

Rulebook

Niel's chess

Game made by: PAPA FUT

Set-up of the game:

In front of you are three chessboards. The board in the middle is the main board where the game is played. The boards on the left and right show the quantum copies of each piece. Each player also has a die in front of them.

Good to know: All standard chess rules apply!

How to make a quantum move:

When it is your turn, you can do two things: make a normal (classical) chess move, or make a quantum move. To make a quantum move, you split a piece into two positions, as long as both positions are valid moves for that piece. You put a red and a blue piece on both positions. The piece is then in a superposition, as shown with the knight in the image on the left. When making this move, place one red and one blue version of the piece on the chosen positions, as shown with the red and blue knights on the right.

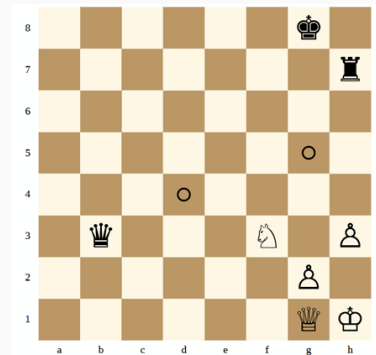
All pieces on the board behave like normal chess pieces. Even if you have two versions of the same piece, you may move both as if they were standard pieces. This also applies to special moves like castling and en passant, which can all be performed with quantum pieces.

How to observe a quantum piece:

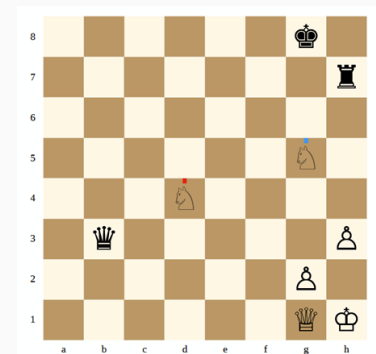
The first time a quantum interaction happens (for example a quantum piece captures another piece or is captured), both players must agree on a one-time rule: which colour (red or blue) represents even dice rolls and which represents odd. This rule stays fixed for the rest of the game.

When a quantum interaction occurs, the owner of the quantum piece rolls a die to observe it and collapse the superposition. The red and blue pieces are then removed and replaced by a single classical piece (without colour) on the square matching the roll result. The move is then completed as in normal chess.

If two quantum pieces interact, both players roll their dice to determine whether their pieces are present. If both end up on the same square after observation, the player who made the move captures the opponent's piece.



Example of two possible knight moves.



Example of a knight in superposition on two squares.



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