Chess Moves

Rook	Queen	Pawn
ooxoo	xoxox	ooooo
ooxoo	oxxxo	oo2oo
xxRxx	xxQxx	oX1Xo
ooxoo	oxxxo	ooPoo
ooxoo	xoxox	ooooo
	`	
ooooo	xoooX	ooooo
Xoooo	oxPxo	ox1oo
xoooo	xxQXo	ooPoo
xoooo	oXxPo	ooooo
RxxPo	ooXoo	ooooo
	`	
Bishop	King	Knight
xooox	ooooo	oxoxo
oxoxo	oxxxo	xooox
ooBoo	oxKxo	ooNoo
oxoxo	oxxxo	xooox
xooox	ooooo	oxoxo
	`	
Xoooo	ooooo	oXoxo
oxoPo	RooPo	xPPPP
ooBoo	oXKoo	oPNPo
oXoxo	oxoxo	xPPPx
ooooP	oBooo	oxoxo

Chess Definitions

Castle -- For an unmoved King to move two squares towards an unmoved Rook, and the Rook to move to the King's other side. The King may not be moved in, though, or out of check. No other pieces may be between the King and the Rook.

Check -- The player's King is in danger of being captured

Checkmate -- The player's King is unable to get out of danger. Game ends in a loss.

En Passant (In Passing) -- Pawn moving two squares may be captured by adjacent Pawns as though it only moved only one square, but only on the immediately following turn.

Files -- Columns on a board, denoted by letters a to h, from White's left to right

Promotion -- A Pawn advancing to their farthest rank is replaced by the owning player's choice of Bishop, Knight, Rook, or Queen.

Ranks -- Rows on a board denoted by numbers from 1 to 8, from White's side row to Black's side row

Stalemate -- Occurs when the active player has no legal moves, but isn't in check. Game ends in a draw.

Wikipedia played a large roll in the gathering of this information.