

Chæss

Stinger / Player count

Obligatory chess variant for 2 players.

Lose condition

Unable to make a legal move or your OMNIpiece is captured

Contents

8 board tiles and 2 OMNIpieces

Setup

Each player selects an OMNIpiece and the four matching color board tiles.

Determine initiative randomly.

The first player places any board tile on the playing surface. Then players take turns placing their remaining board tiles on the playing surface orthogonally adjacent to an already-placed board tile. Once all the board tiles are placed, the players place their OMNIpiece in turn order on any board tile (regardless of matching color).

How to play

Each turn, players perform the following two actions in order:

1. Move board tile:
2. Move OMNIpiece

If a player can't perform either action, they lose the game.

Moving board tiles

Slide the board tile one side length in an orthogonal direction.

Board movement has to meet following restrictions

- Board tile can't be occupied
- Can't undo the last board tile's movement
- Can't create two separate boards (DIAGRAM) (diagonal connections okay)

Moving the OMNIpiece

The OMNIpiece moves like the chess piece pictured on the board tile it is standing on.

As the Pawn, you may move in any orthogonal direction and capture in any diagonal direction.

As the Knight, you may jump over empty spaces.

If you capture your opponent's OMNIpiece with your move, you win the game.

If you can't move your OMNIpiece, you lose the game.

Credits

Game design: Matt Ajifu

Version 1.0.0