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2 player Chess-based game
Chess set and custom deck of cards required to play

Game Setup

1. Set up a standard chess board with all pieces in starting positions.
2. Each player starts with **3 Copper** cards and **2 Pawn** cards in their hand.
3. Place the 10 supply piles face up in order of their respective costs. Make sure to keep these piles within reach of both players :
 - Pawn (2)
 - Rook (3)
 - Knight (3)
 - Bishop (4)
 - Remodel (4)
 - King (4)
 - Queen (5)
 - Copper (3), Silver (4)
4. Whoever plays white in the game of Chess plays first

Objective

Checkmate your opponent's king using limited control over your pieces.

Treasure Cards

~~Copper and Silver, Gold function like Dominion:~~

- Copper = 1 (cost 3)
- Silver = 2 (cost 4)
- ~~Gold = 3 (cost 6)~~

These cards can be used to buy more valuable cards when they show up in your hand during your turn.

Card Roles

- **Pawn (2)**
Move a pawn
+1 Action
Worth 1 Treasure
- **Rook (3)**
Move a rook
+2 Cards
- **Knight (3)**
Move a knight
+1 Card
+1 Action
- **Bishop (4)**
Move a bishop
OR
Gain a card costing up to 3
OR
Trash a card from your hand and
Gain a card costing +1 more than its value
- **King (4)**
Move your king
OR
Promote a pawn to either a *Rook*, *Knight*, or *Bishop*
- **Queen (5)**
Move your queen
+1 Buy
Worth 1 Treasure

Gameplay

On your turn:

1. Action Phase

- Play an action card, or stack actions by first playing a Pawn or Knight. You must have an action card available in your current hand to perform a move. No action card means no movement this round.
- You may only move pieces that match a card in your **current** hand

Movement Rules

- Pieces move according to standard chess rules
- A player cannot use stacked Pawns or Knights to checkmate the King in one turn

2. Buy Phase

- Use Treasure cards (Copper and Silver) to buy 1 card of equal or lesser value to the sum of your cards.
- A Queen card is worth 1 treasure, independently of its actions, when you have it in your hand. The queen also allows you to make a second purchase of a card of equal or lesser value.

3. Clean-Up

- Discard hand and played cards
- Draw 5 new cards from your personal card deck
- Once you have discarded all of your cards, shuffle them, draw five, and repeat

When your King is in check:

- You **must** play an action card (move a piece) to get your King out of check. If you have a card in your hand to do this, play this card and proceed with your turn as normal.
- If you do not have a card, you must move a piece to get your king of check and forfeit all other turn phases. You may not play additional action cards or buy new cards. **Keep your current hand for your next turn, do not discard.**
- If you cannot move **any pieces** to get your King out of check, it is a checkmate. (immediate loss)

Promotion

The King card has a special ability to promote pawn pieces. Move the King with this card OR **promote a pawn into a previously captured Rook, Knight, or Bishop.**

Winning

A player wins when they checkmate the other player.