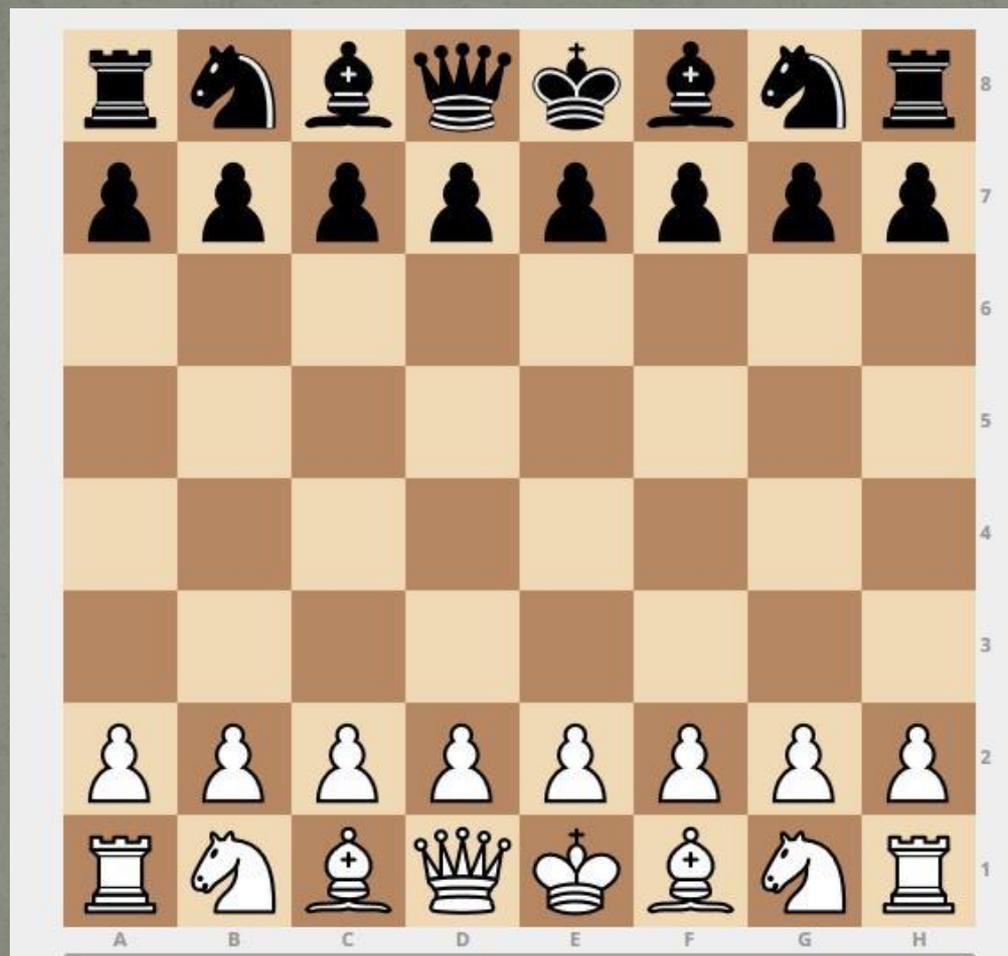


# Начальная позиция

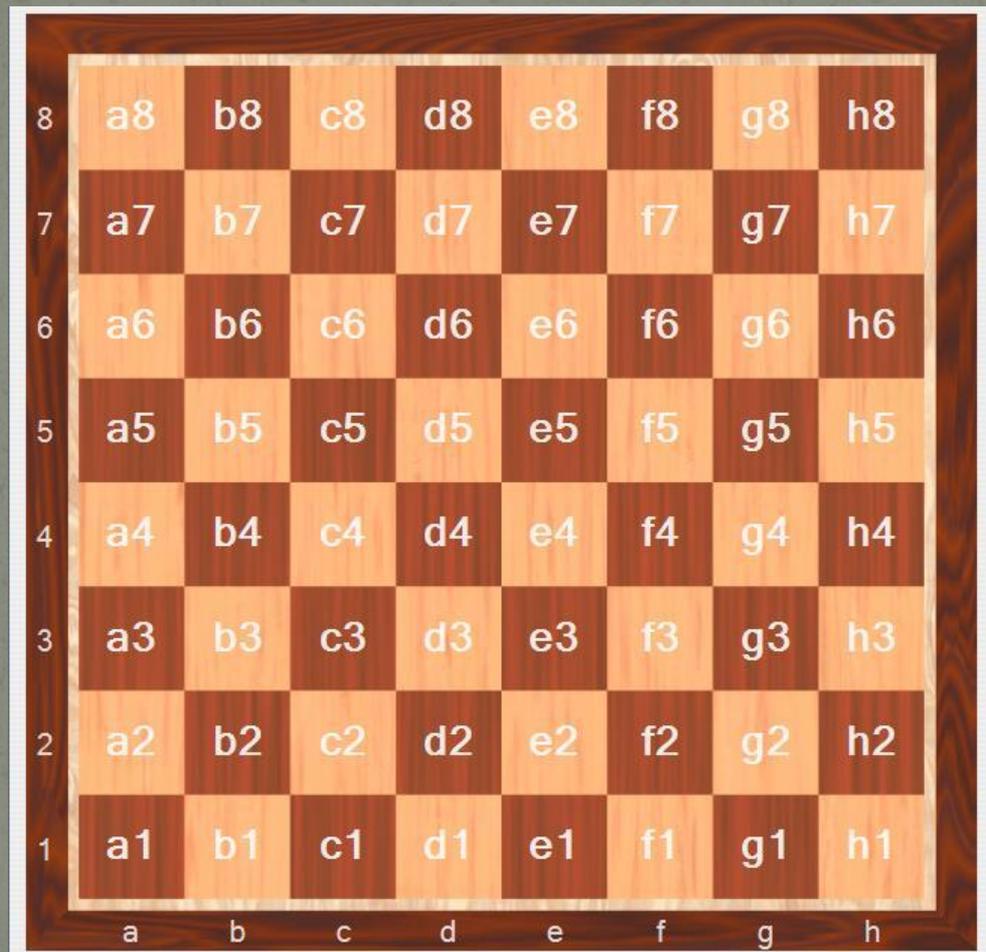


# фигуры

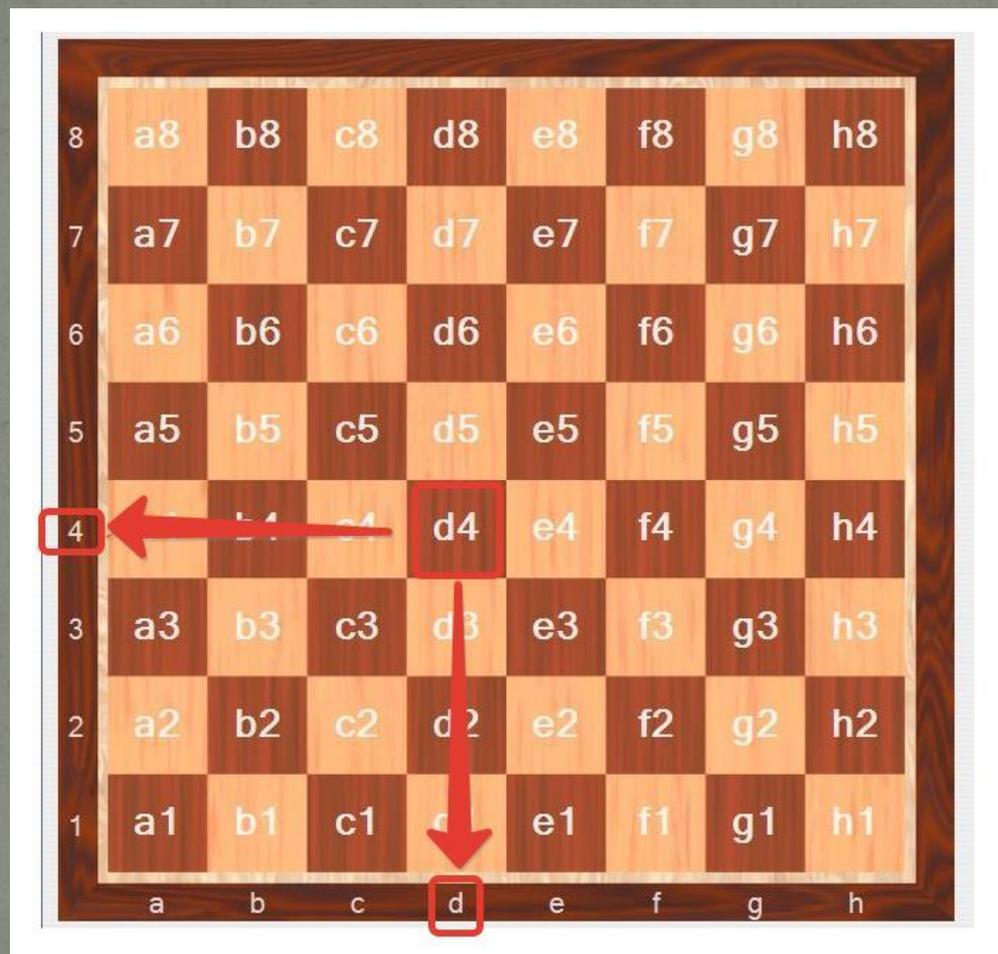


# Шахматная доска

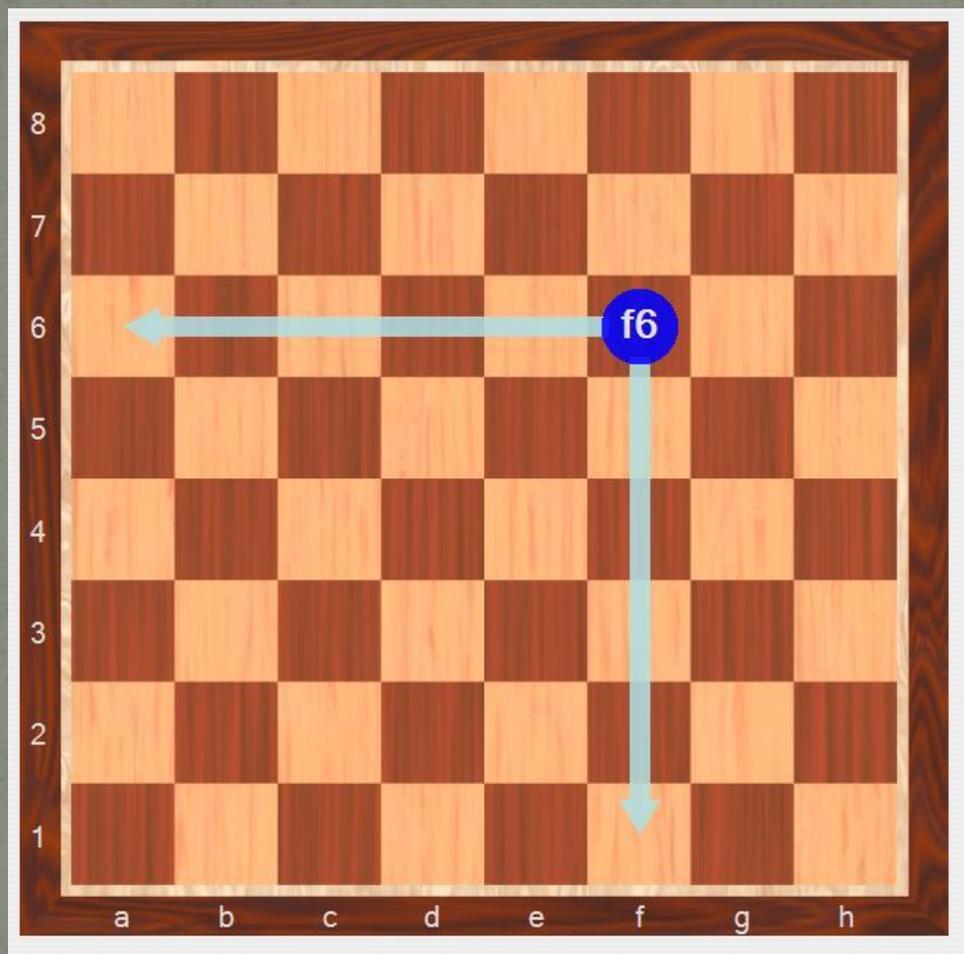
## Координаты на шахматной доске

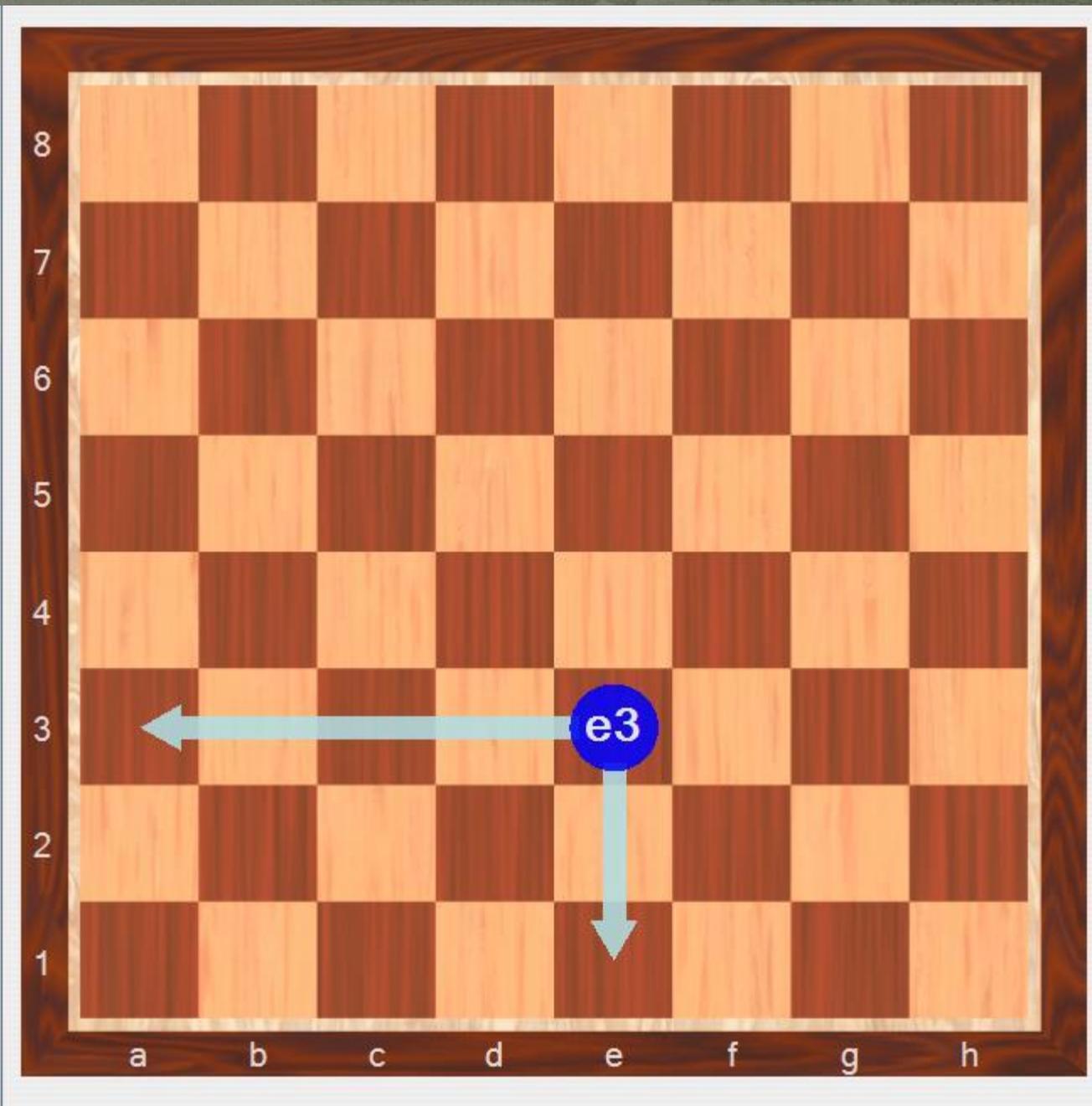


# Координаты поля



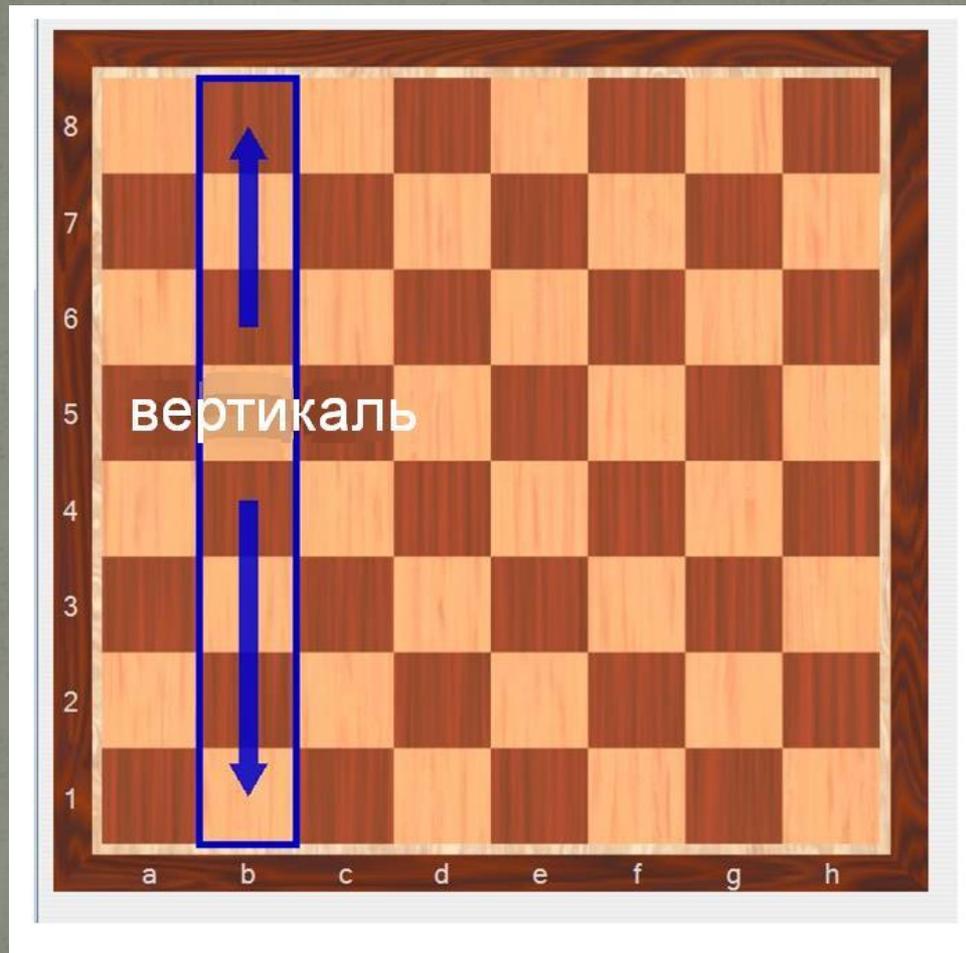
# Поля на шахматной доске



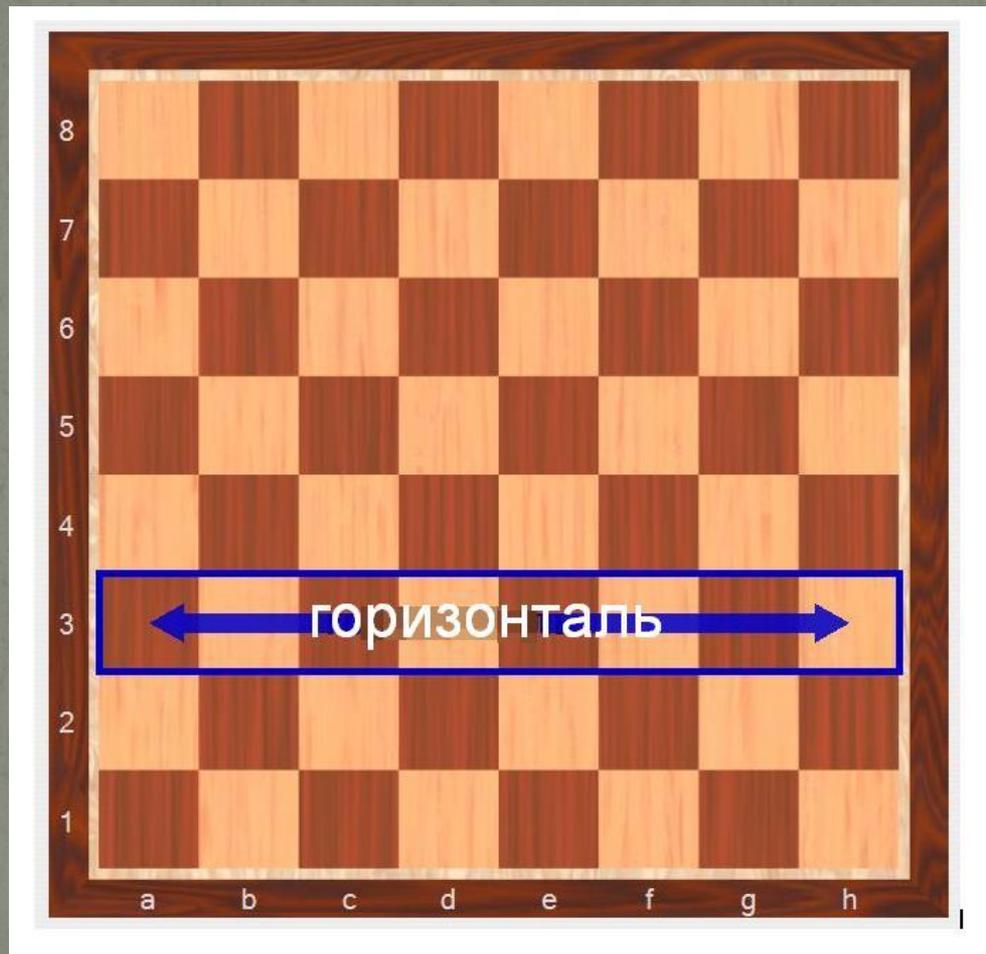


# Линии на шахматной доске

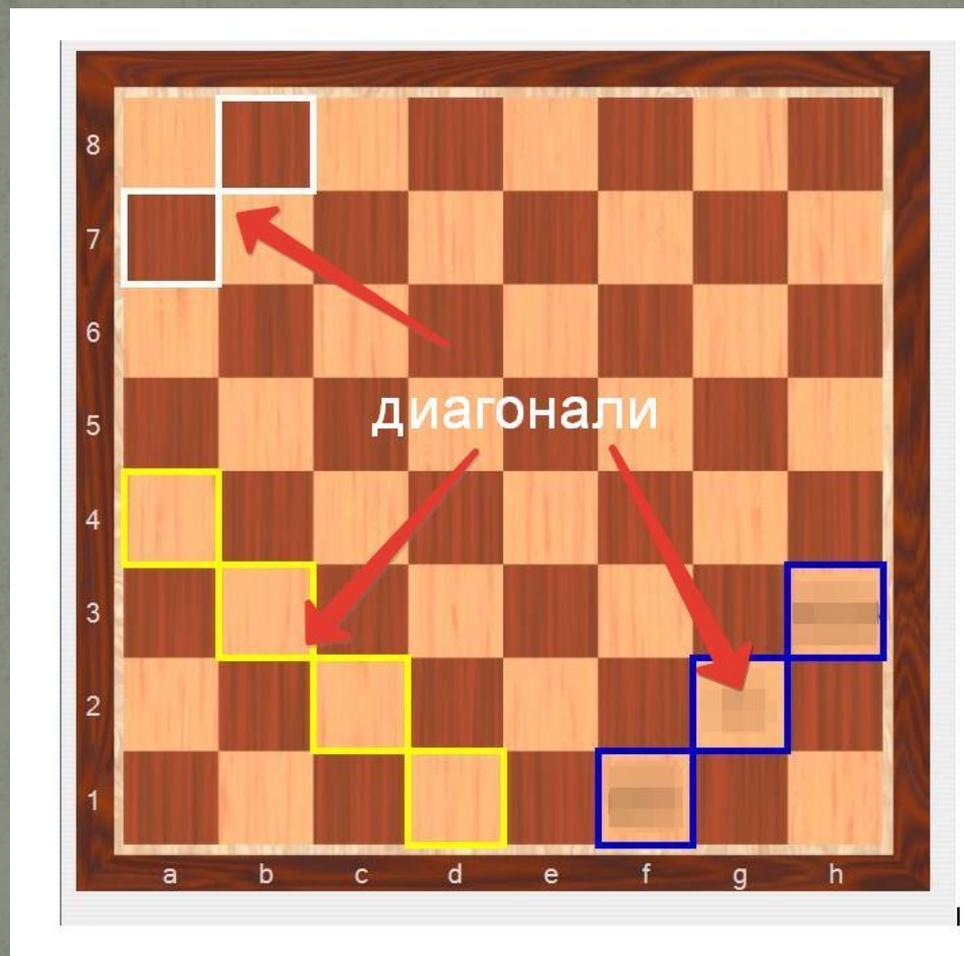
## Вертикали



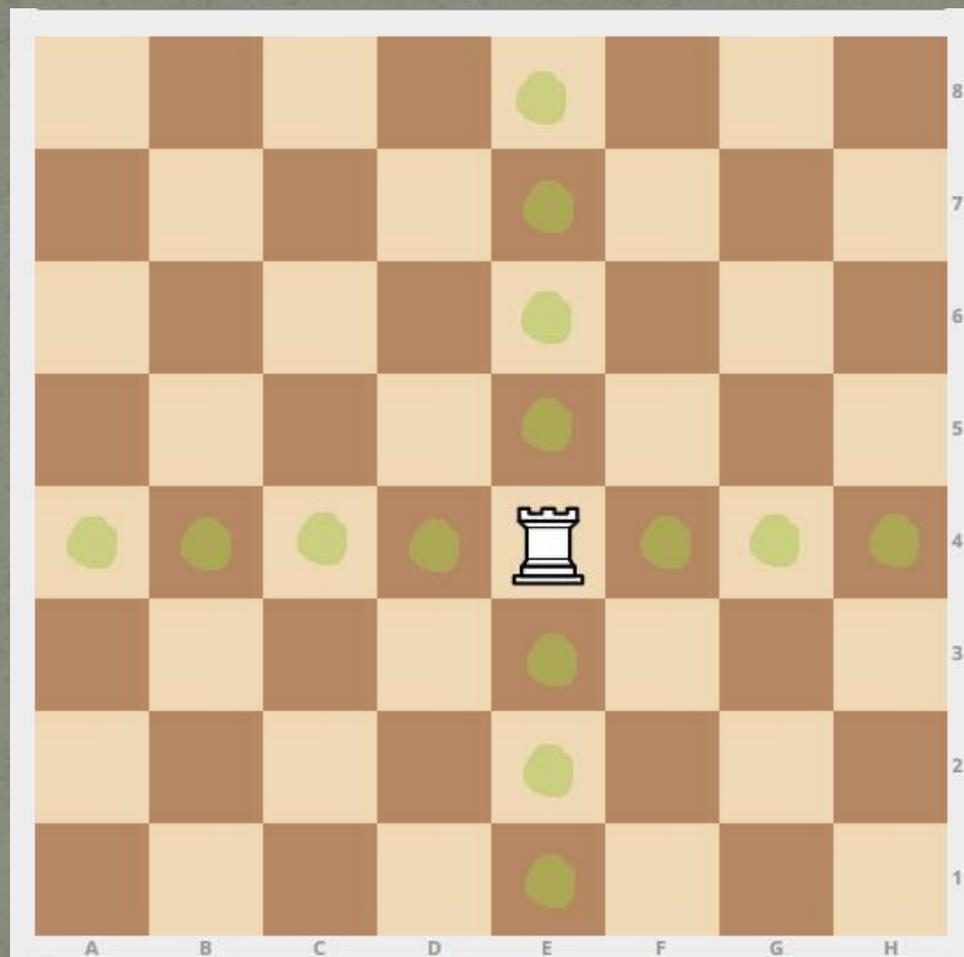
# Горизонтали



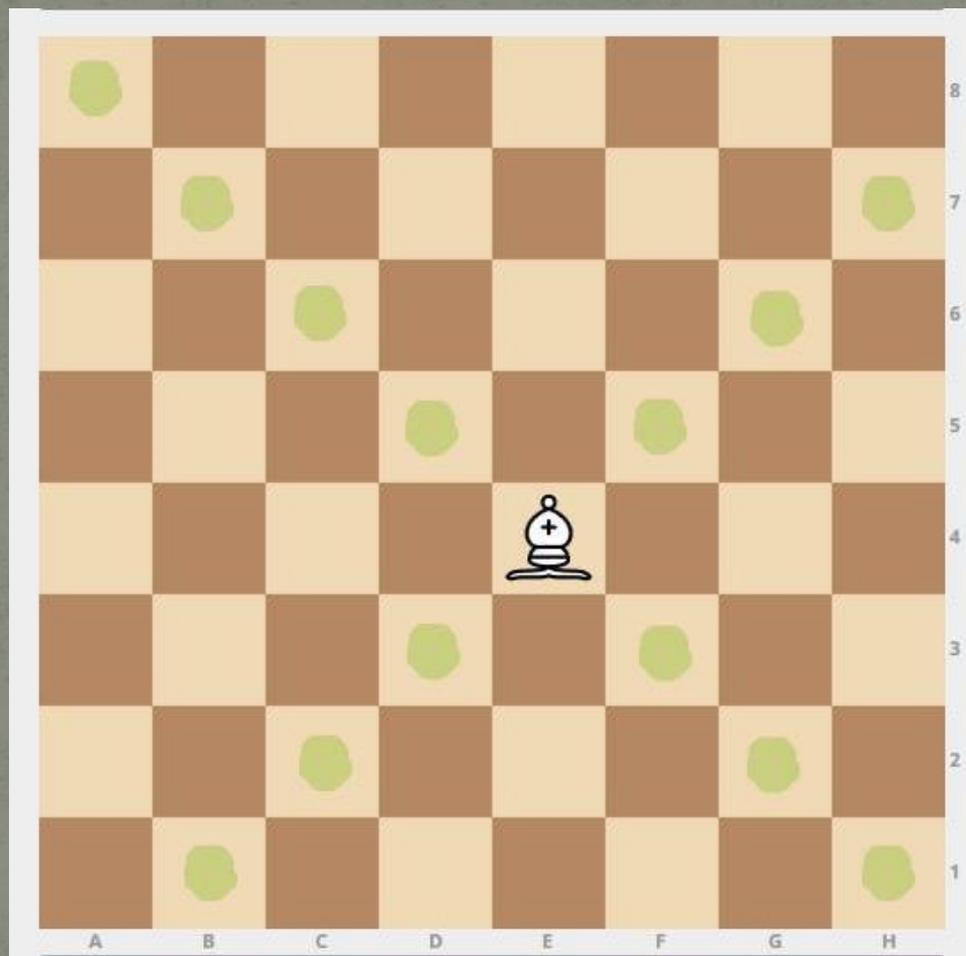
# Диагонали



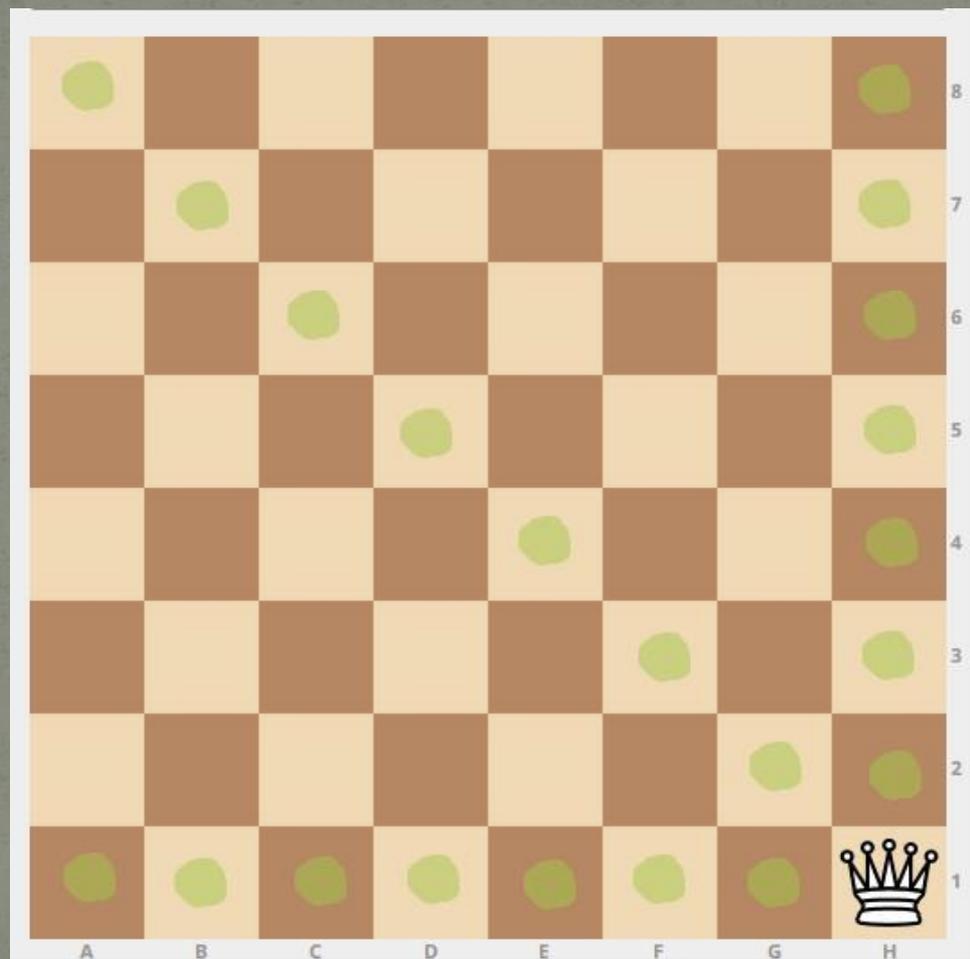
# Ходы фигур. Ладья

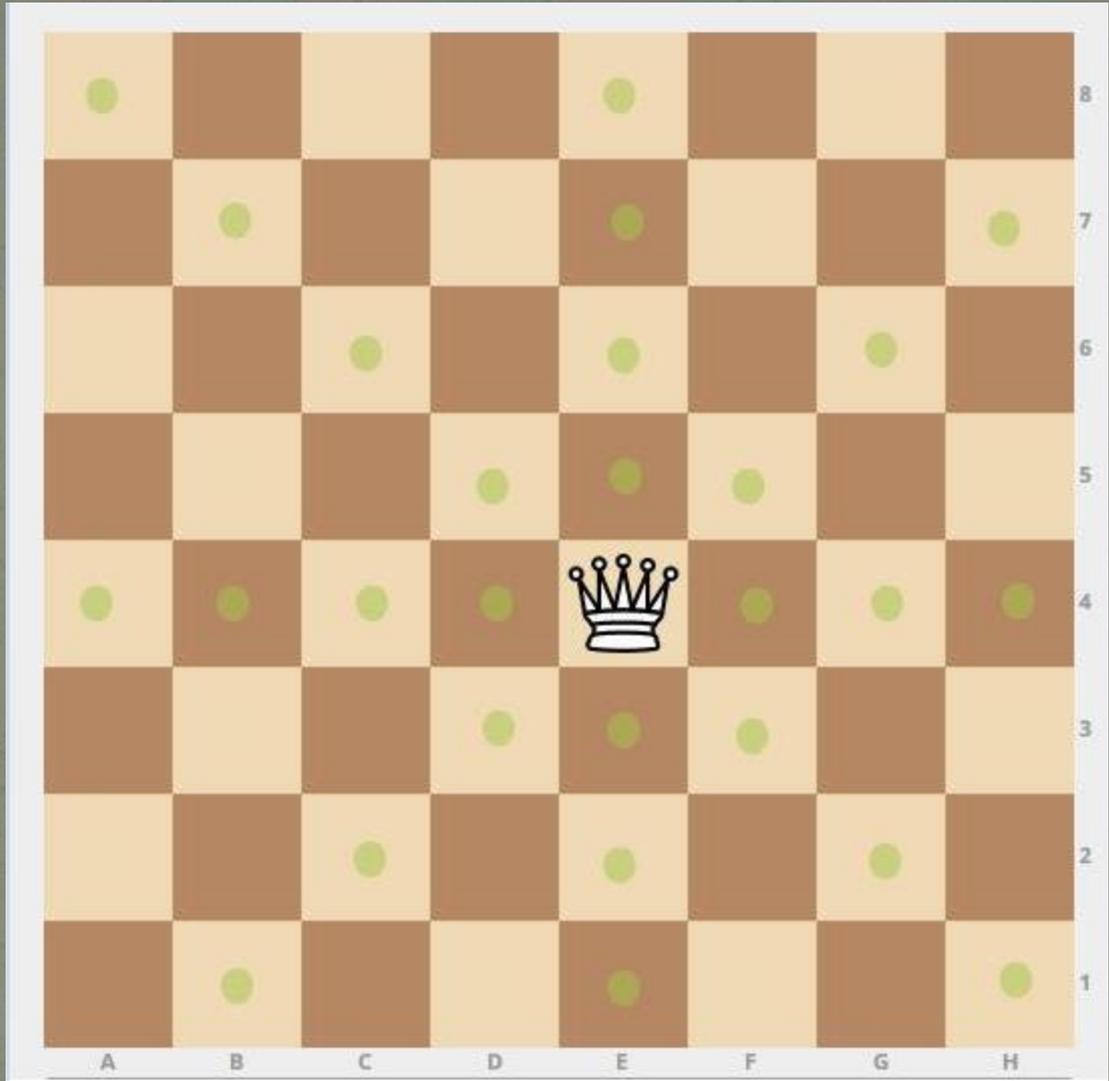


# Слон

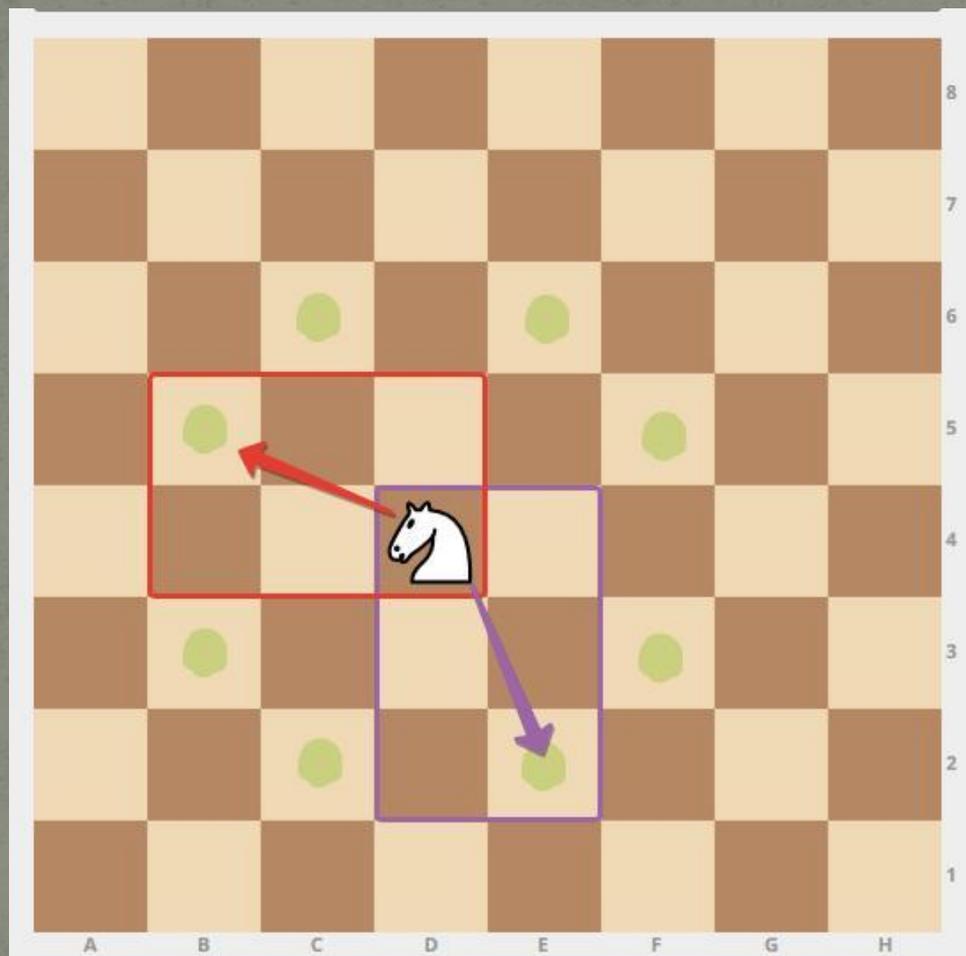


# Ферзь

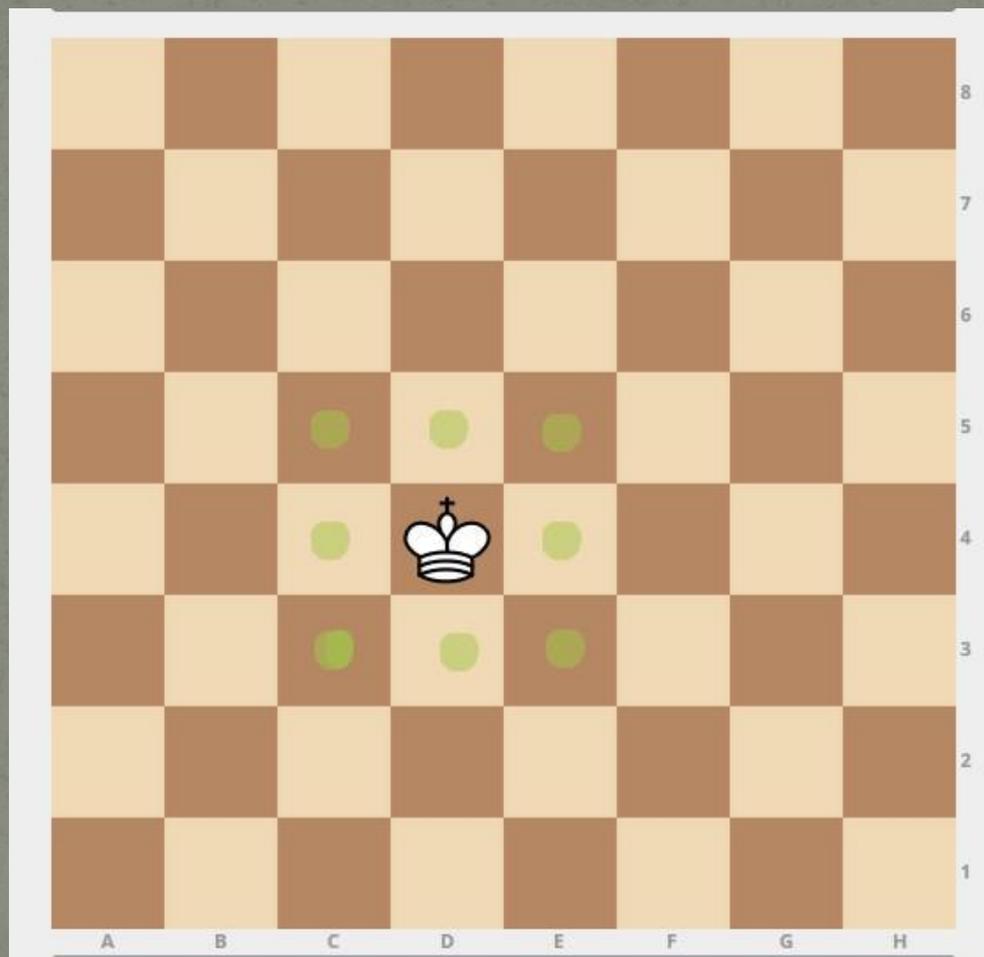




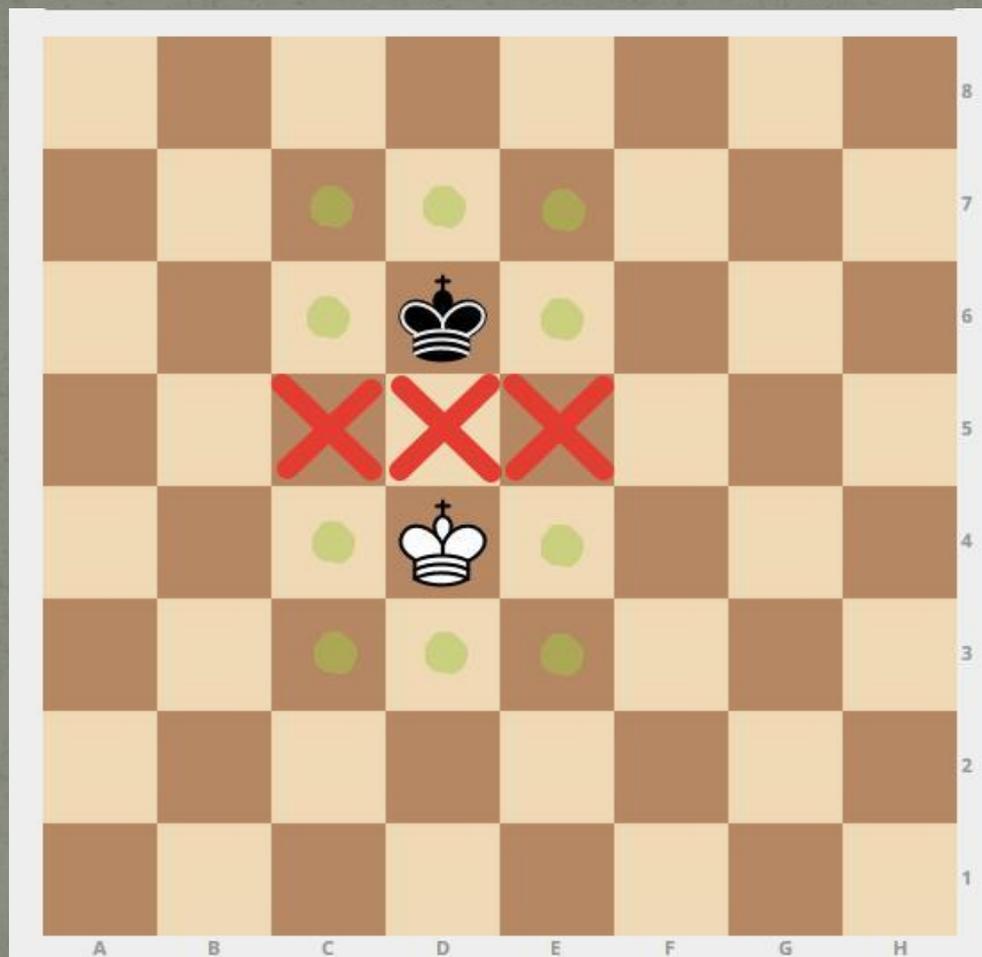
# Конь

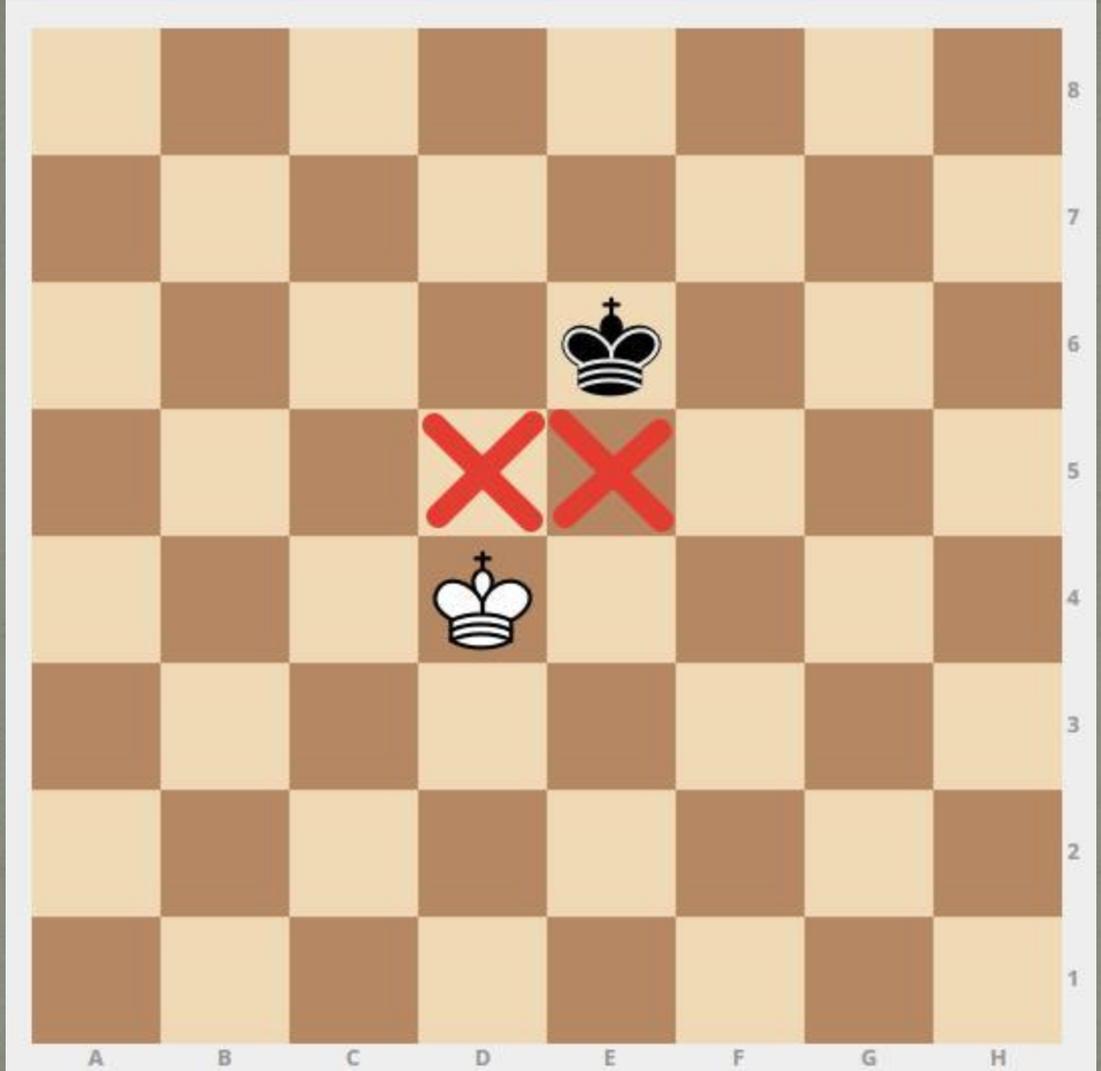


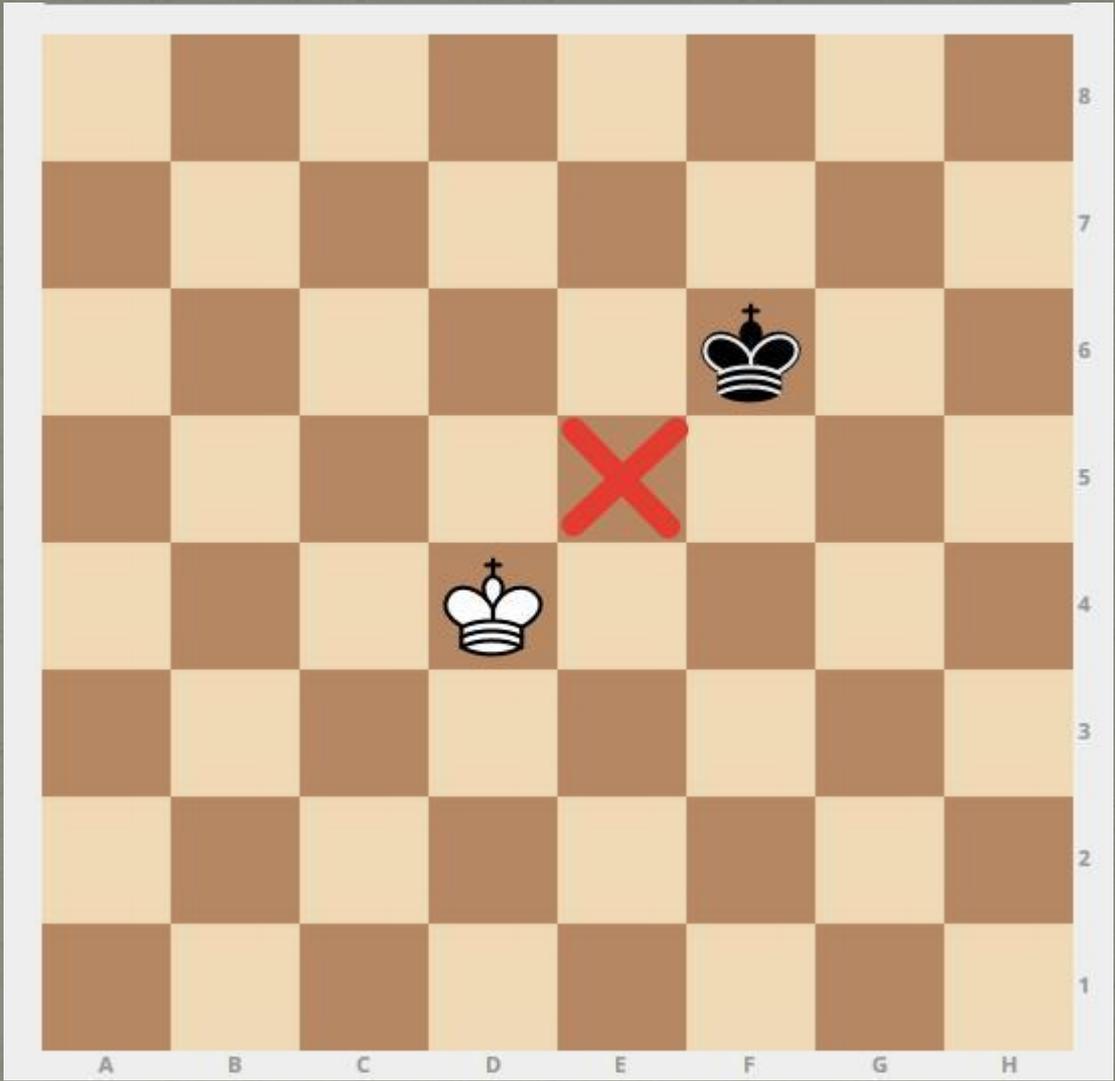
# Король



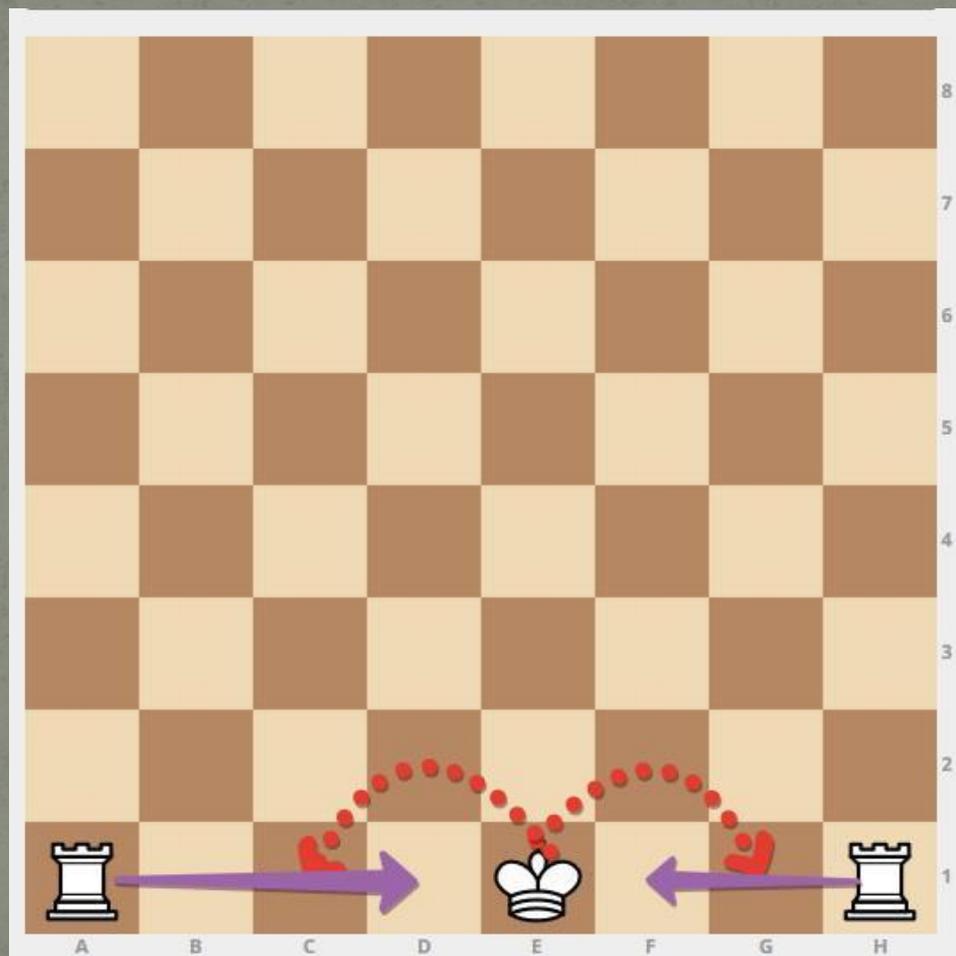
Короли не могут стоять на соседних клетках!



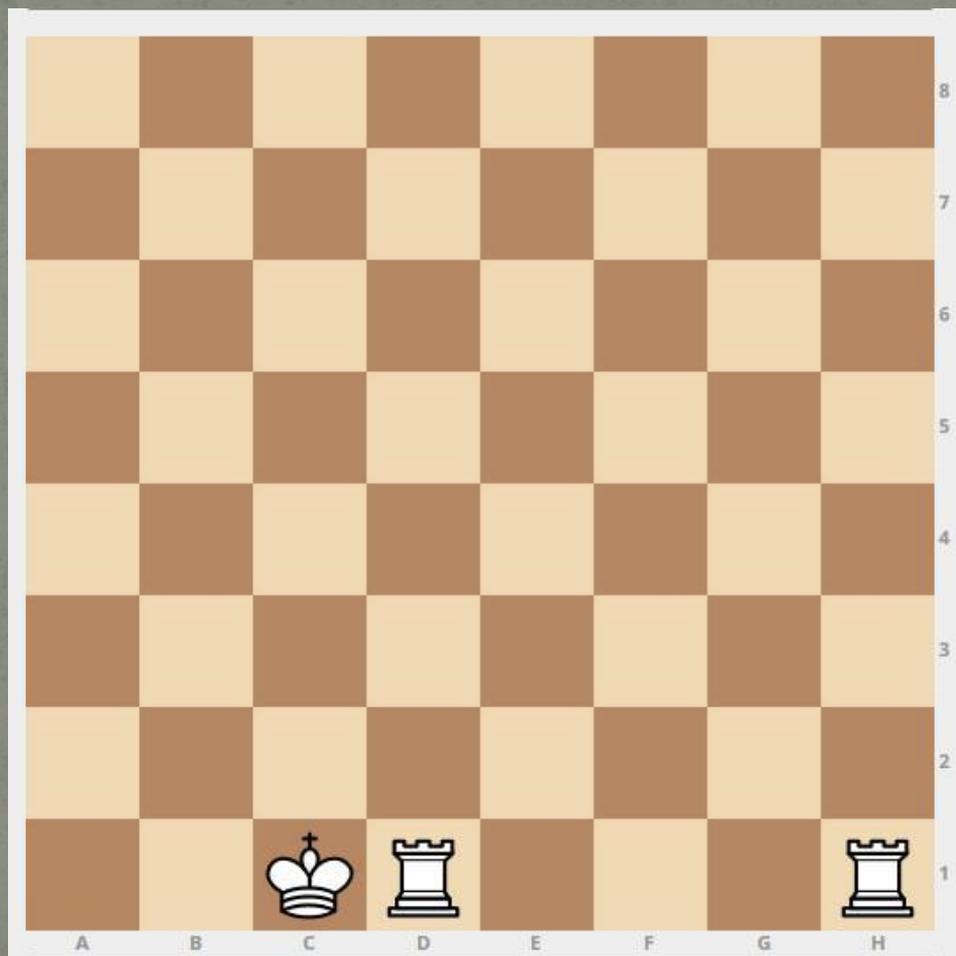




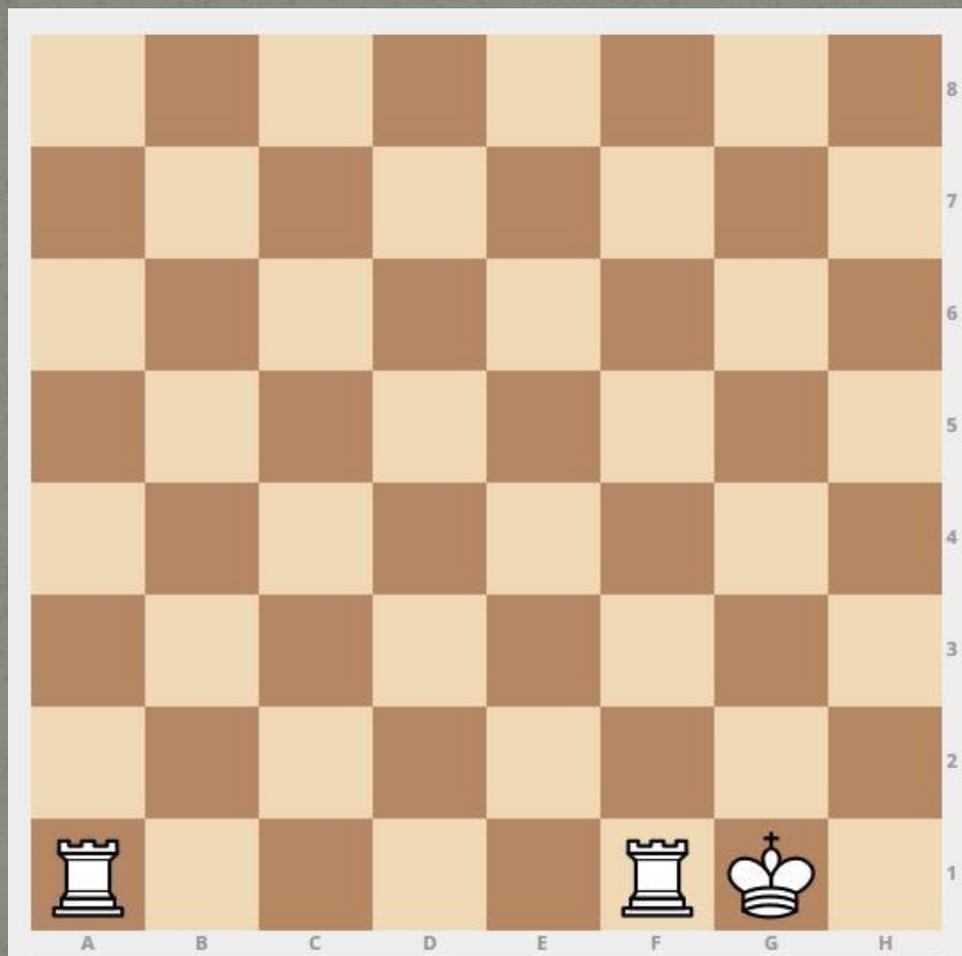
# Уникальный ход короля)



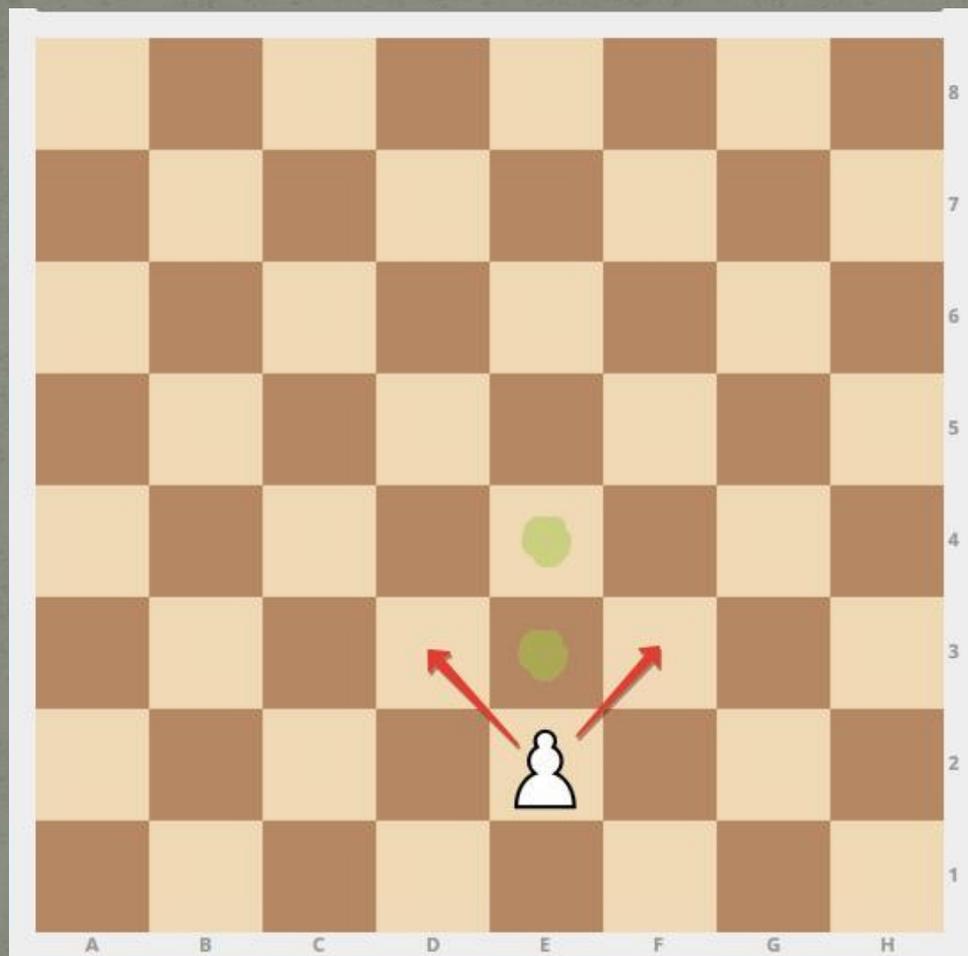
# Длинная рокировка



# Короткая рокировка



# Пешка!

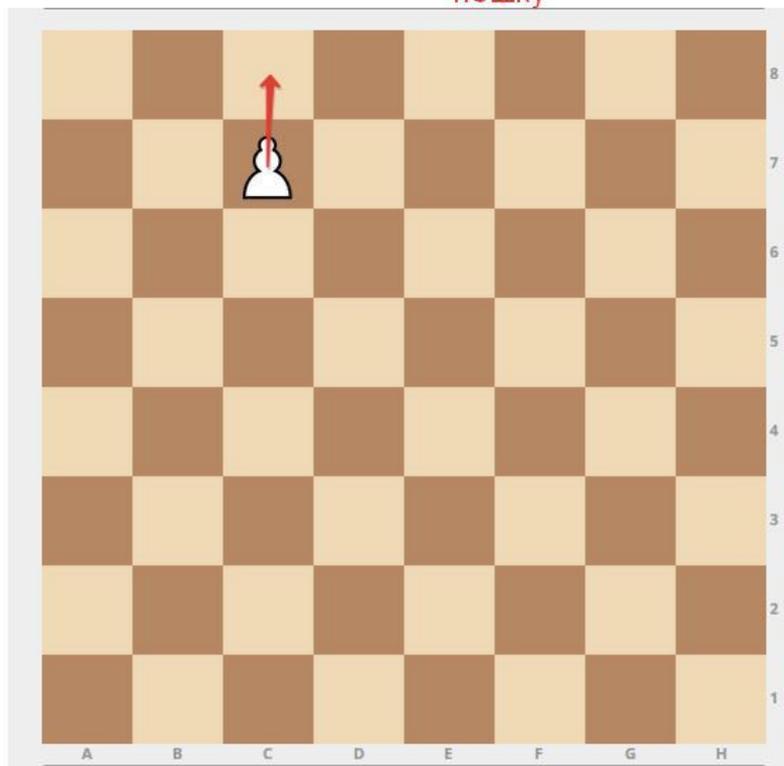




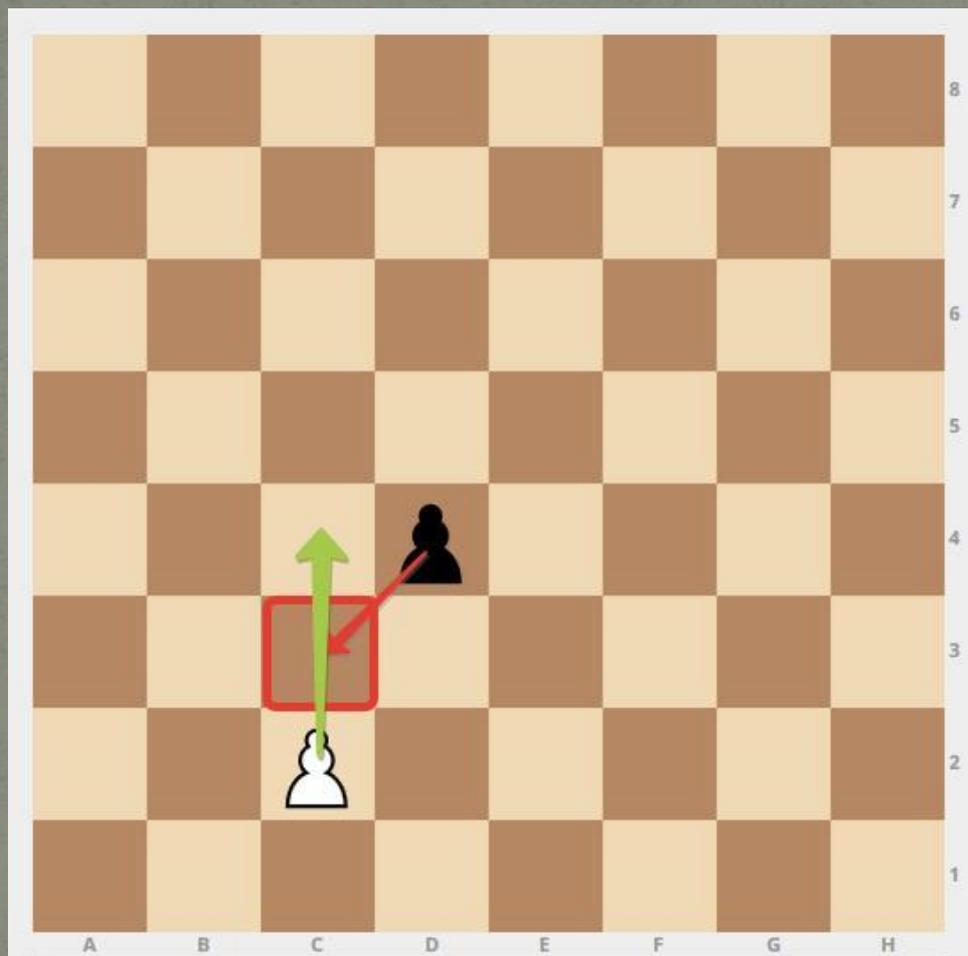
# Превращение пешки



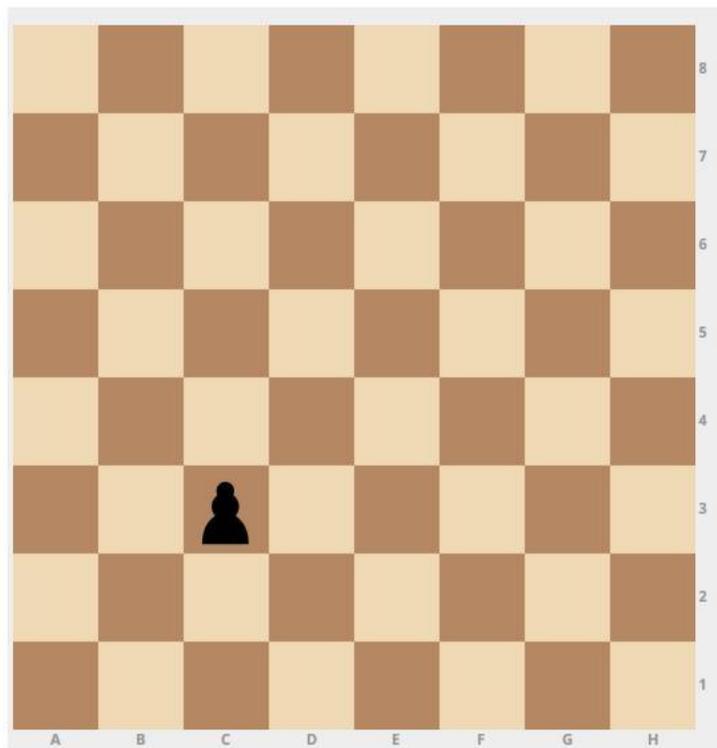
выберите  
в какую фигуру  
вы хотите  
превратить  
пешку



# ВЗЯТИЕ НА ПРОХОДЕ



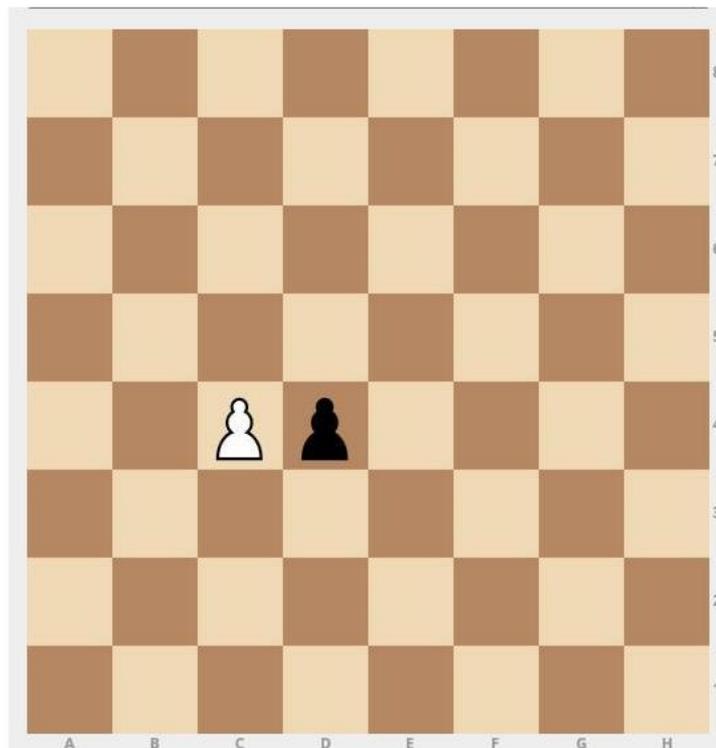
### 1 вариант



*пробить пешку*

*применить правило  
взятия на проходе*

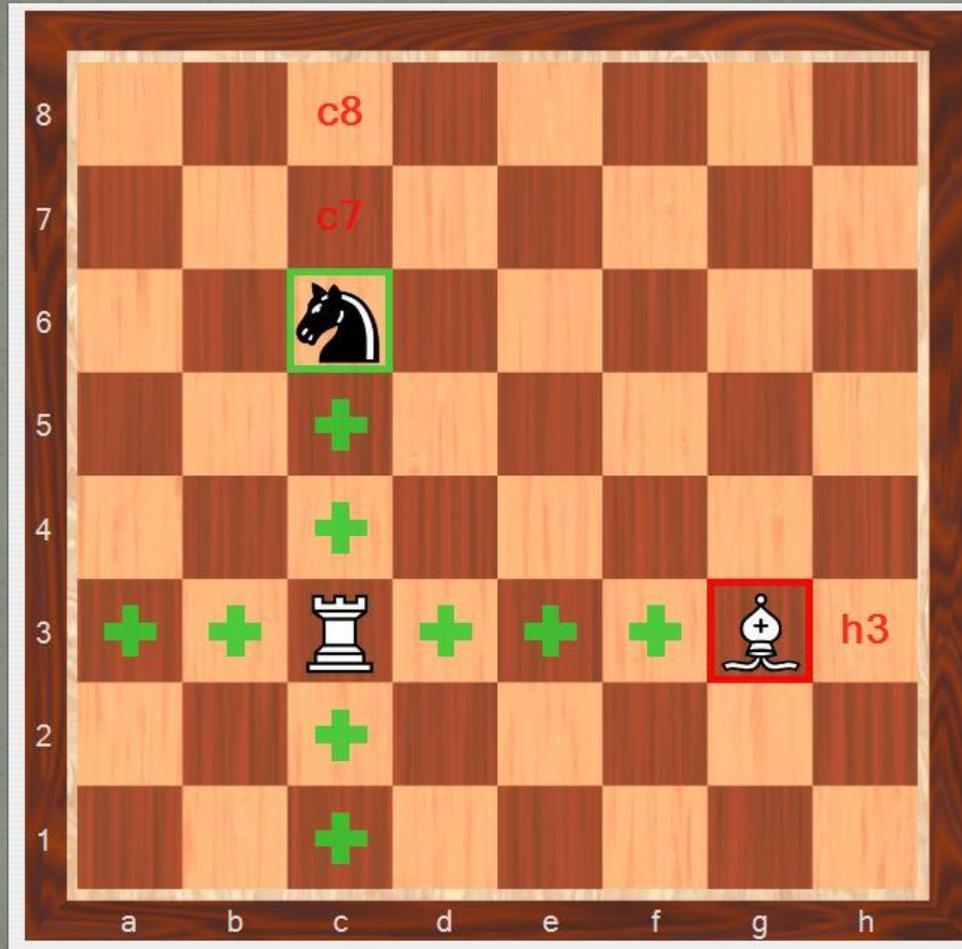
### 2 вариант



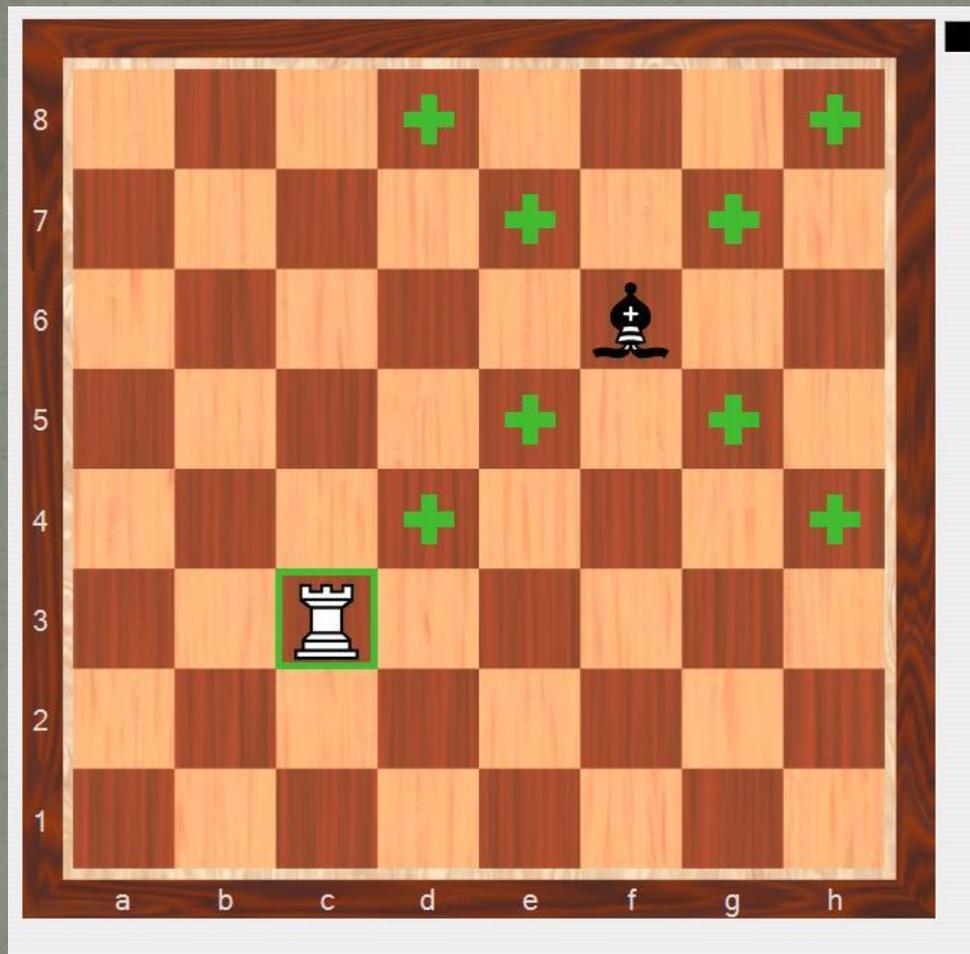
*не обращать внимание*

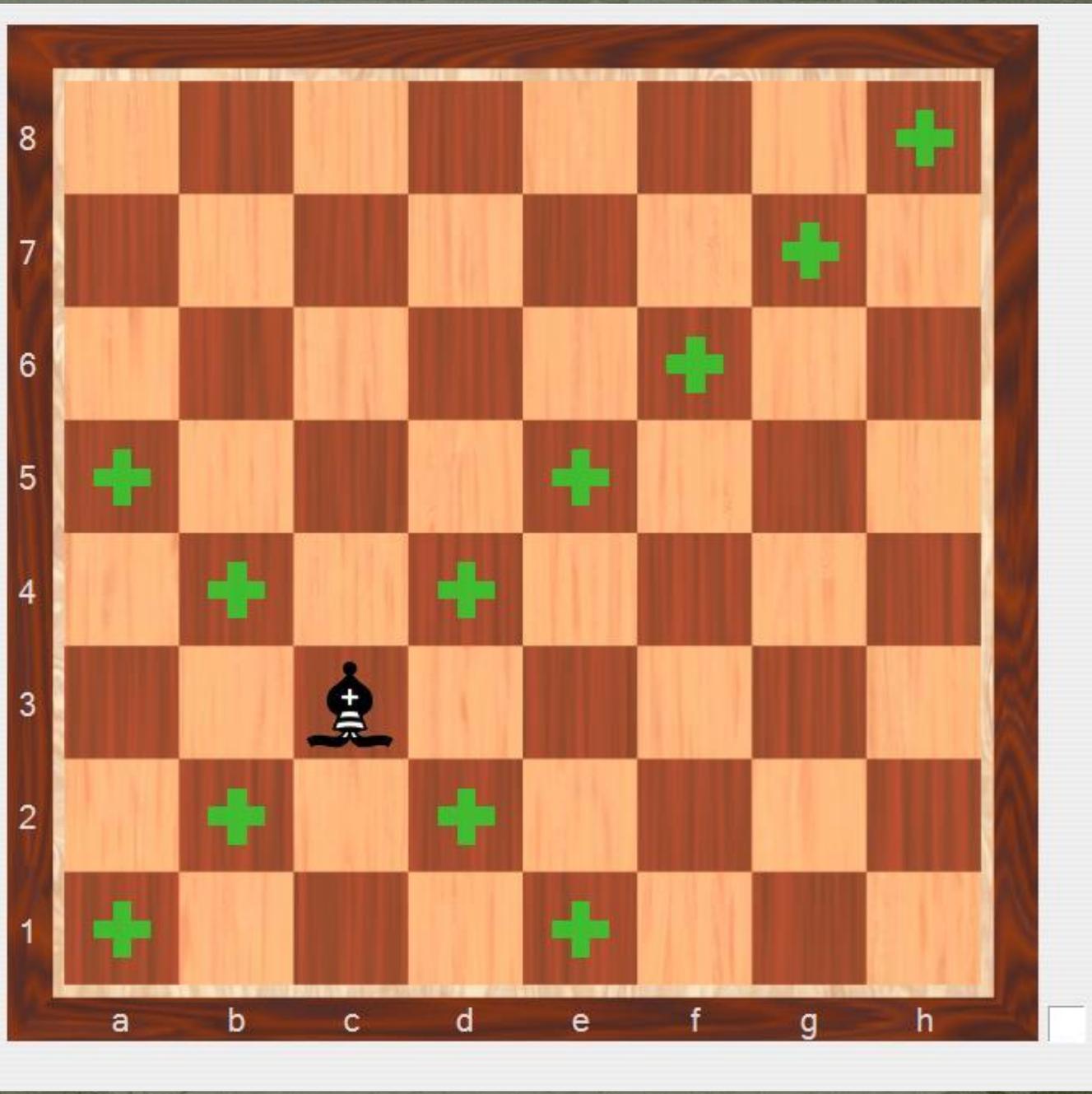
*не применять правило  
взятия на проходе*

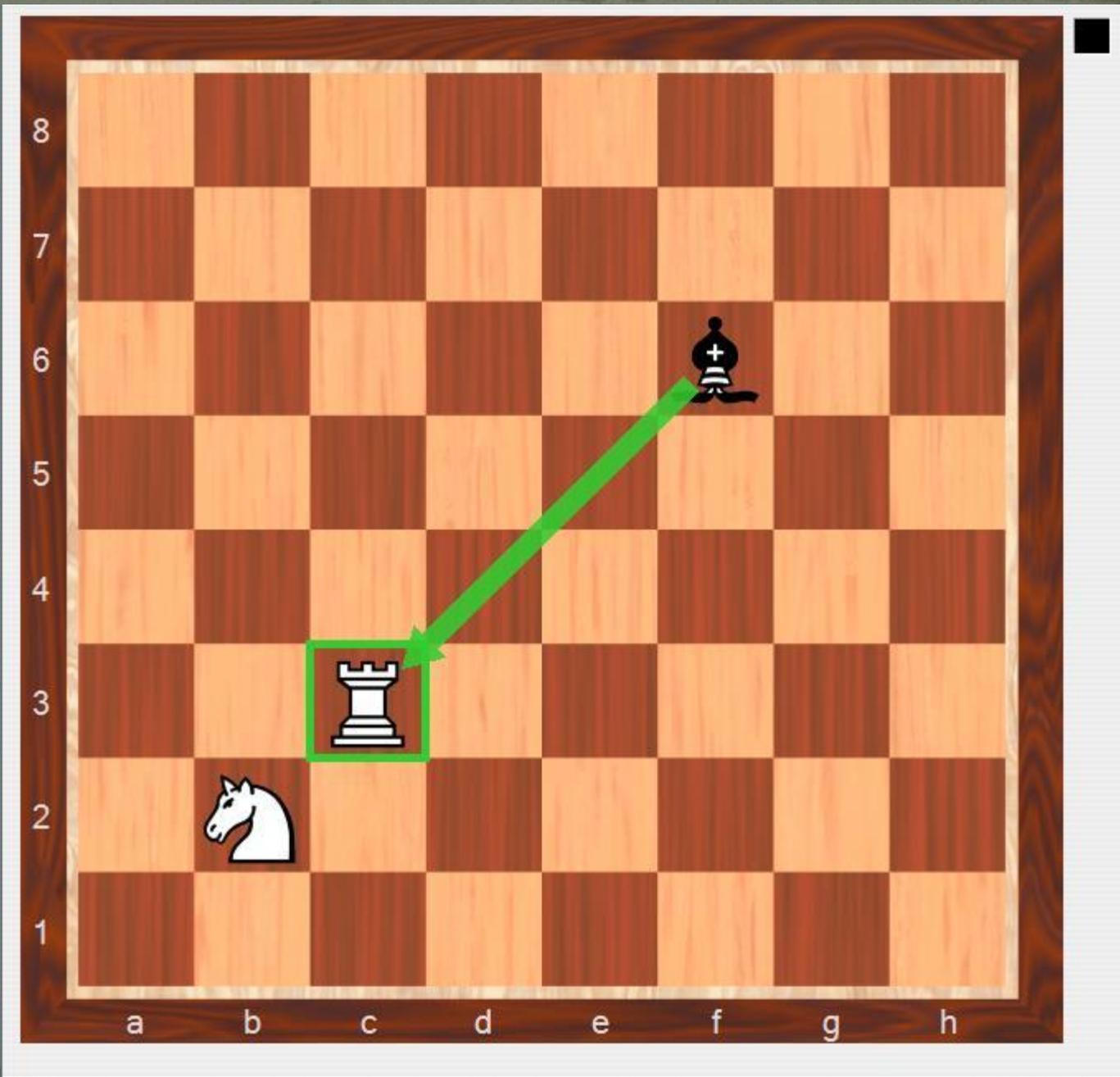
Ладья защищает своего слона и  
нападает на коня противника

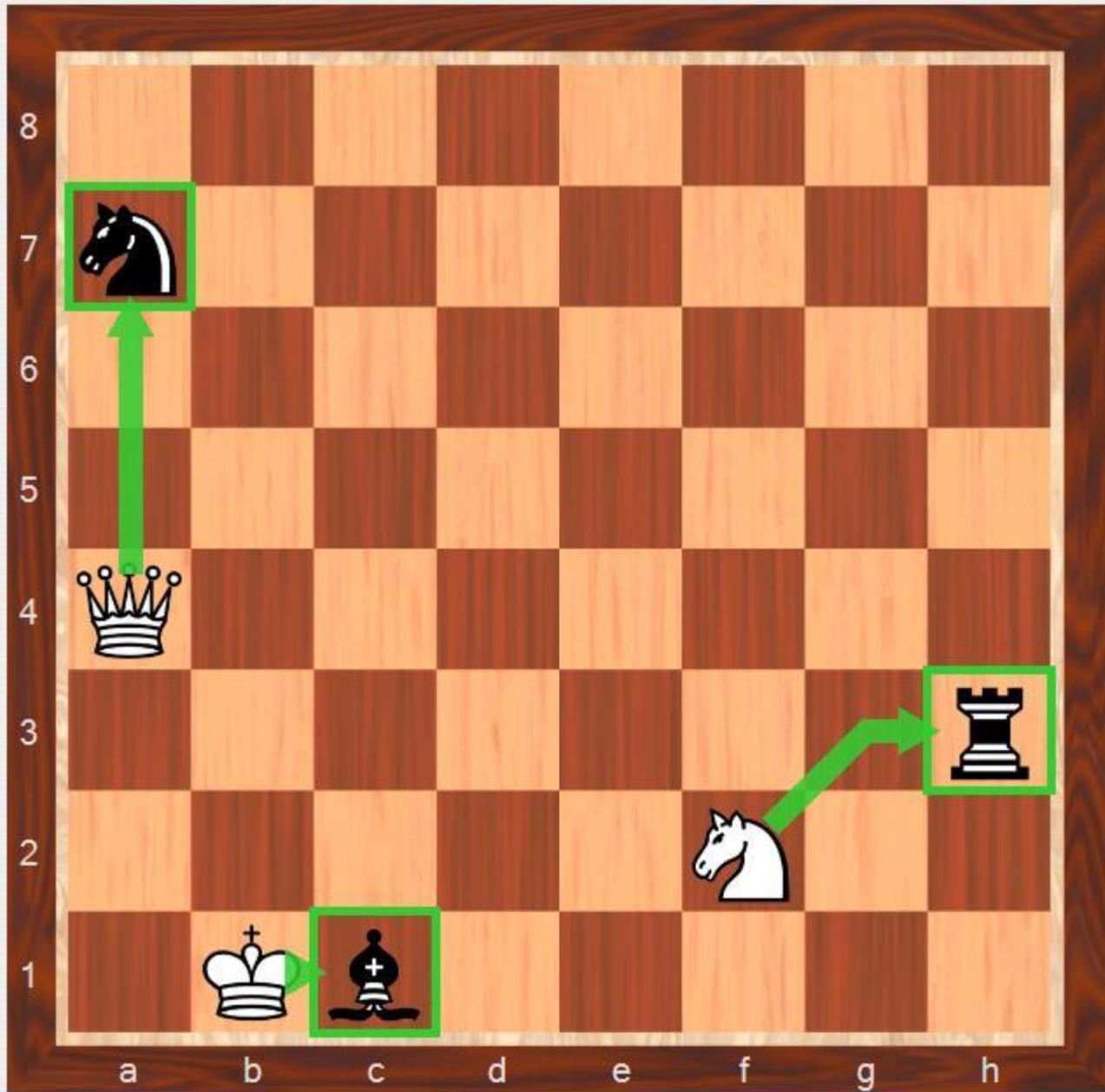


Чёрный слон может  
пробить белую ладью



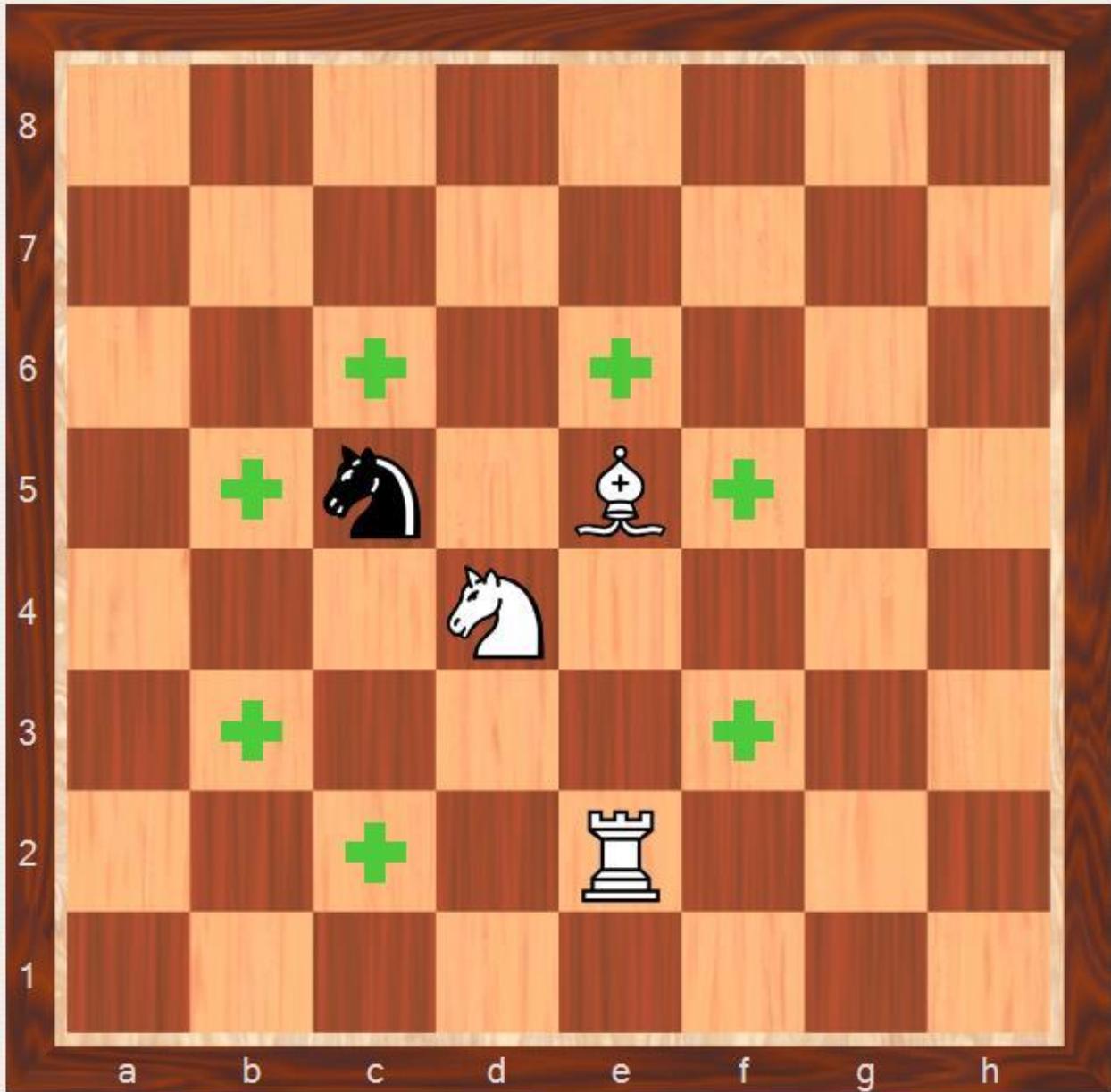


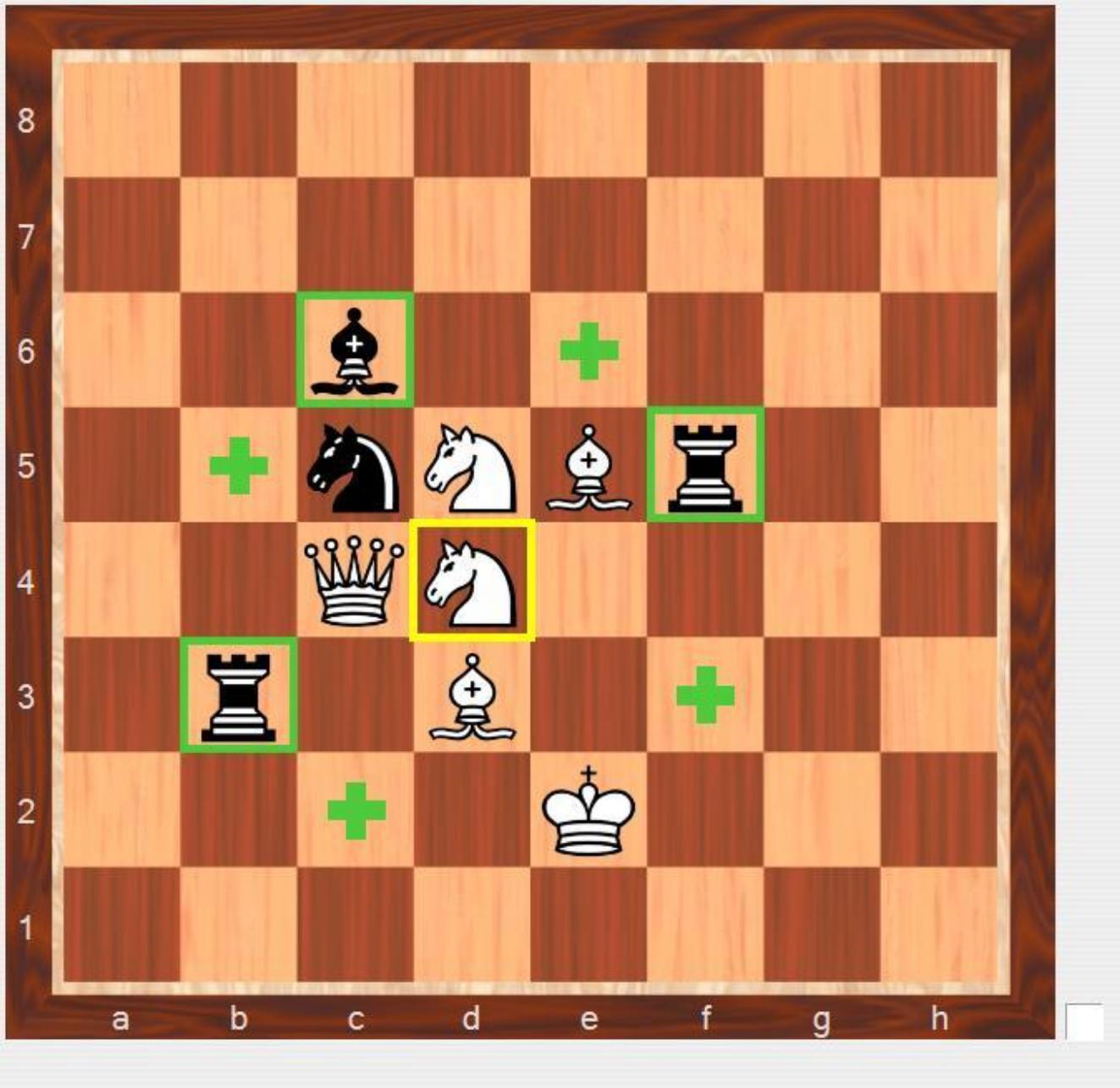




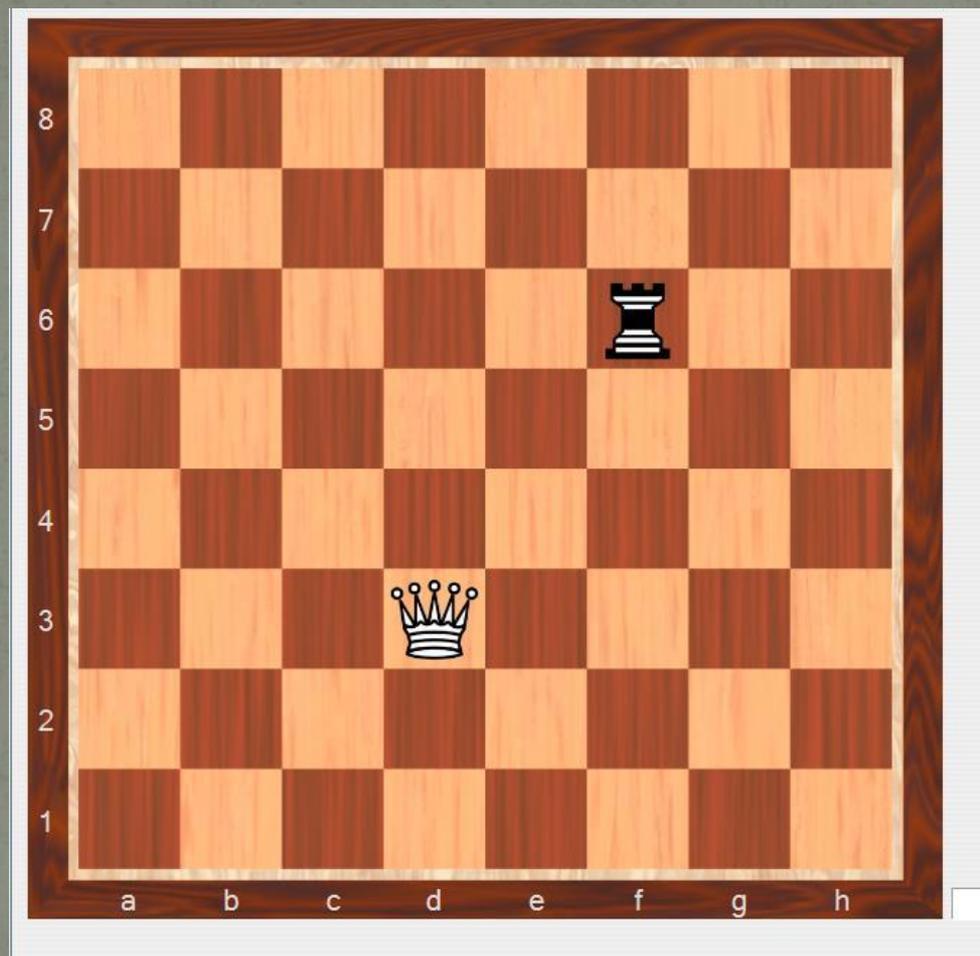


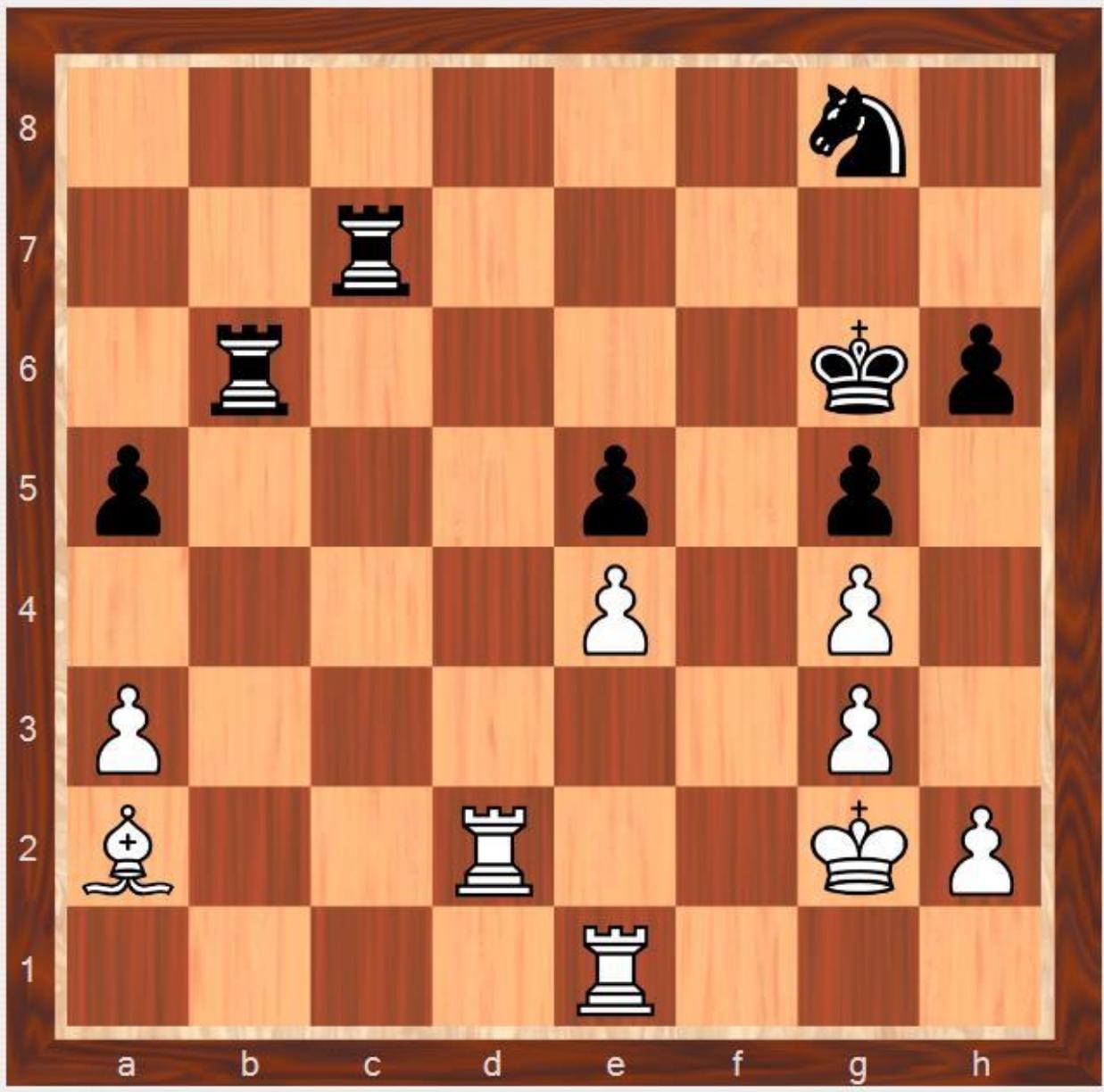




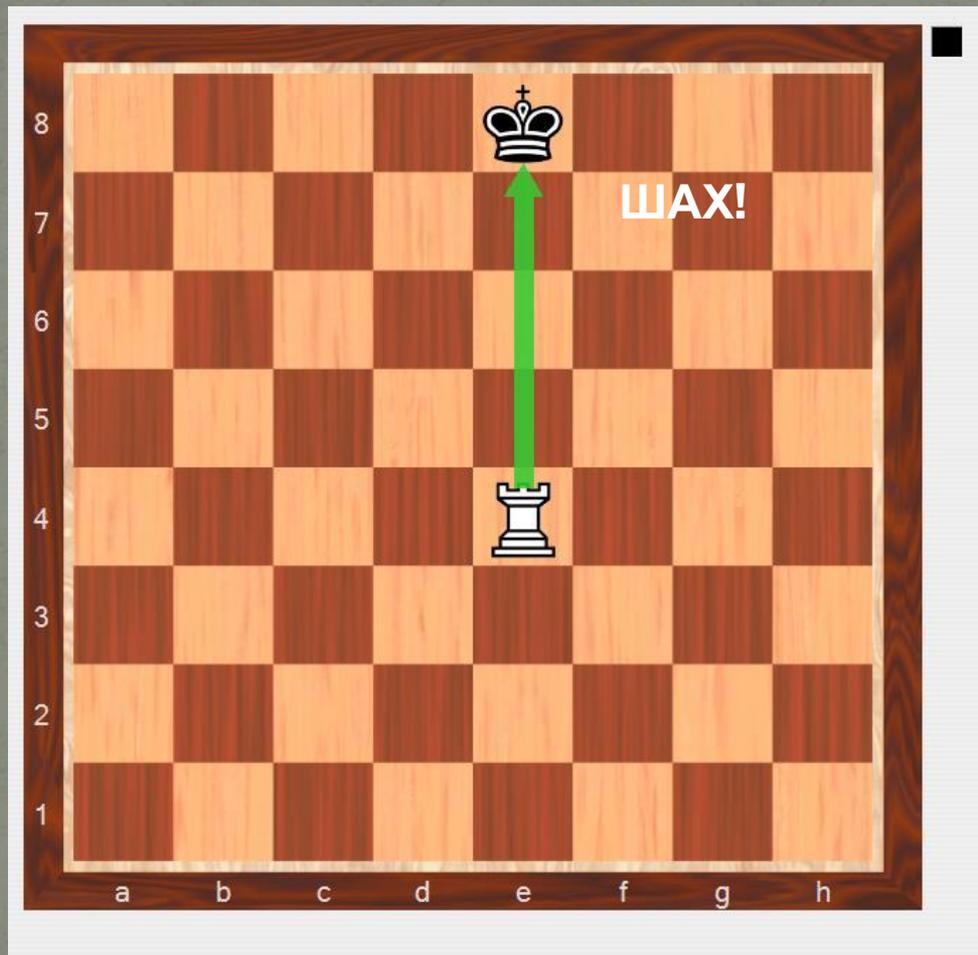


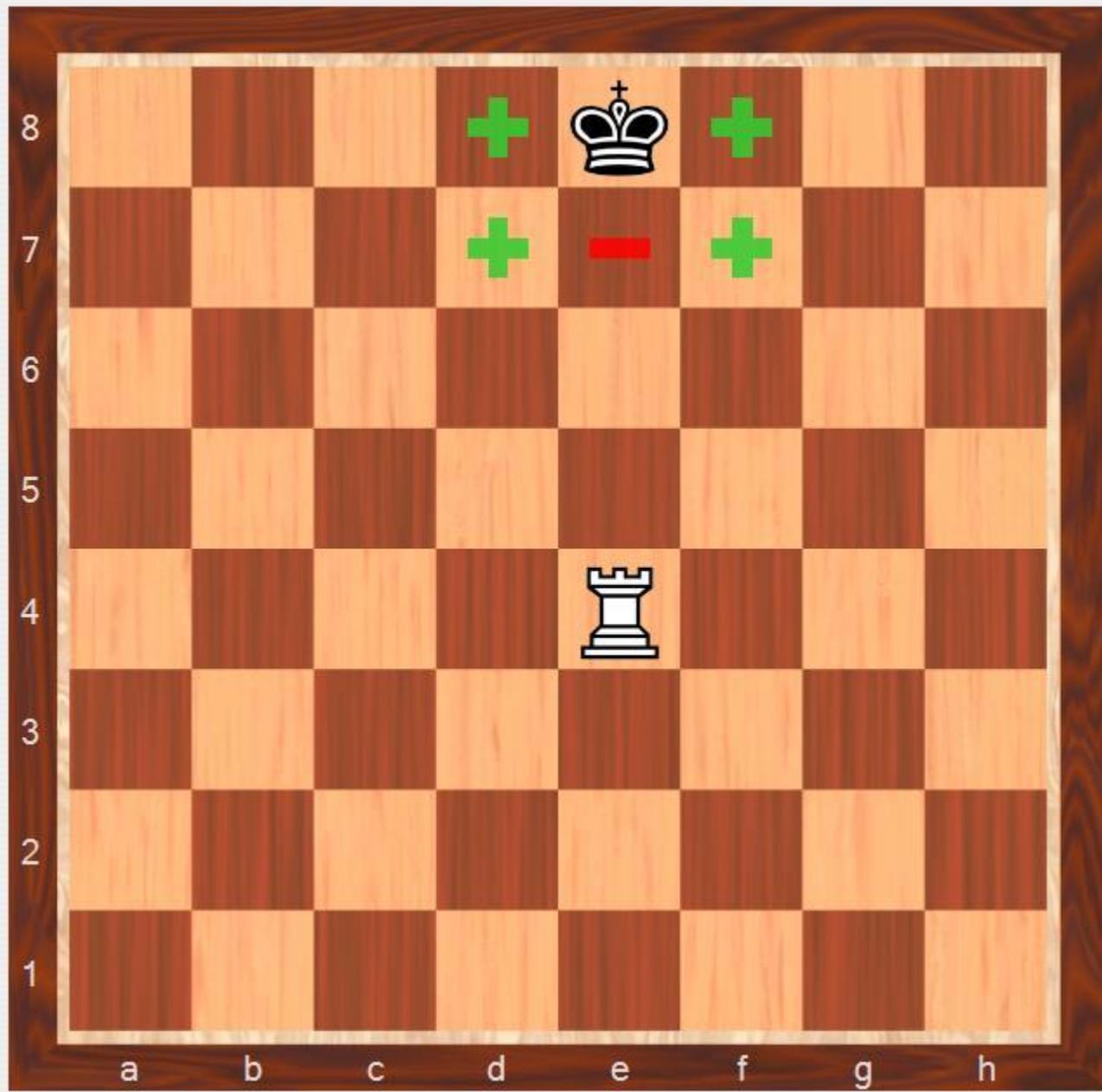
# Безопасное нападение



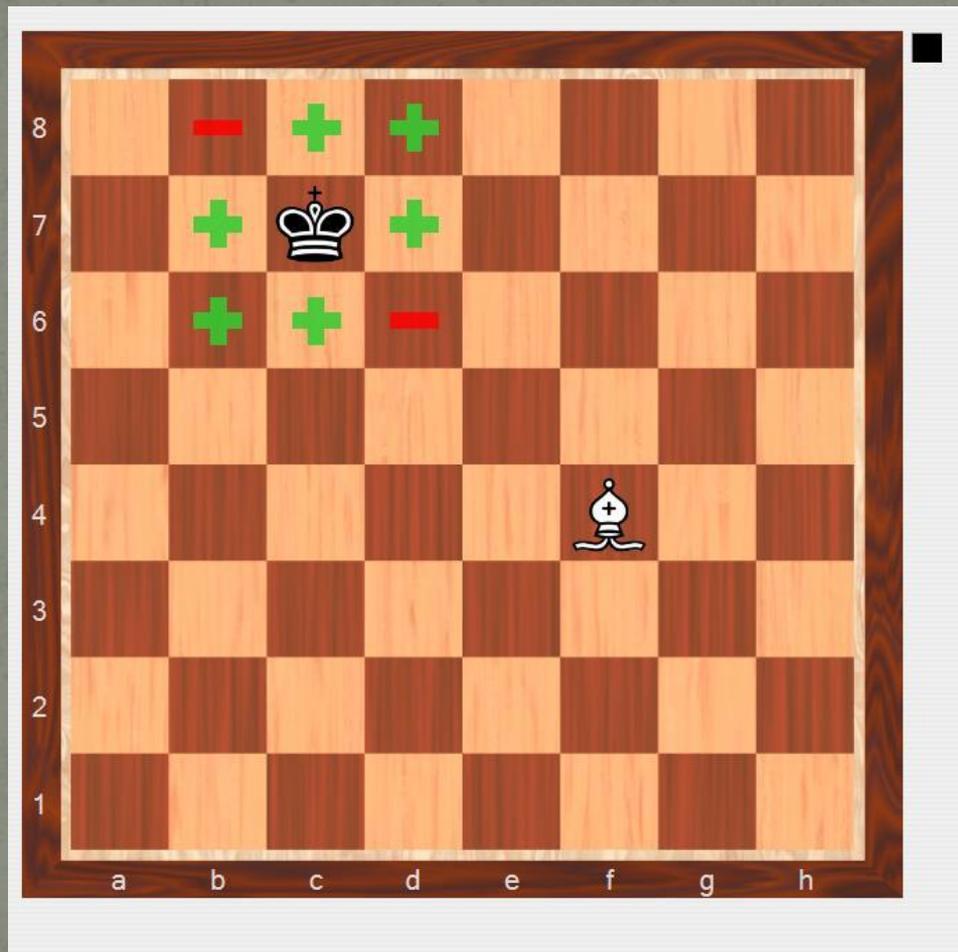


# Нападение на короля





# Шах слоном



# От шаха можно закрыться

