



Building Mental Muscles™

Take-Me Chess

1. Also known as Crazy-Chess, Anti-Chess, Reverse-Chess, Kamikaze or the politically incorrect Suicide-Chess.
2. The AIM of the game is to LOSE ALL YOUR PIECES. The first player left with no pieces (including the King) remaining wins the game.
3. Pieces moves in the same way as during an Ortho-Chess (normal chess) game.
4. If you can capture a piece you MUST capture.
 - a. If you have multiple captures available you may choose which capture to play.
 - b. To remind the opponent that a capture is possible you often hear players calling "Take me" after each move.
5. The King may be captured at any time, like any other piece. There is no check.
6. If the player to move has no legal move (eg. Has a pawn, but it is blocked) then the game is declared a stalemate (draw).

Educational Value of Take-Me Chess

1. The educational value of Take-Me Chess is primarily tactical.
2. To raise players' awareness of captures during a game.
3. To demonstrate the value of 'forcing-moves' or planning a series of moves. Particularly towards the end of the game players will find stalemate unless they carefully consider what the next moves are going to be. The great thing is that because all captures are absolute 'forced-moves' it is easy to calculate a fairly large number of steps ahead.
4. To get players to think about all different possibilities. If they want you to take the pawn, can you find a different piece to take which leaves you in a better situation?
5. Thinking ahead.