TTTChess Rules

Design Premise:
A Short Abstract Game

Targets:
2 Players
High Strategy
Abstract Strategy
5 Minutes

Mechanics:
Card Drafting
Piece Moving

Sources of Conflict and Interaction:
Board Placement and Board Movement

Contents:
9 “Piece” Cards (included in this file)
6 Pawns. (3 of each color) (optional)
1 Board (optional)

Overview:
This game, undoubtedly, is a combination of chess and Tic-Tac-Toe.

Objective:
Make a 3-in-a-row with your “piece” cards.

Gameplay:
The game is played on a 3x3 grid. The game is played in two phases. For the first phase, 6 “piece” cards are dealt face up and set aside. Players take turns choosing an unchosen “piece” card and placing it on an unoccupied space on the board (if there is no board, simply indicate which space the “piece” is to be placed in and position the card relative to the other cards). (If there are pawns) He or she then places a pawn on that piece to mark that he now controls that piece (or, absent pawns, simply have each player orient his cards facing toward him or her). Once each player has chosen 3 pieces, the next phase of the game begins. Continuing in turn order, players must move one of their “pieces” as described on their cards. No piece may capture any other piece or otherwise move into a space containing another piece unless described on the card. Pieces must move within the 3x3 grid; they cannot move outside of it.

The game ends when:
*One player has their pieces 3-in-a-row, horizontally, vertically, or diagonally. That player wins the game. In the rare case two players make a 3-in-a-row at the same time, the player who took the second turn wins.
*During his turn, that player cannot make a move. That player loses.

*In the rare case that the game enters a loop neither player wishes to end, the player who took the second turn wins.
The Jester switches spaces with any adjacent piece, even diagonally, except as a winning move.

The Rebel moves to a space no opposing piece can move to.

The Cannon can only move by pushing another adjacent piece one space into an unoccupied score in the same direction.

The Ghost moves to the space from which the opponent last moved.

The Prisoner moves to any empty space but only as a winning move.