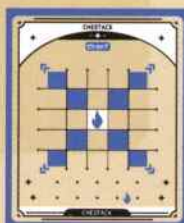
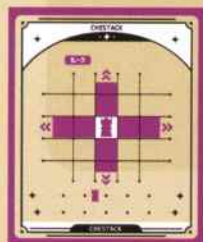
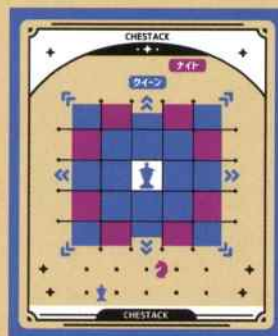
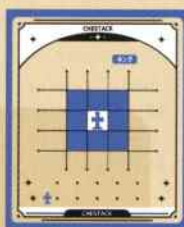
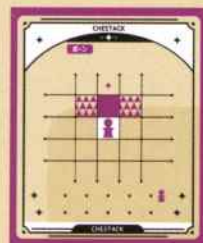


CHESTACK



CHESTACK

CONTENTS

Rules of Chestack 1~6

Rules of Chess 7~14

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◆ Rules of Chestack ◆

1. What You Need to Play

- 16 White(Red) pieces
(6 types. 1 King, 1 Queen, 2 Rooks, 2 Bishops, 2 Knights, 8 Pawns)
- 16 Black(Blue) pieces
(6 types. 1 King, 1 Queen, 2 Rooks, 2 Bishops, 2 Knights, 8 Pawns)
- 1 chess board (8×8)

2. Glossary of Chestack Terms

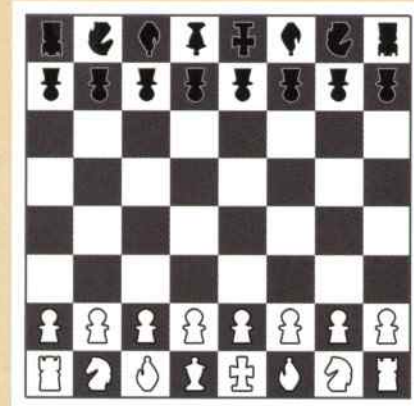
- Subjugate:
This is an action to take the opponent's piece(s).
- Summon:
This is an action to play the piece(s) you have taken.
- Stack:
This refers to stacking Chestack pieces on top of each other.
- Merge:
This refers to stacking your Chestack piece on your piece(s).
- Absorb:
This refers to stacking your Chestack piece on your opponent's piece(s).

3. Types of Pieces (Same as Chess)



*From left to right: King, Queen, Rook, Bishop, Knight, and Pawn

4. How to Set Up the Pieces (Same as Chess)



5. How to Play Chestack

- Players alternate turns starting with the player with White pieces.
- After setting up the pieces according to the initial layout, the players alternate turns, beginning with the White player, to move one of their pieces.
- If you move your piece into a square occupied by your piece or your opponent's piece, you can perform Subjugate, Merge or Absorb.
- A move that allows you to capture your opponent's King in your next turn is called "check". If your King is in check, you must make a move to get your King out of check.
- The victory condition is to "checkmate" the opponent's King. If your King is checkmated, it will be captured in the next turn whatever move you make.
- If you consider that you cannot win by any move during the game, you may resign, conceding the game to the opponent.

CHESTACK

6. Moves of Pieces (Same as Chess)

* See the separate sheet "Rules of Chess".

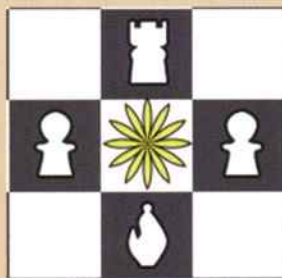
7. Additional Rules for Chestack

• Subjugate

- This is an action to take the opponent's piece(s).
- You can play the piece(s) you have taken by "Summoning" it.

• Summon

1. You can Summon and play a stack of 3 Subjugated pieces in an unoccupied square orthogonally surrounded by 4 cards.
 2. The action to Summon consumes 1 turn.
 3. Required Conditions for Summon
 - An unoccupied square is surrounded by 4 pieces as shown below.
 - The 4 surrounding pieces includes one or more Bishops.
 - You have 3 or more captured pieces.
- * The surrounding 4 pieces may be any types of pieces so long as they include one or more Bishops.
- * If the pieces in your possession are 2 or less, you cannot perform Summon.
- * The topmost piece of the stack must be of your camp's color when viewed from above. (Board version only)



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• Merge

You can stack your pieces on top of one another to use the ability of any piece in the stack.

• Absorb

You can stack your piece on of the opponent's piece(s) to use the ability of any piece in the stack.

• Stack

- You can stack up to 3 pieces.
- When stacked pieces fight each other, they can only perform Subjugate.
- Stacked pawns cannot perform En Passant or Promotion.
- Stacking pawns in the starting position also counts as moving one square.
- If a Rook is Merged, it is no longer a Rook and cannot be used for Castling.
- A stack including a Bishop can be used for Summon only if the Bishop is at the top of the stack.
- The King cannot be stacked.
- You cannot unstack any stacked pieces.
- When you Subjugate a stack, you must take all the pieces in the stack.

• Possible Actions for Stacked Pieces

Non-stacked piece vs. Stack of 2 pieces

→ Merge, Absorb, Subjugate

Non-stacked piece vs. Stack of 3 pieces

→ Subjugate

Stack of 2 pieces vs. Stack of 3 pieces

→ Subjugate

Stack of 3 pieces vs. Stack of 3 pieces

→ Subjugate

* You cannot stack more than 3 pieces.

CHESTACK

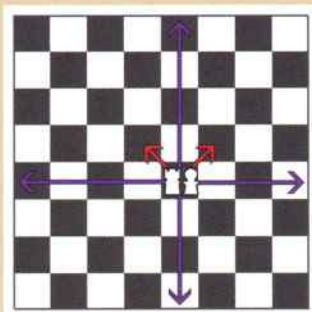
CHESTACK

• Moves of Stacked Pieces

Each stack is capable of the moves of any piece in it.

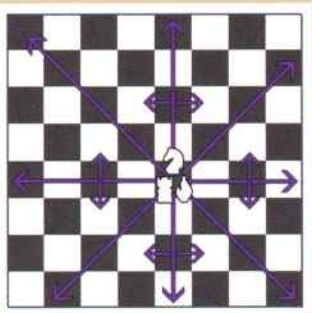
Ex 1. Pawn × Rook

- Pawn's moves to advance 1 square + move diagonally to Subjugate
- Rook's moves to move any number of squares orthogonally



Ex 2. Bishop × Rook × Knight

- Bishop's moves to move any number of squares diagonally
- Rook's moves to move any number of squares orthogonally
- Knight's moves to move 2 squares orthogonally and turn right or left at a right angle and move 1 square.
- * Only the Knight's moves can be used to leap over intervening pieces.



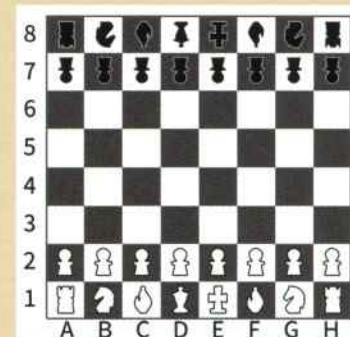
CHESTACK

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8. Chestack Notation (Score) Symbols

Notation Each square on the chessboard is identified by a unique coordinate pair - a letter and number.

King	K
Queen	Q
Ro	R
Bishop	B
Knight	N
Pawn	P (omitted)
Capture	×
Promotion	=
Check	+
Checkmate	#
Kingside Castling	0-0
Queenside Castling	0-0-0
Good Move	!
Bad Move	?
Absorb, Merge	*
Summon	§ (section)



Chestack Notation

1. This is basically the same as chess, so refer to the chess notation.
2. Indicate stacked pieces alphabetically from top to bottom.
3. Indications of merged pawns are not omitted

Ex. 1 {1.c6, d4 / 2.NPd7*, e4 / 3.e5, Nc3...}

* If, in the second move, a White Knight in b8 Merges with a White Pawn in d7

Ex. 2 {1.RPh7*, d4 / 2. / 3.e5, Nc3...}

* If, in the first move, a White Rook in h8 Merges with a White Pawn in h7

CHESTACK

◆ Rules of Chess ◆

* This section explains the basic chess moves and rules. For details on strategy, etc., please refer to chess books or other sources.

1. What You Need to Play

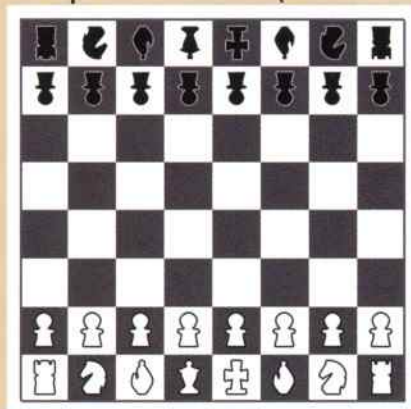
- 16 White pieces
(6 types. 1 King, 1 Queen, 2 Rooks, 2 Bishops, 2 Knights, 8 Pawns)
- 16 Black pieces
(6 types. 1 King, 1 Queen, 2 Rooks, 2 Bishops, 2 Knights, 8 Pawns)
- 1 chess board (8×8)

2. Types of Pieces (Same as Chess)



*From left to right: King, Queen, Rook, Bishop, Knight, and Pawn

3. How to Set Up the Pieces (Same as Chess)



4. How to Play Chess

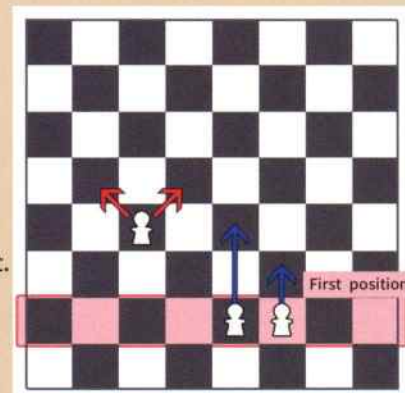
- Players alternate turns starting with the player with White pieces.
- After setting up the pieces according to the initial layout, the players alternate turns, beginning with the White player, to move one of their pieces.
- If you move your piece into a square occupied by your opponent's piece, you capture it.
- A move that allows you to capture your opponent's King in your next turn is called "check". If your King is in check, you must make a move to get your King out of check.
- The victory condition is to "checkmate" the opponent's King. If your King is checkmated, it will be captured in the next turn whatever move you make.
- If you consider that you cannot win by any move during the game, you may resign, conceding the game to the opponent.

5. Moves of Chess Pieces

• Moves of a Pawn

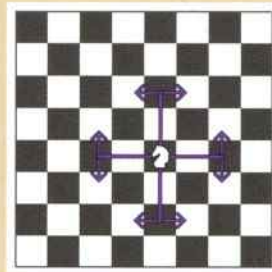
- A pawn moves forward one square. However, if it has not yet moved, it can move forward up to 2 squares.
- A pawn can capture an enemy piece on either of the two squares diagonally in front of the pawn. Note that it cannot take a piece directly in front of it.
- As special rules, you can also apply "Promotion" and "En Passant".

*See "6. Special Rules".

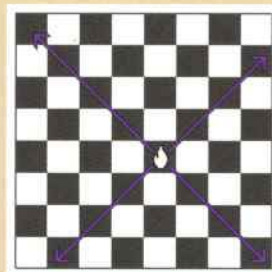


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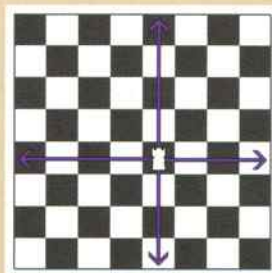
- **Moves of a Knight**
- First, move 2 squares ahead orthogonally in any direction. From there, turn right or left at a right angle and move 1 square.
- Only the Knight can leap over intervening pieces.



- **Moves of a Bishop**
- A Bishop can move any number of squares diagonally.



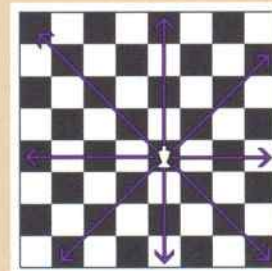
- **Moves of a Rook**
- A Rook can move any number of squares orthogonally.



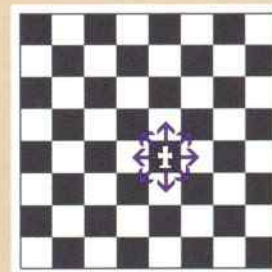
CHESTACK

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- **Moves of a Queen**
- A Queen can move any number of squares orthogonally or diagonally.



- **Moves of the King**
- The King can move one square orthogonally or diagonally.



CHESTACK

6. Special Rules

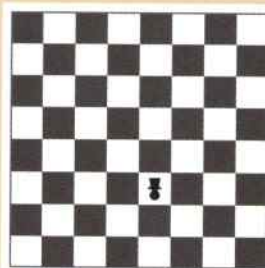
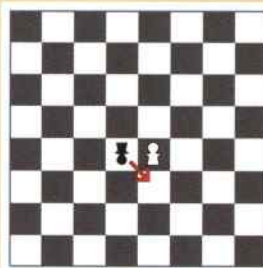
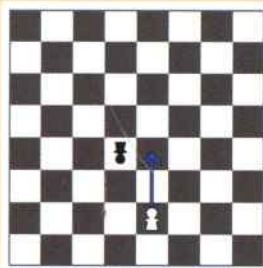
• Promotion

- When a pawn reaches the last square it can advance, it is promoted to a piece of the player's choice other than the King.
- In many cases, the player chooses to promote the Pawn to a Queen.



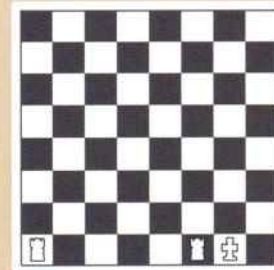
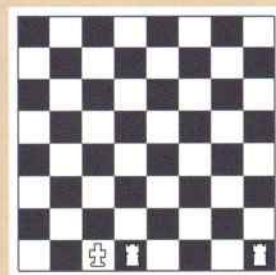
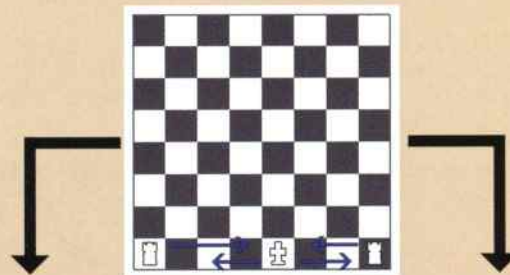
• En Passant

- When a pawn makes a two-step advance and there is an enemy pawn on a square next to the destination square on an adjacent file, the enemy pawn can capture it by moving to the square right behind it.
- Only pawns can capture each other in this way.



• Castling

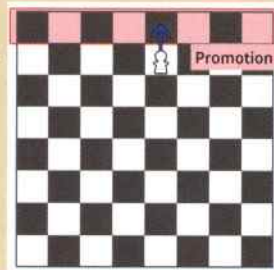
- This is a way to move your King and a Rook at once to fortify the defense.
- Move your King 2 squares toward your Rook on the same rank and place the Rook on the square that the King crossed.
- The following conditions must be met for Castling.
 1. Neither the King nor the Rook has previously moved.
 2. There are no pieces between the King and the Rook.
 3. The King is not in check.
 4. The King does not pass through or finish on a square that can be attacked by an enemy piece.



6. Special Rules

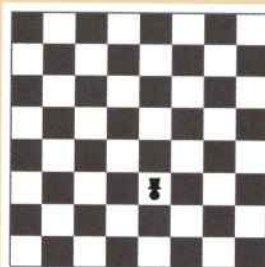
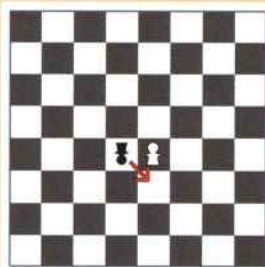
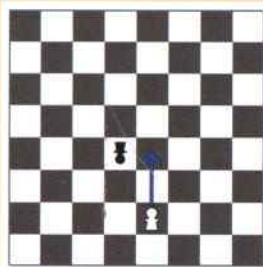
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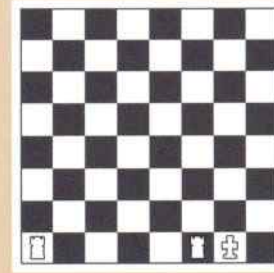
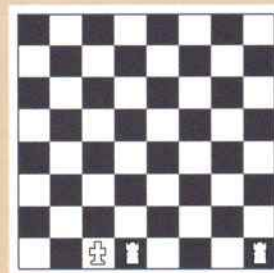
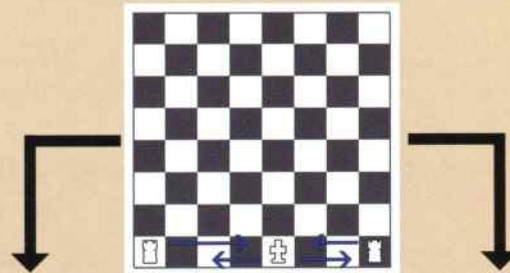
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 4. The King does not pass through or finish on a square that can be attacked by an enemy piece.



CHESTACK

Q&A

1. Can I unstack stacked pieces?

Answer: No, you cannot do that.

2. If Summoned, is a stack of 3 pieces Summoned?

Or, is the "stack of 3 pieces" only the required condition for Summoning 1 piece?

Answer: A stack of 3 pieces is Summoned.

You can freely choose which 3 pieces to stack from your hand.

Also, if you Summon a stack of 3 pieces with a Bishop on top, that piece also counts as a Bishop for Summon

when surrounding another unoccupied square with 4 pieces including that stack (if the required conditions are met).

If your stack to Summon includes a Bishop,

it may be advantageous to stack the Bishop on top.

3. If I Subjugate a stack, do I take all the pieces in the stack?

Answer: Yes, you must take all the pieces in the stack.

Thus, if you Subjugate the opponent's stack of 3 pieces, you must take all 3 pieces.

Also, if you attack a stack of 2 pieces

by a stack of 2 Merged pieces, you cannot Absorb, because doing so would exceed 3 pieces. In such a case, you can only Subjugate and take the opponent's stack of 2 pieces.

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