

SETUP

Choose a colour, separate the king and shuffle the other 15 cards. Arrange the cards face up so their shuffled order is visible to all players. This is your Battleplan. Cards must be played in the order dealt.

PLAYING EN PRISE

An **En Prise** chess card represents a square of a chessboard that grows as the game progresses, beginning with a single card from the first player. Squares can either be:

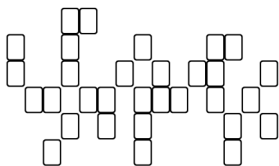
- OCCUPIED:** card face-up (a **piece/pawn**); or
- UNOCCUPIED:** card face-down (a **vacant square**).

Like chess, the aim of **En Prise** is to checkmate opposing King/s.

ON EACH TURN

On a player's turn they must either **PLACE** the next sequenced card from their Battleplan **or MOVE** one of their pieces that has already been placed.

Cards must always be connected at a corner or along a side of an existing board card.



An example of a mid-game **En Prise** board shape. **En Prise** boards can be **any shape** and could easily grow beyond the number of rows and columns shown here.

PLACING RULES

- A CARD CAN BE PLACED SHOWING THE PIECE OR PAWN **FACE-UP**: A NEW **OCCUPIED** SQUARE.
- A PAWN CAN ALTERNATIVELY BE PLACED **FACE-DOWN**: A NEW **VACANT** SQUARE.
- A PIECE OR PAWN CAN BE PLACED **ON TOP** OF AN EXISTING **FACE-DOWN**, **VACANT SQUARE** TO OCCUPY IT.

MOVEMENT RULES

The movement rules of **En Prise** are the same as chess with one exception:

- **PAWNS CANNOT MOVE.** ONCE PLACED, THEY OCCUPY THEIR SQUARE UNTIL CAPTURED.

Don't forget:

- PIECES CAN ONLY MOVE TO AND THROUGH SQUARES ALREADY CREATED.
- NO PIECE CAN MOVE PAST THE EDGE OF THE BOARD.
- MOVING PIECES CANNOT CREATE NEW SQUARES.
- **KNIGHTS** MUST FOLLOW AN **UNBROKEN L-SHAPED PATH**. THEY CAN JUMP PIECES, BUT NOT GAPS IN THE BOARD.

MOVING A PIECE, *En Prise style*

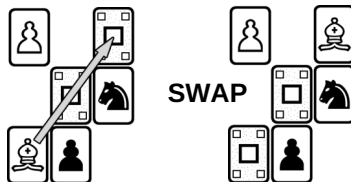
A piece can only move to a vacant square or a square occupied by an opponent's piece (or pawn). If a piece moves to an occupied square, the opponent's piece is **captured**.

The key thing to remember when playing **En Prise** is:

- WHEN A PIECE MOVES, IT MUST **ALWAYS** LEAVE BEHIND A **VACANT SQUARE**.

So if moving to a vacant square:

Swap the cards.



If capturing a piece or pawn:

Swap the cards **AND** flip the captured piece face-down so it becomes a vacant square.



As you learn the game, be sure to remind each other to **SWAP** and **FLIP** or the board can start to disappear as pieces are moved! Playing on a tablecloth or fabric can make lifting and swapping cards easier if using a very flat or shiny surface.

SUMMONING THE KINGS

Kings can be placed on any turn when there are **6 or more vacant squares on the board**.

- WHEN A PLAYER CHOOSES TO PLACE A KING, EACH OPPONENT MUST USE THEIR NEXT TURN TO PLACE **THEIR** KING.

After each player places their King, on the same turn they have the **option** to then place an additional vacant square anywhere on the board. If used, this **escape square** must be the next sequenced card from their Battleplan, regardless of piece type.

Once Kings have been summoned:

- A NEW PIECE OR PAWN CANNOT BE PLACED IN ANY POSITION DIRECTLY CONNECTED TO AN OPPONENT'S KING. **VACANT SQUARES** CAN.
- A NEW PIECE CANNOT BE PLACED IN A POSITION WHERE IT IMMEDIATELY PUTS AN OPPONENT'S KING IN CHECK.

If a player is **checkmated** and there are two or more opponents left in the game, their remaining board cards are flipped to become vacant squares before the next player's turn.

For the full rules, including some fun variations, please refer to the download available at our website: