Pawns- can move forwards two spaces from beginning position and one onwards. Can only move forwards unless it’s taking an enemy piece diagonally.

Knights- can move in a L shape in any direction.

Bishop- can only move diagonally.

Castle- can only move horizontal and vertical.

Queen- can move the same as bishops and knights.

King- can move one space anywhere around it.

Win condition- Lock the king down. If the king cannot move without being taken the king is in checkmate and the player will lose.

If a pawn reaches the other side of the board, it can be turned into a knight, bishop, or castle.

# Concepts

1. Pawns can jump over pieces. If there are two pieces the pawn can take the one behind the first piece. If the player that loses a piece decides to. They can make the piece that was jumped can backwards one piece and take the pawn as well. Pawns will longer be promoted when reaching the other end of the board. (Pawn priority playstyle)
2. The king can also move like knights. (Aggressive king playstyle)
3. When someone can take a piece. Play rock paper scissors. Whoever loses will lose their piece. (Duelling concept)
4. If the king has lost all pieces except pawns. The king and can promote one piece to any piece besides queen. (Lifeline concept)
5. The knights no longer follow an “L shape” and instead circle 3 spaces around the king. Knights can move 3 spaces anywhere around the king. (King protectors’ concept)