

# CHESS & BALANCE

WHEN GRANDMASTERS MEET MAGICIANS

Chess is beautiful yet unforgiving game of decision-making and strategy, where each move is crucial, but one mistake is fatal. It's time to shake it up. Harness the power of the Elemental Cards to create balance on the board. Let's play Chess & Balance.

- ... Balance Action Pack Game of Chess and Magic.
- ... Where Average Players can beat Chess Engines.
- ... Expand Ancient Chess Rules to a Modern Game.



2 PLAYERS



15 MINUTES



AGES 8+



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## COMPONENTS:



1 CUSTOM CHESS BOARD



32 CHESS PIECES - 16X2 for Black and White



12" EXTRA CHESS PIECES - 6X2 for Black & White



36 ELEMENTAL CARDS - 9 for each Yellow, Red, Blue, Green



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## GAME SETUP

Both players must be familiar with standard moves of chess to play the game. (See page 4 for standard rule of chess for reference).

### 1. POSITION CHESS BOARD AND PIECES

Setup chess board pieces in their starting squares. White starts first. *Whoever lost the last game can start as white.*

### 2. CREATE 9-CARD DECK

Shuffle all cards, then each player is dealt 9 cards facedown. This will serve as their deck. *(This is Quick Play, see other deck building variants for other options).*



**OBJECTIVE**  
**Capture Opponent's King**  
*However, the game does not end in a Checkmate, see King Safety Rule.*

## MECHANICS

**STARTING HAND:** At the start of the game, each player draws 3 cards from their deck and put them in your hand.

Each player alternately takes turns. On their turn, a player can play a card and then perform a regular chess.



### 1. CARD PHASE

Whenever a card is played, it immediately affects on the board/pieces until end of turn or end opponent's turn. *Remove, Relocate, Swap and other card effects can be seen in terminology.*



#### CARD DRAW:

Whenever you play a card, draw a card. When an effect causes you to discard a card, draw a replacement card. Always maintain maximum of 3 cards in hand unless you have no cards in deck. When all cards are exhausted, the game continues in standard chess fashion until the game is decided.

**A perfect card play can sway the momentum of the battle.**  
Use "Meteor Bomb" to save your King from trouble and remove all pieces around your King and pose a counter-attack.

### 2. CHESS PHASE

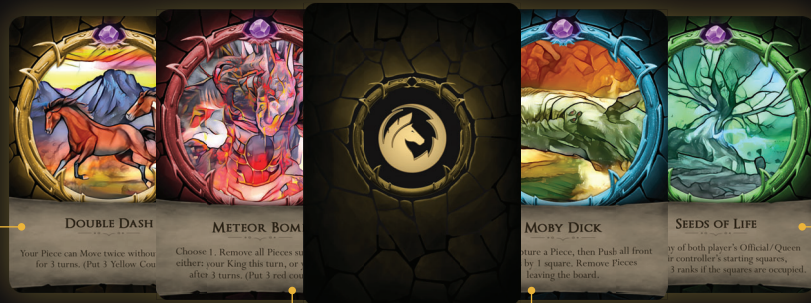
Each player must perform a chess move after their card phase. Pieces move the same in standard chess but may be affected by cards effects.

#### ROYALTY PROTECTION:

If a card is played on your turn, all Kings or Queens (otherwise known as Royalty) are immune to card effects, captures and movement unless specified in the card text. [see Royalty Rule.](#)

## ELEMENTAL CARD THEMES

Each card fits into 4 elemental colors themes. Use different cards to enhance your playstyle by mimicking your favorite Grandmasters.



### FIRE CARDS

These are aggressive red cards that enhance your attacking or sacrifice style if you play like **Tal** or **Nepo**.

### WIND CARDS

These are special movement yellow cards which are good for positional chess if you play like **Fisher** or **Ding**.

### WATER CARDS

These blue defensive cards that are great for closed or counter attacking styles if you play like **Kasparov** or **Hikaru**.

### NATURE CARDS

These are well-rounded cards that are perfect on piece promotion and end games if you play like **Anand** or **Carlsen**.

## SPECIAL RULES

**Royalty Rule** – When a card is played in a turn, both player's **Royalty** are protected from any card effects like remove/swap/push as well as immune to capture/movement using chess moves. No cards effects, indirect removal, capture, can affect **Royalty**. Any move that will result in a check or queen capture next turn is disallowed. This rule prevails above any card effects and rules unless specifically stated in the card.

**King Safety Rule** – The game ends when the **King** is captured **not** checkmate or stalemate. On special case that there are two or more kings in play, the game ends if all kings are captured. If the attacking player moves to a checkmate/stalemate, the defending player must use a card to defend its position, otherwise the defender losses the game.

**Check Rule** – You must **declare check** if you intend to capture opponent's **King** next turn. If you forget to check (or didn't notice the check (due to card effects/movement), you can't capture a King the following turn. If your opponent accidentally uses a card that put its King in check, then that card is discarded instead and must move the King instead.

**Conflict Rule** – If there is conflict between multiple card effects and chess rules, the last card played takes precedence.

**Standard Rule** – All En Passant, Castle rules and other standard chess rules still applies if either the Pawn/Rook/King is unmoved by chess moves and card effects.

## TERMINOLOGY

### A. CHESS PIECES

**Official** – either a Knight, Bishop or Rook.  
**Royalty** – either a King or Queen.

### B. MOVEMENT

#### Standard Chess Movement:

- ◆ **Capture** – remove a piece by placing a piece to the same square of the opposing piece.
- ◆ **Move** – put a piece in a new square.

#### Elemental Cards Special Movement:

- ◆ **Jump** – move a piece through a piece as though it's not blocked and must land on an unoccupied square. *A Rook can jump over a piece even there is a piece in front of it.*
- ◆ **Push** – move the piece and all connected pieces forward. If it results to a piece leaving the board, it is considered removed.
- ◆ **Promote** – replace a piece with a powerful piece. It is similar to a regular Chess promotion if the Pawn reaches the last rank.
- ◆ **Relocate** – place a Piece in a different unoccupied square.
- ◆ **Remove** – eliminate a piece on the board. The initiating player decides which piece should be eliminated.
- ◆ **Return** – put back a piece inside the board. This piece should be put it an unoccupied starting square.
- ◆ **Sacrifice** – eliminate a piece on the board. Both piece controlling players decide which pieces to eliminate.
- ◆ **Swap** – switch positions of pieces.

### C. BOARD POSITIONS

#### Relative Piece Position:

- ◆ **Connected** – squares that are adjacent to each other on any of surrounding squares.
- ◆ **Unconnected** – squares that not adjacent to each other that are at least 1 square apart.
- ◆ **Surrounding** – the 8 squares on all sides of the piece either on the back, front or side.

#### Surrounding Squares:

- ◆ **Back** – The 3 squares facing yourself.
- ◆ **Front** – The 3 squares facing the opponent.
- ◆ **Side** – The 2 squares on either side.  
*Note: The front back or side squares can be more than 2(side) or 3(front/back) squares, if stated on the card, it can affect more than the standard surrounding squares.*

#### Linear Squares:

- ◆ **File** – Vertical squares numbered from A-H. When playing as white the left 4 files (or A-D) are considered queen side, while right files(or E to H) are considered king side squares.
- ◆ **Rank** – Horizontal squares from 1-8. When playing as white the first 4 ranks (or 1 to 4) are squares facing you, while last 4 ranks (or 5-8) are squares facing your opponent This is reversed when playing black.
- ◆ **Starting Position** – Original squares of pieces at the start of the game. All Pawns starting position can be in any square of the 2nd rank but can't be with same file as the other pawns. Officials can be placed in any the 2 original designated squares.



## DECK BUILDING VARIANTS

After first game (Quick Play) you can explore other deck building variants for more immersive gameplay.

### QUICK PLAY

All cards are shuffled together. Then both players are alternately given random 9 card to form their deck.  
*The fastest, most fun with minimum setup to enjoy the game.*

### THEME DECK

Both players pick the colored theme of choice as their deck. Another variant is dual theme, where each player alternately choose colors, until both players have 2 colored themes. Shuffle these themed cards and randomly deal 9 cards to form their deck.  
*Ideal for familiarizing with the different cards themes in preparation for standard deck building.*

### STANDARD DECK

Both players choose any variation of 9-card without duplicates to form their deck. *This suggested experienced players competitive play and deckbuilding enthusiast.*

### TOURNAMENT DECK

This is similar to standard but played on sets of 3 or more games. Aside from the Standard Deck each player have access to 4 cards sideboards of in the side. After every game each player can be swap multiple card from the original deck to the sideboard slightly changing the compositions of cards. *This is extremely useful to counter opponents' strategies, enhance your gameplay or throw a curveball on your opponents on important matches.*

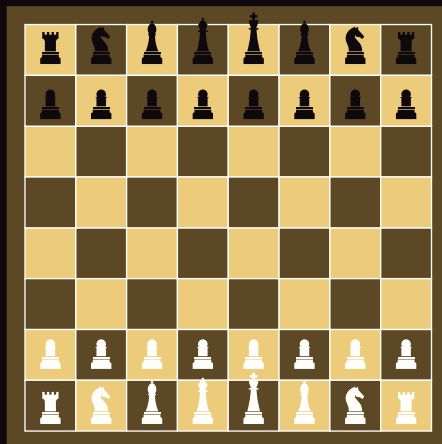
## STANDARD CHESS RULES (FOR REFERENCE)

**WINNING:** Put your Opponent's King in Check so he can't escape, and call Checkmate.

**DRAWS:** If neither player can win, players can agree to draw. If a player's King is not in Check, but any possible move places him in Check, it's a Stalemate.

### GAMEPLAY

White always plays first. Players alternate turns. Only one Play Piece may be moved on a turn, except when castling. All Play Pieces must move in a straight path, except for the Knight.



## PIECES AND MOVEMENTS

Each Player starts with 16 pieces. 8 pawns, 2 Knights, Bishop and Rook, and 1 Queen and King. Position the Game Board so the black square is at the bottom right corner. Place the White Pieces on the first rank from left to right in order: Rook, Knight, Bishop, Queen, King, Bishop, Knight, and Rook. Place all the Pawns on the second rank. Then place the Black Play Pieces on the board, as shown in the diagram.

**Capturing:** When you move one of your pieces and it ends on an opponent's play piece you capture it and remove it from the game board.

**Check:** Is when an opponent's Piece is in a position to capture your King.

**Checkmate:** When your King cannot be saved from Check, it's called Checkmate and you lost the game.



The **Pawn** moves forward one square at a time with 2 exceptions:

1. Its first move, it can move forward 1 or 2 squares from the original position.
2. When capturing a piece, it moves one square diagonally ahead. It can also capture special case with En Passant.

The Pawn is the least valuable play piece. But, when a Pawn reaches the other side of the board it can be promoted into any Piece except for the King.

**En passant** - If a Pawn lands next to an opponent's Pawn after moving two spaces on its first move, it can be captured en passant. The opponent's pawn, on its next turn only, can be moved diagonally to the space behind the first pawn, capturing it.



The **Knight** is the only Piece that can jump over another Piece. It moves 3 squares at a time: 2 spaces forward/backward, then space left or right; or 2 spaces to the left or right, then 1 space forward/backward. Its move looks like the letter L. It always ends up landing on a square opposite the color from which it started. Also, it is the only Piece that is allowed to jump over another piece.



The **Bishop** moves diagonally as many open squares as you like. It must remain on the same color square as it started the game on.



The **Rook** moves in a straight line, horizontally or vertically as many open squares as you like.

"When castling, the Rook and the King has a special movement, see Castling."



The **Queen** is the most powerful of the Play Pieces. It moves in any direction (horizontally, vertically or diagonally) as many open squares as you like.



The **King** when becomes trapped, you lose the game. It moves 1 square in any direction, as long as it doesn't put itself in Check or Checkmate.

**Castling** - Castling is the only time in chess that two pieces can move at once. The king moves two spaces to the left or to the right, and the rook moves over the other side of the king, all in one move.