

D CHESS

 creative commons

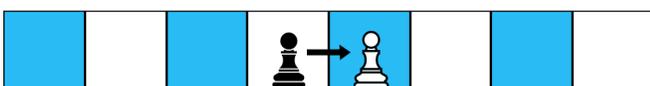
Doc Pop's One-Dimensional Chess is a fun, innovative chess variant played on a single row of 16 squares. The rules are intuitive for new and expert players alike, but offer a refreshing twist on the classic game of chess.

Set up- Each player picks a color, then sets one of each piece in this order (moving from the edge of the board in): king, queen, rook, bishop, knight, pawn. The white Queen starts on a white square and black Queen starts on a black square. This PDF includes a page you can print, cut, and assemble into a board. If needed, you can cut out the chess pieces too, but using "3D" chess pieces is recommended if you have them.

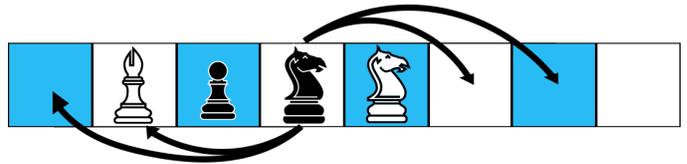
****RULES****

The object of the game is to checkmate (threaten with inescapable capture) the opponent's king. White is always first to move and players take turns alternately moving one piece at a time. Chess pieces may not move to a square occupied by another chess piece of the same color. However, a player may capture an enemy's piece by moving onto the same square on which that piece sits. When that happens, the enemy piece is captured and removed from the board. All pieces can move forwards or backwards, except for the Pawn (which only moves forward).

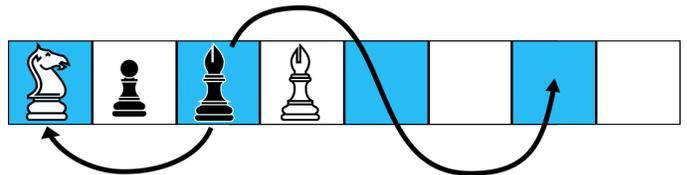
Pawn- Pawns only move forward. On the first move a pawn can move one or two spaces, every subsequent move can only be one space. If an opponent's piece is directly in front of a pawn, the pawn may capture it. If a pawn is moving two squares on its first move, it may not capture on that same move.



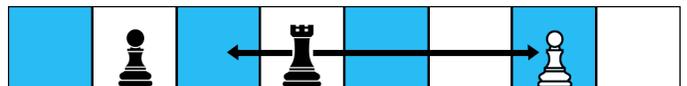
Knight- Knights move or capture by jumping 2 or 3 squares in either direction from their current location. Knights may jump over any pieces, but can only land in squares that are empty or contain an opponent's piece.



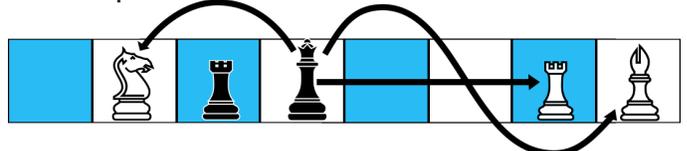
Bishop- Bishops travel along every other square in either direction. If a Bishop starts on a white square, it only moves through other white squares (ignoring any and all pieces on black squares). Bishops can move as many squares as desired in either direction, but may not move through pieces on the same color square they started on. If they enter a square with an enemy piece, that piece is captured and the Bishop stops.



Rook- Rooks can move as many squares as desired in either direction, but may not move through friendly pieces. If they enter a square with an enemy piece, that piece is captured and the Rook stops.



Queen- Queens may move as either a Rook or a Bishop. Unlike a Bishop, the Queen is not forced to stay on the same colored square throughout the entire game, but if it is moving like a Bishop, it may only travel along the same color squares as its current location.



King- Kings may move or capture one square in either direction. The King is the most important piece in the board. If he is checkmated (see rules below) the game is over.



Ending the game- A player's king is said to be "in check" when it is attacked by an opponent's piece. It is never legal to move your king into check, nor is it allowed to move any of your other pieces into a scenario that puts your king into an immediate check; if you notice an opponent has done so, you should point this out and allow them to make a safe move instead.

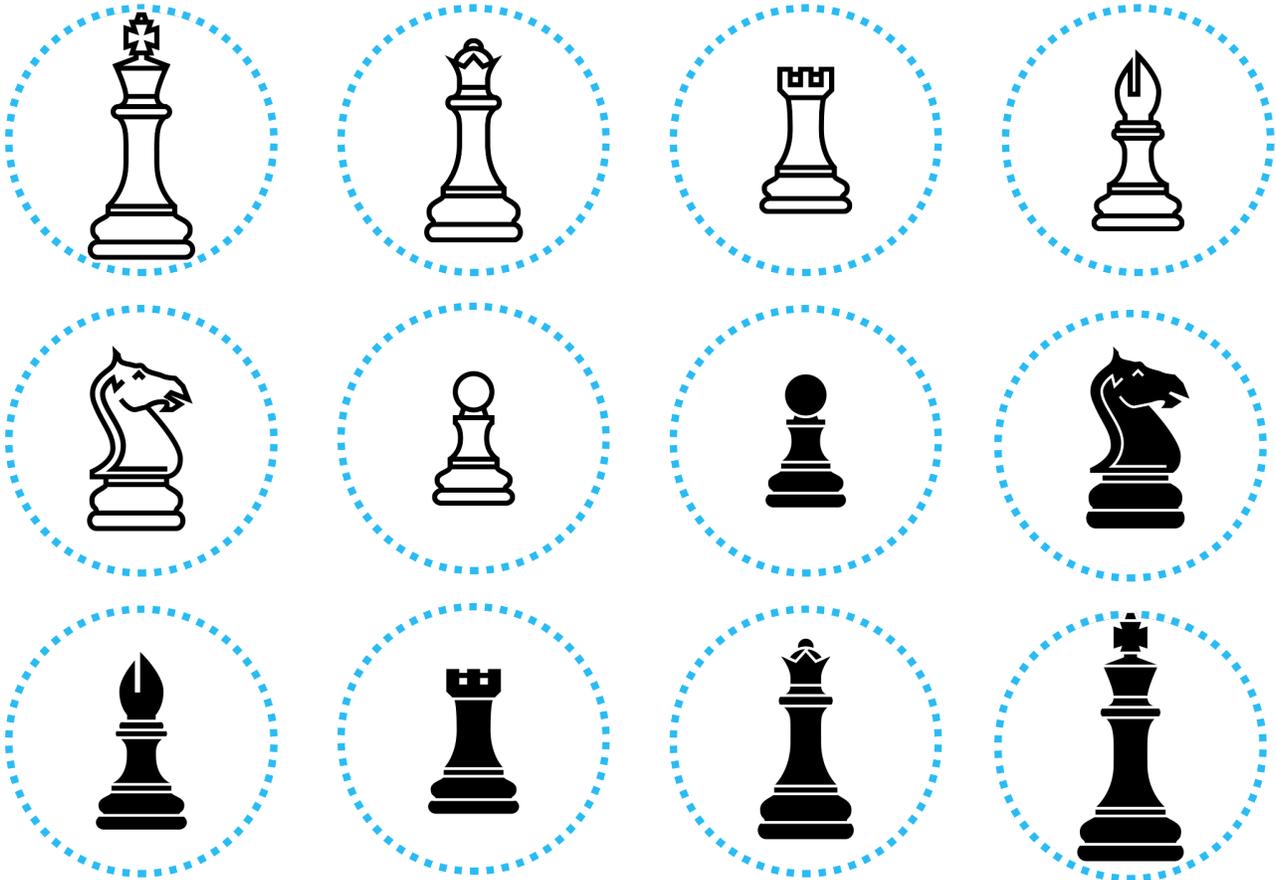
You win the game via checkmate, where you attack your opponent's king in such a way

that he cannot avoid being captured. To win the game, the victorious player doesn't actually capture the enemy king; once capture is inevitable, checkmate has occurred and the game is over. A player who knows defeat is inevitable may also resign the game rather than wait to be checkmated.

The game can end in a draw, where there is no winner. The most common way to draw a game is by stalemate. Stalemate is a situation in the game of chess where the player whose turn it is to move is not in check but has no legal move. Other draws include repetition with the same position occurring three times with the same player to move and the 50-move rule, where no pawn has been moved and no piece has been captured for 50 consecutive moves by each player.

******1D Chess is best played with 3D chess pieces******

If you don't have any chess pieces handy, cut out the pieces above and use them in your game.



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DIY ONE DIMENSIONAL CHESS BOARD-

Cut out the three segments below, then assemble them into one long line of 16 alternating squares. The shorter piece (of 4 squares) will be the middle section. Use glue or tape to stick the tabs on the short section to the undersides of the longer pieces. OneDimensionalChess.com © Doctor Popular

