

# CHESSME

Chess in 30 minutes - without a board!

by Heinrich Glumpler and Matthias Schmitt

**ChessMe** is played like chess but without a board. The rules of chess are slightly modified to allow new strategies and tactics without losing the typical chess feeling.

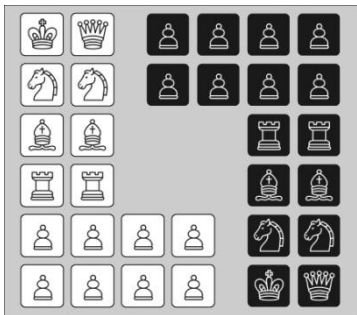
These instructions contain all necessary rules. Knowledge of the conventional rules of chess is not essential to play the game. The moves of the individual pieces are explained, starting on page „Overview 3“.

## Materials:

- 2 x 16 tiles showing the typical chess pieces

## Goal of the game:

As in chess, the goal of the game is to checkmate the opponent's king, i.e., to threaten the opponent's king with inevitable capture.

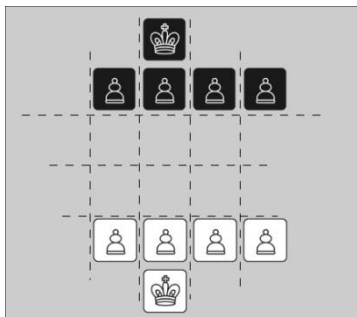


## Setup:

Decide who will play the white pieces and who will play the black pieces.

Take all tiles of your colour and select the king and four pawns. You and your opponent then arrange these tiles as shown in this illustration.

Shuffle your remaining 11 tiles and stack them as a hidden draw pile in front of you.



The opposing pawns must be separated by two virtual spaces

Draw the top three tiles from the draw pile and take them into your hand. Keep the tiles hidden from your opponent.

## Game play:

You and your opponent alternate turns until the game ends.

The player with the white pieces executes the first turn.

## A player's turn:

When it is your turn...

- a) you **must** first move one of your pieces,
- b) then you **may** place a tile from your hand, i.e., bring a new piece into play from your hand. Then you draw a new tile from your draw pile (as long as your draw pile is not yet exhausted).

You may hold a maximum of three tiles in your hand at any point in time.

### a) Move a piece (mandatory):

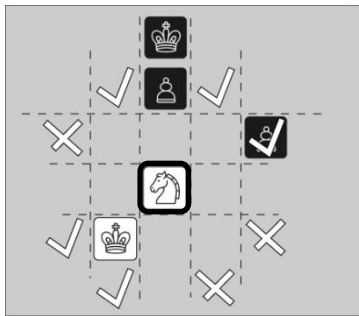
You move your pieces to a large extent according to the rules of chess. The pieces are moved on spaces of a virtual grid with no borders. The following **modifications** of the conventional rules of chess apply:

- There is no castling.
- Pawns cannot move two squares from their starting position.
- Pawn promotion is handled differently.
- The king may only move sideways, straight forward or diagonally forward. Moving backwards is only allowed when capturing a piece.

If you are not familiar with the rules of chess, use the rules in these instructions for moving the pieces (starting on page „Overview 3“).

## Moving the pieces:

- You can **always** move a piece to a particular space if you thereby capture a piece.
- In all other cases, you can move a piece only to a space, that is adjacent to another piece (belonging to you or to your opponent).

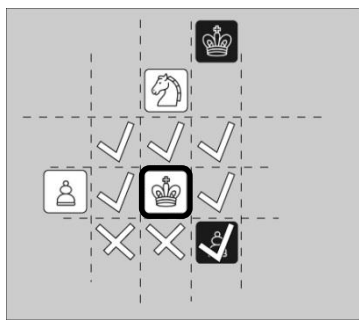


Example: Target spaces for the knight

## Special rules apply to the **king**:

You may only move the king sideways or forward (straight ahead or diagonally). You may still move the king one space in any direction if you capture an opposing piece by doing this.

If your king is threatened (check), you must execute a move that will allow him to escape – or else you lose.



Example: Target spaces for the king

If one player cannot move any of his pieces and his king is not in check, the game ends in a draw.

**b) Place a piece (optional):**

If you like, you can now bring a piece from your hand into play.

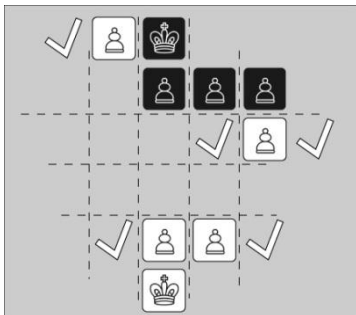
- You may place a pawn on a free space **to the right or to the left** of one of your own pawns.
- You must place all other pieces on a free space right **behind** one of your own pawns.

As long as your draw pile is not yet exhausted, you then draw a new tile and take it into your hand.

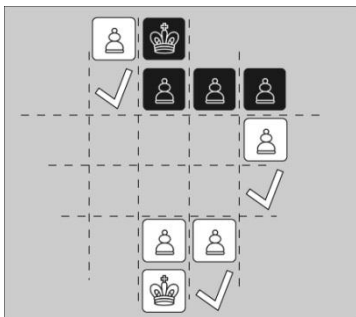
You are not allowed to escape from check by placing a new piece.

There is no pawn promotion possible when placing a new piece (see page 6).

Note: If you have no pawns in play any more, you cannot bring any new pieces into play!



Pawn **beside** own pawn

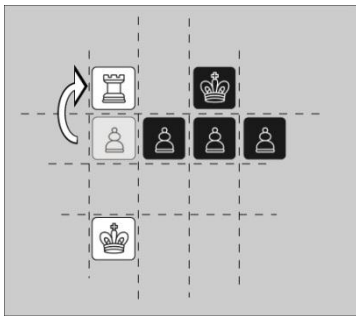


Other pieces **behind** own pawn

## Pawn promotion:

The promotion of pawns is handled like this:

- You are allowed to exchange a pawn with a piece that was previously captured by your opponent only (!) when you move that pawn to the row of your opponent's king.
- Moving a king to a row with opposing pawns does not in any way initiate a promotion of these pawns.



Pawn promotion and check mate  
(the rook was captured previously)

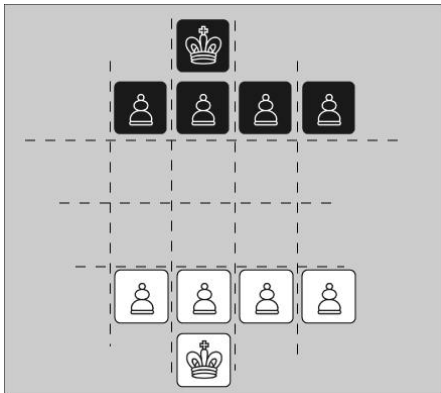
## End of the game:

A player loses by checkmate if his king is in check (i.e. an opposing piece is threatening to capture the king) and the player is unable to make a legal move to escape check.

If this does not apply the game ends in a draw if a player is unable to move one of his pieces.

A game can also end in a draw if both players mutually agree.

# Overview: Setup



- Choose colors
- Arrange kings and pawns as shown
- Shuffle tiles and create draw piles
- Draw three tiles to hand
- Player with white pieces executes first turn – after that, both players take alternate turns.

# Overview: A player's turn

## **Move piece (mandatory)**

You must move one of your pieces already in play. If you cannot move any of your pieces (and you are not in check), the game ends in a draw.

## **Place piece (optional)**

You may place a piece if you choose to and are able to.

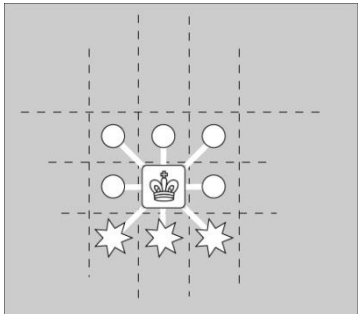
You must place a pawn on a free space to the right or to the left of one of your own pawns already in play.

You must place all other pieces on a free space behind one of your own pawns already in play.

If placing a piece, you draw a new tile from your draw pile for your hand.



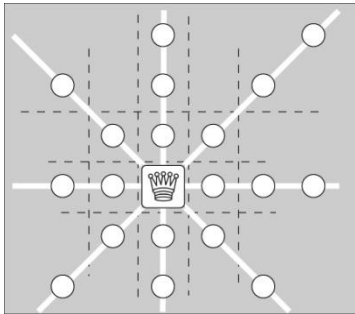
# Overview: King and Queen



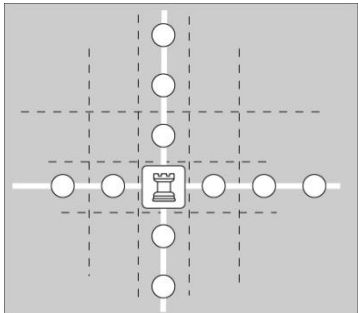
The **King** moves one space to the right or left or one space forward (diagonally or vertically). The king may only move backwards if capturing a piece doing so.

The king may not move to a space threatened by an opposing piece (check). You also may not move other pieces in such a way that causes this to happen. If your king is in check, you must make a legal move to escape check.

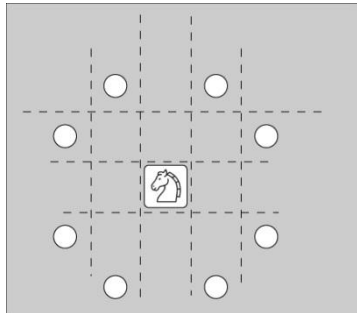
The **Queen** moves any number of spaces horizontally, vertically or diagonally.



# Overview: Rook and Knight

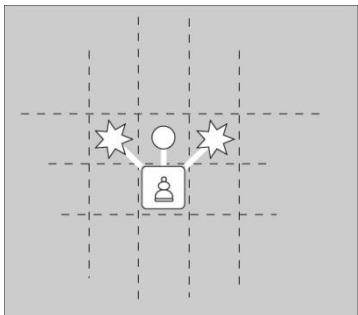


The **Rook** moves any number of spaces horizontally or vertically.



The **Knight** moves two spaces horizontally and then one space vertically, or two spaces vertically and one space horizontally. This move is not blocked by other pieces. As long as there is no piece of the same color on the target space, the knight can go there.

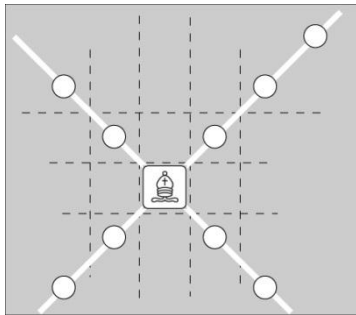
# Overview: Pawn and Bishop



The **Pawn** moves one space vertically forward – but only if the target space is free. The pawn is not able to capture a piece by simply moving forward one space.

The pawn may move diagonally forward to the right or left if (and only if) capturing a piece by doing it. The pawn may not move to a free space this way.

The **Bishop** moves any number of spaces diagonally.



# ChessMe!

Chess is fun – but to play well you have to hit the books a lot.

Chess**Me** concentrates on the core of chess, manoeuvring the pieces to maximize their effect and employing tactics directly against an opponent.

Chess**Me** does not need any opening or endgame theories. It challenges the abilities that define a good chess player and at the same allows for suspenseful matches between amateurs and pros.

- For further information visit [www.schachen.net](http://www.schachen.net).
- Authors: Matthias Schmitt & Heinrich Glumpler
- Graphics: Carsten Fuhrmann, <http://www.c-fuhrmann.de>



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