



ANACHRONY ◀ CHESS ▶

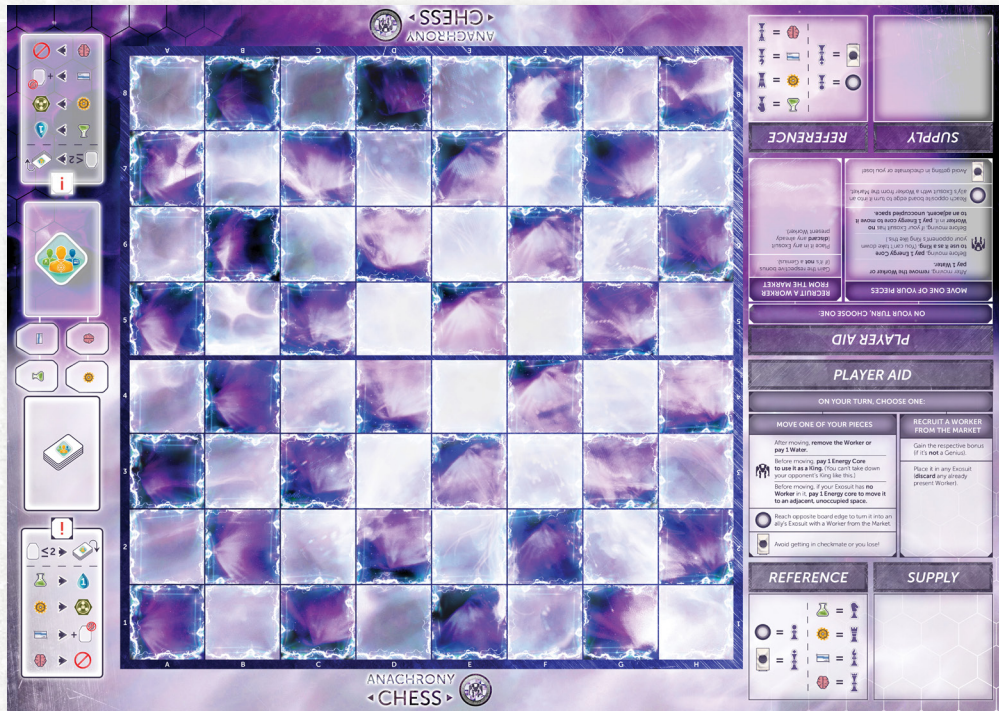
RULEBOOK

THIS IS NOT A STANDALONE GAME.

You need Anachrony base game components to play this chess variant, as well as the Exosuit miniatures if you prefer a more traditional chess-like experience.

COMPONENT LIST

UNIQUE COMPONENTS



1x Print-and-play Anachrony Chess game board

GENERIC COMPONENTS

Workers

(10 of each should suffice)



24x Water drops (light blue)



11x Recruit pool cards



24x Energy Core tokens

Player Components

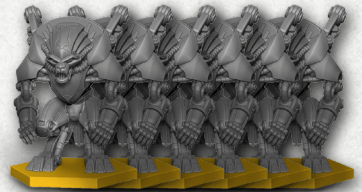
NOTE: Both players should choose a Path before playing and use the chosen Path's components. There is no difference in gameplay between the different Paths, and players can choose any Path (including Unity).



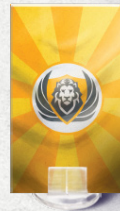
2x8 Path markers



OR



2x6 Exosuit markers/Exosuit miniatures



2 Player banners with plastic standee

NOTE: The Path banners with plastic standees and Exosuit markers/miniatures of the unused Paths might be needed, so keep these nearby.

GENERAL SETUP

- 1 Randomly determine the first player.
- 2 Place the game board in the middle of the table, with Rank 1 on the side of the first player.
- 3 Take all **Recruit pool cards**, and place the deck next to the chess grid on its designated slot. Reveal one card, and place the shown **Workers** on their respective slots. This will be the **Worker Market**.
- 4 Form a general supply pile of **Water drops**, **Energy Core tokens**, and **Workers** next to the Main board.

PLAYER SETUP

IMPORTANT: In chess, horizontal rows are called **ranks**, and vertical columns are called **files**. Both ranks and files are labeled for you on the game board.

Both players should set up their own player area as follows:

- 5 Place your Exosuit markers (or Exosuit miniatures) on the first row on your end of the game board (Rank 1 or 8 depending on where you sit), skipping the two center spaces (Files D and E).
- 6 Place **Workers** into each **Exosuit** as follows, from left to right: Engineer, Scientist, Administrator, Administrator, Scientist, Engineer.
- 7 Place your Player banner on File E in the first row (Rank 1 or 8 respectively).
- 8 Take all 8 Path markers and place them on the second row (Rank 2 or 7 respectively).
- 9 Gain 2 Water and 1 Energy Core as starting resources, and place them into your supply on the Player Aid section of the game board.

NOTE: As a chess player, you might realize by now that the King is without a Queen in this game. There is a reason for that, which will be explained soon.

IMPORTANT: From now on, we will refer to the Exosuits and Path markers collectively as "Pieces."



GAME OVERVIEW

In an alternate universe, the Paths of Anachrony are at war. This abstract, chess-style, two-player strategy game tells the story of one Path's conquest of another.

Just like in chess, your goal is to capture your opponent's "King", which in this game is represented by the Player banner—in other words, the Path's "Flag."

Players alternate taking turns until one of them wins the game, resigns, or they agree to a draw.



NOTE: If you know how to play chess, you may choose to skip the parts *written like this*, as you are already familiar with those concepts. However, we highly recommend reading everything so it all fits together.

GAME TURNS

On your turn, you **must do one** of the following **two Actions**:

- **Move:** Move across the board with one of your Pieces, or
- **Recruit:** Recruit a Worker from the Market, and gain their bonus

ACTIONS DETAILED

MOVING ACROSS THE BOARD

The goal of the game is to take down your opponent's Flag by capturing it.

A piece is **captured** (or taken) when an attacking enemy piece replaces it on its square. The captured piece is then **permanently removed** from the game.

Pieces other than a Knight cannot jump over other Pieces when they move.

Exosuits

NOTE: Special chess moves like castling and en passant are not played in Anachrony Chess due to the added complexity of this chess variant.

Exosuits behave as either a Rook, a Bishop, or a Knight, depending on what kind of Pilot they have (i.e. what kind of Worker you use to move them).

An Exosuit piloted by an **Engineer** acts like a **Rook**:

- A rook moves any number of vacant squares either horizontally or vertically.

An Exosuit piloted by a **Scientist** acts like a **Knight**:

- A knight moves to the nearest square not on the same rank, file, or diagonal. (This can be thought of as moving two squares horizontally then one square vertically, or moving one square horizontally then two squares vertically—i.e. in an "L" pattern.) The knight is not blocked by other pieces; it jumps to the new location.

An Exosuit piloted by an **Administrator** acts like a **Bishop**:

- A bishop moves any number of vacant squares diagonally.

An Exosuit piloted by a **Genius** acts like the **Queen**:

- A queen combines the power of a rook and bishop and can move any number of squares along a rank, file, or diagonal.

NOTE: This means that while you do not start with a Queen on the board, you can make a Queen from any one of your Exosuits during play. You can have as many Pieces of the same type as can be legally obtained. (In other words, **it is possible** for you to have six Queens!)

IMPORTANT: After you move an Exosuit, **remove and return its Worker** to the general supply.

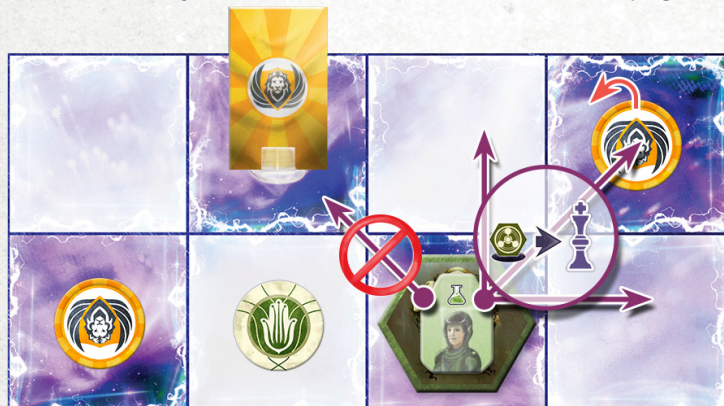


Modifying Exosuit Movement

- **Spend 1 Water** at the end of your movement to leave the Worker in the Exosuit.



- **Spend 1 Energy Core** to move an **Exosuit** with a Worker as a **King** (see "Path Banner"). **You cannot take down your opponent's King this way, as it was not previously in check by that Piece.** (See "Check" section on page 6.)



NOTE: 1 Water must still be paid to keep the Worker. Otherwise, it is removed as usual.

- Spend 1 Energy Core to move an **empty Exosuit to an adjacent, unoccupied space.**



NOTE: An empty Exosuit cannot capture opposing pieces.

Path Markers

Your **Path markers** act like **Pawns**:

- A pawn can move forward to the vacant square immediately in front of it on the same file. If it has not yet moved, a pawn also has the option of moving two squares forward on the same file, provided that both squares are vacant. Pawns cannot move backwards.



- *Pawns are the only pieces that capture differently from how they move. A pawn can capture an enemy piece on either of the two squares diagonally in front of it (but it cannot move to those squares if they are vacant).*

Making Allies (Pawn Promotion)

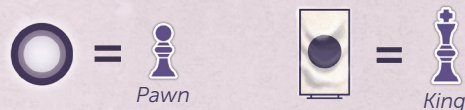
If you move your Pawn to the opposing edge of the board (reaching your opponent's Capital), choose an unused Path to be your "ally." Take the ally Path's Player banner from the box, and place it in front of you to mark the alliance. Then, replace your Pawn with an Exosuit belonging to your ally, and fill it with a Worker from the Market to pilot it.

NOTE: Choose the Worker freely, but receive no bonus.

Path Banner

As stated earlier, your **Player banner**/Flag acts like your **King**—protect it at all costs, or you lose!

- *The king moves exactly one square horizontally, vertically, or diagonally.*



RECRUITING WORKERS WITH BONUS

Take any **one Worker** from the Market, and place it into one of your empty Exosuits.

When Recruiting a new Worker, you gain the following bonuses:

- **Scientist:** 1 Water
- **Engineer:** 1 Energy Core
- **Administrator:** 1 (additional) Worker from the Market. This Worker **can not be a Genius** and you get **no bonus** for recruiting it.

IMPORTANT: If you have no empty Exosuit for the bonus Worker, the bonus is lost.

NOTE: If this was the last Worker on the Market, reveal a new Recruit pool card, and choose your bonus Worker from the newly formed Market.

- **Genius:** No bonus

Before you take the Recruit action, if there are **two or fewer** Workers in the Market, you can **refresh the Market**: discard the available Workers **1**, reveal a new Recruit pool card **2**, and place the new Workers into the Market **3**.



CHECK

IMPORTANT: An empty Exosuit cannot put the King in check!

A King is in check when it is under attack by at least one enemy piece. When you place your opponent's King in check, or when your opponent attempts to make a move that would place themselves in check, you should announce that their King is/will be in check.

It is illegal to make a move that places or leaves one's King in check.

The possible ways to get out of check are:

- Move the King to a square where it is not in check.
- Capture the checking piece (possibly with the king).
- Block the check by placing a piece between the king and the opponent's threatening piece.

Checkmate

If your opponent's King is in check with no legal way for them to move it out of the attack of your Pieces, it is considered a **checkmate**. Instead of your opponent declaring defeat, thus ending the game, you can take down their King by toppling their Flag with your attacking Piece.

NOTE: A Piece unable to move because it would place its own King in check (it is pinned against its own King) may still deliver check to the opposing player.

END OF THE GAME

The game might end with a winner in three possible ways:

1. One of the players takes down their opponent's Flag and **wins** the game.
2. The **Recruit deck runs out** and there are **no more Workers** in the Market.

In this case, there is a **scoring** based on the pieces captured by each player:

- Score 1 point for each captured Path Marker (Pawn).
- Score 3 points for each captured Exosuit.

Breaking ties: Use captured Exosuits, then Resources (Water and Energy Cores) as tiebreakers. In the very unlikely case that there is still a tie, the game ends in a tie.

NOTE: It is considered good etiquette to resign in a hopeless position.

3. One of the players resigns.

Alternatively, the game might end in a tie:

1. **By agreement:** A player may offer to call the game a draw at any time during play, and if the other player accepts, the game ends in a tie.
2. **Stalemate:** The player whose turn it is to move has no legal move and is not in check.

3. **Dead position:** If neither player is able to take down their opponent's Path Flag by any sequence of legal moves, the game is considered a draw.

TIME CONTROL

Experienced chess players can play the game with time control, using a chess clock or any substitute.

In games with time control, the game can end with a winner or a tie in the case of one of the player's time running out.

Win on time: A player wins if their opponent runs out of time, even if the opponent has a superior position, as long as the player has a theoretical possibility to checkmate the opponent if the game were to continue.

Draw on time: The game is drawn if a player is out of time and no sequence of legal moves would allow the opponent to take down their King.

CREDITS

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Disclaimer: Source material for the unaltered rules of the original game of chess was taken from the English version of the Wikipedia page on chess.

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