

Dark Resistance

Official Handbook

The official handbook to the rules of Dark Resistance, documenting the game.

Introduction:

Dark Resistance chess is a chess game derived from the Chinese game of Dark Chess. The game combines elements of luck and surprise with critical strategy prevalent in conventional chess. The game is unique in the way that strategy cannot be planned or predicted in the beginning because strategy and movement of pieces evolve with luck and the flow of the game.

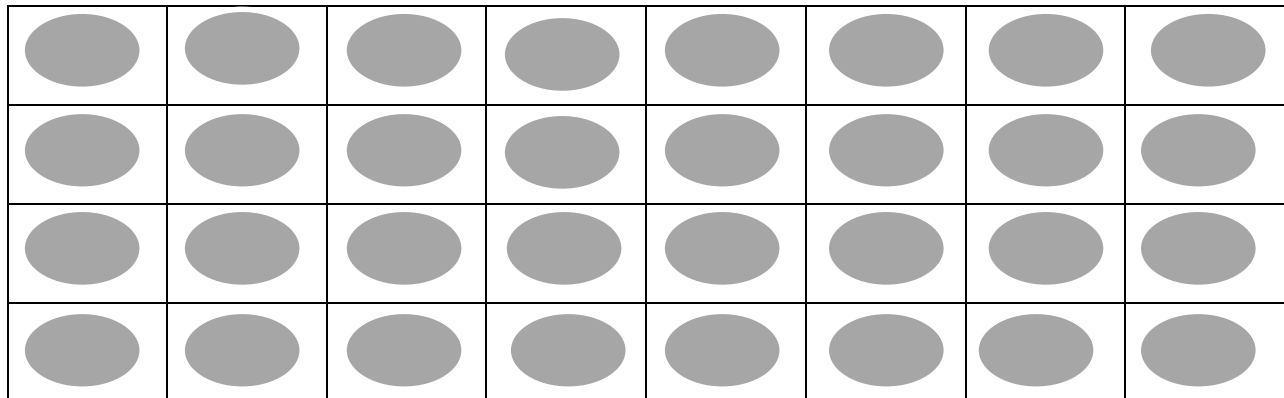
A hybrid of the two chesses – International / Indian and Chinese – this game uses all Chinese pieces on half a conventional chess board. The pieces must have a standard backside, because they are placed on the board in an upside-down flipped orientation, covering all grids of half a chess board.

This handbook will explain the board, pieces and rules of this game.

Board and Pieces:

Board:

Half of Conventional Chess Board: (8 x 4; 32 pieces)



Pieces:

(32 in total, all scrambled and laid upside down on board until flipped)

Generals:	將	師	(1x per team; 2 total)
Guardians:	士	仕	(2x per team; 4 total)
Elephants:	象	相	(2x per team; 4 total)
Horses:		馬	(2x per team; 4 total)
Rooks:		車	(2x per team; 4 total)
Pawns:	卒	兵	(5x per team; 10 total)
Cannons:	炮	包	(2x per team; 4 total)

Pieces must have a standard back side with no additional marking to prevent external identification. The pieces must be of different color to identify between player 1 and 2.

Rules and Mechanics:

- The first player to reveal the pieces will be externally decided.
- The color of the chess piece revealed by player 1 will be player 1's color throughout the game. Player 2 will be defined by the other color throughout the game automatically.
- Both players reveal and move pieces in sequential order as decided earlier.
- It is permitted for a player to reveal a piece of the opposing team during sequential order due to randomness. E.g. Player 2 reveals a piece of player 1 during its turn.
 - The number of times a player can do this is unlimited. I.e. A player could reveal the opposing player's pieces on its turn for multiple turns.
- After revealing a chess piece, the chess piece (of any type) is
 - Allowed to move vertically or horizontally, in the constraints of the board, by one block in the next turn if the player chooses. This is the "one block straight movement rule".
 - Provided there is no unrevealed piece directly adjacent and blocking the intended direction of movement.
 - If the move is a capture, providing it is a valid move under the hierarchy system.
 - Not allowed to move diagonally under any circumstance.
- The mechanics of the chess pieces are based on a Hierarchy System:
 - Normal Hierarchy (from piece of lowest power to highest power)
 - Rooks (車) can capture Rooks, Pawns and Cannons of the opposite by following the one block straight movement rule.
 - Horses (馬) can perform all of a Rook's actions with the addition of being able to capture opposite Horses following the one block straight movement rule.
 - Elephants (象, 相) can perform all of a Horse's actions with the addition of being able to capture opposite Elephants following the one block straight movement rule.
 - Guardians (士, 仕) can perform all of an Elephant's actions with the addition of being able to capture opposite Guardians following the one block straight movement rule. Guardians are the strongest normal chess piece in game.
 - Special types are pieces that do not follow the Normal Hierarchy:
 - These pieces either differ through their different patterns in capturing pieces from the usual increasing sequential order of the Normal Hierarchy, or differ in their capture movement rule.

- Generals (將, 師) are nominally the strongest pieces in game. They can capture all opposite pieces in game except Pawns following the one block straight movement rule.
 - However, Generals cannot move or stay in any spot adjacent to a Pawn. The General must move away from an adjacent pawn if possible.
 - Pawns (卒, 兵) are special pieces in game. They can capture opposite Pawns and also opposite Generals in game following the one block straight movement rule.
 - Cannons (炮, 包) are also powerful pieces in game. They can capture all opposite pieces in game except Generals (similar hierarchy to Guardians).
 - Movement of Cannons follow the one block straight movement rule.
 - However, in order to capture a piece, a Cannon must jump across one block (occupied or not) in horizontal or vertical direction to capture the piece directly adjacent to the block. This is referred to as a jump kill.
 - A cannon cannot capture a piece that is directly adjacent to itself.
- A match in a game is defined by one of three states:
 - An incomplete state is when both players have not fully revealed all pieces on the board. This is the initial state of a match.
 - A regular state arises when both players have fully revealed all pieces on the board and no luck-based situation occurs.
 - An irregular state arises when a luck-based situation occurs.
- A luck-based situation is share the similarity of a general in check from an incomplete state:
 - A luck-based situation can be one of four situations:
 - A player reveals its own general to be beside an opposing pawn.
 - A player reveals its own pawn to be beside an opposing general.
 - A player reveals an opposing general to be beside a pawn of their own.
 - A player reveals an opposing pawn to be beside a general of their own.
 - If the luck-based situation places the current player in check, the current player has the opportunity to perform one additional move to place itself out of check.
 - If it is checkmate for the current player then the match results in a luck-based loss for the current player and a luck-based win for the opposing player.
 - If the luck-based situation favors the current player then a luck-based win results and a luck-based loss for the opposing player.

- The victory, loss or draw of a match reflects its state:
 - Player with the most captured chess pieces and able to checkmate the opposing player in a regular state leads to a regular victory. Vice versa for regular loss.
 - Player without necessarily the most captured chess pieces and able to checkmate the opposing player in an irregular state leads to an irregular victory. Opposing player thus has an irregular loss.
 - If a tie in captured pieces numbers results and both players cannot checkmate the other in regular state, then a draw is declared.
- A game's victory and loss is measured by the Game Points System.
 - An indefinite number of matches run until 8 game points are reached.
 - The first player to reach 8 game points is the victor of the game.
 - Amount of points assigned to win and loss varies by state of the match
 - In incomplete or regular state
 - Victory: 2 points
 - Loss: 0 points
 - Draw: 1 point to both players
 - In an irregular state (with luck-based situation)
 - Victory:
 - 2 points if initial match or the winning player was losing in the previous match
 - 1 point if the winning player was winning in the previous match
 - Loss: 1 point
 - A forfeiture of a match by any player leads to a regular loss to the forfeiting player. The opposing player receives a regular victory.