

Opposition “Standard-Advanced” Help Guide

Opposition: An endgame term meaning the King is not forced to move. Where the two Kings stand on the same file or diagonal with an odd number of squares between them, the player that doesn't have to move is said to “have the Opposition.”

Diagram 1: White can take direct Opposition by moving to a square that is on the same file as the Black King and is an odd number of squares away from him.

Diagram 2: In the second problem Black can take distant Opposition by moving to the square that is on the same file as the White King and an opposite number of squares away from him.

Diagram 3: The third diagram asks how White can take diagonal Opposition? White needs to be an opposite number of squares away from the Black King and remain on the same diagonal line as him.

Diagram 4: White can take oblique Opposition by moving to a square that no matter where the Black King moves on his next turn you can create Opposition. So if you move closer to the King no matter where he moves to on his next turn you will be able to create Opposition.

Diagram 5: Keep in mind that the player that does not have to move always has the Opposition.

Diagram 6: White can take the Opposition if he stays on the same file that the Black King is on and remains an odd number of squares away from him.