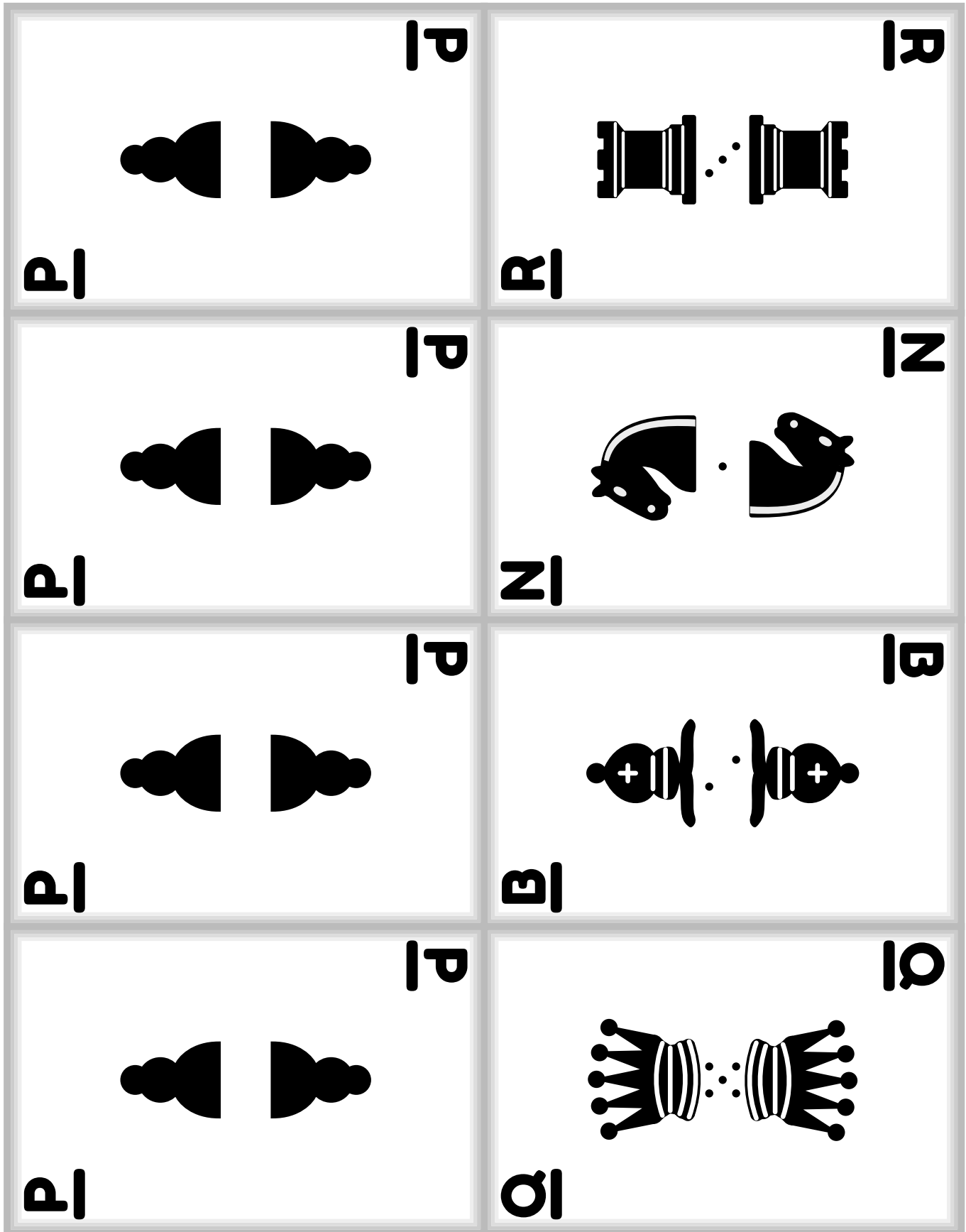
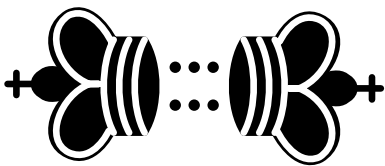


Chess Deck

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

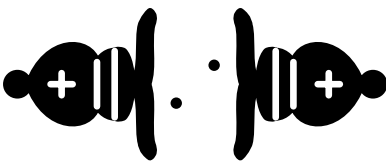


K



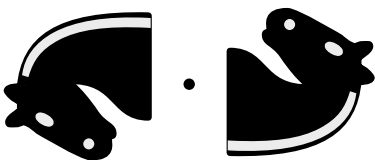
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B



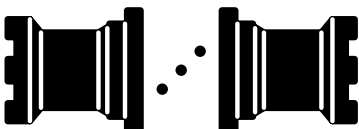
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N



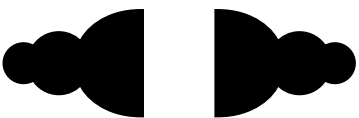
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R



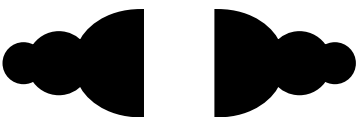
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P



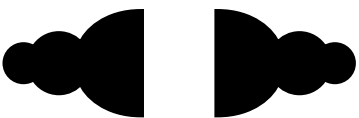
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P



P

P



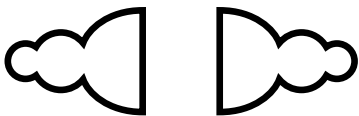
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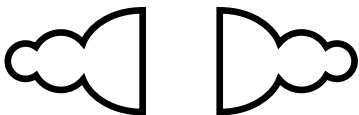
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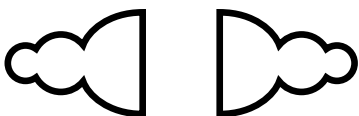
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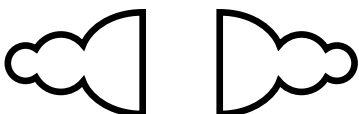
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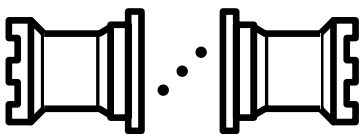
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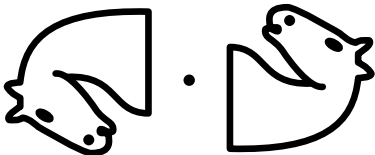
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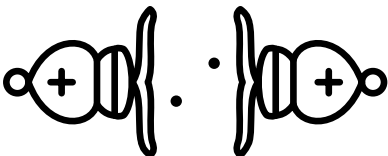
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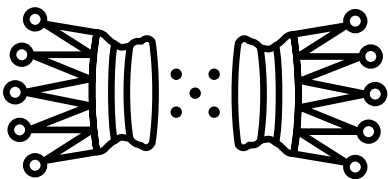
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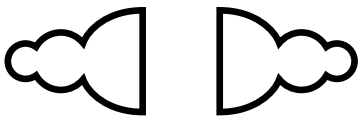
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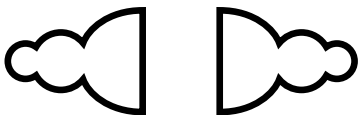
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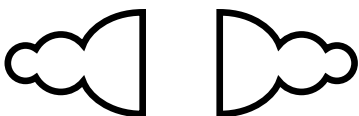
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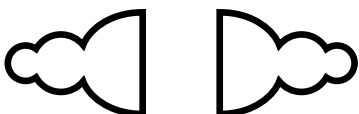
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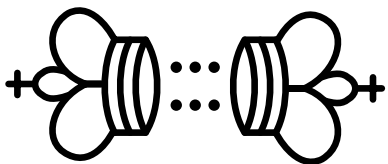
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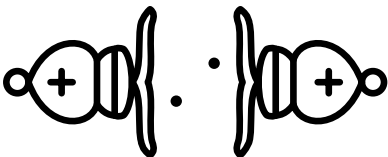
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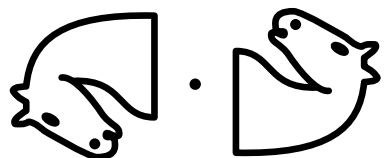
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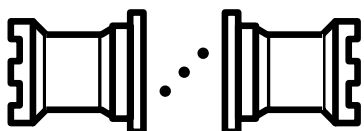
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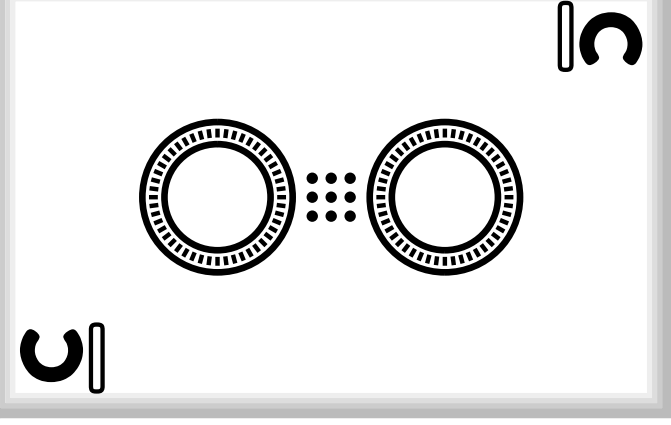
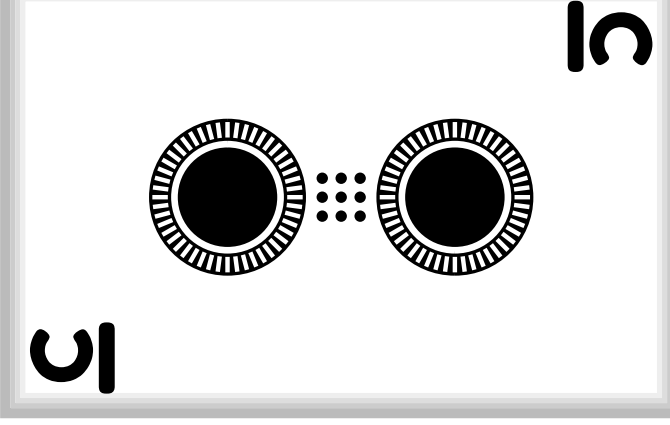
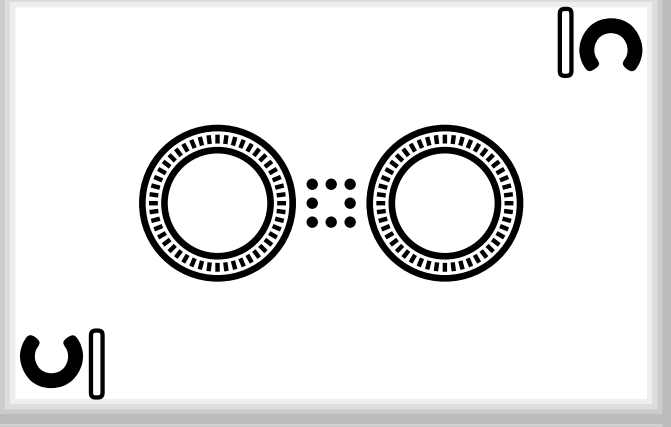
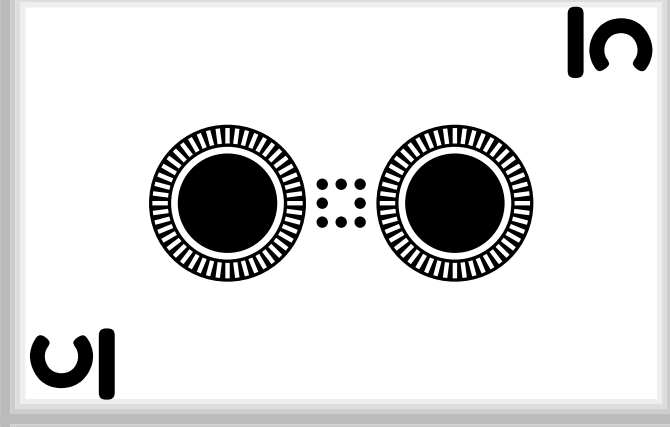
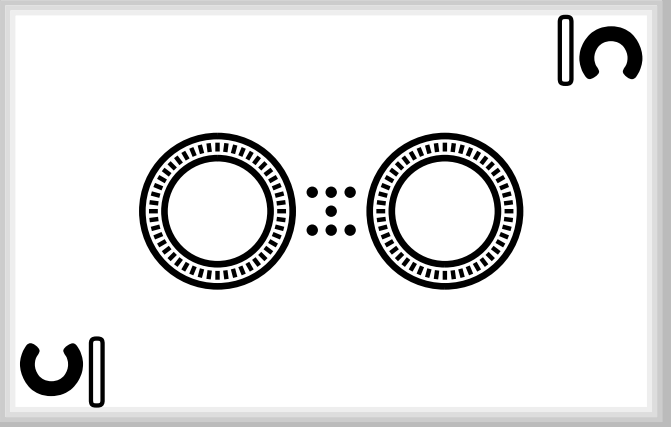
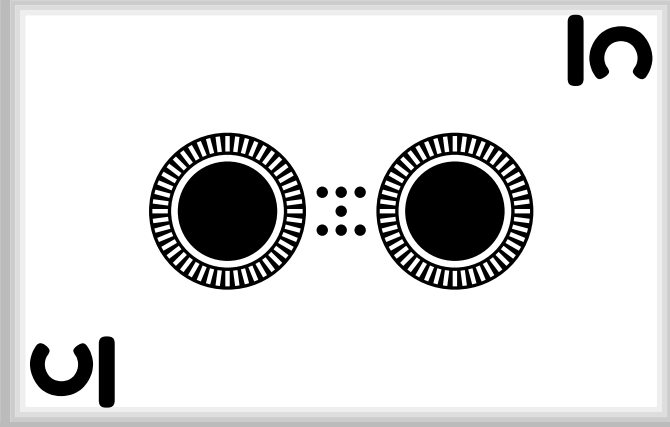
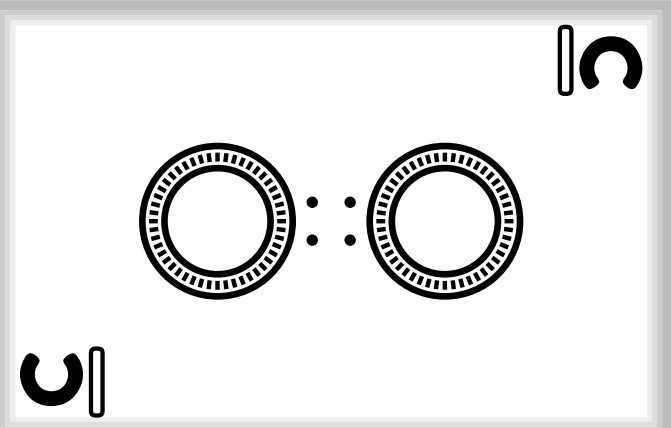
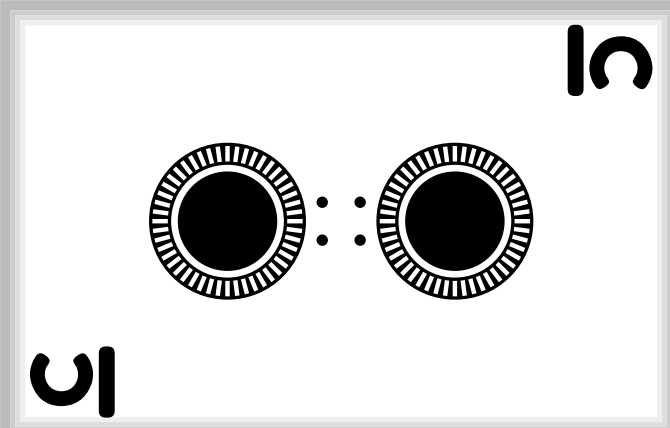


N

R



R



Zombie Chess

Capture -> Secretly bury.

Move -> Any zombies?

Many zombies -> All move.

Unmoved zombies ->
Permanently destroyed.

Masquerade Chess

Start:

Choose how opponent captures.

Play:

Ask if captures are legal.

If Yes:

Make capture.

If No:

Don't move.

Two Move Chess

1. Both choose 2 cards.

2. Reveal, drop duplicates.

3. Play cards, in order:
N, B, R, Q, K.

4. Player with 4 picks up.

One card? Play twice.
Card moves matching piece or least valuable, movable piece (usually a pawn).

Adrenaline Chess

1. Make a legal move.

2. Take over checkers if captured.

3. Spend checkers to make king moves?

4. Add a checker after a capture.

Tar Pit Chess

1. Move chess piece.

2. Take over checkers from capture.

3. Cancel opposites.

4. Play card to add checker?

5. Cancel opposites.

6. Draw cards to match checkers.

Tarred pieces -> pawns.
Tarred pawns don't move.

Chess Golf

1. Turn up 2 or 3 cards.

2. Everyone solve, no touch!

3. Use neighbour's move (same colour).

4. Colour without neighbours? All kings!

5. Say move count, start timer.

6. Record scores, lowest demonstrates.

7. Replace captures.

Cooperative Chess

1. Non-capture chess move?

2. Play a card.

3. Multiple capture chess moves, if cards match.

4. Draw a card.

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

Half Alice Chess

1. Make a legal move, ignoring pieces on the other side of the mirror.

2. Add or remove a checker.

Crowded House

4 q k 2
3 Q K 1

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

Chess960

Choose setup with 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.
Castle to standard squares.

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.