TECH CHESS 1-PAGE RULES SUMMARY

GAME SETUP

1. **DETERMINE A FIRST PLAYER** – Randomly determine a first player.
2. **REMOVE THE WILD CARDS** – Expel both the wild cards from the Tech Deck.
3. **SETUP THE PLAY BOARD** – The first player takes the 1, 2, 3, 4, 11, 12 and 13 of both the Service and Science cards. He controls the Service and Science domain cards. The first player selects one of the 11 cards in either the Service or Science domain and repeats for the 12 value cards. The second player does the same using the Knowledge and Technology cards. The second player controls the Knowledge and Technology domains. The first player places the 1, 13, 12, 11, 13, 1 pieces (represented by cards) in their first rank arranged in that numerical order. They place the 2, 3, 4, 4, 3, 2 in their second rank in that order. The second player places the 1, 13, 11, 12, 13, 1 pieces on their first rank. Their second rank is like the first player. The <u>domain</u> order of their value 1, 2, 3, 4, and 13 cards can be selected by the owning player. For example, the 13-technology and 13-knowledge can be in either the 2nd or 5th position on the first rank. Both players share a 6 x 6 board. There are two empty rows between the players. You may use either the printed board (provided) or use other face-down playing cards or index cards for the empty positions on the board.
4. **DECK & DISCARD** – Shuffle the remaining cards to form a deck placed next to the board. The discard pile is next to it.
5. **DEAL CARDS TO PLAYERS** – Deal 3 cards to each player from the draw deck.

ACTIONS ON A PLAYER TURN (SUMMARY)

On a player's turn, they perform <u>one</u> of the following actions:

MOVE A PIECE – The player may move one of their pieces. If he captures an opposing piece, he may use the card ability on the piece (card) that made the capture. Put the captured piece into the discard pile. If you capture a king, expel it.

USE A CARD EFFECTS – A player may use a card ability from a card in their hand. Discard that card after use.

UPGRADE A PIECE – Twice per game, a player may upgrade one of his 2, 3, or 4 value figures (cards) on the board with any non-13 value card from his hand matching his domains by exchanging those cards. Track with tokens or chips.

BUILD A PIECE – Three times per game, a player may build a pawn of value 2-10 on their first or second row of one of their domains from their hand onto the board.

WINNING THE GAME

WINNING THE GAME – If a player has captured both Kings of his opponent, he wins the game. If each player has only one King left and no other pieces, the game ends in a draw. Stalemate occurs when a player cannot make a legal move.

MOVING A PIECE

MOVING A PIECE – On their turn, a player may move one of their pieces (cards). The 1, 11, and 12 move like a rook, knight, and queen in chess, respectively. While the 2-10 are pawns, they move with more freedom than chess pawns. The knights (11-value cards) are the only pieces that can jump over intervening pieces while moving. Remember the ditty "Jumping jacks leap like knights".

VALUE	NAME	MOVEMENT RULES
2-10	Pawn	Moves forward, diagonally, or laterally 1 space. Value 2-4 pawns are upgradable.
1	Rook	Moves vertically or horizontally any number of spaces.
11	Knight	Moves two squares vertically and one square horizontally, or two squares horizontally and one square vertically (with both forming the shape of an L). It can jump pieces.
12	Queen	Moves vertically, horizontally, or diagonally any number of spaces.
13	King	Moves vertically, horizontally, or diagonally one or two spaces.

CAPTURING A PIECE – If you move your piece into the same position (space) as an opposing piece you capture it. Remove the captured piece from the board and place it in the discard pile. If you capture a King, expel it instead. You <u>may</u> use the card ability on the card of your capturing piece.

BUILDING A PIECE (CARD)

BUILD A PIECE – Three times per game, a player may use their turn to build a pawn. A player can bring in a new piece into the game of card value 2-10 on any position on their back row (first rank) or second row. They place a pawn, a card of value 2-10, of one of their domains from their hand onto the board. After you build a piece, play then passes to the other player. A player may track the number of builds they have performed using counters, tokens, or poker chips. Note: it is possible to recover a previously captured 2, 3, or 4 value card (upgradable pawn) from the discard pile via card game effects, build it with an action, and then later upgrade it to a capital piece (1, 11, or 12 value piece).

USING CARD EFFECTS

USING CARD EFFECTS – To use a card ability, a player *reveals* the card and resolves the game effect on it. After resolving the effect, discard the card that was used.

DECK RUNNING OUT OF CARDS – If the deck runs out of cards, or a player needs to reveal more cards than are in the deck, resolve as much as possible. Then, shuffle the discard into the deck and perform the rest of the effect. For example, to reveal 4 cards in a deck with only 2 cards, reveal the 2 cards. Shuffle the discard to create a new deck. Then, reveal an additional 2 cards. If there are still not enough cards in the deck to reveal the requested number of cards reveal as many as possible.

CORNER CASES – If a game effect has multiple effects, but any of them are unresolvable, do as much as possible. Tech chess has no *neutral* cards. Player pieces are all *controlled* and *in play*. Game effects last until the end of the turn if not specified on the card. It is possible that a game card effect will be used again because of a copy effect. Whenever an effect causes "all players" to do something, the active player starts first. Then, the effect passes to the other player. 13-value cards (Kings) may not be *exchanged* or *replaced* by a game effect.

UPGRADING A PIECE (CARD)

UPGRADE A PIECE – Twice per game, a player may use his turn to upgrade one of his 2, 3, or 4-value figures (cards) on the board with any non-13 (king) value card from his hand. The player exchanges a non-13 card in their hand with the 2, 3, or 4-value card on the board matching the domains they control. Player 1 controls the Service and Science domains. Player 2 controls the Knowledge and Technology domains. You may <u>NOT</u> upgrade a piece to a king (13-value). After you upgrade a piece, play then passes to the other player. A player may track the number of upgrades they have performed using counters, tokens, or poker chips.

GAME EFFECTS – The 9-Service (Professional Services), 7-Science (Earth Sciences), and 13-Technology (Robotics) have game effects that can exchange cards in play (pieces) for other cards. These card game effects emulate upgrading piece. However, they do not count against the twice per game limit.

WINNING THE GAME

WINNING THE GAME – If a player has captured both Kings (13-value card) of his opponent, he wins the game. If each player has only one King left and no other pieces, the game ends in a draw.

CHECKS and STALEMATE – When a King comes under fire, the attacker announces "*check*". If the other player still has two kings in the game, they are not obligated to move their checked king on their next turn. However, if they only have one king left, they are. If you have two kings, it is also legal to move a King to a position where it might be captured. If a player has only one king left and their king is not under attack, but is unable to move, it is a *stalemate*.

GENERAL RULES

RESHUFFLE – If a game effect requires you to draw or reveal card(s) and there are not enough cards in the deck to do so, shuffle the discard pile with what is left of the deck to form a new deck.

LOOKING AT PILES – Any player may look through the discard. This is public information.

REVEALING – To reveal card(s), expose the card(s) for all to see. Then, the cards are returned from where they came, preserving the order that they had. A player who looks at a card *may* choose to divulge the information.

EXPELING – A card that is expelled is permanently removed from the game.

EXCHANGING – Exchanging two cards causes them to swap places with each other. For example, exchanging from the top of the deck with a card in hand causes the top card of the deck to change places with a card from hand.

REPLACE – To replace a card, discard it and put the replacing card in its place.

FOR MORE INFORMATION

See the Boardgamegeek.com entry, Youtube.com (Walk-through videos), or visit cheung.interzone.com
You can also explore the other Tech Deck Games: Tech Grid Poker, Tech City and Tech Exchange there.

CREDITS

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