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The King's Gauntlet – Chess Evolved

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The King's Gauntlet – Chess Evolved

Rules

Number of players:

4 Players

1. Team match - 2 v 2.
 - Traditional – playing in partners with the player opposite you. (recommended) This is the intended Kings Gauntlet game.
 - War of attrition – play 2 v 2, but partners sit side by side. Each team gets two turns in a row.
2. Free for all – All out Chaos
 - All players must agree to the rules if a king is taken.
 - They can continue to play and take revenge with their remaining pieces (until they are all gone), or
 - Their remaining pieces stay on the board (as they were when the king was taken). The player who lost the king is done. Remaining pieces may be taken by remaining player's pieces (essentially moving them out of the way)
 - *** Reminder: king's guard pieces can only be removed by opposing Kings.

2-3 Players

Although the game is best enjoyed with 4 players, it can be played with two or three players.

2 Players

Each player uses two sides (using all 4 sets).

3 players

One player plays both sides, and the other two players play as a team (only controlling one set each). Creating a two on one situation. There are pros and cons for players who are the single player. They will be able to coordinate their attack more efficiently, however, they may be challenged to see all of the move options from their opponents.

Order of play:

First move is decided by a game of 'odd man out'. Players utilize 'rock, paper, scissors' style game, but put out only either '1 finger', or '2 finger'. Repeat until one player is the only person with either a 1 or 2.

Play continues clockwise.

Setting Time limits

It is Recommended to hold turns to a timer (1 - 2 minutes). If a play is not made within the time frame, that player forfeits their turn, and it moves to the next player. Timer adjustments can be made by the group agreeing.

End Game

2 ways to win the game.

- A player / team gets their king to the throne. See 'Throne Check' below.
- All opposing kings are taken or resigned.

Throne Check

The king cannot take the throne (and end the game) until the throne is free from check by any opponents' pieces. Pieces placing the throne in check are blocked or removed. (Refer to The Board on pg. 5).

The King & Check

The king and check have a very different relationship in The King's Gauntlet Chess.

Traditional chess rules stipulate you cannot put your king into check, and that you must let your opponents know when putting their king under check.

In the Kings Gauntlet players may sometimes put their own king into check.

Players may not move their kings into check, and players must notify their opponents of check when:

- The game is played individually in free for all formats.
- One of Two kings is already taken from the board.
 - They are the ones placing the king in check, or
 - A player is placing their own king in check.
- Players do not have to notify opponents of check when their opponent(s) still have two kings.

Please note:

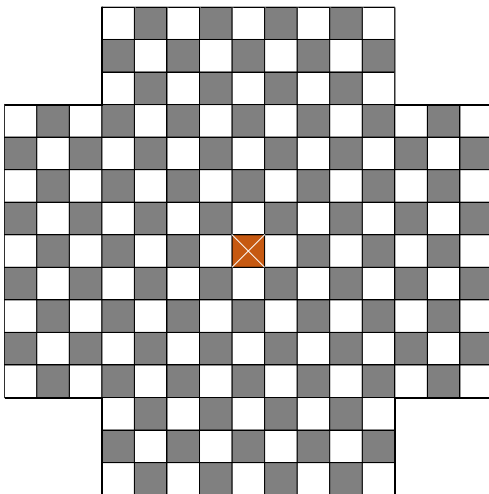
- Keeping track of check can be complicated.
- Players may not put their king in check when playing individually or if their team has already lost a king.
- Situations may arise where a player’s king is safe at the start of the turn and taken before they get to move again. this is the nature of chess with more than two players.
- King’s guards cannot put a king in check.

Before starting the game

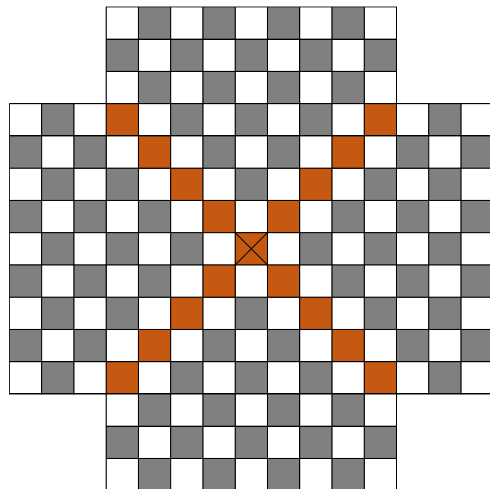
- Confirm the movement characteristics of the Kings Guard (refer to pg. 6)
- Decide if players are allowed (or not) to take their partner’s pieces for strategic advantage.
- Decide if table talk is allowed. No table secret discussions. **Recommend no table talk.**
 - Table talk will extend the length of the game but can be beneficial when learning how to play.

The Board

The Throne: The middle square that designates end game when a king safely reaches it.

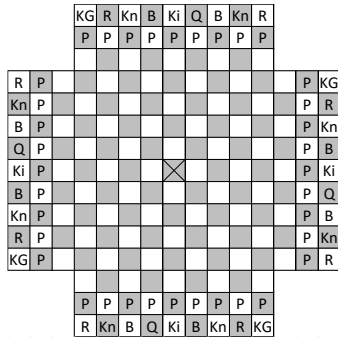


‘Pawn directional squares’ – shown in copper. Pawns can change direction. (See Pawn on Pg. 7)

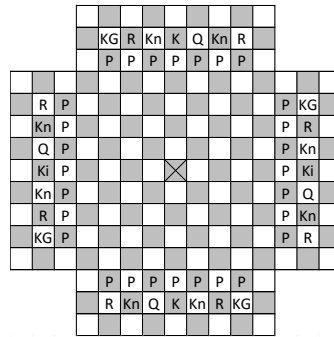


Board Set up.

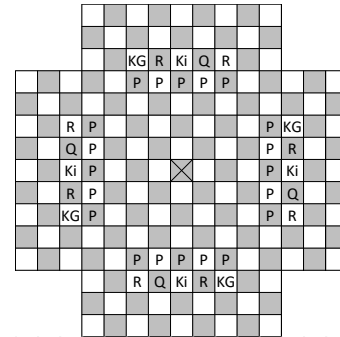
The Gauntlet (full game)



Queen's Power (med game)



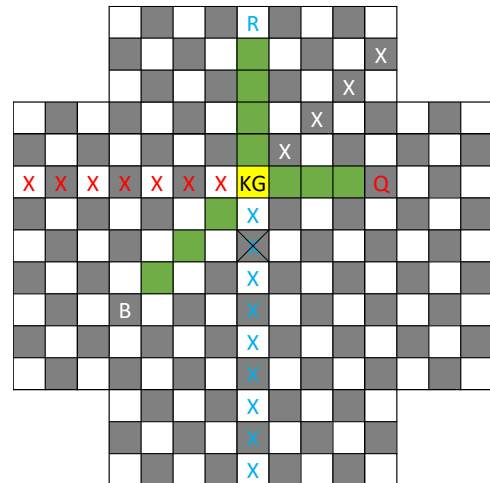
The Inner Circle – fast game



Playing pieces

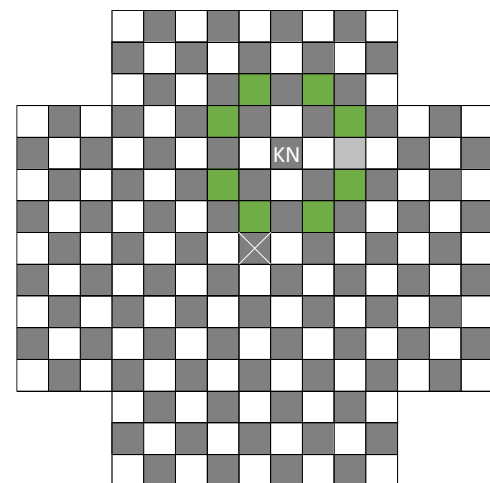
New playing piece – King's Guard

- The king's guard is a blocker. It cannot take / remove opposing pieces.
- An opposing king is the only piece that can take / remove a king's guard.
- The king's guard is intended to move like a queen.
- Players may agree to give the king's guard movement characteristics of any of the following pieces (instead of the knight's) – King, knight, Rook.



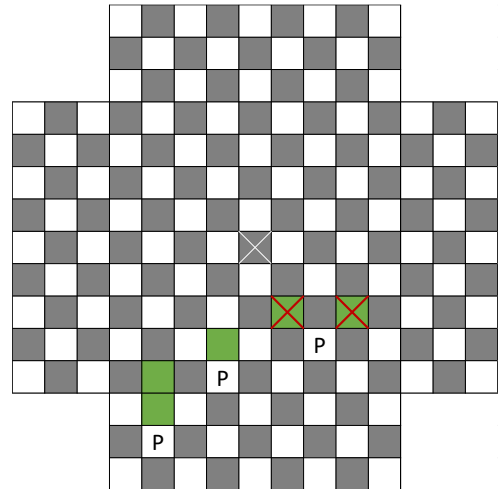
Knight:

- The knight moves unconventionally compared to other chess pieces.
- Other pieces move in straight lines, knights move in an "L-shape."
- They can move two squares in any direction vertically followed by one square horizontally, or two squares in any direction horizontally followed by one square vertically.

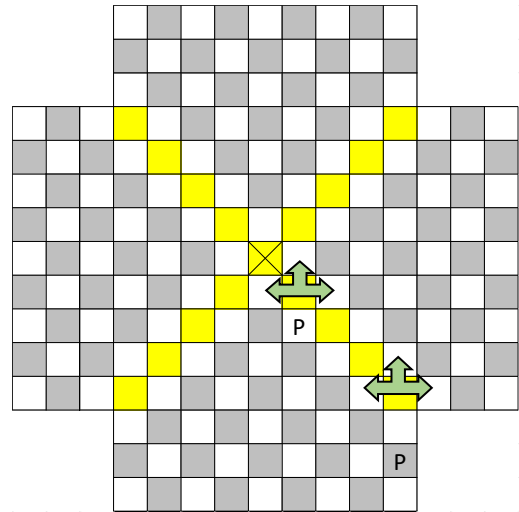


Pawn:

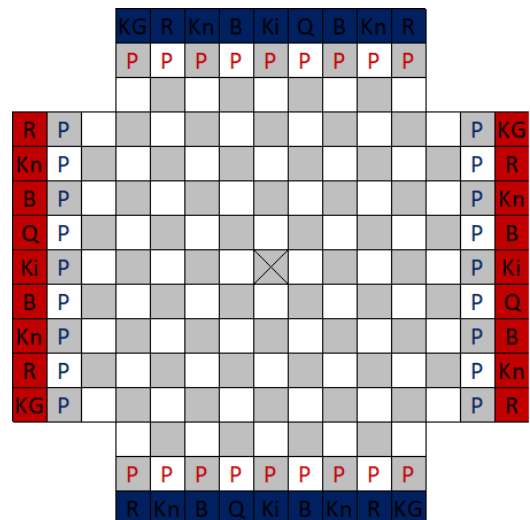
- **First move.** The first time a pawn moves, it has the option of moving one square forward or two squares forward.
- It then only moves one space at a time.
- **Capturing.** The pawn is the only one of the chess pieces that takes pieces in a method that's different from how it normally moves.
- The pawn captures by moving one square diagonally forward to the left or right. (see red x on diagram)



- **Change direction.**
 - Pawns may be turned 90 degrees (or continue straight) any time they land on a 'directional square.'
 - Pawns must be placed facing their intended direction when put down on a directional square.
 - After changing direction, pawns continue to move and attack (as per normal) based on the direction they are facing.



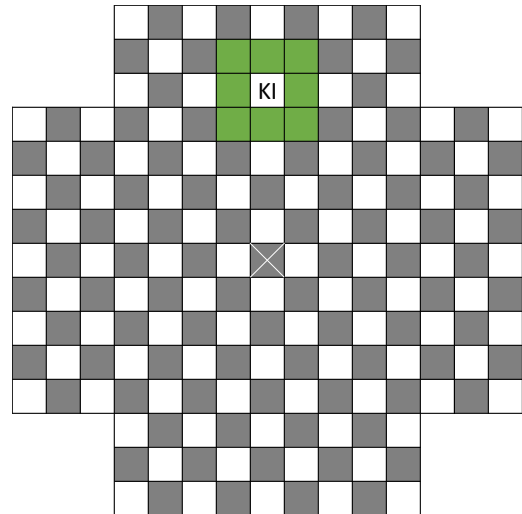
- **Promotion**
 - Occurs when a pawn gets to any opposing 'back row'. See illustration.
 - In this example, blue pawns must reach the blue back row, and vice versa for red pawns.



- **En Passent – Does not apply in Kings Gauntlet Chess**

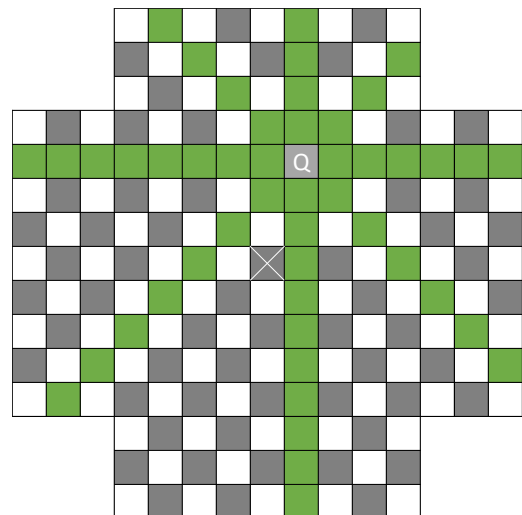
King:

- The king can move (and take a piece) one square in any direction.



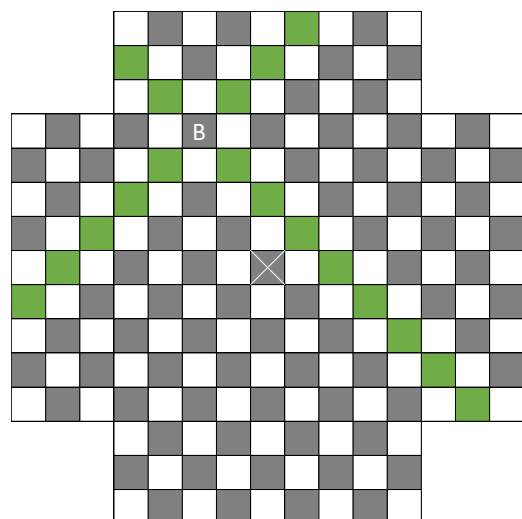
Queen:

- The queen may move (and take a piece) any number of unoccupied squares in any direction horizontally, vertically, or diagonally, giving her the greatest range of legal moves in the game.
- There is no limit to the number of squares a queen can travel as long as there is no piece obstructing its path.



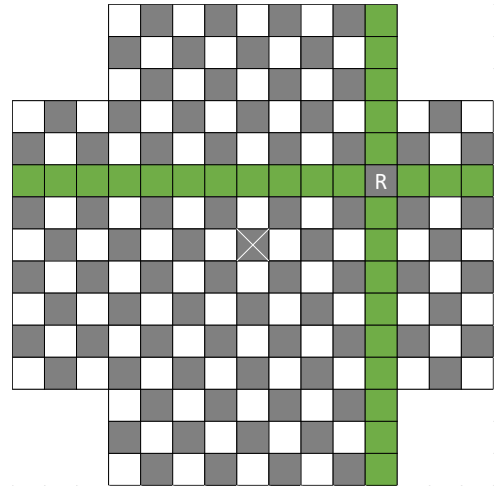
Bishop:

- The bishop moves in any diagonal direction.
- There is no limit to the number of squares a bishop can travel as long as there is no piece obstructing its path.
- The black bishop is more powerful of the two bishops as it's the only one that can put the throne in check.



Rook:

- The Rook moves in a straight line any direction.
- There is no limit to the number of squares a rook can travel as long as there is no piece obstructing its path.



Castling - Is applied in the same fashion as traditional chess.

- The king may move two squares to either side, with the rook moving to the other side of the king.
- Not legal if either piece has moved.

