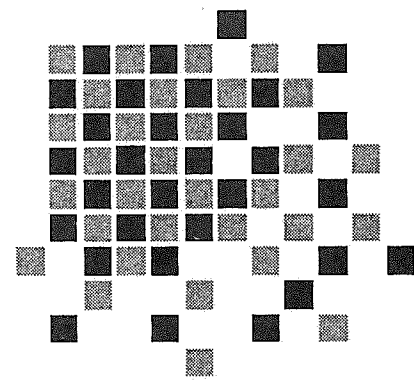


BEYOND CHESS™

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BEYOND CHESS™

CHES HAS EVOLVED.

An introduction

The object hasn't changed - capture your opponent's king. The army you command looks the same - pawns are still pawns, knights are still knights and the king still rules. The battlefield before you, however, is now uncharted territory.

The basic principles of **BEYOND CHESS** are the same as traditional chess. However, the board is never the same twice. Move your piece... then shift a square. As the game progresses, the terrain on which it's played is reshaped over and over. Paths to victory one moment, become traps of defeat the next.

Setup

Just like traditional chess, the board is made up of eight rows and eight columns for a total number of 64 squares of alternating colors. Arrange the pieces so that a light square is positioned on the extreme lower right hand side of the board. See figure 1.

Be sure to position the squares loose enough so they can be freely shifted vertically and horizontally as this is a key factor in game play.

The armies begin the game in the traditional arrangement as shown below.

**CHESS.
ON THE MODERN BATTLEFIELD.**

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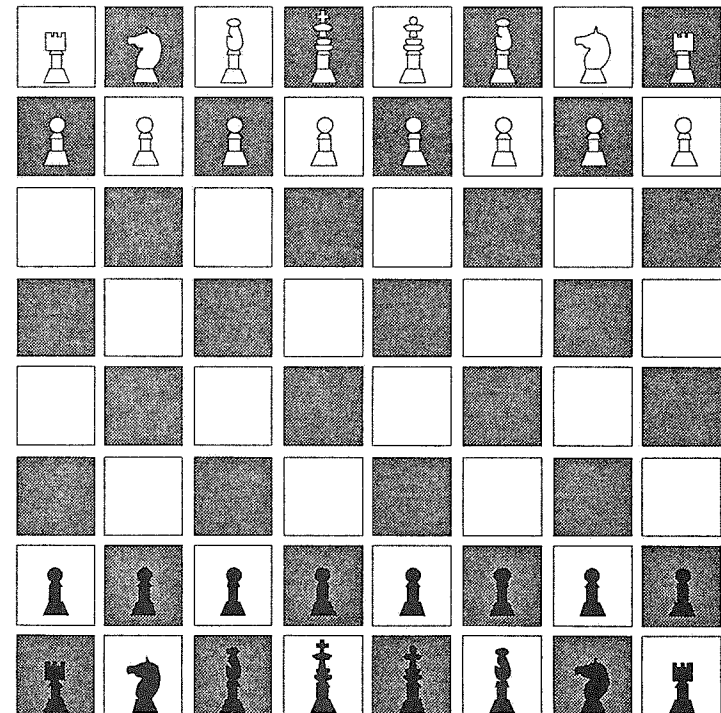


Fig. 1 - The traditional game setup.

Order of play

As with traditional chess, white goes first.

A turn consists of two moves. The player first moves a piece, then a square, in that order. Players may not move a square first. Players must move both a piece and a square on each turn and may not skip moving one or the other. There is a special move called *Gereting*, covered later, that allows a player to move a pawn and a square together.

The very first move of the game is unique. It is the only move of the game that a square is not moved. This allows both players to move their first piece without disadvantage. Black will move both a piece and a square on its first move, since white has already freely moved their first piece.

If a king becomes in check, the threatened player must defend their king before moving a square. This means the player must use their piece's move to get their king out of check. If they cannot get their king out of check by moving a piece first, it is checkmate and the game is over.

Moving a square

After a player moves a piece, they must shift a square.

Only unoccupied squares or those with a pawn belonging to that player may be moved. If a player elects to move a square together with a pawn, that counts as both moves and ends that turn. This is called *Gereting*.

Empty squares may be moved forward, backward, left or right one space. They may only move to an adjacent empty space and must remain touching at least one of the squares it was adjacent to at the beginning of that move. An empty space in the board where there is no square is called a *rift*. A square may not "jump" across the board or to the opposite side of an adjacent square. The square being moved must also *always* remain attached by at least one side or corner to an adjacent square. Figure 2 demonstrates legal movement of a square.

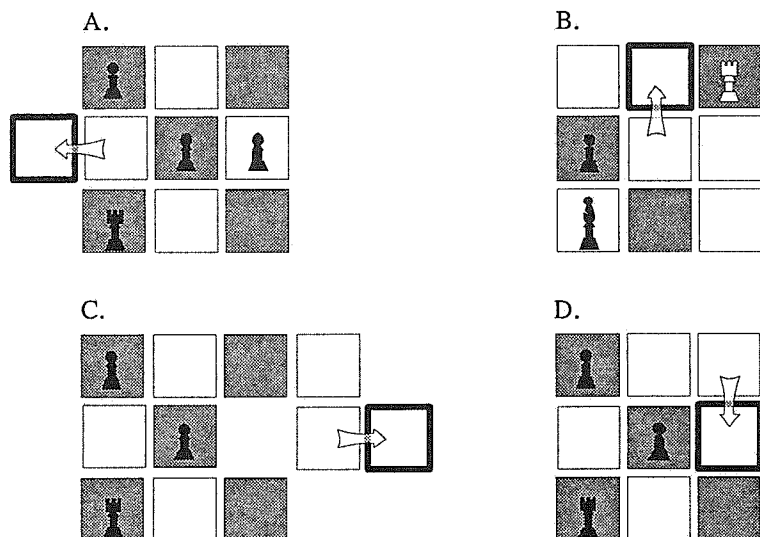


Fig. 2 - Correct movement of squares.

All squares must remain connected to the board at all times by at least one side or corner. At no time may any square become "orphaned" from the board - not touching any other square. Figure 3 demonstrates illegal moves that would cause orphaning.

A square may only be shifted seven times consecutively back and forth between the same two positions. The eighth consecutive move of a single square must be made to a new position or another square must be moved, otherwise the game ends in a stalemate.

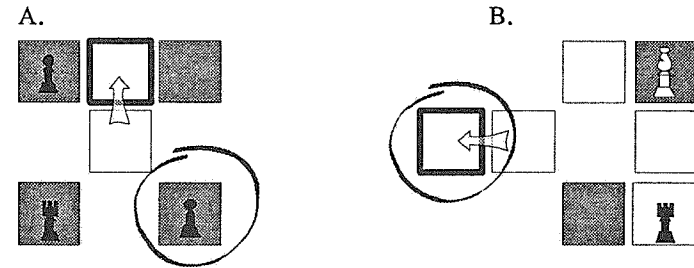


Fig. 3 - Illegal "orphaning" of a square.

When *Gereting*, the pawn/square may only move forward, horizontally left or right, but not backwards. Figure 4 demonstrates *Gereting*.

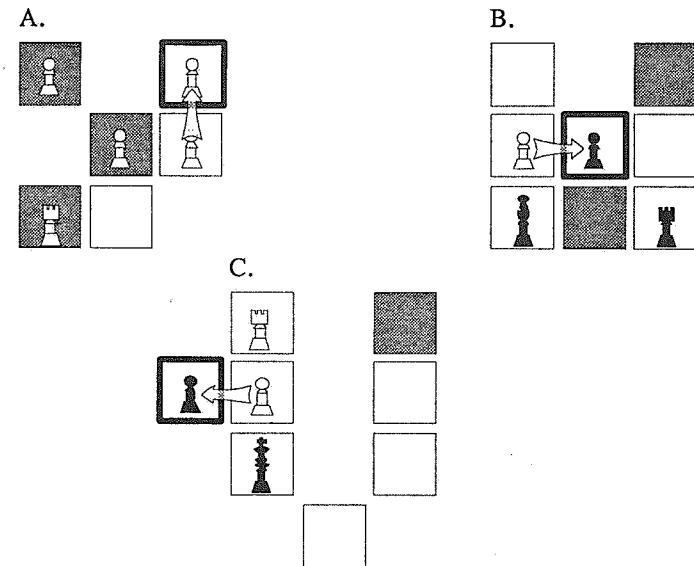


Fig. 4 - *Gereting* a pawn's square.

Movement of the pieces

The king

The king moves the same as in traditional chess. A king may *never* move into check, even if after doing so, the player can shift a square to end the turn not in check. A king may only get out of check by moving a piece, never a square. However, a player may *Geret* a pawn to get the king out of check, since a piece is being moved.

The queen

The queen moves the same as in traditional chess. The queen may not “jump” over rifts in the board. This may limit her movement and thus effect her effectiveness.

The bishop

Bishops move diagonally, the same as in traditional chess. However, due to the nature of the ever-changing board, squares may not always line up diagonally in like color. Bishops now move dynamically across the board with no attention to the color of the squares. Keep in mind, this dynamic does not provide a way for bishops to move from one diagonal plain to the other, so at no time would three or four bishops ever be on the same diagonal plain.

The bishop may not “jump” over rifts in the board.

The knight

Knights move the same as in traditional chess. The knight is unique because it is the only piece that can “jump” over rifts in the board (although it may not land *on* a rift.) This agility makes the knight one of the most flexible pieces on the board.

The rook

Rooks move the same as in traditional chess. The rook may not “jump” over rifts in the board. This may limit its movement and thus effect its effectiveness.

The rules for Castling are the same as in traditional chess. However, additionally, there may not be a rift blocking the path when the Castling is done.

The pawn

Pawns move the same as in traditional chess, with one exception. The pawn may move horizontally left or right by *Gereting*. *Gereting* is when a pawn and a square are moved together. This counts as both moves and ends that turn. A pawn may never move backward but may *Geret* forward, left or right. The pawn is the only piece that can move with the square it occupies.

A pawn may not jump across a rift in the board.

A pawn need only reach the original baseline of the opposite's side of the board to be promoted. The baseline is defined as the horizontal rank on which the opponent's king begins the game. This base line can be marked using the two extra squares provided with the game or with a captured piece by placing the marker adjacent to the baseline. If the extra squares are used to mark the baseline, be sure they stay away from the board enough so as to not confuse them with playable squares.

EnPassant is permitted as in traditional chess.

Check, checkmate and stalemate

All rules for check and checkmate apply in **BEYOND CHESS**.

If a king becomes in check, the threatened player must defend their king before moving a square. This means the player must use their piece's move to get their king out of check. If they cannot get their king out of check by moving a piece first, it is check mate and the game is over.

Stalemate occurs when a player cannot move any other piece except for their king but cannot move the king without putting him in check. The game ends in stalemate.

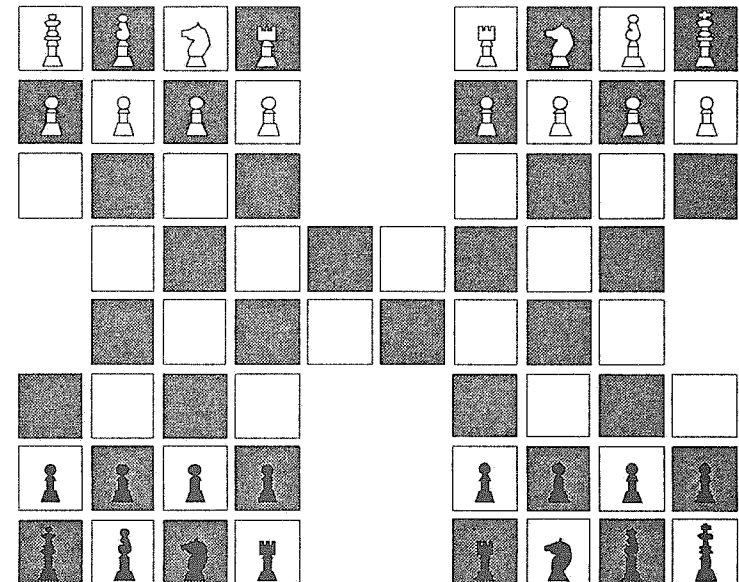
The 30-move rule to stalemate applies as in traditional chess. Once a player loses all their pieces except for the king, their opponent must checkmate them in 30 moves or the game ends in stalemate.

Variations on a theme

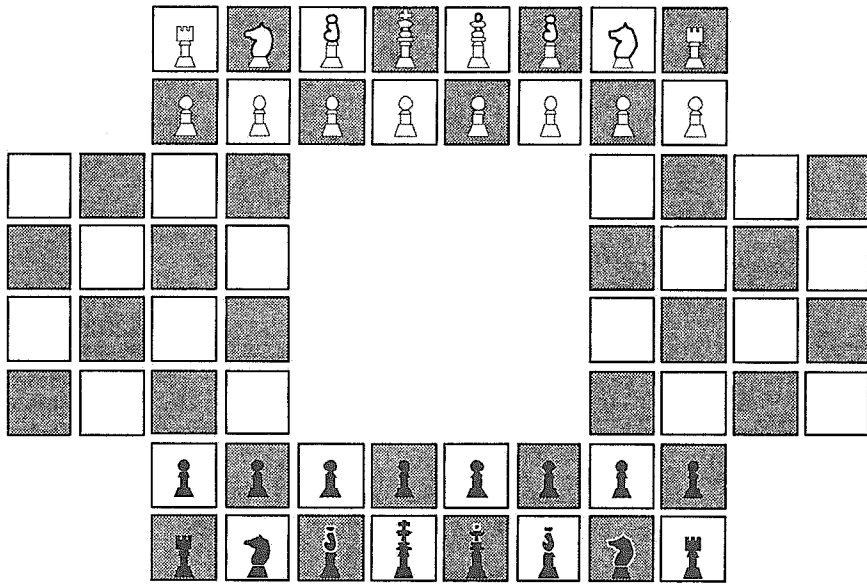
The next few pages show a few possible variations for setup of **BEYOND CHESS**.

Since the squares can be arranged in any way, the setup is only limited by your imagination! It's not just chess... It's **BEYOND CHESS**!

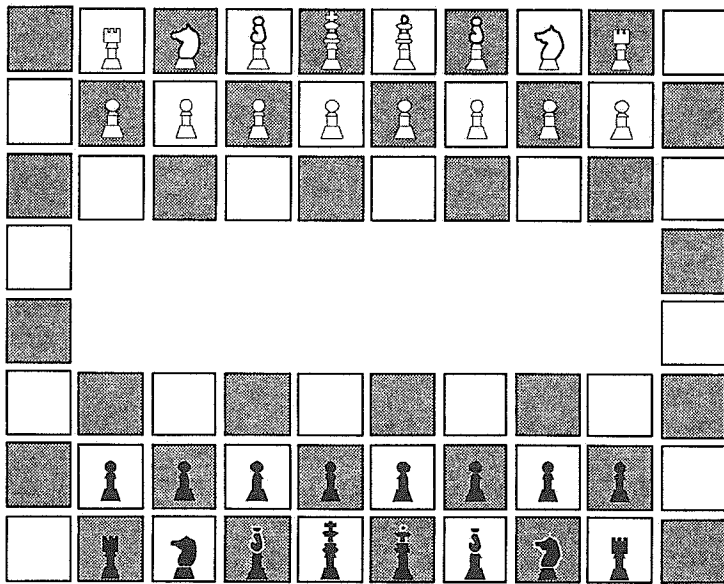
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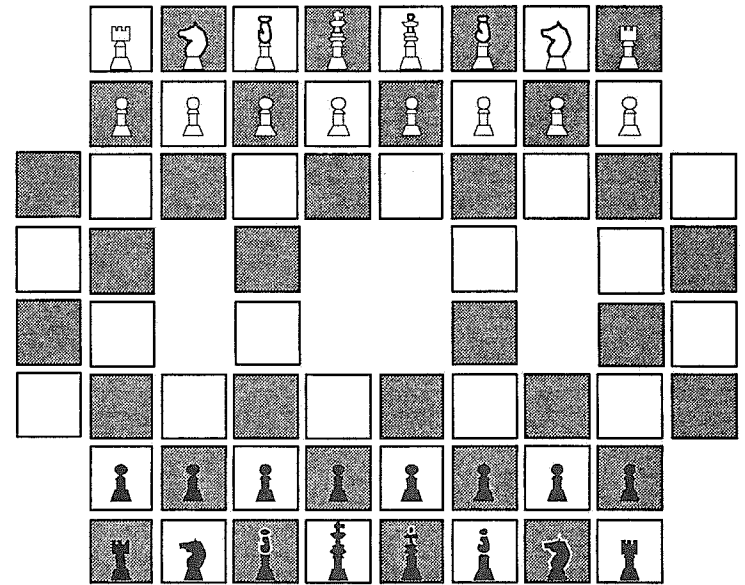
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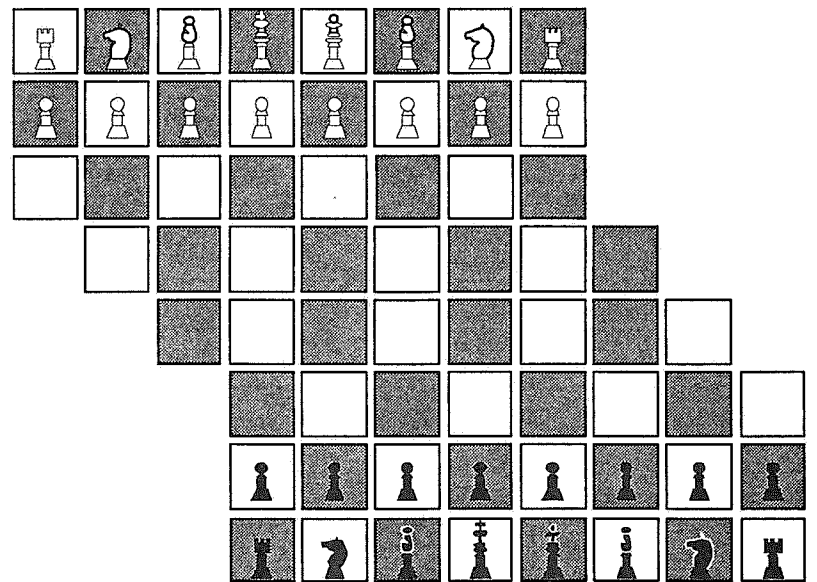
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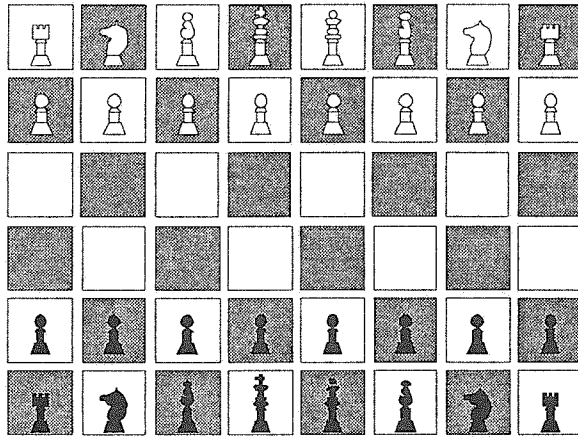


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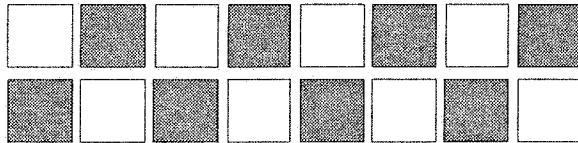


BEYOND CHESS

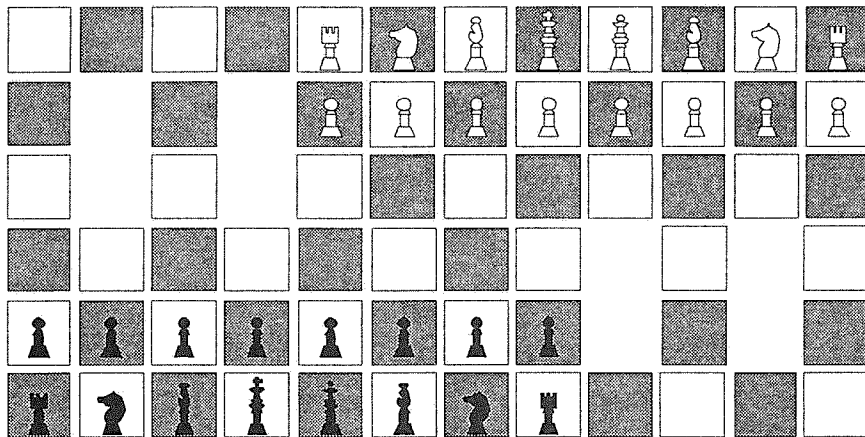
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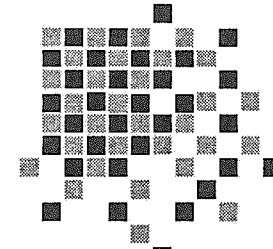
These squares are not used for this configuration.



G.



For an ultimate custom variation of **BEYOND CHESS**, both players split up the squares equally and design their own half of the board. Each player may also decide the beginning placement of their pieces on their own side of the board! For limitless expansion, combine boards to make a boundless battlefield. Visit us at www.gobeyondchess.com for more ideas. The possibilities are endless!



BEYOND CHESS™

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VISIT US ONLINE AND GO FURTHER!

Visit us online to download the free Official Beyond Chess Strategy Guide, read the latest news, see additional setup variants and more. Also, find out how to organize an official Beyond Chess tournament near you. We'd also like to hear from you. Send us your own setup variants, photos and comments. They could be featured on www.gobeyondchess.com!