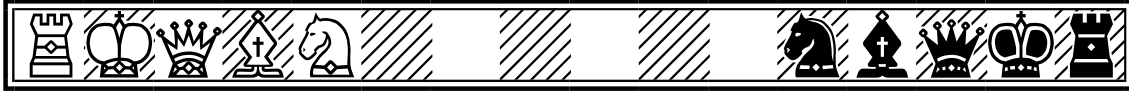


ONE-DIMENSIONAL CHESS

INITIAL SETUP:



GENERAL RULES:

One-dimensional chess follows the basic rules of standard chess, except for the number and movement of the pieces.

White is always first to move and players take turns alternately moving one piece at a time. Movement is required. If a player's turn is to move, he is not in check but has no legal moves, this situation is called "Stalemate" and it ends the game in a draw.

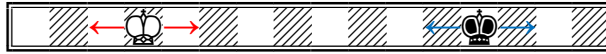
Each type of piece has its own method of movement. A piece may be moved to another position or may capture an opponent's piece, replacing on its square. With the exception of the knight, a piece may not move over or through any of the other pieces.

When a king is threatened with capture (but can protect himself or escape), it's called check. If a king is in check, then the player must make a move that eliminates the threat of capture and cannot leave the king in check.

Checkmate happens when a king is placed in check and there is no legal move to escape. Checkmate ends the game and the side whose king was checkmated loses.

ONE-DIMENSIONAL MOVEMENT:

The King can only move one square in either direction. It cannot go into check.

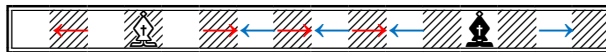


The Rook can move or attack up to THREE squares only, in either direction.

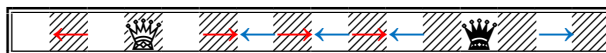
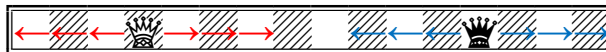


“Castling”: The King and Rook, whenever beside each other, can swap places as one move. This can include when the King is in check, but cannot deliver the King into check.

The Bishop can move or attack up to THREE squares of the same color as the one on which the Bishop is standing, only, in either direction. Occupied squares of the opposite color do not count as moving over or through a piece.



The Queen moves as a combination of Rook and Bishop.



The Knight is the most changed. It must move two and then three squares. The moves can be made in either order and in either direction. The Knight can capture a piece on either the intermediate or final square, but it can only capture ONE piece per move.

