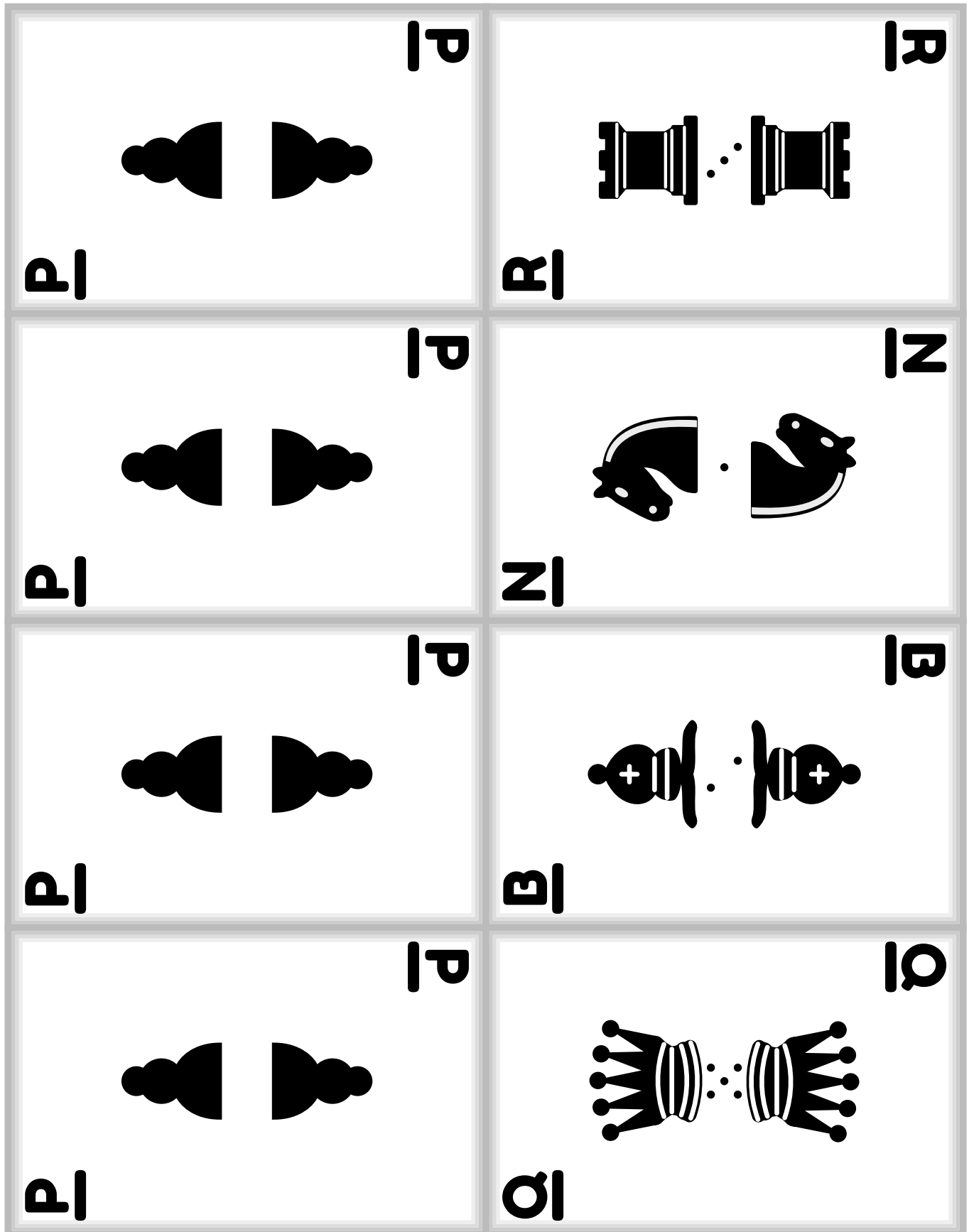
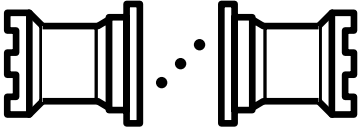
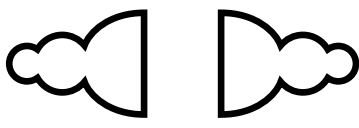
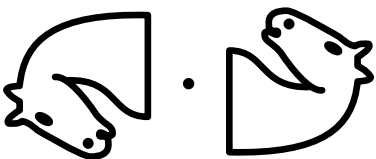
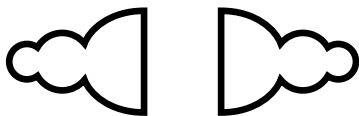
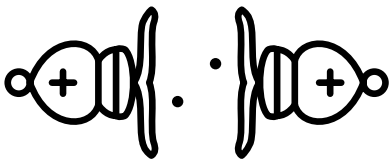
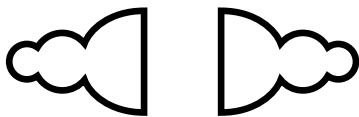
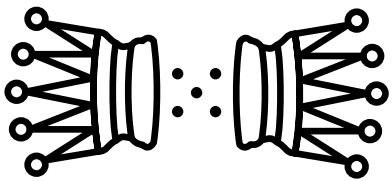
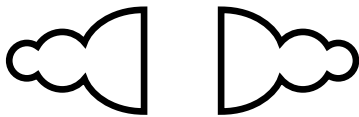


Chess Deck

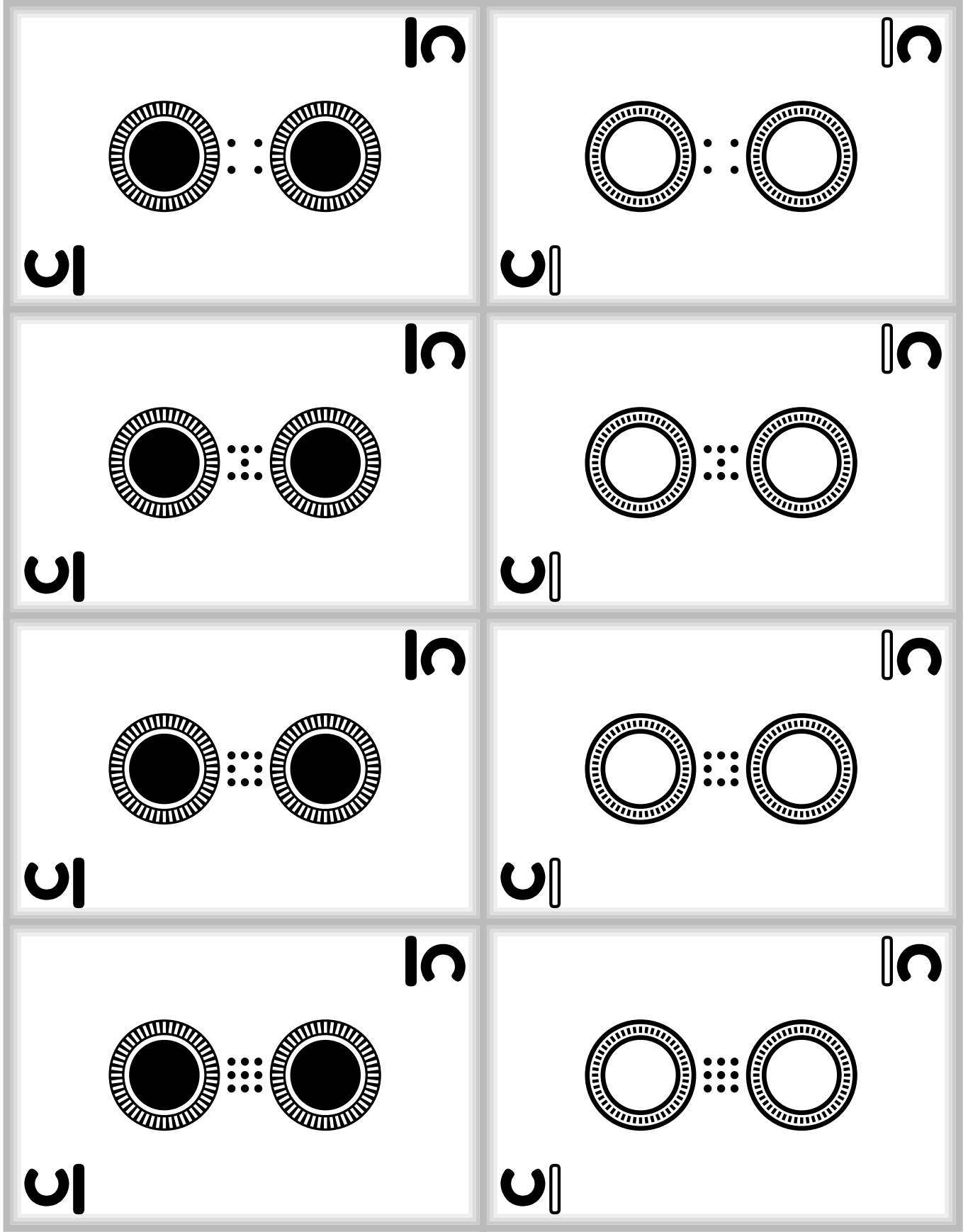
Designed by Don Kirkby. Find game rules at donkirkby.github.io/chess-kit.



<div data-bbox="1370 212 1463 285">K</div> <div data-bbox="956 327 1338 485"> </div> <div data-bbox="834 527 927 600">K</div>	<div data-bbox="1370 632 1463 705">B</div> <div data-bbox="956 758 1338 915"> </div> <div data-bbox="834 957 927 1031">B</div>	<div data-bbox="1370 1052 1463 1125">N</div> <div data-bbox="956 1178 1338 1335"> </div> <div data-bbox="834 1377 927 1451">N</div>	<div data-bbox="1370 1472 1463 1545">R</div> <div data-bbox="956 1598 1338 1755"> </div> <div data-bbox="834 1797 927 1871">R</div>
<div data-bbox="699 212 792 285">P</div> <div data-bbox="302 348 656 464"> </div> <div data-bbox="164 527 256 600">P</div>	<div data-bbox="699 632 792 705">P</div> <div data-bbox="302 779 656 894"> </div> <div data-bbox="164 957 256 1031">P</div>	<div data-bbox="699 1052 792 1125">P</div> <div data-bbox="302 1209 656 1325"> </div> <div data-bbox="164 1388 256 1461">P</div>	<div data-bbox="699 1472 792 1545">P</div> <div data-bbox="302 1640 656 1755"> </div> <div data-bbox="164 1818 256 1892">P</div>

<div> <div>R</div> <div>  </div> <div>R</div> </div>	<div> <div>P</div> <div>  </div> <div>P</div> </div>
<div> <div>N</div> <div>  </div> <div>N</div> </div>	<div> <div>P</div> <div>  </div> <div>P</div> </div>
<div> <div>B</div> <div>  </div> <div>B</div> </div>	<div> <div>P</div> <div>  </div> <div>P</div> </div>
<div> <div>Q</div> <div>  </div> <div>Q</div> </div>	<div> <div>P</div> <div>  </div> <div>P</div> </div>

<div data-bbox="167 533 256 604">K</div> <div data-bbox="289 329 669 487"> </div> <div data-bbox="703 216 792 287">K</div>	<div data-bbox="833 533 922 604">P</div> <div data-bbox="971 352 1323 466"> </div> <div data-bbox="1369 216 1458 287">P</div>
<div data-bbox="167 961 256 1033">B</div> <div data-bbox="289 760 669 917"> </div> <div data-bbox="703 646 792 718">B</div>	<div data-bbox="833 961 922 1033">P</div> <div data-bbox="971 781 1323 894"> </div> <div data-bbox="1369 646 1458 718">P</div>
<div data-bbox="167 1390 256 1461">N</div> <div data-bbox="289 1188 669 1346"> </div> <div data-bbox="703 1075 792 1146">N</div>	<div data-bbox="833 1390 922 1461">P</div> <div data-bbox="971 1209 1323 1323"> </div> <div data-bbox="1369 1075 1458 1146">P</div>
<div data-bbox="167 1820 256 1892">R</div> <div data-bbox="302 1629 656 1761"> </div> <div data-bbox="703 1505 792 1577">R</div>	<div data-bbox="833 1820 922 1892">P</div> <div data-bbox="971 1640 1323 1753"> </div> <div data-bbox="1369 1505 1458 1577">P</div>



Zombie Chess

2 players
Chess set
Coins (about 5)
Pencil and paper

Standard starting position

Draw board to record
where you bury pieces.

Masquerade Chess

2 players
Chess set
Pencil and paper

Standard starting position

Fill one grid to choose how
opponent captures.

Write other grid to record
what you learn.

Two Move Chess

2 players
Chess set
Chess cards (5 each)

Standard starting position

White plays 2 cards face
up.

Adrenaline Chess

2 players
Chess set
Checkers set

Standard starting position

Tar Pit Chess

2 players
Chess set
Checkers set
Chess cards

(include 2 checkers each)

Standard starting position

Shuffle and deal 6 cards
plus 6 checkers each.

Chess Golf

1+ players
Chess set
Chess cards (no pawns)

Random starting position
with shuffled cards and
these gaps:

N: 1
B: 2
R: 3
Q: 5
K: 6

Crowded House

4 players
Chess set

Standard starting position

Cooperative Chess

2 players
Chess set
Chess cards

Standard starting position

End by capturing a king or
running out of cards.

Score 1 point for each
captured piece.
If you captured a king,
score 10 points for each
eliminated piece type.
30 is good, 60 is great!

Adrenaline Chess

1. Make a legal move.
2. Stack on captured checkers.
3. May spend checkers to make king moves.
4. Add a checker to any opponent after capture.

Two Move Chess

1. Both choose 2 cards.
 2. Reveal, skip duplicates.
 3. Play cards, in order: N, B, R, Q, K.
 4. Player with 4 cards picks up.
- Move a piece that matches the card or least valuable, movable piece (usually a pawn).
- One card? Play it twice.
The same pawn can't move twice in one turn.

Masquerade Chess

Ask if captures are legal.

If Yes:
Make capture.

If No:
Don't move.

Zombie Chess

After capture, secretly bury.

After move, "No zombie," or place zombie on a coin.

Many zombies, all move.

Unmoved zombies are permanently destroyed.

Cooperative Chess

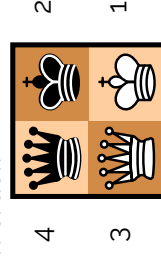
1. May make a non-capture chess move.
2. Must play a card.
3. Multiple capture chess moves, if cards match.
4. Must draw a card.

Wild cards:

1. When you have no matching pieces.
2. After both pieces match colour.

Crowded House

Turn order:



Can only make a move that starts or ends on your side.

Chess Golf

1. Turn up 2 or 3 cards.
2. Everyone solve, no touch!
3. Move like neighbour (same colour).
4. Colour without neighbours? All kings!
5. Solved? Run timer, then reveal move count.
6. Record scores, lowest demonstrates.
7. Replace captures.

Tar Pit Chess

1. Move chess piece.
 2. Stack on captured checker.
 3. May throw your checker.
 4. May add your checker with a card.
 5. Draw cards to match checkers count.
- Tarred pieces are pawns.
Tarred pawns don't move.
Combine pairs of checkers.
Remove tar on back rank.

Half Alice Chess

2 players
Chess set
Checkers set

Standard starting position

Chess960

2 players
Chess set

White piece chess cards

1. Set 2 bishop cards aside.
2. Shuffle other six cards and deal 2 piles of 3.
3. Add one bishop to each.
4. Shuffle each pile.
5. Deal 8 cards into a row from decks 1, 2, 1, 2, 1, 2...
6. Place the white pieces in the same order as cards.
7. If the king isn't between rooks, swap with rook.
8. Place the pawns normally, and make black mirror white.

Synchronous Chess

2 players
Chess set
Pencil and paper

Standard starting position

Synchronous Chess

1. Write down moves.
2. Reveal.
3. Resolve.
 - a. Capture target didn't move? Normal capture.
 - b. Capture target moved? Not captured.
 - c. Both end on same square? Both captured.
4. Moved to an attacked square? Exchange blows.

Chess960

After start, use standard rules, except castling. Castle to standard destination squares from chosen start squares. Rook and king must not have moved, and must only move through empty squares. King must not be attacked on any square he moves through.

Half Alice Chess

1. Make a legal move, ignoring pieces on the other side of the mirror.
2. Add or remove a checker.