



RADICAL CHESS

Thank you for purchasing Radical Chess. The After Kinematics team wants you to enjoy your time with our game. We know you must be excited to play, but before you do, please take some time to read this manual. It will help you get the most out of Radical Chess.

THE GAME

“But man is a fickle and disreputable creature and perhaps, like a chess-player, is interested in the process of attaining his goal rather than the goal itself.”

— *Fyodor Dostoyevsky*

What is Radical Chess?

Radical Chess is a turn-based strategy / fighting game based on the classic game of chess. Players take turns making plays in an attempt to destroy each other's king. Destroying the opposing player's king wins the game.

On a player's turn they must choose between moving a piece or using a piece's magical abilities. If a player moves a piece onto a tile that is already occupied by an enemy piece, a battle sequence begins. The winner of the battle gets to occupy the tile.

Health and Experience

Every piece on the board has its own persistent health and experience level. Battling and magical attacks will cost pieces some health. When a piece's health drops to zero, that piece is removed from play.

Moving pieces, using a piece's magical abilities, and winning battles will gain experience for that piece. When a piece gains enough experience it is promoted to a more powerful piece.

Blessed Tiles

Certain tiles on the board are special. Pieces on these tiles are immune to the effects of magic and gain a small amount of health back at the end of each turn.

The Controls

On the game board:

| | |
|---------------------------|-------------|
| Left Player Cursor Up | W |
| Left Player Cursor Left | A |
| Left Player Cursor Down | S |
| Left Player Cursor Right | D |
| Left Player Action | LEFT CTRL |
| | |
| Right Player Cursor Up | UP ARROW |
| Right Player Cursor Left | LEFT ARROW |
| Right Player Cursor Down | DOWN ARROW |
| Right Player Cursor Right | RIGHT ARROW |
| Right Player Action | RIGHT CTRL |
| | |
| Pause Game | ESC |

On the battlefield:

| | |
|--------------------------|-------------|
| Left Player Move Up | W |
| Left Player Move Left | A |
| Left Player Move Down | S |
| Left Player Move Right | D |
| | |
| Left Player Strafe Fire | LEFT CTRL |
| Left Player Aim Fire | LEFT SHIFT |
| | |
| Right Player Move Up | UP ARROW |
| Right Player Move Left | LEFT ARROW |
| Right Player Move Down | DOWN ARROW |
| Right Player Move Right | RIGHT ARROW |
| | |
| Right Player Strafe Fire | RIGHT CTRL |
| Right Player Aim Fire | RIGHT SHIFT |
| | |
| Pause Game | ESC |

THE PIECES

"I feel as if I were a piece in a game of chess, when my opponent says of it: That piece cannot be moved."

— Soren Kierkegaard



The Pawn

Movement

The pawn may move one or two tiles forward from its starting position or one tile forward from any other position. The pawn cannot move through or onto an occupied tile. The pawn can initiate a battle by moving one tile diagonally forward if an enemy occupies that tile.

Magic

The pawn has no magical abilities

Promotion

The pawn becomes an anti-pawn when its experience meter is filled. The pawn becomes a queen if it reaches the opposite end of the board.



The Anti-Pawn

Movement

The anti-pawn may move one or two tiles diagonally forward from its starting position or one tile diagonally forward from any other position. The anti-pawn cannot move through or onto an occupied tile. The anti-pawn can initiate a battle by moving one tile forward if an enemy occupies that tile.

Magic

The anti-pawn has no magical abilities.

Promotion

The anti-pawn becomes a scout when its experience meter is filled. The anti-pawn becomes a queen if it reaches the opposite end of the board.



The Scout

Movement

The scout may move one tile in any direction. The scout cannot move onto a friendly occupied tile. The scout can initiate a battle by moving onto an enemy occupied tile.

Magic

The scout has no magical abilities.

Promotion

The scout becomes a queen if it reaches the opposite end of the board.



The Rook

Movement

The rook may move any number of tiles in any cardinal direction. The rook cannot move onto or through an occupied tile. The rook can initiate a battle by moving onto an enemy occupied tile.

Magic



Barrage - Loose a volley of arrows, damaging nearby enemies.

Promotion

The rook becomes a magician when its experience meter is filled.



The Magician

Movement

The magician may move any number of tiles in any cardinal direction. The magician cannot move onto or through an occupied tile. The magician can initiate a battle by moving onto an enemy occupied tile.

Magic



Barrage - Loose a volley of arrows, damaging nearby enemies.



Projection - Without changing tiles, initiate a battle with any enemy.

Promotion

The magician cannot be promoted.



The Knight

Movement

The knight may move two tiles horizontally and one tile vertically, or one tile horizontally and two tiles vertically. The knight can move through occupied tiles, but may not stop on one. The knight can initiate a battle by moving onto an enemy occupied tile.

Magic



Place Trap - Place an invisible trap on any unoccupied tile. Traps will damage any enemy that moves onto the trapped tile. Once a trap is sprung it is destroyed.

Promotion

The knight becomes a valkyrie when its experience meter is filled.



The Valkyrie

Movement

The valkyrie may make any number of consecutive identical knight moves.

Magic



Place Trap - Place an invisible trap on any unoccupied tile. Traps will damage any enemy that moves onto the trapped tile. Once a trap is sprung it is destroyed.

Promotion

The valkyrie cannot be promoted.



The Bishop

Movement

The bishop may move any number of tiles in any diagonal direction. The bishop cannot move onto or through an occupied tile. The bishop can initiate a battle by moving onto an enemy occupied tile.

Magic



Heal - Restore a friendly target to full health.

Promotion

The bishop becomes a paladin when its experience meter is filled.



The Paladin

Movement

The paladin may move any number of tiles in any diagonal direction. The paladin cannot move onto or through an occupied tile. The paladin can initiate a battle by moving onto an enemy occupied tile.

Magic



Heal - Restore a friendly target to full health.



Consecrate - Convert any normal tile to a magic-proof blessed tile.

Promotion

The paladin cannot be promoted.



The Queen

Movement

The queen may move any number of tiles in any direction. The queen cannot move onto or through an occupied tile. The queen can initiate a battle by moving onto an enemy occupied tile.

Magic



Curse - Curse an enemy causing it to lose a little health after each turn.



Summon - Summons a demon to battle an enemy. After the battle the demon is destroyed.

Promotion

The queen becomes a berserker when its experience meter is filled.



The Berserker

Movement

The berserker may move as a queen or as a valkyrie.

Magic



Curse - Curse an enemy causing it to lose a little health after each turn.



Summon - Summons a demon to battle an enemy. After the battle the demon is destroyed.

Promotion

The berserker cannot be promoted.



The King

Movement

The king may move one tile in any direction. The king cannot move onto a friendly occupied tile. The king can initiate a battle by moving onto an enemy occupied tile.

Magic



Promote - Instantly promotes any friendly target.



Revive - Place a defeated piece back onto the board at full health.

Promotion

The king becomes an emperor when its experience meter is filled.



The Emperor

Movement

The emperor may move two tiles in any direction. The emperor cannot move through or onto an occupied tile. The emperor can initiate a battle by moving onto an enemy occupied tile.

Magic



Promote - Instantly promotes any friendly target.



Revive - Place a defeated piece back onto the board at full health.



Conscript - Take permanent control of an enemy.

Promotion

The emperor cannot be promoted.

