

5) Official Game Mode 3

5.1 Overview & setup

In Game Mode 3, traps are added slowly as the game goes on. After every pair of moves (pair of moves is defined as White and Black each making one move), you run one divider round and each player adds exactly one new trap until they reach their trap total.

Use the default trap settings from Section 3 (Sight Off, Friendly Fire Off, Duds Off, Fizzle On), unless both players agree on a different combination before the game.

Setup:

- 1) Set up a classic chess game. Do not place any traps during setup.
- 2) Each player has their full color set of CPTs and LMs in an off-board supply, face down and mixed. Only the traps you draw and place count for this game; any others remain unused.
- 3) Agree on how many traps each player will add using Game Mode 3. The default is ten (10) traps per player in any mix of CPTs and LMs (for example, 10/0, 6/4, 7/3).

5.2 Divider rounds

After every pair of moves (pair of moves is defined as White and Black each making one move), do one divider round:

- 1) White's move:
 - White moves and resolves any captures, traps, and promotions as normal.
- 2) Black's move:
 - Black moves and resolves any captures, traps, and promotions as normal.
- 3) Divider round:
 - Place the divider onto the board.
 - Each player chooses which trap category they will add this round: one CPT or one LM.
 - For the chosen trap category, blindly draw one trap token at random from your own face-down supply (you may not look through and pick a specific icon).
 - If you have no traps left of the chosen type, you must choose the other type instead. If you have no traps left at all, you skip placing a trap this round.
 - Each player secretly places their drawn trap following the placement rules in Section 5.3.
 - Remove the divider. The next move is White's move again.

Continue doing this after every pair of moves until a player has placed all of their traps for this mode. A player who has already placed all of their traps simply skips the draw-and-place step in future divider rounds; their opponent may continue adding traps until they also reach their trap total.

OPTIONAL VARIANT: Both players may agree to delay the 5.2 Divider rounds for an agreed upon number of moves for each player before the first move is made. This may change a player's strategy.

5.3 Placement rules in Game Mode 3

LMs:

- Use the same placement rules as in Game Mode 2 (Section 4.3).

Chess Piece Traps (CPTs):

- CPTs are mounted behind your own pieces, one CPT per piece.
- You may never place a CPT on an opponent's piece, or on one of your pieces that is on your opponent's half of the board.
- Even if that CPT's piece icon shows a chess piece your opponent no longer controls, you still equip it normally behind one of your pieces on your own half of the board.

5.4 Trap behavior (reminder)

Trap behavior in Game Mode 3 is the same as in Sections 2 and 3:

- CPTs: check when you capture a piece (peek behind the captured piece first and remove your capturing piece if it matches).
- LMs: check when your piece ends its move on a square on the opponent's half (replace matching LMs with blank board tiles).
- Fizzle works as in Section 3: your own King cannot be left in check by a trap.

Unless you both agree otherwise before the game, Game Mode 3 uses the default trap settings from Section 3.

Trap Chess™ : Divider Add-On

Official Game Modes 2 & 3

Requires Trap Chess™ by XPlayce™: Core Rules (the 'Core Rules') and Trap Chess™ game set with divider.

Friendly reminder (for fun + fairness):

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

1) What this booklet is for:

This booklet assumes you already know how the pieces move in classic chess and are familiar with the 'Core Rules'.

If a rule in this insert ever conflicts with the 'Core Rules', this insert wins for Game Modes 2 and 3.

TIP: Use the 'Core Rules' for everything not covered here.

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.

2) Quick Recap: Traps & Vocabulary

Chess Piece Traps (CPTs):

- Mounted behind your pieces, one CPT per piece.
- CPTs mounted to Kings never activate since the King is never captured.
- 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.

Landmines (LMs):

- Replace board tiles on your half of the board with Side B (icon) down so the Side A (logo) shows on top.
- 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.

Order of traps on your move:

- 1) Resolve any CPTs behind captured pieces.
- 2) If your piece survives and ends on the opponent's half, then check for an LM on the landing square.

Board halves:

- White's half: ranks 1-4. Black's half: ranks 5-8.
- A piece is on the "opposite side" when it is on the other player's half.



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

3) Trap Settings: Sight, Friendly Fire, Duds, Fizzle

These settings control how tricky traps are across all modes. For official Game Modes 2 and 3, use the default combination at the end of this section.

Sight:

Sight Off (normal rule):

LMs are face down; only the player who placed them knows where they are.

Sight On (optional house rule):

LMs are face up, showing their piece icons; both players know where they are. Great for learning.

Friendly Fire:

Friendly Fire Off (normal rule):

Your own traps never remove your own pieces. They only affect your opponent, as described in the recap.

Friendly Fire On (optional house rule):

Your own pieces are also affected by your traps if they meet the trigger rules.

Duds:

Duds Off (normal rule):

LMs are only removed from the board when they activate (fizzle exception).

Duds On (optional house rule):

If a chess piece lands on a nonmatching LM, remove the LM and replace the square with a blank board tile.

Fizzle:

Fizzle (always on, not an optional house rule):

If a trap on your move would leave your King in check, the trap (CPT and/or LM) 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.

Official default combination for Game Modes 2 and 3:

- Sight: Off (normal rule)
- Friendly Fire: Off (normal rule)
- Duds: Off (normal rule, Fizzle only)
- Fizzle: On (always on)

4) Official Game Mode 2

4.1 Overview & setup

Game Mode 2 adds traps only after a piece crosses the middle of the board. There are no CPTs or LMs on the board at the start.

Use the default trap settings from Section 3 (Sight Off, Friendly Fire Off, Duds Off, Fizzle On), unless both players agree on a different combination before the game.

Setup:

- 1) Start from the classic chess starting position with no traps on the board.
- 2) Each player draws five (5) LMs and five (5) CPTs at random from their own color. For example, 5 CPT + 5 LM each. All other traps stay out of the game.
- 3) Keep your drawn CPTs and LMs off the board in a face-down supply in front of you. You will hide them during the game using the divider sequence in Section 4.3.

4.2 Turn sequence after a move (Game Mode 2)

Use this section as a step-by-step guide for what to do right after each move in Game Mode 2.

On your turn, first make a legal chess move as in normal chess, then follow this sequence to resolve traps and decide whether to run the divider.

A piece crosses to the opposite side when it moves from your half of the board onto a square on your opponent's half in a single move (see Section 2 for board halves).

After any move is completed, resolve in this order:

- 1) If a capture happened, resolve the CPT behind the captured piece first.
- 2) If your moving piece survives and ends on the opponent's half, check the landing square for an LM.
- 3) After all CPT and LM effects are resolved, if your move crossed to the opposite side, immediately run the divider sequence in Section 4.3.

4.3 Divider sequence (Steps 1-3)

Step 1 - Insert the divider

Place the divider onto the board at the midline between both sides so neither player can see the other side.

Step 2 - Each player places exactly one trap

- Each player who still has traps in their supply must place exactly one trap, either one LM or one CPT, from their supply. A player with no traps remaining skips placing a trap that sequence.
- Place LMs only on your own half of the board (see Section 2 for board halves).
- An LM always replaces a square on which you either have no piece or your own piece.
- CPTs are mounted behind your own pieces, one CPT per piece.
- You may never place an LM under an opponent's piece.
- You may never place a CPT on an opponent's piece, or on one of your pieces that is on your opponent's half of the board.
- Place LMs face down (with the logo face up) so they look like normal board tiles.

OPTIONAL VARIANT - Relocating traps (LMs and CPTs)

If both players agree before the game, you may play with relocation:

- During Step 2, you may pick up and move traps you have already placed (LMs and CPTs), as well as place new ones.
- You still must follow all the placement rules above.
- You may never place a trap under an opponent's piece.
- After you place your last trap for the game, you may no longer relocate any of your traps.

Step 3 - Remove the divider

Take the divider off the board and continue the game.

Repeat Steps 1-3 every time a piece crosses to the opposite side, until both players have placed all of their traps. Once a player has placed all of their traps, that player skips Step 2 in future divider sequences. If you have CPTs remaining but not enough of your own pieces to equip them to, those CPTs simply remain unused.

OPTIONAL VARIANT: Both players may agree to change the number of traps (including skipping that turn and hiding zero traps) that can be hidden during the 4.3 Divider sequence for each player before the first move is made. This may change a player's strategy.

4.4 During play: Traps & order in Game Mode 2

Trap behavior in Game Mode 2 is the same as in the Quick Recap (Section 2):

- Landing on an LM only affects you if that LM is on your opponent's half of the board.
- When your piece ends a move on a square on the opponent's half, check that square for an LM.
- Matching LM: remove your piece and replace the LM with a blank board tile.
- Non-matching LM: nothing happens; put the square back and the LM stays hidden.
- Always resolve CPTs on captured pieces before checking for LMs on the landing square.
- 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 activated.
- Fizzle works as in Section 3: your own King cannot be left in check by a trap.