

# Cubechess

This is a game for 2 players.

## What you need to play Cubechess:

- 6 white dice
- 1 special white die
- 6 black dice
- 1 special black die
- a 7x9 checkers board

## Setup

At the start, choose a color.

Place the board between you, with the short sides facing the players.

The dice will act as your **playing pieces**. Place them on your side, with the special die in the middle - this piece will be your **king**. Mark your King with a piece of tape. Think of these numbers as the **state** the piece is in.

## Goal

Your goal is to take(capture) the king of your opponent.

## Movement & Changing your state

In a turn, you may either **move** a peace or **change** a peace.

To change a piece, you simply roll the die you want to change, and the result is the new state of that piece.

E.g. you roll a 1, the die shows 5, now that die is a 5 and you place it back on the same field.

Should you get the same number again, you can roll until you get a different one.

**You cannot change your king. The king moves like a 6, and can beat everyone like a 6.**

**The difference to a 6 is that the king may be beaten by *every* number.**

All your pieces may move orthogonally, or **straight**, for as many fields as

**7 minus the number of pins they show.** They may of course move fewer steps.

So a 1 would be able to move 6 or fewer steps in a turn, a 3 would be able to move 4 steps, a 2 5 steps and so on.

The 6 can move 1 step, but also **diagonally**. No other number can move diagonally.

Jumping over other pieces is **always** allowed.

To take(capture) a piece, you have to walk on the piece, but you have to be of **same or higher number**. An exception to this is the 1: It can also capture a 6.