

New Rules for Chess Kit

Experiments in Progress

Introduction

These are new games that aren't ready yet. You can try them out and let me know what you think.

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New Games

These games are in early development or playtesting. The rules might get more filled out or change based on feedback from players.

Adrenaline Chess

What if taking your opponent's piece frightened the others so much that they became more aggressive? Every time you take a piece, you have to choose one of the remaining pieces to get an adrenaline rush, and adrenaline can make any piece a king. This game adds a little chaos to chess, and accelerates the end game.

Equipment

A standard chess set and a standard set of 24 checkers. The checkers must be stackable, and you must be able to stack a chess piece on top of the checkers. Coins or poker chips would also work, as long as they fit inside the chess board squares.

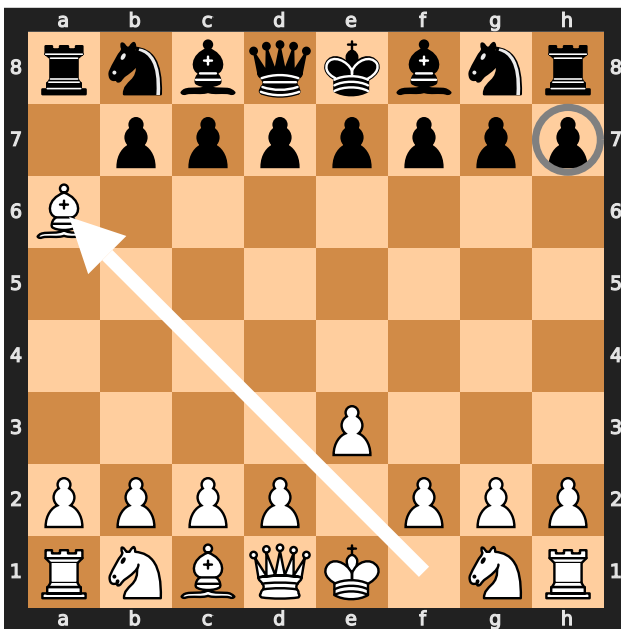
Setup

Set up the chess pieces in the standard start position, and randomly choose who will play white. Place the checkers beside the board.

Play

All the regular chess rules apply, plus you must give an adrenaline rush after captures. If you captured one or more pieces, end your turn by placing a checker under one of your opponent's remaining pieces. The colour of the checker doesn't matter, and you may stack multiple checkers under a piece.

In the following example, white just captured a pawn with the bishop, and finishes the turn by adding a checker under the pawn at h7.

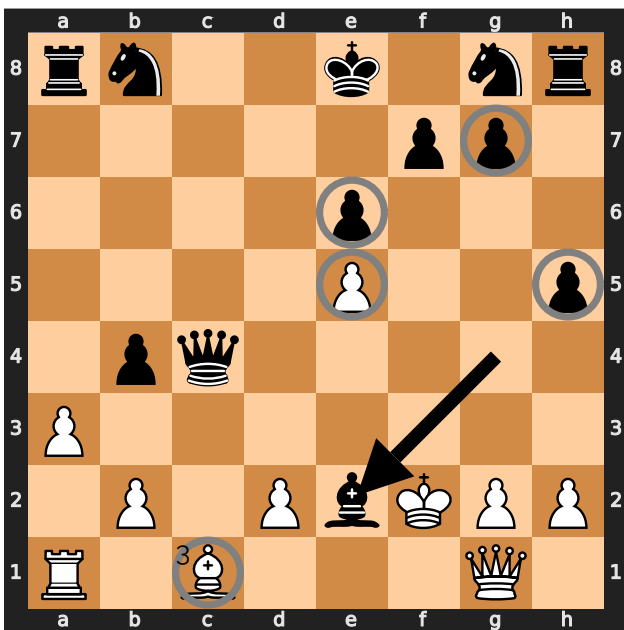


To move a piece with checkers under it, you must make a regular move for that piece, and bring the checkers along. Then you may use up one of the checkers under that piece to make an extra move like a king. Remove a checker from the stack, and move the rest one space in any direction. If that piece still has checkers under it, you may continue making extra king moves until the piece runs out of checkers.

The extra moves may capture pieces, but you only ever add one checker per turn. When you capture an opponent's piece, your capturing piece keeps any adrenaline the captured piece had, and may immediately use the adrenaline.

For example, here is a strange checkmate that uses white's adrenaline to threaten the white king. Black has just captured a pawn, and has spent the last few turns pumping a trapped bishop full of

adrenaline. Adding a third checker to the stack at c1 would seem to make the bishop a threat to the black queen, but it must make a regular move before it can start using the adrenaline. White has been forced to keep the king retreating, and hasn't been able to move the pawns that would free the bishop. The black queen on the other hand, will be able to capture the bishop on the next turn, and then use those three checkers to capture the king at f2, possibly capturing the pawn at d2 along the way. Moving the king to e1 or e3 would still be in range for the queen. e2 would be a direct capture by the queen, f1 and f3 could be captured by the queen or the black bishop. g3 might give a glimmer of hope, until you notice that the black pawn at h5 has a checker. It is checkmate.



After castling, you may use both the king and the rook for extra moves, if they both have checkers. You may capture a pawn en passant on the second rank at the usual square after a regular move of two squares. You may not capture en passant at a square that the pawn left using an extra move, and you may not use an extra move to capture en passant. A pawn that moves to the back rank immediately promotes, and may continue making king moves if it still has checkers. You may not move a piece to reveal a check on your king, even if you then use an extra move to block the check again.

Winning

Win by checkmate, as in regular chess, but you may use extra moves to threaten the king.

Neighbour Chess Solitaire

Pairs of chess pieces help each other across the board until you gather them all into one connected group. Keep adding pieces until you have enough to start, but you get more points for fewer pieces making fewer moves.

Equipment

A standard chess set and a standard deck of 52 cards.

Setup

Place all the chess pieces except the pawns beside the board. Put the pawns away, you won't need them.

From the deck of cards, create two smaller decks. The first is a deck of 16 cards for the chess pieces, as shown in appendix A. You don't need the pawn cards.

The second is a deck for the positions on the board: 2 - 6 of Hearts, Diamonds, Spades, and Clubs.

Put the rest of the cards away, you won't need them. Then shuffle each deck and place them next to the board as the two draw piles.

Play

In the first part of the game, you add pieces to the board, as directed by the two decks of cards.

1. Flip over the top card of the pieces deck and place it on a discard pile.
2. Take the piece that matches that card, and hold it above the board. If it's the first piece, hold it above the bottom left corner. Otherwise, hold it above the last piece you added. (Check the discard pile, if you forget which piece you added last.)
3. Flip over the top card of the positions deck and place it on a second discard pile.
4. Now move the piece from the square it's above to a new square and add it to the board. If the position card is a red card, move the piece that many squares to the right, otherwise move the piece that many squares up. If you move off the edge of the board, loop around to the opposite side and keep counting.
5. If the space you move to is occupied, you may move to any of the 8 neighbour spaces. If all of them are occupied, you may move to any of their neighbours, and so on. You may not wrap around the edge of the board in this case, so edges and corners have fewer than 8 neighbours.

After adding any piece, you may choose to stop adding and try to move the pieces into one connected group.

1. Before each move, spend a card from one of the draw piles to a discard pile.
2. Then move one of the chess pieces. However, it doesn't use its usual move. Instead, use the move of one of its neighbours of the same colour in the 8 squares around it. If a piece has no neighbours of the same colour, it cannot move.

Winning

If you can get from any piece to any other piece on the board only stepping on neighbouring pieces, then you have formed one connected group and you win. Count how many cards you have left in the two draw piles, and that's how many points you win.

Broken Games

These ideas seemed promising, but didn't work at the table. Maybe I'll come back to them, if I get inspired. Masquerade Chess seemed broken for 15 years, before I had the idea to hide only the capture moves.

Cloak and Dagger Chess

Pawns are played as usual, but all other pieces are replaced by numbered checkers. Players have to deduce which of their opponent's pieces are which, and then capture the king.

Setup

Place all the pawns in their regular position, then use tape or stickers to write the numbers 1 to 8 on checkers for each player. Put the black checkers on black's back row and the light checkers on white's back row. Finally, write two grids like this to secretly record your pieces and deduce your opponent's:

	1	2	3	4	5	6	7	8
K								
Q								
R								
B								
N								

Obviously, you don't have to put the pieces in their standard starting positions, but you do have to have a standard set of pieces. (You can't give yourself three queens!) You also have to follow the same restrictions that Chess960 puts on its random starting positions:

- Place your king somewhere between your two rooks.
- Place one of your bishops on a light square and one on a dark square.

Write a circle for each piece you know, and an X for each piece you know is impossible. You might want to write X's for your own pieces as your opponent learns which of your combinations are impossible.

Here's one possible way to fill in your grid at the start of the game:

	1	2	3	4	5	6	7	8
K			○					
Q		○						
R	○			○				
B					○	○		
N							○	○

At the start of your turn, you may guess the identity of one of your opponent's checkers. If you guess correctly, you may make a bonus move after your regular move. Your bonus move may be either a regular pawn move or to take back a pawn that your opponent captured and drop it on an empty square in your second rank. If you guess incorrectly, your opponent may make the same kind of bonus move before their next turn.

At the end of your turn, you may replace any number of your checkers with their uncloaked chess pieces.

If one of your checkers is captured, tell your opponent which piece they captured.

Winning

Win by capturing a cloaked king or putting an uncloaked king in checkmate. You might have to uncloak some of your pieces to show the checkmate.

A cloaked king may move into check, stay in check, or castle out of check, because the opponent doesn't know it's in check. Castling is the same as in Chess 960: the king and rook end up on the same squares they do in standard chess. All spaces between their start position and their end position must be empty, except for the king and the castling rook. All spaces between the king's start and end positions must not be under attack, if the king is uncloaked.

Design Problems

Because you don't know how your opponent's pieces capture, you never know if you're safe. You're not even safe from the pawns, because your opponent can sometimes make two pawn moves.

Maybe it's too similar to Masquerade Chess to begin with.



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