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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 (0), Silver (3), Gold (6)
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, Silver, Gold function like Dominion:

- Copper = 1 (cost 0)
- Silver = 2 (cost 3)
- 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
- **Remodel (4)**  
Trash a card from your hand  
Gain a card costing +1 more
- **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**
  - a. Play Action cards (must have actions available in your current hand)
  - b. Each movement of a Chess piece requires playing its corresponding card
2. **Movement Rules**
  - a. Pieces move according to standard chess rules
  - b. You may only move pieces that match a card in your current hand
  - c. No action card = no movement this round
3. **Buy Phase**
  - a. Play Treasure cards (Copper, Silver, Gold) or a Pawn or Queen that are each worth 1 treasure independently of their assigned actions
  - b. Buy 1 card (or 2 when playing a Queen with +1 Buy effect)
4. **Clean-Up**
  - a. Discard hand and played cards
  - b. Draw 5 new cards from your personal card deck

When your King is in check:

- You must play a 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 out of check and forfeit all other turn phases. You may not play additional action cards or buy new cards.
- If you cannot move out of check, it is a checkmate (immediate loss)

## *Promotion*

The King card has a special ability to reintroduce a captured piece to the board. Move the King with this card OR promote a pawn to either a Rook, Knight, or Bishop.

## *Winning*

A player wins when they checkmate the other player.

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## *Other Testable Concepts:*

1. Incorporate a standard deck of cards and utilize the different suits in movement across the board. Potential Suit Effects:
  - ♡: healing & protection
  - ♠: attack
  - ♦: defend
  - ♣: multiple moves
2. Stacking mechanic of the Chess pieces