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Chess 2 Pocket Ruleset

1. Real world changes

- Each player must follow the dress code overlaid on the board during the game.
- Pressing the square F5 on the board changes your perspective.
- You cannot play this game on the 29th of June 2024.
- Flowey the yellow flower from the hit game Undertale, positioned on square I1, can provide any new players with a handy tutorial.
- The next rule applies only on even days of the week.
- The previous rule applies only on uneven days of the week.

2. General rules

a. Rule 12

- When this rule is invoked, the targeted player is allowed to analyze the current position on chess.com or lichess.org.

b. War crimes

- Committing a war crime will make you go directly to jail. You do not pass go and do not collect \$200.

c. War attrition

- When a player loses their first piece, the populace gets tired of the oppressive absolutist monarchy and the event “[*rising tensions*](#)” starts for that player.

3.

3. Pieces

a. Pawn

- When two pawns are forced to en passant the same pawn, they fuse into a bishop without wasting another action, releasing some photons. The bishop is placed in the space that the pawn would've occupied during a normal en passant. The enemy pawn is replaced by an unpayable antipawn.
- If three pawns die for a single player, the event "communist revolution" starts for that player.
- If the player is gay and it's pride month, their pawns' movement speed is doubled.

b. Bishop

- Can fuse into a church with an adjacent rook.

c. Rook

- If two rooks of any color are one square apart from each other (only horizontally or vertically), the owner of either of the rooks can choose to create a permanent wall in that space that is considered impassable by any piece.
- Can fuse into a church with an adjacent bishop.

d. Queen

- If the player is trans and it's pride month, their Queens can move twice on their turn.

e. King

- When taking a piece, the king inherits the piece's movement and functionality.

- When in checkmate, the king tolls a DC15 Dex saving throw to avoid losing the game. On a critical success (20), the pieces checkmating the king are killed.

f. **Church**

- Moves the same as a queen and can be used instead of a rook for castling.
- Generates 1 worship point at the start of your turn and raises maximum deity capacity by 1.

g. **Cognitive Behavioral Therapist**

- Uses the rook's move set (that means yes, it can also be used for castling).
- Pawns adjacent to the therapist can move 2 spaces in a single turn.
- The therapist generates 1 enjoyment point for its owner at the end of the owner's turn.

h. **Ron Weasley**

- Uses the knight's move set.
- Instead of moving a piece, you can use Ron to make a square on the board explode. Makes 10 random squares explode instead if you also think that your pieces are being taken too quickly.

4. **Board Changes**

- Squares D22, I1, I4, I5, J3, J4, J5, J6, J7, K2, L12, and $\square \ddagger$ are added to the board.
- Square B4 no longer exists.
- Squares L12, D22, K2 and $\square \ddagger$ contain star systems.
- Square I1 starts with Asriel Dreemurr, in Flowey form.

- At the start of each turn, roll a percentile die. On a 1 (or 5 or lower if Vladimir Lenin is on the board), the c4 square detonates, killing every surrounding piece except for rooks and knooks. If only the pieces of a single player are killed by the explosion, the other player counts as having committed a war crime.
- Also at the start of each turn, use a random number generator to generate a number from 1 to 1000. If it lands on 666, the “unholy insurgency” event starts.
- Enjoyed out pieces cannot be taken while on squares J4 or J5.

5. General actions

- **Budget Gavin:** Once per game you can remove one pawn of any color from the board at any time. If the opponent does not call it out until the next move, this is irreversible. If the opponent calls it out before that, the pawn is returned, and the opponent activates Rule 12. Removing a pawn while it is on vacation is considered a war crime, regardless of the opponent’s reaction.
- **Fusion:** Instead of moving a piece this turn, two target pieces you own are destroyed and are replaced by a new piece on either of the spaces the two pieces used in the fusion occupied, unless specified otherwise. Can only be done if a specific rule allows you to.
- **Rule 34:** Instead of moving a piece this turn, you remove all the kids from the room and view or create rule 34 content. You gain 1 BDSM point if you viewed it and 5 if you created it.
- **Weasley Gambit:** Instead of moving a piece this turn, destroy a knight to receive the Philosopher’s Stone, which grants all your pieces the knight’s move set. The opponent immediately gets an opportunity to destroy one of their own knights to declare a Weasley Countergambit, which starts the event “Gingerpocalypse”. If your opponent does not declare a Weasley

Counter gambit, a random other knight belonging to you (if present) is replaced by Ron Weasley.

- **The industrial revolution and its consequences:** If a player at any point says, “Triple Cheeseburger”, they are allowed to put bishops in their ass.

6. **Vacation**

a. **Behavior**

- While a piece is on squares I4 or I5, it is considered “on vacation”.
- Bishops can never attempt to leave those squares while on vacation.
- Kings on vacation for 3 or more consecutive turns are assassinated.
- If a knight and a rook of the same color are on vacation, they can [fuse](#) into a knook.

b. **Enjoyment**

- You gain 2 points of enjoyment for each of your pieces that is on vacation at the start of your turn.
- While your king is adjacent to a queen, enjoyment can be used to enjoy out pieces.

c. **Enjoying pieces**

- After enjoying out a piece, the queen can only move one space in each direction for three rounds.
- On your third turn after enjoying out the piece, you place it on squares J4 or J5. The owner of the piece can then choose to place it on any square left of it (based on the white player’s perspective). If the owner does not do that for two turns after the piece is created, it is placed on the closest available space to the left of it (based on white’s perspective).



Pawn	3
Horse / Bishop	9
Rook	15
Queen	27

- Hybrid units are assigned a price based on the following formula:

$$M + (4 \times C) / 3$$

E being the price of the more expensive unit and c being the price of the less expensive unit.

7. Religion

a. Deities

You can choose one of the 5 following deities for each point of maximum deity capacity you have, each conferring a different effect:

Martin of chess.com: You can use artificial intelligence for move suggestions, as long as it's set to always suggest bad moves.

Gavin of 3rd grade: You can en passant from any file. Your Budget Gavin action can now target any piece, but the opponent can call you out and activate [Rule 12](#) at any point afterwards.

The Knook: A knight and a rook can [fuse](#) into a knook whenever, as long as they're adjacent. [Enjoying out](#) a knook costs half the enjoyment.

Jessica of the Demonic: As an action, sacrifice a piece to Jessica, destroying it and gaining 3 worship points if it was a pawn or 9 worship points if it was a major piece. Once per game, on your turn, you can start the ["unholy insurgency"](#) event early, choosing Jessica's placement, if the entire 4x4 area of squares is free.

Cheeseburger: As an action, call for a burger crusade. Simply play a short game of Campaign for North Africa against your opponent. If the result is a draw, each player sets up the Minecraft modpack “GregTech: New Horizons” and races the other to complete a Stargate in it on hardcore mode. The winner of either of these games is victorious in the crusade and gets an extra turn. Also as an action, you can construct a Temple of Freedom in an unoccupied square. The temples generate 1 [enjoyment](#) point per turn for the owners of the pieces inside of them, in exchange for decreasing that piece’s maximum movement distance by 1 each time. Decreasing a rook’s maximum movement distance to 0 will turn it into a stationary burger catapult, granting it a ranged attack. Lost movement distance can be recovered if the piece goes on vacation, at the same rate that it was lost.

While the [“unholy insurgency”](#) event is active and at least one Temple of Freedom is active, Jessica is automatically killed and the event ends early after an amount of turns equal to the amount of pieces on the board has passed for the owner of the Temple of Freedom. If this happens, roll a DC4 Integrity save. On a failure, the temple is destroyed.

At any time, you can set a price for using your Temples of freedom and allow your opponent to use them as well. If you’re white, you cannot charge black more than you charge yourself, but can attempt to do so anyway. If black calls you out or you set the price too high¹, you get brought to court². The winner of the case activates [Rule 12](#).

b. **Miracles**

- A miracle can be used instead of an action, spending an amount of worship points specified next to the name of a miracle.
- **Horse storm, anyone? (5):** All your knights move horizontally or vertically to the edge of the board, destroying any piece they encounter

¹ How much is too high? No clue.

² I assume you just get brought to irl court, because I have no instructions for you, reader.

on the way there. After reaching the edge of the board, they die due to hitting their heads against the 4th wall.

- **Ascension (10):** A chosen knook becomes a holy knook, gaining the move set of a bishop in addition to everything it had before.
- **Clero-chessism (20):** A revolution event starts for the opponent.
- **Wololoo (Opponent's total worship points + Target's value × 2):** A targeted piece comes under your control. It can immediately move 2 squares in any direction and cannot put the opponent into check or checkmate this turn.

8. Parliament

This mechanic is only unlocked once you accept the constitution in the "rising tensions" event.

a. Meetings

- Every five turns every member of parliament leaves the main board to hold a meeting in parliament. The parliament is located in squares J6 and J3 for black and white respectively.
- While the parliament is in session, you can pass tax bills, enact trade policies and tariffs, including those described in the "Interstellar Trade Routes and Economic Influence" chapter, appropriate government spending and pass laws regarding the rules of Chess 2.

While the parliament is in session and it's your turn, instead of moving a piece you can enact a vote of no confidence, switching the PM (who is on the board) around with an MP (who is theoretically safe in parliament). The chosen MP, who is now on the board, retains their status as being in parliament for the opponent's next turn.

While either your king or your prime minister is not threatened, you can call for an emergency meeting, forcing the parliament to assemble on the next turn.

b. **Additional Rules**

- Attacking an MP belonging to your opponent while they are in parliament is considered a war crime.
- All MPs must follow the dress code overlaid on the board.

9. **Trauma**

a. **Behavior**

- A player's trauma value is passively reduced by 1 at the start of their turn until it reaches 0.

b. **Effects**

- While any player's trauma value is not zero, white's horsey's moves are always offset by 1 square in a random direction, determined by a d4.
- While a player has 2 trauma points, they can spend \$500 to purchase the services of a CBT therapist. If they do, flip a coin.

If **heads**, they hire a **Cognitive Behavioral Therapist**. Set that player's trauma to 0. Place the therapist piece, controlled by its employer, on a free space on the main board, provided that it won't put the opponent in check or checkmate.

If **tails**, they hire a **Cock and Ball Torture expert**. Set that player's trauma to 99999999 and enjoyment to 0 or if you have 5 or more BDSM points, to 10. The "therapist" twists your pieces' nuts sideways, preventing them from moving more than 3 spaces per turn. Additionally, the horsey can only move upwards, the king can only move diagonally, and the starting queen is unaffected.

10. Events

a. Revolution

- When this event starts for a player, all their rooks are captured by an aeroplane.
- No matter which side experienced this event, white gets 2 [trauma](#) points.

b. Communist revolution

- When this event starts for a player, their king is replaced by a new piece, Vladimir Lenin. The king gets shot.
- The player rolls a d20 for each pawn they own. The pawn turns into a knight on a result from 1 to 12, a rook on a result from 13 to 19 and a knook on a result of 20.
- All of the player's churches and religion bonuses are lost.
- The player's temples of freedom are disabled.

c. Unholy insurgency

- When the event starts, Elder Goddess Jessica is placed on the central 16 squares of the board. Jessica has a total of 50 hit points and takes two actions at the end of each of the players' turns. Jessica can be damaged by placing a piece on top of her. The damage dealt is equal to the piece's value and is dealt at the start of the piece's owner's turn. The [horse storm](#) miracle deals only 15 damage per horsey to her.
 - While the event is active, it's impossible for either player to capture the opponent's pieces and all checks and checkmates coming from either of the sides are ignored.
 - The action Jessica takes on her turn is determined by a d6:
- 1:** Roll 2d8 three times to determine three random squares on the main board (one d8 for rank and another for file). Any squares containing a

piece are hit by Jessica's profaned fireball, making it roll a DC15 Constitution saving throw or become a Piss piece.

- 2: All vacation spots are converted into minimum-wage jobs for 2 turns. Each piece occupying a minimum-wage job square loses its owner 10 enjoyment points at the start of their turn. If this action is rolled again before the minimum-wage jobs revert, their duration is extended by an additional 2 turns.
- 3: The highest value non-king piece of the player whose turn it is next gets infected with Profane sickness. If a piece infected with Profane sickness is ever adjacent to a bishop or a church, the condition is removed. If the condition is still present after 3 of its owner's turns, the piece turns into a piss piece.
- 4: The c4 square becomes a Calamitous bomb and detonates instantly. Instead of destroying pieces, the square's explosion converts them to Piss pieces. The blast retriggers if this action is rolled again.
- 5: Roll 2d8 to determine a random square (one d8 for rank and another for file). Jessica removes that square from the game completely. If a piece was present on that square, it is returned to its starting position or destroyed if it no longer exists.
- 6: Roll 2d8 to determine a random square (one d8 for rank and another for file). Jessica places a Providence flame on it. Every other turn after its creation the flame places a piss pawn on its square and a piss knook every 10th. The flame can be extinguished by any non-piss piece landing on it.

Piss piece: yellow-colored pieces that are unable to be controlled by either player, moving randomly instead. The direction of their move is determined by a random dice roll and the distance by a d8 (except for pawns and knights, which move the same distance they always do). Piss pawns have been freed from their mortal coil and choose a direction to move in with a d8. due to their vile corrupted nature, they can ignore en

passant. If the piss piece encounters an edge while moving, it does not move further. If a piss piece lands on top of another piece, it captures it and heals Jessica for 10 hit points.

- **Second phase:** When Jessica's hit points reach 20 points or less, she adopts a blue hue (da bu dee da bu doo) and acts three times at the end of each player's turns.
- **Aftermath:** After Jessica's hit points reach 0, all remaining Providence flames are converted into vacation spots, the b4 square starts existing again, all knooks become holy knooks, Profaned sickness is removed from all affected pieces and all piss pieces become normal pieces, joining the side they're closest to. The side on whose turn Jessica was summoned gets \$1500 but counts as having committed a war crime. This event **ends** and cannot be started again.
- **She's not fucking welcome here:** During pride month, all non-binary players can destroy Jessica instantly and **end** the event at any time.

d. Rising tensions

- While the event is active for you, public agitation will increase by 10 points for you at the start of your turns. When public agitation reaches 50, the current government will be overthrown. The government will switch to fascist and the current ruler will be replaced by a Lord Protector, **ending** this event.
- **Control:** During each of your turns, you can send multiple pieces back to the core land to control or fight the protests. For every piece sent, public agitation will decrease by $1d4 + \text{The piece's RBC}$. The piece's RBC, or rebellion control modifier, is equal to half the sum of its value and proficiency modifier (if the piece is proficient with quashing rebellions). When public agitation reaches 0, the protests stop and this event **ends**, gaining you 6 trauma points.
- **Adaptation:** At any point, you can decide to agree to the public's demands and give up some of your power to an elected council, in which

case public agitation stops growing and the event progresses into the Constitutional Convention phase.

On the third turn after the event progresses into the Constitutional Convention phase, the council will draft a liberal constitution. If you refuse it, you get 12 [trauma](#) points and you start a civil war³. Losing the civil war will result in public agitation immediately being set to 50, while winning it **ends** this event.

If you accept it, the House of Lords, consisting of knights and bishops, and the house of commons, consisting of four other pieces decided randomly, will form. Add a prime minister piece anywhere on the board. The prime minister piece is functionally identical to the king. The king stops being the aim of your opponent and it is now your prime minister who is the target. This event **ends** and unlocks the [parliament](#) mechanic.

e. **Gingerpocalypse**

- When the event starts, Ron Weasley is placed on one of the central squares. Ron takes turns after the player who declared the Weasley Countergambit and moves randomly in an L shape, for a total amount of spaces equal to $(1d8+1d12+1d20) / 7$, rounded down, capturing any piece he lands on.
- Ron cannot be captured like a normal piece and can only be destroyed either by the [horse storm](#) miracle or repeatedly hitting the square he's currently located on with 7 Harry Potter books. The philosopher's Stone in possession of the player who declared the Weasley Gambit is also destroyed when using the latter method.
- While the event is active, it's impossible for either player to capture the opponent's pieces and all checks and checkmates coming from either of the sides are ignored.

³ How does the civil war progress, you ask? Who knows, rule 37 was pretty much skipped.

- Every 10 rounds since the start of this event, Ron activates his main ability, which has multiple effects.

Unfriendzone-ification: All the players that are single, cheaters, divorced or have ever been cheated on or friend zoned lose 100 enjoyment points and gain 100 trauma points.

Bloody hell: 10 randomly selected spaces are now covered in blood. Any piece entering these spaces will be turned into a normal Ron Weasley piece and is no longer able to be controlled by either player. All Ron pieces move on the same turn, avoiding capturing each other.

Wait, my rat was an old man this entire time?: If there's a single rat within a 100km radius around the chessboard, Ron Weasley attacks 10 randomly determined squares on the main board, destroying any pieces present on them.

Fire nation: Ron summons the entire fire nation armada, gaining a permanent modifier that destroys any pieces adjacent to him at the start of his turn.

11. **Interstellar Trade Routes and Economic Influence**

a. **Establishing trade routes**

- To establish a trade route, each player must have a Trade Agreement card with the star system they wish to trade with. A Trade Fleet must be stationed in the origin and destination star systems.
- Each trade route must pass through a series of Waypoints that could include neutral, allied, or enemy-controlled sectors. Calculate

b. **Trade route validation**

- After establishing a trade route, you must also validate it.
- Roll a Navigation check (d12) for each waypoint. On a result from 1 to 4, the waypoint gets an obstacle. Consult the Obstruction table to determine its nature.
- For each obstacle, perform a necessary Resolution Action, predicting the outcome of all future trade convoys once the route is operational:

Asteroid Field: Roll a DC3 Integrity saving throw for each Trade Fleet Ship. On a fail, the ship is damaged.

Space Pirates: Engage in a Skirmish using combat rules. Victory or defeat affects the trade route's viability.

Cosmic Storms: Delay the route for 1d3 turns.

c. **Economic influence calculation**

- After you've validated the route and established all the outcomes for the obstacles, you need to total your earnings.
- Calculate the Total Trade Value based on the number of Trade Fleet ships (equal to number of waypoints the route passes through plus the origin and the destination systems). Each ship has a cargo capacity of 1000 units.

- For each 1000 units of goods traded, earn one Economic Influence Point (EIP).

d. **Political power adjustment**

- Your EIPs raise your status and give you political power. Every 5 EIPs can be converted into 1 Political Power Point (PPP).
- You can use PPPs to influence Galactic Council Decisions or to Levy Trade Sanctions against the opponent. Each Galactic Council Decision requires a majority vote, so PPPs can be spent to gain 1 vote in your favor.

e. **Upkeep and maintenance**

- At the start of each of your turns, roll a DC6 Maintenance check for each Trade Fleet ship. On a failure, the ship requires repairs, costing 0.05 EIP, in addition to 0.05 EIP for every time it suffered damage because of an obstacle on the trade route.

After that, roll a DC5 Stability check. On a failure, the trade route becomes unstable due to political changes and needs to be renegotiated.

12. True ending

a. Ways to achieve

- Win the game without taking a single piece
- End the "[unholy insurgency](#)" event in under 8 turns

b. The final boss of chess

- After reaching the true ending, Flowey the yellow flower consumes six human souls and transforms into Asriel Dreemurr.
- This match's winner (in case of the first condition) or the player who dealt the last blow to Jessica (in case of the second condition) fights Asriel Dreemurr, the fictional goat demigod, in a hand-to-hand combat duel to the death.

13. Additional win conditions

a. Parental Negligence

- There are no available spaces to the left of the opponent's [enjoyed out](#) piece (from white's perspective)
- The opponent's same [enjoyed out](#) piece is forced to move to an available space to the left of it (from white's perspective)

Resolution: The owner of the [enjoyed out](#) piece loses because they neglected their newborn child for too long. Therefore, their opponent wins the game.

b. The young Weasel

- Either player has only watched the Harry Potter movies and is of the opinion that Ron Weasley is just a comedic relief side character.
- The "[Gingerpocalypse](#)" event is currently active, and Ron Weasley just used his main ability.

Resolution: Ron sends both players to r/chessbeginners until they can decide who the winner of the current match is.

14. **Additional precious nuggets of wisdom**

- Cheeseburger
- Double Cheeseburger

I analyzed the image and this is what I see. Open an appropriate link below and explore the position yourself or with the engine:

White to play: chess.com | lichess.org

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- [Top comment adds a new rule to chess 2. Day 37.](#)
- [Top comment adds a new rule to chess 2. Day 34. \(rule 35 is mentioned by rule 32\).](#)
- [Top comment adds a new rule to chess 2. Day 33. \(Rule 34 is mentioned by rules 27 and 33\)](#)

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- [Top comment adds a new rule to chess 2. Day 41.](#)
- [Top comment adds a new rule to chess 2. Day 37.](#)
- [Top comment adds a new rule to chess 2. Day 34. \(rule 35 is mentioned by rule 32\).](#)

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Thank you for reading my pocket-sized supplementary ruleset for Chess 2, based on the 50 rules gathered by the amazing u/gayjemstone and be sure to not miss out on any of the sourcebooks on Chess 2 rules 51-100, coming to your bookstores this winter! The first volume will get you rule 51 for a low price of \$50, or if you purchase the veteran's package for \$120, the first volume along with a thank you note on a piece of loose cardboard written in black sharpie by my own two hands! I am not ambidextrous, but I will try to use both, I swear!

-u/Ailexxx337