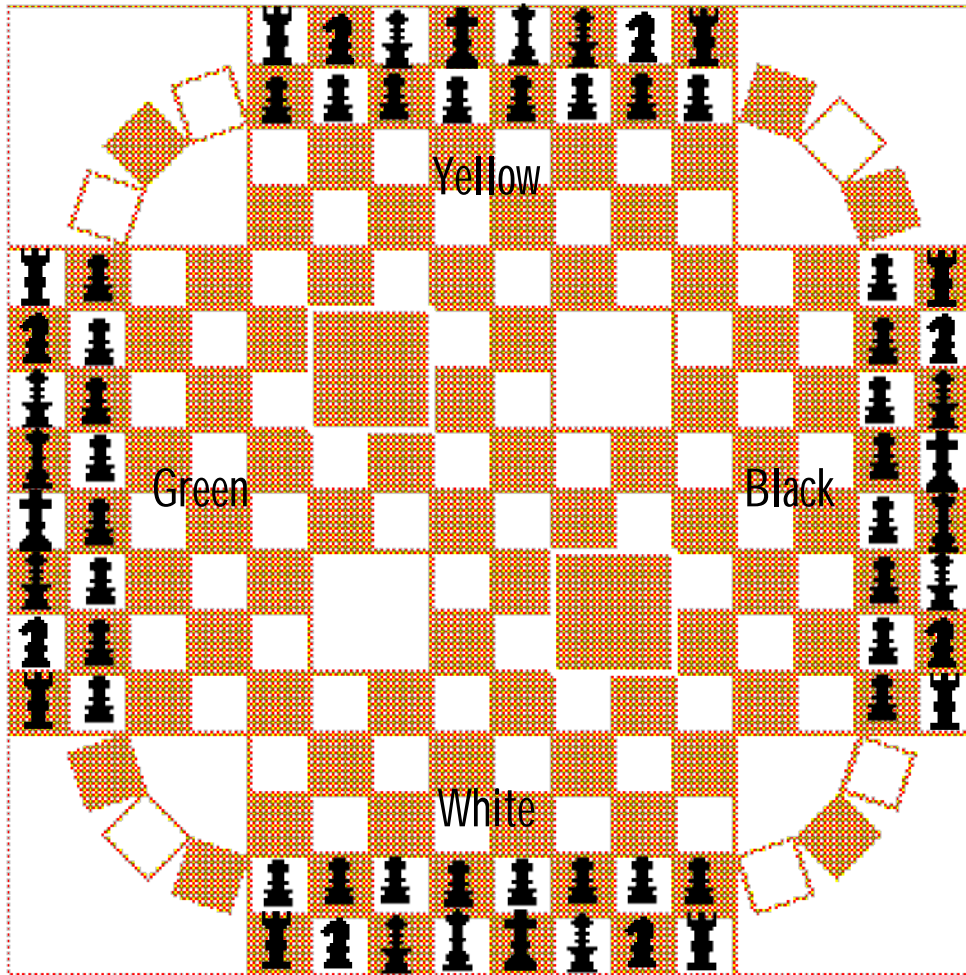


Reality Chess

Reality Chess is a game for four players (with variations for two and three players which will be covered



in separate sections). Although most of the primary rule set for standard chess is employed, the board layout is quite different and four opposing kingdoms are at battle. As with chess, the goal of the game is to checkmate opposing kingdoms. When played with four players, Reality Chess merely gives you three opponents simultaneously. (Thus we also get part of the reason for the name "reality" chess, in our modern world battles always seem to be happening simultaneously on multiple fronts). To win, you must defeat all three opponents.

BOARD SETUP

At the beginning of the game, the pieces are set up as pictured to the left. Note

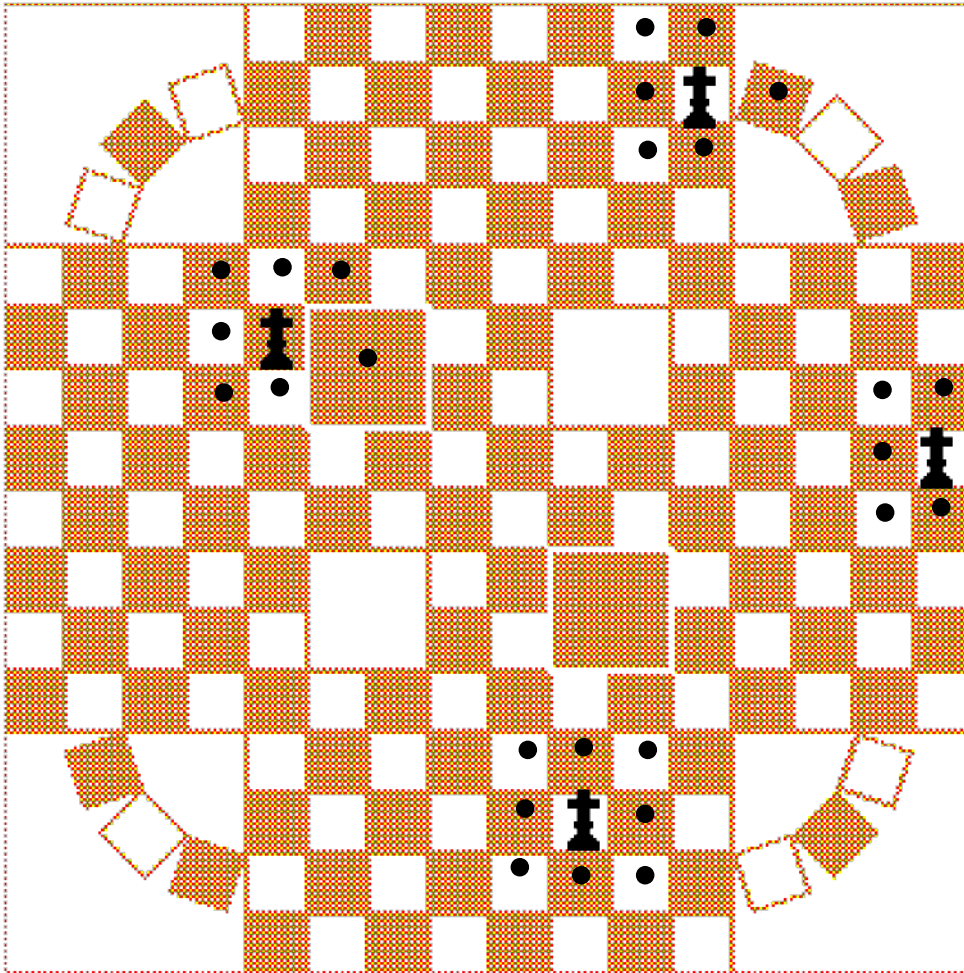
especially the positions of the queens and kings. Kingdoms directly facing each other have opposing kings and queens diagonally opposite each other. Or put another way... The White kingdom faces the Yellow kingdom. Think of White and Yellow kingdoms as being light colors, so their queens go on white squares. The Black kingdom faces the Green kingdom. Think of Black and Green kingdoms as being dark colors, so their queens go on dark squares.

THE PIECES AND STANDARD MOVES

White always goes first, and then players take turns moving -- clockwise around the board. Only one piece may be moved at each turn (except for "castling," a special move we explain later). The Knight is the only piece that can jump over other pieces. All other pieces move only along un-blocked lines. You may not move a piece to a square already occupied by one of your own pieces. But you can capture an enemy piece that stands on a square where one of your pieces can move. Simply remove the enemy piece from the board and replace it with your own piece.

The King

The king is the most important piece in each kingdom. The king can move one square in any direction -- for example, to any of the squares with dots in the diagram. (The only exception is castling, which is explained later.) The King may never knowingly move into "check" -- that is, onto a square attacked by any opponent's piece.



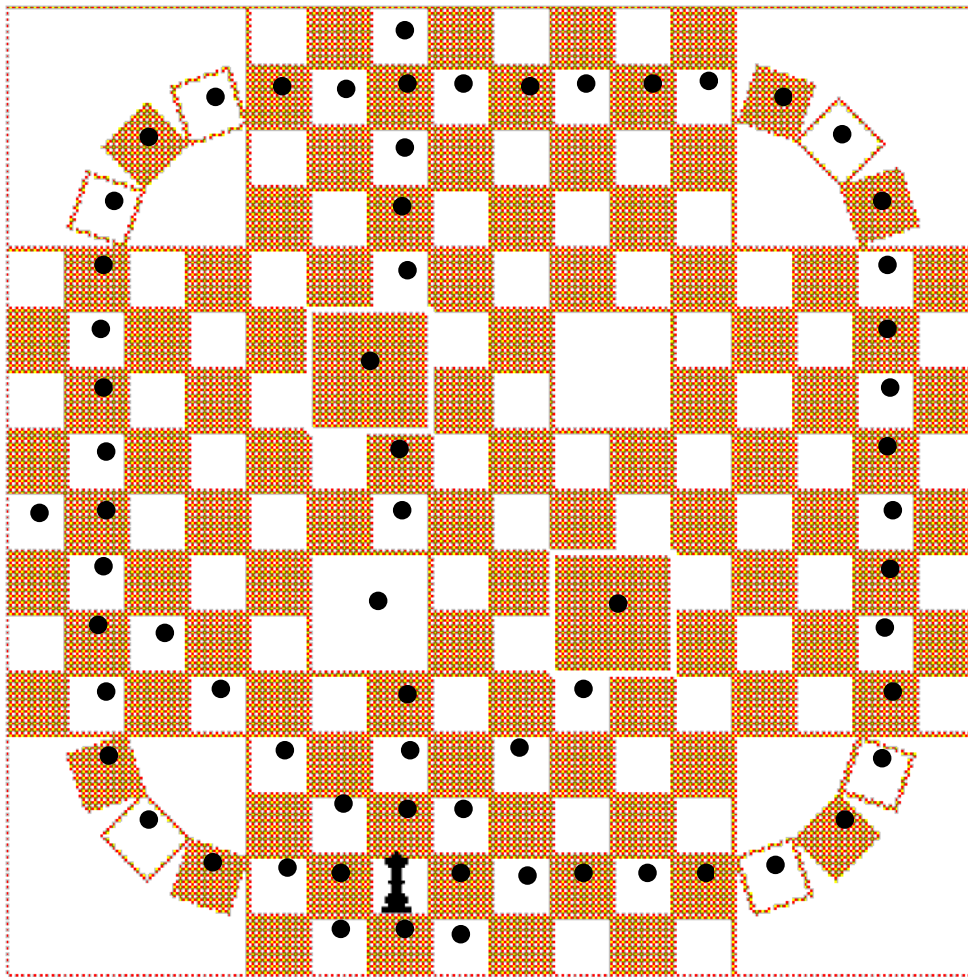
The King may never knowingly move into "check" -- that is, onto a square attacked by any opponent's piece.

When the king is trapped, unable to move out of impending capture, his whole army loses -- called "checkmate". The kingdom color which placed the enemy king in checkmate gains the use of all the players of the enemy kingdom minus the king. As such, the captured enemy kingdom is absorbed into your army and you do not gain an extra move per turn. Between the time when you have placed the enemy king in checkmate and the enemy king's normal turn, if another kingdom "rescues" the king presently

in jeopardy (by eliminating the risk or opening a means of escape) -- the checkmate is not complete. A rescue is sometimes advantageous to keep the balance of power more equally divided. Also, between the time when you placed the enemy king in checkmate and the enemy king's normal turn, if another kingdom also subsequently places the same king in check -- the defeated kingdom is still awarded to the first kingdom that caused the checkmate. When the kingdom, whose king is in "checkmate" reaches his turn and finds he is still in checkmate he then removes his king as his last move. The victorious kingdom now has the use of all the conquered players as of their upcoming turn.

The Queen

The queen is the most powerful piece. She can move any number of squares in any direction -- horizontal, vertical or diagonal -- if her path is not blocked by a player (or a power square of another color on a diagonal move). The four power squares (the extra large squares in the middle) may be passed through, and treated as a single square, when moving horizontally or vertically; regardless of color -- yet you must stay in your beginning corridor of movement. On a diagonal move, you may pass through a power square only if it is the same color as the square you began on. Of course you may stop on the power square and capture a player there. On a diagonal move, you may move onto the power square (to stop there, or



capture a player there) even if it is different from the color you began on -- only you can not continue on until your next turn. Of course, only one player may occupy a power square at a time and you may not pass through an occupied power square.

The curved passages may only be entered through horizontal or vertical motion -- never diagonal. A player, like the queen, which is unrestricted in its horizontal and vertical motion may effectively travel completely around the board using the curved passages and straight-aways unless blocked by other players.

A queen sitting on a power square can leave on any

horizontal, vertical or diagonal path from that square -- a very powerful ability -- yet is also potentially a "sitting duck" for attack from many other players.

The queen can reach any of the squares marked with dots in this diagram. Notice especially the queen's movement as it pertains to the power squares and curved passages.

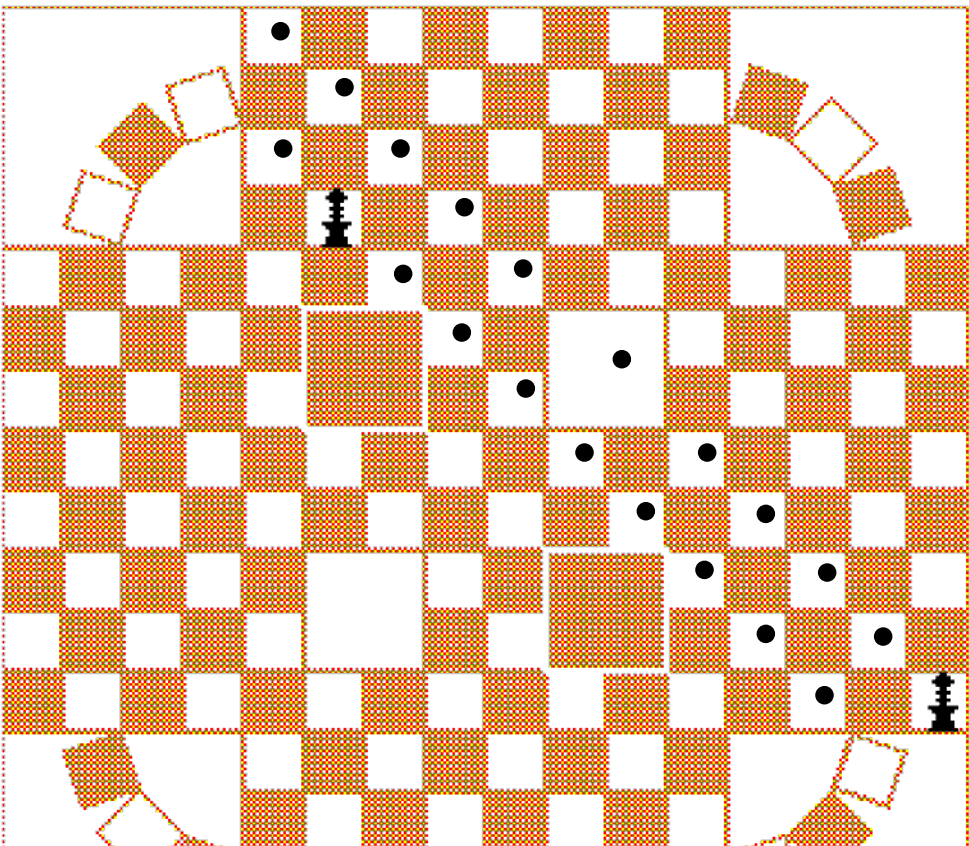
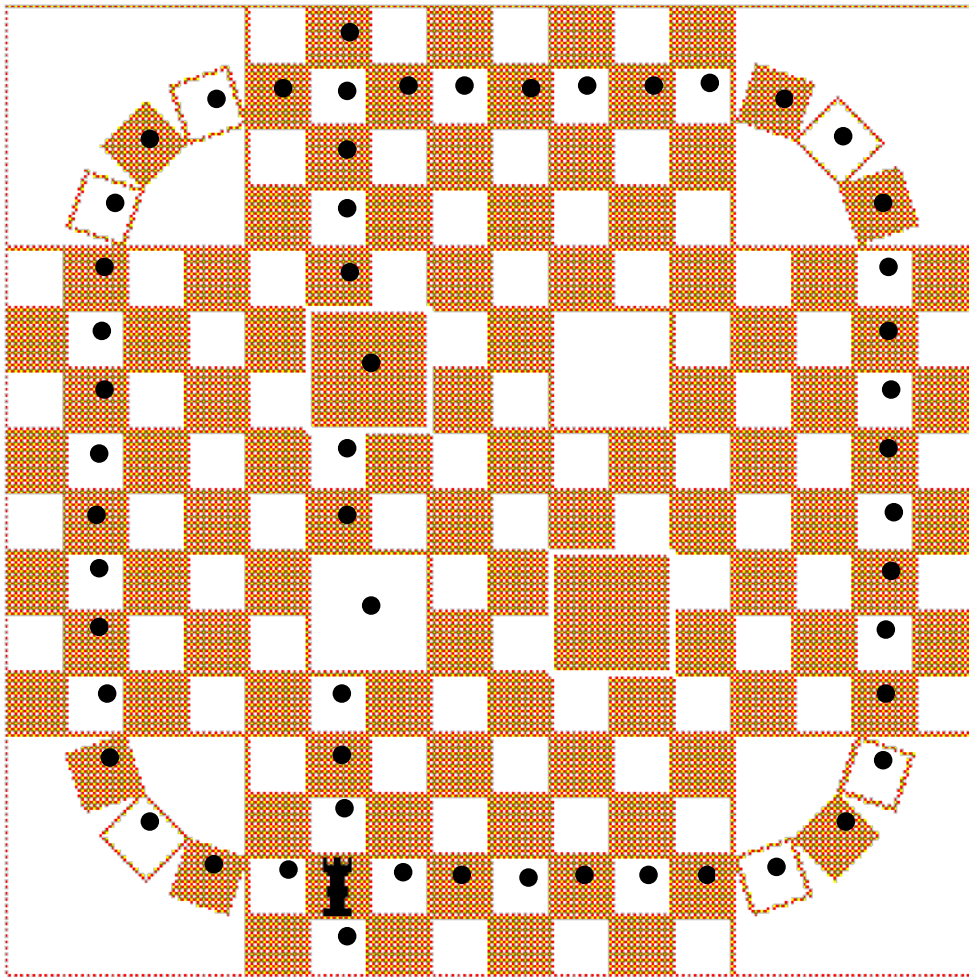
The Rook

The Rook is the next most powerful piece. The Rook can move any number of squares vertically or horizontally if its path is not blocked. Like the queen, the rook may use the curved passages and cross, or stop on, power squares. Remember that the rook must stay in it's original corridor when it is continuing on after crossing a power square. A rook sitting on a power square may leave on any horizontal or vertical path from that square.

The Rook can reach any of the squares with dots in the diagram provided on the next page...

The Bishop

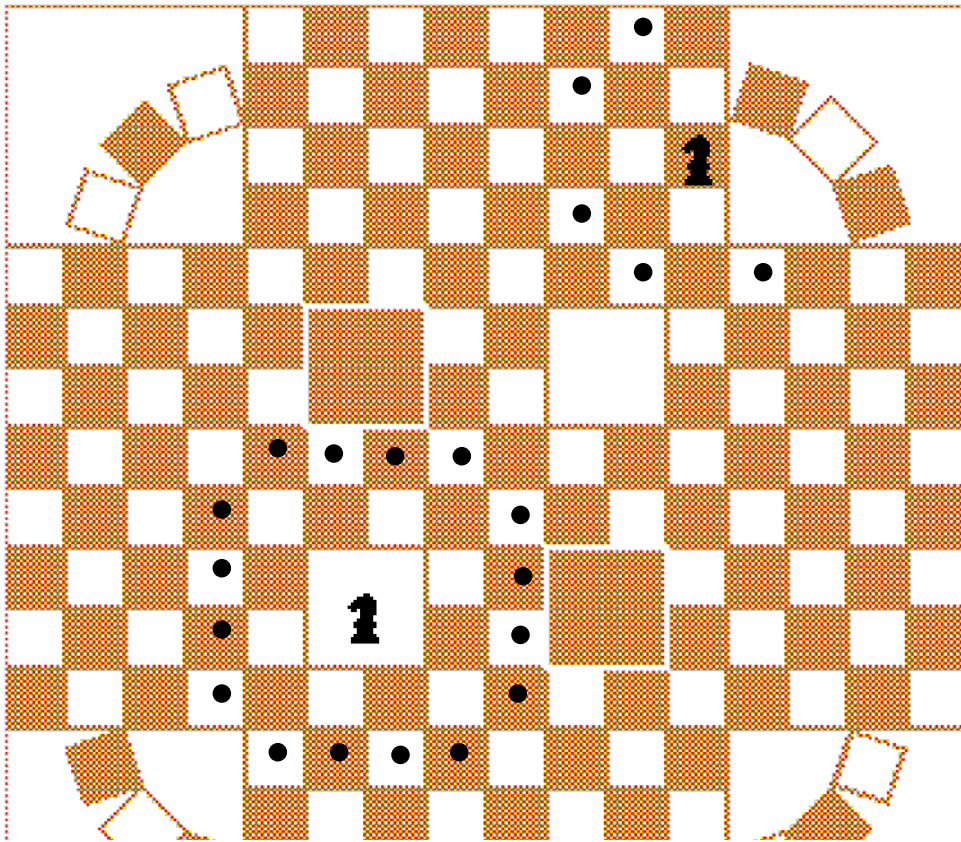
The bishop can move any number of squares diagonally if its path is not blocked by a player or a power square of another color. The bishop, which moves only diagonally, can never use the curved passages. Since a bishop must stay only on the color where it initially began, the bishop can never go onto, or cross,



the power squares of another color. (i.e. the white bishop can never go onto the black power squares). Each kingdom has a white square bishop and a black square bishop. In the second example on this page bishops are white square bishops and can reach, and cross, only other white squares.

The Knight

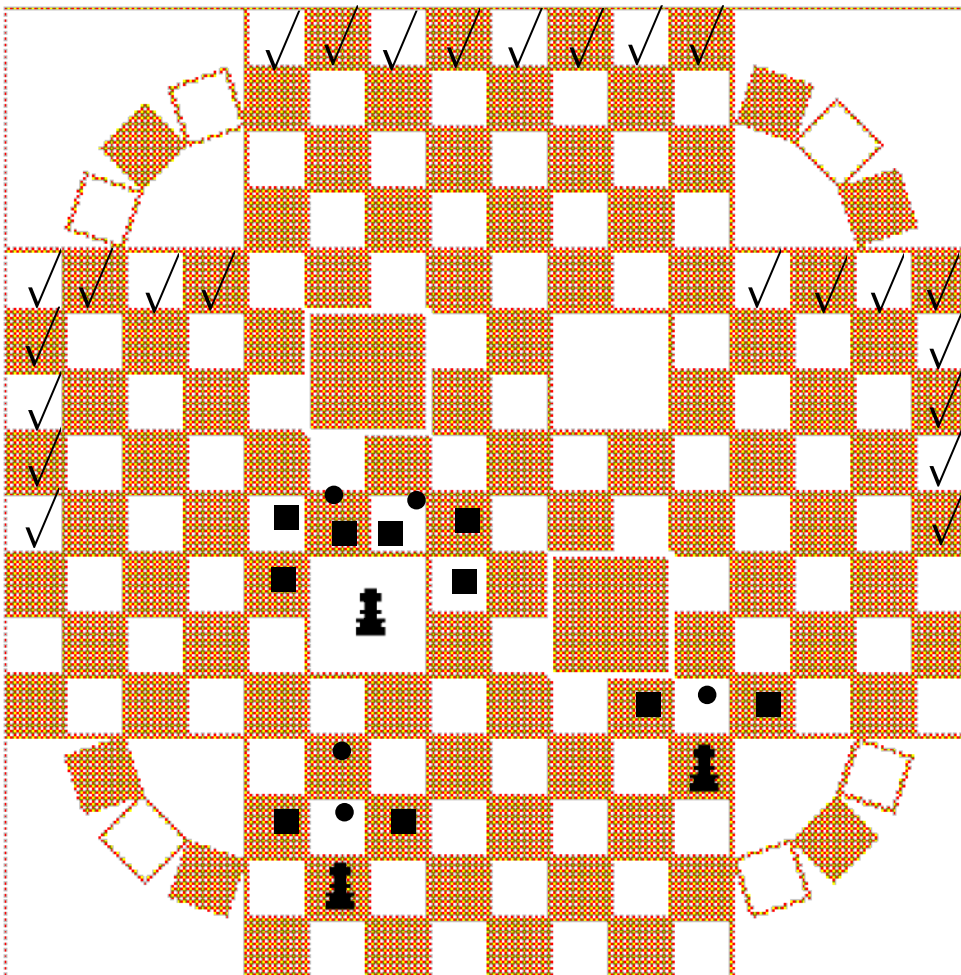
The knight's move is special. It hops over other players (whether your own or enemy) to its new position. Because of this ability, it is possible to move this player quickly from your back row past your pawns without moving a pawn -- as you must for all other major players. You can think of the knight's move as an "L". It moves two squares horizontally or vertically and then makes a right-angle turn (either left or right) for one more square. The knight normally lands on a square opposite in color from its old square (except when affected by a power square). Any pieces "hopped over" are not captured by the knight. The knight can capture only when "landing" on the enemy piece. The knight can not navigate the curved passages (as it can not reach the middle square). The knight may rest on the first square in the



curved passage (the only ones it can reach) on its way elsewhere. Remember, power squares count only as one square when calculating your 2 plus 1 moves in the "L". A knight sitting on a power square affects numerous squares surrounding it.

The Pawn

The pawn moves straight ahead (never backward), but it captures diagonally. It moves one square at a time, but on its first move it has the option of moving forward one or two squares.



In the diagram, the squares with dots indicate possible destinations for the pawns. The pawn in its starting position (original square) may move ahead either one or two squares. The other two pawns have already moved, so they may move ahead only one square now. A pawn cannot move ahead to a square which is presently occupied. The pawn can move diagonally ahead one square only to capture a player. The squares on which these pawns may capture are indicated by a square. Pawns may travel across power squares -- note how many squares are affected; two to move to, six where players may be captured.

If a pawn advances all the way to the far side (or left

or right outside by capturing players), it is immediately "promoted" to another piece, usually a queen. It may not remain a pawn or become a king. Therefore, it is possible for each player to have more than one Queen or additional Rooks, Bishops, or Knights on the board at the same time. In reality, the sheer size of the board makes this quite difficult to accomplish. On our diagram we placed check marks on each square where a pawn would have to move to be promoted. As soon as a pawn is "promoted" it has all the powers of its new self (though it may not move again on that turn). For example, a pawn may become a queen that immediately "gives check" to the opponent's king.

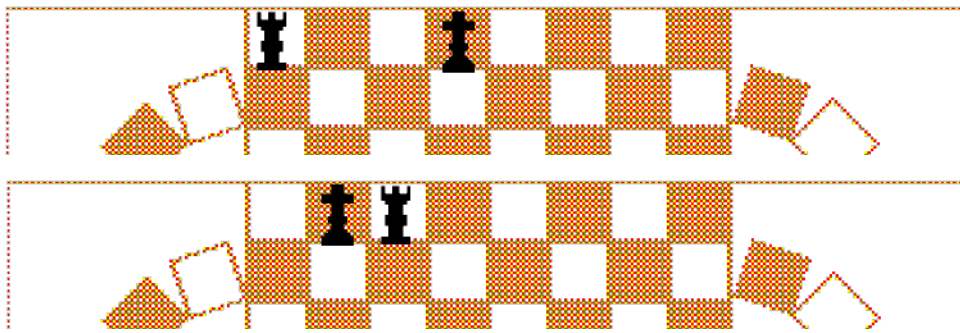
SPECIAL MOVES

The only special move normally employed in standard Chess, which is not used in Reality Chess, is called En Passant. This move becomes unnecessary, and even highly improbable, because of the distance and difficulty of getting a pawn clear across the board. For these reasons we have chosen to eliminate this special (and rarely used) move.

Castling

Each player may "castle" once during a game if certain conditions are met. Castling is a special move that lets a player move two pieces at once -- his king and one rook. In castling, the player moves his rook towards the center of the board next to the king. The king then moves to the square on the opposite side of the rook just moved. In order to castle, neither the king nor the rook involved may have been moved before. Also, the king may not castle out of check, into check, or through check. Further, to enable the

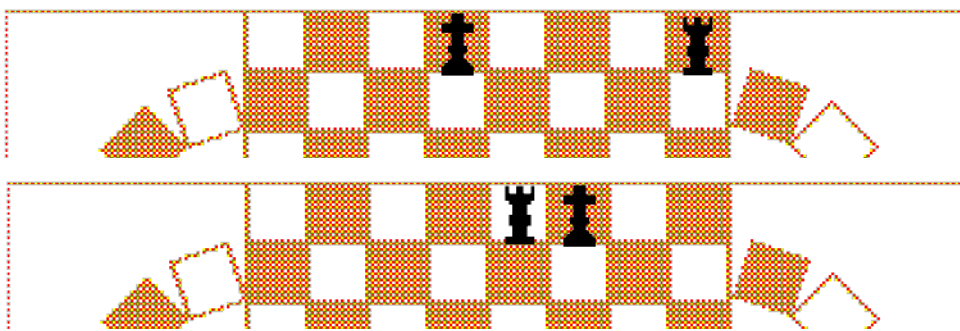
rooks' free movement toward the king, there may not be any pieces (yours or others) between the king and the rook involved in castling.



Kingside Castle (Before and After)

rook to become more active. In Reality Chess, you may think twice about this move due to the accessibility offered to your opposition by the curved passages.

Castling, in regular chess, is often a very important move because it allows you to place your king in a safe location and also allows the



Queenside Castle (Before and After)

When the criteria are met, each player has the choice of castling kingside, or queenside, or not at all. The first example (given above) provides a before and after of a kingside castle. The second example shows a queenside castle.

MORE ABOUT CHECK AND CHECKMATE

Now that you know how pieces move, you can understand more about check and checkmate. Your opponents are trying to checkmate you King, and you must avoid this situation if possible. The name of the game is not to go out and obliterate players in opposing kingdoms. Strategy is what counts -- both defense and offense. Unlike regular chess, even the best chess players in the world cannot necessarily survive Reality Chess -- if, per chance, all three opponents end up simultaneously attacking you, your chances of surviving are pretty slim (thus the rest of the reason why we call this "Reality" Chess).

By now you should be aware that upon checkmating an opponent you take over the opponents remaining players (excluding the king) -- of course the player are all absorbed into your service in the positions they were last in at the time of checkmate.

You may not move into check -- for example, move into a direct line with your opponent's rook if there are no other pieces between the rook and your king. Likewise, you cannot move a player blocking check -- as this also effectively "moves you into check" -- for example, moving the bishop which is the only player between an opponent's rook and your king.

If you are in check, there are four ways of getting out (but don't count on the fourth one):

1. Capturing the attacking piece;
2. Placing one of your own pieces between the attacker and your king (unless the attacker is a knight);
3. Moving the king away from the attack;
4. Being rescued by another player -- who blocks the check or eliminates the offending player.

AUTOMATIC STALEMATE AND DRAWS

The final two players are allowed to declare a draw if equally matched and so desire. Either player may offer the draw at their turn -- play will cease if accepted by the other. The final two players must each have at least two major players and one pawn along with their king. If reduced to below this minimum a stalemate (comparable to a draw) is declared.

MORE ON PLAYING -- GENERAL TIPS

Reality chess is best played as "every man for himself," not by intentionally forming alliances to attack another. As a "house" rule we ban all formal requests, verbal or otherwise, from our games. If you must form alliances, go two on two and establish the partnerships at the beginning of the game -- partners kingdoms should be one light and one dark.

Remember some players are more valuable than others because of their ability to control more of the board. Obviously, for example, a queen is more valuable than a pawn. The question of value is important every time there is a possibility of capturing or exchanging pieces. The following is a guide to the value of major players other than the King (who is of infinite value):

Pawn	1 point
Knight	3 points
Bishop	3 points
Rook	5 points
Queen	9 points

There are also some general principles that will help you win games (or at least go down with a fight). Practice makes all this come naturally...

- Try capturing more valuable pieces than your opponents. The player who has the most and strongest pieces has a better chance of winning.
- If you must lose a player during a capture, try to capture more valuable pieces with less valuable ones.
- Try not to swap players (even though of equal value), because your other two opponents now have an advantage over you both -- they potentially now have more and stronger players.
- Checkmate takes time, be patient and plan. (You'll need to do it up to three times to win.)
- Use your pawns to guard your back row and to be obstacles in the way of attackers on your King.
- Watch the side curved passages and any build up on the other side.
- Be careful of power squares, they are powerful for you to be on, but also very dangerous to stay on for long; as you are a sitting duck for attack from many directions.
- Carefully check the effects of every move each opponent makes: Did he attack one of your pieces? Can you defend it or save it from capture? Did he make a move that may jeopardize you by another opponent? Did he make a move that allows you to capture something?
- Don't forget to protect your king while trying to attack.
- It takes more than one major player to place an opponent in checkmate (unless you get very fortunate with another opponent's setup).

HAVE FUN... If you win that's great! If you lose *that's* Reality.

This game was developed in the early 1990s by, and is copyright to:

Brent MacDonald and family

Contact us via email at brent@liontracks.org

Please write with any comments or suggestions.

TWO AND THREE PLAYER VARIATIONS

Two players - Option 1: Each player controls two kingdoms, one dark and one light. You get only one move per person (from your choice of either kingdom) each turn. If you lose one kingdom (by Checkmate) the other player now has three kingdoms against your one. If you then checkmate the kingdom that captured yours, you gain what's left of it back plus the conquered kingdom of your opponent. All other rules, including those concerning stalemates, apply.

Two players - Option 2: Same as above, but remove the kings from the dark kingdoms. First one to checkmate the others king takes all.

Three players: This does not work as well as two and four player. But, if you have one player who is not quite as good as the other two, give that player two kingdoms (one light, one dark) and remove the dark kingdom's king. This gives you weakest player twice the players to fight with. If either of the other players checkmates the double kingdom's one king they absorb the combined kingdom.