

GAME RULES

ECHEK n°1
created by Léandre Proust



2



8+

GAME OBJECTIVE

The starting idea of the game consists in reproducing the sensations of the chess game with only 12 cards and without a chessboard. Move your Pieces strategically to surround the opposite King.

SETUP

Each player takes the 6 Pieces of one color. Place the two Kings face to face. They are on the Game Board. The remaining Pieces form the players' Supply. The white player plays first.



Black Player

White Player



HOW TO PLAY

Players perform their turn one after the other. During his turn, a player chooses one of the two following actions:

Put a Piece in play: The player chooses one Piece of his Supply and puts it in play. The latter must be placed in order to be adjacent (by a side or a corner) to another Piece of his color. The Piece cannot be placed on a side square of the opposite King.

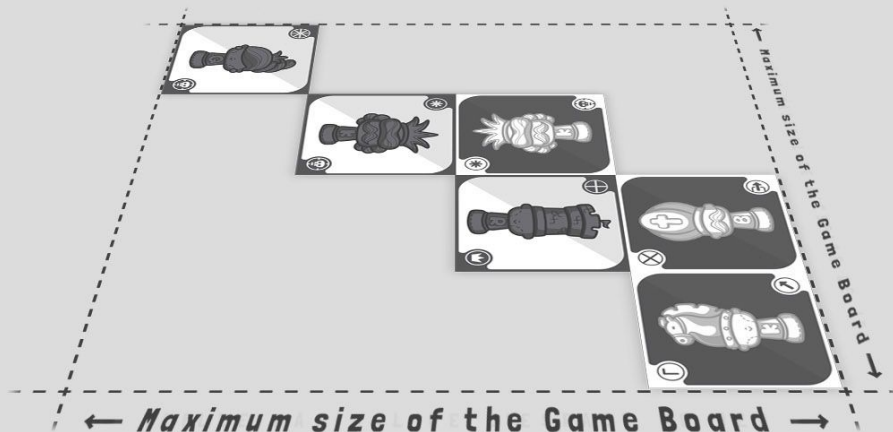
Example:
White player places one Piece on his first turn.



Move a Piece: The player chooses one of his Pieces on the Game Board and moves it according to the move rule of the selected Piece. After a Piece has been moved, all Pieces of a color must still be adjacent to each other. If it's not the case, the move cannot be performed. Piece of his color. The Piece cannot be placed on a side square of the opposite King.

Pieces cannot be captured: A Piece cannot be placed on a square already occupied by another Piece.

Warning: The Game Board is restricted to a 4 x 4 squares area. No Piece cannot move or be placed outside this limit.



PIECES

Déplacement de la

Move →



← Special Ability



KING

The King moves one square in straight line or diagonal. You lose the game as soon as your King is surrounded.



QUEEN

The Queen moves in straight line or diagonal without squares' limitation. At the end of any turn, if the Queen is surrounded, remove it from play.



ROOK

The Rook moves in straight line without squares' limitation. If the Rook is on the Game Board, once per game, you can skip your turn to exchange its position with that of your King.



BISHOP

The Bishop moves in diagonal without squares' limitation. When the Bishop is put in play, choose another Piece already in play (except the King). The chosen Piece is sent back to the player's Supply.



KNIGHT

The Knight moves one square in straight line and one square in diagonal. The Knight can move above all other Pieces, without color restriction.

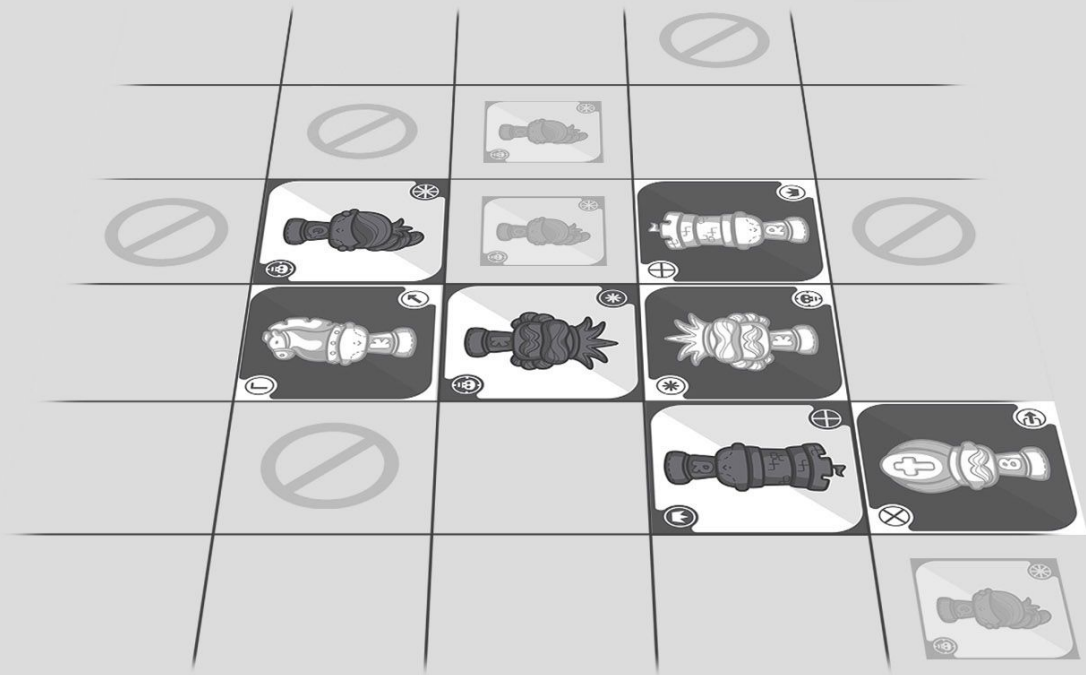


PAWN

The Pawn moves one square in straight line. When the Pawn comes into play, it can immediately be moved.

Pieces that move without squares' limitation cannot move above Pieces of the opposite color.

Example of black Queen's move.



VICTORY CONDITIONS & END OF PLAY

The game ends as soon as a King is surrounded on all sides by Pieces (of any color) and/or limits of the Game Board.

Example of game loss for white player

