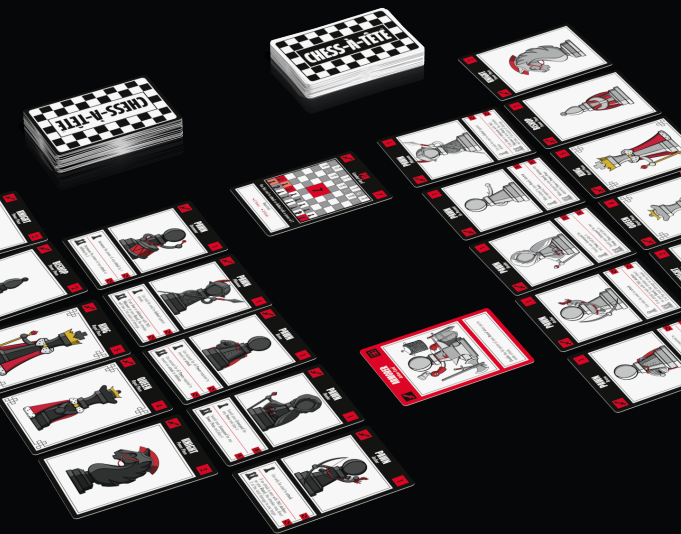


CHESS-À-TÊTE™

GAME GUIDE



PROTOTYPE EDITION

1 OBJECTIVE

The objective of *Chess-à-Tête* is to defeat your opponent by meeting one of the following victory conditions:

DEFEAT THE KING

Claim victory by playing a *Combat Card* with power exceeding your opponent's *board* hit points.

CHECKMATE

Fulfill all the required conditions stated on the *Checkmate* card and play it.

EXHAUST YOUR OPPONENT'S DECK

Force your opponent to run out of cards in their *Draw Deck*. If your opponent cannot draw and has fewer than SEVEN cards in their *Hand*, they lose.

2 GAME SET-UP

CHOOSE YOUR DECKS

Chess-à-Tête has two decks: *Black Deck* and *White Deck*. These two decks are identical, except the *White Deck* always plays first. If you prefer to take the initiative, go for the *White Deck*!



PLACE YOUR KINGS



Place your *King* card face-up in front of you. This area is called your *Board*, and will contain all of your deployed *Piece Cards*. **Tip!** The *King* card has a red colour on the reverse side, so it's easy to spot.

SHUFFLE AND DRAW

Shuffle your deck and draw SEVEN cards to form your starting *Hand*. Place the remaining cards face-down to form your *Draw Deck*. Throughout the game you should always have SEVEN cards in your *Hand* at the beginning of every turn.

3 TURN STRUCTURE

Each player's turn consists of up to THREE actions. You may take fewer than THREE actions, but you must play at least one card per turn. These actions can include:



ADDING CARDS TO YOUR BOARD

You can add up to THREE *Piece Cards* to your *Board* per turn. These can either be *Pawns*, *Power Pieces* or *Royal Pieces*.

PLAYING ACTION CARDS

Play an *Action Card* to gain instant or on going advantages, or to disrupt your opponent. You may play up to THREE *Action Cards* per turn and some may be played out of turn.



PLAYING COMBAT CARDS

Play a *Combat Card* from your *Hand* to initiate an *attack*. Only ONE *Combat Card* may be used per turn.

BURNING CARDS

At the end of your turn you may burn any number of cards from your *Hand* to draw an equal number of cards from your *Draw Deck*. Burning a single card is considered ONE action. You may burn multiple cards at once, but no more than THREE per turn.

Tip! Be careful of burning cards too often. Remember, if you run out of cards in your *Draw Deck*, you lose!

END OF TURN

At the end of your turn, draw cards from your *Draw Deck* until you have SEVEN cards in your *Hand*. If you already have SEVEN cards, you do not draw additional cards. If you play a card *Out-of-Turn*, you may immediately draw back to SEVEN cards.

4 BOARD BUILDING

Your *Board* consists of the *Piece Cards* you play in front of you. These *Piece Cards* are used for both *attacking* and *defending*. The following piece limitations apply unless otherwise specified by an *Action Card*:

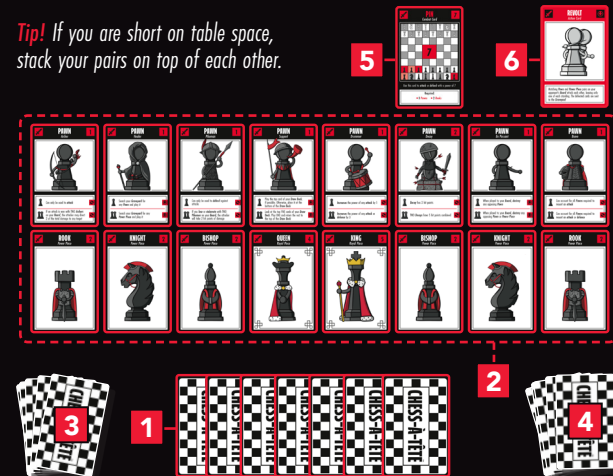
Pawn Limit: You may have a maximum of 8 *Pawns* on your *Board*.

Power Piece Limit: You may have a maximum of 2 *Knights*, 2 *Rooks*, and 2 *Bishops* on your *Board*.

Royalty Limit You may have exactly 1 *King* and 1 *Queen* on your *Board*.

The below image shows a typical full-board set-up for the *Black Deck*, the *White Deck* would set-up the same facing the *Black Deck*.

Tip! If you are short on table space, stack your pairs on top of each other.



1) *Hand* (7 cards)

2) *Board area* (16 *Piece Cards*)

3) *Draw Deck*

4) *Graveyard*

5) *Combat Card* (In-play)

6) *Action Card* (In-Play)

5 COMBAT: ATTACKING

Before declaring an **attack**, ensure you meet all requirements listed on the **Combat Card**. This includes having the necessary **Piece Cards** on your **Board**.

Declare an Attack: Play the **Combat Card** from your **Hand** and declare an **attack** on your opponent.

Resolution: If your opponent cannot **defend** (i.e., they do not have a **Combat Card** of equal or greater power, or lack the required **Piece Cards** on their **Board**), your **attack** is successful.

Damage Distribution: The defender must send **Piece Cards** of their choosing from their **Board** to the **Graveyard** to absorb damage. The total value of the lost **Piece Cards** must be equal to the power value of the **attack** (e.g., if 4 damage is dealt, the opponent must remove **Piece Cards** worth a total of 4 hit points). When calculating damage absorbed by **Piece Cards**, round down to the nearest whole number. **Attacks** do not affect **Piece Cards** if they don't completely exceed their hit point value.



Black Deck (attacker)

Black Deck has launched an **attack** with a power of FOUR. Using the **Support**, **Peasant** and **Bishop**.

White Deck (defender)

The **White Deck** has chosen to lose ONE **Bishop** and TWO **Pawns** to absorb the 4 damage dealt by the **Black Deck**. The player could have also opted to lose both **Bishops**.



6 COMBAT: DEFENDING

To **defend**, the defending player must play a **Combat Card** from their **Hand** with a power value equal to or greater than the attacking **Combat Card**. They must also have the necessary **Piece Cards** on their **Board** as required by the **Combat Card**.

Resolution: The player with the higher power **Combat Card**, plus any additional power increases from **Pawn** abilities or **Action Cards** wins the battle.

Damage Distribution: The losing player must send the mobilised **Piece Cards** used to play the **Combat Card** from their **Board** to the **Graveyard**. Both **Combat Cards** used in the battle are sent to their respective **Graveyards**, regardless of the outcome.

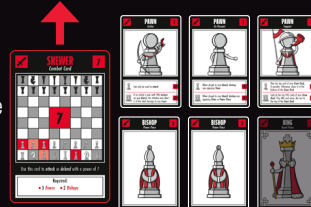


Black Deck (attacker)

Black Deck uses a FOUR power **Combat Card**. White Deck will defend with a SEVEN power **Combat Card**. In this case the attacker loses the **Piece Cards** used to **attack**: So ONE **Bishop** and TWO **Pawns**.

White Deck (defender)

Because the defending **Combat Card** had a greater power than the attacking **Combat Card**, **White Deck** doesn't have to discard any pieces from their **Board**. The **Combat Card**, however, must be sent to the **Graveyard**.



Stalemate: If both players play **Combat Cards** of equal power, the battle results in a **Stalemate**. Both players must send all mobilised **Piece Cards** involved in the battle (as indicated on their **Combat Cards**), along with the **Combat Cards** themselves, to their respective **Graveyards**.

7 CARD SYMBOLS

Edition symbol: This symbol indicates which edition the card belongs to. This is primarily used for deck-building purposes and for abilities that affect only specific editions of cards.

1 Hit Point Value: Each **Piece Card** has a hit point value, representing its durability. When a piece is destroyed (e.g., due to combat) or sacrificed, it is sent to the **Graveyard**. Pieces cannot return from the **Graveyard** unless specified by an **Action Card** or **Pawn** ability.

First Pawn Ability: This ability is activated when you play the **Pawn** from your hand onto the **Board**.

Second Pawn Ability: Activated if you play a **Pawn** card that matches a **Pawn** already on your **board**. This second ability is typically more powerful or grants a different strategic advantage.

Instant Abilities: These abilities activate immediately when the card is played and provide one-time effects, such as drawing additional cards, directly attacking, or defending against an **attack**.

Out-of-Turn Abilities: Certain cards have a special **Out-of-Turn** icon, allowing them to be played outside of your standard turn sequence. Only cards with this icon, such as the **Checkmate** and **Block Action Cards**, may be played out of turn.

On going Abilities: These abilities remain in effect from the moment the card is played until it is removed from the **Board** (either destroyed or otherwise). **On going** abilities can provide buffs to your **Board** (e.g., increasing hit points or combat value) or debuffs to your opponent.

Combat Card Requirements:

All pieces highlighted in red on your board are needed to perform an **attack** or **defence**.



Any ONE of the pieces within a red striped square can be used to deploy the **Combat Card**.

8 ADDITIONAL INFORMATION

FAQ

Visit our website for detailed gameplay information, including specific card details, situational outcomes, and video playthroughs. Due to the many variables in **Chess-à-Tête**, it's not possible to cover every scenario. However, we regularly update the site with additional guidance and resources to support your gameplay. If you have any questions that aren't covered, please use our feedback submission form, and we'll get back to you as soon as possible.

HOUSE RULES

Some players enjoy adding their own rule variations to customise their gameplay experience. For example, some allow players to check their **Graveyard** at any time, while others use a **Mulligan** rule to redraw a bad starting **Hand** to reduce the element of luck. You're welcome to create and use your own rule variations, but we recommend sticking to the official rules for the best experience.

DECK-BUILDING

This deck is designed for deck-building. If you own a **Chess-à-Tête - Classic Edition** expansion pack, you can swap out cards to customise your starting deck. This customisation adds strategic depth and replayability, offering varied gameplay experiences. When building a custom deck, ensure it meets the following criteria:

- 2 Royal Pieces (1 King, 1 Queen)
- 14 Combat Cards
- 1 Checkmate Card
- 10 Action Cards
- 16 Pawns
- 12 Power Pieces (Knight, Rook, Bishop in any combination)

We regularly update our website with deck-building tips, updates and guidance to help you get started.

www.chess-a-tete.com

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