



En Prise is a two to four player card game that plays just like chess - on a board created with the cards as you play!

If chess is akin to the planning and subsequent war between two armies, En Prise is the thick of combat - where Pawns open up the battlefield for their masters, Kings are summoned to the frontline, and different factions use alliances to defeat their rivals before a final showdown...

Rules

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These instructions assume a familiarity with the rules of chess. Before playing **En Prise**, we recommend reading both sides of this sheet to become fully aware of its unique style. **Important reminders are printed in boxes below for easy reference during a game.**

SETUP

Each player chooses one of the four colours from the 64-card deck and starts a game holding a full set of 16 chess 'pieces': 1 King, 1 Queen, 2 Bishops, 2 Knights, 2 Rooks and 8 Pawns. The Kings are separated and the rest of their cards shuffled by the player to their left then returned to them. Each player displays their cards in front of them, face-up in the shuffled sequence. This is called, '**Laying the Battleplans**'. Every player's full Battleplan can be seen by all opponents and the order in which their cards are brought into play will follow the sequence dealt.

When in play, an **En Prise** chess card represents a square of a growing chessboard. Squares can either be:

- OCCUPIED:** card face-up (a piece); or
- UNOCCUPIED:** card face-down (a vacant square).

Like chess, the aim of **En Prise** is to checkmate opposing King/s.

PLAYING EN PRISE

The first player places the first sequenced card from their Battleplan into the centre of the playing area, creating the first 'square' of the chessboard. On subsequent turns, players add more squares from their own Battleplans, making the board larger, in **ANY SHAPE** they choose. They can create terrain and deploy their army with knowledge of opponent pieces on the horizon. **En Prise** is played over the squares like a game of chess, with pieces moving around the growing board.

ON EACH TURN

On a player's turn they must either **PLACE** the next sequenced card from their Battleplan or **MOVE** one of their pieces that has already been placed. If they have placed all their cards, they continue the game moving their pieces in play.

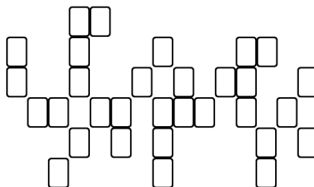
PLACING A BATTLEPLAN CARD

New board squares can only be created by placing new cards.

- A CARD CAN BE PLACED SHOWING THE **PIECE, FACE-UP:** A NEW OCCUPIED SQUARE; OR...
- A **PAWN** CAN ALTERNATIVELY BE PLACED **FACE-DOWN:** A NEW VACANT SQUARE; OR...
- A **PIECE** CAN BE PLACED **ON TOP** OF AN EXISTING **FACE-DOWN, VACANT SQUARE** TO OCCUPY IT.

After the single card from the first player, as squares are added on each turn, **they must always be CONNECTED** horizontally, vertically or diagonally as if aligned to an invisible grid.

A new square can be added at **any** unconnected corner or along **any** unconnected side of **any** card already on the board.



En Prise boards can be **any shape** and could easily grow beyond the number of rows and columns shown here.

An example, mid-game **En Prise** board shape

A **King** can be placed on **any** turn when there are at least 6 vacant squares on the board. When a King is placed, there are **additional placement rules to consider** (more about them later in **Summoning the Kings**).

MOVING A PIECE, *En Prise* Style

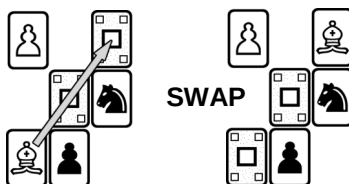
En Prise players can use the shape of the board itself as an aid to defence or attack. The **En Prise style** of play allows board squares to be preserved for the duration of the game.

A piece can only move to a vacant square or a square occupied by an opponent's piece. If a piece moves to an occupied square, the opponent's piece is **captured**.

The key thing to remember when playing chess **En Prise style** is:

- WHEN A PIECE MOVES, IT MUST **ALWAYS LEAVE** BEHIND A VACANT SQUARE.

So if moving to a vacant square:
Swap the cards.



If capturing a piece:

Swap the cards AND flip the captured piece face-down so it becomes a vacant square.



While learning **En Prise**, it helps to remind each other of the **En Prise Style** or the board can disappear as pieces are moved! Playing on a tablecloth or other fabric can make lifting and swapping cards easier if using a very flat or shiny surface.

MOVEMENT RULES

The movement rules of **En Prise** are the same as chess with one exception:

- **PAWNS CANNOT MOVE.** ONCE PLACED, THEY OCCUPY THEIR SQUARE UNTIL CAPTURED.

Kings can move exactly one square in any direction.

Queens can move to their destination via any number of vacant squares in any direction.

Bishops can move to their destination via any number of vacant squares in any diagonal direction.

Rooks can move to their destination via any number of vacant squares in any horizontal or vertical direction.

Knights also move the same number of squares as their chess counterparts. And, as in chess, they can jump pieces. However, they **must follow an unbroken L-shaped path to their destination**. They can jump *pieces* but not gaps in the board.

Continued overleaf...

Unconnected card edges are the edges of the board itself.

The following rules apply to all moving pieces:

- PIECES CAN ONLY MOVE TO AND THROUGH SQUARES ALREADY CREATED.
- NO PIECE CAN MOVE PAST THE EDGE OF THE BOARD.
- MOVING PIECES CANNOT CREATE NEW SQUARES.

SUMMONING THE KINGS

Kings can be placed on any turn when there are **at least 6 vacant squares on the board**.

- WHEN A PLAYER CHOOSES TO PLACE A KING, EACH OPPONENT MUST USE THEIR NEXT TURN TO PLACE *THEIR* KING.

After placing a King, **on the same turn the player then has the option to place an additional card: a new vacant square**. This can provide a vital escape route for the most precious piece which is why it's called an '**escape square**'. But players are free to use it elsewhere on the board if they wish. If a player chooses to place an escape square, the piece sacrificed *must* be the next one from their Battleplan, regardless of type. Choose wisely!

A King cannot be placed anywhere that puts it in check. Similarly, no player can complete a subsequent turn that leaves their King in check.

If Kings have been summoned but a player cannot place their King without it being in check, they have been checkmated on their way into battle and are out of the game. See '**Check and Checkmate**' for more information.

Once Kings have been summoned:

- A NEW PIECE CANNOT BE PLACED IN ANY POSITION DIRECTLY CONNECTED TO AN OPPONENT'S KING.
- A NEW PIECE CANNOT BE PLACED IN A POSITION WHERE IT IMMEDIATELY PUTS AN OPPONENT'S KING IN CHECK.

CHECK AND CHECKMATE

Like chess, the aim of **En Prise** is to checkmate opposing King/s.

A player's King is in check when any opponent's piece is in a position to capture the King. **It is not permitted for a player to end their turn if it leaves their King in check**. They have to remove the King from check to continue. Should that not be possible, the player has been checkmated and is out of the game.

WHEN A PLAYER PUTS ANOTHER IN CHECKMATE, it is not finally declared until the mated player's turn. If there are more than two players, this can provide an opportunity for another player to remove the checkmate before then. Alliances in **En Prise** may be used to *help* as well as ambush opponents!

AFTER A CHECKMATE, if there is more than one player remaining, the game continues once **the mated player's pieces are turned over to become vacant squares**. Clearing pieces can sometimes leave the following player in checkmate when they take their turn. A double-checkmate! Try to achieve a triple-checkmate (and avoid checkmating yourself!)

IF KINGS HAVE BEEN SUMMONED and a player cannot place their King without it being in check, they have been checkmated on the way into battle and are out of the game. Their board cards are turned over immediately, before the next player takes their turn.

A STALEMATE occurs if a player is not in check but has no further legal move available. Stalemated players are treated as if checkmated. If a player leaves and returns to the same square three times in a row (repetition), they are also out of the game.

WINNING THE GAME

The winner is the player remaining when all other players have been eliminated by checkmate, stalemate or repetition; or if their last surviving opponent has resigned - a player can only resign if they are one of the last two remaining players.

A DRAW is declared if a checkmate is no longer possible or where all players agree to end the game. Draws should count for nothing if playing a league.

ETIQUETTE

- When summoning Kings, a clear declaration is usually made to all opponents.
- It is customary for players to call 'check' when they put an opponent in check.
- When placing a pawn as a vacant square in blind play (see '**Variations**'), it should first be shown to all opponents.

VARIATIONS

En Prise Casino: Battleplans are laid face-down. On each turn, a designated croupier calls "Move or Place?". If the current player wants to place a card, the opponent to their left chooses which hidden card must be played from the player's Battleplan. The croupier reveals the card, declaring its type and it is placed according to the player's wishes. Summoning the Kings and movement turns are carried out as usual. If used, an escape square is chosen by the player, not an opponent.

En Prise Blind: Battleplans are laid face down or played from the hand (useful on smaller playing areas). Allow players to peek at their whole Battleplan or limit them to see just their next sequenced piece before deciding to move or place. Either way, opponents play blind, only seeing pieces as they hit the board.

En Prise Memory: Battleplans are laid face-up for a very short amount of time so all players can attempt to remember the state of play. The cards are then turned face-down and played in sequence. Players must choose to move or place before the next hidden Battleplan card is revealed.

En Prise Alliance: If there are four players, why not team up? Play as usual with open negotiations or coordinate Battleplans that are hidden from the other side.

En Prise Your Way: All manner of variations can be created to suit how you play, help a single player take on a team of two, or just for added fun! Try hiding Battleplans from certain players; force the strongest player to play blind; change the order and timing that cards are revealed for your own brand of surprises... you can even use more than one pack for additional pawns or other piece types! Ever played chess with multiple Kings??

However you play, we hope you enjoy En Prise and create lots of wonderful board shapes along the way!

For more information, including links to the rules of chess, visit:

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