




Turnover Chess




Turn the Tide, Conquer the Board!

Pieces

Pieces are composite structures made of up to 3 rings of increasing diameter:

Tower	Fort	Wall
		

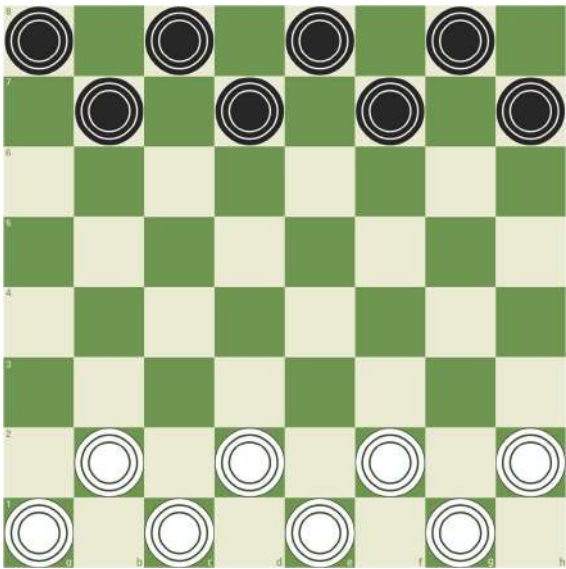
These rings can stack on the same square, forming extra 3 valid piece combinations:

Citadel	Fortress	Castle
		

T+W (invalid as rings do not connect properly).



Game Setup



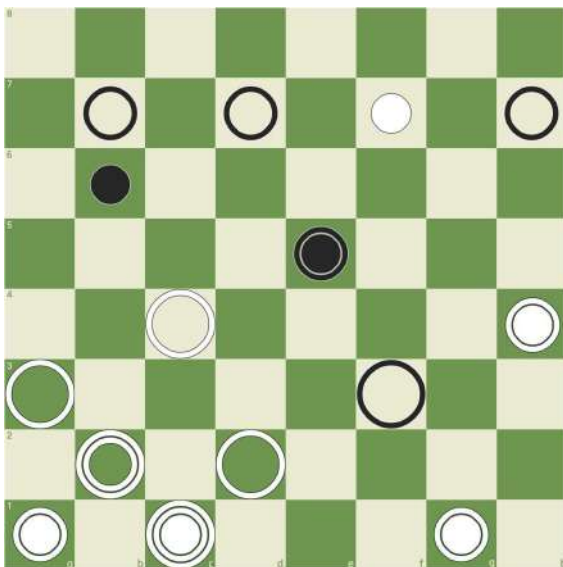
Board: Standard 8x8 chessboard.

Starting Position: Each player begins with 8 Castles (T+F+W) on their first two ranks.

- White Castles start on dark squares.
- Black Castles start on light squares.

First Move: White moves first.

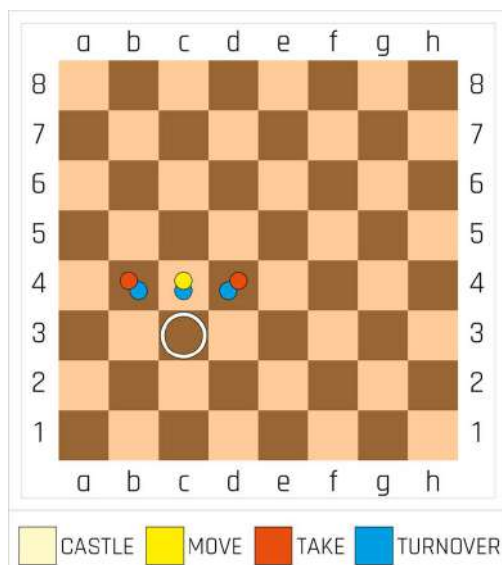
Objective of the game



Leave your opponent without Castles.

Movements

1. **Combinations split.** Only the outermost ring moves to the destination, leaving inner rings behind.
2. Combinations determine the move type.

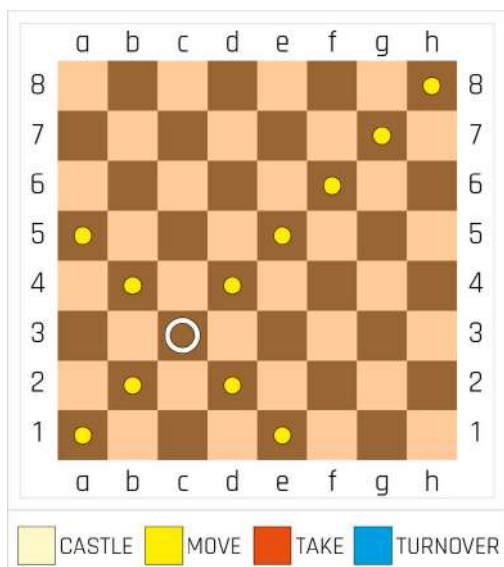


Wall

- It moves one square forward.
- It takes one square diagonally forward.
- It turns over one square forward and diagonally forward.

More on:

<https://www.turnoverchess.com/pieces/wall>

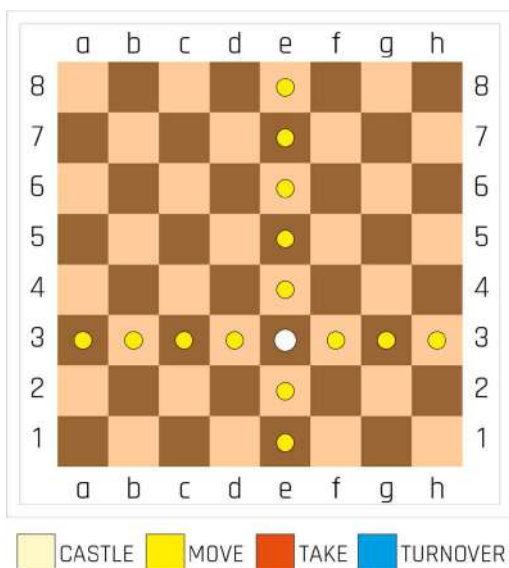


Fort

- It moves, takes, and turns over any number of squares in a straight line diagonally.

More on:

<https://www.turnoverchess.com/pieces/fort>

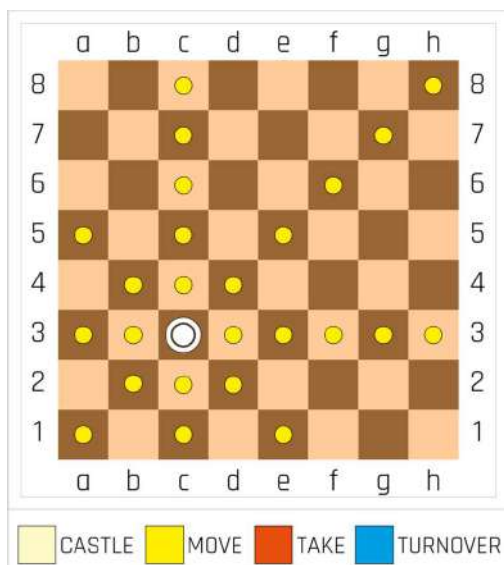


Tower

- It moves, takes, and turns over any number of squares in a straight line, both vertically, horizontally.

More on:

<https://www.turnoverchess.com/pieces/tower>

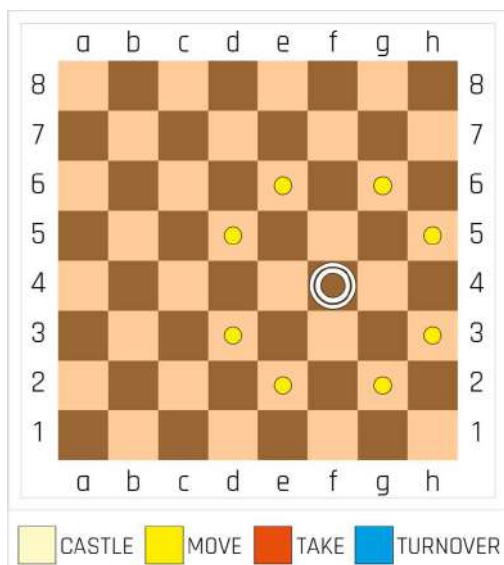


Citadel

- It moves, takes, and turns over any number of squares in a straight line, both vertically, horizontally, and diagonally.

More on:

<https://www.turnoverchess.com/pieces/citadel>

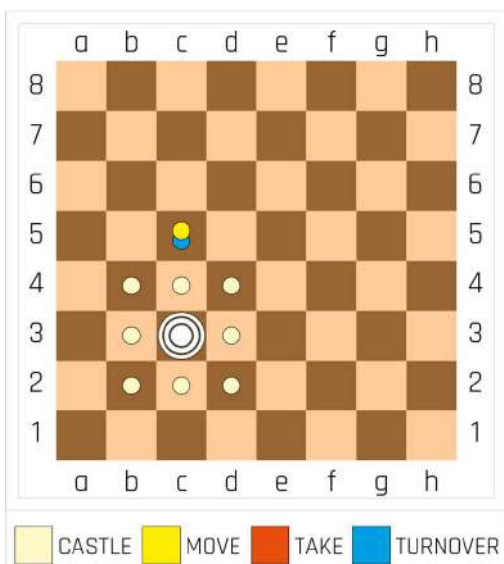


Fortress

- It moves, takes, and turns over in an L-shape pattern (two squares in one direction followed by one square perpendicular to the initial movement).

More on:

<https://www.turnoverchess.com/pieces/fortress>



Castle

Dismounting a Castle:

- Its Wall can move or turn over two squares forward.
- Dismantling your last Castle is allowed as a legal move, considered as a resigning move.

Castling:

- The WHOLE Castle can **MOVE** one square for any side.
- The WHOLE Castle can **TAKE** the opponent's Castles, Fortresses, Towers and Walls one square for any side.
- Its Wall can **TURN OVER** Forts and Citadels one square for any side.

More on:

<https://www.turnoverchess.com/pieces/castle>

Promotion

Walls must be promoted to Citadels when they reach the last row.

Siege

In Turnover Chess, a stalemate is considered a siege, so the game will NEVER end with a stalemate draw. It's considered that the "King" is in siege inside his last Castle, and in this case the player must move, even to a square under attack. In an extreme forced position, If the player has no moves available, he loses.

- If no piece can be moved,
- If no piece can be moved without putting the last Castle in check,
- If the last Castle is in checkmate,
- Then the player loses the game!

In Chess, a Stalemate is a kind of draw that happens when one side has NO legal moves to make. If the King is NOT in check, but no piece can be moved without putting the king in check, then the game will end with a stalemate draw. But this is for traditional chess!

In Turnover Chess, a stalemate is considered a siege, so the game will NEVER end with a stalemate draw. It's considered that the "King" is in siege inside his Castle, and in this case the player must move, even to a square under attack, and his opponent must take this last Castle to win.

Draw

- **Threefold Repetition:** A draw can be claimed if the same exact position is repeated three times during a game. This includes the same pieces in the same squares, with the same possible moves available, and the same player having the turn. The draw is only official if a player requested it, often used strategically to avoid a loss.
- **50-Move Rule:** A draw can be claimed if 50 consecutive moves are made by both players without any take or turnover an opponent's piece. This rule helps avoid overly prolonged games where no progress is being made.
- **Mutual Agreement:** The game ends in a draw if both players agree to it. To initiate a draw, one player must propose it and the other must accept. If the proposal is declined, the game continues.

About

Turnover Chess is an abstract game.

Inventor: Lúcio José Patrocínio Filho | Brazil

Official rules: <https://www.turnoverchess.com/>

Contact: boardgameturnover@gmail.com

Links

Chess Variants: <https://www.chessvariants.com/invention/turnover>

Board Game Geek: <https://boardgamegeek.com/boardgame/302586/turnover-chess>

X: <https://x.com/TurnoverChess>

Facebook: <https://www.facebook.com/TurnoverChessVariant>