

CASTLING: Protecting the King

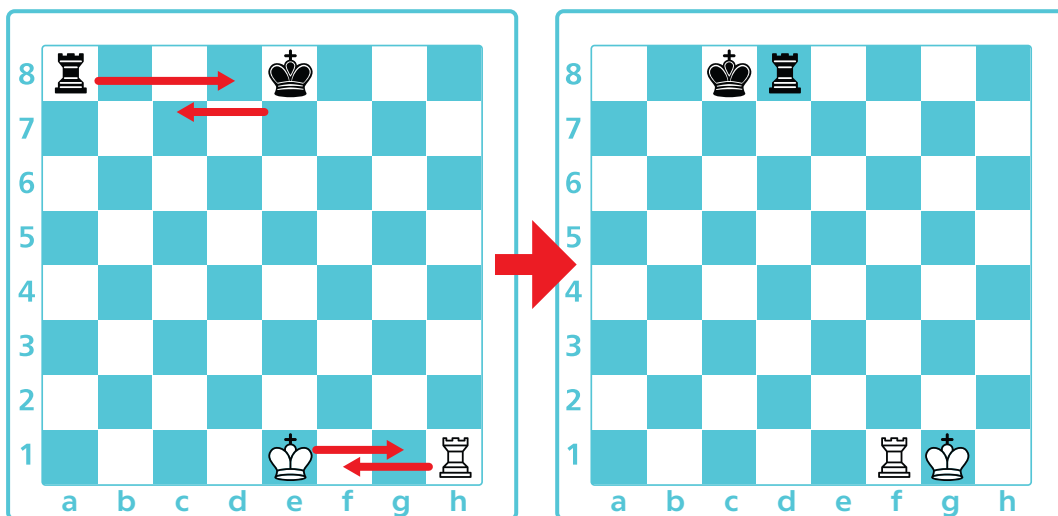
The king can **castle** with the rook of the same color to get in a **safer** position.



- Step 1.** The king moves two squares aside towards the rook.
- Step 2.** The rook jumps over the king and stands beside it.

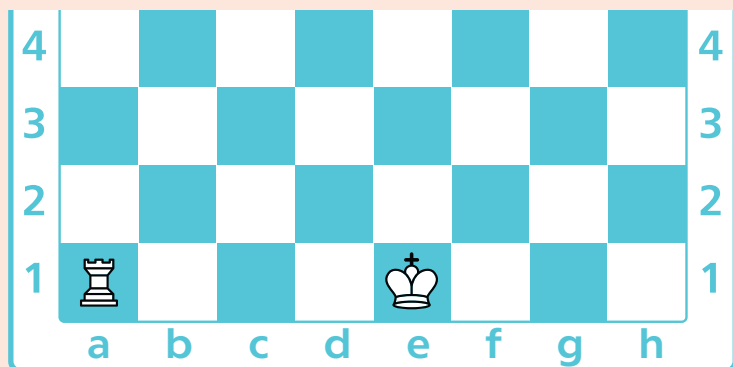
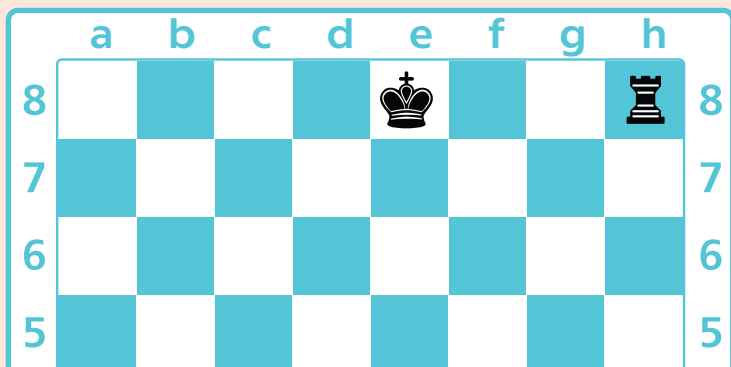
If the rook moves **2 squares**,
castling is written
as **0-0**.

If the rook moves **3 squares**,
castling is written
as **0-0-0**.



0-0-0
0-0

The kings are going to castle. Check the correct square on which each piece will be after castling. Check the correct notation.



<input type="text"/>	<input type="text"/>	<input type="text"/>
g8	g8	0-0
<input type="text"/>	<input type="text"/>	<input type="text"/>
f8	h8	<input type="text"/>
<input type="text"/>	<input type="text"/>	0-0-0
h8	f8	<input type="text"/>

<input type="text"/>	<input type="text"/>	<input type="text"/>
d1	b1	0-0
<input type="text"/>	<input type="text"/>	<input type="text"/>
c1	c1	<input type="text"/>
<input type="text"/>	<input type="text"/>	0-0-0
b1	d1	<input type="text"/>