







CHEXES INSTRUCTIONS

Introduction

Chexes was invented in Texas in 2017 as an intellectual bridge between chess and checkers. In that Chexes is a two player game embracing chess's intellectual rigor and checkers fast pace and quick learning. Chexes is played on a four by four checkered game board and the two players both have four white and black game pieces. The goal of Chexes is to capture all of the opponents pieces. The player to capture all of the other player's pieces wins.

Game Piece Orientations

Unlike in chess and checkers, Chexes uses one game piece in specific orientations to represent a specific unit. In Chexes there are three types of units ranked from lowest value to highest: pawn, bishop, and king. Each piece has one body color except for one vertical stripe and one square top being an inverted color to the rest of the body. Each unit is configured by its orientation of the stripe and top color. From the player's point of view a pawn would have the stripe facing them and the top being the color of the rest of the body. The bishop would have the stripe facing the player and the top color being an inverted color to the rest of the body and the king would have the stripe facing away from the player and the top color being inverted from the rest of the body. Refer to the image 1 for the proper piece orientations.

<i>Unit Type and Piece Orientations from player's perspective</i>		
Unit Type	White Piece Orientation	Black Piece Orientation
Pawn		
Bishop		
King		

Game Piece Types Attributes (Movement and Attack)

All units in Chexes attack the same way, except for a few exceptions. In Chexes units attack like in checkers and move like kings in chess moving one adjacent square at a time. When capturing other pieces units can jump over multiple opponent pieces that are directly adjacent such as: double, triple, and quadruple jumping in Checkers. Pawns can only move and attack in a forward direction. Bishops

and kings move and attack the same in that they can move one space any direction and can capture pieces in any direction. A player can only have a maximum of four pieces total on the game board.

Spawning Pawns and King Creation

In order to spawn a pawn the player must have kings and only kings and all of the player's kings must be on the player's starting side. Only one pawn can be spawned at a time. After the spawning of the pawn all of the kings are set to bishops. The newly spawned pawn is placed in any empty space on the player's starting side. If an empty space is not available and an opponents piece is occupying a space then and only then can the opponents piece be captured and the pawn can spawn in that place. When pawns and bishops reach the opponents starting side they become kings.

Board Setup

Two players must first decide on which player will go first. Just as in chess the player with white pieces goes first and the player with black pieces goes second. Each player places four pawns horizontally in a row on the player's starting side. Refer to the adjacent image for proper board setup. Note the starting side is the side where a player's four pawns are first set out at the start of the game.

