
```

```
1. e4 e5 2. Bc4 Nc6 3. Nf3 Nf6 4. Nc3 d5 5. exd5 Nd4 6. Nxe5 Bg4 1-0
```

<sup>1</sup>Chess piece relative value: [https://en.wikipedia.org/wiki/Chess\\_piece\\_relative\\_value](https://en.wikipedia.org/wiki/Chess_piece_relative_value)

<sup>2</sup>Portable Game Notation: [https://en.wikipedia.org/wiki/Portable\\_Game\\_Notation](https://en.wikipedia.org/wiki/Portable_Game_Notation)