

MAGIC CHESS

THE MANUAL

GAME RULES

WIN CONDITIONS:



CAPTURE THE ENEMY KING

PLAYER ACTION:



PLAYERS TAKE TURNS. DURING THEIR TURN, THEY CAN CHOOSE TO EXECUTE A REGULAR OR A MAGIC MOVE OF A PIECE OF THEIR CHOICE (NOTE: USING SOME MAGIC MOVES WILL KEEP YOUR TURN, MEANING YOU CAN STILL DO A REGULAR MOVE), AFTER THAT IT IS THE OTHER PLAYER'S TURN.

REGULAR MOVE:



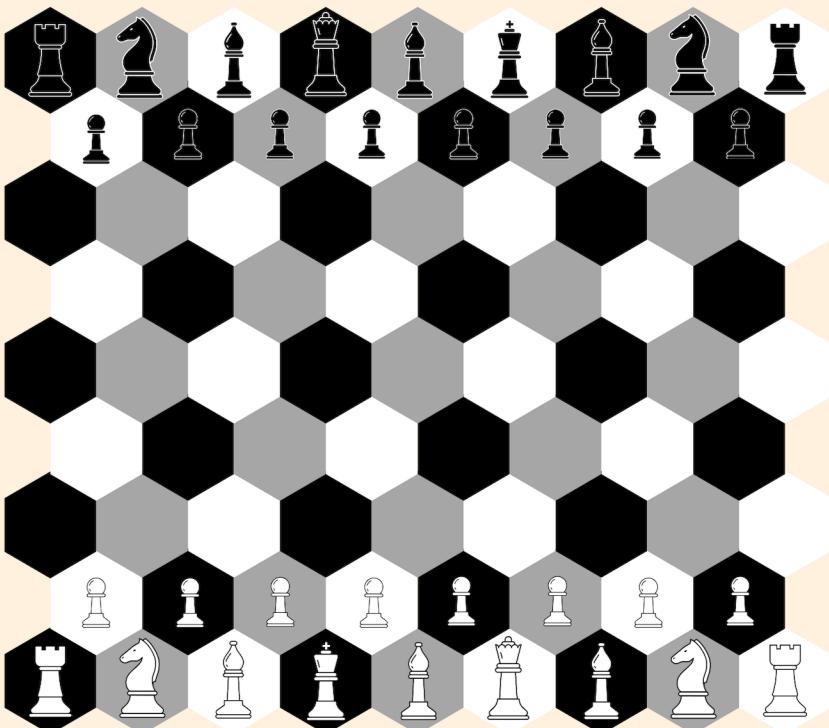
REGULAR MOVES ARE THE CLASSIC PIECE MOVES WHICH CAN BE PREFORMED EVERY TURN.

MAGIC MOVE:



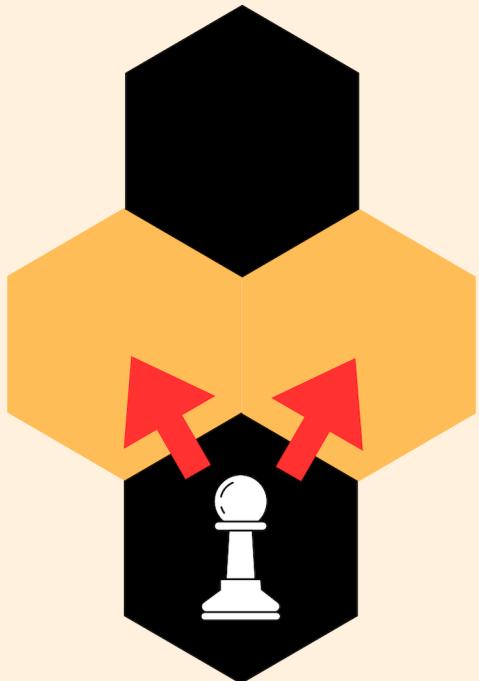
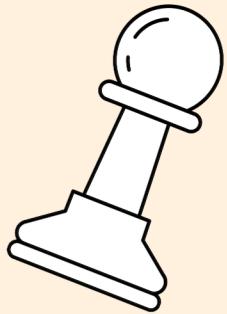
MAGIC MOVES ARE A SPECIAL KIND OF MOVE WHICH A PIECE CAN PERFORM ONLY ONCE.

BOARD LAYOUT:



SOLDIER

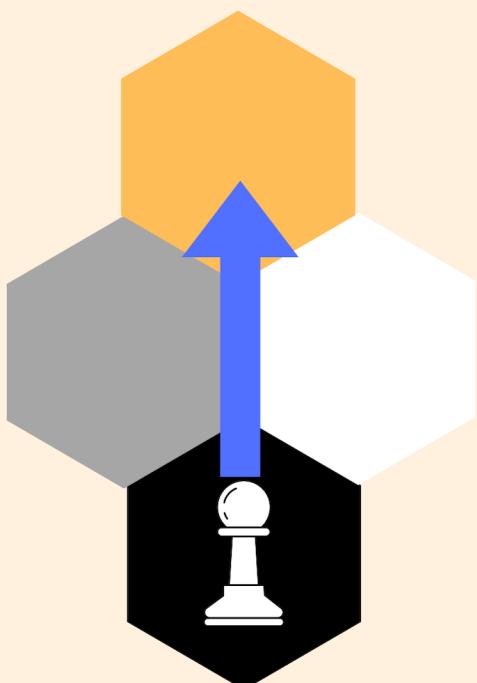
REGULAR MOVE:



A SOLDIER CAN MOVE AND TAKE ON THE TWO TILES IN FRONT OF IT. REACHING THE END A SOLDIER CAN EITHER BE TRADED TO REVIVE A DEAD PIECE OR RECOVER AN ABILITY OF ANOTHER ACTIVE PIECE.

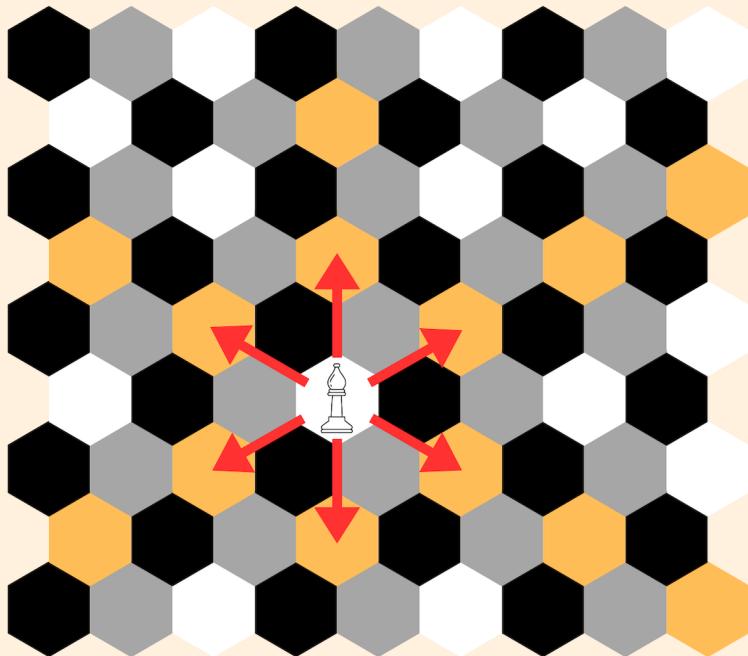
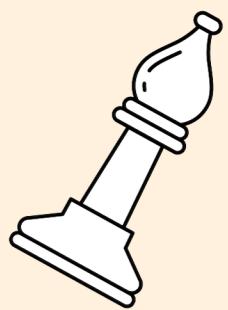
MAGIC MOVE:

A SOLDIER CAN HOP ON THE TILE DIRECTLY IN FRONT OF IT. IT CAN MOVE TO THAT POSITION ONLY IF AT LEAST ONE OF THE FRONT TILES IS NOT OCCUPIED. THIS MOVE CAN BE EXECUTED IF THE SOLDIER HAS NOT MOVED BEFORE. SOLDIERS CANNOT TAKE WITH THIS MOVE.



ASSASSIN

REGULAR MOVE:

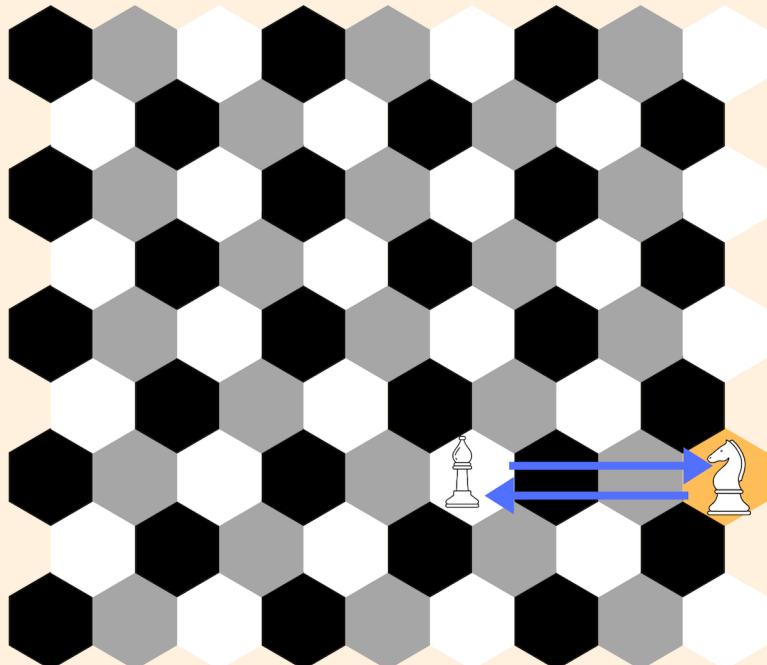


AN ASSASSIN CAN MOVE ALONG THE EDGE OF THE HEXES. TO EXECUTE THE MOVE, AT LEAST ONE OF THE ADJACENT HEXES HAS TO BE FREE.

MAGIC MOVE:

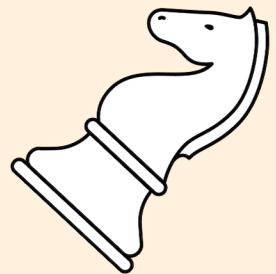
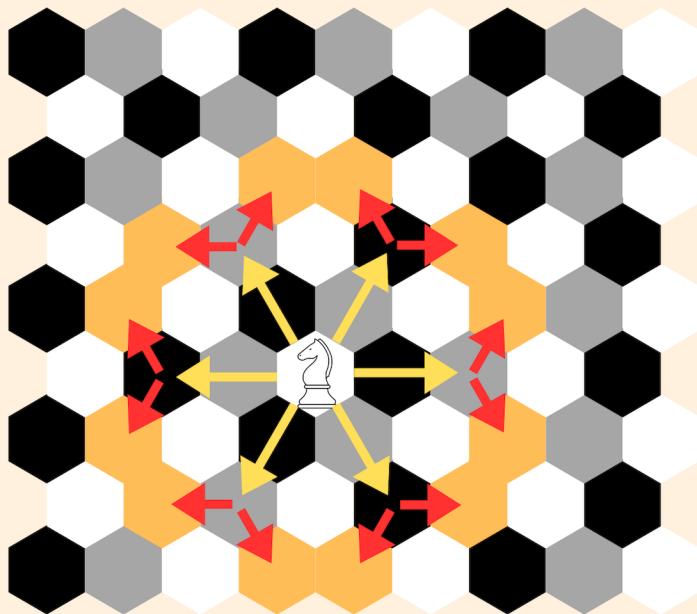
AN ASSASSIN CAN SWAP PLACES WITH ANY OF YOUR PIECES (EXCEPT THE KING). IT NEEDS TO BE ON THE SAME COLOR TILE.

TIP: YOU CAN USE THIS MOVE TO SAVE A VALUABLE PIECE.



BEAST

REGULAR MOVE:

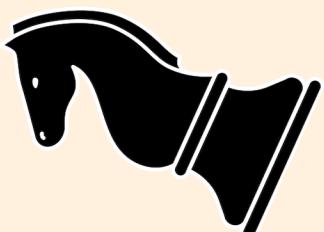
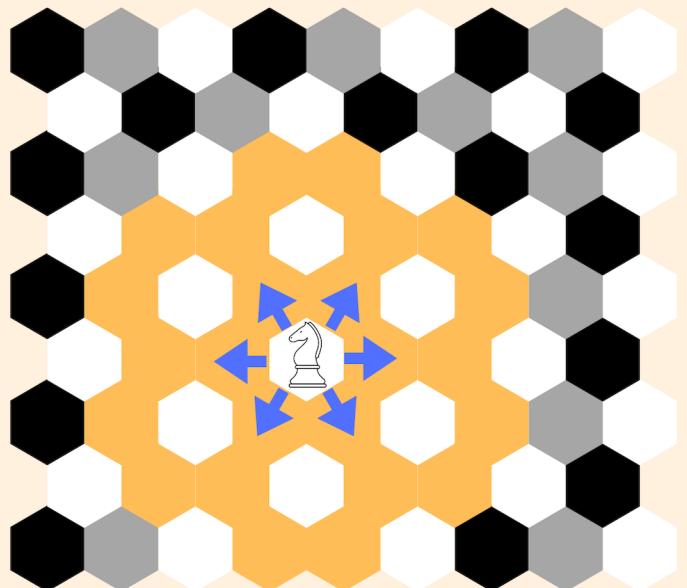


A BEAST MOVES AND TAKES TWO TILES IN ANY DIRECTION AND THEN ONE ON THE ADJACENT IT HAS NO CONSTRAINTS AS IT CAN “JUMP” OVER PIECES.

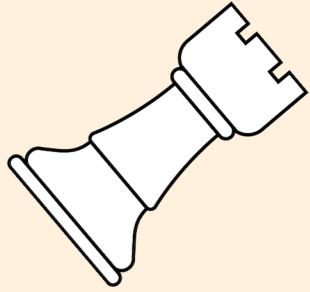
MAGIC MOVE:

A BEAST CAN MOVE ON ANY TILE ON ITS PATH BUT CANNOT TAKE.

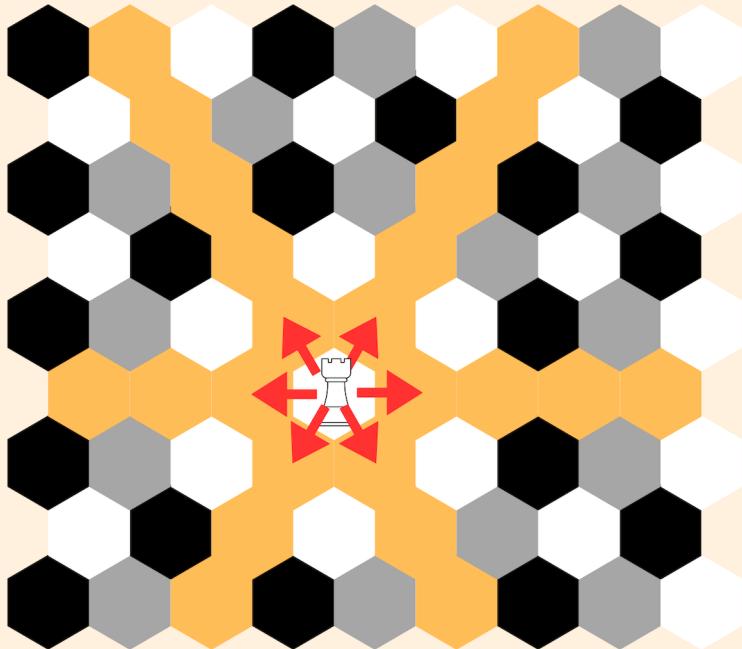
TIP: YOU CAN USE THIS TO REPOSITION YOUR BEAST TO BETTER FIT YOUR STRATEGY.



MAGE



REGULAR MOVE:



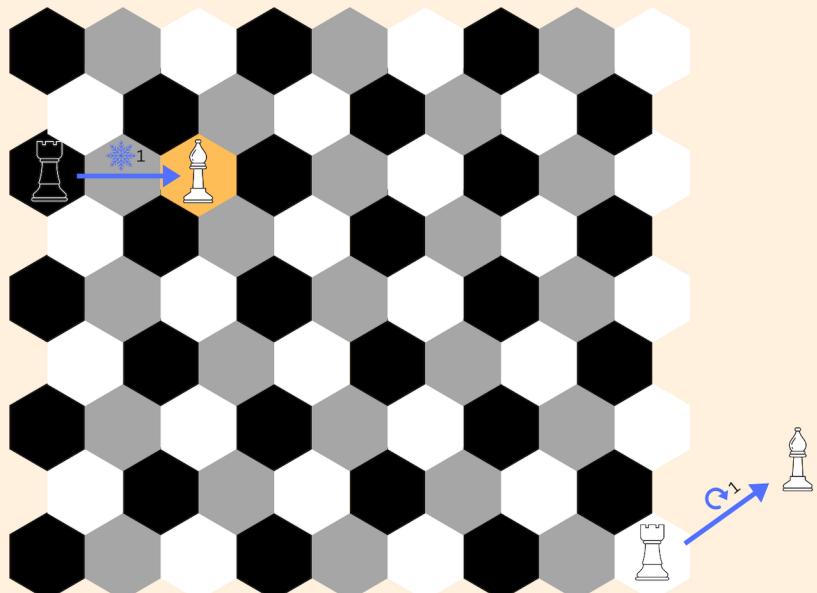
A MAGE CAN MOVE AND TAKE IN ANY DIRECTION ALONG THE BOARD.

MAGIC MOVE:

EACH MAGE HAS A DIFFERENT ABILITY.

MAGES STARTING ON BLACK TILES CAN FREEZE AN OPPONENT PIECE FOR ONE TURN (YOUR KING CAN STILL BE IN CHECK BY A FROZEN PIECE).

NOTE: YOU DO NOT LOSE YOUR TURN.

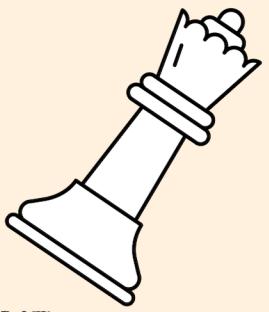


MAGES STARTING ON WHITE: CAN TURN INTO A PIECE THAT IS ALREADY TAKEN FOR ONE TURN (YOU CAN USE THAT PIECE'S MAGIC MOVE BUT CANNOT PUT THE KING IN CHECK WHILE TRANSFORMED).

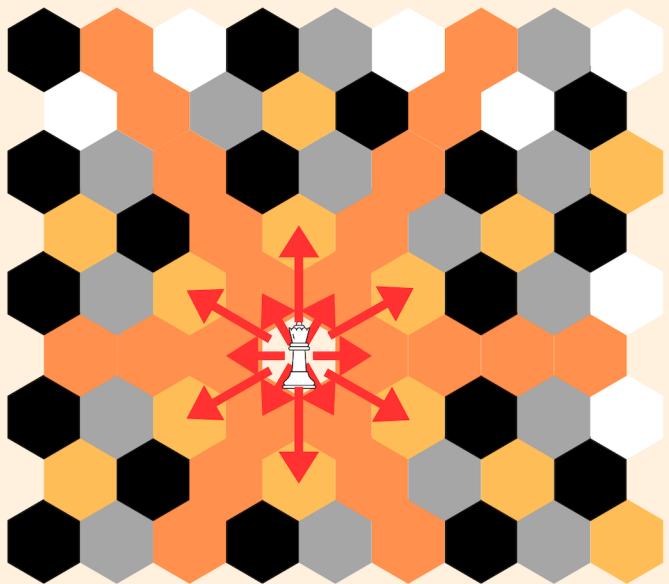
NOTE: YOU DO NOT LOSE YOUR TURN.



QUEEN



REGULAR MOVE:



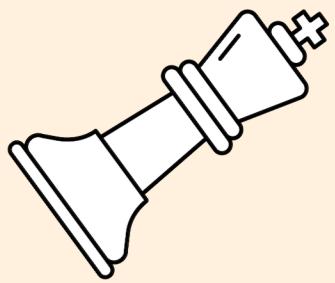
A QUEEN IS ABLE TO MOVE AND TAKE LIKE A ROOK AND BISHOP.

MAGIC MOVE:

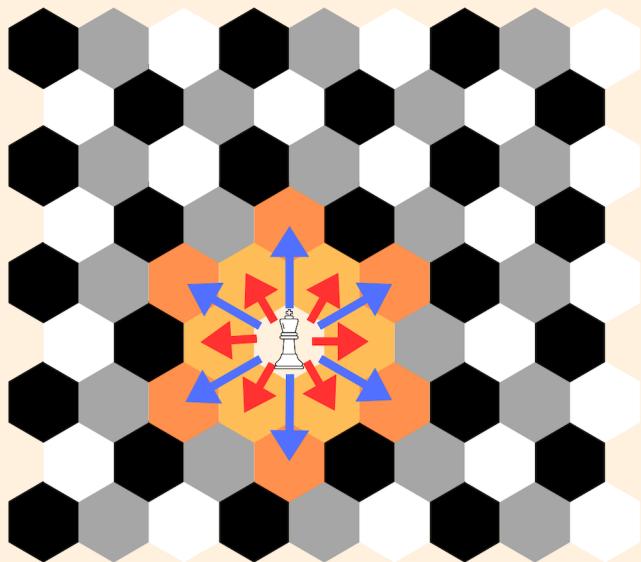
Please note: The Queen does not have a special move due to her versatility on the chess board



KING



REGULAR MOVE:



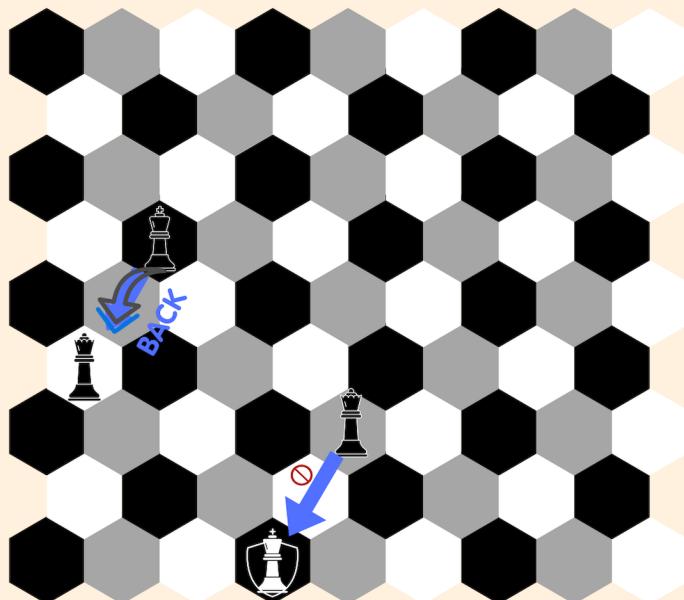
A KING CAN MOVE AND TAKE ONE TILE IN EVERY DIRECTION.

MAGIC MOVE:

THE TWO KINGS HAVE DIFFERENT MAGIC MOVES.

THE KING'S MAGIC MOVE CAN ONLY BE USED IF YOU HAVE LOST YOUR QUEEN.

BLACK KING: WHEN PUT IN CHECK, HE CAN ROLL BACK THE ENEMY'S PLAYER TURN.



NOTE: YOU DO NOT LOSE YOUR TURN.

WHITE KING: WHEN PUT IN CHECK, HE CAN PROTECT HIMSELF FOR ONE TURN (MEANING THE PLAYER CAN IGNORE THE CHECK WITHOUT ANY CONSEQUENCES).



NOTE: YOU DO NOT LOSE YOUR TURN.