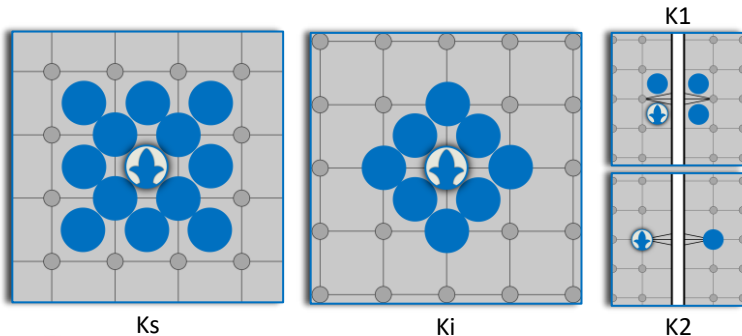


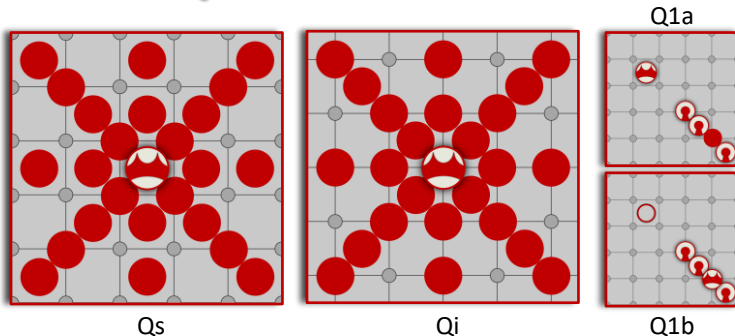
THE KING SPACE CHESS GAME – QUICKSTART GUIDE



KING

The icon uses for its finial France's fleur-de-lis. The king moves one space per turn in any direction on

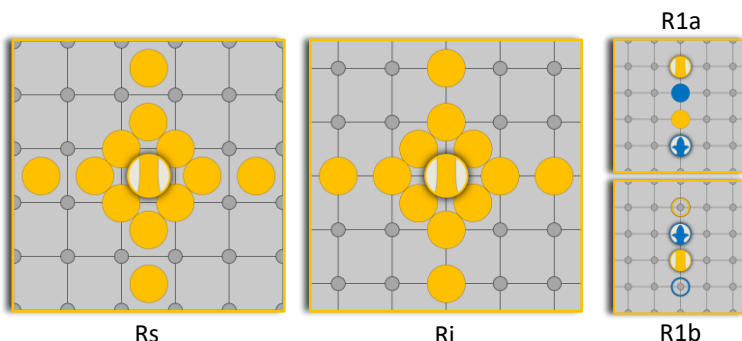
a **Square Space** (Ks) and on an **Interspace** (Ki). The king cannot move diagonally from interspace to interspace. The king can **Castle** and **Cloist** at any time during the game especially during a check to the king when it is most needed. The king uses the **Portal** to move from either square next to the the portal to the other squares on the other side of the board (K1). On the interspace next to the portal it can move to the interspace on the opposite side of the board (K2).



QUEEN

The queen may move in a horizontal, vertical and the diagonal directions on the

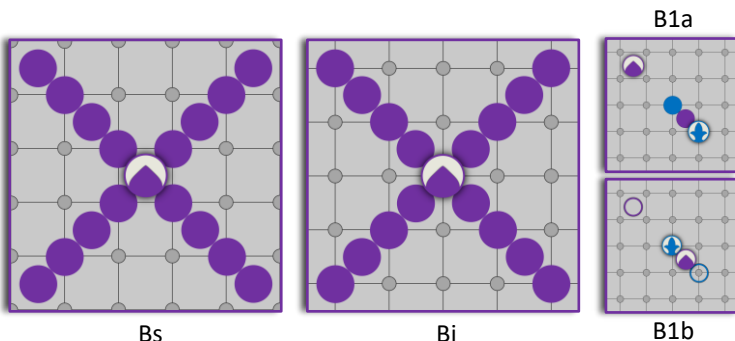
square spaces (Qs) and on the interspaces (Qi). The queen can jump its own chess pieces landing adjacent to them on a square space or interspace (Q1a & Q1b). It can capture after jumping if the square or interspace is occupied by the opponent's piece. A pawn that reaches the last row is **Promoted** to queen (P1b) but there can only be a maximum of two queens on the board. Choose another piece to promote if there is not already a pair of its kind on the board.



ROOK

The rook moves horizontally or vertically in any direction on the squares (Rs) or interspaces (Ri).

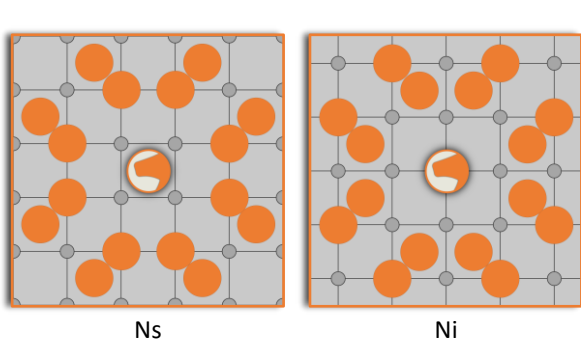
To move to or from either the square or the interspace the rook must move one space to a diagonal one adjacent to it. To **Castle** either horizontally or vertically (R1a & R1b) the rook must have at least two open square spaces or two open interspaces between itself and the king. There must not be any other piece between them for a castling to take place.



BISHOP

The bishop may move however many available spaces in both diagonal di-

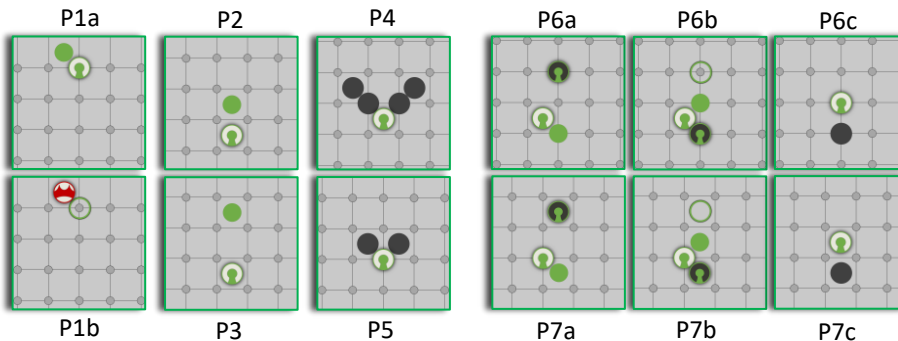
rections on the square spaces (Bs) and the interspaces (Bi). A **Cloisting** is similar to a castling but with the bishop and the king on a diagonal direction. The bishop must have at least two open spaces—a square space adjacent to an interspace—between the bishop and the king, with no other piece between them, for the cloisting (B1a & B1b).



KNIGHT

The knight has the ability to move between

squares and interspaces in any direction in either the square space (Ns) or the interspace (Ni) by moving one square space or an interspace forward plus one diagonal square space or interspace, jumping any piece on the board.



PAWN

The pawn may only advance toward the opponent's **rank** by moving forward either one (P2) or two squares (P3) or on an inter-

space (not shown) on *any player's turn*. The pawn moves from the square spaces to the interspaces on its diagonal **flanks** and can capture any chess piece on its flanks. On the square space it can capture on the square space or interspace (P4). On the interspace it can only capture on a square space (P5). The pawn can do a regular **En Passant** move but also from the square space to the interspace (P6a thru P6c) and vice versa (P7a thru P7c).

Advanced Rules, Scoring, & Notation

A **Win-win Match** is played by winning two back-to-back games, known as **Bouts**, in a row instead of from only one single game. Furthermore, a match of matches or Match Squared is possible. A **Move** is made on each player's turn. A **Movement** requires a move by both players. There is a limit of 99 Movements per bout. After that the bout is considered an automatic **Draw**. A draw can be agreed upon by the players at any time in a Bout.

The higher number of moves made the more it will count against the score. Make short Bouts and come to an early finale. The **Points** for each piece are 1 for the pawn, 3 for the knight, 3 for the bishop, 5 for the rook, 9 for the queen, and 61 for the king; summing up to 100 initial points for each player.

A **Check** is represented as a plus sign (+). A player that makes a **Checkmate** uses two plus signs (++) and receives an additional 61 extra points plus the 61 points for the opponent's king.

For a game annotation the White **chessmen** use capital letters and the Black chessmen use minuscule letters (non-caps) to identify them. For example, **P** is the white pawn and **p** the black pawn, **R** is the white rook and **r** the black rook, etc.

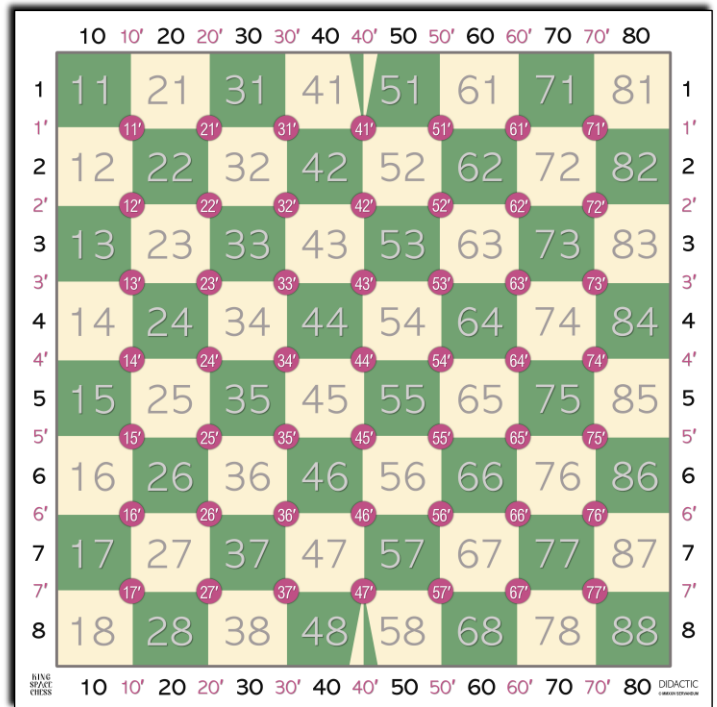
When a player **Resigns** a Bout they receive an automatic 20 extra points and it is noted as **K_20** for White and **k_20** for Black and handing to their opponent their king (61 points).

The loser gets to keep the points from its own remaining pieces on the board and the pieces captured from every Bout.

The **Strength** of the winner player of each Bout is calculated by the amount of its own pieces left on the board plus the opponent's captured pieces and any pawn promotions, all divided by the amount of moves made in that Bout.

The total player's strength score of a match is the equivalent of each of its bouts added in series like *Resistors* in *Electric Circuits*. If a pawn reaches the last row and there is an active pair of every kind of its pieces it can be promoted to a second king.

The king can use the interspaces until the 49th Movement. And it can traverse thru the portal until the 64th Movement. The reason for this is so that a Bout comes to a prompt conclusion.



The King Space Chess Didactic board with the Numeric Layout

The **Numeric Notation** uses a layout on the rows made up of single digits for square spaces 1 thru 8 and for the interspaces with a prime mark 1' thru 7'; the columns double-digits 10 thru 80 and the interspaces 10' thru 70', shown in the board above.

A **Board Snapshot** records at any time the position of the pieces when located in their starting location with the letters **RNBQKBNR** for the white pieces and **12345678** for its pawns; **12345678** for the black pawns and **rnbqkbnr** for its pieces. The starting chessmen arrangement Board Snapshot is **R-81-r**.

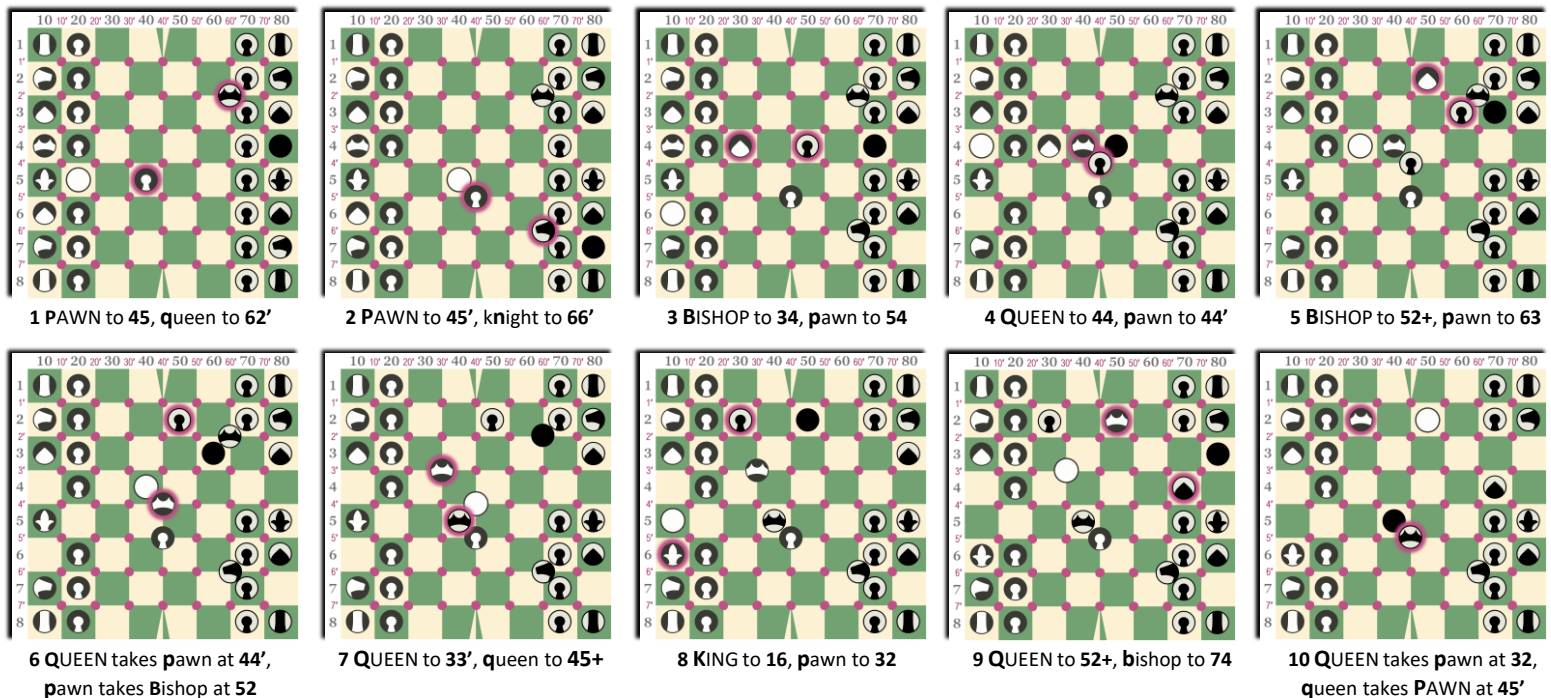
An example of ten consecutive movements shown below can be summarized in Numeric Notation as:

145q62' 245'n66' 3B3454 4Q4444' 5B52+63 6Qp44'pB52 7Q33'q45 8K1632 9Q33'+b74 10Qp32qP45'

A **Chess String** includes the Movement, the Board Snapshot, and the captured pieces in one line.

An example Chess String of the 10th Movement is: **10Qp32qP45', R-BK16N-46-8Q32q45'n66'12B745-nkbr, 2pPB.**

Example of Ten Consecutive Movements with the Numeric Layout



For the complete and latest Game Manual please request it at: kingspacechess@gmail.com