

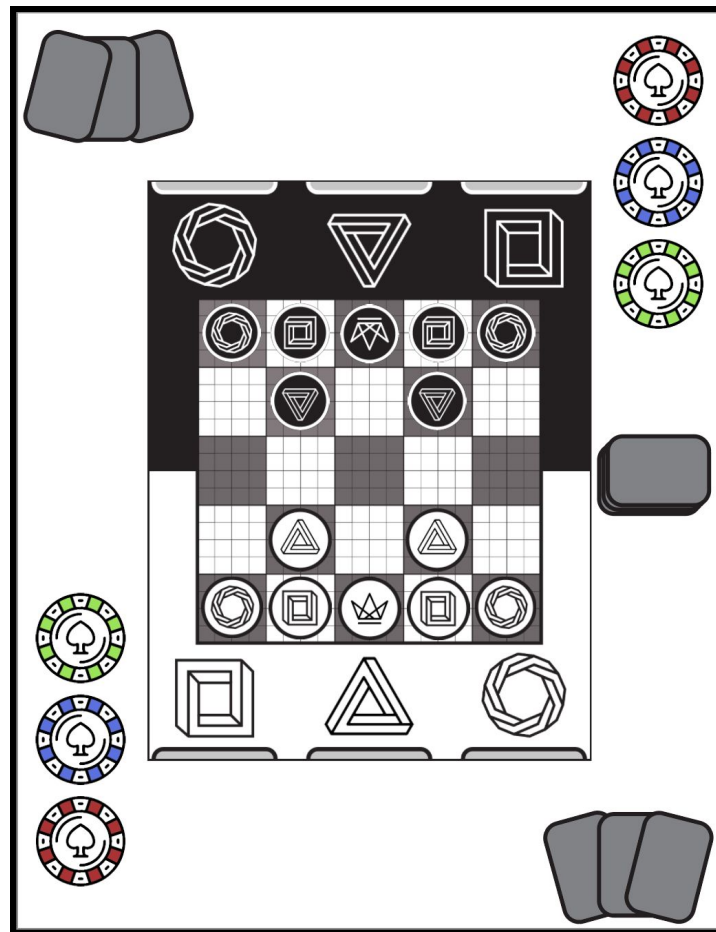
# Shift

**Shift** is a game of constantly changing strategy where you have to *check to bet!* Combining elements of chess and poker, you must capture your opponent's King while protecting your own, as you and your opponent change the movement patterns of your pieces every turn. A betting game of bluffing and strategy, Shift is a game you can [print and play](#).

## Setup:

[First, print the materials](#), and cut the **cards** and **pieces** out. Get **poker chips**. If you don't have cardstock to print on, I recommend printing on regular paper, then putting the cards in card sleeves, with a playing card in each to support it. Trim the **board**.

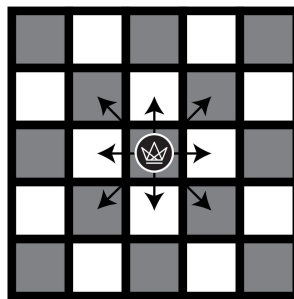
Shuffle the cards, and give each player an equal number of chips. Place the pieces in the configuration in the diagram below. The first player deals three cards to each player.



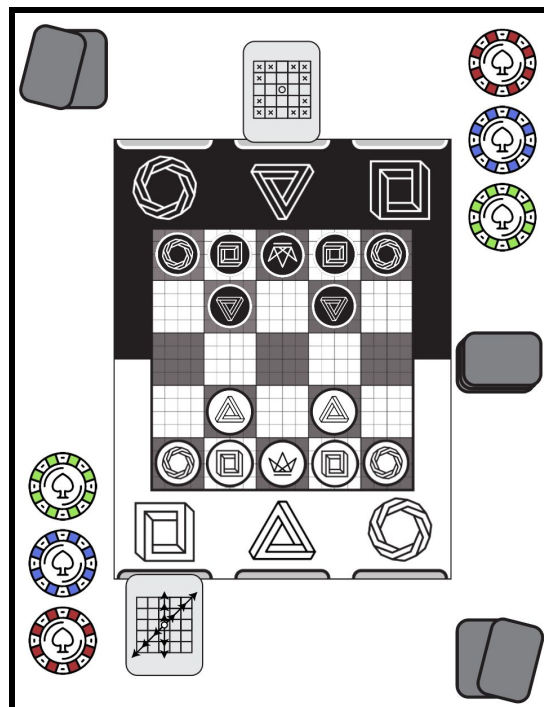
## Rules:

Each round of play begins with an **ante**. The **objective is to capture your opponent's king**. You capture a piece by moving on top of it, like chess.

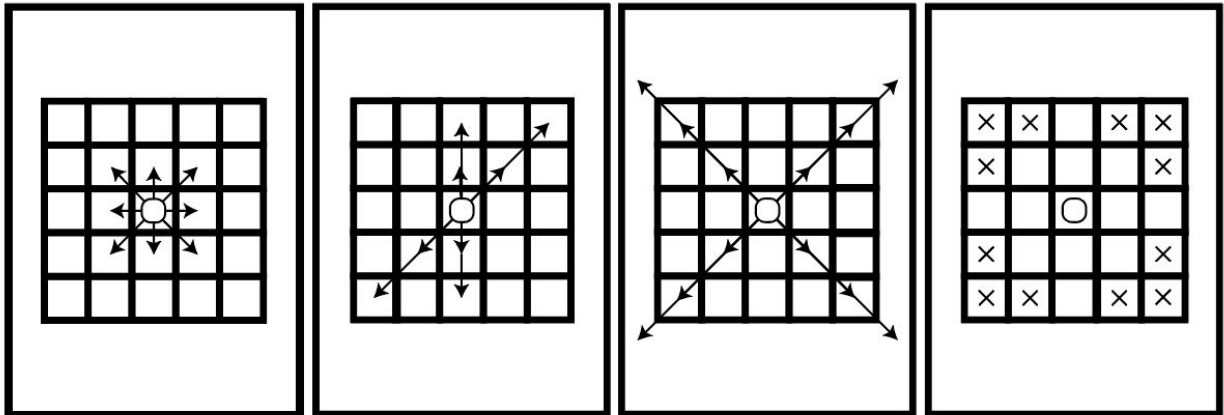
During a player's turn, the player must **move**, then **play a card**, in that order. However, the first turn of a round, both players skip moving, as neither player has yet played a card. Until you play a card defining how a type of piece moves, you cannot move that piece. The king is an exception, however. Your king can move like a king in chess - one square in any direction.



Your cards determine how your pieces move. When you play a card on your side of the board, you play it into one of three slots - changing how every piece of that type moves. Here's the board after a hypothetical first move from each player.



The white player has defined what moves their square piece can make, and the black player has defined what moves their triangle piece can make. For each card, imagine the circle is the piece you are moving - the arrows and X's define where it can move. Below is a quick breakdown of each type of card:



One arrow means the piece can move one square in that direction.

Two arrows means the piece can move two squares that direction, but not through other pieces.

Three arrows means the piece can move any number of squares in that direction - but not through another piece.

X's means the piece can move directly to that square - but can't stop on any squares along the way.

Play continues, each player first **moving a piece**, then **playing a card**. You can choose to play a card on top of another card on your side.

When you put your opponent into check (in the chess sense of the word), you can either bet, or check (in the poker sense of the word). If you bet, your opponent either has to call, raise, or fold. You can bet every time you put your opponent into check, either by moving a piece, or by playing a card.

Once both players have used all three cards in their hand, the first player deals both players another three cards, and another round of betting occurs, with the first player leading. Play continues until either player folds, or puts their opponent into checkmate. The winning player gets the pot, and play continues until either player runs out of chips.

