Official document of Space Chess

Chapter one: The game

In this game, two players are going to fight with each other, they both have 2000 Resource Points (“RP”) in the first place, and will gain 2000 more each round. Every decision they make is going to influence their RP, no matter moving, deploying or attacking. The battlefield is a grid at a size of 64x64 and the player can play with 5 kinds of different spaceships, we may come to it later. The game ends when one of the player’s home base base’s Health Point (“HP”) is less than zero.

Chapter two: Ships

Torpedo: A small and cheap ship, but have low health and damage

Destroyer: Basically, a bigger version of the torpedo, the most used kind of ship

Cruisers: The most powerful ship, and can have lasers, which doubles the damage when impacting normal ships

Carriers: A cruiser that can deploy eight Torpedo ships, and uses more RP when moving

E-ship: Mostly the same as the destroyers, but can fire off EMP that stops enemy from moving for a round (they can still use their weapons though)

Chapter three: Interface

There are two sectors on the interface: Left side with the grid and right side with the options.

For basic controls like moving a ship, the player clicks on a ship, then choosing a function on the right side like “—move—”, then pressing on the target. In this case, the target a blank spot. Attacking is basically the same, but the target is changed into another ship. (To attack multiple times, click on the target with the right mouse button, which saves time clicking “—attack—” again.

To deploy a ship, the player clicks onto an icon of the ship on the right, then choosing on its weapon and armor, then pressing deploy, finally choose a blank spot.

When clicking on any ship (including the base), the right-down corner of the interface will show its hp, damage, weapon and armor.

Chapter four: Game mechanics

In any mode, a player can have a round that includes up to 5 steps before passing the controls to the other player. A step can be a move, an attack or a deployment. The weapon system is one of the cores of the game. There are two main categories: Energy and Momentum. When Lasers fire onto hard armor, it does full damage, while it does only half when hitting energy armor. Railguns does full damage onto energy armor, but only half when hitting hard ones. So, it’s worth looking at the opponent’s fleet first before deploying your own ships. RP may gain each round, but large ships like Carriers and E-ships takes a lot of RP to deploy, so it’s worth to end the round early and save some to use in the next round.

PS: To run the game, run TheGame.py