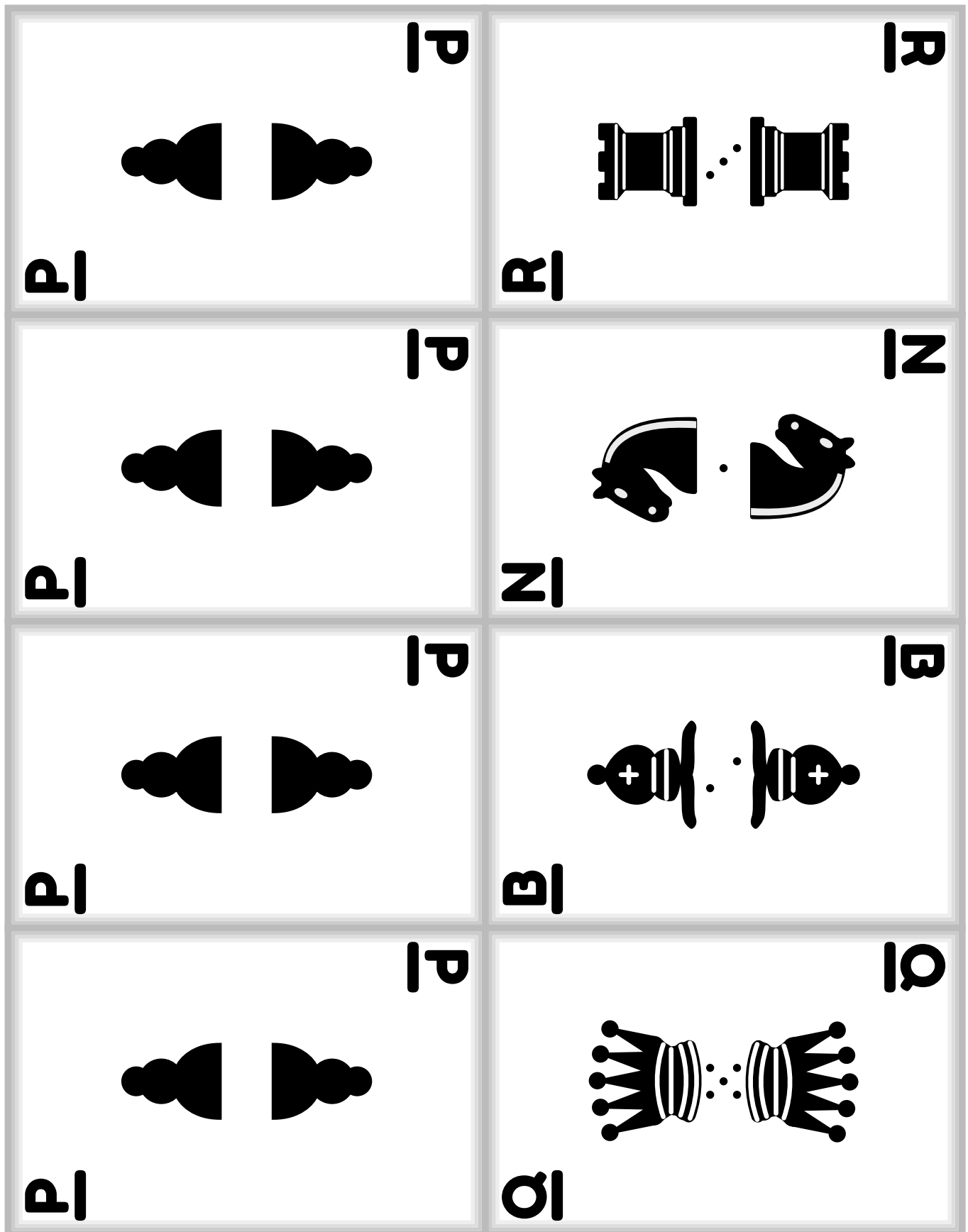
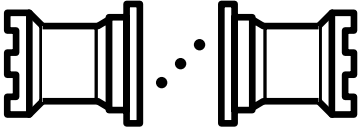
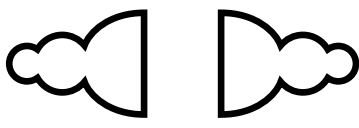
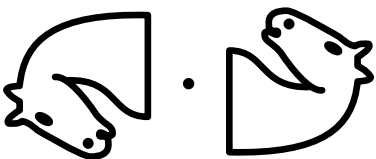
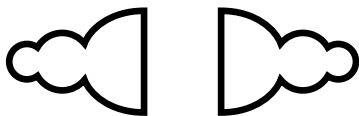
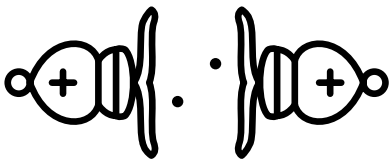
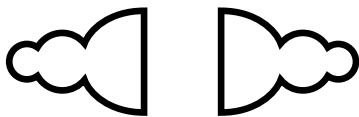
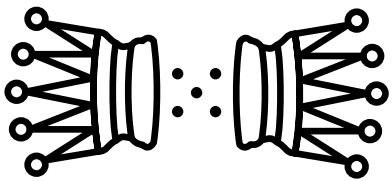
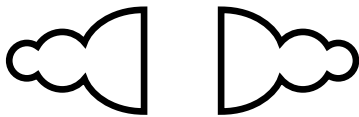


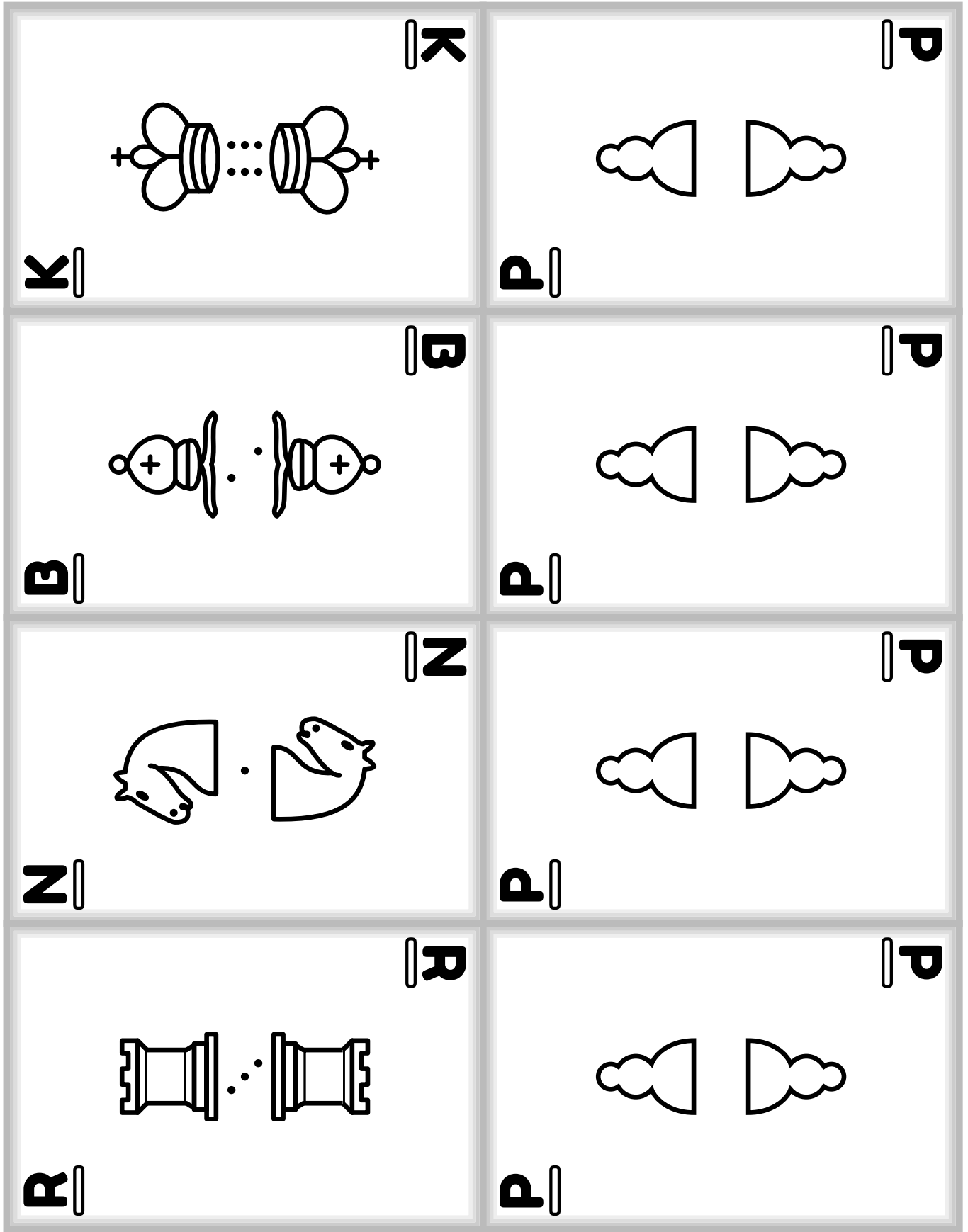
Chess Deck

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



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<div> <div>B</div> <div>  </div> <div>B</div> </div>	<div> <div>P</div> <div>  </div> <div>P</div> </div>
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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

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.

One card? Play it twice.
Move a piece that matches the card or least valuable, movable piece (usually a pawn).
Pawns move once per 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:

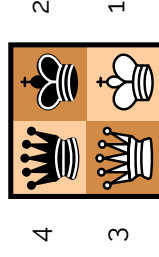
1. When you have no matching pieces.
2. After both pieces match colour.

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.

Crowded House

Turn order:



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

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
Chess cards in three shuffled piles:
1. Black, odd pips: 1, 3, 5, 7 to place a bishop.
2. Black, even pips 2, 4, 6, 8 to place other bishop.
3. White pieces N, N, Q, R, R, plus black R.
Place white pieces on empty squares, with king on middle rook.
Black pieces mirror white pieces.

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.