

Boost Chess rules:

- Print out the Boost Cards below
- Each player starts with 5 poker chips (optionally add more for a longer match). On average the number of chess games in a match will about equal the number of starting chips.
- Place the Boost Cards shuffled face down on one side of the board
- Before each game starts, each player antes one chip to the pot.
- Start a game of chess using a chess clock (optional)
- Before his move, any player may make a bet of one chip. This counts as a move for chess clock purposes.
- The other player has 3 options:
 - He can **fold**, meaning the aggressor will scoop the pot, and pieces are reset for the next game.
 - He can **call** and match the bet. As a bonus for calling he receives one Boost Card, which is placed face up.
 - He can **beaver** the bet, meaning raising by one chip and also collecting a Boost Card.
- The majority of Boost cards provide special powers to a specific piece. All Boost Cards are one time use only. Before a move, a player must announce his use of the card, use it for his turn, and place it face down in a discard pile.
- Special Rules.
 - Only one player can have Boost Cards at a time. A player without Cards can bet also; however in this case his opponent will have to give up a card if he calls the bet (chosen by the bettor)
 - If a player is “all-in” meaning no more poker chips neither he nor his opponent may bet.
 - If all Boost Cards are used up, shuffle the discard pile and continue to use Cards.
- The winner is the player who collects all poker chips.

Draw Odds



Holder Wins with a Draw.

Veto



Holder can Veto last move. Opponent must move a different piece (if legal) otherwise different move with same piece.

Super Pawn



Pawn can move one square forward, two squared forward, or diagonal one square forward. Capture allowed.

Queen Me



Any piece can make a single move as a Queen

Bomb Capture



After a piece moves, capture any piece(s) on the 8 surrounding squares. Capturing the King is not allowed.

Double Move



Move any single piece twice. Captures allowed.

Super Bishop



After moving the bishop normally, holder can take an additional single step vertically or horizontally. Capture if possible.

Super Knight



Holder can move knight 1 square in one horizontal or vertical direction and any number of squares in the opposite.

Super Rook



Rook can jump over a single piece belonging to either side. Capture if applicable.

Teleportation



Teleport any piece to any square. Pawns cannot be teleported to the 7th or 8th rank, and checkmate is not allowed.

This card is left blank. Be creative and add your own Boost power.

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