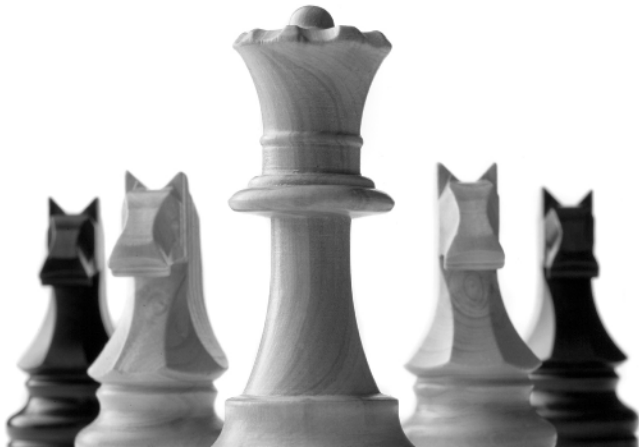


# Chess 2

## THE SEQUEL

Real Chess Variant  
With Joke Name

### **RULEBOOK**



## Overview of Chess 2

Chess 1 was a hit, no doubt about it. Chess 2 seeks to build on the greatness of the original while addressing a few problems and also going in a new direction. Chess 2 is also designed so that you can play it with a regular Chess set without too much trouble.

While the title of the game is a joke, the issues with Chess 1 are not. If a modern game were released that resulted in draws over 62% of the time amongst experts, that would be a non-starter. Furthermore, numerous Chess 1 grandmasters have complained that memorized openings and endings have become a bigger part of the game over time. They long for the game to be more about in-the-moment strategy and less about rote memorization of a very large number of openings and endings (or at least that there wasn't such a huge memorization tax required to get to the strategy portion of the game).

The point of Chess 2 is to address the issue with draws being way too frequent, address the issue of memorization vs. on-the-fly strategy, and to inject the game with dozens more matchups than the standard black-vs-white.

This rulebook assumes you are familiar with the basic rules of Chess.  
Here are the new features of Chess 2:

### Midline Invasion

First, **a new win condition** makes endgames much faster, eliminates stalemates, and ends games before they fall down a slippery slope: if your king crosses the midline, you win.

### Six Armies

Next, the most dramatic difference from the original game is that there are **six armies** to choose from (Classic, Nemesis, Empowered, Reaper, Two Kings, and Animals). Mirror matches are allowed (same army vs. same army), which means there are 21 different matchups, instead of the single matchup in Chess 1 (black vs. white).

### Randomized Starting Positions

Finally, **the starting positions are randomized** so that memorizing openings becomes basically impossible. You must think on your feet and use intuition and fundamentals instead.

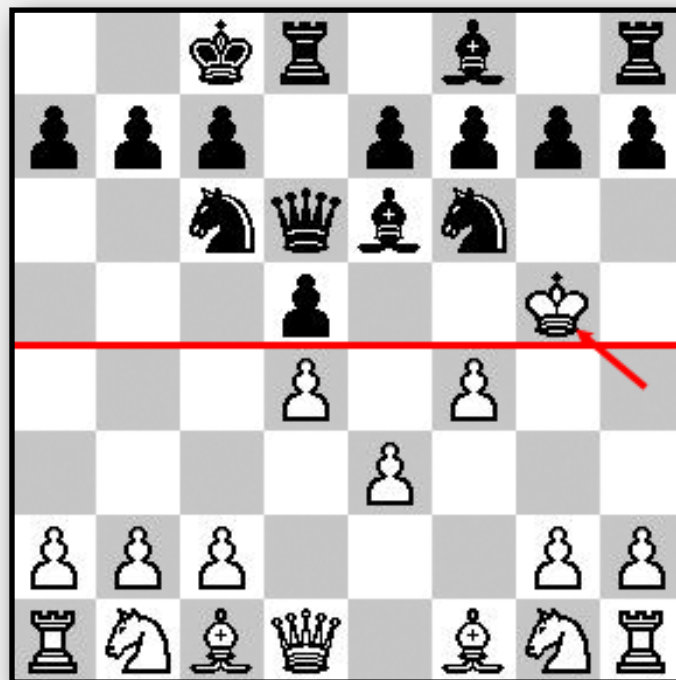
## New Win Condition: Midline Invasion

You can still win by checkmate, but you also win if your king crosses the midline of the board. Each move has added significance, because you must weigh how much it helps or hurts each player's chances of winning by king crossing the midline *in addition* to the usual considerations of furthering a checkmate.

The midline invasion rule also eliminates the need to memorize a large number of end-game sequences. Memorized end-game sequences in Chess 1 don't involve strategy (by definition; they are simply memorized, solved responses), so eliminating them allows you to focus more on in-the-moment strategy as you play.

### Notes on Check and Stalemate

Just like in Chess 1, it's illegal to move into check, so to win by Midline Invasion, your King must land on the 5th rank without being in check. Unlike Chess 1 though, there are no stalemates. If you have no legal moves, you lose the game. While stalemates are common in Chess 1, they aren't needed in Chess 2 because the Midline Invasion rule provides an even stronger option that a player can aim for when they're down on material.

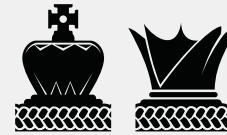


A win by Midline Invasion

# The Six Armies

## I) Classic (balanced)

It's regular old Chess. This is the only army that can castle.

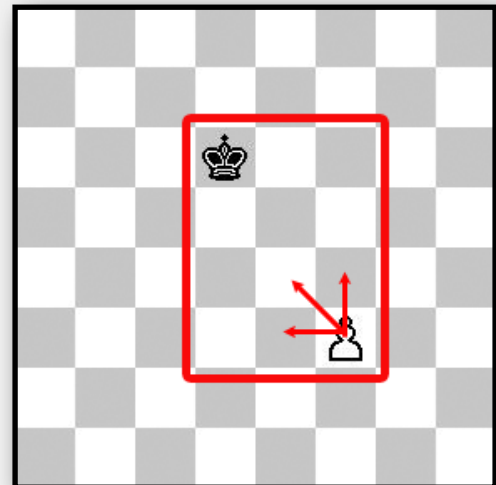


## II) Nemesis (favors pawns)

The queen is replaced with a new piece: the *nemesis*. The nemesis piece moves as a queen, but cannot capture or be captured except by the enemy king. (It can check and checkmate a king, and a king can capture it.)



Your pawns can move as normal pawns, or alternatively they can make a *nemesis move*, which is a move one space toward the enemy king. (Imagine a box drawn around your pawn and the enemy king; moving inside that box is a nemesis move. That move can be toward your back row if the enemy king is behind your pawn). Nemesis pawns can only capture pieces (or threaten a king) the same way normal pawns can: diagonally forward. Your pawns cannot move two spaces at the start of the game.



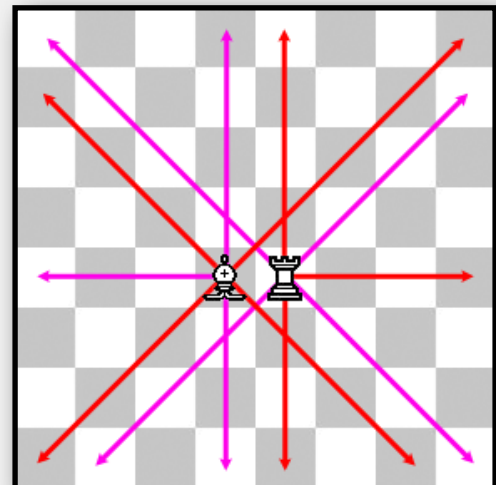
Nemesis pawn moves

## III) Empowered (favors knights/bishops/rooks)

While a knight, bishop, or rook is adjacent (diagonals do not count) to another knight, bishop, or rook on your team, each piece gains the movement powers of its neighbor in addition to its regular movement powers. (King, queen, and pawns cannot gain movement properties.) To compensate for this power, the queen can only move as a king.



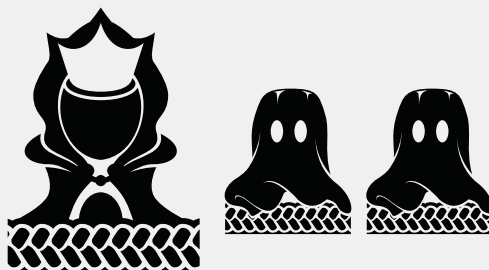
Example: if knight, bishop, rook are in a line, adjacent to one another, then knight can move as knight+bishop. Bishop can move as knight+bishop+rook. Rook can move as rook+bishop. The knight does NOT gain rook movement in this example, nor does the rook gain knight movement.



Empowered pieces  
Purple lines show Empowered movement

#### IV) **Reaper** (favors queen)

The queen is called a *reaper*. It can teleport and capture anywhere on the board except the enemy's back row. The reaper cannot capture a king. Also, the rooks are ghosts that can teleport to any open square on the board. The ghosts cannot capture or be captured.



#### V) **Two Kings** (favors kings)

You have no queen, but instead have two kings called warrior kings. If either one is checkmated, you lose. To win by the Midline Invasion method, BOTH warrior kings must cross the midline of the board into enemy territory.

A warrior king can move and capture the same way as a regular king, though it also has the option of doing a Whirlwind attack. For this, the warrior king stays in place and destroys all adjacent pieces—friendly and enemy—including diagonally adjacent pieces. You cannot Whirlwind if your other warrior king is adjacent.

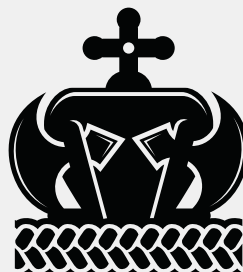
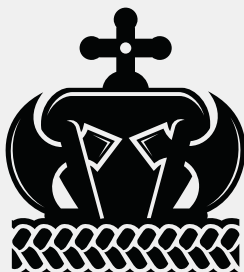


Whirlwind attack

After each of your turns, you may (optionally) take a special king-turn where you only move a warrior king. On your normal turn, there are no special restrictions. You can move either warrior king, or some other piece, whatever you want. During your king-turn, you may ONLY move a warrior king or perform Whirlwind with a warrior king. It doesn't matter if you moved that warrior king or not during your normal turn.

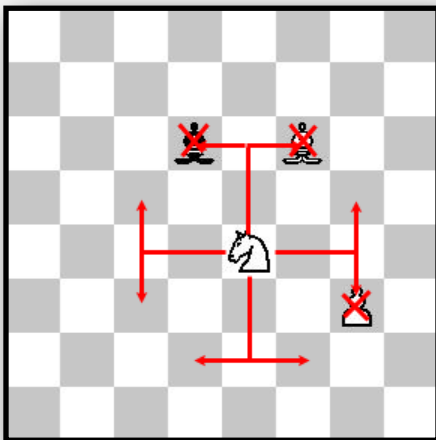
You can't move into check on your normal-turn or your king-turn.

Helpful hint: whenever you choose to skip this extra king-turn, it would be helpful if you tap one of your warrior kings as a signal to your opponent that he can take his turn.

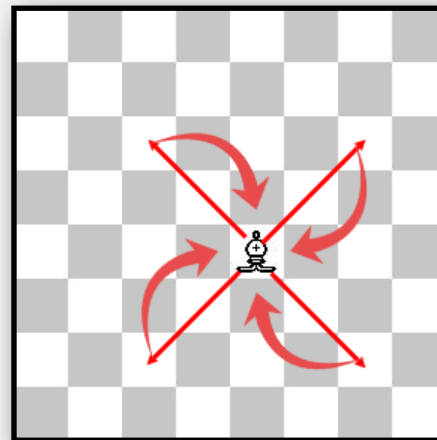


## VI) Animals (wild card)

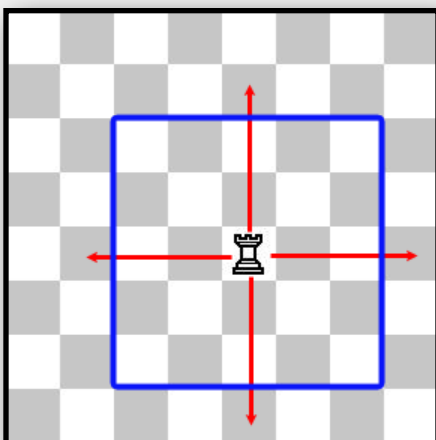
- **Knight -> Wild Horse.** Moves as a knight, but can capture its own pieces.
- **Bishop -> Tiger.** Can only move up to 2 squares diagonally, but does not move when it captures (immediately jumps back to the square it attacked from).
- **Rook -> Elephant.** Can only move up to 3 squares orthogonally. It can capture both friendly and enemy pieces, even multiple pieces in one move. If it captures a piece, the elephant *rampages* and must move its maximum distance, capturing everything in its path. Also, the elephant cannot be captured by a piece more than 2 squares away. (Draw a 5x5 box with Elephant in the center. It can't be captured by pieces outside the box.)
- **Queen -> Jungle Queen.** Can move as a rook or as a knight.



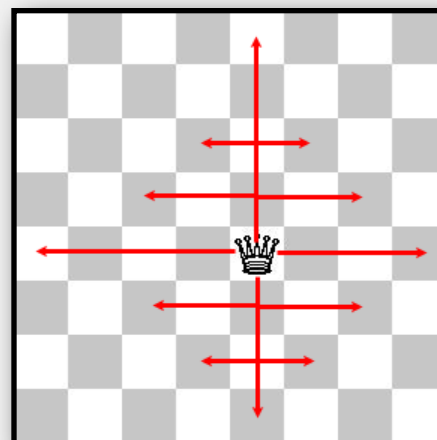
Wild Horse can take own pieces



Tiger returns to where it pounced from when it captures.



Only pieces in the blue box can capture the elephant.



Jungle queen moves as a rook or as a knight.



## Randomized Starting Positions

At the start of each game, randomize the positions of your back row of pieces (your second row consists of all pawns, as usual). Black's pieces always start as a mirror image of white's. For example, if white starts with a knight in the first column of their back row (to the left from their perspective), then black will start with a knight in that same column of THEIR back row (to the right, from their perspective).

When players play different armies, the spirit of this mirroring still holds true. For example, in the Reaper's army, the reaper piece replaces the queen, so whichever column has a reaper for one player has a queen for the other.

There are two restrictions about which starting positions are allowed:

- The bishops must be placed on opposite-color squares.
- The king must be placed on a square between the rooks.

### Procedure to Determine Starting Positions

You can determine a starting position using a single 6-sided die. Use the following procedure to set up white's back row pieces, then mirror it for black's pieces.

1) Roll the die and place a bishop on the black square indicated by the die, counting from the left. A 1 indicates the first black square from the left, a 2 indicates the second black square, a 3 indicates the third, and a 4 the fourth. Since there are no fifth or sixth black squares, reroll a 5 or 6 until another number shows.

2) Roll the die and place a bishop on the white square indicated. 1 indicates the first white square from the left, a 2 indicates the second white square from the left, and so on. Reroll a 5 or 6.

3) Roll the die and place the queen on the first empty position indicated, always skipping filled positions. This means a 1 is the first (leftmost) empty square, while a 6 is the sixth (rightmost) empty square.

4) Roll the die and place a knight on the empty position indicated. Reroll a 6.

5) Roll the die and place a knight on the empty position indicated. Reroll a 5 or 6.

6) There are now three empty squares in the back row. Place the king on the middle empty square, and the rooks on the remaining two squares.

7) Place the pawns on their usual squares (across the second row, just in front of the pieces you just placed).

## Other Rules

### Choosing Your Army

Players choose their armies in a simultaneous, double-blind fashion at the start of each match. It's permitted for both players to choose the same army. Though players will likely specialize in playing only one army, in a multiple-game match, the loser of a game may switch to any army for the next game. The winner of the previous game may not switch.

### Promoting Pawns

When one of your pawns reaches the last row, you must promote it (not optional). You can promote to any piece that's part of your army other than a pawn or a king (or a Warrior King). For example, a pawn on the Animals team could promote to a Tiger piece, but an Empowered pawn can't promote to a Tiger because Tiger is not part of its army.

### Draws

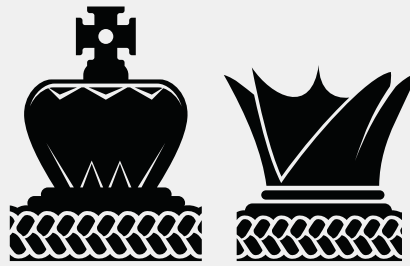
There are no stalemates in Chess 2. The other types of draws from Chess 1 still apply here, though they are much more unlikely because of the Midline Invasion rule. The types of draws are: threefold repetition (when the same position occurs three times), the fifty-move rule (when the last fifty successive moves made by both players contain no capture or pawn move), and impossible checkmate (when neither player has sufficient material to checkmate, and Midline Invasion is not possible).

### Frequently Asked Questions

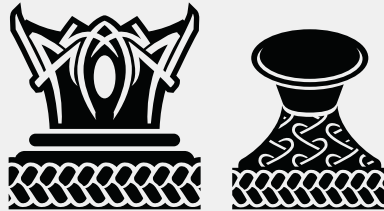
- 🕒 All pawns on all teams have the ability to en passant.
- 🕒 Pieces cannot pass through the Reaper army's ghost rooks or occupy the same square as a ghost rook.
- 🕒 A warrior king's Whirlwind cannot destroy a ghost rook.
- 🕒 Even the reaper cannot take an elephant if its more than 2 squares away.



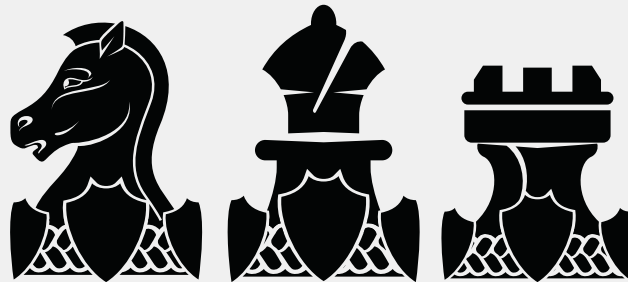
**CLASSIC**



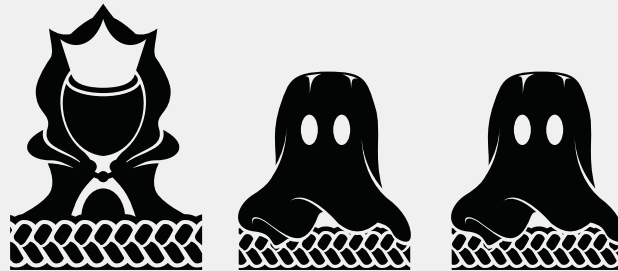
**NEMESIS**



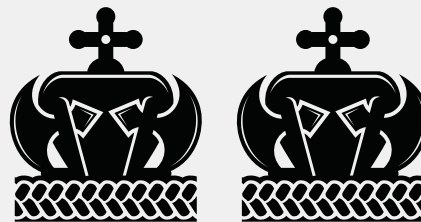
**EMPOWERED**



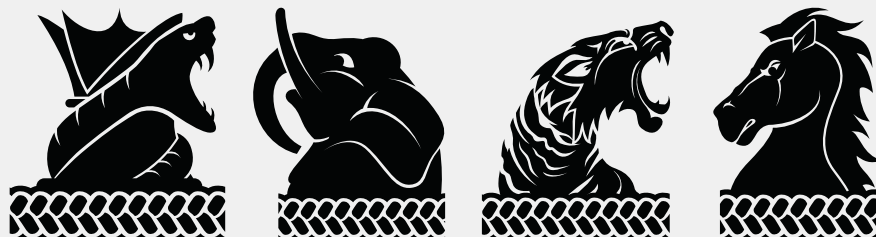
**REAPER**



**TWO KINGS**



**ANIMALS**





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