

Core Components & Game Mode 1

Game Components:

- One Trap Chessboard™ with coordinates.
- 17 white chess pieces + 17 black chess pieces (one extra Queen per side) with matching standees.
- Chess Piece Traps (CPTs): 16 white + 16 black tokens mounted behind pieces. Mount a CPT onto a single chess piece so the CPT face is visible to the owner but hidden from the opponent.
- 16 white + 16 black CPT placeholders: same size as CPTs. Mount a placeholder onto a single chess piece so the blank side is visible to the owner but hidden from the opponent.
- Board tiles: 32 light + 32 dark chessboard squares. Side A: XPlayce™ logo. Side B: blank. Place board tiles face up with the logo visible (Side A up). This also hides LM information when LMs are placed as below.
- Landmines (LMs): same size as board tiles. Side A: XPlayce™ logo. Side B: bomb + chess-piece icon (the LM's piece type). Place LMs face down with Side B (icon) down so the logo shows on top; from above, LMs look identical to board tiles.
- 1 white dart + 1 black dart to pick up board tiles or landmines. Lightly grip near the base of the suction cup. Gently wipe the tip with a clean cloth if not gripping.

Setup:

- Before play, each player draws CPTs and LMs at random (for example, 5 CPT + 5 LM each).
- **TIP: Skill Handicap Variant:** The stronger chess player draws fewer traps, the weaker chess player draws more traps, or both players change their trap quantities accordingly.
- Place LMs face down anywhere on your half of the chessboard (White: ranks 1-4; Black: ranks 5-8), including starting squares. All locations should be filled in with board tiles and LMs. During setup, you may check an LM's Side B icon while placing it so you know what you placed where, then return it face down. During the game, you may only re-peek at LM Side B on your half if your opponent agrees. You may still peek at the landing square when you move onto your opponent's half, as described below.
- Mount CPTs (and any placeholders) behind your chess pieces. CPTs mounted to Kings never activate since the King is never captured. All pieces should have only one CPT or one placeholder mounted or equipped.
- **NOTE:** LM and CPT locations are hidden from your opponent until triggered.
- Learning aid (Sight On): place LMs face up with the bomb + piece icon visible during play. CPTs remain hidden and owner-facing.

During Play: Triggers & Order:

- When you capture a piece: first peek behind the captured piece for a mounted CPT. If the CPT matches your capturing piece type, your capturing piece is also removed from the chessboard. Otherwise, continue.
- Landing on an LM only affects you if that LM is on your opponent's half of the board.
- After you move onto the opponent's half (White: ranks 5-8; Black: ranks 1-4): peek at the landing square's board tile or LM. If the LM matches your moving piece type, your moving piece is removed and the LM is switched with a blank board tile. Otherwise, continue. Non-matching LMs remain on the board.
- If both apply on the same move: peek at CPT first. If CPT doesn't activate, peek at LM. Both players may agree to allow peeking board squares if a CPT is activated.

Special Moves & Fizzle:

- **En passant:** the LM peek happens on the landing square of the capturing pawn.
- **Promotion:** you may peek at the landing square before or after promotion. If you peek before and it is a PLM (Pawn LM), you lose the Pawn; no promotion occurs and the move ends. If you peek after and the LM matches the promoted piece, you lose that piece. Otherwise, it is safe. If a Pawn captures on the last rank, the capture resolves before promotion, so a PCPT (Pawn CPT) can remove the Pawn pre-promotion.
- **Fizzle (illegal-state protection):** if a trap on your move would leave your King in check, the trap fizzles. Remove that trap (replace the LM with a blank board tile if applicable). The move and any capture stand, and your moving piece remains on the board.

CPT/LM: Quick Flow

Step 1

Capture → peek CPT behind the captured piece.
If CPT matches your capturing piece, your piece is removed; else continue.

Step 2

If you ended on opponent's half, peek the landing square LM.
If LM matches your piece, it is removed and replaced with a blank tile; else continue.

Step 3

Fizzle: if a trap would leave your King in check, remove that trap (replace LM if applicable). The move and any capture stand; your piece remains.



View rules, videos, and more at
TrapChess.com/box-rules

Trap Chess™ by XPlayce™: Core Rules. (the 'Core Rules')

Friendly reminder (for fun + fairness):

Every player has the right to read the 'Core Rules' before starting a game.
Learning is always part of the game! Always remember what it was like to be a beginner!

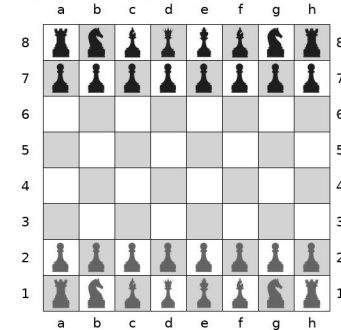
How to read diagrams:

- Legal move
 - ✗ Capture direction / can take that square
- Coordinates: files a-h; ranks 1-8.

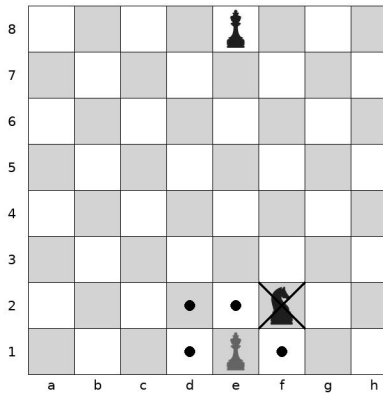
Quick definitions:

- File: a column (a-h) left to right.
- Rank: a row (1-8) bottom to top.
- Diagonal: same-color squares touching corner to corner.
- Capture: move onto a square occupied by an opposing piece; that piece is removed (you take its square).
- Check: your King is attacked; you must escape this move.
- Checkmate: your King is in check and you have no legal move to escape.

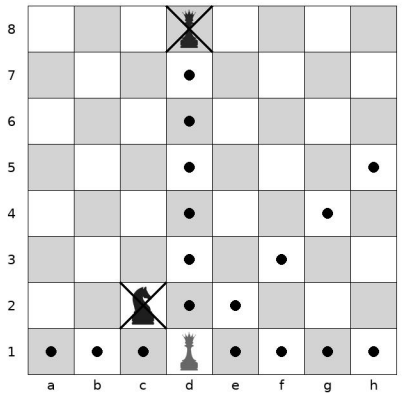
Starting Position (board with coordinates)



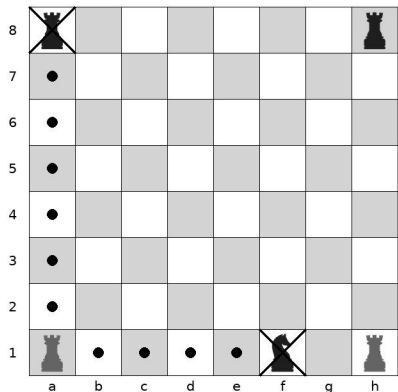
Piece Movement



K or King (starts on e1 or e8).
Moves one square in any direction. May not move into check.

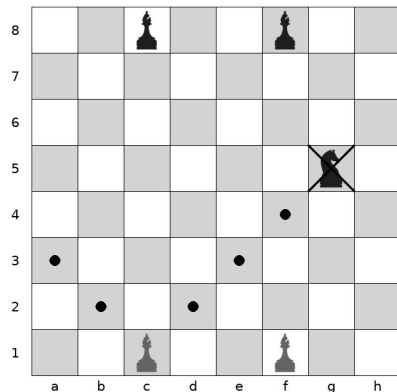


Q or Queen (starts on d1 or d8).
Moves any number of squares along rank, file, or diagonal.



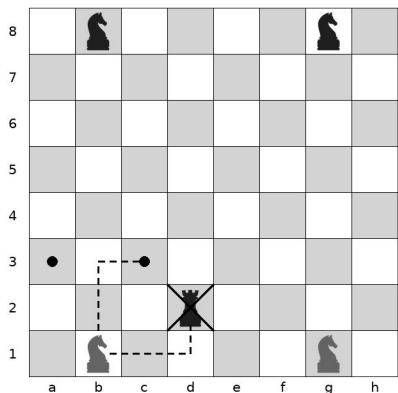
R or Rook (starts on a1 and h1 or a8 and h8).

Moves any number of squares along a rank or file.



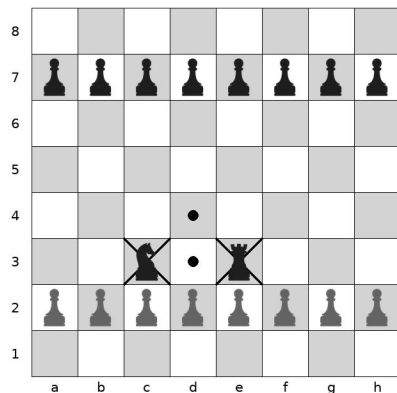
B or Bishop (starts on c1 and f1 or c8 and f8).

Moves any number of squares diagonally.



N or Knight (starts on b1 and g1 or b8 and g8).

Moves two squares in one direction, then one perpendicular (an L-shape). Only piece that can jump over other pieces.



P or Pawn (a2, b2, c2, d2, e2, f2, g2, h2 or a7, b7, c7, d7, e7, f7, g7, h7).

Moves forward only. From its starting rank it may move two squares forward if both are empty; otherwise moves one square forward. Captures one square diagonally forward. Promotion upon reaching the last rank. Promote to Queen, Rook, Bishop, or Knight.

Game Objective:

Checkmate (Fig. 1) the opponent's King.

NOTE: Players may resign at any time.

Board & Coordinates:

- Files: a-h (left to right from White's view).

- Ranks: 1-8 (near to far from White's view).

- Squares: file + rank (e.g., e4).

- **TIP:** Queens always start on their own color (White Queen: light d1, Black Queen: dark d8).

- **TIP:** Bottom-right square will always be light-colored.

Turns & Movement:

- See "Piece Movement" section to see chess piece starting positions and how chess pieces move.

- White moves first.

- On your turn, move one piece legally; a legal move cannot leave your King in check.

- You may capture opposing pieces only.

- **TIP:** For diagonal moves, follow the alternating light/dark pattern (diagonals stay on the same color).

Special Moves:

Castling. See (Fig. 2) for typical castled positions.

- Move the King first (two squares toward the Rook), then place the Rook on the square the King just passed through; this is the only move where the King moves two squares.

You can castle when:

- Neither the King nor the involved Rook has moved earlier in the game.

- No pieces are between the King and that Rook.

- The King is not currently in check.

- The King does not pass through or land on any square that is attacked by an enemy piece.

En Passant. See (Fig. 3).

If an opposing pawn advances two squares from its start (i.e. White: Rank 2 to Rank 4; Black: Rank 7 to Rank 5) and lands adjacent to your pawn on the same rank, you may capture it as if it had moved one square, but only on your very next move.

Check & Checkmate:

See (Fig. 4) for a check example and (Fig. 1) for a checkmate example.

In check, your King is attacked. Escape this move by either: 1) capturing the attacker, 2) blocking the attack (you cannot block Knights), or 3) moving the King to a safe square. If none is possible, it is checkmate and the game is over.

Draws:

- Stalemate: the player to move is not in check but has no legal moves (see example at Fig. 5).

- Dead position: checkmate is impossible by any legal sequence.

- Threefold repetition (claim): the same board position occurs three times.

- Fifty-move rule (claim): fifty moves by each side with no pawn move and no capture.

- Draw by agreement: players may agree to a draw at any time.

Board Examples (Figs. 1-5):

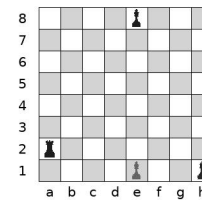


Fig. 1
Example of a checkmate. Black wins.

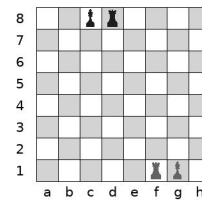


Fig. 2
After positions of each side castling.

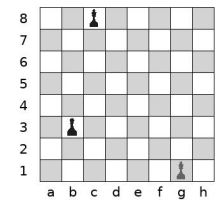


Fig. 3
After position of en passant. b2-b4 was move before.

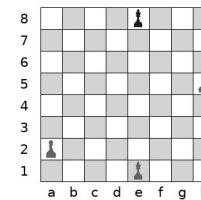


Fig. 4
Example of a check. Black's King is in check by the h5 Bishop.

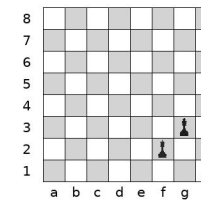


Fig. 5
Example of a stalemate. White's King is not in check and White has no legal moves.