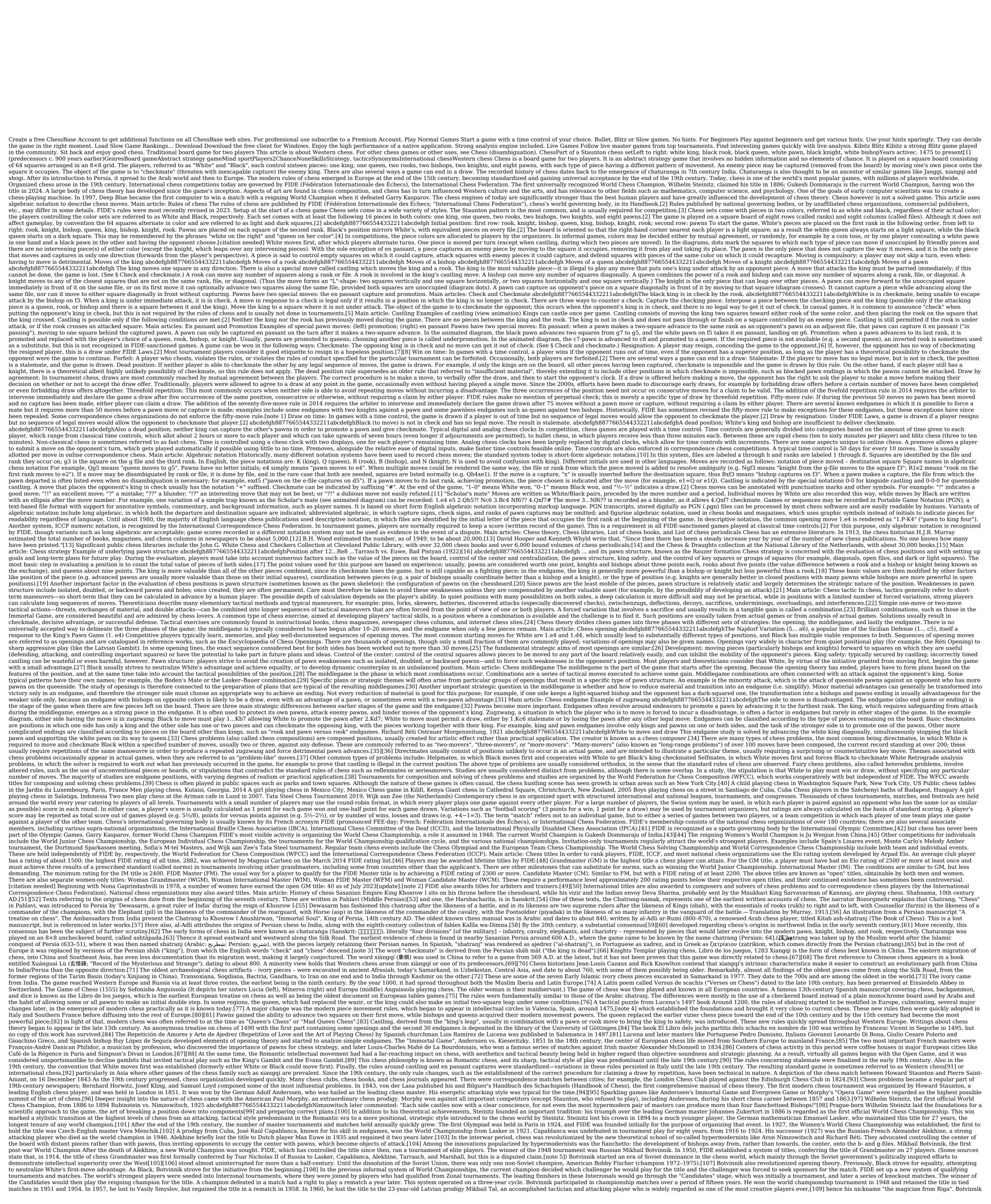
## I'm not a bot





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again regained the title in a rematch in 1961. Bobby Fischer, World Champion from 1972 to 1975 Following the 1961 event, FIDE abolished the automatic right of a deposed champion to a rematch, and the next champion from 1972 to 1975 Following the 1963-1969. His
successor, Boris Spassky from Russia (champion 1969-1972), won games in both positional and sharp tactical style.[110] The next championship, the so-called Match of the Century, saw the first non-Soviet challenger since World War II, American Bobby Fischer. Fischer defeated his opponents in the Candidates matches by unheard-of margins, and
convincingly defeated Spassky for the world championship. The match was followed closely by news media of the day, leading to a surge in popularity for chess; it also held significant political importance at the height of the Cold War, with the match being seen by both sides as a microcosm of the conflict between East and West.[111] In 1975,
however, Fischer refused to defend his title against Soviet Anatoly Karpov when he was unable to reach agreement on conditions with FIDE, and Karpov obtained the title by default.[112] Fischer modernized many aspects of chess, especially by extensively preparing openings.[113] Karpov defended his title twice against Viktor Korchnoi and
dominated the 1970s and early 1980s with a string of tournament successes.[114] In the 1984 World Chess Championship, Karpov faced his toughest challenge to date, the young Garry Kasparov from Baku, Soviet Azerbaijan. The match was aborted in controversial circumstances after 5 months and 48 games with Karpov leading by 5 wins to 3, but
evidently exhausted; many commentators believed Kasparov, who had won the last two games, would have won the match had it continued. Kasparov winning them all.[115] Kasparov became the dominant figure of world
chess from the mid-1980s until his retirement from computer chess engines) began to appear in the 1960s. In 1970, the first World Computer Chess tournament, the North American Computer Chess Championship, was held, followed in 1974 by the first World Computer Chess
Championship. In the late 1970s, dedicated home chess computers such as Fidelity Electronics' Chess Challenger became commercially available, as well as software to run on home computers such as Fidelity Electronics' Chess Challenger became commercially available, as well as software to run on home computers. The overall standard of computer such as Fidelity Electronics' Chess Challenger became commercially available, as well as software to run on home computers.
endgames such as king and rook versus king and rook versus king and bishop, appeared in the late 1970s. This set a precedent to the complete six- and seven-piece tablebases that became available in the 2000s and 2010s respectively.[116] Some of the earliest chess databases, which are collections of chess games searchable by move and position, include Ken Thompsone
and Joe Condon's king-queen versus king-rook chess database. They were used for testing early chess engines like Belle. It won the ACM North American Computer Chess Championship five times and the 1980 World Computer Chess Championship five times and the 1980 World Computer Chess Championship.
[118] Databases containing millions of chess games have since had a profound effect on opening theory and other areas of chess research. Digital clocks allow for time controls involving increments and delays. The Internet enabled online chess as a
new medium of playing, with chess server allowing users to play other people from different parts of the world in real time. The first such server, known as Internet Chess Server (ICS), was developed at the University of Utah in 1992. ICS formed the basis for the first commercial chess server, the Internet Chess Server (ICS), was developed at the University of Utah in 1992. ICS formed the basis for the first such server, known as Internet Chess Server (ICS), was developed at the University of Utah in 1995,
and for other early chess servers such as Free Internet Chess Server (FICS). Since then, many other platforms have appeared, and online chess began to rival over-the-board chess in popularity. [119][120] During the 2020 COVID-19 pandemic, the isolation ensuing from quarantines imposed in many places around the world, combined with the success
of the popular Netflix show The Queen's Gambit and other factors such as the popularity of online chess, but for the game of chess in general; this phenomenon has been referred to in the media as the 2020 online chess boom.[121][122]
Computer chess has also seen major advances. By the 1990s, chess engines could consistently defeat most amateurs, and in 1997 Deep Blue defeated World Champion Garry Kasparov in a six-game match, starting an era of computer dominance at the highest level of chess. In the 2010s, engines significantly stronger than even the best human players
became accessible for free on a number of PC and mobile platforms, and free engine analysis became a commonplace feature on internet chess servers. An adverse effect of the easy availability of engine analysis on hand-held devices and personal computer shas been the rise of computer cheating, which has grown to be a major concern in both over-
the-board and online chess.[123] In 2017, AlphaZero—a neural network evaluation have been written, the best of which have surpassed the traditional "brute-force" engines. AlphaZero also introduced many novel ideas and ways of playing
the game, which affected the style of play at the top level.[124] As endgame tablebases developed, they began to provide perfect play in endgame positions with king, queen and pawn against king and queen. In 1991, Lewis Stiller published a tablebase for select six-
piece endgames,[125][126] and by 2005, following the publication of Nalimov tablebases were published which solved all seven-piece endgame positions.[127] Use of tablebases enhances the performance of chess engines by providing definitive results in some branches of
analysis. Previously, preparation at the professional level required an extensive chess library and several subscriptions to publications such as Chess Informant to keep up with opening developments and study opponents' games, and engines to
analyze different opening variations and prepare novelties. [128] A number of online learning resources are also available for players of all levels, such as online courses, tactics trainers, and video lessons. [129] Since the late 1990s, it has been possible to follow major international chess events online, the players' moves being relayed in real time.
Sensory boards have been developed to enable automatic transmission of moves. Chess players will frequently run engines while in the past the moves have been relayed live, today chess organizers will often impose a half-hour delay
as an anti-cheating measure. Technological progress made in the 1990s and the 21st century has influenced the way that chess is studied at all levels, as well as the state of chess as a spectator sport. In the mid-to-late 2010s, and especially following the 2020 online boom, it became commonplace for supergrandmasters, such as Hikaru Nakamura and
Magnus Carlsen, to livestream chess content on platforms such as Twitch.[130][131] Also following the boom, online chess started being viewed as an esport, with esport teams signing chess players for the first time in 2020.[132] In 2025, the number of esport teams signing chess players rose considerably, after chess was added to Saudi Arabia's
Esports World Cup.[133][134] The number of grandmasters and other chess professionals has also grown in the modern era. Kenneth Regan and Guy Haworth conducted research involving comparison of move choices by players of different periods with the analysis of strong chess engines. They concluded that the increase in
the number of grandmasters and higher Elo ratings of the top players reflect an actual increase in the average standard of play, rather than "rating inflation" or "title inflati
players, are those held for children.[136] Gukesh Dommaraju of India, current World Champion Magnus Carlsen of Norway, top 1 FIDE ranked player since July 2011 In 1993, Garry Kasparov and Nigel Short broke ties with FIDE to organize their own match for the World Championship and formed a competing Professional Chess Association (PCA).
From then until 2006, there were two simultaneous World Championships and respective World Champions: the PCA or "classical" champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champions extending the Steinitzian tradition in which the current champion tradition in which the current champion tradition in which the steinitzian tradition in which the curre
to determine the champion. Kasparov lost his PCA title in 2000 to Vladimir Kramnik of Russia.[137] Due to the complicated state of world chess politics and difficulties obtaining commercial sponsorships, Kasparov was never able to challenge for the title again. Despite this, he continued to dominate in top level tournaments and remained the world's
highest-rated player until his retirement from competitive chess in 2005. The World Chess Championship 2006, in which Kramnik the undisputed World Chess Champion. [138] In September 2007, he lost the title to Viswanathan Anand of India. Anand defended his
title in the revenge match of 2008,[139] 2010 and 2012. Magnus Carlsen defeated Anand in 2013, defending his title in 2014, 2016, 2018, and 2021; whereafter he announced that he would not defend his title a fifth time. The 2023 championship was played between the winner and runner-up of the Candidates Tournament 2022: Ian Nepomniachtchi
of Russia and Ding Liren of China. Ding beat Nepomniachtchi, making him the world champion. [44] In 2024, Gukesh Dommaraju of India beat Ding. Carlsen has however remained the world's highest-rated player. Main article: Chess in the arts In the Middle Ages and during the Renaissance, chess was a part of noble culture; it was used to teach war
strategy and was dubbed the "King's Game".[140] Gentlemen are "to be meanly seene in the play at Chestes", says the overview at the beginning of Baldassare Castiglione's The Book of the Courtier (1528, English 1561 by Sir Thomas Hoby), but chess should not be a gentleman's main passion. Castiglione explains it further: Noble chess players,
Germany, c. 1320 And what say you to the game at chestes? It is truely an honest kynde of enterteynmente and wittie, quoth Syr Friderick. But me think it hath a fault, whiche is, that a man may be to couning at it, for who ever will be excellent in the playe of chestes, I beleave he must beestowe much tyme about it, and applie it with so much study
that a man may assoone learne some noble scyence, or compase any other matter of importaunce, and yet in the ende in beestowing all that laboure, he knoweth no more but a game. Therfore in this I beleave there happeneth a very rare thing, namely, that the meane is more commendable, then the excellency.[141] Some of the elaborate chess sets
used by the aristocracy at least partially survive, such as the Lewis chessmen. Chess was often used as a basis of sermons on morality. An example is Liber de moribus hominum et officiis nobilium sive super ludo scacchorum ('Book of the customs of men and the duties of nobles or the Book of Chess'), written by an Italian Dominican friar Jacobus de
Cessolis c. 1300. This book was one of the Middle Ages.[142] The work was translated into many other languages (the first printed edition was published at Utrecht in 1473) and was the basis for William Caxton's The Game and Playe of the first books printed in English.[143] Different chess pieces were
used as metaphors for different classes of people, and human duties were derived from the rules of the game or from visual properties of the chess pieces:[144] The knyght ought to be made alle armed upon an hors in suche wyse that he haue an helme on his heed and a spere in his ryght hande/ and coueryd wyth his sheld/ a swerde and a mace on
his lyft syde/ Cladd wyth an hawberk and plates to fore his breste/ legge harnoys on his legges/ Spores on his handes his gauntelettes/ his hors well broken and taught and apte to bataylle and couerid with his armes/ whan the knyghtes ben maad they ben bayned or bathed/ that is the signe that they shold lede a newe lyf and newe
maners/ also they wake alle the nyght in prayers and orysons vnto god that he wylle gyue hem grace that they may gete that they may gete that they may gete that they may not gete by nature/ The kynge or prynce gyrdeth a boute them a swerde in signe/ that they shold abyde and kepe hym of whom they take they rdispenses and dignyte.[145] Known in the circles of clerics
students, and merchants, chess entered into the popular culture of the Middle Ages. An example is the 209th song of Carmina Burana from the 13th century, which starts with the names of chess pieces, Roch, pedites, regina...[147] Catholic
and Orthodox.[148] Some Muslim authorities prohibited it even recently, for example Ruhollah Khomeini in 1979 and Abdul-Aziz ash-Sheikh even later.[149] During the Age of Enlightenment, chess was viewed as a means of self-improvement. Benjamin Franklin, in his article "The Morals of Chess" (1786), wrote: The Game of Chess is not merely an
idle amusement; several very valuable qualities of the mind, useful in the course of human life, are to be acquired and strengthened by it, so as to become habits ready on all occasions; for life is a kind of Chess, in which we have often points to gain, and competitors or adversaries to contend with, and in which there is a vast variety of good and ill
events, that are, in some degree, the effect of prudence, or the want of it. By playing at Chess then, we may learn: I. Foresight, which looks a little into futurity, and considers the consequences that may attend an action ... II. Circumspection, which surveys the whole Chess-board, or scene of action: - the relation of the several Pieces, and their
situations ... III. Caution, not to make our moves too hastily ...[150] Through the Looking-Glass: the Red King is snoring. Illustration by Sir John Tenniel. Chess was occasionally criticized in the 19th century as a waste of time.[151][152] Chess is taught to children in schools around the world today. Many schools host chess clubs, and there are many
scholastic tournaments specifically for children. Tournaments are held regularly in many countries, hosted by organizations such as the United States Chess Foundation. [153] Chess is many times depicted in the arts; significant works where chess plays a key role range from Thomas Middleton's A Game
at Chess to Through the Looking-Glass by Lewis Carroll, to Vladimir Nabokov's The Defense, to The Royal Game by Stefan Zweig. Chess has also featured in film classics such as Ingmar Bergman's The Seventh Seal, Satyajit Ray's The Chess Players, and Powell and Pressburger's A Matter of Life and Death. Chess is also present in contemporary
popular culture. For example, the characters in Star Trek play a futuristic version of the game called "Federation Tri-Dimensional Chess", [154] and "Wizard's Chess" is played in J.K. Rowling's Harry Potter. [155] See also: Mathematical chess problem and Solving chess The game structure and nature of chess are related to several branches of
mathematics. Many combinatorical and topological problems connected to chess, such as the knight's tour and the eight queens puzzle, have been known for hundreds of years. Mathematicians Euler, Legendre, de Moivre, and Vandermonde studied the knight's tour. The number of legal positions in chess is estimated to be (4.59 \pm 0.38) \times 1044 with a
95% confidence level,[156] with a game-tree complexity of chess was first calculated by Claude Shannon as 10120, a number known as the Shannon number.[157] An average position typically has thirty to forty possible moves, but there may be as few as zero (in the case of checkmate or stalemate)
or (in a constructed position) as many as 218.[158] In 1913, Ernst Zermelo used chess as a basis for his theory of game strategies, which is considered one of the predecessors of game theory.[159] Zermelo used chess as a basis for his theorem states that it is possible to solve chess, i.e. to determine with certainty the outcome of a perfectly played game (either White can force
a win, or Black can force a win, or both sides can force at least a draw).[160] With 1043 legal positions in chess, however, it will take an impossibly long time to compute a perfect strategy with any feasible technology.[161] A novel methodology in steganography explores the use of chess-based covers (such as puzzles, chess problems, game reports,
training documents, news articles, etc.) for concealing data within a selection of moves, each hiding some bits.[162][163] Several proof-of-concept projects have been developed that convert text or files into binary code, which is then converted into a series of legal chess moves, that can then be decrypted and downloaded.[164] Correspondence chess
has been historically suspected of being a potential steganographic medium. Melville Davisson Post documented a chess problem that was used to create a pictorial cipher during World War II, extensive postal censorship was imposed on military personnel from the United States and Canada that made playing
correspondence chess impossible, arising from suspicion that chess could be used to send secret messages to the enemies.[173][174][172] Alfred Binet and others showed that knowledge and verbal, rather than visuospatial, ability lies at the core of expertise.[173][174][172] Alfred Binet and others showed that knowledge and verbal, rather than visuospatial, ability lies at the core of expertise.[173][174][172] Alfred Binet and others showed that knowledge and verbal, rather than visuospatial, ability lies at the core of expertise.[173][174][172] Alfred Binet and others showed that knowledge and verbal, rather than visuospatial, ability lies at the core of expertise.[173][174][172] Alfred Binet and others showed that knowledge and verbal, rather than visuospatial, ability lies at the core of expertise.[173][174][172] Alfred Binet and others showed that knowledge and verbal, rather than visuospatial, ability lies at the core of expertise.[173][174][172] Alfred Binet and others showed that knowledge and verbal, rather than visuospatial, ability lies at the core of expertise.[173][174][172] Alfred Binet and others showed that knowledge and verbal, rather than visuospatial, ability lies at the core of expertise.[173][174][172] Alfred Binet and others showed that knowledge and verbal, rather than visuospatial and verbal and verb
In his doctoral thesis, Adriaan de Groot showed that chess masters can rapidly perceive the key features of a position. [175] According to de Groot, this perception, made possible by years of practice and study, is more important than the sheer ability to anticipate moves. De Groot showed that chess masters can memorize positions shown for a few
seconds almost perfectly. The ability to memorize does not alone account for chess-playing skill, since masters and novices, when faced with random arrangements of chess pieces, had equivalent recall (about six positions in each case). Rather, it is the ability to recognize patterns, which are then memorized, which distinguished the skilled players
from the novices. When the positions of the pieces were taken from an actual game, the masters had almost total positional recall.[176] More recent research has focused on chess as mental training; the respective roles of knowledge and look-ahead search; brain imaging studies of chess masters and novices; blindfold chess; the role of personality
and intelligence in chess skill; gender differences; and computational models of chess expertise and talent in the development of chess and other domains of expertise in chess. The role of practice and talent in the development of chess and other domains of expertise in chess.
[177] Recent research, however, fails to replicate their results and indicates that factors other than practice are also important.[178][179] For example, Fernand Gobet and colleagues have shown that stronger players started playing chess at a young age and that experts born in the Northern Hemisphere are more likely to have been born in late
winter and early spring. Compared to the general population, chess players are more likely to be non-right-handed, though they found no correlation between handedness and skill. [179] A relationship between chess skill and intelligence has long been discussed in scientific literature as well as in popular culture. Academic studies that investigate the
relationship date back at least to 1927.[180] Although one meta-analysis and most children studies find a positive correlation between general cognitive ability and chess skill, adult studies show mixed results.[181][182] Main article: Online chess on line chess skill, adult studies show mixed results.[181][182] Main article: Online chess on line che
which use Elo ratings or similar systems to pair up individual players. Online chess saw a spike in growth during the quarantines of the COVID-19 pandemic.[183][184] This can be attributed to both isolation and the popularity of Netflix miniseries The Queen's Gambit, which was released in October 2020.[183][184] Chess app downloads on the App
Store and Google Play Store rose by 63% after the show debuted. [185] Chess.com saw more than twice as many account registrations in November as it had in previous months, and the number of games played monthly on Lichess doubled as well. There was also a demographic shift in players, with female registration on Chess.com shifting from 22% and the number of games played monthly on Lichess doubled as well.
to 27% of new players.[186] GM Maurice Ashley said "A boom is taking place in chess like we have never seen maybe since the Bobby Fischer days", attributing the growth to an increased desire to do something constructive during the pandemic.[187] USCF Women's Program Director Jennifer Shahade stated that chess works well on the internet,
since pieces do not need to be reset and matchmaking is virtually instant.[188] Main article: Computer chess See also: Human-computer chess matches, Deep Blue versus Garry Kasparov, and Chess engine The idea of creating a chess-playing machine dates to the 18th century; around 1769, the chess-playing automaton called The Turk became
famous before being exposed as a hoax.[189] Serious trials based on automata, such as El Ajedrecista, were too computer scientists have built, with increasing degrees of seriousness and success, chess-playing machines
and computer programs.[190] The groundbreaking paper on computer chess, "Programming a Computer for Playing Chess", was published in 1950 by Claude Shannon.[note 7] He wrote: The chess machine is an ideal one to start with, since: (1) the problem is sharply defined both in allowed operations (the moves) and in the ultimate goal
(checkmate); (2) it is neither so simple as to be trivial nor too difficult for satisfactory solution; (3) chess is generally considered to require "thinking" for skillful play; a solution of this problem will force us either to admit the possibility of a mechanized thinking or to further restrict our concept of "thinking"; (4) the discrete structure of chess fits well
into the digital nature of modern computers. [192] 1990s chess-playing computer The Association for Computer The Association for Computer Chess Championship, in September 1970. CHESS 3.0, a chess program from Northwestern University, won the championship. The first
World Computer Chess Championship, held in 1974, was won by the Soviet program Kaissa. At first considered only a curiosity, the best chess playing programs have become extremely strong. In 1997, a computer won a chess match using classical time controls against a reigning World Champion for the first time: IBM's Deep Blue beat Garry
Kasparov 3½-2½ (it scored two wins, one loss, and three draws).[193][194] There was some controversy over the match, [195] and human-computer matches were relatively close over the next few years, until convincing computer with a performance rating of 2898
chess engine Hiarcs 13 running on the mobile phone HTC Touch HD won the Copa Mercosur tournament with nine wins and one draw.[196] The best chess programs are now able to consistently beat the strongest human players, to the extent that human-computer matches no longer attract interest from chess players or the media.[197] While the
World Computer Chess Championship still exists, the Top Chess Engine Championship (TCEC) is widely regarded as the unofficial world championship for chess engines. [198][200] The current champion is Stockfish. With huge databases of past games and high analytical ability, computers can help players to learn chess and prepare for
matches. Internet Chess Servers allow people to find and play opponents worldwide. The presence of computers and modern communication tools have raised concerns regarding cheating during games. [201] Sittuyin, after setup phase. Players elect their own starting setups behind the pawns. Related games include: direct predecessors of chess, such
as chaturanga and shatranj; traditional national or regional games that share common ancestors with Western chess), and shatar (Mongolian chess), and shatar (Mongolian chess), in the comparison of chess with games
often referred to as national forms of chess, chess may be referred to as Western chess or international chess (202)[203] Main articles: Chess variants and List of chess variants are more than two thousand published chess variants,
games with similar but different rules, [204] most of which are of relatively recent origin. [205] They include modern variations employing different rules (e.g., Dunsany's chess), non-standard pieces (e.g., Capablanca chess and Falcon-hunter chess), and different board geometries (e.g., Dunsany's chess), non-standard pieces (e.g., Du
 hexagonal chess and infinite chess). In the context of chess variants, chess is commonly referred to as orthodox chess, orthodox chess, orthodox chess, and classic chess. [202][203] Glossary of chess players List of World Chess Players List of world Chess Players List of Chess Women in chess orthodox chess, orthodox 
not applied at FICGS.[9] ^ Current FIDE lists of top players with their titles are online at "FIDE Ratings and Statistics". ratings.fide.com. Archived from the original on 10 July 2023. Retrieved 29 December 2022. ^ At that time the Spanish word would have been written axedrez. The Spanish "x" was pronounced as English "sh", as the Portuguese "x"
still is today. The spelling of ajedrez changed after Spanish lost the "sh" sound. ^ The allegorical poem Scachs d'amor, the first to describe a modern game, is probably from 1475.[78][79] ^ This is stated in The Encyclopaedia of Chess (1970, p. 223) by Anne Sunnucks, but is disputed by Edward Winter (chess historian) in his Chess Notes 5144 and
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entered Persia and the Islamic world, which later caused it to reach the southern and western parts of Europe, its rules became modernized. However, as soon as chess got to Europe, its rules started changing. Once the game got to Spain and Italy, its rules became modernized. However, it wasn't until the second half of
the 19th century that modern tournaments became popular. The first one was held in 1886, when Wilheim Steintz defeated Johannes Zuckertort. Later on, in the 20th century, the modern competitive chess spread globally. The International Chess Federation (FIDE) was the first one to organize the World Chess Championship in 1948. But with the
digital transformation, the traditional chess board game received an online version. The first online chess games appeared in the 1970s, and after the victory of Deep Blue over Kasparov, chess adopted computer analysis that gave players the opportunity to train their skills and become better. When you choose our platform to play chess online, you
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to help you better understand the theory behind each move. Play online chess game with confidence using pro-level strategies. Get detailed stats, personalized insights, and milestone achievements. Play online chess game with a platform that helps you measure growth and reach new heights. You can implement some of the most popular chess
strategies for beginners and pros. Here's more about them. The Italian Game Strategy is played with white chess pieces. Basically, both sides try to gain control over the center with e and d pawns, along with bishops and knights. More precisely, you put the white bishop on c4 to aim for a weak f7 square and attack the king before the
castling. However, the blacks attack the middle with d5 and move the rooks to central spaces, resulting in an advantageous position. The Sicilian Defense is the best response to white's e4. This strategy gives blacks a huge advantage during the opening, allowing blacks to attack. This strategy creates an imbalance and boosts the game's thrill. Queen's
gambit refers to sacrificing a pawn so that a player can have control over the chess online or in-game board. If the blacks accept the gambit, the whites should reply. This strategy frees up the bishop to attack the pawn again while giving the pawn on d4 an additional defender. The King Indian Defense is an opening strategy, depicted with the moves
1.d4 Nf6 2.c4 g6. This strategy creates an idea that the blacks let the whites build a strong pawn center and then attack them by using pawns and other pieces. The Ruy-Lopez Opening starts with the moves 1.e4 e5 2.Nf3 Nc6 3.Bb5. Basically, the whites develop kingside pieces and prepare to castle short. The Bb5 move is there to help you attack the
black knight on c6. In this strategy, the whites control the d4 and e5 squares and threaten the black pawn in e5 by attacking its only defender. Chess is one of the most popular games of modern times, with a history spanning over 1,500 years. Don't miss the opportunity to discover the amazing world of chess! You'll enhance your logical thinking skills,
which can help you build strategies for any aspect of life. Chess is not just a game, it's a way to gain important life skills. Join the chess community today! 8 7 6 5 4 3 2 1 a b c d e f g h Play against the computer or a friend. Highlights possible moves for each piece. games/images/garbochess.js, images/chessrp2.js The Computer Player is GarboChess
and is very skilled. Easy mode is a little bit hard, and hard is very hard indeed, with an ELO above 2500. To castle, move the king two spaces towards the castle like this: And you get this: Note: according to the rules of chess you are only allowed to castle like this: And you get this: Note: according to the rules of chess you are only allowed to castle like this: And you get this: Note: according to the rules of chess you are only allowed to castle like this: And you get this: Note: according to the rules of chess you are only allowed to castle like this: And you get this: Note: according to the rules of chess you are only allowed to castle like this: And you get this: Note: according to the rules of chess you are only allowed to castle like this: And you get this: Note: according to the rules of chess you are only allowed to castle like this: And you get this: Note: according to the rules of chess you are only allowed to castle like this: Note: according to the rules of chess you are only allowed to castle like this: Note: according to the rules of chess you are only allowed to castle like this: Note: according to the rules of chess you are only allowed to castle like this: Note: according to the rules of chess you are only allowed to castle like this: Note: according to the rules of chess you are only allowed to castle like this: Note: according to the rules of chess you are only allowed to castle like this: Note: according to the rules of chess you are only allowed to castle like this: Note: according to the rules of chess you are only allowed to castle like this: Note: according to the rules of chess you are only allowed to castle like this: Note: according to the rules of chess you are only allowed to castle like this: Note: according to the rules of chess you are only allowed to castle like this: Note: according to the rules of chess you are only allowed to castle like this: Note: according to the rules of chess you are only allowed to castle like this: Note: according to the rules of chess you are onl
(including King) is threatened. Copyright © 2025 Rod Pierce Join 230+ million players in the world's largest chess community Learn with quick, fun lessons designed for players of all levels. Play against unique chess personalities ranging in skill and playstyle. Sharpen your skills and improve your game with thousands of puzzles. Tune into live events,
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game control buttons PLAY NOW - after clicking this button, a game from the games offer list is randomly chosen. In case there is no game offer available, the system creates and publishes the game offer list is randomly chosen. In case there is no game offer available, the system creates and publishes the game offer list is randomly chosen. In case there is no game offer list is randomly chosen. In case there is no game offer list is randomly chosen. In case there is no game offer list is randomly chosen. In case there is no game offer list is randomly chosen. In case there is no game offer list is randomly chosen. In case there is no game offer list is randomly chosen. In case there is no game offer list is randomly chosen. In case there is no game offer list is randomly chosen. In case there is no game offer list is randomly chosen. In case there is no game offer list is randomly chosen. In case there is no game offer list is randomly chosen.
960 (Fischer random chess), whether the game will be rated or not (rated game a menu with
unique link to the game will appear, and the first person to visit this link will play the game against you. Create game - once the game parameters are chosen (these are the same as in Invite a friend) the game against you. Create game - once the game parameters are chosen (these are the same as in Invite a friend) the game against you.
offer. Play against computer - in case you do not want to play against human opponent, you have the option to play chess against computer. In addition to the settings described earlier (e.g. piece color, game clocks etc.) there is one more setting which allows you to choose from 8 predefined levels of AI strength (1 being the easiest, 8 the hardest).
announcement area (or the event ticker) - above the control buttons, there is a stripe in which various information (e.g. challenges from other users, draw offers etc.) is displayed to the user. The chess game the block with game info (game clock, captured pieces,
chat, scoresheet etc.) buttons with in-game commands Resign - by clicking this button you resign your game Draw - with this button you can offer your opponent a draw, accept a draw offer from your opponent or claim a draw (e.g. on threefold repetition rule) Cancel - the game can be cancelled if both players did not make their move yet Undo - here
you can ask your opponent to take back your move More time - adds 10 seconds to your opponent's clock Hint - when playing against computer, you can ask for a hint announcement area (or the event ticker) - above the buttons with in-game commands, various information is displayed to the user (e.g. draw offer etc.). All important functions are free
and do not require registration. Registration is free and brings advantages such as the possibility to earn rating points, to save the games in user's profile or advanced appearance settings. Chess is one of the oldest known board games still played to this day. The rules of chess have varied greatly since its invention, but by now have been fairly
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standardized and commonly known. rules presented here are the basic rules of the game of chess, but a detailed overview of how the game is played on an 8x8 checkered board, where the rows are marked from 1-8 and referred to as

'ranks' and the columns marked from 'A' to 'H', referred to as 'files'. The square marked as 'A1' should be black. The player controlling the white pieces places his pieces on ranks 7 and 8. The pawns are placed on ranks 2 and 7. The other pieces are placed on ranks 1 and 8 as followed, starting from the 'A' file: A rook, a knight, a bishop, a queen, a king, a bishop, a knight, and a rook. The player who has white goes first, and players alternate moves after that. The Aim of the game are not under the following circumstances: If your opponent's king is under threat of capture, but your opponent has no legal move to prevent that capture, you have won. This is referred to as 'Checkmate' when either player concedes the game. when a player takes too long in making their move, and a total of 15 minutes for all their moves before the game is forfeit. If a players king is not under threat of capture but that player has no legal moves anyway, the game is a draw. The game is a draw if any of the following situations come up: Neither player has enough pieces to be able to checkmate The same board position is repeated three times 50 consecutive turns have passed in which neither player has moved a pawn nor captured a piece The players agree to a draw Making a move The six pieces move as follows: The Bishop can move any number of squares along the diagonal. The Rook can move any number of squares along the same rank, file, or diagonal. The Knight moves to the closest square that is neither on the same rank, file, or diagonal. Essentially the knight moves in an 'L' shape, two squares along a rank or file and then a single square perpendicular. The knight is the only piece that can 'jump over' other pieces. The Pawn moves one square along the file, always towards the opponent's side of the board. The first time a pawn moves it is allowed to move two spaces. along the file instead of one granted it has the space. A pawn can only capture a piece imminently along the diagonals in the direction of travel, not along the file it is currently travelling. The King can never place himself in a check. Placing a king in check When a player makes a move in which any of his pieces threatens to capture the opponents king the next turn the king is said to be in check being relieved; be that by moving the king out of the way, capturing the threatning piece, or placing a piece in between the king and threatning piece. A player that has no legal move out of the check has lost the game (referred to a Checkmate). A player can not remain in check. A player may never make a move that results in his own king being in check. Special moves En passant refers to a special move open to the pawns. When a pawn is moved two spaces from his starting position and is placed next to an enemy pawn, the enemy pawn can capture the pawn as it had only been moved a single square. For example, assume a white pawn is placed at B5. the black C7 pawn is moved to C5. The White player can move the B5 pawn to C6, and capture the C7 pawn. The player can only utilize en passant on the move directly following the opponent makes the next move Castling refers to a special move open to the King and Rooks. If neither the King nor Rook has been moved during the game, the rank separating them is clear of pieces, and during the castling process no space the king will move over or end on is under attack by an opponent piece, the player can move his king two spaces towards the rook on the opposite side of the king. For example, assume that the white king on E1 and the white rook on A1 have direct line of sight and have not moved. The white player can, in a single move, move the king two spaces left (to C1) and the rook three spaces right (to D1). The player could also castle kingside, moving the king two spaces left (to C1) and the rook three spaces right (to D1). rank, black pawns to the 1-rank) they are automatically promoted. The player must state a piece (Rook, Knight, Bishop, Queen). The promoted pawn is then transformed to the declared piece. A player might thus have a maximum of 9 Queens on the board, the one he started with and one for each of the 8 pawns that he potentially can promote. By the nature of the game pawns can not promote to a king, nor remain pawns. Our website uses cookies and similar technologies to enhance your browsing experience, serve personalized ads or content, and analyze our website traffic. By clicking "Accept All," you consent to our use of cookies. For more information about our privacy practices, please see our Privacy Notice.

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