

How to Play Pirate Chess ©

The object of the game is for one or other player to clear the board of enemy ships by landing his/her ships in the squares occupied by enemy ships and thereby sinking or capturing them. When your enemy has no ships left on the board then you are the winner.

There are different types of ships in each fleet of 8 ships. Each type has different movement characteristics, and 7 of those are able to anchor which makes them **SAFE** from all ships when they are anchored, except the **PIRATE** which cannot anchor.

The most powerful ship is the **FRIGATE**, which can move up to 4 squares in any direction vertically, horizontally and diagonally.

The other ships have different movement as you can see in the paragraph "How Different Ships Move", and are shown in the game by clicking on the "?" on each ship before you deploy it to the board.

The **PIRATE** is also powerful as it can sink or capture all other ships even when they are anchored. The PIRATE moves like a Knight in Chess, moving 2 spaces vertically or horizontally, then one to the side.

The Blue fleet **STARTS** the game by placing any ship on the board, and anchoring it, if appropriate. The turn then passes automatically to Red fleet.

The game makes a foghorn sound when the turn passes to the other fleet, and a ship's steering wheel shows whose turn it is.

Each turn normally consists of two actions; placing (or moving) a ship, and an anchoring or un-anchoring for the same, or a different ship, in any order.

Each side must place at least 3 ships on the board before any attacking moves can be made. The PIRATE can never be anchored, so if a PIRATE is placed as one of the **first 3 moves** of either player, then the turn passes to the other side immediately without requiring an anchoring operation.

Unlike a Chess Board, the Pirate Chess board is continuous, so can sail off one edge and come back on another edge. The north edge is joined to the south edge, and the east edge is joined to the west edge. **THE GAME WILL ALWAYS SHOW YOU ALL LEGAL MOVES FOR ANY OF YOUR SHIPS THAT YOU CLICK ON.**

How to MOVE:

Mouse click on a ship to select it – it will be highlighted in **Green**

All available squares for your move are highlighted in **Green**

Click on the square where you want to put it, the ship will move there.

How to ANCHOR:

Click on a ship to select it – it will be highlighted in **Green**

Click on the ship again to anchor (or un-anchor) it – an anchor symbol will appear (or disappear).

When ships are anchored, they cannot be sunk by any ships, **except by the PIRATE.**

Ships that are anchored also cannot move, so have to be un-anchored first before they can move.

How to SINK or CAPTURE an opponent's ship:

Any of your ships can SINK any of your opponent's ships that are un-anchored in a place where you can legally move to with one of your ships. The game will show you all your available moves when you click on a ship.

Where a ship is of a higher rank than the ship being attacked the player will have the option to either **SINK** (i.e remove from the board) or **CAPTURE** (i.e upgrade to the more powerful piece) then your ship will be replaced by the enemy's ship in your colour, and your original ship will be removed from the game.

How different ships MOVE:

The game shows you which directions the different ships can move by means of small arrowheads on the icons, and when the ship is highlighted all available moves are shown in **Green**.

Unlike chess, the board is continuous so that the northern edge is connected to the southern edge, and the east to the west. Going off one edge will bring you back on another edge. All available moves will be shown in **Green**

The **PIRATE** moves 2 squares in NSEW direction then one to the side, like a Knight in Chess. The PIRATE cannot be anchored so is always in danger, but the PIRATE can sink anchored ships, so is also always dangerous.

The **FRIGATE** can move 4 squares vertically (N and S) horizontally (E and W), and on the diagonals in any direction. Arrowheads are shown on the ship to show the NSEW directions.

The **DHOW** can move only one square at a time NSEW. Arrowheads are shown for NSEW directions.

The **JUNK** can move two squares at a time NSEW. Arrowheads are shown for NSEW.

The **BARQUE** can move 4 squares vertically (N), horizontally (E), and on the diagonal (NE) only. Arrowheads are shown for N and E.

The **SCHOONER** can move 4 squares horizontally (E), vertically (S), and on the diagonal (SE) only. Arrowheads are shown for S and E.

The **BRIG** can move 4 squares vertically (S), horizontally (W) and on the diagonal (SW) only. Arrowheads are shown for S and W.

The **CARAVEL** can move 4 squares vertically (N), horizontally (W), and on the diagonal (NW) only. Arrowheads are shown for N and W.

How to UPGRADE:

Each player has 1 of each type of ship, making 8 in total. Players can upgrade any 2 of their ships to either a FRIGATE or a PIRATE by bringing two of their own ships together in the harbour, as follows:

The player moves a ship in to the harbour (the centre four squares) and anchors. In a later turn the player places a second ship on top of the first ship, and the GAME will invite the player to choose an upgrade to either a FRIGATE or a PIRATE. The pieces that made the upgrade are eliminated from the game.

A total of 2 x FRIGATE upgrades and 2 x PIRATE upgrades are available to each player.

How to WIN the GAME:

The winner is the player who removes all his opponent's ships from the board. Note that this can happen before the opponent has deployed all his fleet to the board.