Notation

        K = King   B = Bishop
        Q = Queen   N = Knight
        R = Rook   P = Pawn (when needed)
Use upper case for pieces; lower case for letters of ranks
Examples of simple moves (no capture or check):
        Nf6 (Knight moves to f6)
        Bb5 (Bishop moves to b5)
Special symbols:
        0-0 = King side castle
        0-0-0 = Queen side castle
        x = capture. For example:
            BxB (identifying pieces capturing and being captured)
            Bxe3 (identifying square of captured piece)
            cxd (for Pawn captures -- "P" is not necessary;
            identify the file instead)
+ = check. Always goes at end of move. For example: RxR+
        ++ = checkmate. For example: QxP++
Be more specific where more than one piece can move to a
        particular square, can capture, or can be captured. For
        example:
        Rae1 (the Rook on the "a" file moves to e1)
        RxRe (Rook takes the Rook on the "e" file)
        R1xR (Rook on the first rank takes Rook)