

How to Play Pirate Chess ©

The White fleet starts the game by placing any ship on the board, and anchoring it. In the exceptional case where a player decides to place a Pirate as his first ship, which cannot be anchored at any time, the Player only places the Pirate on the board without anchoring.

Each turn consists of two actions; placing (or moving) a ship, and an anchoring or un-anchoring for the same, or a different, ship.

Each side must place at least 3 ships on the board before any attacking moves can be made.

It is always the turn of the side whose fleet is highlighted at the time.

How to MOVE:

Mouse click on a ship to select it – it will be highlighted in **Green**

All available squares for your move are highlighted in **Green**

Click on the square where you want to put it, the ship will move there.

How to ANCHOR:

Click on a ship to select it – it will be highlighted in **Green**

Click on the ship again to anchor (or un-anchor) it – an anchor will appear (or disappear).

When ships are anchored they cannot be sunk by any ships **except the PIRATE**

Ships that are anchored cannot move, so have to be un-anchored first before they can move.

How to SINK an opponent's ship:

Any of your ships can sink any of your opponent's ships that are un-anchored in a place where you can legally move to with one of your ships. The game will show you all your available moves when you click on a ship.

How different ships MOVE:

The game shows which directions the different ships can move by means of small arrowheads on the icons, and when the ship is highlighted all available moves are shown in **Green**.

Unlike chess, the board is rolling so that the northern edge is connected to the southern edge, and the same for east and west. Going off one edge will bring you back on another edge. All available moves will be shown in **Green**

The **NAVY FRIGATE** is the most capable, it can move 4 squares vertically (N and S) horizontally (E and W), and on the diagonals in any direction. Arrowheads are shown on the ship to show the NSEW directions.

The **BARQUE** can move 4 squares vertically (N), horizontally (E), and on the diagonal (NE) only. Arrowheads are shown for N and E.

The **SCHOONER** can move 4 squares horizontally (E), vertically (S), and on the diagonal (SE) only. Arrowheads are shown for S and E.

The **BRIG** can move 4 squares vertically (S), horizontally (W) and on the diagonal (SW) only. Arrowheads are shown for S and W.

The **CARAVEL** can move 4 squares vertically (N), horizontally (W), and on the diagonal (NW) only. Arrowheads are shown for N and W.

The **DHOW** can move only one square at a time N or S. Arrowheads are shown for N and S.

The **JUNK** can move only one square at a time E or W. Arrowheads are shown for E and W.

The **PIRATE** moves 2 squares in NSEW direction then one to the side, like a Knight in Chess. The PIRATE cannot be anchored so is always in danger, but the PIRATE can sink anchored ships, so is also always dangerous.

How to UPGRADE:

Each player has 2 of each type of ship, making 16 in total. Players can upgrade 2 of their ships to either a NAVY FRIGATE or a PIRATE by bringing two of their own ships together in the harbour, as follows:

The player moves a ship in to the harbour (the centre four squares) and anchors it. In a later turn the player places a second ship on top of the first ship, and the GAME will invite the player to choose an upgrade to either a NAVY FRIGATE or a PIRATE. The pieces that made the upgrade are eliminated from the game.

A total of 2 x NAVY FRIGATE upgrades and 2 x PIRATE upgrades are available to each player.

How to WIN the GAME:

The game is won by the player who removes all the opponent's pieces from the board. Note that this can happen even before the opponent has deployed all his ships to the board.