



THREE KINGS CHESS

Premier Three Player Chess Boards

MORE BOARDS STYLES



Cherry Dark



Cherry Light



Red Oak Dark



Red Oak Light



White Maple Dark



White Maple Light

OFFICIAL RULES

3 PLAYER CHESS, PERFECTED

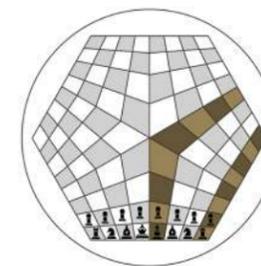
ALL ALLIANCES ARE ALLOWED, YET DOOMED TO BE BROKEN

There are many 3 player chess variants. All have different rules, board set-up, and board design. The following are the official rules developed by Three Kings Chess after decades of playing three player chess. We have found this to be the most balanced way to play.

SETTING UP THE BOARD

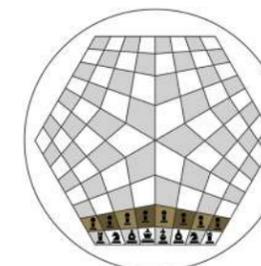
Three Kings Chess is played on a hexagonal board. "White is right" applies. The white square is on the right.

For all three players: The King is on the right, the Queen is on the left, for the sake of symmetry. The remaining pieces are set up the same as orthodox chess.



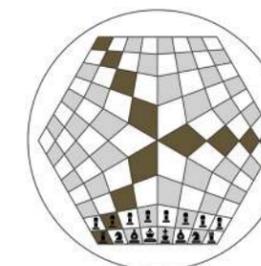
Files

Denoted with Letters in standard notation (*TKC boards do not have letters/numbers*). Those squares which are vertical or moving forward from your set-up position.



Rows

Denoted with Numbers in standard notation (*TKC boards do not have letters/numbers*). Those squares which are horizontal or moving laterally from your set-up position.



Diagonally

Moving to a cell of the same color sharing a corner, but not an edge.

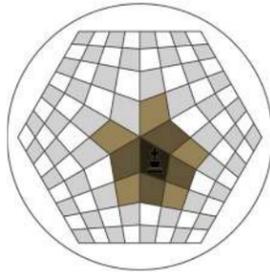


Orthogonally: Moving to a cell of the opposite color sharing an edge, not a corner

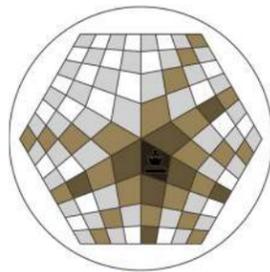
Clockwise game play and First move: In general, White makes the first move. In Three Kings Chess etiquette, the host holds the opponents' pieces in hand face down and has the guests choose.



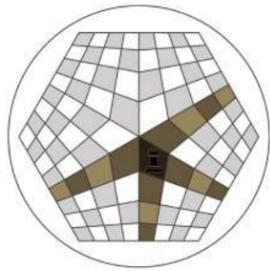
MOVEMENT OF THE PIECES



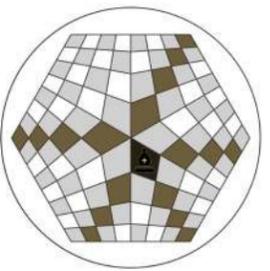
King: The King is your *most important piece*. Once your King is checkmated, you lose. The king can move one cell diagonally or orthogonally in any direction. The King may never move into check or move through check during castling.



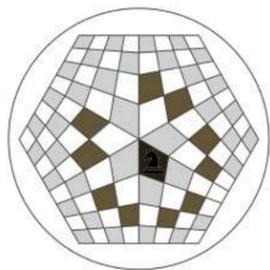
Queen: The Queen is your *most powerful piece*. The Queen can move any number of cells diagonally and orthogonally in any direction. When moving diagonally through the center, the Queen has a choice to go left or right.



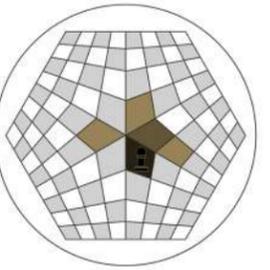
Rook: The Rook moves any number of cells orthogonally only, in any direction.



Bishop: The Bishop moves any number of cells diagonally only, in any direction. When moving diagonally through the center, the Bishop has a choice to go left or right. At the beginning of the game, note that you have a "light square Bishop" and a "dark square Bishop".



Knight: The Knight moves one cell orthogonally and one cell diagonally or in the shape of an "L". The Knight can "jump over" other pieces. The movement of the knight can often be the most confusing, especially near the center; but, keep in mind a knight will always land on a square of the opposite color and keep in mind the shape of the "L".



Pawn: The Pawn moves orthogonally straight ahead and never backward. It captures diagonally. On its first move, a pawn can move 2 cells straight ahead. If a Pawn advances all the way to the opposite end of the board, it is immediately "promoted" to any other piece (usually a Queen).

SPECIAL MOVES

Castling: Each player may castle only once during a game when certain conditions are met. Castling involves the King and the Rook. In order to castle, neither the King nor the Rook involved may have moved before. The King may not castle if in check. The King may not move through a cell that is in check. There must be no pieces between the King and the Rook. You may castle King-side, Queen-side, or not at all.

Pawn Promotion: If a Pawn advances all the way to the opposite end of the board, it is immediately "promoted" to any other piece (usually a Queen, but not always).

En Passant: A special capture involving the Pawns. It means "in passing" and it occurs when one player advances a pawn 2 cells (from starting set-up position) passing an opposing pawn trying to avoid capture. The capture is made exactly if the player had moved only one cell forward.

CHECK AND CHECKMATE

The main objective in chess is to place your opponents King in Checkmate, a position they cannot get out of. In Three Player Chess you have TWO opponent Kings to place in checkmate!

Check: Check is a position where the King is "threatened" with a capture. If you are in check, you must move to get out of check immediately. If you cannot, the result is CHECKMATE, and this is a loss position.

There are three ways to get out of Check:

1. Capturing the attacking piece (by either you or the third player)
2. Blocking with another piece (by either you or the third player). This does not apply to an attacking knight or pawn.
3. Moving the King away from the attack.

****VERY IMPORTANT**** SPECIAL CONSIDERATIONS REGARDING CHECKMATE

1. If Player 1 places Player 3 to his right in check and Player 2 to the left moves to put Player 3 in checkmate, Player 1 gets the checkmate. In Essence, the first player to Check gets the Mate.
2. If you checkmate a player, his King comes off the board and his pieces become yours. You still get just one move. Naturally, your drafted pieces can no longer threaten your King. Pawns must continue in their current file towards promotion.