

The image features three chess pieces against a dark background. On the left is a gold king piece with a crown-shaped top. In the center is a dark brown king piece with a cross-shaped top. On the right is a gold pawn piece with a rounded top. The text 'Advanced Chess' is overlaid in the center in a white, stylized font.

Advanced Chess

*Additional Rules to add strategic
depth to your game of chess*

By Patrick Buckendorf

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Advanced Chess

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I want everyone to enjoy this new mode of playing chess and encourages you to adopt the rules and use them in your own games at home. If you would like a copy of the game rules, or have any suggestions please email me @ laughinggnomegames@gmail.com. I would love to hear from you!

Advanced Chess

Introduction:

Advanced Chess introduces a new mechanic to the game of chess, a promotion system. Each piece has one or more available promotions when they perform certain actions, giving them new ways to move on the chess board and new ways to capture pieces expanding the strategic options available to you.

Promotions

All pieces now have a particular requirement in order to promote the piece. As soon as the requirements are met, you may declare that the piece is promoting. To designate the promotion, slip a promotion token under the piece. In the case of multiple promotions slip additional promotion tokens under the piece (for Pawns).

Setup

Setup for Advanced chess is basically the same as a regular game of chess. The only exception is each player (in order starting with the White Player first) may choose four pawns to promote to Veteran at the start of the game. It is recommended that you choose the four center pawns but if you wish to promote different pawns you are free to do so.

Make sure you have a collection of tokens (I recommend Poker chips) to track your piece promotions.

Pawn

Promotion 1 - Veteran Requirement

The Pawn gains a promotion to Veteran when it passes the middle point of the board into the enemy side of the board.

Effect

The Veteran gains the ability to capture

pieces immediately in front of it as well as diagonally.

Promotion 2 - Champion Requirement

The Veteran has captured a piece that is not a Pawn, Veteran, or Champion.

Effect

The Champion gains the ability to move one space backward. In addition it may capture pieces diagonally behind it. It retains all effects from the Veteran Promotion.

Knight

Promotion - Lancer Requirement

The Knight moves all the way across the board to the far side and ends its turn in any space at the far end of the board from the side it started on.

Effect

The Lancer gains the ability to capture a piece by moving two spaces in a straight line, like the Knight it can jump over other chess pieces as part of this move. It retains all the normal movement and capture options of the Knight.

Bishop

Promotion - Archbishop Requirement

The Bishop moves to any space where your opponent had a starting piece (the furthest two rows of the board from your perspective).

Effect

The Archbishop gains the ability to move to squares and capture pieces one space away from it. It retains the ability to move Diagonally as normal.

Rook

Promotion - Bastion

Requirement

The Rook puts the opponent's King or Emperor in check.

Effect

The Bastion gains the ability to move and capture pieces diagonally one space away from it as well as retaining the normal moves available to the Rook.

Queen

Promotion - Paladin

Requirement

Your King is put into check for the first time.

Effect

The Paladin gains the ability to switch places with the King as your move for that turn. It retains all the moves the Queen can perform.

King

Promotion - Emperor

Requirement

You successfully perform the castle action with your King

Effect

The Emperor gains the ability to move two spaces in any direction however they may only capture pieces one space away like the King.