

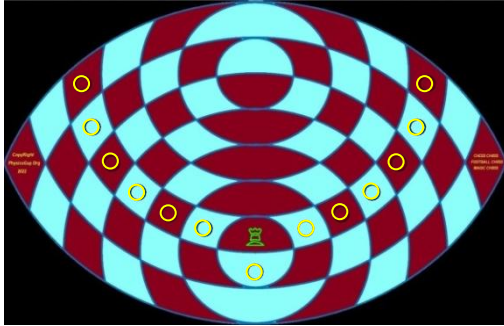
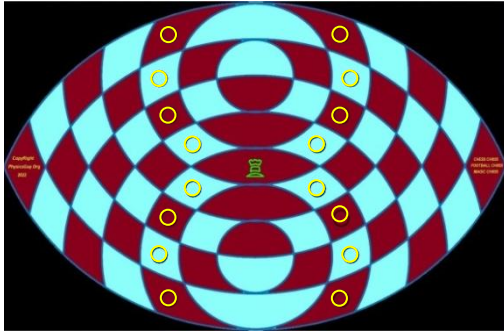
# Quick Ch8ss Instructions

Download the free Ch8ss App from Ch8ss.com if you haven't already. It's the best way to learn how the pieces move. In the App, just click and hold on a piece to see how it moves.

In general, Ch8ss pieces move like regular chess pieces except rooks travel in circles and bishops travel along curves of the same color. There is no castling and pawns never move more than one space.

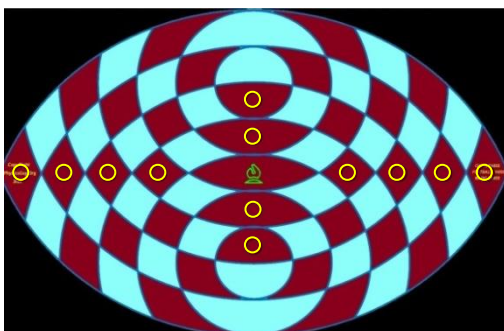
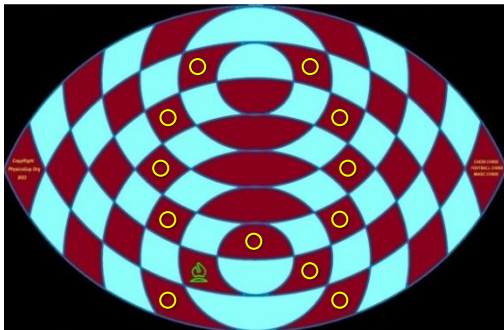
## Rooks

The Ch8ss boards below show examples of how rooks travel along circular paths.



## Bishops

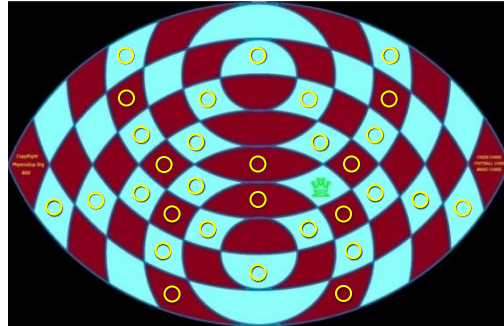
Bishops move on continuous curves (ellipses, parabolas or straight lines) of the same color. Here are examples of how bishops can move.



## Queens

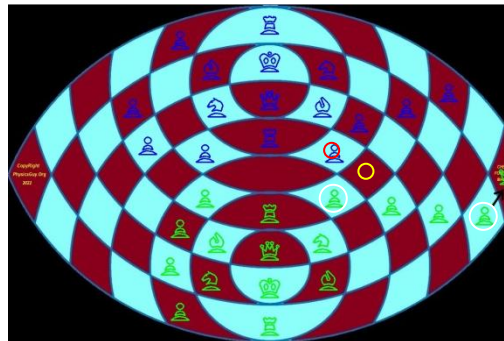
Once you know how rooks and bishops move you know how queens move. Queens can move in circles like rooks or continuous curves of the same color like bishops. The powerful queen is the superhero of Ch8ss.

The queen shown here can move to 31 of the 65 spaces when in open space! Can you trace out the rook-like and bishop-like moves?



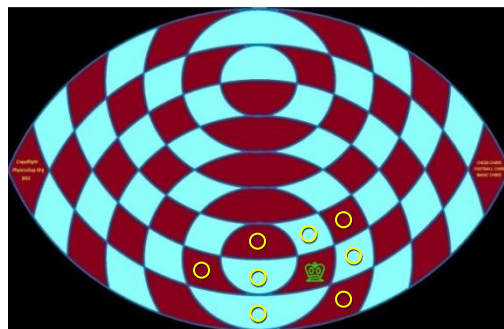
## Pawns

Each pawn moves away from its home center. This is similar to classical chess where pawns move away from their home side. Like chess, pawns also capture diagonally outward in Ch8ss. A pawn will automatically become a queen when it reaches the outer circle. The green pawn below could capture the pawn with the red circle or move forward (yellow circle). The outer green pawn could become a queen.



## Kings

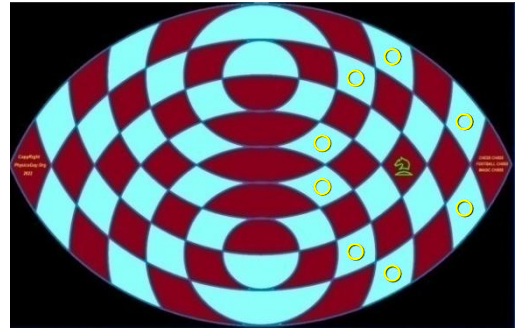
The king can move to any adjacent space. Once you understand how rooks and bishops move you will know how a king can move. The movement is obvious away from the centers, but perhaps a little less obvious near the centers. Here is an example:



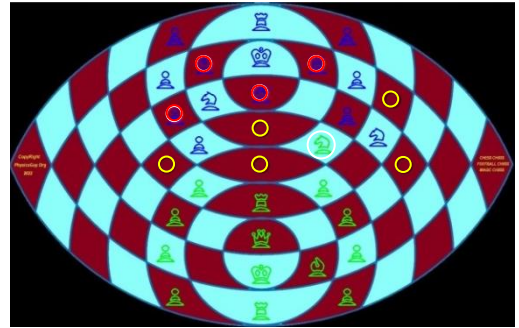
## Knights

The Ch8ss knight is one of the most deceptive and despicable pieces on the board. It moves just like a knight in classical chess, but close to the centers, its moves can surprise you. The knight can move to some unexpected places when it is close to one of the centers.

Just like chess, the basic knight rule in Ch8ss is: Move one space in or out from one center, then two spaces in or out from the other center, or move two spaces in or out from one center, then one space in or out from the other center. Here is an example of a knight's moves in open space. It's just like classical chess.

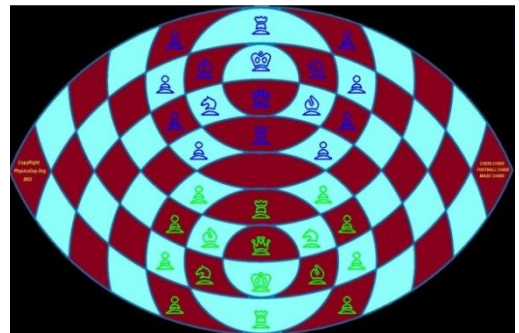


But near the centers the knight is one bad dude. The green knight shown here is threatening four pieces!



## Startup

Here is how the pieces are set up at the start:



## The Truce Rule:

Leading pawns are not allowed to capture their opposing leading pawn until a piece is captured by any other piece. Leading pawns are the ones that could take an opposing leading pawn at the start of the game. Once any other piece is taken, the truce is over and leading pawns can take their opposing leading pawn. This allows players time to set up a wide variety of strategic positions at the start.