

do one of

- ne hor in their
- ding The Blind always begins the combat round.

  The Blind always begins the combat a player may do one of the a) Place a card, faceup on any empty space in their b) Move a card, that is already on the board, accord Chess movement rules.

  c) Draw a card, if they have less than 5 cards in their d) Raise the bet.

  d) Raise the bet.
  - hand

19 If an opponent raises during combat, a player

- raised a) Fold- The pot goes to the player who b) See- The bet is matched, comhat end
- hand play and reveal their best 5 card hand (highest The bet is matched, combat ends,
- With tu the next The bet is matched and combat continues player who matched the bet taking Call-

being placed, cards move like their corresponding

the O HOW TO MOVE

After being placed, cards move like their corresponding c

CHECK

A King in check must be defended by: moving, capturing

QUEENING

If a pawn moves across the board onto the opponent's he the card is flipped over and crowned a suitless queen.

WINNING

There are three ways to win the round:

RAISE/FOLD

If a player raises and their opponent folds, the raising play CHECKMAT'E/SHOWDOWN

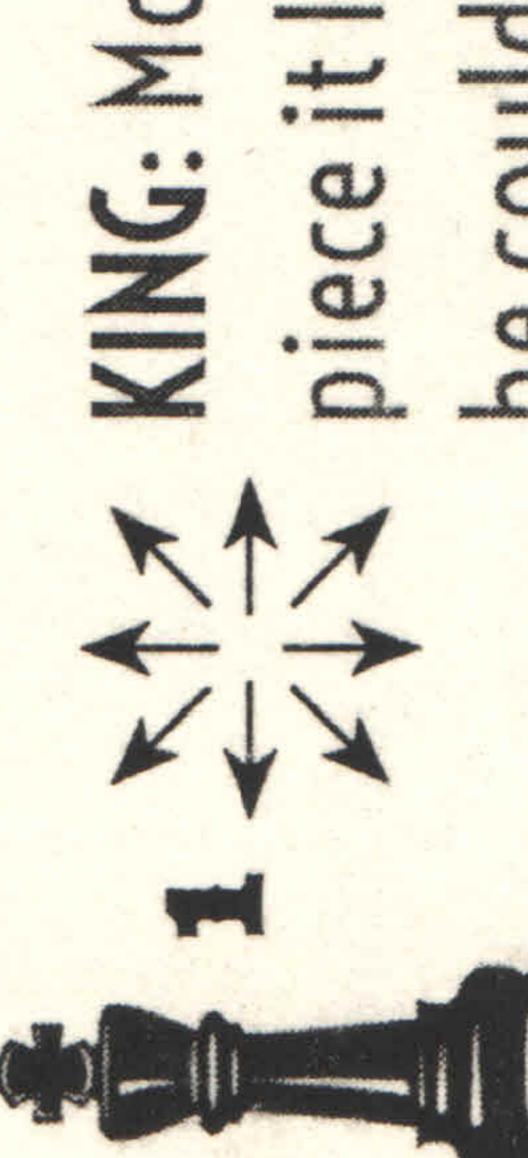
Following a checkmate, players reveal their best 5-card pousing any combination of cards in their hand or in play on toward a player's final poker hand.

CROWN VICTORY

If a player is able to move their king onto the opponents of it is an automatic defeat and a Crown Victory for the winnit is a Crown Victory for the winnit

# IN PORKERACTES

While CAPTURING and QUEENING remain in the PokerChess cards and chips move like their corresponding chess elements of the game, more complex moves like EN PASSANT and CASTLING are NOT allowed. chess pieces.



KING: Moves one square in any direction capturing an piece it lands on. A King is in CHECK if on the next morequired to move out of check and may not move into CHECKMATE occurs when a King is in check and he could be captured by the opponent. Kings are move can be made. This ends 3000



((ards 2-9 & Chips); Moves forward one square Ce Jaho Dad Sing Single And Singl may capture moving diagonally one square away. A pawn that moves across the crowned a suitless queen.



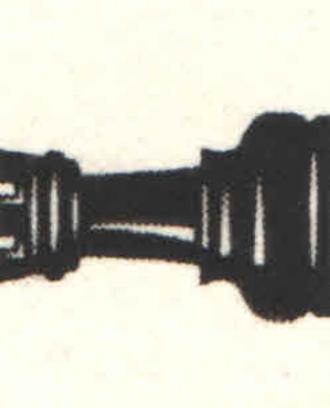
QUEEN: Moves diagonally or horizontally in a straight line any distance, capturing any piece it lands on.



BISHOP (Ace): Moves diagonally any direction, captur any piece is lands on.

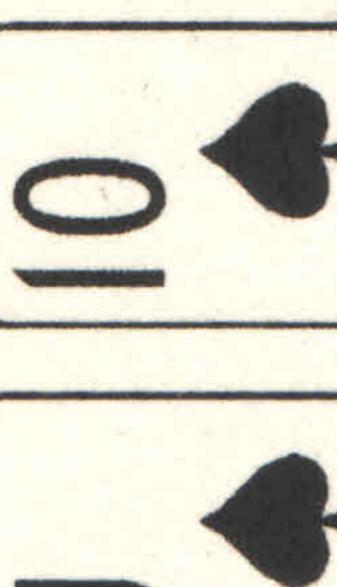


other pieces during its movement and capture any pi horizontally and one square vertically, or two squares vertically and one square horizontally). It may jump shape (two squares KNIGHT (Jack): Moves in an L-

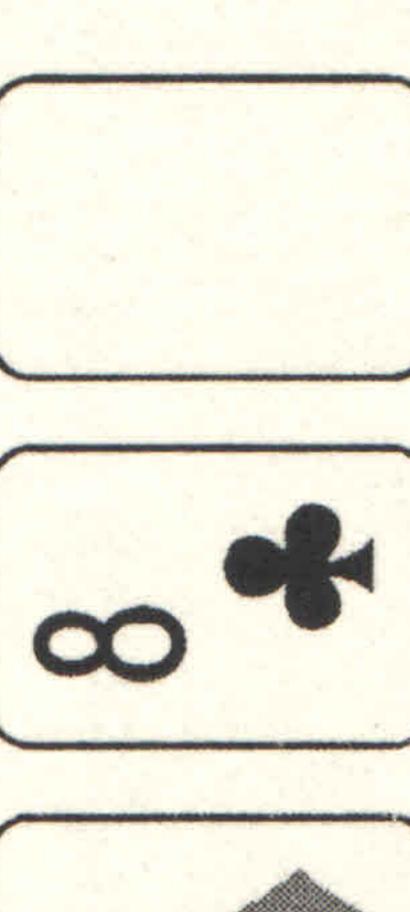


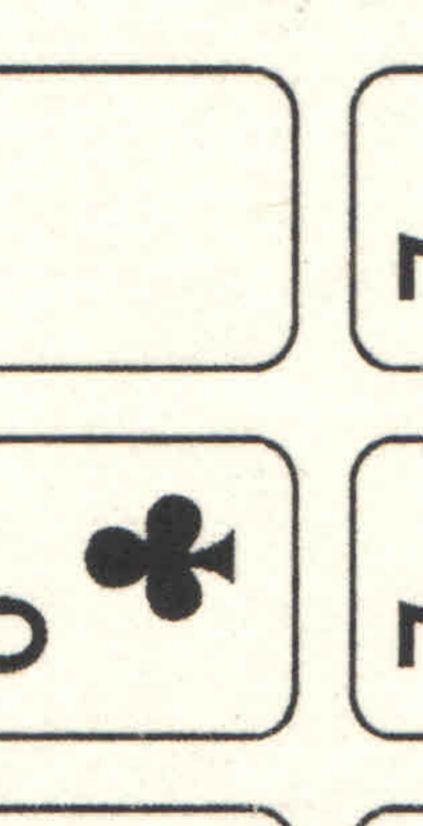
Vin a straight ine any SOS OS ROOK (Ten): Moves horizonta distance, capturing any piece

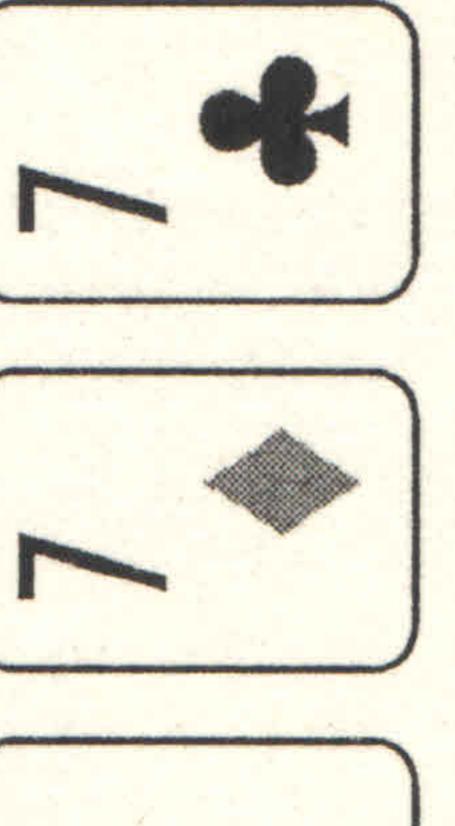


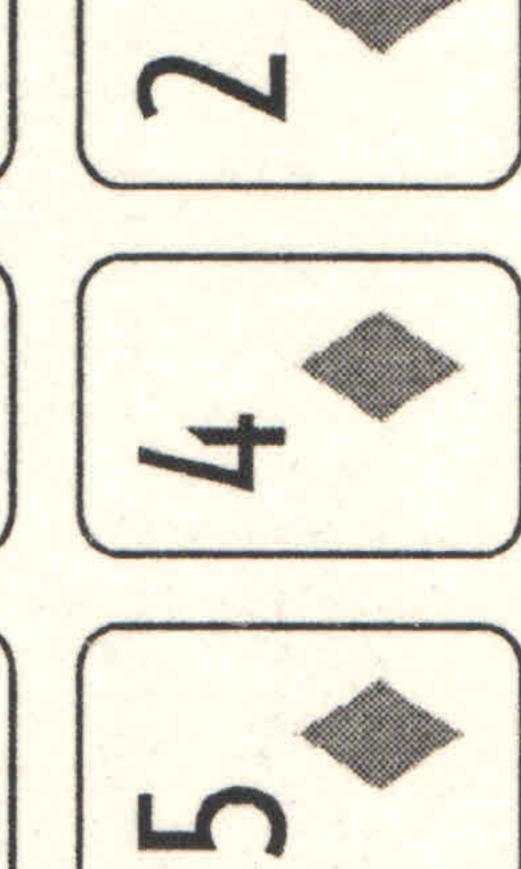




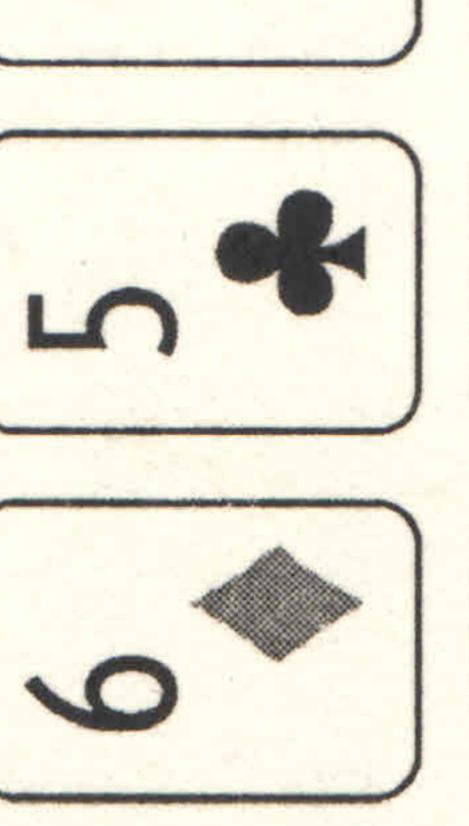




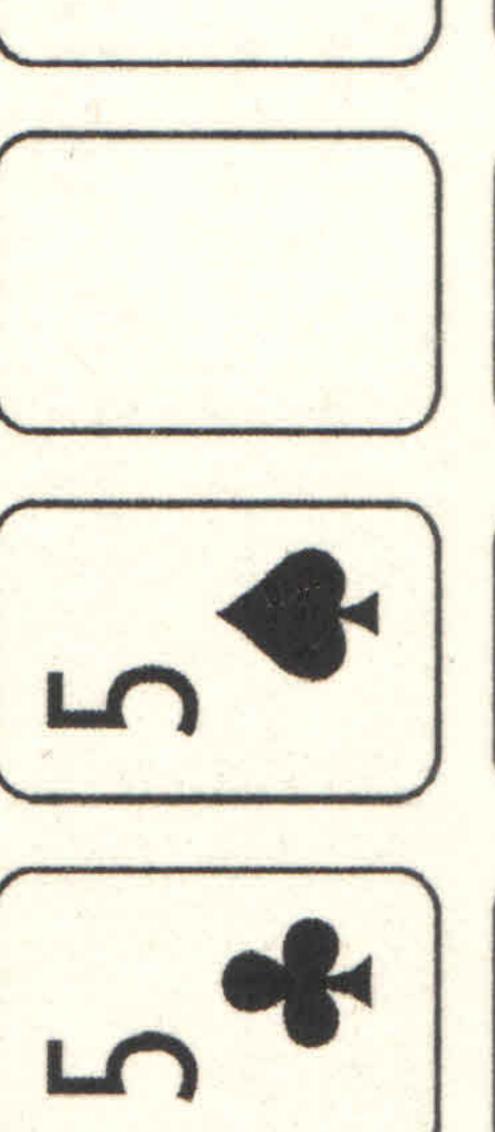


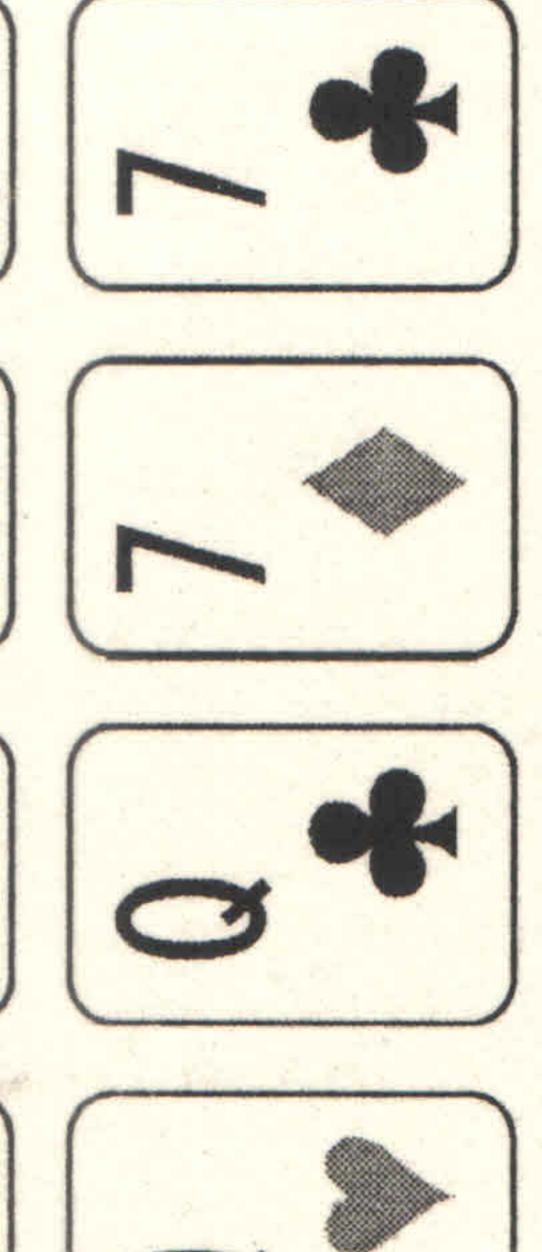


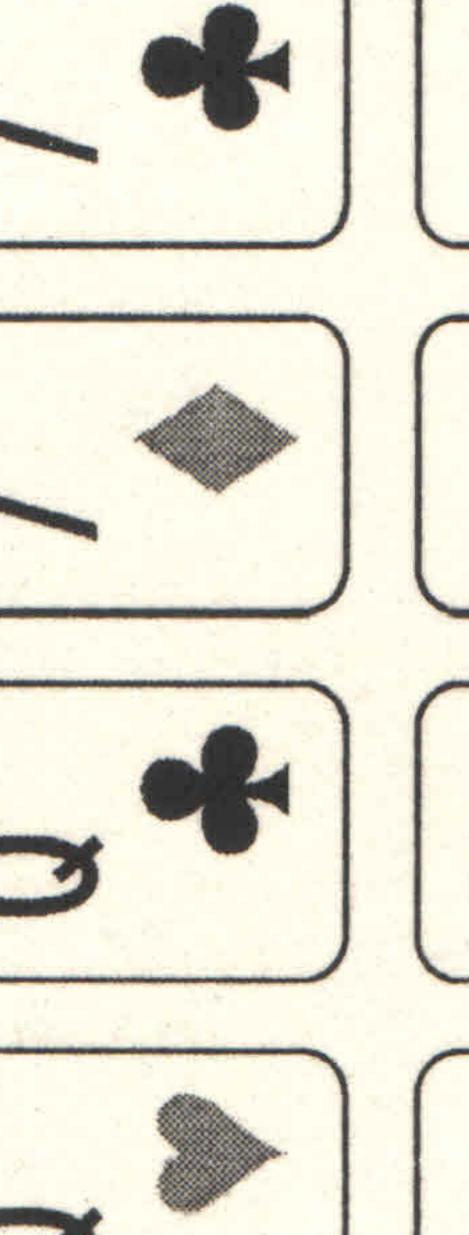


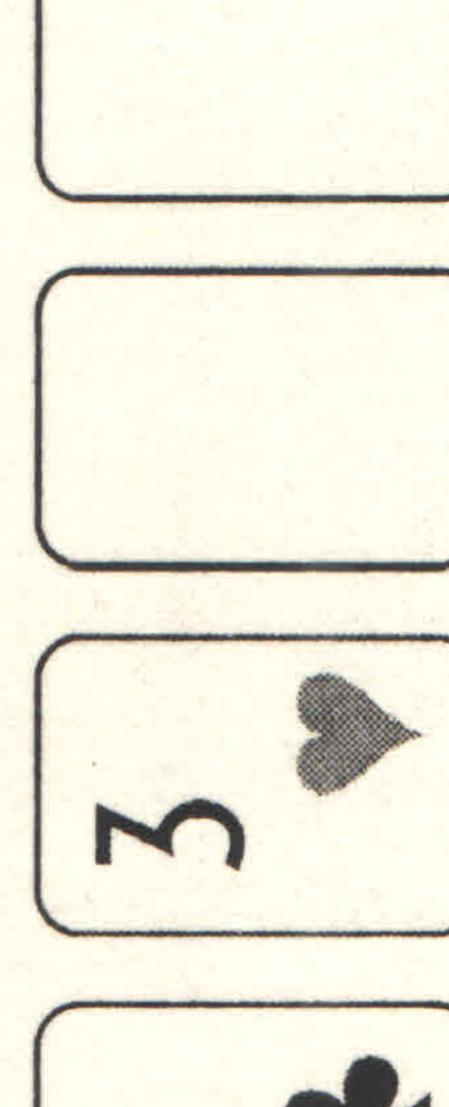












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