KING FOR 2 - DOMINO 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.

28 Domino tiles with **7 numbers from 0 to 6** are used to play and choose the piece to move.

There is a precise identification between **Domino tiles** and single pieces.

A) COLOUR

The two players are represented by two different colors (one for each):
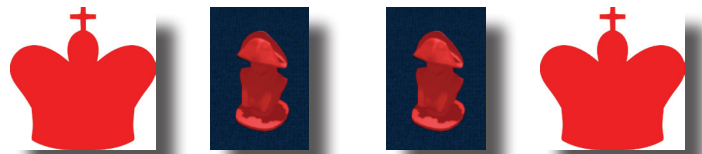
PLAYER 1
Red
PLAYER 2
Blue

B) PIECES

Each player has:
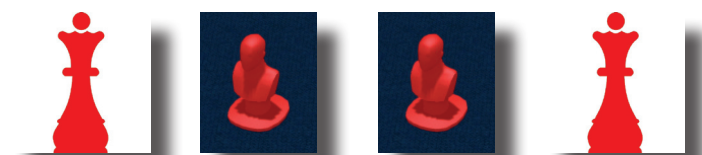
◆ **2 Kings**

- **Player 1: 2 red**

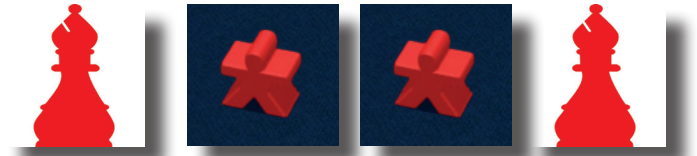- **Player 2: 2 blue**

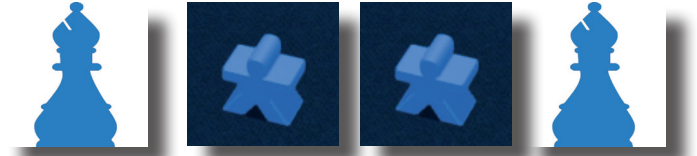◆ **2 Queens**

- **Player 1: 2 red**

- **Player 2: 2 blu**

◆ **4 Bishops**

• **Player 1: 2 red**

• **Player 2: 2 blu**

◆ **4 Rooks**

• **Player 1: 2 red**
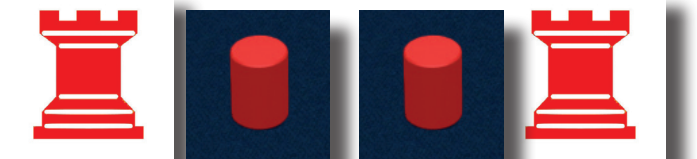
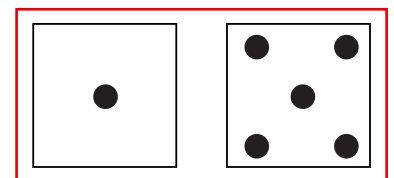• **Player 2: 2 blu**
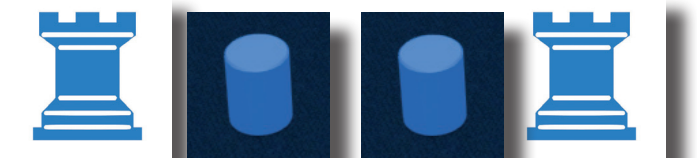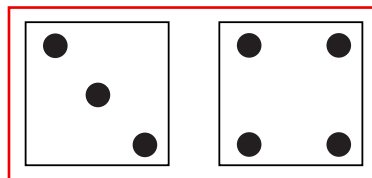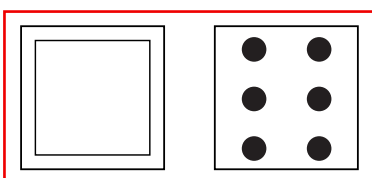
◆ **4 Knights**

• **Player 1: 2 red**
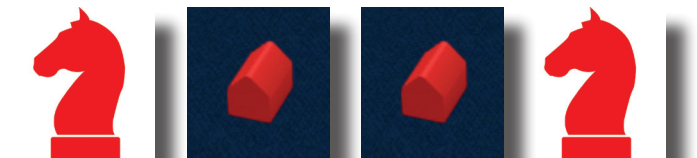
• **Player 2: 2 blu**

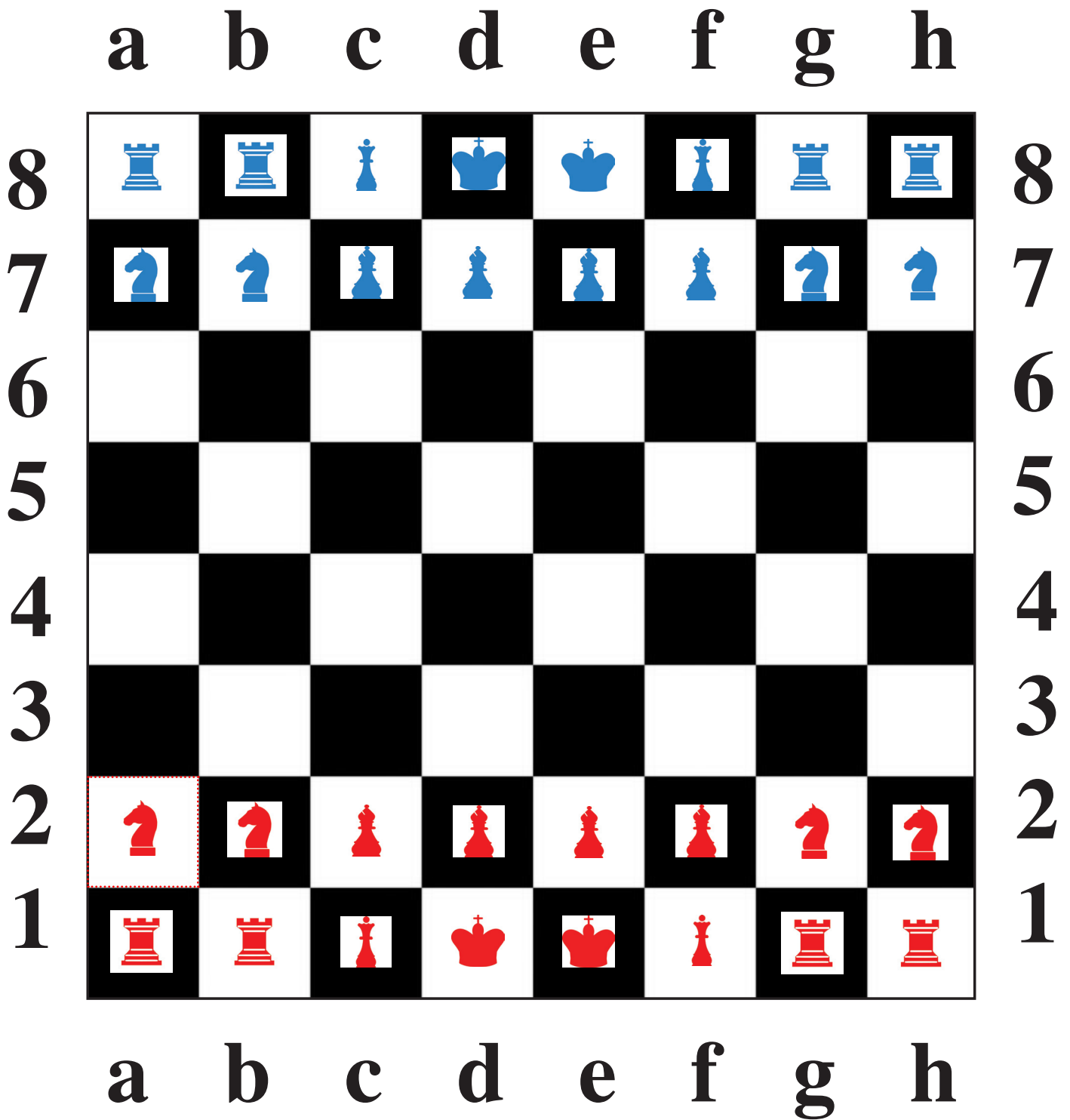## C) DOMINO TILES

28 Domino tiles are used; they have double numbers and dots from 0 to 6.

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 in the **Domino** tiles.
If equal number appears in the Domino tile the player must move two different pieces; **double moves are not consented**. If a move is possible, it is obliged.

There are therefore five 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. do not move (and miss the turn) if the zero appears (only in the Domino version).
5. 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.
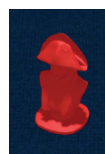When the 28 **Domino** tiles are used, they have to be covered and mixed; the match must go on.

G) IDENTITY NUMBER-PIECES

⬜	=	Ø

| ⚀ | = | |

| ⚁ | = | |

| ⚂ | = | |

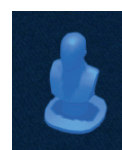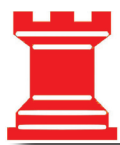| ⚃ | = | |

| ⚄ | = | |

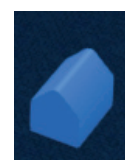| ⚅ | = | **J** **Joker** |
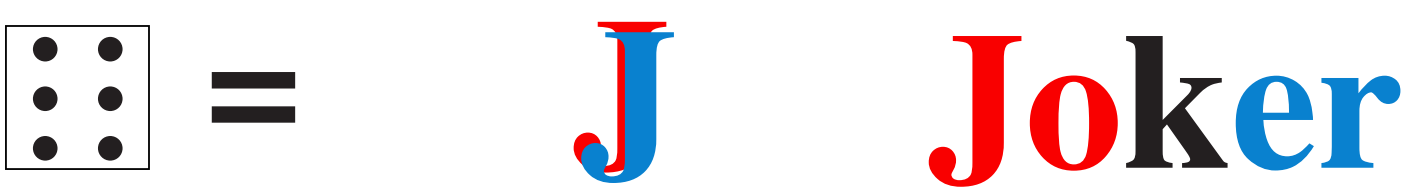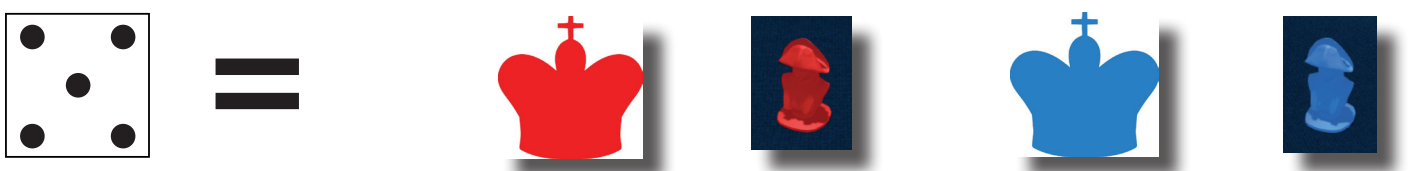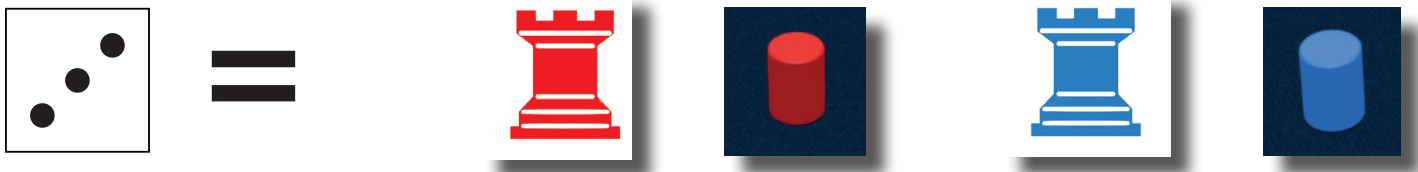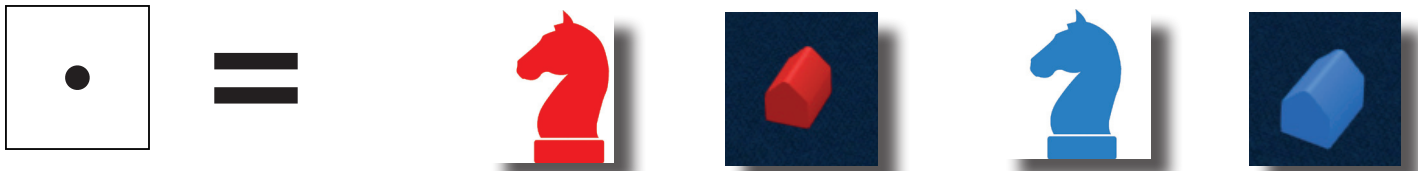
H) IDENTITY PIECES
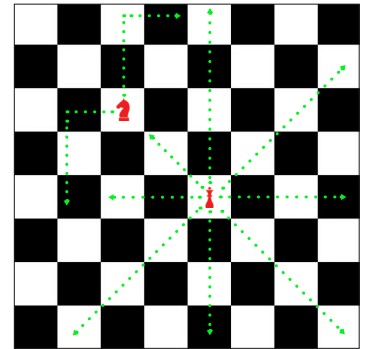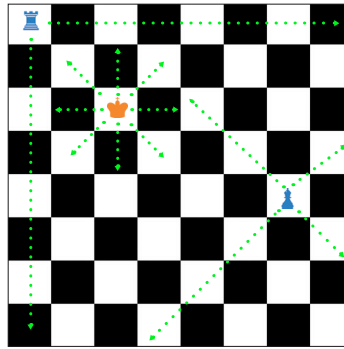
KING

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 horizotally, or two squares horizotally 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.
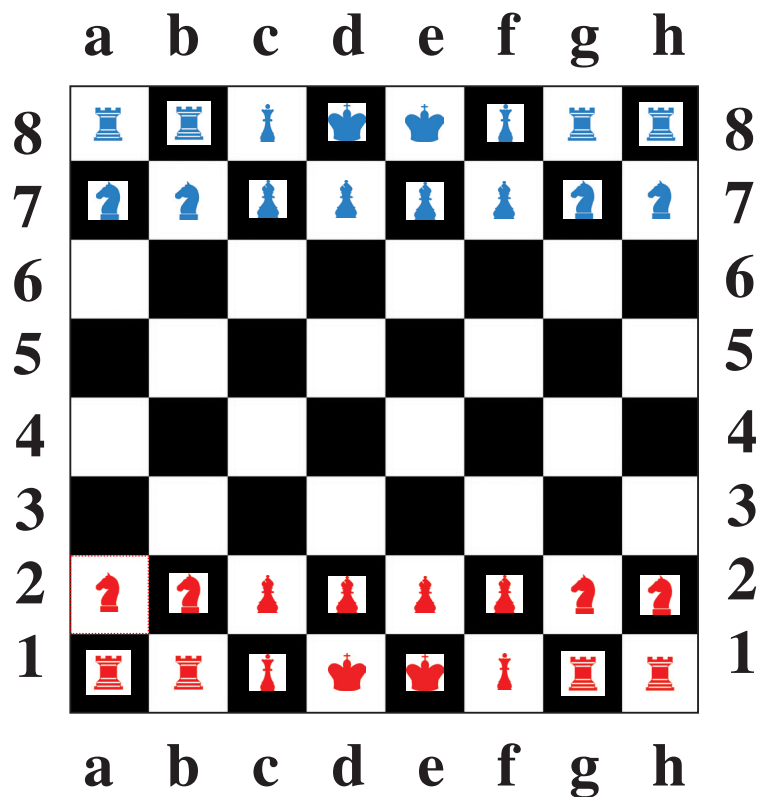Opposing pieces are eaten, caught, taken, and therefore "eliminated" as in traditional chess.
A set of 28 **Domino** tiles are used; there is a precise identification between numbers over the tiles and pieces.

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 in the **Domino** tiles.
In case of presence of the same number in the **Domino** tiles the player must move two different pieces; **double moves are not consented.**

There are therefore five 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. do not move (and lose the turn) if the zero appears.
5. move any piece of your choice if the Joker (six) is released.

When the 28 **Domino** tiles are used, they have to be covered and mixed; the match must go on.