



Building Mental Muscles™

Double-Move Chess

1. The AIM is to checkmate your opponent's king, as per normal chess.
2. Pieces moves in the same way as during an Ortho-Chess (normal chess) game.
3. White has the first turn and makes ONE move
4. Black has the next turn and makes TWO moves. In all subsequent turns both players may make TWO moves.
5. A king may remain in, or move INTO, check on the first move, as long as at the end of the turn (after your second move) the king is safe. (eg. If White tries a 4-move checkmate then Black can escape by playing ...KxQ, taking the queen and moving into check, followed by ...Ke8, and out of check at the end of his turn!)
6. A king cannot be captured. If you place your opponent in check on the FIRST move of your turn then your turn is immediately over and you forfeit the right to make your second move.

Educational Value of Double-Move Chess

1. The educational value of Double-Move Chess is primarily tactical.
2. It encourages players to think 2 steps ahead and to consider what their opponent can do in 2 moves time!
3. It's quite challenging to deliver a checkmate!
4. Thinking ahead.