

AlterEgo Chess

- 1 Do not** open with a **center** Pawn, because...
- 2 Knights** are really **Dragons** that keep flying and feeding (must stop at check)
- 3** The **Assassin** plays like a **Bishop** or captures by hopping pieces like a **Checkers King**
- 4** The **Amazon** combines the powers of the Chess Rook, Bishop and **Knight**
- 5** The **Pao** plays like a **Rook** or throws rocks like a catapult over another piece
- 6** The **Emperor** can swap at any time with any of it's pieces when on it's own first rank
- 7** The **Immortal Pawns** can only die while sleeping on their start squares (second rank). When captured on any other square they may return to the board before the player's move on any open start square.

Details, details:

Do move the same piece twice! **Dragons** and **Assassins** can keep jumping until they make check.

You may not castle out of, into or through check.

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