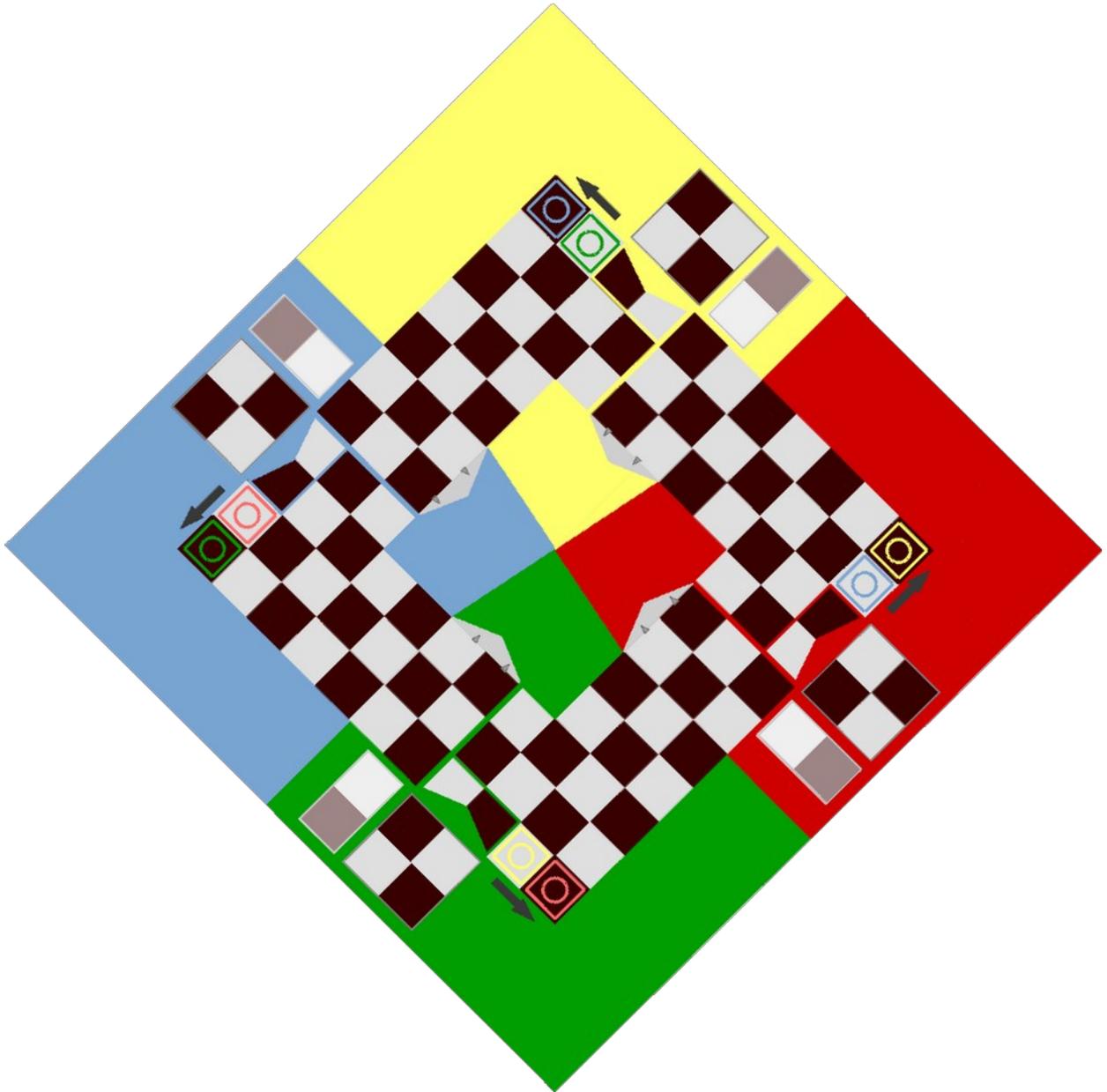


Chess jumble

The chess adventure away from the chessboard



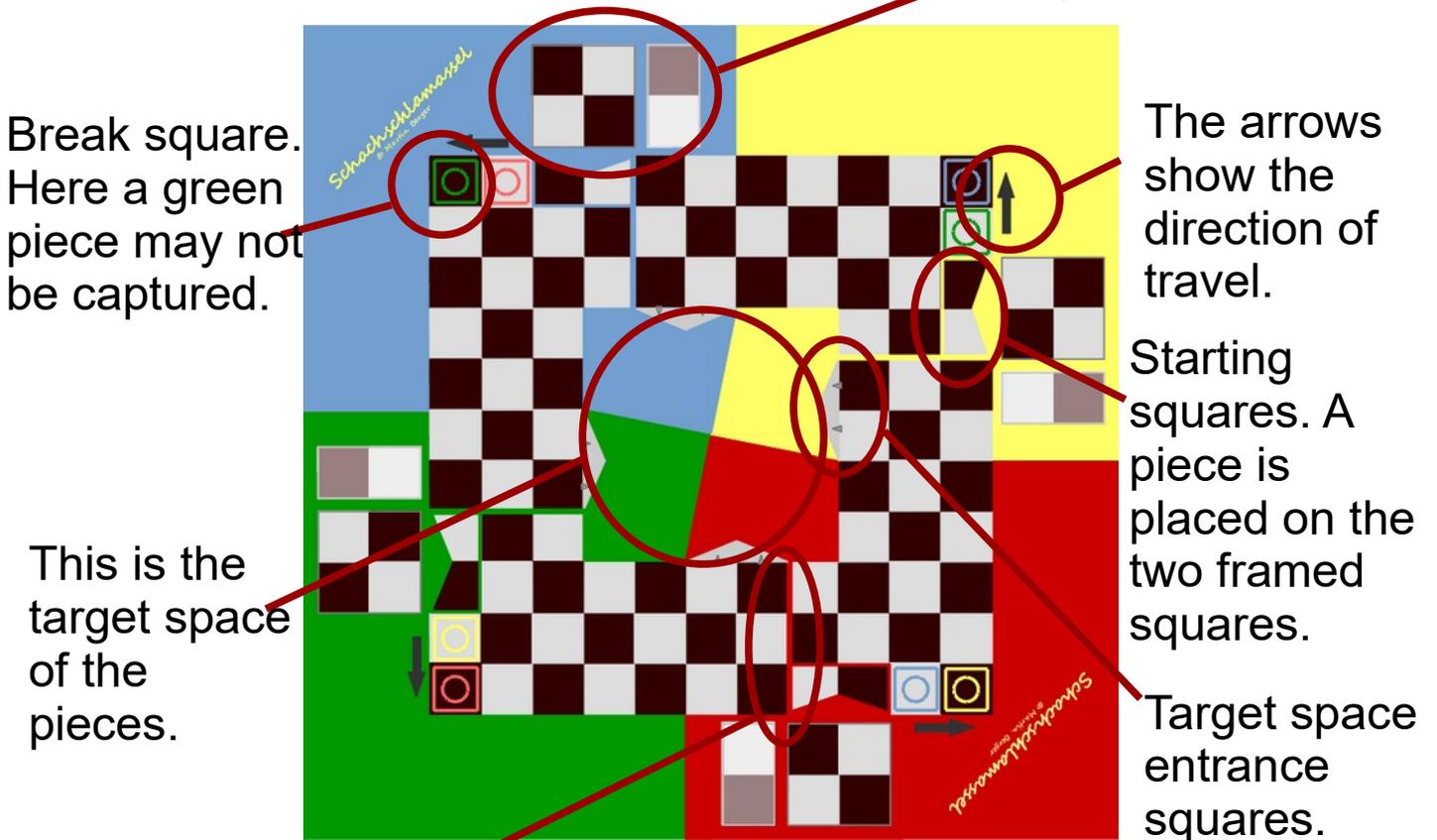
*Idea, concept and realisation
Martin Berger*

Chess jumble

Chess jumble is a dice game for 2-4 players and helps you to get to know the individual chess pieces. You can choose different rules. There is the small and the big chess jumble. You can also be very creative and just make up your own rules! So – let's go!

Game material

Board



Here in the start box the pieces line up, ready to start.

Break square. Here a green piece may not be captured.

The arrows show the direction of travel.

This is the target space of the pieces.

Starting squares. A piece is placed on the two framed squares.

Target space entrance squares.

Barrier line. pieces of the corresponding colour are not allowed to cross this line.

The chess pieces. King, queen, bishop, knight, rook and pawn.

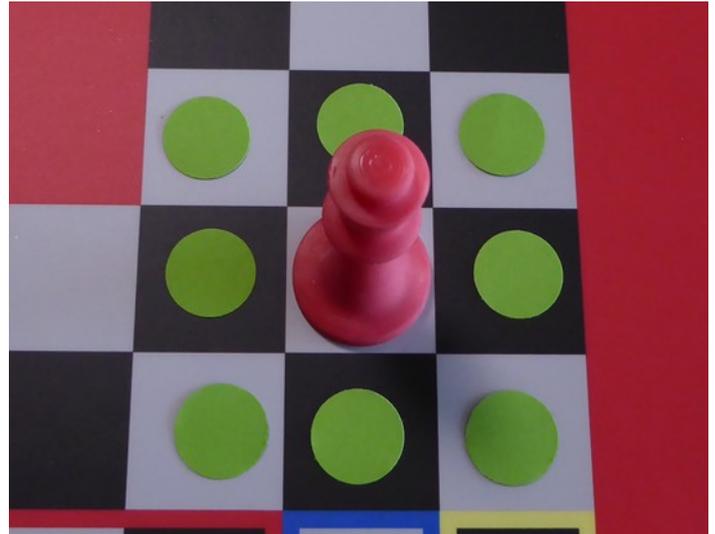


Dices and action cards.

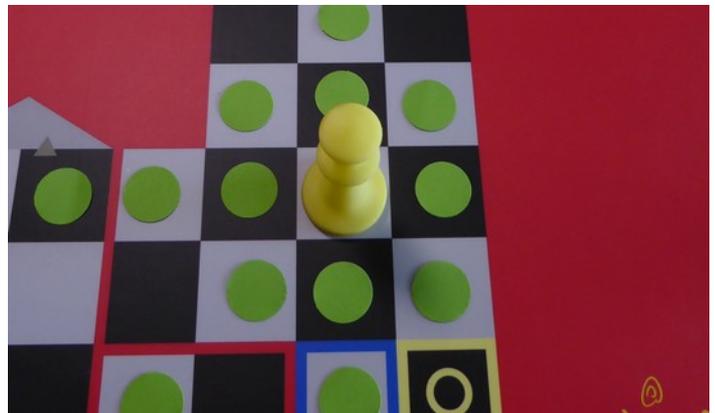
How do the chess pieces move?

In the chess jumble, the pieces naturally move as we know it from chess. On the following two pages I will show you how the individual pieces move. In the game later, for example, a dice roll of 3 means that you can move a chess piece 3 times. A queen then gets quite far with 3 moves! The knight, on the other hand, is a bit slow. For practice, just try out how fast the pieces can move across the board.

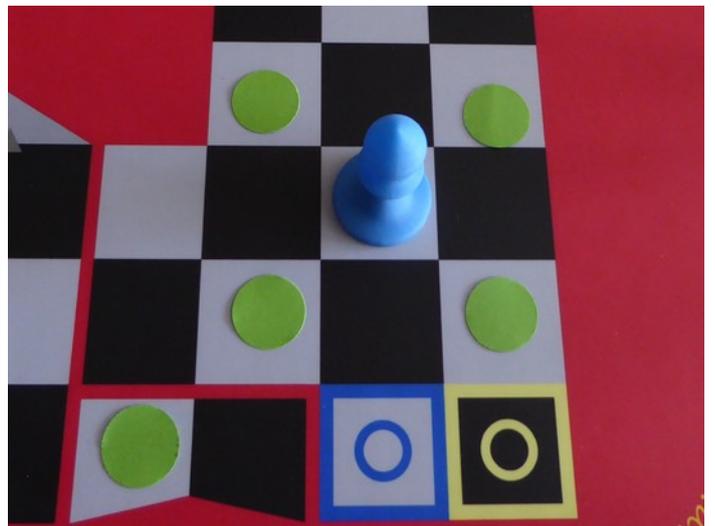
The **king** always moves one square in each direction as indicated by the green dots. If there are opposing pieces on the squares, he can capture them. **Since we are not on the normal chess board here, the king may also move onto threatened squares and may attack and capture other pieces.**



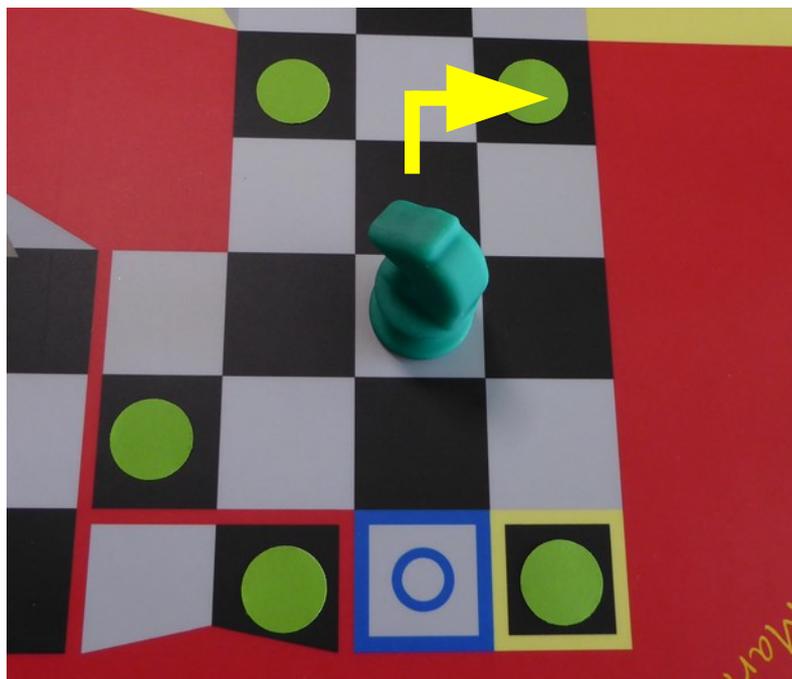
The **queen** moves straight and diagonally as many squares as she wants and can. **She may not jump over any pieces!** If there are opposing pieces on the squares, she can capture them.



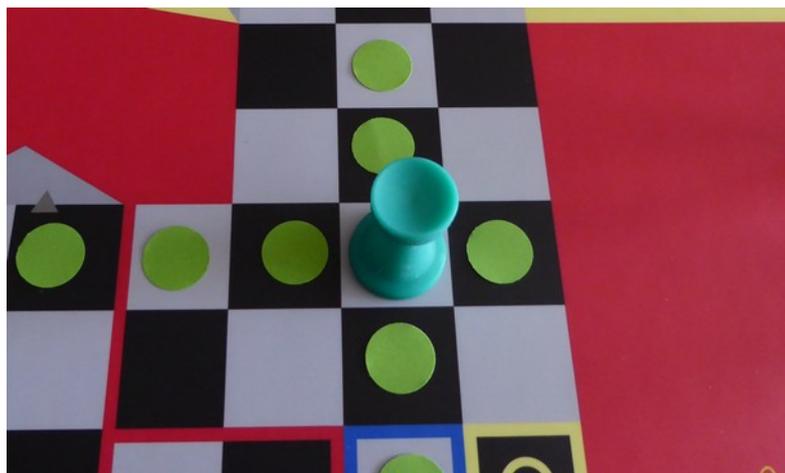
The **bishop** always moves diagonally as many squares as he wants and can. **He may not jump over any pieces!** If there are opposing pieces on the squares, he can capture them.



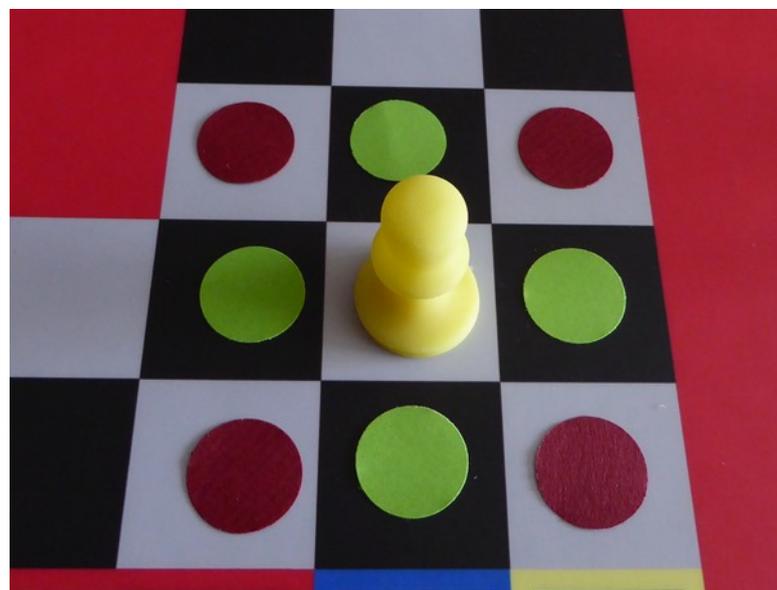
The **knight** makes an L-jump. It is the only piece, **jumping over other pieces!** If opposing pieces are on the end squares, he can capture them.



The **rook** only moves as many squares as it wants and can. **It may not jump over any pieces!** If opposing pieces are on the end squares, he can capture them.



The pawn always moves one square in a straight direction, as indicated by the green dots. He may also move a square diagonally if he can capture a piece there, here the red marked squares. **Capturing is therefore only allowed diagonally!** Since we are not on the normal chess board here, the pawn may move in all directions. In real chess it may only move straight out in one direction and not backwards.



The *little* chess jumble

In the **little chess jumble**, only the queen, the rook, the bishop and the knight are used. The four pieces are placed in the starting box. In addition, we need the white dice. The aim of the game is to reach the finish area with all the pieces. The pieces may move in all directions, but never over the blocking line marked in their respective colour! The round runs counter-clockwise!

First, it is determined who may start (by rolling the die or by age ...).

The player who starts now rolls the die and must roll a + to use one of the four pieces. Roll the dice a maximum of three times if you cannot move! If no + is rolled, then it is the next player's turn. If a + is rolled, any piece may be placed on one of the two coloured starting squares. The dice may now be rolled again and the figure may now move as often as the dice indicates. Of course, the piece may only move according to its move rule. With the **last move** of a piece, an opponent's piece can also be captured!

+ means to insert, if pieces can still be inserted. At least one starting square must always be free if there are still pieces in the starting box. So if both starting squares are occupied after insertion, one square must be freed with the next move.

If you roll a #, you must sit out (skip).

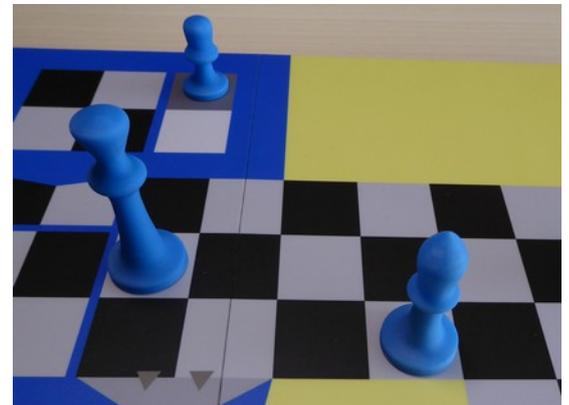
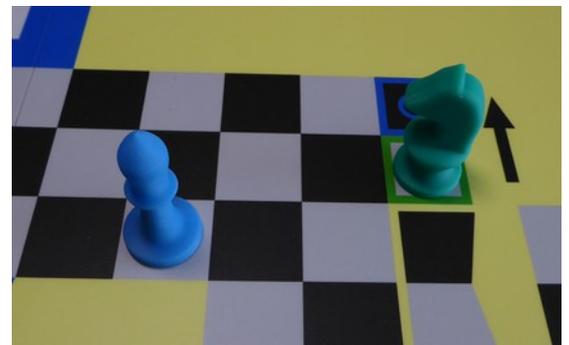
If a piece is on a break square of its colour the piece may not be captured there. In the centre-right picture, for example, the green knight may not be captured.

The two blue pieces are already close to the target area. The pieces must move into the target area via one of the two squares marked with the small grey arrow (entry squares). In this case, the queen can move in with one move, the bishop needs 2 moves. If you have rolled more than the required number of moves, you can move in and let the rest of the moves expire.

The winner is the first player to have all 4 pieces in the target room / house. The remaining players can of course play out the other placements.

Variant

- + and # mean insert. Only if no piece is left in the starting box, # means skip.



The *little action* chess jumble

In the **little action chess jumble** we also take the action cards! Please take out the cards with king and pawn signs.

Then shuffle the cards well and place them next to the board.

Here you can now choose whether to use a piece or take an action card when you roll + or #. But watch out! There are positive and negative action cards.

There are a few peculiarities to keep in mind:

"active pieces" are always pieces on the "running track". Pieces in the start box or in the house are **not active!**

- If "**active**" is not written, the **action refers to all pieces!** E.g. "All queens must be placed on a starting square" means that queens **in the house and queens from the starting box are placed on a starting square**. Here, of course, **the own starting squares are meant!** If both starting squares are occupied, one of the two pieces must go into the starting box to make room for the queen. A opponent piece can be thrown out.



- "... **swap any two pieces**" means that you really can swap your own or other people's pieces!
- If you use + or # as an "insert", you may roll the dice again. If you use + or # as an action card, only the action is valid and then it is the next player's turn.
- It can happen that you cannot release the starting fields by drawing cards if there are still usable pieces in the starting box. Then, when it is your turn again, you have to clear at least one starting square.
- Actions of the cards must be executed. If this is not possible, it is the next player's turn.

Variants

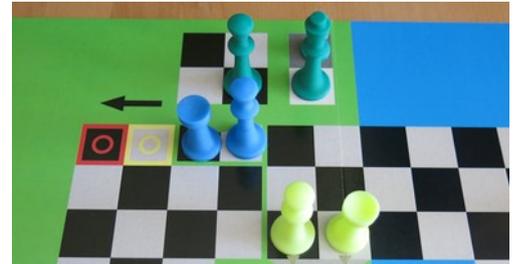
- # means draw action card, + means insert.
- protected pieces may not be captured. Then please add the four action cards "**... and you may also capture protected pieces**".

The *big chess* jumble

In the **big chess jumble**, all 6 pieces are starting. The pieces are placed in the start box. In addition, we need the 2nd dice: the **white dice** and the **orange dice**. The aim of the game is to reach the finish area with all the pieces. The pieces may move in all directions, but never over the blocking line marked in their respective colour! If you want to move with **queen, rook, bishop or knight, the white cube** applies, for the **king and the pawn the orange cube**.

Protected pieces may not be captured! A piece is protected if a piece of another player, which would capture a piece of one's own, can be captured by a piece of one's own. However, there must not be two pieces protect each other on the two **opponent starting squares** or on the **two house entry squares**. Otherwise these would be blocked. The blue and yellow pieces in the picture above may not stand like this.

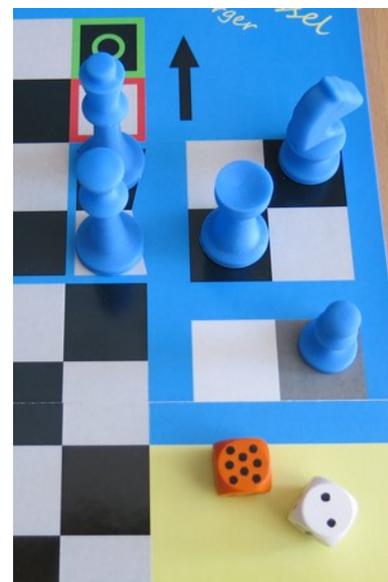
Examples: In the lower picture, the green bishop is not protected and can be captured. The green rook is protected by the bishop and cannot be captured.



The player who starts now rolls both dice. If a + is rolled with the white dice, a piece can be inserted. The piece may start on one of the two coloured starting squares. Roll the dice again, with both dices. The piece may now move as often as the corresponding colour dice indicates it. Of course, the piece may only move according to its move rule. The last move can also be used to capture an opponent's piece.

In the example on the right, the queen and king can start. The dice now say that the king could make 8 moves, the orange dice applies to the king. The queen could make 2 moves, as the white dice applies. The player can now decide which of the two pieces to move with.

As in any jumble, the player who gets all his pieces to the finish area first wins.



The *great action* chess jumble

In the **big action** chess jumble we also take the action cards. Now also add the king and pawn cards.

The rules for rolling the dices and drawing action cards are the same as for the small action card chess jumble.

Epilog

Thank you for your interest in the chess jumble. I hope you have a lot of fun with it! The rules in this guide are only suggestions on how to play it. You can of course combine all kinds of rules and invent new ones. Just be creative and think freely!

I would like to take this opportunity to thank everyone who has helped me a lot with the design and the rules by playing along and critically observing the game. I would especially like to thank Astrid, Brigitte, Judith, Melanie, Barbara, Milena, Sonja, Sathees, Michaela, Nicole, Maren, Miriam, Irini, Elena, Lukas, Louis, Jingbo and Johannes for their ideas and willingness to play.

All mistakes and inaccuracies are of course my fault. If you find something that doesn't fit yet, just write me!

Thus, if you have any questions or ideas, just send me an e-mail!

Version 202303

chess jumble

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