HOW TO
PLAY
CHASE

On Your Turn, Perform <u>One</u> of the Following Five Actions

CLAIM

- **Place a new tile** on your color square.

- **Use gold** to claim one of your opponent's tiles or fortify your own.

- **Unlock gold stacks** already on your tiles to merge them or pay debts.

MOVE

- **Move to and from your tiles** by jumping and/or sweeping across them.

PIVOT

- **Pivot** any tile on the board in any direction within its square by paying opponent 1 gold.

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Introduction

Chase is a creative strategy game played on a chess board where players restrict the movements of their opponent in order to trap them without trapping themselves in the process.

Objective

Jump, sweep, and block your opponent, and collect debts, so that their pawn(s) no longer have freedom of movement.

How the Game Ends

The game ends when an opponent has no more legal moves remaining, allowing the other player to win the game.

Setup

- Use a standard chess board and chess pawns. Lay out the board so that a white square is at the bottom right side.
- Each player begins with 1-8 chess pawns on their own color square(s) at the opposite end from their opponent. (For two players of vastly different ability, the more experienced player may wish to use more pawns.)
- Shuffle the 'tile' cards and place them so that the first can easily be drawn.
- Each player begins with 24 gold coins. (Use 12 for a quick game.)

Gameplay

After deciding which player is playing which color and who goes first, players take alternating turns. On your turn, perform ONE of the following five actions:

Claim
- **Place a new tile** on your color square.
- **Use gold** to claim one of your opponent's tiles or fortify your own.
- **Unlock gold stacks** already on your tiles to merge them or pay debts.
Move
- **Move to and from** your tiles by jumping and/or sweeping across them.
Pivot
- **Pivot any tile** by paying your opponent 1 gold.

Claim

- Place a New Tile
    - A pawn can only jump *to* and *from* a square upon which they have placed a tile of their color (designated by the circle in the center of the tile) or one to/from which they claimed from their opponent using gold.
    - If you select a tile for your turn, you must draw the next available tile in the tile stack. The other tiles are not hidden, however. You can still see the tiles that come after the next available one.
    - You can only place tiles upon your own color squares.
- Add Gold To Tiles
    - By adding gold to your own tile, you can use it to block your opponent or collect fees when they move across it.
        - Place a minimum of 2 gold on your own tile.
        - You cannot add gold to a tile upon which your pawn rests.
        - You can add gold to <u>one</u> tile during your turn. If you want to add gold to another tile, use another turn.
    - Claim one of your opponent's tiles by putting gold on it:
        - If there is <u>no</u> gold on the tile, place a minimum of 2 gold on it, with your color face-up on the gold to show your control of it.
        - If your opponent's gold shows their control of the tile, place as many gold as are stacked on the tile *plus one*, with your color face-up on the gold to show your control of it. (e.g., if it has 4 gold then place 5 or more of your gold on top of the stack to claim it)
        - A tile with your opponent's pawn on it cannot be claimed.
        - To re-claim a tile that your opponent has claimed, repeat the claim process in a subsequent turn.
- Unlock Gold On Your Tiles
    - Once gold has been placed upon a tile it becomes locked and cannot be divided by the player that controls it. One of the following two conditions must be met before moving or removing gold from tiles.
        - A stack of 2+ gold is being merged with at least one other of your gold stacks <u>on the board</u>. The merged gold can then be left in place or moved to another tile, making a larger stack with which to claim, re-claim, or fortify an existing stack.
        - A gold stack is being removed by the owner to pay a fee. Note that this action does not count as taking a turn. It can only be given to their opponent <u>in whole</u>, with no change provided. (e.g., if you have no loose gold coins and you owe your opponent 1 gold and your smallest gold stack is 6 gold, the *entire stack* of 6 gold must be relinquished). Once the fee is paid, the payee can then divide the stack(s) for their own use, with no change given to the payer.
        - You can remove gold from under your pawn(s) to help satisfy the above conditions.
- Merge Gold [see first condition of '*Unlock Gold On Your Tiles*', above]

Move

- The paths from the center of each tile show the way a pawn can **exit** that tile to the next tile in that direction of movement. A tile may allow you to get to the next tile but not come back the same way.
- A pawn needs to have a tile under it in order to move.
- Without a tile a pawn may be jumped by your opponent from any direction.
- There are two ways to move your pawn: jump and/or sweep.

Jump

- Your pawn can only jump in a <u>straight line</u> from a tile you control to another tile you control.
- Jump as far as you'd like over any tiles that allow you to travel in the linear direction your pawn is moving (including opponent tiles).
- Un-tiled squares can be jumped across though cannot be jumped *from* or *to*.
- If your opponent's pawn(s) are encountered they may also be jumped if you eventually land on a tile you control at the end of your linear jump.

Sweep

- You can perform a sweep without having performed a jump first in the same turn. You can also perform a sweep after a jump in the same turn.
- In a sweep, you move across any <u>connecting</u> tiles you control in the directions indicated by the tiles. You cannot sweep across your opponent's tiles unless you are jumping them in your sweep.
- To jump your opponent's pawn(s) during a sweep, your jump must be linear. Further, the tile immediately after each pawn being jumped much be one you control. You may then continue your sweep across your connecting tiles in any direction where movement is allowed.
- You cannot end a sweep on the same tile you began your turn from.

Taunt (Bonus Move)

- If, on your turn, you sweep *without jumping* and sweep across 10 or more tiles, collect 1 gold for every 10 of your tiles that you sweep across.
- The tile you begin from counts as tile number one in the taunt move.
- You cannot sweep across any tile more than once.
- You can also jump over your opponent's pawn(s) in the taunt (as normal)

Further

- If playing with multiple pawns, your own pawn may not be jumped or swept across.
- Two pawns may not occupy the same tile at the same time.
- The same pawn can only be jumped once per turn (without exception).

Pay and Collect Debts

Pay Debts
- When jumping across your opponent's gold, pay an amount that is equal to the gold being jumped across.
- When your pawn is jumped:
  - Pay 2 gold to your opponent for each of your pawns jumped.
  - If your pawn is on top of a gold stack, in addition to paying 2 gold you must also pay as much gold as your pawn is on top of (from any of your sources or a combination thereof).
    - If you surrender the gold on a tile that is not your color you no longer have control of the tile and need to either move on your next turn OR pay 2 gold for each of your turns your pawn remains upon your opponent's tile.
- Pay to pivot a tile:
  - Pay 1 gold to your opponent to pivot <u>any</u> one tile any way you'd like without moving it from its original space. Your opponent is prohibited from pivoting the same tile in their next turn.
  - Tiles that have a pawn on it (yours or your opponent's) can be pivoted.
- Pay your opponent for a taunt (bonus move)
  - Pay your opponent 1 gold for every 10 tiles of their color they sweep across without repeating a tile.
  - If your pawn(s) are jumped in the taunt, pay additional fees. If, for example, your opponent's taunt is 22 tiles long and they were able to jump over 2 of your pawns (either of which were not on a gold stack) without re-using any tiles, you would pay them 6 gold.

Collect Debts
- Receive the same from your opponent as you would pay to them, above.

Further
- If both players are paying and collecting debts in the same turn, note that debts are paid/collected in order, as events occur. For example, if you jump over your opponent's gold stack before jumping their pawn in the same move, the fee for passing over their tile would be paid *before* you collect for their pawn being jumped.
- Debts can be paid from any gold you have, or in combination.

Additional Modes of Play

In addition to the regular mode of play there are two additional ways to play Chase.

Mode: Tiles

Setup

- Shuffle the tile cards and place them so that the first can easily be drawn.
- Each player begins with:
  - 1-8 pawns on their own color square(s) at the opposite end from their opponent.

To play this mode, remove the gold from gameplay and pay all fees with tiles. If, for example, your pawn is jumped you would turn over two of your tiles to your opponent's color.

If your only tile remaining is the one your pawn is on, you have lost the game.

Mode: Gold

Setup

- Each player begins with:
  - 1-8 pawns on their own color square(s) at the opposite end from their opponent; and
  - 24 gold coins.

To play this mode, remove the tiles from gameplay and jump to/from and sweep across the gold coins.

Further:
- You may jump across your opponent's gold (paying the appropriate fee) but you can only jump *to* and *from* gold of your own color.
- You may only sweep across your own gold.
- The relevant fees are paid as normal.

Have Fun!

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