

Basketball *Chess* Variants

Variant 1: Shoot real free-throws! Anytime a player is fouled and free-throws are needed to be taken, you can shoot a shot in real life! Before the game starts, set a pre-determined place to take shots. You can use a balled-up piece of paper and a wastebasket, you can use a desktop basketball set, you can even use an actual basketball court! You are only limited to your imagination. You can even use a basketball court to take the exact shot that you attempt to shoot in the boardgame. Use this board game to inspire you to work on shots that you would shoot in a real-life game!

Variant 2: Steals!

If a defender is contesting an offensive player with the ball, they have the opportunity to try and steal the ball from the offense. This must be done on the first move for defense. If the defender attempts to still the ball, they need to roll the number that is on the offensive player's passing stat or higher to get a successful steal. If a "1" or "2", is rolled, then the offensive player is fouled regardless of what the player's stats are. Each defender contesting the ball has the opportunity to steal the ball on the defense's turn. If a steal attempt is successful, there is a change of possession.

Variant 3: Blocks!

To attempt a block, your defensive player must be contesting an offensive player when the offensive player is attempting to shoot the ball. When the offense rolls the D6 dice, the defense rolls the D12 die. If the defense rolls a higher number than the offense, then the shot is blocked!

If the defense rolls a lower number than the offense, then the shot is not blocked. If the defense rolls the same number as the offense, then the offensive player is fouled and gets to shoot free-throws. If the shot is blocked, then both players roll their respective D12 die and whoever gets the higher number gets to maintain possession. Each defender contesting the ball has the opportunity to block the ball on the defense's turn. Each defender also gets an opportunity to roll higher than the offensive player to get the rebound.

Variant 4: Mismatches!

Most of the time, a Center is more likely to score on a guard due to the size differential, and a guard is more likely to dribble past a center because guards are typically quicker than Centers. When a Guard is contesting a Center, the Center needs to roll 1 less to make a basket (For example, if a Center is contesting a shot in the paint the Center needs to roll a 5 or higher to score, but if a guard is contesting a Center the Center just needs to roll a 4 or higher to score. If a guard is being contested by a Center, the guard gets one extra space of movement. These effects only apply when only one player is contesting the other player.

Variant 5: Spot shooting!

Use the Black and white chips for this game.

At the beginning of the round, the defense puts the white chip inside the 3-point line and the black chip outside of the 3-point line. Offensive players can stand on the chips, Defensive players cannot. If an offensive player scores on the white chip, the player scores three points. If the offensive player scores on the black chip, the player scores four points.

Variant 6: Player movement variations (experiment with each type!)

1. Each player on offense gets to move 3 spaces, while each player on Defense gets to move 2 spaces.
2. Roll the 12-sided die on every turn. The number of spaces you roll is the number of spaces that your players can move! This applies to offense and defense.
3. The offense and defense both get 3 spaces of movement. This variation is perfect for the defense to get steals and blocks!

Variant 7:

Playing with playing cards.

You can use a deck of common playing cards to really spice the game up! Here are many ways to play with them:

1. You use them to mark which players you used for the draft...set aside the Ace, 2, 3, 4, 5 from each suit...also set aside a joker if you have one you and your opponent can pick which players you want on your team. (See the draft rules for more details)
2. Set aside the rest of the cards(6-10, Face cards) and shuffle them. Then deal out 5 cards to each player.
3. Here is what each card does:

Jack- A player must shoot from wherever they are on the court. (The defense uses this card)

Queen- Move one player an extra 2 steps (The offense or defense can use this card)

King- Move One player anywhere on the court (The offense or defense can use this card)

10- Make an automatically successful pass (The offense can use this card)

9- Subtract 1 number from a players shooting stat for one possession (The offense can use this card)

8- Move the shot-clock counter up or down 1 space (The offense or defense can use this card)

7- Grab 2 cards from the deck (The offense or defense can use this card)

6- Take 1 card from your opponent (The offense or defense can use this card)

Variant 8: Rebounds!

If a shot is missed but no one is in the paint, then the ball will go out of bounds and possession changes. If one player is in the paint, then that player will automatically get the rebound.

Otherwise, the offense needs to roll 2 numbers higher than the defense to get the rebound. For each player in the paint, the respective team gets an opportunity to roll or re-roll.

Variant 9: Hot and cold shooting!

You will use the red and green colors of the dice for this variant. Players that are green need one number less than their normal stat level to score, and players that are red need one number more than their normal stat level to score.

If one of your players scores 3 times on 3 possessions without missing, then you should turn the die to green, and the rest of the players should turn to the red side. When the green player misses a shot, then revert the player to black or white text, but keep the other players on the red side.

You can turn a player back to the black or white side if you make a shot with one of those players. If a player misses 3 shots without scoring once (it doesn't have to be on 3 possessions in a row), then the player should be turned to red text. If a player scores once, the text can be turned back to the black or white side.

Full court simulation basketball (Isaiah's favorite version)

To start, you need to have two original "Basketball Chess" boards to create a full court. "11" is the recommended score to play to. I also recommend playing with the defensive ability to block and steal, as well as the extra rebounding rules, and I also recommend using a deck of playing cards to use "powerups". (See previous variations for prior examples).

Place the 12-sided die in the middle of the court, and the respective teams should each place their players like they would be starting a jump ball at the beginning of a game. The players then roll their 12-sided-die against each other, and whoever gets the highest number gets possession of the ball first. The team that gets possession of the ball gets to place the ball on whichever one of the players they want (to indicate the ballhandler). Then, the offense gets to move each of their players 5 spaces. After the offense moves, the defense gets to move each of their players 4 spaces each. (Players don't need to move the full number of spaces if they do not want to).

If a player wants to pass or shoot the ball, then they cannot move any other players during their "turn", just like the original rules. If a defensive player attempts a steal, they cannot move any other players. In the full court version, you never remove your players off the board. If a steal is successful, the closest defensive player (between the ball and the player that the offense was passing to) gets the ball. If there is no defensive player(s) in the passing lane, the ball will move to the closest out of bounds line. If the ball goes out of bounds, the offense and defense can re-arrange their respective players in whatever positions they would like.

If a turnover happens and a defensive player is able to maintain possession of the ball, then the defense goes to offense and begins to head down the other side of the court. In the full court

version, you DO NOT REMOVE your players from the board. Instead, keep moving your players up and down the court. You are only able to reset your players in a timeout, when the ball goes out of bounds, and the start of a quarter/half.

Each If a basket is scored, the offense has 5 “turns” to get one of their players down the court to inbound the ball, otherwise it will be a turnover. The offense also has 10 “turns” to get down the court, and 10 “turns” to score once the ball crosses the half-court line. Use the shot clock on the board to keep track of how many seconds a team has.

(To really spice things up, roll the 12 sided-die before each player’s turn to see how many moves each player gets! (Roll for the point guard, then move the number of spaces rolled, then roll for the shooting guard, then move the number of spaces rolled, do the same thing for the small forward, power forward, and center, then your turn ends, and it is the defense’s turn to do the same thing!)

Variant 10: Crossovers and ankle breakers!

This variant allows you to move defenders out of the way with your fancy dribble moves! To attempt a crossover, the ballhandler must have a defender contesting it. Next, the person on offense grabs the 2nd 12-sided die and hides it in their right or left hand. The person on defense then needs to guess which hand the die is in. If the defense guesses incorrectly, then the offense gets to move the defender contesting the ballhandler 1 horizontal or 1 vertical space away from the ballhandler to signify that the offensive player “crossed up” the defender. Then, the shotclock counter is moved down one space, and the offense gets to move again (they can pass, shoot or move like in a normal possession).

If the defense correctly guesses which hand the die is in, then the offense loses a turn and cannot move any of its players or take any additional actions. The defense gets to move its normal amount of spaces or attempt a steal.