

# Snipe Chess

## A Two Player Game



### Parts needed:

Forest cards from the Snipe Hunt game  
Chess pawns (4 black pawns, 4 white pawns; 8 total)  
Chess kings (1 black king, 1 white king; 2 total).

○ Pawn

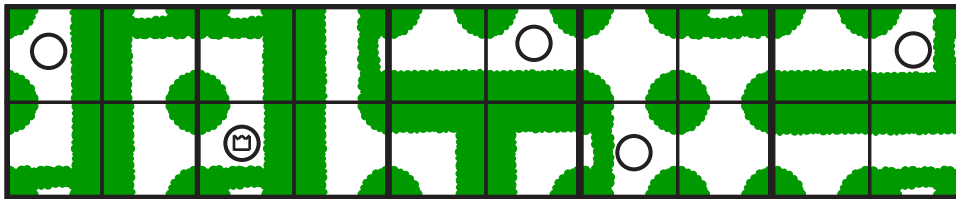
♔ King

### Setup:

Remove the Ranger Station, Deep Woods, and Spooky Woods from the deck of Forest cards. Shuffle the remaining Forest cards and deal a 5 by 5 square grid of cards. Set aside the remaining cards; they will not be necessary.

Players choose opposite sides of the board and place their pawns and king on the row of 5 cards closest to them, one chess piece per card. Chess pieces may be positioned on any of the 4 squares on the card, but only one chess piece may occupy the card at the start of the game.

Example setup of the white player's side of the board:



White moves first. It's up to you to decide who plays what color.

### Objective:

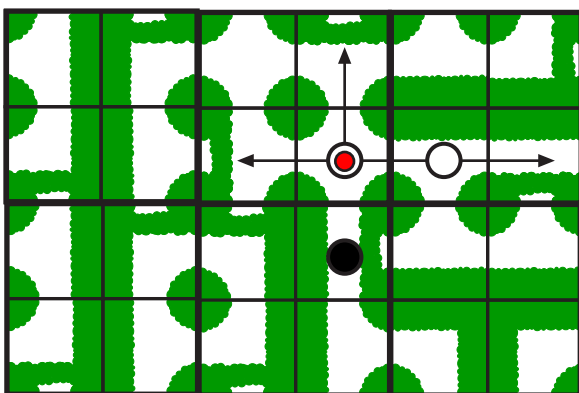
Surround the opponent's King by blocking its movement with other chess pieces and/or trees.

### To Play:

Players alternate turns moving one chess piece of their color at least one space.

Chess pieces may move any number of squares as long as the move is in one direction and in a straight line either horizontally or vertically. Pieces may not move diagonally, nor through trees. Pieces may move through other pieces of like color, but may not move through pieces of opposing color.

Example of movement:



The white pawn (with the red dot) may move one space to the left, one space up, or two spaces to the right.

The white pawn may not move down because the path is blocked by the opponent's pawn. This method of blocking is used to win by blocking the opponent's king.

Also note, the white pawn may only move one space to the left because the path is blocked by the trees.

Both Pawns and Kings may stop on a Rotation space to rotate any card either 90 degrees or 180 degrees (depending on the Rotation space type). Kings may rotate up to any three cards at a time, but Pawns may only rotate one card at a time. The turn ends after card rotation is completed.

A piece must move onto the Rotation space before any card is rotated. This means pieces cannot camp out on Rotation spaces and continue rotating cards the following turn.

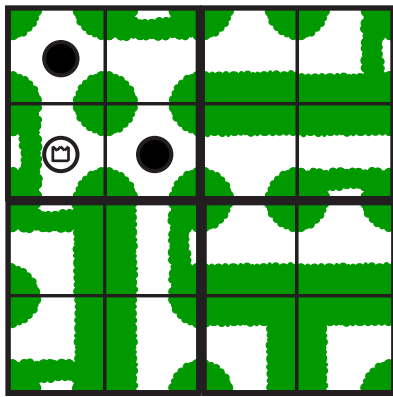
All Shortcut Flag and Snipe Feather spaces should be ignored.

Unlike traditional Chess, no pieces are removed from the board in Snipe Chess.

To Win:

The player to first block the opposing King's path by the use of Pawns, Kings, and/or trees is the winner. Once the opposing King is surrounded, the game ends.

Example of a winning state:



Black wins in the game since the white king is blocked in by black pawns both above and to the right. The other two paths are blocked by the trees.

Optional rules:

\* Once a King is surrounded, the player with the surrounded King has one chance to move a pawn onto a rotation space (if possible). Then, if any card on the board can possibly be rotated to free the King, it must be taken and the game proceeds until one of the Kings is surrounded.

\* When a King lands on one of the Snipe Feather spaces, that player may remove any unoccupied card from the board, and replace it with one of the unused cards (besides the Ranger Station, Deep Woods, or Spooky Woods).