

**Spell Chess**  
**2 Players**  
**Ages 8+**  
**15-45 minutes**

**Game Design:** Doug Chadwick  
**Game Development:** Doug Chadwick, Benj Hamilton  
**Graphic Design:** Dan McCollum

### Components

Basic Set 54 Cards  
1 Rules Booklet  
Not Included: Chess Set

### Set-up

Shuffle the Spell Chess deck and place near the Chessboard where both players have access to it.

### Gameplay

Begin Chess as normal. You can find the official rules for Chess here: <Insert QR code>

Whenever you capture an opponent's piece, reveal the top card of the Spell Chess Deck. You choose to place the card in front of yourself or your opponent.

A player may only have 1 card in front of them at a time. If a card would be placed in front of a player with a card, the existing card is discarded.

The card in front of a player affects that player unless otherwise stated on the card.

### Anatomy of a Spell Chess card



Name

Flavor Text

### Game Ending

The game ends when a player cannot legally move their King out of check, or if the game reaches a stalemate as defined in the official Chess rules.

### Card Glossary

**Threaten** - a piece is *threatened* if it could be captured by an opponent's piece on their next move. A piece is *threatening* another piece or board space if it is able to capture that piece, or a piece on that board space, on its next move. When a piece is threatening a king, that king is in check.

**Normal Move** - the normal move of a piece is its standard movement under the official rules of Chess.

**Sideways** - if a piece can move sideways, it can move to the left or right as many spaces as it could normally.

**Starting Position** - the starting position of a piece is any square on the board where a piece of that type and color could have begun the game. It does not necessarily have to be the exact space where that piece started the game.

**Challenge Coin** - a challenge coin is a metal disc that signifies a rank in the military, or a special engagement or event. A challenge is made by presenting a coin, and is answered by the other player presenting a coin. For the purposes of Spell

Chess, an individual coin may only be presented once during the game.

#### **FAQs**

*Q: If I reveal a card and put it into play and it causes my opponent to be in check, are they still in check?*

A: Yes, and you should announce it at that time as needed per the official Chess rules.

*Q: If I reveal a card and put it into play and it causes me to be in check what happens?*

A: You can't put yourself into check per the official rules of Chess, therefore, you cannot play a card in such a way that it places you into check. If you reveal a card and cannot play it legally (so that you aren't in check) the game ends in a stalemate.

*Q: What if I reveal a card and do not want to play it on either player, can I discard it instead?*

A: No, you *must* play the card in front of one of the players.

*Q: If I remove a piece from the board, do I get to reveal a new card? What about if a card is discarded?*

A: No, removing a piece from the board is not the same as capturing a piece. You may *only* reveal a new card when you capture a piece, or if a card tells you to.

*Q: If a piece cannot be captured, may I still move my piece onto its space?*

A: No, you may only move a piece to a space if that space will be unoccupied at the end of the move.