



RULES of PLAY

Designed by Saar Shai
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King Down Classic

This King Down version follows the same rules as those of a classic game of chess, except for the initial setup of pieces on the board. It also introduces five new types of pieces.

Pieces

Here we review the movement and abilities of the original chess pieces, as well as the new ones. The following rules apply to all pieces, unless stated otherwise in the description:

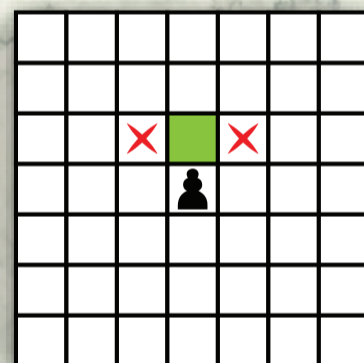
Each player can only move one piece only one time on his or her turn. The turn ends once that piece has been moved and/or captured an enemy piece. To capture an enemy piece, a player must move one of their own pieces to the square occupied by the enemy piece, if they can. Once captured, a piece is removed from the board.



PAWN

The pawn generally moves forward only, one square at a time. However, the first time a pawn is moved, it may move forward two squares. Any piece directly in front of a pawn blocks its advance to that square.

The pawn captures an enemy piece by moving diagonally one square - it cannot capture by moving straight ahead.

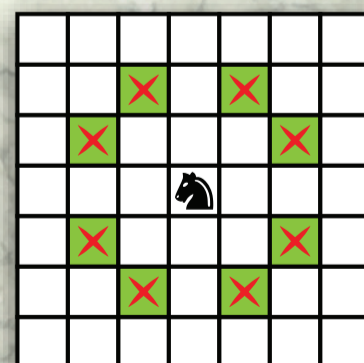


Pawns that reach the last row of the board may be promoted, i.e. replaced by any other type of piece except for a king.



KNIGHT

The knight moves two squares horizontally or vertically and then one more square at a right-angle (a movement shaped like an "L"). It always lands on a square opposite in color from its initial square. The knight can jump over pieces, whether friendly or enemy, while moving to its destination square, but does not capture any pieces it jumps over.

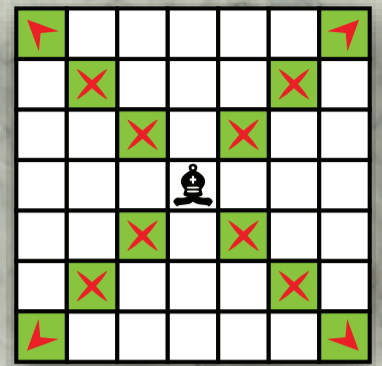


The knight captures any enemy piece on the square it lands on, and cannot move to a square occupied by a friendly piece.



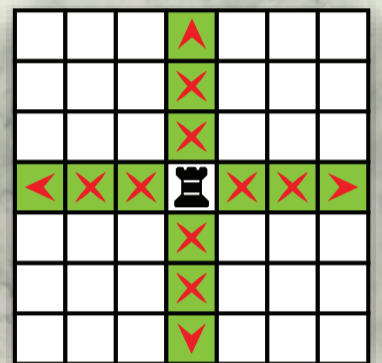
BISHOP

The bishop moves in a straight line diagonally across any number of squares on the board. Its movement is blocked by any friendly or enemy piece. It can capture an enemy piece along its path by moving to the same square. The bishop cannot jump over pieces. When moving, it always remains on the same color squares it started on.



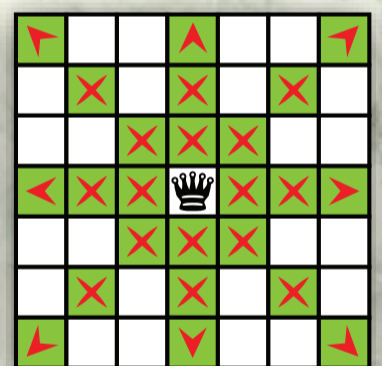
ROOK

The rook moves in a straight line either horizontally or vertically through any number of unoccupied squares along its path, until it reaches the end of board or it is blocked by another piece. It captures on the same path it moves, by moving to a square on which an enemy piece stands. It cannot jump over pieces.



QUEEN

The queen can move any number of squares in a straight line, either vertically, horizontally or diagonally. She moves like the rook and bishop combined. Like most other pieces, she is blocked by any other piece and it cannot jump over pieces. She can capture an enemy piece by moving to a square it occupies.

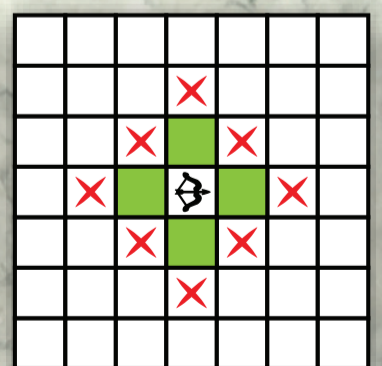


ARCHER

The archer can move horizontally or vertically, but not diagonally, to an adjacent square. Like the knight, it always lands on a square opposite in color.

The archer captures "from a distance", which means she doesn't move when capturing. She can capture any enemy piece on a square that is diagonally adjacent to her, or two

squares away from her horizontally or vertically. She can capture pieces away from here even if there are other pieces between her and her target.



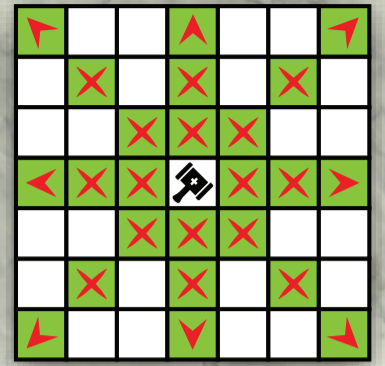


PALADIN

The paladin moves like the queen - any number of squares in a straight line. Unlike the queen, it can jump over any friendly piece on its path, but cannot jump over enemy pieces.

The paladin can capture any enemy piece on its path by moving to the same square. It cannot capture a king!

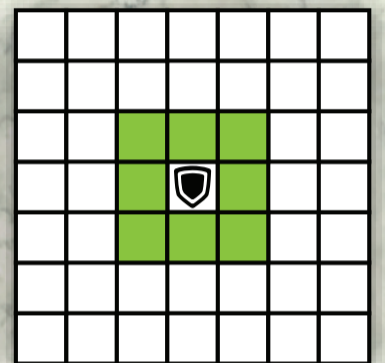
Once the paladin captures a piece, it is also removed from the board!



GUARD

The guard moves to any adjacent square unless it is occupied by any other piece - friendly or enemy.

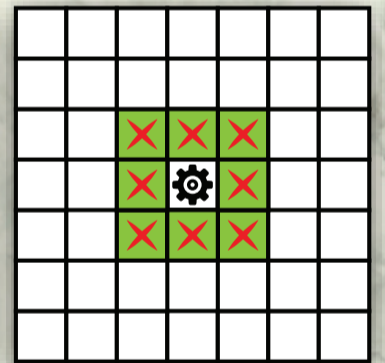
The guard cannot capture another piece and cannot be captured by any other piece except a king.



MAESTER

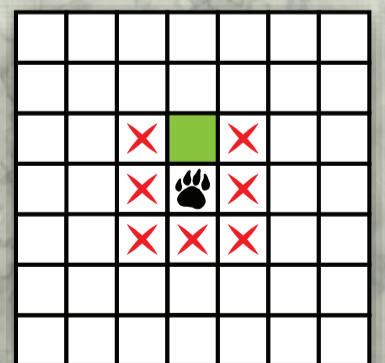
The maester can move to any adjacent square. If that square is occupied by an enemy piece, the maester captures it. If that square is occupied by a friendly piece, the maester switches places with it.

If the maester and the king are both in the first row of the board, they can always switch places as a player's turn.



BEAST

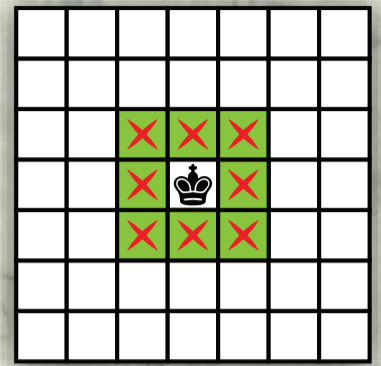
Similarly to the pawn, the beast can only move one square forward, unless that square is occupied by either a friendly or enemy piece. However, it can capture an enemy piece in any other adjacent square. After the beast captures a piece, if it is possible for the beast to then capture another piece that is not the king - it may, on the same turn.



KING

The king moves one square in any direction - horizontally, vertically, or diagonally, i.e. to any adjacent square that isn't occupied by a friendly piece. If it is occupied by an enemy piece, that piece is captured by the king.

The king is the most important piece and must not be captured and cannot move to a square that allows that to happen (see below).



Check, Mate and Other Rules

Check: When the king of a player can be taken by a piece of the opponent - that king is in check. A player should say "check" when he or she moves a piece to such a position that threatens the enemy king. It is not allowed to move a king to a square where it is in check after the move.

Mate: When a king is in check, and cannot be moved to another square where it is not in check - the king is mated. The player with the mated king lost the game, and the player that mated it won the game.

Stalemate: When a player cannot make any move, but he is not in check (for example, a player only has a king on the board and any square it can move to puts it in check), then the player is said to be stalemated. In a case of a stalemate, the game ends in a draw.

Chess includes other rules such as "castling" and "en-passant". King Down Classic doesn't officially include any of these additional rules, though players may choose to include them in any match, as long as it is reasonable to apply them.

Setup

In King Down Classic, each player chooses their king (see "Armies"). The second row of each player is filled with 8 pawns, just like in chess. However, in the first row, the type of pieces (except for the king) and their arrangement is randomized (yet is identical for both player). 7 pieces are selected among: 1 queen, 1 paladin, 2 rooks, 2 bishops, 2 knights, 2 archers, 2 guards, 2 maesters and 2 beasts.

The different setups can be surprising, making each game a unique battlefield and requiring players to think creatively in order to find new strategies. You may read more about randomized chess by looking up "Chess960".

Armies

King Down Classic allows players to choose the color of their pieces, i.e. their army. Each army is ruled by a different king. Players may play the game the same way, no matter what army is chosen. However, for a more advanced (and intense) experience, players may decide to include the special "powers" that each king can bestow on his army. Note that:

1. Each king can only have one power. Each player chooses their own power out of two of the powers of each king, after the board is set up.
2. Some powers can only be used a limited number of times during the game (players receive that number of tokens to spend for each use).
3. Token powers (that are not always in effect) cannot be used to capture a king, nor to put him in a check or mate!



King Frost

Freeze (2 tokens): This king allows his player to choose an enemy piece (except a king). Once chosen, for the duration of the next turn of the opposing player, that piece cannot move.

Ice Wall (2 tokens): This king allows his player to choose a friendly piece (except a king). For the duration of the next turn of the opposing player, that piece cannot be captured.



King Flame

Strike (1 token): This king allows his player to move any of his or her pieces (except a king) as if it was a queen (i.e. the same movement rules). Performing this counts as a turn.

Haste (1 token): This king allows his player to move any one of his or her pieces twice in a single turn - basically playing two turns in a row with the same.



King Stratus

Flight (1 token): This king allows any piece in their army (except a king) to be moved to any other unoccupied square in their player's half of the board (i.e. in the first 4 rows). This counts as a turn.

Sacrifice (1 token): This king allows any pawn in their army to be switched with any other friendly piece that has been captured during the game. This counts as a turn.



King Mud

March (3 tokens): This king allows any of his pawn to move two squared forward during a turn, as long as it is not blocked by any other piece.

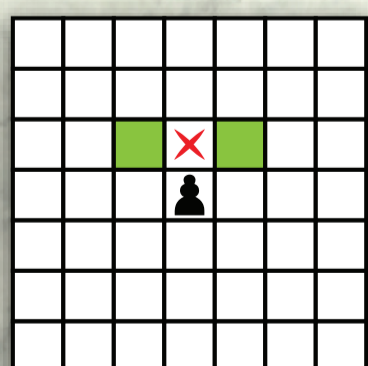
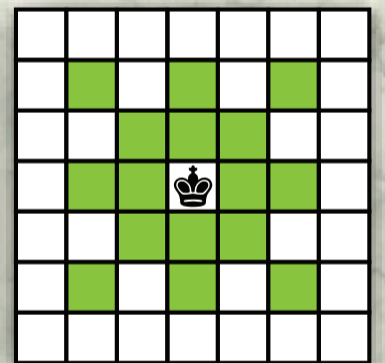
Leap (3 tokens): This king allows any of the pieces in his army to jump over friendly pawns, if the rules for that piece allows for moving several squares.



King Spirit

Holy Light (always in effect): This king cannot be captured by enemy pawns. However, it also cannot capture enemy pawns.

Mercy (always in effect): This king can move one or two squares horizontally, vertically or diagonally, but can't capture enemy pieces. It can jump over friendly pieces.



Death Touch (always in effect): This king can capture any enemy piece in an adjacent square without moving to that square.

Darkness (always in effect): Pawns in this king's army move one square diagonally and capture one square forward.

They can't move two squares the first time they move.



King Shadow