

# f12 bet horarios

Chess is played on a board of 64 squares arranged in eight vertical rows called files and eight horizontal rows called ranks. These squares alternate between two colours: one light, such as white, beige, or yellow; and the other dark, such as black or green. The board is set between the two opponents so that each player has a light-coloured square at the right-hand corner. Individual moves and entire games can be recorded using one of several forms of notation. By far the most widely used form, algebraic (or coordinate) notation, identifies each square from the point of view of the player with the light-coloured pieces, called White. The eight ranks are numbered 1 through 8 beginning with the rank closest to White. The files are labeled a through h beginning with the file at White's left hand. Each square has a name consisting of its letter and number, such as b3 or g8. Additionally, files a through d are referred to as the queenside, and files e through h as the kingside. See Figure 1.

Moves

The board represents a battlefield in which two armies fight to capture each other's king. A player's army consists of 16 pieces that begin play on the two ranks closest to that player. There are six different types of pieces: king, rook, bishop, queen, knight, and pawn; the pieces are distinguished by appearance and by how they move.

The players alternate moves, White going first.

King White's king begins the game on e1. Black's king is opposite at e8.

Each king can move one square in any direction; e.g., White's king can move from e1 to d1, d2, e2, f2, or f1.

Rook Each player has two rooks (formerly also known as castles), which begin the game on the corner squares a1 and h1 for White, a8 and h8 for Black.

A rook can move vertically or horizontally to any unobstructed square along the file or rank on which it is placed.

Bishop Each player has two bishops, and they begin the game at c1 and f1 for White, c8 and f8 for Black.

A bishop can move to any unobstructed square on the diagonal on which it is placed.

Therefore, each player has one bishop that travels only on light-coloured squares and one bishop that travels only on dark-coloured squares.