

Welcome to Chess 2!

When it is your turn, click on any of your pieces to select it and highlight available spaces to move (if there are any)! To select a different piece, double click it.

This guide assumes that the players are familiar with original Chess and how the pieces move. If you are not, it is recommended that you play Chess before playing this game.

Upon starting the game, you can customize your piece layout! Pawns and Hoplites must go in the second row, and you can only have one King/Prince, which goes in the bottom left corner.

Each piece is also assigned a value, and your total value will be displayed on screen. A higher piece value means a more powerful piece. Looking for an even match? Try to line your total value up with your opponents'. Better at chess than your opponent? Let them have a higher piece value to even the score.

Piece designs done by my girlfriend @SnowyTime31; loosely based on original chess designs, medieval themes, and my own crappy attempts at drawing them.



Pawn- Same as original chess, except can make the double move on either or both of its first two moves. Note- due to the larger board size, en passant is not available.

Upon promoting, the Pawn immediately becomes a Queen.

Pawn Value- 1



Bishop- Same as original chess.

Bishop Value- 3



Knight- Now moves in a 3x2 L shape rather than a 2x1 L shape

Knight Value- 3



Rook- Same as original chess. Note- due to the larger board size and the altered piece layout, castling is not available.

Rook Value- 5



Queen- Same as original chess.

Queen Value- 9



King- Moves the same as original chess, but can no longer be traditionally checked or checkmated. Instead, the player must be aware of whether or not they are in check, otherwise their King will be captured and they will immediately lose the game.

King Value- 0



Spirit- The Spirit haunts the chessboard and is unable to interact with pieces of either color. The lone exception to this is the opposing King or Prince, which can be attacked by the Spirit and is “haunted”. This has the same effect as the King being captured, causing the end of the game. The Spirit moves like a Queen, but no more than three spaces at a time. The Spirit can also move through pieces of either color.

Spirit Value- 7



Esquire- The Esquire is the King’s most noble servant. The Esquire sits in hiding until an enemy piece is isolated, meaning not surrounded by a single other enemy piece. Then, the Esquire is able to assassinate the isolated piece. The Esquire may then either move back to its starting position on a future turn or risk being vulnerable waiting for a new assassination opportunity.

Also, if an enemy piece is surrounded by four or more enemy pieces, the Esquire may sacrifice itself to assassinate the enemy piece. Otherwise, the piece is not worth the loss of the Esquire’s life. There are two exceptions:

- Protected pieces in the back row can not be assassinated because defenses at the enemy’s castle are too strong

- A well-protected King/Prince can not be assassinated - the risk of the King’s life empowers its defending pieces to protect the King at all costs.

NOTE- an isolated King/Prince can be assassinated like any other piece, so be careful!
Esquire Value- 6



Mage- The Mage is an older warrior with just enough energy left for one powerful magic attack. The Mage moves like a Rook, but no more than two spaces at a time. Once per Mage, instead of moving, the Mage may perform an AOE magic attack that captures all pieces in adjacent squares. To use this attack, when the Mage is selected, click on it again.

If the AOE is available, the Mage's square will be highlighted green instead of yellow. This applies to both your and the enemy Mage, so you know to be less afraid of your enemy's Mage if that square highlights yellow.

Mage Value- 4



Hoplite- The Hoplite is a heavily armed Pawn/foot soldier. The Hoplite moves just like this game's updated Pawn, but can capture diagonally backwards as well.

NOTE- The Hoplite can not promote.

Hoplite Value- 2



Prince- The old King has perished and the Prince has taken the throne. The young Prince is more agile than the King, and can move two spaces in any direction instead of one. This makes him much more difficult to corner. As a result, the Prince comes with a higher value than any other piece, so if you're aiming to match your opponent's value, you'll have to make a big sacrifice to bring in the Prince.

Prince Value- 10