



## **RULES:**

For 2 players

2 Rooks, 2 Knights, 2 Bishops, 2 Pawns (one each of white and black)

4 x 4 Chessboard (ranks 1-4, files a-d) One vinyl chessboard can be cut to make 4 tic tac chec boards.

Goal: Four in a row. Be the first to align your four pieces of the same color horizontally, vertically or diagonally!

Play starts on an empty board. White goes first.

Players take turns placing a piece on ANY empty square.

After placing your first three pieces, you may move and capture as in regular chess, except a pawn reverses direction upon reaching the opposite side of the board.

Captured pieces are returned to their owner and can immediately be played again on any open square.

You can place a pawn on the opposite side of the board and immediately on the next turn move back towards yourself. If it is captured then placed back on the board it must first move towards the opponent's side of the board before changing directions.

In Tic Tac Chec, pawns reverse direction after reaching the fourth rank, and move backward until reaching the first rank once again. Although pawns can move backwards in Tic Tac Chec, they only capture when moving forward!

The players continue to alternately place and move until one side or the other lines all his pieces up horizontally, vertically or diagonally.

## **TIPS:**

Emphasize the goal of getting all four pieces in a row and avoid capturing unless there is a definite advantage gained so that players develop better strategy skills.

Before making a move consider what your opponent is planning.

Play a flexible strategy by frequently changing where you are making your row. Fixating on a single row will most likely lead to a stalemate at best and more likely a loss.

Avoid trying to make a row of pieces on your first horizontal row of squares. This will most likely lead to defeat as it is difficult to move the pawn back to this row if it is already on the board.

As in regular chess, dominating the center of the board helps as some pieces have more potential places to move.

## **RECORDING MOVES:**

**P** or no letter (Pawn), **B** (Bishop), **N** (Knight), **R** (Rook).

@ used for placement of a piece on the board. eg. **B @ a1**, **P @ a1** or simply **@ a1**

- denotes movement to another square. eg. **Ba1 - d4** or simply **Bd4**.

x signals the capture of a piece. eg. **Bd4 x Nc3**.

	a	b	c	d	
4	a4				4
3	a3				3
2	a2				2
1	a1	b1	c1	d1	1
	a	b	c	d	