

Bishops, The Game

Short Game (Unrated Social Game : one player eliminated)

Queens stand to the left of the King. White moves first and play proceeds clockwise. Checkmate of the King on the immediate left is needed to win. Other Kings may be placed in check only, with the next move going to the player that is in check. Any opposing colour may be captured on any move. Opposing pieces may be used to create a check or checkmate condition. Example White may employ a Black Knight, Pink Bishop and White Queen to check or checkmate Grey. Pawns move ahead traditionally, but may not enter their farthest left or right file. A Pawn may check or checkmate a King occupying these spaces. Pawns must reach their 10th rank to become a Queen. (for example a8 to h8 for White) Edge pawns may not capture edge pawns on the first round of moves. Kings may enter any coloured corner square and become immune from check or checkmate, provided that both of their Bishops are not captured. When a King enters any corner square, both of his Bishops become Queens instantly. If two Queens are captured, the King must on his next move return to an unoccupied space around the corner square, but may not move into check. If the King cannot re-enter then he must wait (miss a turn) until a square is available. The short game proceeds until a checkmate or a player resigns. That colour is then removed from the board. Play may end now with 3 players victorious.

Long Game (Rated : three players eliminated)

The next move is made by the next player to the left, or by the player whose King is in Check as a result of the pieces being removed. When two colours remain, the game is played as Chess in a duel. To prevent unauthorized reproduction a minor false rule has been included in this limited edition.