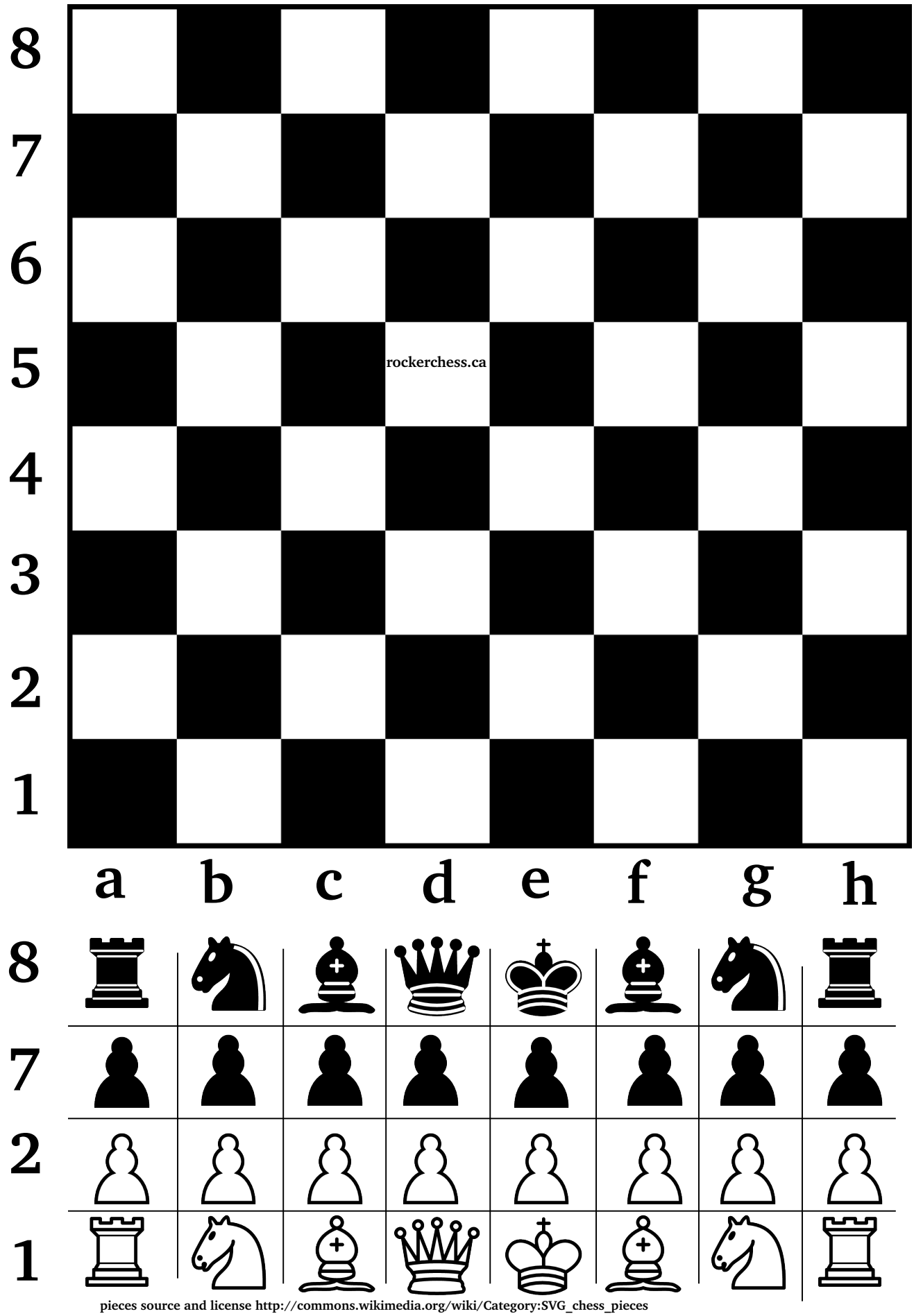

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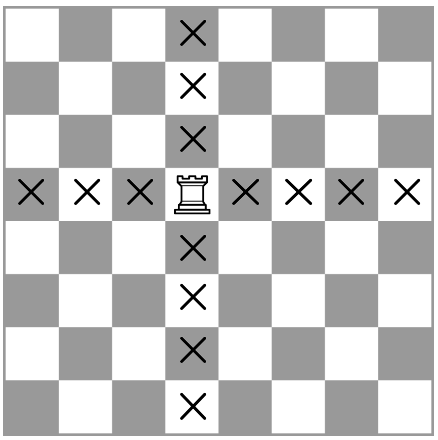
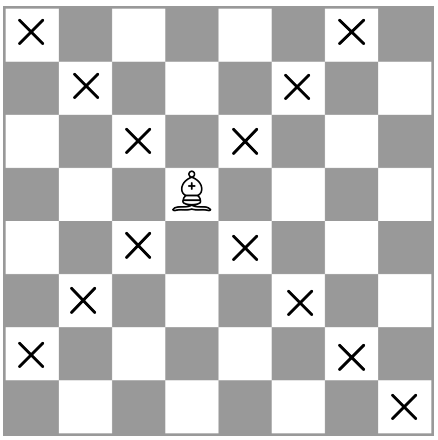
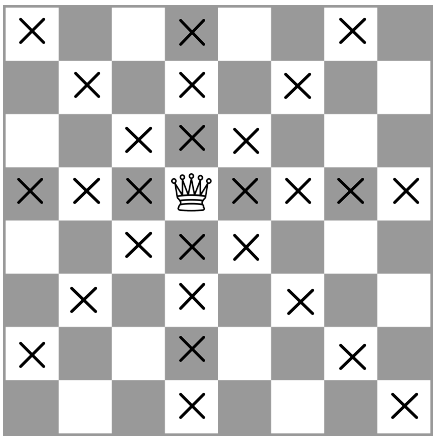
Rook



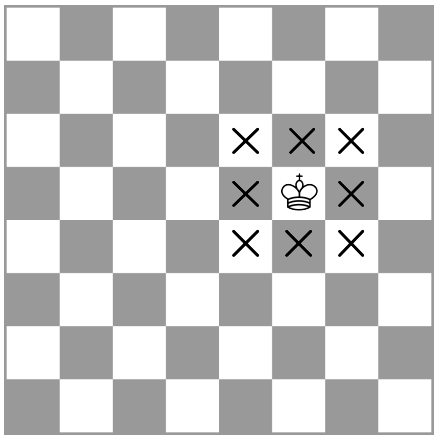
Bishop



Queen



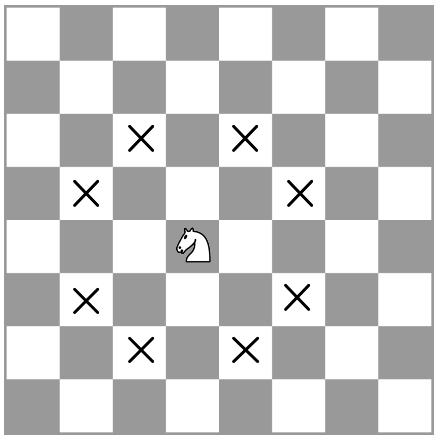
King



The king moves one square in any direction.

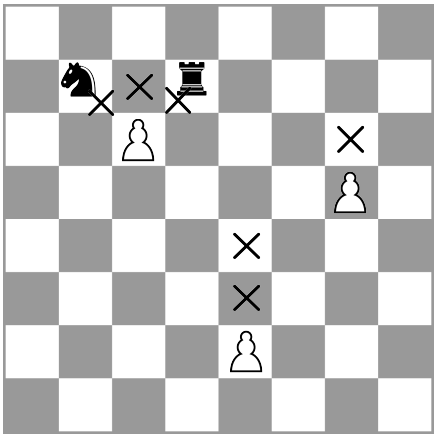
A king under attack by an opponent piece is in "check". You must get out of check if you can. A king under attack that can't get out of check is "checkmated" and opponent wins. Get out of check by moving the king, capturing the attacker, or blocking the attack.

Knight



The knight is not blocked by other pieces: it jumps to the new location, two squares in one direction, one square the other.

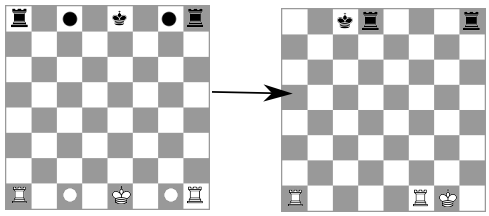
Pawn



A pawn moves straight forward one square, if that square is vacant. If it has not yet moved, a pawn also has the option of moving two squares straight forward, provided both squares are vacant. Pawns cannot move backwards.

Pawns are the only pieces that capture differently from how they move. A pawn can capture an enemy piece on either of the two squares diagonally in front of the pawn (but cannot move to those squares if they are vacant).

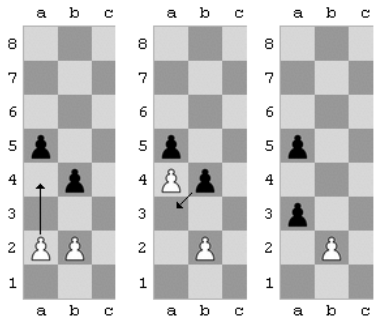
Castling



Castling consists of moving the king two squares towards a rook, then placing the rook on the other side. Castling is only permissible if all of the following:

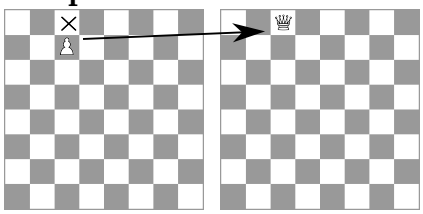
* The king and rook involved must not have previously moved.
* There must be no pieces between the king and the rook.
* The king may not currently be in check, nor may the king pass through or end up in a square that is under attack by an enemy piece.

En passant



If a pawn moves forward two squares and passes a pawn that could have captured it had it moved one square, on the next move only, the opponent may capture the pawn as if it has moved one square.

Pawn promotion



If a player advances a pawn to its eighth rank, the pawn is then promoted (converted) to a queen, rook, bishop, or knight of the same color at the choice of the player. This does not have to be a previously capured piece (you can have two, three... nine queens!).

http://en.wikipedia.org/wiki/Rules_of_chess