

PlaceChess Game Rules

1. Components and Objective

Components

- One 8×8 chessboard
- One standard chess set:
 - 16 light pieces
 - 16 dark pieces

Objective of the Game

- Capture the opponent's King.
 - There is no check or checkmate — the King may be captured directly at any time.
 - There are no draws (stalemate does not exist).
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2. Setup – The Drafting Phase

PlaceChess does not start from a fixed initial position. Players take turns placing their pieces on the board.

Placement Area

- Players may place pieces only on their own side of the board:
 - Ranks 1–3 for one player
 - Ranks 6–8 for the other player
- No pieces may be placed on the central ranks (4 and 5) during setup.

Order and Procedure

1. Light places the first piece of their choice.
2. Dark then places one piece.
3. Players continue placing pieces alternately.
4. The final piece is placed by Dark.
5. After setup, Light takes the first move.

During drafting, players have full freedom: any piece may be placed in any order and on any legal square, as long as it remains on their own side and all rules are followed.

3. Piece Movement and Capturing

In PlaceChess, all pieces have limited movement and capture ranges.

3.1 Pawn (Wall)

Movement

- Moves 1 square forward, backward, left, or right.
- It does not move diagonally.

Capturing

- Captures exactly the same way it moves.

Special Rules

- There is no initial double move.
 - There is no promotion; when a pawn reaches the last rank, it continues to play normally and may even move backward.
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3.2 Bishop (Marksman)

Movement and Capturing

- Moves diagonally 1 or 2 squares in any direction.
 - Captures the same way it moves.
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3.3 Knight (Raider) – Straight Jumper and “Trampler”

In this game, the knight does not move in an L-shape.

Movement

- Jumps exactly 2 squares in a straight line (vertically or horizontally), skipping over the square in between.

Special Capture – Trample

A knight may capture up to two pieces in a single jump:

1. **Landing capture:** if an enemy piece is on the destination square, it is captured.

2. **Jumped capture:** if an enemy piece occupies the jumped-over square, it is also captured.

Both captures may occur simultaneously.

Note

- The knight may jump over friendly pieces, but does not capture them.
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3.4 Rook (Siege Engine)

Movement and Capturing

- Moves in a straight line (vertically or horizontally) 1, 2, or 3 squares.
 - Captures the same way it moves.
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3.5 Queen (The Trap)

Movement

- Moves 1 square in any direction (straight or diagonal).

Capturing

- Captures the same way it moves.

Passive Ability – The Queen’s Shield

In this game, the Queen functions as a hidden trap:

- If any piece captures the Queen — including a knight jumping over her —
→ the attacking piece is immediately destroyed and removed from the board.
- A Pawn of the same color instantly appears on the Queen’s square.

Queen vs. Queen

- If one Queen captures another:
 - both Queens are destroyed, and
 - a Pawn of the attacking player’s color is placed on the target square.
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3.6 King (The Target)

Movement

- Moves like a pawn:

- 1 square forward, backward, left, or right.

Capturing

- Captures the same way it moves (not diagonally).

King vs. King

- The two Kings may move onto adjacent squares,
- and may capture each other directly.

Fatal Mistake

- If a King captures the opponent's Queen, the Queen's Shield activates
 - the King is destroyed
 - the player immediately loses the game.
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4. Additional Rules

4.1 The Fivefold Repetition Rule

To prevent stalling or deadlock:

- If a player's pieces are in exactly the same positions at the start of their turn for the fifth time,
- regardless of what the opponent did in between,
 - that player automatically loses the game.

This rule prevents infinite loops and deliberate time-wasting.

5. End of the Game

The game ends immediately if:

- a player captures the opponent's King, or
- a player loses their King due to the Queen's Shield, or
- the fivefold repetition rule is triggered.

There are no other win conditions and no draws.

6. Short Summary (Quick Reference)

- **King:** moves/captures 1 square in four directions; no diagonals.

- **Queen:** moves/captures 1 square in all directions; shield acts as a deadly trap.
- **Rook:** moves/captures straight 1–3 squares.
- **Bishop:** moves/captures diagonally 1–2 squares.
- **Knight:** jumps straight 2 squares; may capture up to two pieces in one jump.
- **Pawn:** moves/captures 1 square in four directions; no diagonal movement.