



“You’re getting sloppy, Corporal. Your troops don’t trust your orders, and I sure as hell don’t. How about you show me your genius battle plan and prove you still got what it takes?”

Setup

The setup for *Chair Force* is similar to *Checkers*.

1. Sit across from your opponent and place the board between you, ensuring the leftmost tile is dark for both players.
2. There are 12 light pieces and 12 dark pieces. The player who controls the dark pieces will move first. Determine who will control the dark pieces.
3. Each player will lay out their pieces on the dark tiles of the first 3 rows of the board closest to them. All the dark tiles in those rows should now be occupied.
4. Shuffle the action cards and place them and place them on the edge of the board so that they are within reach of both players. Draw 2 of these cards and place them face up, next to the deck.

5. On the edge of the board, to the right of each player, there are numbers running from 1 to 8. Place the point indicator before the 1, indicating 0 points.
6. Have fun!

Objective

The objective of *Chair Force* is to **overpower your opponent by destroying all his pieces before yours are destroyed**. You destroy your opponent’s pieces by jumping them or by playing action cards that destroy other pieces. Turns consist of either moving or playing a card, and optionally buying new cards at the end of the round.

Gameplay

In *Chair Force*, player 1 will take his turn, then player 2, then player 1 again, and so on. **During a player’s turn, as long as he cannot jump an opponent’s piece, he can do 1 of the following:**

1. **Make a move:** the player moves a single piece to an empty, diagonally-adjacent tile. If the piece is a king, the player can move it in whichever direction he likes. If the piece isn’t a king, the player can only move it toward his opponent’s side of the board. **If the player’s normal piece reaches the end of the opposite side of the board, it becomes a king.**
 - a. **Jumping:** the player makes a special move by diagonally

leaping over 1 of the opponent's pieces and landing on the other side at an empty space. When a piece is jumped ("captured"), it is removed from the board and is now out of play. Multiple jumps are allowed on a single turn and only count as 1 move.

If a player can jump an opponent's piece, he has to.

He may not play a card instead.

2. **Play an action card:** the player plays an action card, placing it in the discard pile face up. The card's effects (which are stated clearly on the card) are resolved immediately, unless the card states that its effects are resolved at a later time.

A player's action card can't be played on his king, but can be played against an opponent's king.

Obtaining Cards

Cards are obtained in 1 of 2 ways:

1. **Destroying 1 of the opponent's pieces:** if a player makes a move or plays a card and 1 of his opponent's pieces is destroyed as a result, he gets a new card.
2. **Purchasing new cards:** if a player has enough points to buy 1 of the cards lying face up in the buy line, he may purchase it. A player can only purchase cards at the end of his turn

and must immediately deduct the number of points it cost from his running total. After purchasing a card, a new card should be drawn in place of it, face up.

There's no limit to how many cards a player can obtain in a single instance, but **if the size of his hand ever exceeds 2, he must immediately discard down to meet the limit.**

Obtaining Points

Points are a currency that players use to buy new cards at the end of their turn. Points don't decide the winner of a game but can improve a player's chances of winning.

There is only one way to earn points: make a "normal move" where one of your pieces ends up exactly 1 square (diagonally) from where it started. **At the end of a turn during which a player makes a "normal move," he will obtain 2 points.** Players receive these points before they buy cards and can use them immediately.

Victory Conditions

A player wins if all the opponent's pieces are destroyed. If the game ever devolves into a game of cat and mouse, where players are caught in a loop of chasing each other around, then no one wins.