

## The Chess variant game

switching their moving like Chameleon.

# Chameleon

Chameleon is a really unique Chess variant. In traditional chess the black and white checkerboard pattern only determines starting positions. Chameleon's pieces each have a central color or nature. This nature changes the way each piece can move based on the tile where it sits. Like a Chameleon, each piece changes based on its surroundings creating a dynamic and fun game experience.

### Component in the box

☆Board : 5x5 checker board

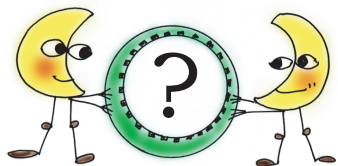
☆Pieces : 5 red and 5 blue pieces with different nature colors, 2 black and 3 white.  
The "nature" color is the color of the center circle.

Player : 2

Playing time : 5 to 15 minutes

### Basic movement and Chameleon movement

Five color pieces Red and Blue each have a different nature color, black or white. All pieces can always move one space in any of eight directions like the King in Chess. But they have additional Chameleon movement capability that changes according to their nature color and tile color where they are placed. The ever-changing character of the Chameleon pieces in a compact game provides millions of variations and endless fun on a small 5x5 board.



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### Starting Position

Each player places their own 5 pieces on the own area of nearest five tiles. Black nature pieces are placed on the white tiles and white nature pieces are on the black tiles.

### Playing

Decide the first player and take turns alternately. Player must move any one of their own pieces based on the rules of movement below.

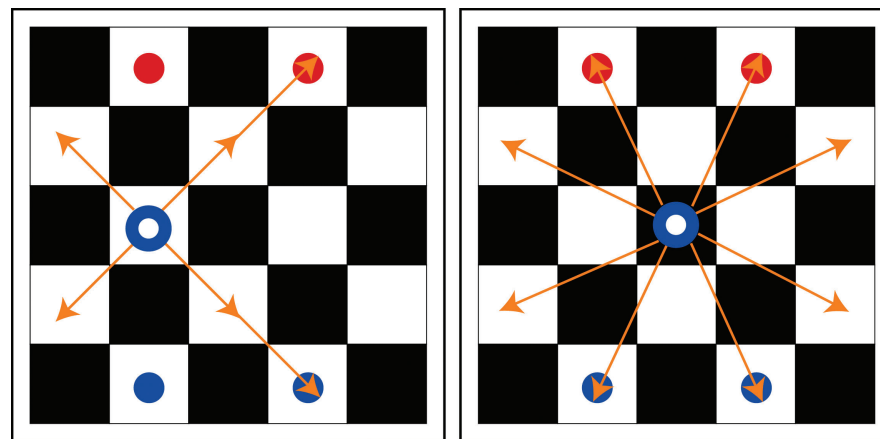
### Rules of Movement - Basic movement and Chameleon movement

All pieces can move basically one tile to any eight directions like Chess King. But they have additional moving below.

When a piece is on the same color tile as its nature color it can move like a bishop diagonally multiple spaces.

When a piece is on the opposite color tile as its nature color it can move like a knight jumping pieces in a "L" pattern.

They are switching their moving according to their nature color and tile color where they are placed on.



When the piece moves like Bishop, it can't move jumping over other piece(s).

### Capturing

When a player moves his/her piece onto the tile where an opponent piece exists, then he/she can capture the opponent piece.

**Winning Goal :** There are three winning goals below.

- Player who captured all opponent's pieces wins the game.
- Player who move any one of own piece to opponent's area (farthest five tiles) and it isn't recaptured at next opponent turn wins the game. (A)
- When a player has only one active piece on the board, if he/she move it onto the opponent's area they win the game immediately without waiting for the opponent's next turn. (B)

(A) and (B) occur at same time, then (A) is superior to (B) condition.