RULES

1. **TO BEGIN:** Shuffle and place cards face down. Begin the game with a normal chess setup. All normal chess rules apply, unless otherwise indicated by a specialty card. **Pawns**, as in Bughouse, cannot be placed on the 1st or 8th rank.**"White," without choosing a card, makes the first move. "Black" has the option to make a first move or select a card. The used cards are placed, face up, in a separate pile. When the initial game cards are all used up, reshuffle the deck and resume play.**

2. **In each turn, you may choose to play normally or pick up a card.**

3. **WHEN CHOOSING A CARD:** The player must take the top card from the deck, reveal the card and obey the task as indicated. If you can only complete one part of the card, you must do it. If the player cannot comply with the command, move normally.

4. **SPECIAL CARDS:** Special Cards are indicated by icons illustrated on the upper right corner of the card:



OPTION CARD- This card is kept until you want to use it. After you use the card, it must be placed in the used card deck.



TIME CARD- This card is kept and used as many times as you like, until another time card is drawn from the deck by you or your opponent. When the new time card is drawn, the previous card must be placed in the used card deck.

After picking up a Special Card, you may choose to use the card for the current move, or make a regular move.

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RULES

5. **CHECKING THE KING:** While moving, adding, or removing pieces, you may give check to your opponent's King. Your turn is ended once you have achieved a check on your opponent's King. If your King is in check, you may not choose a card, and you must use your turn to restore the King's safety. However, you can also defend the check by taking advantage of the effect of a special card you currently have in your possession.
6. **TO WIN THE GAME:** The game ends by one of the following**: checkmate, resignation, stalemate, or draw.** In the case of a **stalemate**, the game is declared a draw. As an exception, if a player has several moves in a row, and in one of them stalemates the enemy King, this will not be taken into account until the end of his turn. If at any time, when changing the turn of play, there will not be enough material left on the board to give mate, the game will be drawn, **following the established rules of the FIDE (World Chess Federation). Also, the rules of draw are applied by triple repetition and by 50 plays according to that same regulation.**
7. **ADDING OR REMOVING PIECES:** When adding, pieces can only be placed on the empty squares on the board, with the exception of the **Pawns (on the 1st or 8th rank).** When adding or removing pieces a check or check mate may occur.

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ADDITIONAL CARD RULES:

ACTION CARDS: Are self-explanatory and have no Icon as the Special Cards. These cards must be used immediately when drawn from the deck. If you cannot perform the action stated on the card, or any part of the action, you make a regular move. **The Action Cards include:**

Move a piece or combination of pieces-You can only move one of each of the pieces indicated on the card. You cannot move 2 of the same.

Remove or Recover any one piece-Recovered pieces may be placed anywhere on the board. The placement of the piece may result in a check or checkmate. Pawns may not be placed on the 1st or 8th rank.

Steal a card-You may take any one of the cards, your opponent in currently holding.

Lose a turn, 21 points-instant win

SPECIAL CARDS:

Option Cards:

Give Check and Recover a piece- You must give check with the indicated piece in order to retrieve your prize. This card may be used at your leisure. The recovered piece may be placed on any open square on the board; including open squares that may check or checkmate the enemy King.

The King can move like a Queen-The King has the power to move or capture like a Queen for one move. You may use this option card to escape a dangerous situation such as check or checkmate. This card may not be used if you are holding the Imprisoned King Time Card.

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Time Cards:

Knight can make 2 consecutive moves-Your Knights can make 2 moves- You may capture up to two pieces while moving. Checking your opponent's King ends your turn. Only one Knight can be moved per turn.

None of your pieces may move backwards- (No Retreat)Your pieces may only move forward while this card is in effect.

The Rook, Bishop, Queen can move like a Knight- The indicated pieces may move, capture, and/or check the King as a Knight. If desired, the piece may move as it does normally.

Imprisoned King-While this card is in effect your King may not move. Any movement of the King will lose you the game.

Invincible Pawns-Your opponent may not capture any of your Pawns. If a Pawn is promoted, and becomes another piece, it may be captured. The remove a Pawn Action Card is still applied.

JOKER CARDS: These cards must be used immediately when drawn from the deck.

Replace the position of any Piece- You may change the position of any one piece on the board, with exception of the King, and place it on any other empty square.

Lose all your cards- Put all the cards you are currently holding back in the used card deck and make a regular move.

WILD CARD: This card can take the form of any card in the deck. You may only make one choice and must follow the specific rules of the card chosen. You must make your choice upon receipt of the card and, before using, declare the choice to your opponent.

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Castle-Mate instructions and rules updates

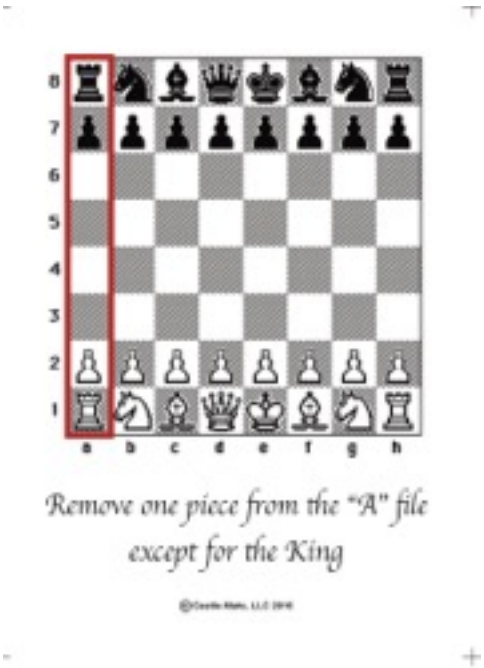
Action cards:

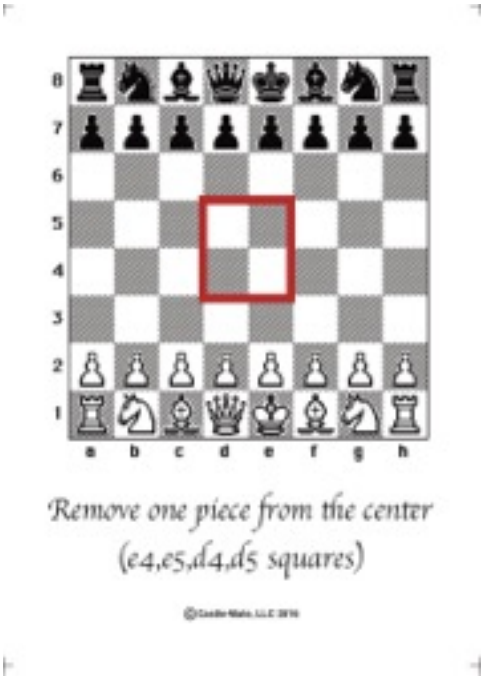
With the **Blue, Green, or Red Action Cards**,



if any part of the instruction illustrated on the card can be legally completed you must do so, and that is the end of your turn. If you cannot perform any part, you must make a regular move.

For the Action Cards that involve removing a piece from a particular file (Remove any piece from the "A" file, Except for the King) or the Remove a Piece from One of the 4 center Squares,



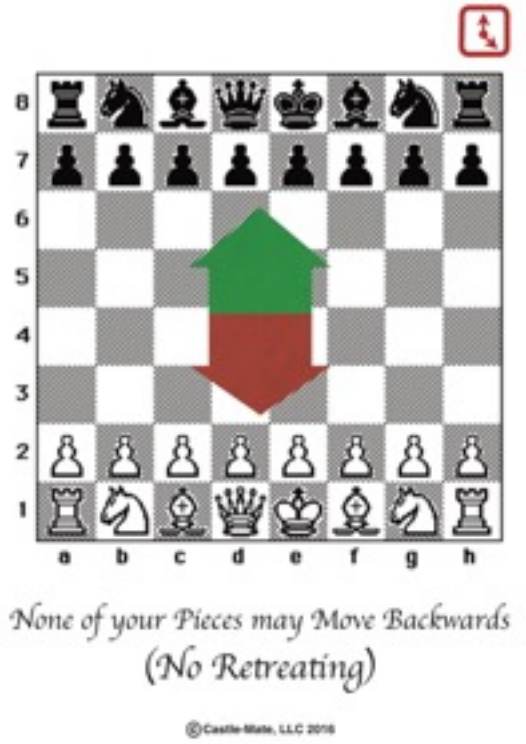


You must remove a piece regardless if it is your opponent's piece or your own, then it is the end of your turn. If there are no pieces in the designated location indicated on the card, then you make a regular move.

Castle-Mate instructions and rules updates (Cont'd)

TIme cards:

With the card: **None of your Pieces may Move Backwards (No Retreating)**,



You may only move forward, or laterally (sideways), with pieces that are applicable (King, Queen, Rook).

Castle-Mate instructions and rules updates (Cont'd)

Wild Card:



As stated in the original rules, the Wild Card can be declared to be any card in the deck. Before playing the game it is recommended to become familiar with all the cards in the deck to save time deciding on what to make the Wild card, during a game. Note: If a player declares that the Wild Card is a **Time Card**, it cancels out any of the time cards that are currently possessed by he/she or the opponent. If a player decides to make it an **Option Card**, it can only be used once, and it is discarded after its use. If the player decides to declare the Wild Card to be an **Action Card** (Recover a Piece, Remove a Piece…), **Joker Card**, or **21 Points Card**, the card must be used immediately and returned to the used card pile after its use.

1) Some of the Move/Recover/Remove Action cards have different colored pieces. Some of the pieces have a black border but the inside color is the same as the card color while others have a black border but white inside coloring. Does that mean that the ones with a white interior are for white pieces only and the others are black pieces only to be moved/added/removed?







Different colors have no relevance to the pieces you move on the Move/Recover/Remove, Action Cards (they only apply to the player who draws the card (White or Black). You only make regulation moves with your own pieces. On REMOVE pieces, Action Cards, you have the option to remove your own pieces or your opponents.

2) When a card says "Move" a piece - does that mean make a normal move or move it wherever you want on the board as long as it is an empty square.



You always make regulation moves, unless the card you draw specifically says otherwise. For example, The Joker card-"Change the Position of any Piece on the board, except for the King"

Castle-Mate instructions and rules updates (Cont'd)

3) The card "lose your turn"... Does that mean your next turn after drawing the card?



It applies when you draw the card. You do not get to move a piece or draw another card. Upon receipt, the card is returned to the used card pile. There are 2 of these in the deck.

4) The total 21 points and win card... Is that a one time card? I.E. if you don't have 21 points you don't win, you discard the card, and your turn is over - no move?



The 21 points card is used when it is drawn. Upon receipt, if you have accumulated 21 points or more, you have won the game. If you do not have enough pieces, the card is put in the used card pile and you make a regular move.

GENERAL NOTES: When a player draws a card from the deck, he/she needs to declare what it is to their opponent. All cards, active in the game, should remain in plain view for both players at all times. Cards are not allowed to be concealed. The used cards should always be discarded to a separate card pile face up.