

Square 4 Chess - Gameplay

General

Square4Chess is an open game, there are multiple routes are sometimes the best results. It is mainly about discovering opportunities. Agree on who starts, sometimes the pieces are uneven and it makes sense to change once color. Who starts is sometimes off, so you can also rotate it. For most tasks, you can earn points by pawns (or tokens), and whether to save pieces of the opponent. The pawns are purely to gain points and are not pawns in the sense of "chess piece". Also you in most contracts may store the pieces of your opponent. If it is difficult, you can store anything you can agree together how many innings (which will not be beaten) the game has ended.

Points system

Pawns or tokens: 1 point Knight = 3 points Bishop = 3 points Rook= 5 points Queen = 9 points

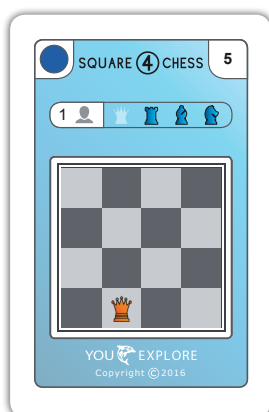
Square 4 Chess

Basic card game Blue



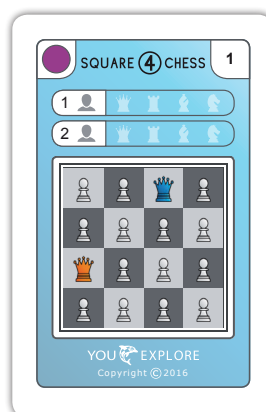
Green: One player game

Capture a pawn every turn. Try to capture all the pawns in the least number of moves.



Blue: One player game

Blue must set the above pieces such that the orange piece is trapped.

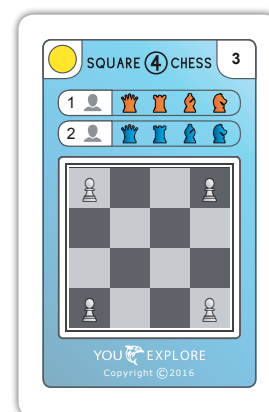


Purple: Two player game

The goal is to capture as many pawns as possible. There are also other variants of this game possible:

Variant 1: You may not capture each other's pieces.

Variant 2: You may capture each other's pieces.



Yellow: Two player game

The colored pieces start off the board. Every turn a player has to decide if one would like to make a move or place one of the colored pieces on the board. The player who has captured the most points by the end of the game wins.

