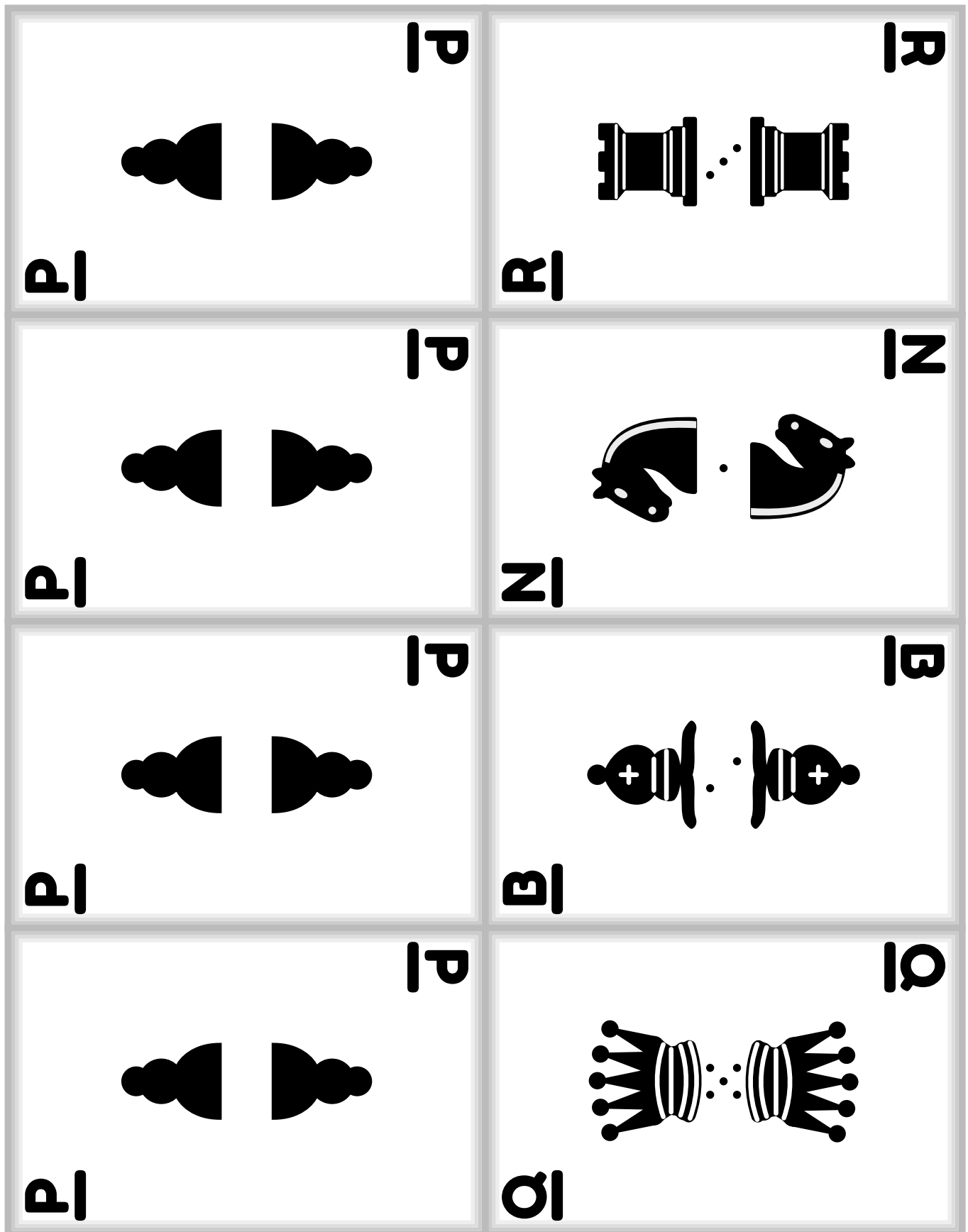
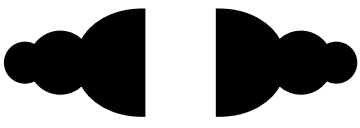
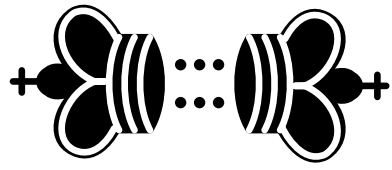
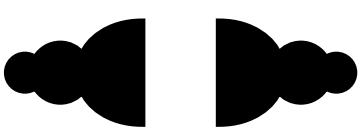

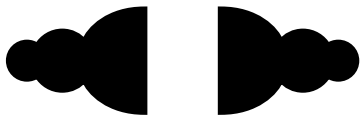





# Chess Deck

Designed by Don Kirkby. Find game rules at [donkirkby.github.io/chess-kit](https://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="298 348 656 464">  </div> <div data-bbox="164 527 256 600">P</div>	<div data-bbox="699 632 792 705">P</div> <div data-bbox="298 779 656 894">  </div> <div data-bbox="164 957 256 1031">P</div>	<div data-bbox="699 1052 792 1125">P</div> <div data-bbox="298 1199 656 1314">  </div> <div data-bbox="164 1377 256 1451">P</div>	<div data-bbox="699 1472 792 1545">P</div> <div data-bbox="298 1619 656 1734">  </div> <div data-bbox="164 1797 256 1871">P</div>

<div>P</div> <div>P</div> <div>P</div>	<div>P</div> <div>P</div> <div>P</div>	<div>P</div> <div>P</div> <div>P</div>	<div>P</div> <div>P</div> <div>P</div>
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<div data-bbox="167 533 256 604"><b>K</b></div> <div data-bbox="289 329 669 487"> </div> <div data-bbox="703 216 792 287"><b>K</b></div>	<div data-bbox="833 533 922 604"><b>P</b></div> <div data-bbox="971 352 1323 466"> </div> <div data-bbox="1369 216 1458 287"><b>P</b></div>
<div data-bbox="167 961 256 1033"><b>B</b></div> <div data-bbox="289 760 669 917"> </div> <div data-bbox="703 644 792 716"><b>B</b></div>	<div data-bbox="833 961 922 1033"><b>P</b></div> <div data-bbox="971 781 1323 894"> </div> <div data-bbox="1369 644 1458 716"><b>P</b></div>
<div data-bbox="167 1390 256 1461"><b>N</b></div> <div data-bbox="289 1188 669 1346"> </div> <div data-bbox="703 1073 792 1144"><b>N</b></div>	<div data-bbox="833 1390 922 1461"><b>P</b></div> <div data-bbox="971 1209 1323 1323"> </div> <div data-bbox="1369 1073 1458 1144"><b>P</b></div>
<div data-bbox="167 1820 256 1892"><b>R</b></div> <div data-bbox="302 1629 656 1761"> </div> <div data-bbox="703 1505 792 1577"><b>R</b></div>	<div data-bbox="833 1820 922 1892"><b>P</b></div> <div data-bbox="971 1640 1323 1753"> </div> <div data-bbox="1369 1505 1458 1577"><b>P</b></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

### **Cooperative Chess**

2 players  
Chess set  
Chess cards

Standard starting position

### **Half Alice Chess**

2 players  
Chess set  
Checkers set

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.

## Half Alice Chess

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

## 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. Say move count, start timer.
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.

## **Crowded House**

4 players  
Chess 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, 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

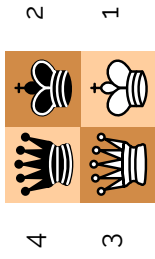
1. Write down moves.
2. Reveal.
3. Resolve.
  - a. Capture target didn't move? Normal capture.
  - b. Capture target moved? Not captured.
  - c. Both end on same square? Both captured.
4. Moved to an attacked square? Exchange blows.

## 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.

## Crowded House

Turn order:



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