

Animal Chess

User Manual

Animal Chess

Animal Chess is a chess-like board game for two players. At the beginning each player is assigned one of the two colors, either red or black. The board consists of 7x9 squares and represents a jungle. In this jungle there are various animals, represented by animal tokens which can move through different terrain. The game's goal is either to get one of your own animals into the opponent's den or to capture all of the opponent's animal tokens.

Game preparation

To start the game after downloading, it must be possible to run racket files with the extension .rkt on the respective machine. The environment provided by Racket-Lang at <https://download.racket-lang.org> is available for this purpose. After download and set-up the players can start-up the game by opening and running the start-ui.rkt file from the game's root directory.



Start screen after running start-ui.rkt

Game modes

The game can be played locally by two players on one computer via "local play" or distributed in multiplayer mode. To access the multiplayer mode: select "Multiplayer" from the start screen and enter the appropriate data into the pop-up dialogue:



Dialog to enter data for distributed play mode

Game rules

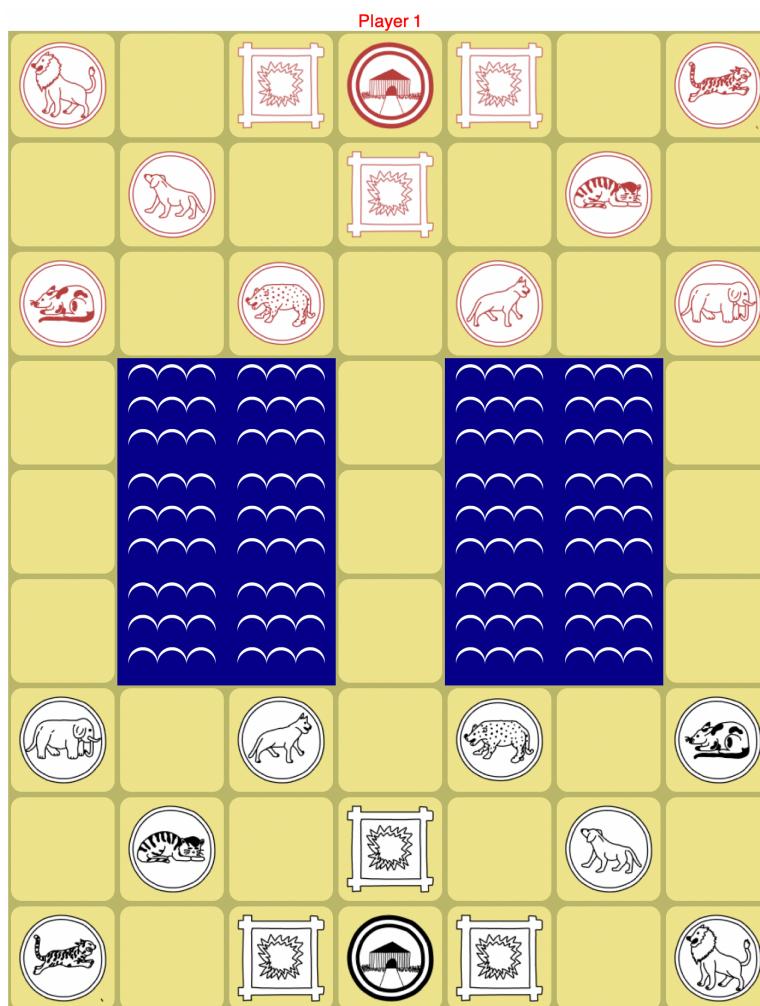
Game pieces

Each player has a total of 8 different animal tokens in their own color (red or black). Each of them represents a different animal with a different rank. The ranking of the animals from strong to weak is as follows:

Rank	Tier
8	Elephant
7	Lion
6	Tiger
5	Leopard
4	Wolf
3	Dog
2	Cat
1	Rat

Game board

In addition to the regular sand-colored tiles, the jungle board also has various special tiles. These include the construction, traps and water tiles.



Game board

Moving

The players each take turns moving an animal token. One token must be moved each turn and each of them can move either one space horizontally or vertically. Diagonal moves are forbidden. In addition, a token cannot move into its own den. However, moves to traps of either color are allowed.

Separate rules apply to water squares:

- The only animal allowed to move into the water is the rat. All other animals cannot enter the water.
- The lion and tiger can jump over the water tiles either horizontally or vertically. They are allowed to jump from one end of the water to the next non-water field. If there is an animal of the same or lower rank on this non-water field, it is captured as part of the jump. However, if there is a rat on an intervening water tile, the jump cannot be performed.

Capture

Animals can capture other animals by "eating" or "killing" them. In doing so, the captured token is removed from the board and the token performing the action is placed on its position. A token can catch any token of the same or lower rank. However, there are the following exceptions:

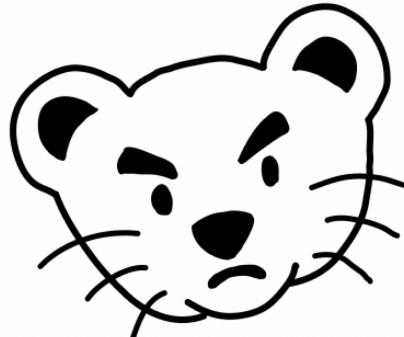
- The rat can catch the elephant from water, but not from land.
- A rat in the water cannot be caught by any token that is on land.
- A token that enters an opponent's trap is automatically assigned rank 0. Tokens on traps can therefore be captured by any opponent's token. If the token leaves the trap its rank returns to its previous one.

End of game

The game is won as soon as a player has successfully moved one of his pieces into the opponent's den. Alternatively, the game can be won by capturing all of the opponent's tokens.



Player 2 wins



Player 1 loses

Game end screen