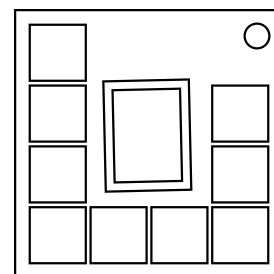


On the Subject of 1D Chess

Whatever you do, don't panic.

The module has 8 or 9 tiles and a blackboard overlaid on a wooden backing. When the lights come on, it will attempt to generate a puzzle. It may take a while.



Once a valid position has been found, the blackboard will update with "Mate in #", # being a number.

To solve this module, you must beat Rustmate, a computer chess engine, at their own game. You cannot use more moves than the blackboard specifies. Losing/drawing the game will incur a strike and reset the module.

Game Rules

- 6 chess pieces are divided into white and black sets. The game is played on a 1-dimensional board of 8 or 9 squares, detonated a-i, left-to-right. Any corner turns on it are treated as straight lines.
- When the king is attacked, they are put in *check*, the player being checked must go out of check. A player cannot put themselves in check.
- To win the game of 1D Chess, a player must put the opponent in *Checkmate*, where the opponent is in check, and cannot move out of check.
 - If the king is safe, but the player cannot make any moves, this is called *Stalemate* and is a draw.

Name	Icon	Movement
<u>K</u> ing		1 space forward/backward.
<u>K</u> nigh <u>t</u>		2 spaces forward/backwards, can jump over another piece.
<u>P</u> awn		1-2 spaces toward the opponent king.
<u>B</u> ishop		Any <u>even-numbered</u> spaces forward/backwards.
<u>R</u> ook		Any <u>odd-numbered</u> spaces forward/backwards.
<u>Q</u> ueen		Any spaces forward/backwards.