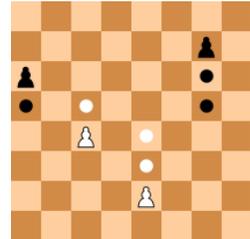
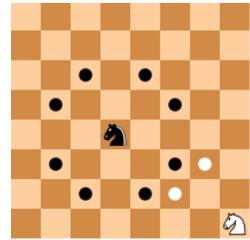


Some Chess Rules

Piece	Movement
 King	1 space, any direction.
 Queen	Any number of spaces, any one direction.
 Bishop	Any number of spaces, diagonally.
 Knight	An L: Two spaces horizontally and one vertically, or one vertically and two horizontally. (See upper grid on right.)
 Rook	Any number of spaces, choice of horizontally or vertically.
 Pawn	One square (option of two on first move) vertically forward. (See lower grid on right.) To capture: One diagonal space forward to the left or right.



Check: An opposing piece moves into a position that allows capture of the king in its next move. The player in check must use their move to get out of check.

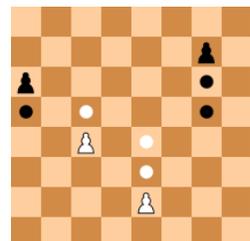
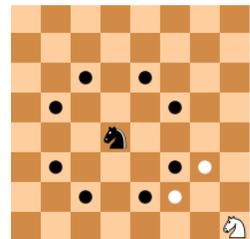
Checkmate: A player has no possible moves that allows them to get out of check. This ends the game, with the player in check losing.



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