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

Game Setup

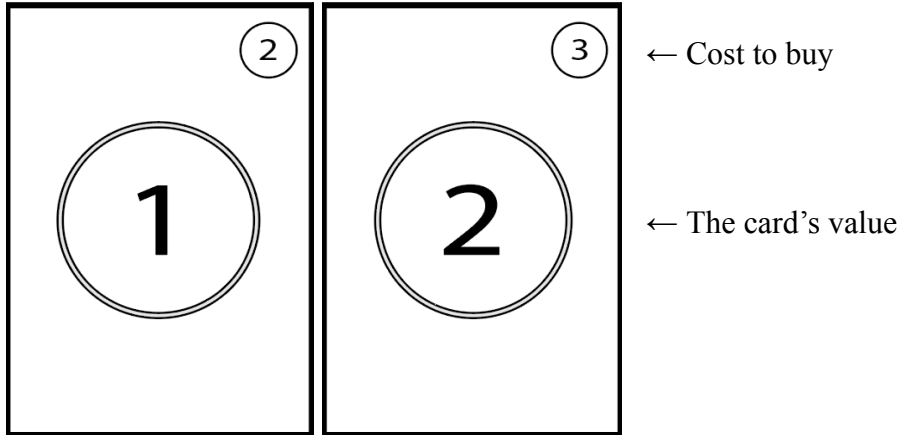
1. Set up a standard chess board with all pieces in starting positions.
2. Each player starts with **3 Copper** cards and **2 Pawn** cards in their hand.
3. Place the 8 supply piles face up in order of their respective costs. **Example of layout and card types on next page.** Make sure to keep these piles within reach of both players :
 - Pawn (2)
 - Rook (3)
 - Knight (3)
 - Bishop (4)
 - ~~Remodel (4)~~
 - King (4)
 - Queen (5)
 - Copper (2), Silver (3)
4. Whoever plays white in the game of Chess plays first

Objective

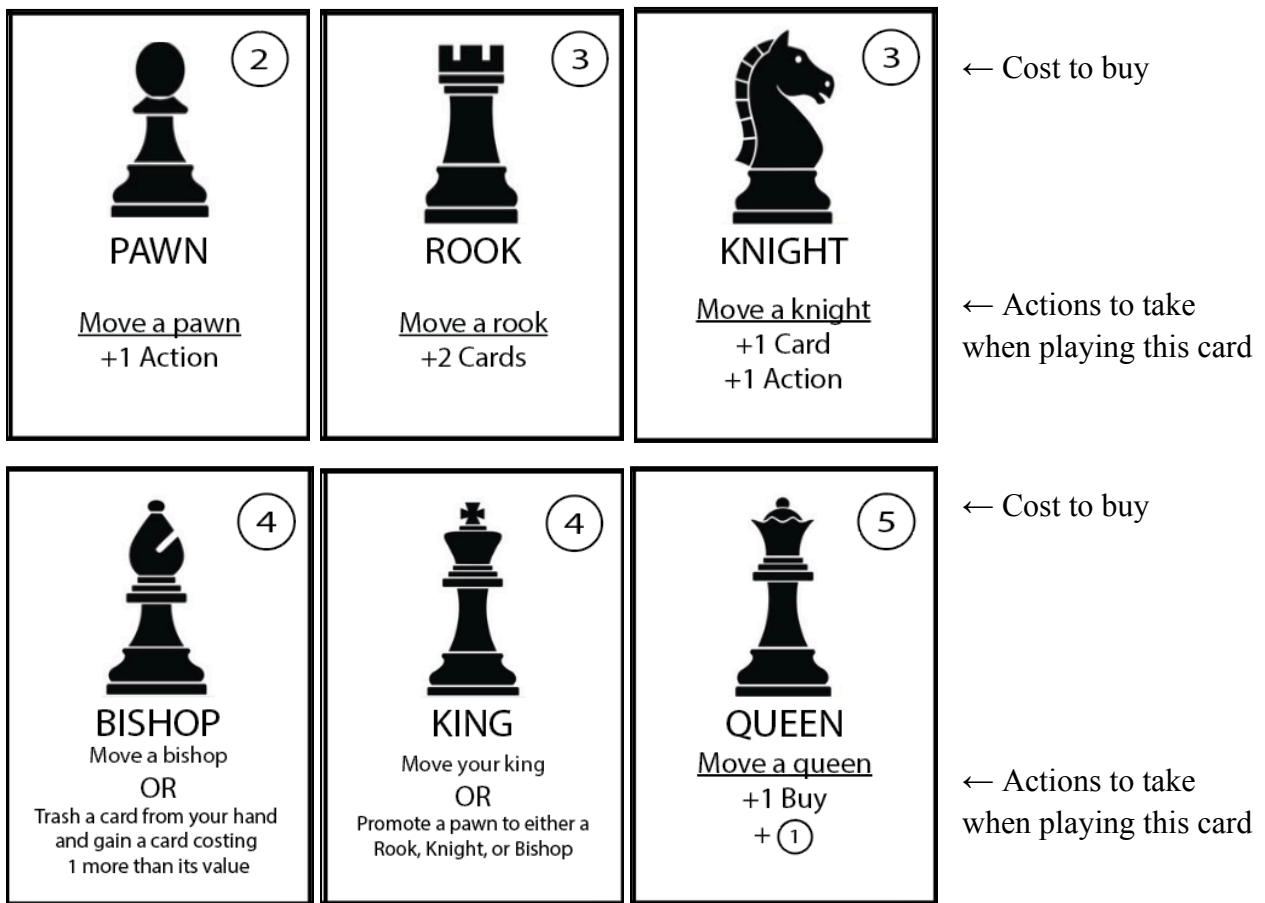
Checkmate your opponent's king using limited control over your pieces.

Card Setup

Treasure Cards:

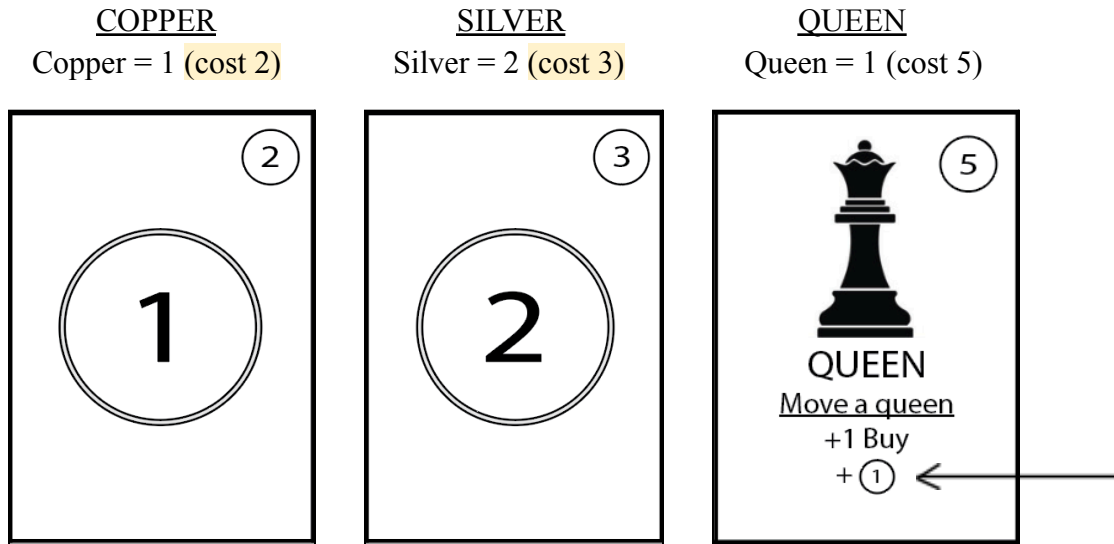


Action Cards:

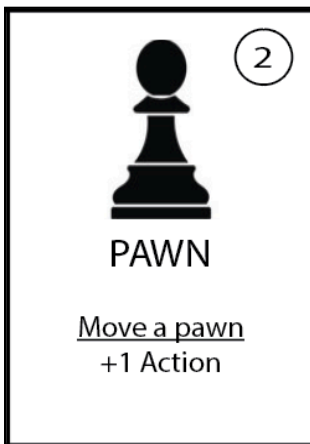


Treasure Cards

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



Pawn Card

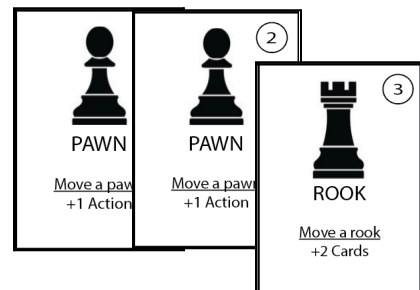


← This card costs 2 treasures to add to your deck

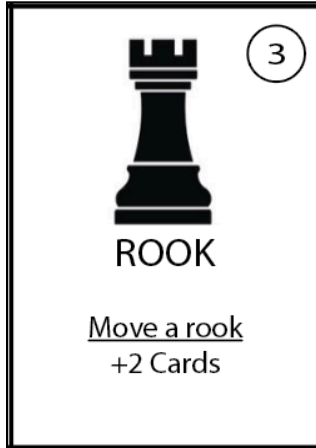
← When you play a pawn, you may perform an additional action.

For example, you could play a Pawn card and move a Pawn piece, then play another Pawn card and move a Pawn again (this second action can be used to move the same Pawn or a different one). This would allow for a third action card to be played, if there is one available in your hand this round. Playing anything other than a Pawn or Knight does not allow for further stacking of plays.

This player used one Pawn card to move a Pawn forward two spaces, and stacked a second Pawn card to capture one of their opponents Pawn's diagonally. They used their third move to move their Rook and drew 2 more cards from their deck to be used in the buying phase, ending the action phase of their turn.



Rook Card

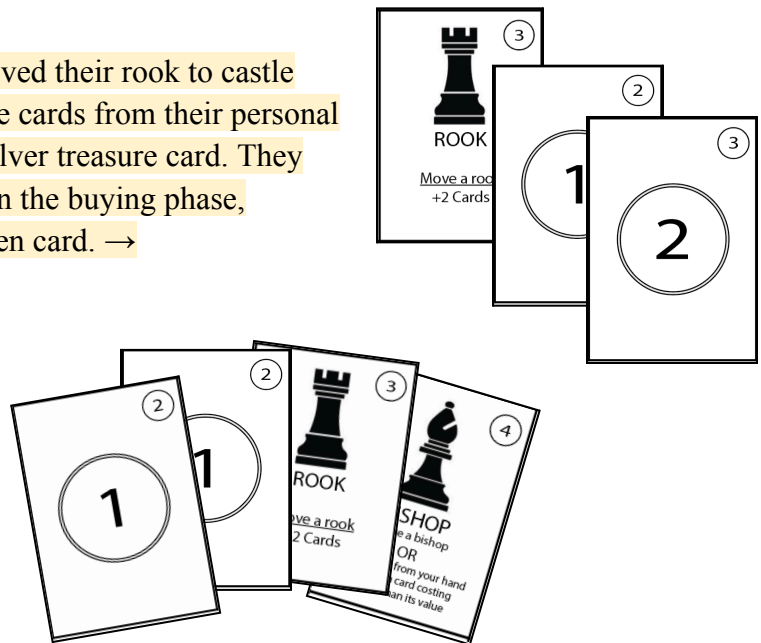


← This card costs 3 treasures to add to your deck

← When you play a rook, you may draw two additional cards from your deck.

This allows the player the opportunity to pick up more treasure from their deck to use in the buying phase. This is especially important in being able to afford more valuable cards such as the King (4), or Queen (5).

This player played a Rook and moved their rook to castle their King. They were able to draw 2 more cards from their personal deck and picked up one copper and one silver treasure card. They had 5 treasures total in their hand to buy in the buying phase, meaning they can afford to pick up a Queen card. →



Knight Card

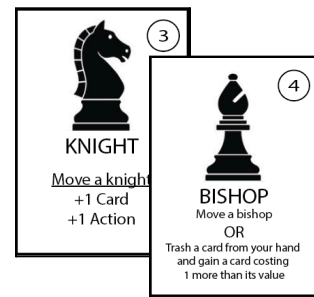


← This card costs 3 treasures to add to your deck

← When you play a knight, you may draw one additional card from your deck **AND** then take an additional action.

Like the Pawn card, you can stack plays when you use a Knight card to move a knight. This would allow for a second card to be played and a second piece to be moved if there is one available in your hand this round. Playing anything other than a Pawn or Knight does not allow for further stacking of plays.

This player used one knight card to move a knight on the board, and stacked a bishop card to move their bishop. There is nothing else the player could do, so this ends the action phase of their turn.



Bishop Card



← This card costs 4 treasures to add to your deck

← When you play a bishop, you may either move your bishop **OR** trash a card from your hand and gain a card costing 1 more than its value.

This card functions as a way to remodel your deck of cards when you either don't want to move your Bishop, or don't have one on the board. For example, You can use this card to exchange a Pawn for either a Rook or Knight if the other player has captured all of your Pawns.

This player used their Bishop card to swap their Pawn for a Knight card since they no longer had any Pawns on the board.



King Card



← This card costs 4 treasures to add to your deck

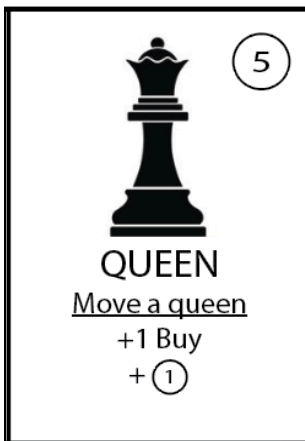
← When you play a King card, you may either move your King **OR** promote a pawn to either a Rook, Knight, or Bishop.

You can only upgrade your Pawn to an existing Rook, Knight, or Bishop that has already been captured by your opponent. This allows you to reintroduce captured pieces to the board.

This player does not want to move their King. Instead, they decide to upgrade a Pawn to a Bishop that was previously captured. The new Bishop is positioned diagonally to the opponent's Knight piece, leaving it open. This player knows they have multiple Bishop cards in their personal deck and can hope to draw one next round before the opponent is able to move their Knight to safety.



Queen Card

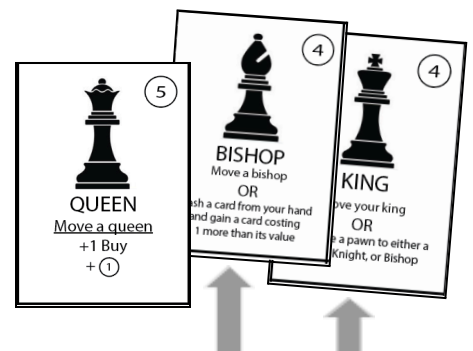


← This card costs 5 treasures to add to your deck

← When you play a Queen card, you may buy a second time during your turn. This card is also worth one treasure in addition to the sum of the treasure in your hand.

This card helps players to be able to buy more cards when they move their Queen on the board.

This player had 4 treasures and a Queen card in their hand, meaning they actually had 4 treasures to spend during the buy phase. The additional buy allows them to pick up 2 cards of equal or lesser value than the sum of their treasure. The player buys a Bishop card and a King card, each costing 4 treasures.



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

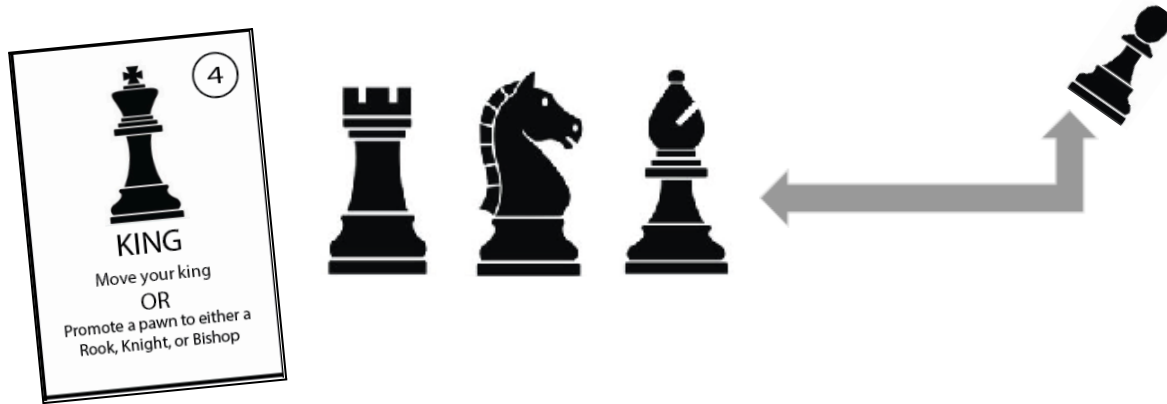
- Discard hand and played cards
- Draw 5 new cards from your personal card deck
- Once you have discarded all of your cards, shuffle them, draw five, and repeat

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.