



GAME MANUAL

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TABLE OF CONTENTS

1. WHAT IS CHESS MANIA!	3
2. RULES	4
3. BASIC MOVES	5
4. HOW TO PLAY	7

1. WHAT IS CHESS MANIA!?

Chess has been played by people all over the world for hundreds, if not thousands of years. It certainly has seen some changes in gameplay and rules, but the essence of chess has always stayed the same: a board game for two players.

CHESS MANIA! changes that completely by allowing four players to play on the same board. The game board has 160 squares and each player has a different color for their set of pieces, namely red, blue, yellow and green. But that's not all.

CHESS MANIA! is a team game. The teams are composed of two players each, who are always across the board from each other. Since this is a team game, working together is very important.

The rules for regular chess mostly apply to this game, but some changes have been made to make the game exhilarating and much faster than regular chess games:

Unlike normal chess, the main goal of CHESS MANIA! is not to checkmate one member of the opposing team. The main goal is to capture as many opponent pieces as possible. Each piece is worth a certain amount of points, with the king being the most valuable and the more pieces you capture, the more points you get.

Each game has a time limit of 5 minutes. After the time is over, the team with the most points wins the game. But the time limit is not the only thing that can end the game. Once a king is captured the game ends immediately and the team with the most points wins.

And to make CHESS MANIA! even crazier, each player has 10 seconds to make a move. If you're not fast enough, you will be skipped and the next player in line can make their move. The game is specifically designed to not communicate why a move is wrong during the game, so it's up to the player to know the rules, think fast and stay ahead.

With all these different and refreshing rules, CHESS MANIA! hopes to give a new chess experience to everybody.

2. RULES

As it was already stated before, CHESS MANIA! is a team game. Each team consists of two players and each player has a different color for their set of pieces. Red and yellow make up the first team and blue and green the second team. The team players are always across the board from each other. Also important to know is that the game always starts with Red and follows in clockwise order.

The Chessboard consists of 160 squares that can be empty or occupied by the player's pieces. Each player starts with a set of 16 pieces, consisting of 8 pawns, 2 rooks, 2 knights, 2 bishops, a queen and a king, all in the same color.

A 5 minute timer will begin to count down after initiating the game. During that time, the players are able to play the game and move their pieces when it's their turn. Players also have a time limit of 10 seconds for their turn. If a player doesn't make a move during this period, they will be skipped and it will be the next player's turn to make a move.

The main goal of CHESS MANIA! is to capture as many opponent pieces as possible and have the most points at the end of the game. The players get points by capturing their opponents pieces. Important to know is that players cannot capture their teammates' pieces.

This table shows the amount of points that every piece is worth:

Pawn	Promoted Pawn (Fake Queen)	Knight	Rook	Bishop	Queen	King
1 Point	1 Points	3 Points	5 Points	5 Points	9 Points	20 Points

The traditional checkmate was replaced by the capture of the king. Since the king is worth an incredible amount of points it's important to defend it at any cost. The game ends after a king piece is captured by a player or if the 5 minute game timer runs out. Then the team with the most points wins.

Every move has to follow the rules of the chess pieces as listed in the next chapter. And the players can only make a piece move, if it doesn't put or leave the player's king in a "check" position. It is possible that a player can't make any valid moves without breaking this rule. In that case the player's move will be skipped and unless his teammate manages to get him out of "check" his king likely will be captured by one of the opponents, resulting in the end of the game.

3. BASIC MOVES

Most of the rules and moves of regular chess still apply to CHESS MANIA!

The Pawns

Pawns are very simple in their movement. Each player begins a game with 8 pawns, standing in front of their other chess pieces.

- Pawns can only move forward one square.
- Pawns can move forward two squares on their first move only.
- Pawns can move diagonally forward when capturing an opponent's chess piece.
- A pawn automatically promotes to a queen, once it moves 6 squares forward (passes over half the board).

The Rook

Rooks are the most simple chess pieces to move.

- Rooks can move forward, backward, left, or right at any given time.
- Rooks can move in any direction, as long as it is not being hindered by any other pieces.

The Knight

Knights move very differently from the other pieces. They are also the only piece capable of jumping over other pieces.

- Knights can move two squares in any direction vertically followed by one square horizontally.
- Knights can move two squares in any direction horizontally followed by one square vertically.
- Knights can only move to one of up to eight positions on the board.
- Knights can move to any position that is not already occupied by another piece of its player or teammate.
- Knights can skip over any piece to reach their desired position.

The Bishop

Bishops can move diagonally. Each player starts out with two bishops and can cover the whole board with them.

- Bishops can move in any direction diagonally, as long as there is no other piece in their way.
- Bishops cannot move past any piece that is blocking their way.
- Bishops can capture any opponent piece on the board that is within their range of movement.

The Queen

The Queen is not only considered the most versatile chess piece on the board, but also the most dangerous. The queen is like a combination of the Rook and Bishop. Each player starts out with one queen piece but any pawn can promote and turn into a queen too.

- The queen can move in any direction on a straight or diagonal path.
- The queen cannot move past any piece that is blocking her way.
- The queen's movements are restricted to any direction of unoccupied squares.

The King

The king is in comparison with the other pieces somewhat limited in his movement.

- The king can move one single square in any direction.
- The king cannot move on to a square that is occupied by a piece of the same color/team.
- The king cannot move to any square that puts him into a "check" position.
- Once the king is captured the game is over.

4. HOW TO PLAY

INITIATING THE GAME JAR

To play the game you have to first start the server by typing

```
java -jar ChessMania-0.1.0.jar server 4657
```

into the console and press Enter.

After starting the server, you can start the client by typing

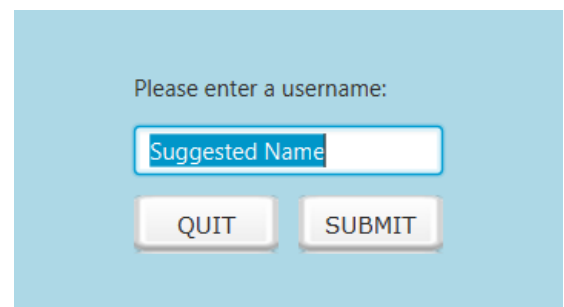
```
java -jar ChessMania-0.1.0.jar client <hostaddress>:4657  
[<username>]
```

into the console and press Enter.

Make sure that you are in the same directory as the .jar file. Also make sure to replace `<hostaddress>` with the IP-Address of the host or write `localhost` if you are running the server locally on your device. You can also already insert your username at the end of the command, but it is not mandatory.

LOGGING IN

If you don't insert your username at the end of the command, you will be asked to type it in. The game will automatically suggest a username based on your system name. Once you have entered your username on the text field you are presented with the game intro. Press "START" to go to the main menu.



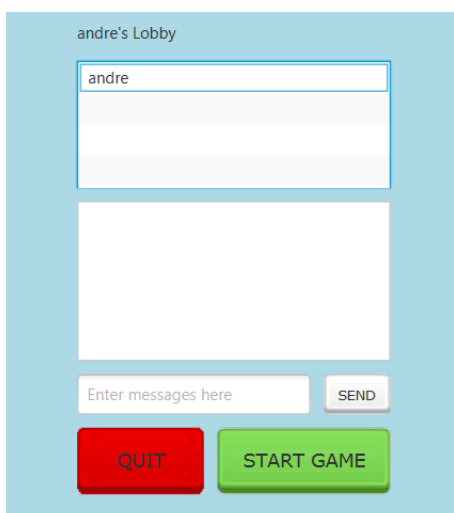
A screenshot of a login interface on a light blue background. At the top, it says "Please enter a username:". Below this is a text input field containing "Suggested Name". At the bottom, there are two buttons: "QUIT" and "SUBMIT".

MAIN MENU

The main menu opens up a variety of possibilities:

- ① CHANGE NAME - This allows the player to change their username.
- ② TUTORIAL - This leads to the tutorial where the rules and mechanics are shown.
- ③ HIGHSCORES - This shows a list with the highscores that were achieved.
- ④ GAME LISTS - This shows the lists with open games, finished games and
- ⑤ CREDITS - This shows the game credits.

- ⑥ GLOBAL CHAT - The global chat allows communication with other players.
- ⑦ PLAYER LIST - All players that are connected to the server are listed in this list.
- ⑧ LOBBY LIST - This shows all the created lobbies.
- ⑨ NEW LOBBY - This allows the player to create a new lobby.
- ⑩ JOIN LOBBY - This allows the player to join an already existing lobby.
- ⑪ MY LOBBY - This opens the lobby window, should it be closed.
- ⑫ PING - This allows the player to see the quality of the connection to the server.



LOBBY

If you create a new lobby or join an already existing one, you can chat with the players who are also in the same lobby. By double clicking on the name of a player, you can send private messages to that specific player. Once the lobby has 4

players, you can start a new game by simply pressing “START GAME”. You can also leave the lobby by pressing “QUIT”.

GAME

Once started, each player will be able to see the chessboard on the screen with all the chess pieces placed on top.



Here is a quick summary of the game elements:

- ① USERNAME - This shows you your username.
- ② CHESSBOARD - This is where the game is played.
- ③ PLAYER INFO - This shows the names of the players and their achieved points.
- ④ CURRENT TURN/TIMER - This shows who's turn it is and how much time is left.
- ⑤ GAME TIMER - This shows you how much time is left until the game ends.
- ⑥ LOBBY PLAYER LIST - All players that are in the lobby, are listed in this list.

- ⑦ LOBBY CHAT - This allows you to chat with your opponents and teammate.
- ⑧ QUIT GAME - Press this, if you want to quit the game before or after it ends.
- ⑨ NEW GAME - This allows you to start a new game with the same players.

In order to make a move, you first have to select a chess piece by just simply clicking on it. Then you have to click on the square you want your piece to go to.

After making a move, the next player is able to make their own move and so on. If you don't make your move within 10 seconds you are skipped and it's the next player's turn to make a move. The game ends when one player's king piece gets captured by its opponents or if the 5 minute timer runs out. The result and the winning team is displayed on the game window.

You can communicate with your teammate by double clicking on their name and entering your message in the text field. You can also send messages to all the players in the lobby.

HAVE FUN AND STAY SANE, CHESS MANIAC!