

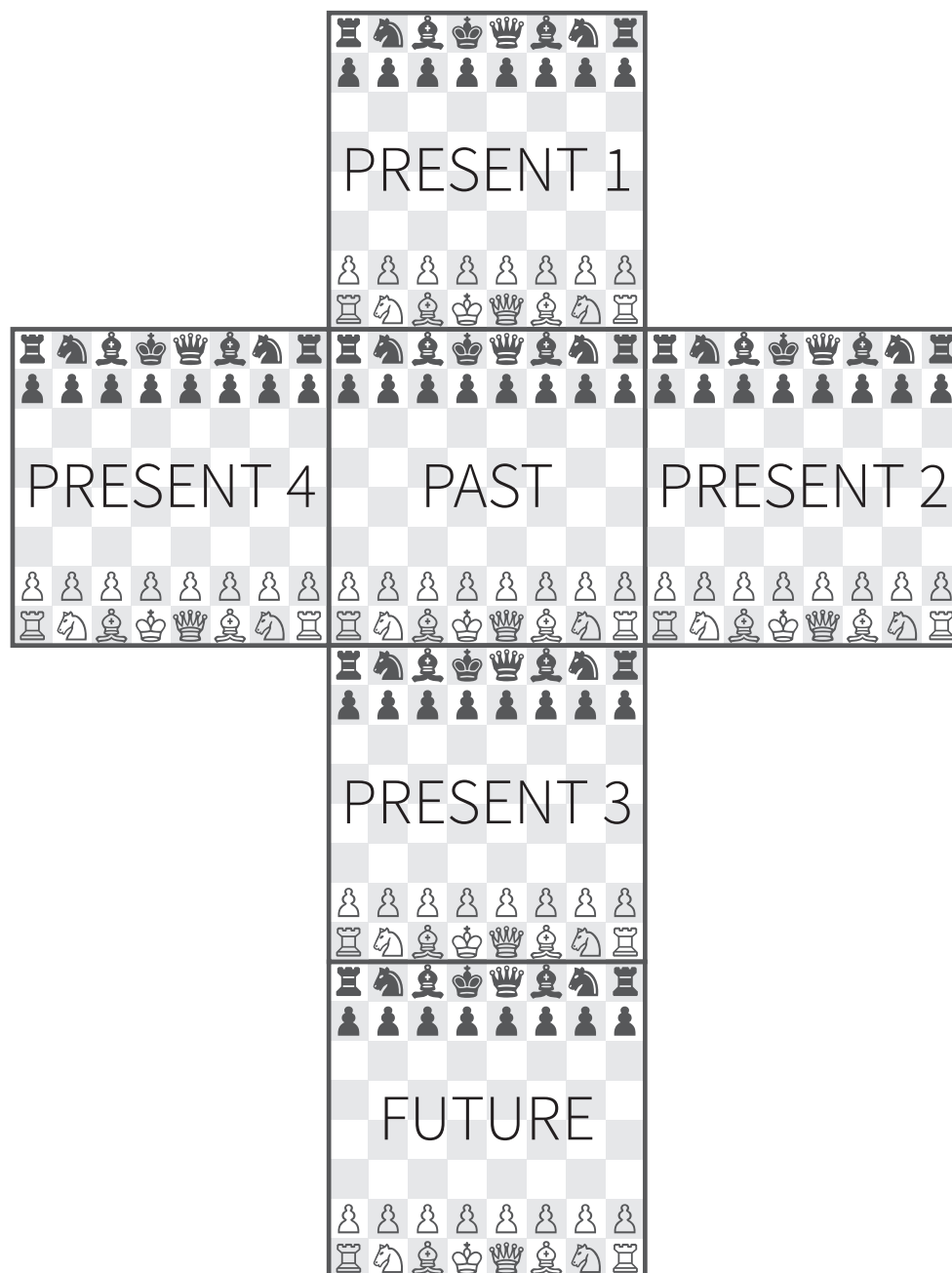
THE COMPLETE RULES OF *TIME-CUBE CHESS*



First edition

You will need:

1. **Seven full chess sets.** Each set will have a separate numbering from left to right- the leftmost pawn of each set is #1; the rightmost is #8, and such. Unlike chess, each piece has an identity, and you're going to be dicking around with their past.
2. **Several slips of white or black paper.**
3. **Set up a series of six boards in the shape of a cruciform.** Each of these is filled out and set up as an ordinary chessboard, as per the diagram:



Units move according to the standard, ordinary rules of chess.

A round consist of four turns (or a full rotation across the board). It starts with white player making a move on the Present 1 board. After both Black and White make a move, play passes to the next Present board. On odd-numbered present boards white moves first, on even-numbered black moves first.

On any of the four turns, you may choose to instead manipulate the Future or Past boards. Note that:

1. This will mean that your opponent may make his move on the Present board unopposed!
2. If you are in check in the Past or Future, you **MUST** take your turn there! This is also true if you are at the end of the round and you will be in checkmate once the Ripple Effect resolves. Because of the complicated and confusing nature of the game, you are **required** to notify your opponent if he or she is about to be in checkmate if you notice it. But don't keep saying it over and over again just to be annoying.
3. If a player is in past/future Check, then regardless of turn order, the next move is theirs.
4. If you move a piece in the past, **place one of your slips of paper underneath it to show you have done so!**

At the end of the round, the **Ripple Effect** period occurs. During this time, in order:

1. The Present boards are altered to reflect the state of the Past.
2. The Future boards are altered to reflect the state of the Present.

The **Past affecting the Present** is very simple.

1. If a piece was moved in the Past (denoted by the paper slip) the corresponding piece - the unit with the same Identity (color-type-number) - is moved to the corresponding place in all of the Presents. Movement rules are ignored; the Ripple Effect sweeps over the world and suddenly things were just Always That Way. If you get a pawn to the other side of the Past board and promote it to a new piece, the corresponding pawns in the Present are changed to reflect that.
2. If a piece was taken in the Past, that corresponding piece is taken in the Future.
3. Pieces that were left alone in the Past are not affected.
4. If a piece has been captured on one of the Present boards, then moving that piece around in the Past has no effect on that board.

5. If the Ripple Effect places a Present piece on top of another piece, then ... something happens. Think of something neat, I don't fucking know.

The **Future affecting the Past** is not quite so simple.

For each piece:

1. If it has not been moved, or has been moved to different spots in each of the four Presents, it stays right where it is in the Future.
2. If it has been captured in the Future, then moving that piece around in the Present does not cause it to become un-captured in the Future.

So far, so good. This looks pretty much like the Past->Present rules, **BUT...**

3. If the piece has been moved to the same square in at least two boards, then the piece in the Future is moved to that square. Note: It is possible for the piece to have **two** valid future locations. If this occurs, move it to **both** - grab a piece with the same identity from the extra, seventh set.
 - 3a. If a piece in the future has only one valid location, and it has time clones, both time clones are “merged” to become one piece again. Put the extra piece back in the box.
 - 3b. “Captured” is a valid location - if a piece has two of its Present selves in the Capture bin, and there isn't a second valid location elsewhere on the board, move the corresponding Future piece to a special “retcon zone” of the capture area. If the piece later acquires a second valid location, put it back there. (Once it's captured in the Future, though, it's gone from the Future permanently).
4. If two different same-color pieces share a valid future location, the result is a Paradox. Both pieces are temporarily removed from play on the Future board (any time clones on other valid future locations are not affected). Write their identities down on a piece of black or white paper and put it on the relevant square. These Paradox pieces cannot be moved or captured until the paradox is resolved, at which point you remove the black square and put the pieces back into their new proper spots.
5. If two opposite-color pieces share a valid Future location, the result is mutual annihilation. Both pieces are removed from the Future board as though captured.

NOTE: You can promote a pawn to any captured same-color piece, of any identity. Yes, even a King - although this only works, obviously, on Present boards, where the king can be captured.

HOW TO WIN:

To achieve victory, one must Checkmate the opposing player **in either the Past or the Future**.

Checkmate is a condition where there is no possible move the opposing player could make such that his King can escape Check. "Check" is a condition where the opposing player could destroy their king on his next move - either through capture, or temporal erasure. No player can intentionally make a move which would put his Past or Future kings into check, and if you are in check, you must take a move which allows you to leave check. If there are no such moves available, you lose.

NOTE about check: Normally, you get two moves in a row. Remember, [round start] - White - Black - Black - White - White - Black - Black - White - [ripple effect]. However, if you place your opponent in check (or it is the 8th turn and they will be in check once the ripple effect finishes), **and the next move would also be yours**, your opponent gets the next turn instead. For instance:

[round start] - White - Black - [change board] - Black - White - **BLACK PLACED IN CHECK** - [change board] - **BLACK TURN** - White [change board] - Black - White - [change board] - White - Black - [ripple effect] - Black...

OR

[round start] - White - Black - [change board] - Black - White - [change board] - White - Black [change board] - Black - White - [ripple effect **PLACES BLACK IN CHECK**] - **BLACK TURN** - White - [change board] - Black...

The pattern resumes afterwards until such time as someone is again placed in check at the beginning of a double-move.

In the event everyone gets too confused to figure out what the fuck is going on, too drunk to handle the mental gymnastics required, or too sober to handle this bullshit, then declare the game over. Count up the captured pieces on each side using standard piece value.

Pawns are 1, Knights are 3, Bishops are 3, Rooks are 5, Queens are 9, and Kings are 13.

Whoever loses must live with their shame.
Whoever wins must live with their crippling autism.