



Chess Territorial

Game Design: Kanare Kato

Players: for 2 | Play time: 30 min. | Age: 8+

Chess Territorial is a game designed as one of the chess variants. It can be played with a regular chess set, but unlike orthodox chess, there is no piece-movement nor capturing, and the goal is to occupy more territory than the opponent. No advanced chess skills are required to play, you only need to know the types of chess pieces.

COMPONENT

- A regular chess set

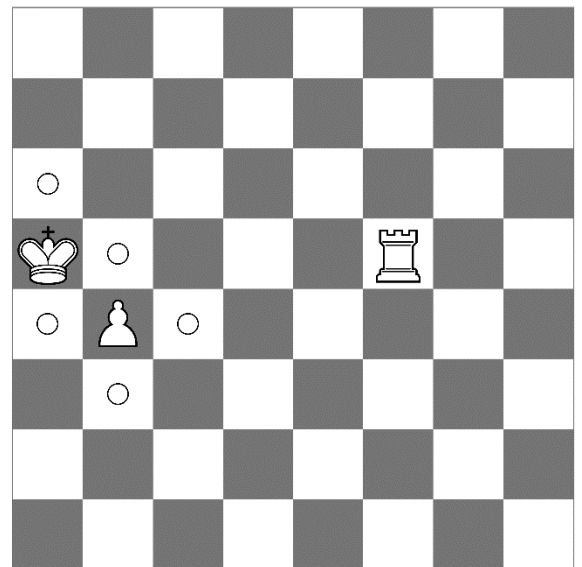
-During the game, the colors of light squares on the board are considered to correspond to white pieces and the colors of dark squares to black pieces.

DEFINITIONS

Claim - When your piece is vertically or horizontally adjacent to an empty square of the corresponding color, that square is considered to be claimed by you.

Territory - The space connected vertically and horizontally by the squares you are claiming and the squares on which your pieces are placed is called your territory. The size of your territory is the number of squares contained in it.

High Pieces - All types of pieces except the pawn are called high pieces in this game and are distinguished from the pawn.

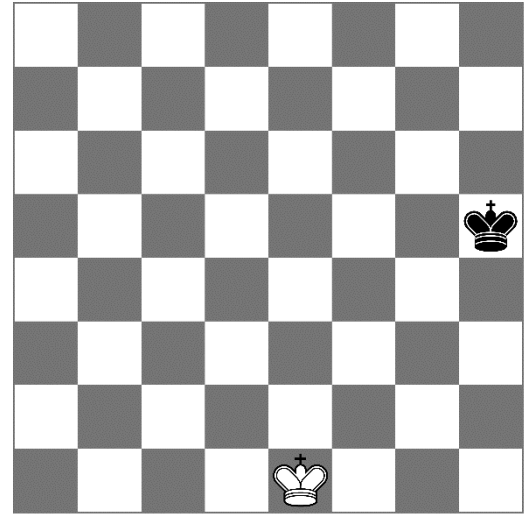


(Fig.1) The left side of the diagram shows White's territory of size 7. ○ marks are the squares that White is claiming. The square on the right where the rook is placed is also considered White's territory of size 1. (Black's pieces are omitted in this diagram.)

GAMEPLAY

Decides in an appropriate way which color they will use. White is the first player. The board is initially empty. At first, the white player places their king in one of the squares bordering the edge of the board. Then the black player does the same.

From the next White's turn onward, the turn player places one of their pieces on the board according to the following placement rules. No passing is allowed unless placement is impossible.



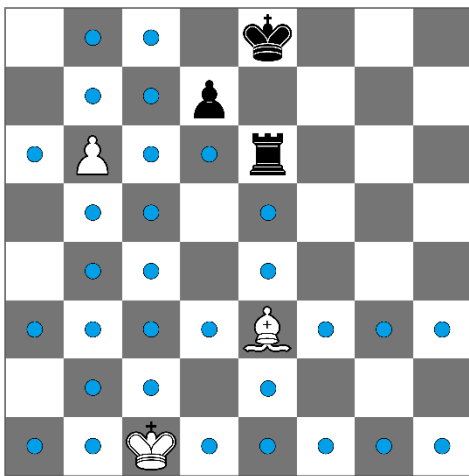
(Fig.2) Example of the initial placement

PLACEMENT RULES

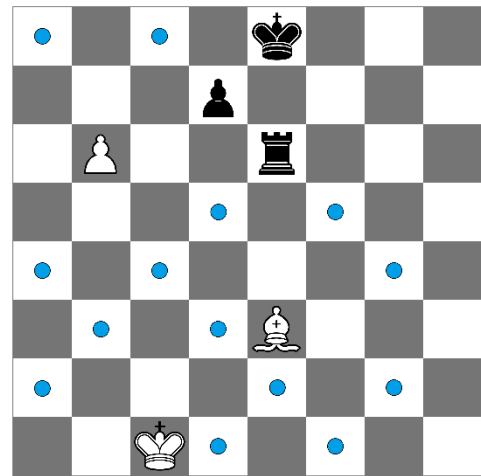
The location where a piece can be placed is determined by the type of piece being placed and the position of their pieces already placed.

A) High Pieces

A high piece can be placed in any empty square from which the piece can reach any of your pieces on the board according to orthodox chess rules.



(Fig.3-1) Indicates positions where a white rook can be placed



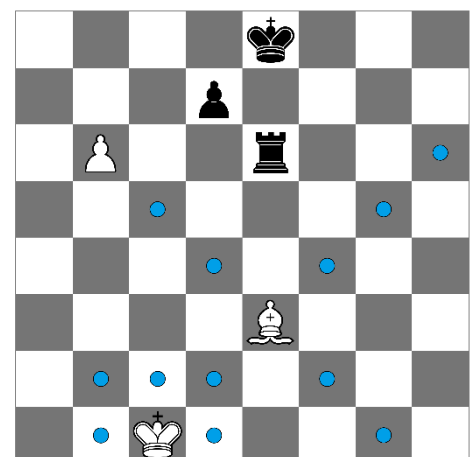
(Fig.3-2) Indicates positions where a white knight can be placed

B) Pawns

A pawn can be placed in any empty square to which any of your high pieces on the board can move according to the orthodox chess rules.

LAST QUEEN PROHIBITION

The black player is forbidden to leave the queen as the last piece.

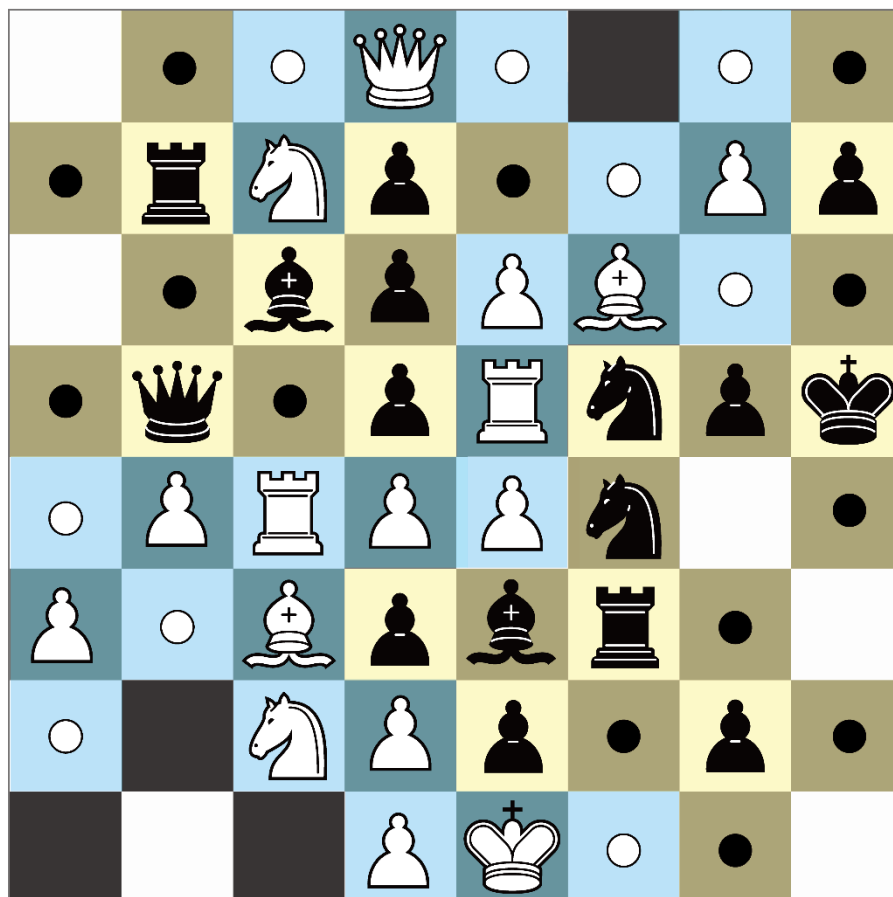


(Fig.4) Indicates positions where a white pawn can be placed

GAME END

The game ends when all pieces are placed on the board or when no more can be placed, and the score is calculated.

Your score is the sum of the spaces contained in your territory. However, territories containing your kings and territories containing your queens are doubled. Note that the score for territories containing both is not quadrupled but remains at double!



(Fig.5) Black wins by 58 ($17*2 + 12*2$) to 50 ($21*2 + 4*2$)