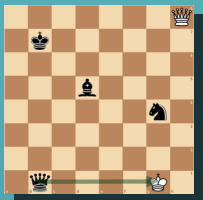


# What is checkmate?

The game ends in *checkmate* when:

1. The king is in check
2. The king cannot block the checking piece
3. The king cannot take the checking piece
4. The king cannot run away



The king is under check by the black queen



The white queen is too far to block

The white king cannot take the black queen

The knight and bishop guard the escape squares

