

CHEK

SETUP: 8x8 standard chess/checkers board, 24 pieces, pair of 6-sided dice

- Six pieces occupy the middle squares on each side of a standard 8x8 board
- A player's pieces are designated by a unifying color or symbol
- First player is chosen arbitrarily
- Play moves to the Left (clockwise)

STEP: Each turn the current player moves a piece of their own, one space in any *4-way* direction

- Players may STEP or ATTACK once per turn

ATTACK: An ATTACK is a STEP onto an opponent-occupied space

- Players attack adjacent pieces in any *4-way* direction
- Each player rolls a single die--*High roll wins / Defender wins ties*
- **BULLY:** Attacker gets +1 when two or more of its own pieces are 8-way adjacent to contested space
- Winner SCORES opponent piece by removing it from board and keeping the contested space
- Winner may also CHAIN or LINK in any *8-way direction*

CHAIN: CHAIN attacks follow the procedures of a standard ATTACK

- CHAIN attackers get *+1 to die roll / Defender still wins ties*
- Winner of each CHAIN attack takes control and may ATTACK or LINK as able
- **LINK:** Players may use their own *8-way contiguous* pieces to continue a CHAIN to other opponents that they may be able to reach
- CHAINS and LINKS are contained within a single turn
- Play resumes clockwise from first Attacker
 - A token may be passed by players to track turn order if desired

Object: Player with the highest SCORE wins, including active and taken pieces

- Play to the last piece standing
- Ties are allowed
- When two opposing pieces remain on the board, the current player attacks the other remaining player regardless of piece position
- Attack winner also SCORES their own final piece
- Players may end the game at any time by unanimous agreement of active players
- Surviving pieces are added to their respective players' SCORE