

A FANTASY MISSION VARIANT FOR STANDARD CHESS

Quest Chess

Play ordinary chess - but with a quest. Each game uses one easy mission. Your pieces still move exactly as they do in normal chess, but now they may be rescuing a pawn, recovering a relic, escorting a sovereign, or defeating a dragon.

QUICK START

1. Set up a normal chessboard and pieces.
2. Choose one mission from the back page.
3. Place the mission token(s) on the named square(s).
4. Play using normal chess movement and capture rules.
5. Complete your mission to win. If nobody completes the mission, checkmate still wins.

IMPORTANT:

If a piece carrying a mission token is captured, return the token to its starting square and keep playing.

FANTASY PIECE NAMES



Sovereign the ruler you protect



Champion the strongest ally



Tower guardian of lines and gates



Sage wise traveler of diagonals



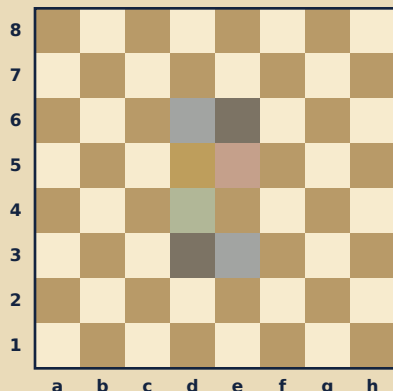
Rider leaps in an L-shape



Recruit small beginnings, great potential

SQUARE GUIDE

Most of the beginner missions use the center of the board. These highlighted squares make it easier to explain the first version quickly.



d4 = RELIC

e5 = DRAGON

d5 = CAPTIVE

d6 / e6 = White gate

d3 / e3 = Black gate

EASY FIRST VERSION

- ☐ Play one mission at a time.
- ☐ Use only the four starter missions on the back.
- ☐ For very new players, ignore en passant and castling.
- ☐ If a mission seems too hard, let the goal piece move first on turn one.
- ☐ Best of three quests makes a fun mini-tournament.

Recommended first mission: Recover the Relic. It teaches moving, carrying, and protecting a target with the fewest extra rules.

CHOOSE ONE MISSION FOR EACH GAME

Starter Mission Sheet

These four missions are designed to fit on one double-sided handout. Print this page, cut out the tokens at the bottom if you want, and start playing.

1. Recover the Relic

SETUP

Place the RELIC token on d4 before the game begins.

GOAL

The first player to move any piece onto d4 and then bring that same piece back to any square on their home rank wins the quest.

SPECIAL

While carrying the relic, the piece moves normally. Put the token on that piece. If the carrier is captured, return the relic to d4.

2. Defeat the Dragon

SETUP

Place the DRAGON token on e5 before the game begins.

GOAL

The first player to move a knight, bishop, rook, queen, or pawn onto e5 and keep that piece on the square until the start of their next turn wins the quest.

SPECIAL

If the dragon-slayer is captured before your next turn, return the dragon token to e5. Kings may not slay the dragon.

3. Rescue the Captured Pawn

SETUP

Place the CAPTIVE PAWN token on d5 before the game begins.

GOAL

The first player to move a knight or bishop onto d5, then escort that same rescuer back to any square on their home rank, wins the quest.

SPECIAL

Put the captive token on the rescuer. If the rescuer is captured, return the captive pawn to d5 and keep playing.

4. Escort the Sovereign

SETUP

White's gate squares are d6 and e6. Black's gate squares are d3 and e3. You may place GATE tokens there as reminders.

GOAL

The first player to move their king onto one of their own gate squares wins the quest.

SPECIAL

The sovereign still may not move into check. Castling is allowed if you use it. This mission feels like a royal escape or daring advance.

CUT-OUT TOKENS

