KING FOR 2 - DICE VERSION

INTRODUCTION

It is a strategy game based on the rules of **Chess** for the moves of individual pieces (there are no **pawns**, however).

The aim of the game is to eat, capture, take the **two opposing kings**.

The position "**in check**" does not exist; there is therefore no obligation to move the King when he is threatened by an opposing piece. And then there is no obligation to move the King or defend him with another piece.

Opposing pieces are eaten, caught, taken as in traditional chess.

The game plan is the traditional **chessboard** with 64 black and white squares.

Two 6-sided dices with **numbers from 1 to 6**, with **7 numbers from 0 to 6**, are used to play and choose the piece to move.

There is a precise identification between **dice number** and single pieces.

A) COLOUR

The two players are represented by two different colors (one for each):

PLAYER 1
Red
PLAYER 2
Blue

B) PIECES

Each player has:

◆ **2 Kings**

- **Player 1: 2 red**
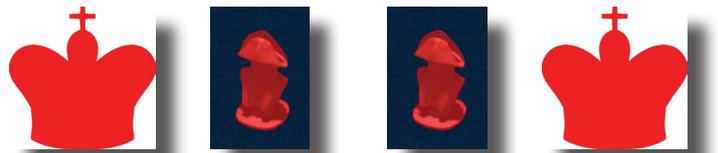
- **Player 2: 2 blue**

◆ **2 Queens**

- **Player 1: 2 red**
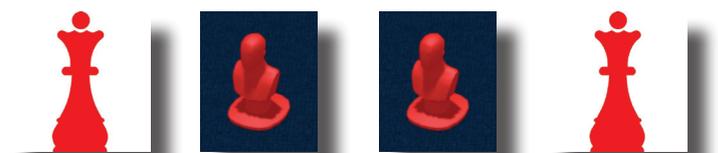
- **Player 2: 2 blu**

◆ 4 Bishops

- **Player 1: 2 red**
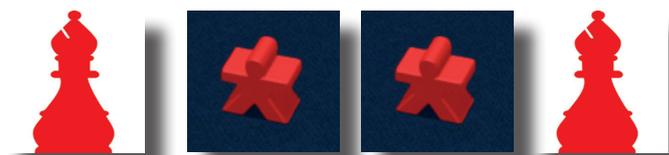
- **Player 2: 2 blu**
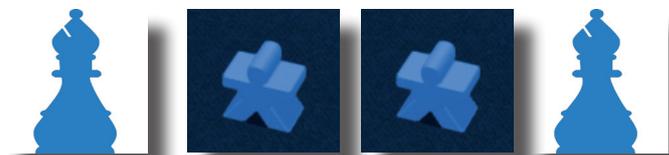
◆ 4 Rooks

- **Player 1: 2 red**

- **Player 2: 2 blu**

◆ 4 Knights

- **Player 1: 2 red**
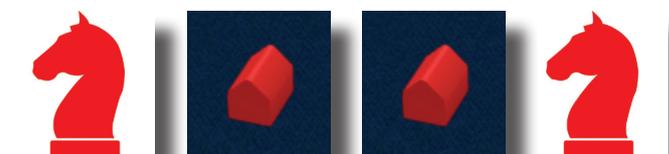
- **Player 2: 2 blu**
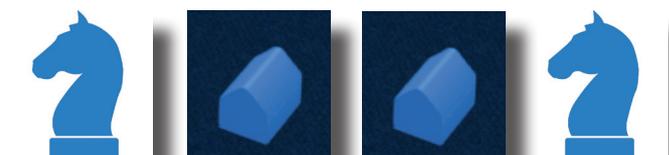
C) DICES

Two 6-sided dice with numbers from 1 to 6 are used.
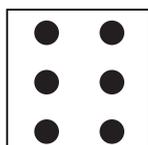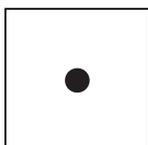
D) SETUP AT THE START OF A GAME
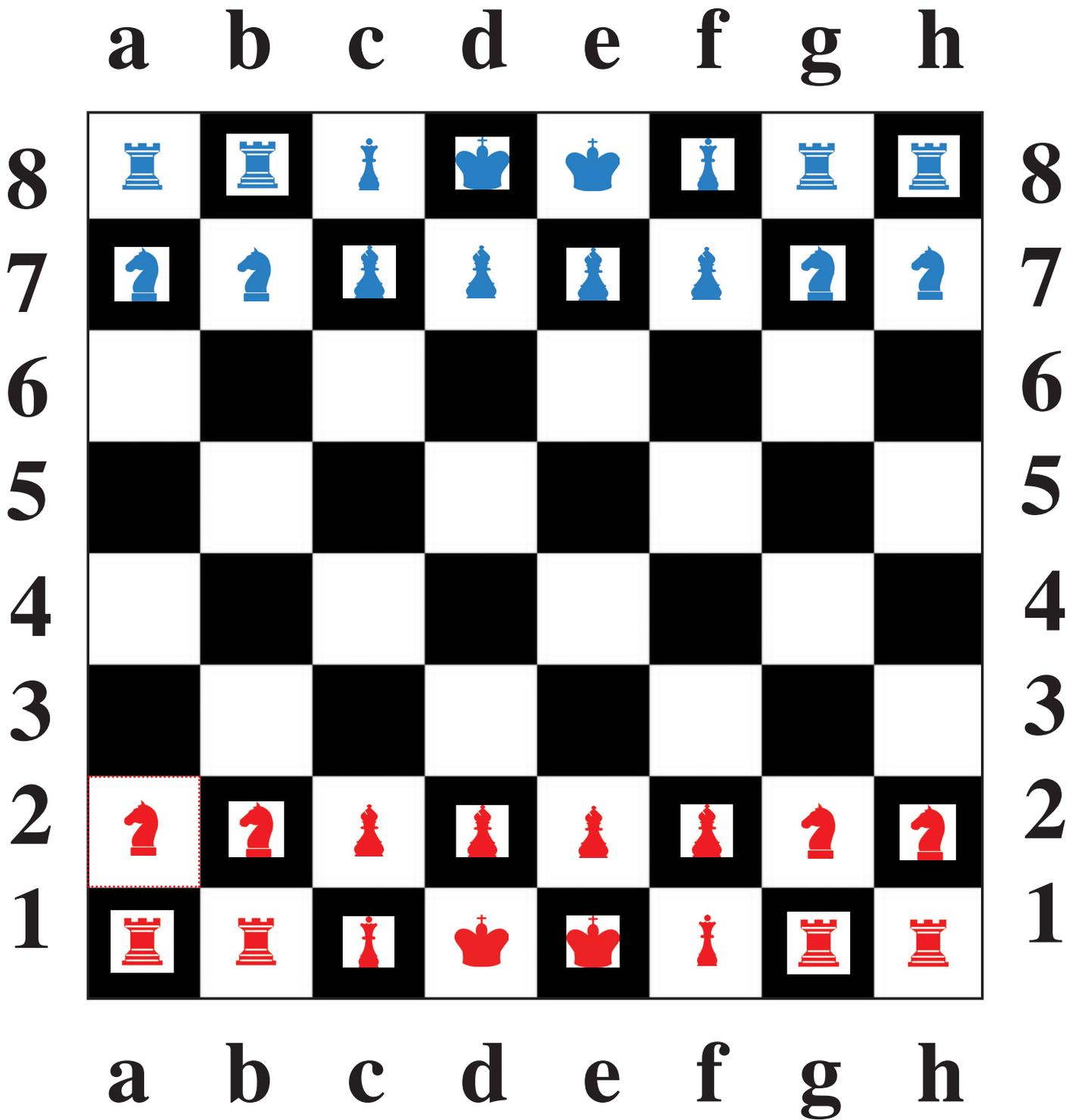
E) INITIAL POSITION

RED
King = E 1
King = E 1
Queen = C 1
Queen = F 1
Rook = A 1
Rook = B 1
Rook = G 1
Rook = H 1
Knight = A 2
Knight = B 2
Knight = G 2
Knight = H 2
Bishop = C 2
Bishop = D 2
Bishop = E 2
Bishop = F 2

BLUE
King = D 8
King = E 8
Queen = C 8
Queen = F 8
Rook = A 8
Rook = B 8
Rook = G 8
Rook = H 8
Knight = A 7
Knight = B 7
Knight = G 7
Knight = H 7
Bishop = C 7
Bishop = D 7
Bishop = E 7
Bishop = F 7

F) HOW TO PLAY / RULES
The player represented by the **Red color** **starts**.
The player with the **Blue color** **follows**.
The player may move the piece only if it has the corresponding number (over the face of the **dices** rolled).
If equal number is rolled (in the surface of two dices) the player must move two different pieces; **double moves are not consented**. If a move is possible, it is obliged.

There are therefore four options:
1. move the piece corresponding to the number issued.
2. not move (and miss the turn) if the corresponding piece has already been captured.
3. do not move (and miss the turn) if the corresponding piece is closed with no chance of moving.
4. move any piece of your choice if the Joker (number six) is released.

The winner is the player who catches, eats, takes the two opposing kings first.

G) IDENTITY NUMBER-PIECES
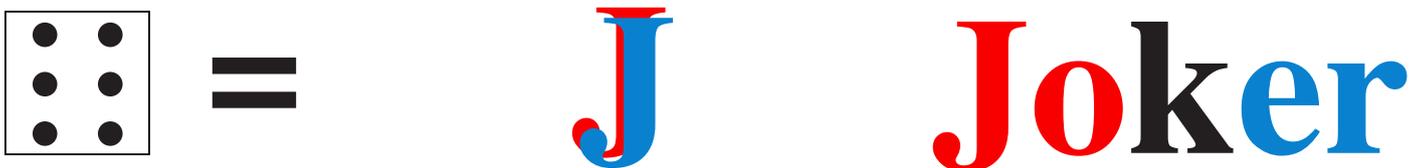
H) IDENTITY PIECES

KING

QUEEN

ROOK

BISHOP

KNIGHT

I) BOARD

It is a strategy game based on the rules of **Chess** for the moves of single pieces.

The **King** moves one square in any direction (it can't leap other pieces); **castling** is not possible.
The **Queen** moves (and captures) in any direction (it can't leap other pieces).
The **Bishop** moves (and captures) diagonally (it can't leap other pieces).
The **Rook** moves (and captures) horizotally and vertically (it can't leap other pieces).
The **Knight** moves (and captures) with a movement forming a "L-shape": two squares vertically and one square horizontally, or two squares horizontally and one square vertically (**it can leap other pieces**). There are not **pawns**.
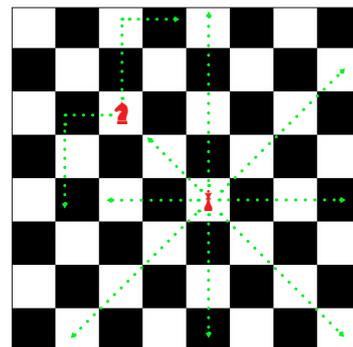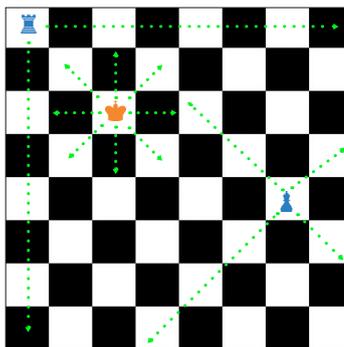
The aim of the game is to capture the two opposing Kings.

The position "**in check**" does not exist; there is therefore no obligation to move the King when he is threatened by an opposing piece. There is no obligation, too, to move the King or defend him with another piece.
Opposing pieces are eaten, caught, taken, and therefore "eliminated" as in traditional chess.
Two **6-sided** Dices per player are used.
There is a precise identification between dices and pieces.

COLOURS
The two players are represented by two different colors (one for each).

Player 1 - Red Colour
Player 2 - Blue Colour

HOW TO PLAY / RULES
The player represented by the **Red color** starts.
The player with the **Blue color** follows.

The player may move the piece only if it has the corresponding number (the surface of the **dice** or **dices rolled**).
In case of presence of the same number (in the two **dice surface**) the player must move two different pieces; **double moves are not consented.**

There are therefore four options:
1. move the piece corresponding to the number issued.
2. not move (and lose the turn) if the corresponding piece has already been captured.
3. do not move (and lose the turn) if the corresponding piece is closed with no possibility of moving.
4. move any piece of your choice if the Joker (six) is released.