Socchess — Quick Start (Patent-based v1.7, friendly)

What is Socchess? A soccer + chess mash-up on a 24×18 board.

Score by SHOOTING the ball into your opponent's goal. Carrying the ball into goal never scores.

Piece letters (notation): GK = Goalkeeper (King), Q = Queen, R = Rook, B = Bishop, N = Knight. There are no pawns in Socchess.

Setup in 30 seconds:

• Each side fields 11 pieces (1 Goalkeeper = King, plus 10 field pieces from Queens/Rooks/Bishops/Knights — there must be no less than 2 of each and no more than 3 of each).

• Place your 11 anywhere inside your own half. Goalkeeper stays near the goal line.

• Put the ball on a central square on the halfway line for kickoff (in possession of the starting side).

Match Kickoff — Forward Rule:

• Step A (attacking side): choose a number F from 0–10. Move ALL 10 of your field pieces straight forward F squares (same file/column, toward the opponent's goal). The GK does not move. If F=0, no pieces move.

• Step B (defending side): choose a number D from 0–10. Move ALL 10 of your field pieces straight forward D squares (toward midfield/the opponent's goal for them). The GK does not move. If D=0, no pieces move.

Socchess — Quick Start (Patent-based v1.7, friendly)

- Interactions: pieces ignore intervening squares during this forward translation; only the landing squares matter. If two pieces would land on the same square, resolve by rank (GK/K > Q > R > B > N). The higher rank stays; the displaced piece moves to an adjacent empty square (if several are free, the displaced piece's owner chooses).
- Edge cases: if a chosen F or D would push a piece off the board, it stops on the last legal square of its file.
- After Step B, begin normal play. The ball-holder must take a PASS or a CARRY as their first action.

After a Goal — Forward Rule again:

- Place the ball on a central halfway-line square with the **conceding** side holding the ball.
- Apply the Forward Rule again: the conceding side chooses F (0–10) and advances all 10 field pieces F; then the scoring side chooses D (0–10) and advances all 10 field pieces D. GKs do not move.
- Resolve landing conflicts by rank as above. After this, resume normal play. The new ball-holder's first action must be a **PASS**.

Action cadence & timers:

- Turns alternate using this sequence per side: 1, 1, 2, 2, 3, 3, 2, 1, 2, 3 — then repeat. Each action (move/carry/pass/shot) has a 15-second limit.

Socchess — 1) Notation

Piece letters (notation): GK = Goalkeeper (King), Q = Queen, R = Rook, B = Bishop, N = Knight. There are no pawns in Socchess.

Socchess — 2) Components

- Board: 24×18 grid with goals six squares wide, centered on each short edge.
- Pieces: 11 per side — 1 Goalkeeper (King) and 10 field pieces chosen from Q/R/B/N; there must be no less than 2 of each and no more than 3 of each.
- Ball: a small round token.

Socchess — 3) Objective & Scoring

• Score ONLY by shooting the ball into the opponent's goal. Carrying into goal never scores.

• A goal is valid only when the ball completely crosses the goal line and ends in a goal square. If it stops on the line it's still live.

• Shooters must be inside the opponent's half to attempt a shot.

Socchess — 4) Setup

- Players freely place their 11 pieces within their own half (formation examples: 4-4-2, 3-4-3).

- Ball starts on a central halfway-line square in possession of the starting team.

Socchess — 5) Match Kickoff — Forward Rule

- Attacking side chooses F from 0–10; all 10 of its field pieces advance F squares straight forward (same file/column, toward the opponent's goal). GK does not move. F=0 means no advance.
- Defending side chooses D from 0–10; all 10 of its field pieces advance D squares straight forward (toward the opponent's goal from their perspective). GK does not move. D=0 means no advance.
- During these mass moves, intervening squares are ignored; only landing squares matter. If two pieces land on the same square, resolve by rank (GK/K > Q > R > B > N). The winner remains; the displaced piece moves to an adjacent empty square (owner chooses if multiple).
- If F or D would push a piece off the board, it stops on the last legal square.
- After the defending move, the action cadence begins and the ball-holder's first action must be a PASS or a CARRY.

Socchess — 6) Post-Goal Restart — Forward Rule

- After any goal, place the ball on a central halfway-line square with the **conceding**
  side in possession.
- Apply the Forward Rule again: the conceding side chooses F (0–10) and advances its 10
  field pieces; then the scoring side chooses D (0–10) and advances its 10 field pieces.
  GKs do not move.
- Resolve landing conflicts by rank (GK/K > Q > R > B > N); the winner stays, the other
  moves to an adjacent empty square (owner chooses).
- After the defending move, resume the action cadence; the new ball-holder's first action
  must be a PASS.

Socchess — 7) Movement, Carrying, Passing, Shooting

- Normal chess movement when not interacting with the ball.

- Carry: Q/R/B up to 5 squares; GK/N unlimited; all follows each piece's normal movement rules.

- Pass: must terminate on a friendly piece. Q/R/B any distance on unobstructed lines; N one L-jump ignoring intervening pieces; GK one square.

- Shoot: ball travels along shooter's move pattern; shooter stays still. Score only if the ball crosses the goal line into a goal square.

Socchess — 8) Action Cadence & Timers

• Action counts per side cycle continuously: 1, 1, 2, 2, 3, 3, 2, 1, 2, 3.

• Each action has a 15-second limit. If you don't complete it in time, you lose that action.

Socchess — 9) Challenges

- Enter the ball-holder's square to challenge. Ranking: King > Queen > Rook > Bishop > Knight.

- Winner takes possession; ties keep the ball with the holder. The loser is displaced to an adjacent free square (mover chooses if multiple).

Socchess — 10) Blocking

- Any piece on the shot line blocks the goal.

- A blocked shot attempted into the blocker grants that blocker immediate possession on their square.

- Goalkeeper special: on a block, the GK may immediately pass to any teammate anywhere on the board.

Socchess — 11) Match Length Options

- Standard: 2 × 30 minutes.

- Blitz: 2 × 15 minutes.

- Optional Lightning: 2 × 8 minutes (for demos).

Socchess — 12) Sportsmanship & Clarity

- Announce actions out loud: "carry 3 with rook", "pass Q-line to bishop", "shot with knight".
- Use a chess clock/stopwatch to keep the 15-second action tempo honest.

Socchess — Reference Card (v1.7)

Piece letters: GK (Goalkeeper), Q, R, B, N (Knight). No pawns.

Goal: only shots score (must cross the goal line).

Cadence: 1,1,2,2,3,3,2,1,2,3 — 15 seconds per action.

Kickoff (Forward Rule): Attacker picks F (0–10) → all 10 advance F; Defender picks D (0–10)

→ all 10 advance D. Landing conflicts: GK/K>Q>R>B>N; loser moves to adjacent empty square.

After goal: Forward Rule again with conceding side holding the ball (F 0–10, then D 0–10);

then ball-holder must PASS first.

Carry: Q/R/B up to 5 squares; GK/N unlimited.

Pass: Q/R/B any distance on clear lines; N one L-jump; GK one square; must end on a

teammate.

Shoot: along shooter's move; shooter stays. Ball must cross the line.

Challenge: enter holder's square. Rank wins (K>Q>R>B>N); ties keep holder; loser displaces.

Block: any piece on path stops it; blocked shot gives blocker the ball (GK may pass

anywhere).

Match length: Standard 2×30; Blitz 2×15.