

Think musical chairs, but with chess. Everyone plays at once, and when the music stops you scramble to a different board and pick up wherever someone else left off. Play fast or you're out, choose your boards wisely, and be one of the last players standing to win.

TIME CONTROL 1 sec, 7 sec delay 7 seconds per move	MUSIC 20-80 sec Random length each time	CHECKMATED You're out Board is cleared	OUT OF TIME You're out Only if it's called	DRAWS Rock paper scissors Loser is out	WINNERS Players ÷ 4 Rounded up
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GAME PLAY

1

Music starts: hit play (the middle button on your clock). Whichever side's clock button is raised, that player moves, then hits the clock as in a usual game.

2

Keep playing until the music stops. The music always lasts between 20 and 80 seconds, set by a random number generator.

3

Music stops: hands off. Neither player can make another move. Quickly get up and move yourself to a different board. Clocks will run out of time while you move — that's expected.

4

Claim your board by standing in front of it and touching either corner with your hand. No reaching across the table to claim a board.

5

Reset your clock once every spot is claimed, by turning it off and on again (switch on the bottom). You'll get a very brief moment to look at the position, then the music starts and play begins again at step 1.

7 seconds per move

or you're out — as long as your opponent catches it. Play fast!

ELIMINATION

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Out of time: if you notice your opponent's time has run out, tell them and the director — they're eliminated. If no one notices and calls it, they stay in.

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When a player is out on time, their board **stays on the table** with the same position. There may be an odd number of players. If you land at a board with no opponent, wait out that turn — or, if it's your move, make it and hit the clock.

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Checkmate: the mated player is out. That board is cleared, and a fresh one is started by moving its clock from the center to its usual place at the side. It's now open to anyone who claims it.

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If two or more players are left without opponents, the director may remove some boards between turns, so no one can stall to stay safe from elimination.

WINNING & DISPUTES

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Winners: divide the number of players by 4 and round up (a smaller share for very large groups). When only that many players remain, the game is over and they win.

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Draw: the two players play rock paper scissors. The loser is out.

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Same board claimed twice: rock paper scissors decides who has to find another board.

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The director settles any other disputes — probably with rock paper scissors, to keep the game moving. Don't know how to play? A coin or card flip will do.

WHERE YOU CAN MOVE

YOUR SIDE Any open board except the ones immediately to your left or right.	OTHER SIDE Any open board — even the one you just played on, if it's unclaimed.	OFF LIMITS Your current spot, and any board with a clock in the middle.
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You can't stay where you are, but you can come back to that spot on a later shift.

STRATEGY

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You don't need great moves — unless the music might run long enough for you to get checkmated.

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Think you can reach the other side of your same board? Set up a losing position, then switch sides for the checkmate. Risky — you never know how long the music will play.

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Keep an eye on the other boards for good and bad positions, so you know where to go when the music stops.