



C O L O U R

C H E S S



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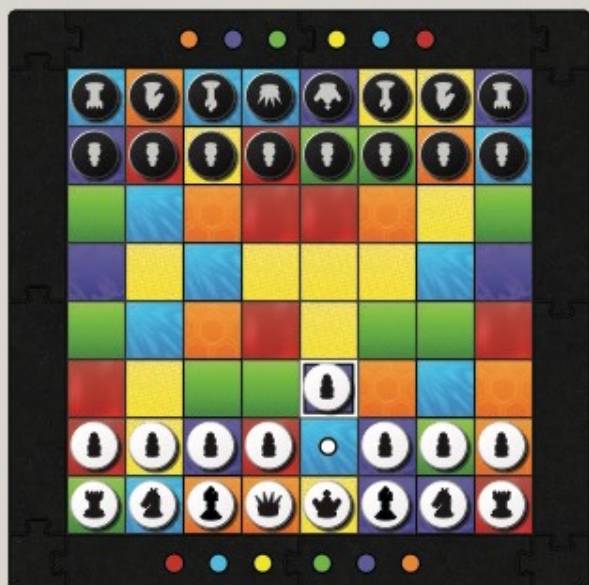
C H E S S

How to Play

To win you must capture the opponent's King (checkmate does not exist in Colour Chess).

The movement of pieces in Colour Chess is the same as in traditional Chess, but the turn structure is different.

After the first turn, each player makes two moves. The first must be onto the same colour that your opponent just moved to. The second must be with a different piece and onto a different colour. Your opponent will then move to that colour in the first part of their turn, and so on. Let's look at an example:



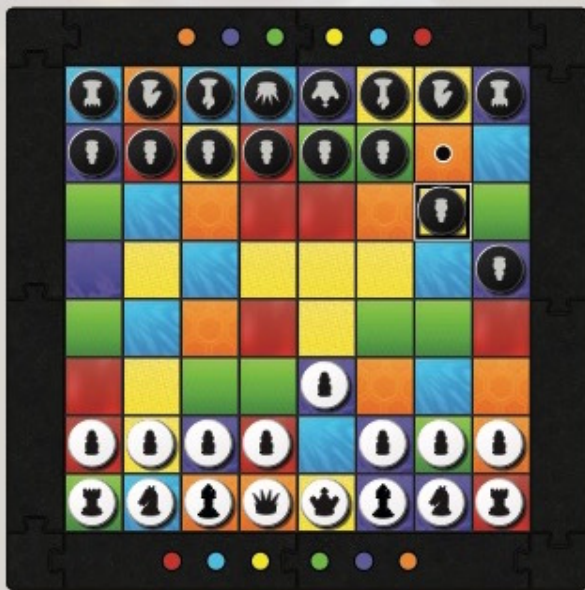
1. White has moved to a purple space

As it's the first turn of the game, White makes just one move.



2. Black must now make a move to the same colour: purple

Black only has a choice of two moves to purple, so must move one of their pawns.



3. Black now makes a second move to any colour apart from purple. Remember, the same piece cannot move twice in a turn. They move to yellow.



4. White now has to move to the same colour that Black just moved to: yellow. They will then move to a different colour with a different piece in the second part of their turn.

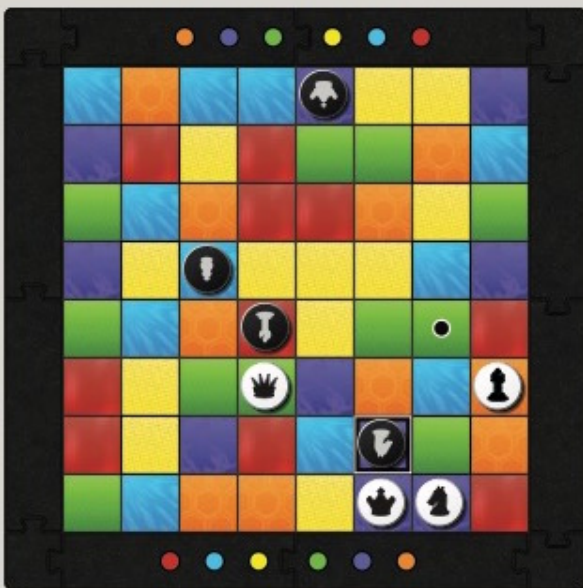
Play continues in this way, two moves at a time until a King has been captured.



Moving into Check

Unlike in traditional Chess, the game of Colour Chess is only over once a King has been captured.

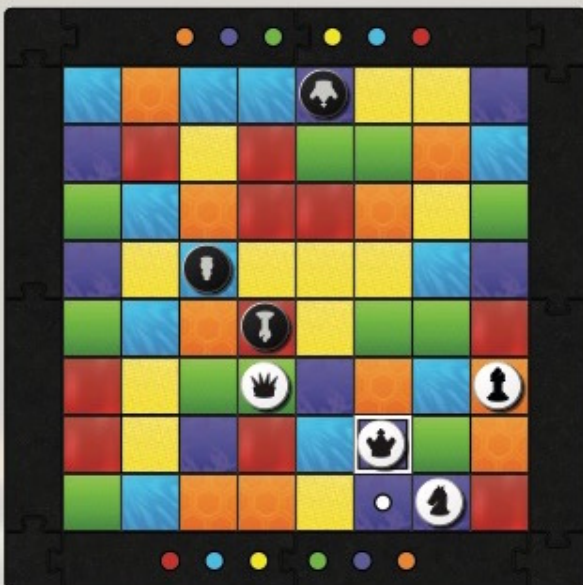
The King is allowed to be in check, they can move through check when castling and can also intentionally put themselves in check! (They can even capture an opposing King).



Example:

Black has moved their Knight onto purple, reversing the threat on the White Bishop and threatening the Queen.

The Knight is covered by their Bishop so in traditional Chess it would be protected. However...



White goes on the attack and captures the Knight with their King, intentionally putting themselves in Check.

They now have the second half of their turn to leave themselves in a safe position and avoid capture next turn.

They can do this by capturing the Bishop with their Queen.

Castling

You castle by moving the King two spaces towards the Rook. It is the colour the King moves to that counts for the move, it doesn't matter which colour the Rook finishes on.



Here, Black can either castle by moving the King to blue, or to yellow.



The Rook is then placed on the other side of the King.

Note: both pieces are treated as though they have moved during this manoeuvre, so you couldn't move either of them again this turn.



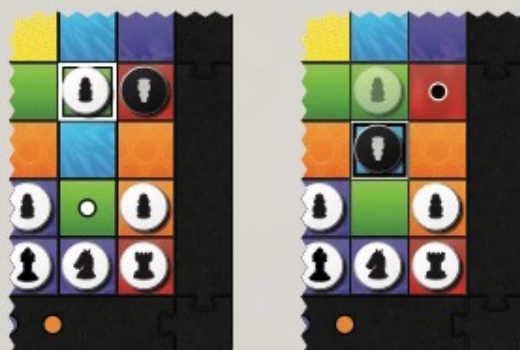
Here, Black cannot castle on either side as there are pieces in the way in each direction.



You also cannot castle if you have already moved the King or the Rook earlier in the game.

Unlike in traditional Chess, you are allowed to castle through or into check, so Black could castle to either side here.

En Passant



After a Pawn makes a 2 space move, an opposing Pawn can capture it en passant by moving onto the space it passed over.

This special capture is only possible on the very next turn (either on the first part of the turn or the second).

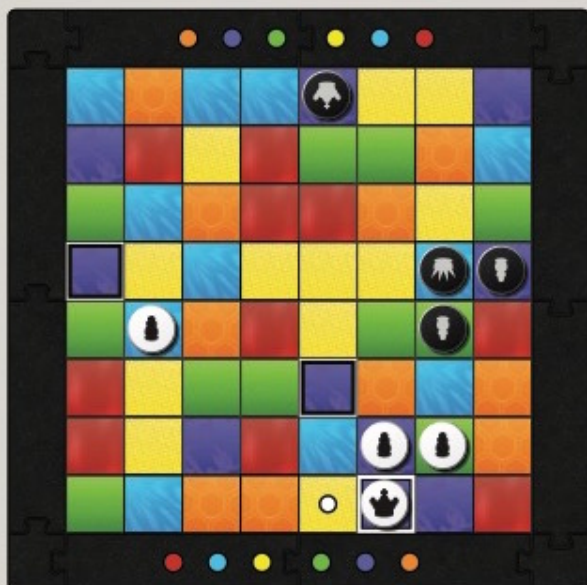
Here White moved to green, so Black made a green move elsewhere, then captured en passant on blue in the second part of their turn.

Pawn Promotion

When a Pawn reaches the opponent's back row, remove it from the board and replace it with any other non-King piece type. The promoted piece cannot move again this turn.

Tactics: Forcing Moves

By carefully choosing which colour you move to, you can force your opponent to make unfortunate moves during the first part of their turn.



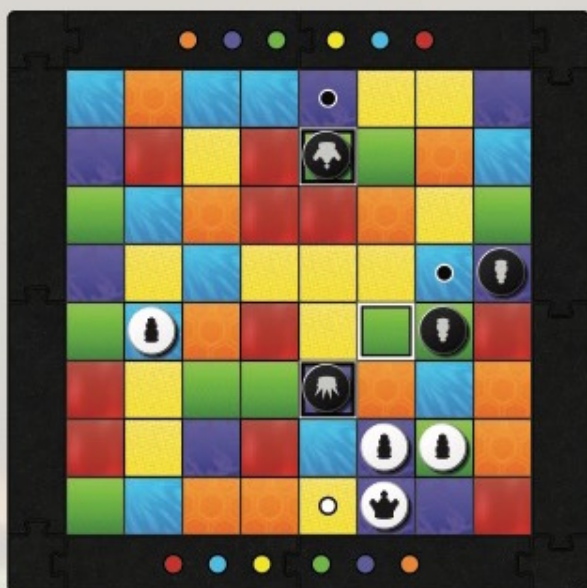
Example:

White has just moved onto purple, forcing Black to move onto purple.

There are only two purple moves available to Black (the empty highlighted spaces); both involve moving their Queen under threat from a Pawn.

Black has to choose one of them, then won't be able to move their Queen again this turn to escape trouble.

The Queen is surely lost?



But wait!

Black moves their Queen to purple, then their King onto green.

As it is their only available move on the colour, White must now move their Pawn forward to green, saving the Black Queen!