

CHASE CHESS

Two players build a board as they play, then chase each other across it. Nothing is ever captured. You win when your opponent cannot move, or cannot pay what they owe.

The following covers the tabletop game. Where the online version at chasechess.com differs, it says so.

Words used in these rules

Term	What it means
Tile	A square card with roads printed on it. Black on one face, white on the other, with the same roads either way. Tiles go onto the board and never come off.
Road	A line running from the middle of a tile out to one of its eight edges. A tile has between one and eight roads. Pawns travel only along roads.
Roundabout	The circle at the centre of a tile where its roads meet. Every road on a tile touches it.
Gold	Your money. Round tokens. You start with 24 and you can win more or lose it. Gold on the board sits on tiles; gold not on the board is inwhere, when a pawn is standing on gold and is jumped the jumped player can choose how to play your supply.
Supply	The gold in front of you, not yet placed on the board.
Stack	Gold sitting on one tile. A stack moves whole — you can never take part of one.
Control	Whoever has the most gold on a tile controls it. A tile with no gold on it is controlled by whoever matches its colour.
Claim	Putting gold on a tile to take control of it.
Pivot	Turning a tile that is already on the board, without moving it to a different square, so its roads point in new directions. Costs 1 gold, paid to your opponent.
Merge	Moving your own gold stacks together onto one tile.
Fly	The first half of moving your pawn: travelling in a straight line.
Drive	The optional second half of moving your pawn: continuing from where you landed, turning corners as roads allow.
Jump	Passing over your opponent's pawn during a move. You earn gold for it. The pawn is not removed.
Stranded	A pawn standing on a tile it does not control. It costs you gold every turn until you move it.
Toll	Gold you pay when you cross a tile your opponent has gold on.

What is in the box

Piece	How many	Notes
Board	1	An ordinary 8 by 8 checkerboard. Any chess board will do.
Tiles	72	One shared deck, used by both players. Black on one face,

		white on the other.
Pawns	8 per player	Ordinary chess pawns. You choose how many to use, from 5 to 8. You never gain or lose any during play.
Gold	24 per player	Round tokens. Coins, counters or poker chips work.

Where gold comes from

You gain gold when	How much
You start the game	24
You jump an opponent's pawn	2 from their supply, for each pawn you jump (plus the value of the gold stack their pawn is on, if any)
An opponent crosses a tile you have gold on	As much as you have there . (They pay it to you)
You move 10 or more squares in one turn	1 from their supply. 20 or more squares takes 2. 30 or more takes 3.

You lose gold when	How much
You claim a tile	Whatever you put on it At least 2 gold, and more than your opponent already has there
You fortify a tile you already control	At least 1 gold (using up a turn)
You pivot a tile	1, paid to your opponent
You cross a tile your opponent has gold on	As much as they have there
You leave a pawn stranded	2 for each turn it stays stranded, starting from your next turn. (You can leave a pawn stranded while you perform other actions on your turn.)

Gold placed on the board is not spent. It is still yours and it still counts, but you cannot use a gold stack (on the board) to pay a debt unless you hand over the whole stack.

Setting up

- Each player takes a colour, 24 gold, and 8 pawns.
- Shuffle all 72 tiles into one deck, shared by both players.
- Make sure the tiles are placed so both players can see the next 2-3 tiles.
- Place four of your pawns on your back row. Put the rest anywhere in your first two rows.
- Either player goes first.

Colour and control

Two different things:

- COLOUR is fixed. A dark square is Black's to build on and always will be. Black tiles go on dark squares only, White tiles on light squares only.
- CONTROL can change. Whoever has the most gold on a tile controls it. With no gold on it, a tile is controlled by its own colour.

So you may come to control a tile of your opponent's colour by putting gold on it, and you may lose control of your own by giving that gold up.

Gold may never be placed on a tile with a pawn standing on it, yours or theirs. Nobody can buy the ground out from under a piece.

Your turn: pick one of five

On your turn you do exactly one of these. You cannot pass.

Action	What you do	Cost
Tile	Take a tile from the deck and place it on any empty square of your colour with your color facing up. Turn the tile whichever way you like. Black tiles go on dark squares, white on light.	Free
Move	Send one pawn out. Fly, then optionally drive. See the next page.	Whatever you meet on the way
Claim	Put gold on a tile to take control of it. If it's not your color, at least 2. If your opponent has their gold on it, you need to put 1 more than they have already.	The gold you place
Pivot	Turn a tile already on the board so its roads point elsewhere. You can pivot your tile or your opponent's.	1 gold to your opponent
Merge	Move your own gold stacks (2 or more) together onto one tile you control, or use it to fortify on top of an existing stack.	Free

Four rules that never change:

- In classic play, you must take the top tile of the deck. In tile drafting gameplay, you can choose any of the next three tiles.
- Gold only ever sits on tiles, never on a bare square. Gold can never be placed under a pawn.
- One pawn to a square, always.
- Tiles never leave the board and never flip colour. They can only be turned.

Moving a pawn

A move has two parts. The first is required; the second is optional.

First, fly

- Choose a tile with a pawn on it with a road pointing in the direction you want to go, and move your pawn in a straight line.
- An empty square lets you straight through.

- Another tile lets you through only if it has a road pointing the way you are going. If it does not, you stop there. (Note that the tile you are leaving from does not need a road connecting back to your tile.)
- You may land on any tile you control along the way. How far you go is your choice.

Then, optionally, drive

- From where you landed, carry on from tile to tile, turning as each tile's roads allow.
- You may only drive across tiles you control. Not empty squares, not tiles your opponent controls.
- Stop wherever you like.

True of every move

- Start and finish on a tile you control. You may cross your opponent's ground, but never stop on it.
- You cannot finish on the square you started from.
- You cannot pass over your own pawns.
- The one exception to starting on ground you control is a stranded pawn — see below.

An important and easily missed point:

Roads do not have to meet. Only the tile you are leaving decides whether you can go. If it has a road pointing the way you want to travel, you go. The tile you arrive on does not need a road facing back at you.

Jumping

You may leap an opponent's pawn while flying or driving.

A jump is airborne. Only the square you land on must be one you control, and unoccupied.

- A jumped tile still needs a road pointing onward, the same as any other. Bare ground imposes nothing.
- Your own pawn never gets jumped. It blocks.
- No pawn may be jumped twice in one move.
- Nothing is ever captured. Their pawn stays exactly where it was.

Crossing a tile more than once

- You may pass back through the tile you started from, but you cannot finish there.
- Remember that no pawn may be jumped twice in one move, and pawns can only rest on tiles.

What you meet along the way

Settle each of these the moment you reach it, in the order you meet them.

What you might meet or do	What happens
A tile with your opponent's gold on it	You pay them that many gold. This is a toll.
An opponent's pawn	You jump it. Take 2 gold from their supply. The pawn is not removed and does not move. If their pawn is standing on top of a gold stack, they owe you that much gold in addition.
Flying and/or driving across ten or more tiles that you control in one turn	Take 1 gold from your opponent. Twenty or more takes 2. Thirty or more takes 3.

The taunt

Cover ground, moving across only tiles you control, only once per turn, and your opponent pays for the taunt: 1 gold for ten or more tiles, 2 for twenty or more, 3 for thirty or more.

What counts, and what does not:

- Each tile counts once. If the use the same tile twice, it's not a taunt.
- Only ground you control counts, plus any tile or square where you jumped their pawn.
- A tile you paid a toll to cross is theirs. That forfeits the taunt move in that turn.
- Bare squares you flew over do not count, but use can use them to move in your taunt.

You must begin and end the journey on ground you control. A stranded pawn cannot taunt: it sets out from a tile it does not control, so there is nothing to count from.

Jumping a pawn that is standing on gold

This is the one rule where the tabletop game and the online version differ.

Version	What happens
Tabletop	You take 2 gold from their supply. The gold under the jumped pawn is not automatically yours; the jumped player decides how to settle, and may hand over that stack or pay from elsewhere. If they hand over the stack their pawn is standing on, that pawn can be left stranded if the tile originally belonged to you.
Online (chasechess.com)	You take 2 gold from their supply and the stack under the pawn as well, with no choice offered. The computer settles it the same way every time so that a game can be replayed in the same turn.

Stranded pawns

You never land on a tile your opponent controls. But you can lose the ground beneath you.

Buy an opponent's tile with gold and it becomes yours, so you can land there. Spend that same gold later to settle a debt and your claim leaves with it. Your pawn stays behind, standing on a tile it no longer controls. That pawn is *stranded*.

A stranded pawn has two ways out:

- Move it on your next turn. It may set out from the tile it is stuck on, and it costs you nothing but the turn. It must still finish on a tile you control.
- Leave it where it is. You owe 2 gold, and 2 more for every turn it stays stranded.

Paying what you owe

- Pay from your supply, or hand over a whole stack from the board.
- Stacks transfer whole. No change is given. This means, for example, a stack of nine settles a debt of two, and the other seven become the opponent's.

How the game ends

You lose when you have no legal move.

That means there is no action you can take that lets your turn finish, including paying what you owe. Someone always runs out of empty squares to tile, gold, or the ability to move a pawn first. There are no draws in Chase.

Reading the tiles

Roads run from the roundabout at the centre of a tile out to its edges. The background colours aren't just decoration: they tell you how many roads a tile has, so you can count them at a glance.

Roads	Colour	How many in the deck	Notes
8	Purple	16	Points every direction at once, so turning it changes nothing
7	Indigo	14	
6	Blue	12	
5	Cyan	10	
4	Green	8	
3	Yellow	6	
2	Orange	4	
1	Red	2	Rare, and it traps

Counts are per colour, so 16 purple tiles means 16 of each face. The tiles with the most roads are the commonest, which is why the board opens up quickly and then tightens.