

# Chess Ultimate

The reimagined  
strategy/rpg game.

2 

30 

3+ 

## Core mechanics



Rpg



Strategy



Action  
points



Set  
collection



Hand  
management



Variable  
power-up

## In a turn

A player can choose to make a move with many pieces (maximum 3) each turn. This affects the total ⚡ they can use within that turn. Each activity a player performs costs a certain amount of ⚡.

Each piece has an amount of ❤️ and costs varying ⚡ to move per square of movement. Pieces also vary in attack strength. A piece can attack an opposing piece in its legal move range; when the opponent piece's ❤️ is depleted, an automatic capture happens and the attacker moves to occupy the captured piece's previous location.

Attack	1 ⚡
Equip headgear	1 ⚡
Equip footgear	2 ⚡
Equip bodygear	3 ⚡
Draw	4 ⚡

Move a piece:

14 ⚡

Move 2 pieces:

10 ⚡

Move 3 pieces:

6 ⚡

					
5 ❤️	1 ❤️	3 ❤️	1 ❤️	1 ❤️	1 ❤️
1 ⚡	5 ⚡	3 ⚡	5 ⚡	5 ⚡	5 ⚡
1 ⚡	1.5 ⚡	1.25 ⚡	3.5 ⚡	2 ⚡	3 ⚡

## Avatar & gear

Equipping and unequipping gear to/from a piece counts as a move with a piece, and cost the same ⚡.

Each piece has an Avatar, which can equip up to 4 items of different slots. Finishing a set of all 3 items will grant the player a choice between a defensive or offensive handgear, as well as unlock a one-time special ability.

## Consumables

A player can choose to draw from the bonus deck in their turn. This have a chance to give them a gear or a consumable, which will be held in the player's hand until used. A player cannot hold more than 10 artefacts at a time.