

# QUATRO CHESS

## RULES OF PLAY

### 1. EQUIPMENT

- 1.1 Quatro chessboard, i.e. black and white chess board with 64 squares plus two rows of eight blocks each extended on four sides on which the player's eight pieces and eight pawns are set up in the starting position. There is a total of 128 squares.
- 1.2 Pieces – four different coloured half sets of chess pieces, colours should be easily distinguishable from one another and from the colour of the blocks on the board.

### 2. PLAYERS

- 2.1 **Two players:** One player plays with two colours adjacent to one another.
- 2.2 **Four players individual:** Four players play against one another
- 2.3 **Four players, two teams:** Two players may team up against the other two. The two players of one team sit opposite one another (like playing contact bridge)
- 2.4 **Three players:** The strongest player plays with two colours simultaneously against the other two players.
- 2.5 **Double team challenge for eight players:** Two teams of four players each. The players play on two separate boards, two of the players team up on each board. The total scores accumulated by the team's players will count towards the total of the team.
- 2.6 **Triple team challenge for twelve players:** Three teams with four players each. The players play on three separate boards, team players of a team, plays two together at one board are paired as follows:

<b>PAIRING FOR ONLY ONE ROUND</b>
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  - Team A no 1 & 4 on board 1 against Team B no 2&3
  - Team B no 1 & 4 on board 2 against Team C no 2&3
  - Team C no 1 & 4 on board 3 against Team A 2 & 3
- 2.7 If three or more rounds are scheduled for a competition it is suggested that the Berger pairing tables are used.
- 2.8 If four teams play, or multiples of four teams the following method can be used. The four no 1 players of each team are grouped around the board no 1, the no 2 players of each team is grouped around the board no 2, etc. Team scores are calculated as in point 4.1 below.

### 3. PROGRESS OF THE GAME

The player has the name of the colour he plays (e.g. Green) in descriptions of these rules. When Green checkmates the Red king, Red's king is taken off the board but the remaining Red pieces are left on their blocks. The Red piece cannot be captured by any one of the

remaining players and they have no further influence except that of blocking the way or square for the remaining players. The game then continues.

The next king that is checkmated will follow the same route as the red king and that colour pieces remain standing on the board like statues.

### 4. SCORING

#### POINTS ARE AWARDED AS FOLLOWS

- The player whose king is checkmated first scores no points.
- The player whose king is checkmated secondly scores 2 points.
- The player whose king gets checkmated thirdly scores 4 points.
- The player whose king remains undefeated will scores 8 points.

4.1 **Team scores:** The total number of points scored by the individual ten players in the various rounds, make up the final team total.

4.2 A draw is accepted only in the cases: stalemate, the fifty move rule and no mating material left. The player(s) get half of the points.

### 5. GENERAL RULES

- 5.1 The move rules of FIDE Laws of chess apply.
- 5.2 The player with the lightest colour pieces make the first move. The players then take turns to move clockwise, each player make only one move as described in the FIDE Laws.
- 5.3 A player may capture pieces of any one of the three opponents Any of the three opponents may checkmate the player.
- 5.4 Players may, as their first move, capture the opponent's pawn. However, the player may promote a pawn only when reaching the last block in any one of the eight files/lines in which his pieces/pawns started the game.
- 5.5 If a player cannot make a legal move (e.g. to save his king) when it is his turn he will be considered "checkmated", that king is removed from the board. If a player cannot make a legal move and is not in check he gets half of the points, and his king is removed from the board.
- 5.6 Timer: It would be difficult and cumbersome to use a chess clock to limit the thinking time. If the time needs to be limited (e.g. for team competitions) it is suggested that a sand glass (e.g. the one used for boiling eggs, 3-4 minutes) is used. The player then has to move before or as soon as the sand has run out.
- 5.7 When the "team" option is played, team players may not consult with one another on team strategy while the game is in progress.