

Quaternity™

The Basic Rules

1. The Pieces' movements are the same as chess.
2. The turn to move is Clockwise.
3. Pawns may move one square only per turn - even on their first move.
4. There is no Castling.
5. Players may only move one Piece or pawn per turn, even if in control of multiple armies.
6. Pawns that reach the Rank/File furthest from their starting position must be promoted, as part of the same move on the same square, to a Piece (Queen, Rook, Knight, Bishop) of the same colour. The Players choice is not restricted to previously captured or not captured pieces.
7. Draws must be proposed by the Player on turn and must be agreed by all active Players.
8. Explicit declared alliances between opposing Players are against the spirit of the game.
9. The two Advanced Central Pawns in each army can choose to move left or right for their first move, after that and for the remainder of the game the Advanced Central Pawn is committed to the chosen direction.
10. If an Advanced Central Pawn captures a Piece or a pawn on the main diagonal, it keeps the power to choose its subsequent direction until committing.
11. Checkmate is completed at the moment a Player cannot defend the King with their own pieces and the Checkmate position is created.
12. At the moment of a Checkmate, the defeated King is removed from the board and their remaining Pieces and pawns now belong to the Player that completed the Checkmate position.
13. The remaining active pawns in an army that has been assimilated retain their original direction.
14. The Checkmate is awarded to the Player who completes the Checkmate position - even if their Pieces are not giving a Check to the defeated King.
15. A Player that resigns, loses by time or walks over will leave their army frozen. To Checkmate them, the position is calculated as if the army were alive.
16. If in a game with more than 2 active Players, a Player has no legal move they can declare a Pass and the turn moves to the next active Player. This is not applicable to a Checkmate.
17. A Frozen King can be Checkmated by an opponent King.

For more detailed rules please refer to play.quaternity.com