

# **CHEZ**

## **The Great Restoration: From Apocalypse to Harmony**

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### **OBJECTIVE OF THE GAME**

1. The primary goal is to be the first player to fully restore your army to its starting position on your Base.
2. Pure Victory (declared: CHEZ!): Achieved when a player has all pieces on correct starting squares, and no move was made on the final turn.
3. Alternative Victory (declared: CHEZ!): Achieved under these conditions:
  - (a) The partner has no legal move
  - (b) The partner irremediably blocked a pieces path to its base
  - (c) A king is under an irremediable Bond

### **INITIAL POSITION AND SETUP**

1. The Board: Standard 8x8 chessboard, initially empty
2. The Pieces: All 32 pieces start as Inactive (off the board)
3. King Entry:
  - (a) White places king on any square as first move
  - (b) Black places king on any square not attacked by white king

# THE MOVE AND REVIVAL MECHANICS

## Turn Sequence

1. A player's turn consists of two mandatory actions:
2. Move: Select any Active piece on the board (either color) and move it according to movement rules, freeing a square
3. Revive: Place an Inactive piece of the opposite color on the vacated square

### *Examples:*

White moves black knight from f3 to e5, then revives white bishop on f3.

Black revives black pawn on d4 (square occupied by white pawn). White must then move that white pawn.

## Movement Rules

1. All pieces move as in classical chess, with modifications for pawns:
2. Pawns move backward towards their own Base (White: toward 2nd rank; Black: toward 7th rank)
3. A pawn may advance directly to second rank (White) or seventh rank (Black) if path is clear
4. Promotion: Pawn reaching opponents back rank promotes to any piece. Reverts to pawn upon entering own base
5. Castling: Permitted under standard conditions (unmoved king and rook, clear path, king not under Bond)

# THE BOND

## Definition

1. A king is under a Bond when attacked by piece of opposite color, if situation can be remedied in one move
2. Declaring Bond! acts as tactical reminder of the partners bond

## Procedure

1. Player must announce Bond! upon creating this situation
2. Partner must remedy the Bond on immediate turn by:
  - (a) Moving king out of attack
  - (b) Blocking the attack
  - (c) Capturing threatening piece
  - (d) Moving king or threatening piece via revival
3. Player may place own king under Bond, if partner can remedy it next turn

## Illegal Moves and Exceptions

1. Creating irremediable Bond is illegal move
2. If Bond not remedied for three consecutive turns, victory awarded to player whose king was under Bond
3. If both players overlook Bond, it must be remedied when identified

## SPECIAL RESTRICTIONS

1. Pawn on Home Rank: Pawn may be revived on base's back rank, but partner must return it to second rank via revival next turn
2. Doubled Pawns: Player must announce Doubled pawns! if revival creates them. Pawns must be separated next turn
3. Irremediable Blockage: Creating permanent blockage for any piece is illegal

## GLOSSARY OF TERMS

*Active Piece* Piece in play on the board

*Base* Player's starting territory (ranks 1-2 White, 7-8 Black)

*Bond* Tactical reminder of partners bond, declared when king attacked

*Handicap* Disadvantage given to stronger player

*Inactive Piece* Piece off board, available for revival

*Revival* Activating inactive piece on vacated square

# SUPPLEMENTARY GUIDELINES

## Frequently Asked Questions

*Q:* Can I revive piece of opposite color?

A: Yes. Revival uses piece of color opposite to moved piece

*Q:* What happens when all pieces active?

A: Game continues with players only moving active pieces

*Q:* Meaning of declaring Bond?

A: Tactical reminder of partners bond, emphasizing duty to restore harmony

*Q:* Can I revive piece that attacks partner's king?

A: Yes, but must immediately declare Bond!

*Q:* What if revival blocks partner's base restoration?

A: Such move illegal. If partner's only move, declare CHEZ!

## Recommendations

1. For initial games, arbiter recommended for complex situations
2. AI players should state only moves without commentary
3. Rules require playtesting for final balance
4. Remember: CHEZ is not chess. Tactics and spirit fundamentally different