

# ANTICHESS

- The board is set up and the pieces move the same as in regular chess
- If there is a piece you can capture, then you must capture it
- If there are multiple pieces you can capture, then you get to choose which piece you capture on your turn
- Kings can be captured – there is no check or checkmate
- Pawns can be promoted to any piece, including kings
- Castling is not allowed
- You win by losing all of your pieces
- In the case of a stalemate, the player with fewer pieces wins

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