

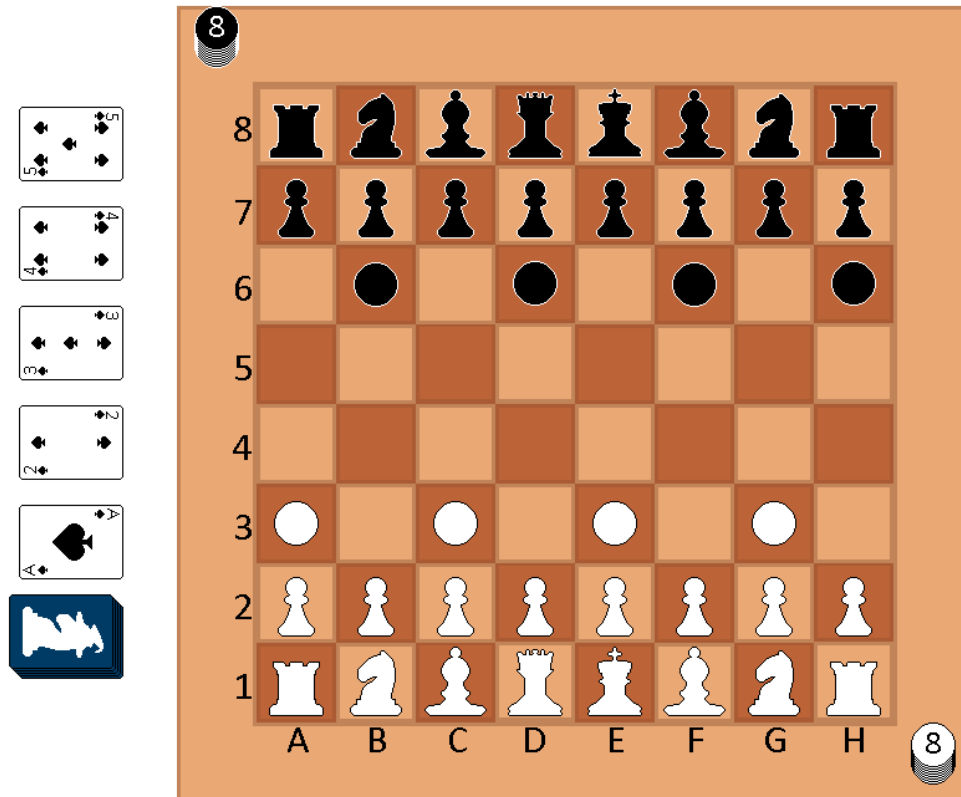
Wizard's Chess

Introduction

Wizard's Chess is a chess-like game, played on a chess board, with chess pieces. In addition to the regular game of chess there are also playing cards and checker pieces. The checker pieces are also known as mana, captured mana can be used to obtain cards. The cards are used by the players in order to cast spells. The aim of the game is to mate the opponent's king.

The Board

The board is a regular chess board, here is a diagram of the starting position:



Ranks and Files.

A row of squares is known as a rank, these are numbered 1 to 8.

A column of squares is known as a file, these are lettered A to H.

The rank furthest away from a player is known as the promotion rank. White's promotion rank is the 8th rank and black's promotion rank is the 1st rank.

Pieces

The pieces are the regular chess pieces, plus two types of mana.

The piece values are as follows:

| | |
|-------------|------------|
| Lesser Mana | 1 |
| King Mana | 2 |
| Pawn | 1 |
| Knight | 3 |
| Bishop | 3 |
| Rook | 5 |
| Queen | 9 |
| King | Invaluable |

Chess Pieces

The chess pieces move in the same way as in regular chess unless a spell is cast on them. Chess pieces may capture an opponent's mana pieces. Refer to the rules of chess to learn their basic moves.

Mana Pieces

Lesser Mana

A lesser mana piece is a single checker.

Lesser mana pieces move the same way as a checker would in checkers: one square diagonally forwards.

Captures are performed by leaping over an opponent's piece diagonally forwards. Unlike in checkers, captures may not be chained together. Mana captures follow the must take rule.

Lesser mana that has moved onto its promotion rank may be promoted into king mana by placing a piece of mana that the opponent has captured on top of the promoting mana. If the opponent does not have any captured mana, then it is illegal to move lesser mana onto the promotion rank.

King Mana

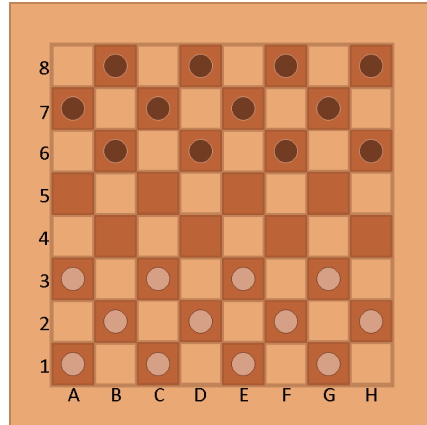
A king mana piece is two checkers of the same color, stacked on top of each other.

King mana pieces move the same way as a kinged checker would in checkers: one square diagonally in any direction.

Captures are performed by leaping over an opponent's piece diagonally. King mana captures follow the must take rule.

The Must Take Rule

The must take rule applies whenever a mana piece can make a capture, in that case the capturing move must be made. The must take rule may lead to a checkmate if a king is not allowed to move out of check.

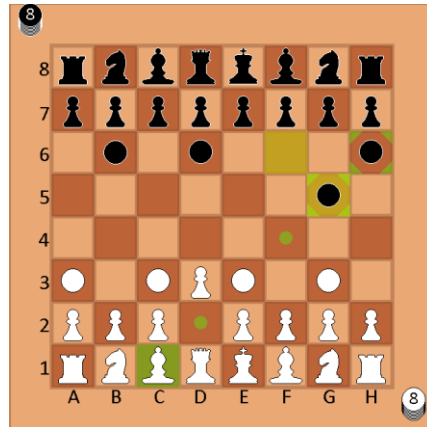


Mana must be replenished onto an unoccupied square. If there are less than 4 unoccupied replenishing squares, then the remaining mana is given directly to the opponent. A player may choose to give all four replenishing mana to the opponent in order to still make a regular move on that turn.

If a player is out of passive mana, then they cannot make a replenishing move and the game is a stalemate.

Dark Squared Bishop

A dark squared bishop may jump over mana. The following diagram shows all the positions the highlighted dark square may move to (in this position, black's move was a blunder, since white's bishop may capture the undefended mana on g5):



The only other piece which may jump over mana is the knight.

Promoting A Pawn Into Mana

A pawn which promotes onto a dark square may be promoted into king mana, but only if the opponent is in possession of 2 captured mana.

Cards

The deck

The deck consists of 52 regular playing cards, jokers are optional for 54 instead. The black player shuffles the deck at the start of each game.

Dealing

At the start of the game, 5 cards are dealt to the left side of the board (left from white's perspective).

Spell book

The 5 cards dealt to the left side of the board are called the spell book.

A player may choose to reset the spell book at the start of their turn for 2 captured mana. A card may be purchased directly after the reset.

Hands

At the start of their turn, a player can purchase a card from the spell book and add to their hand, after which a new card is dealt to the spell book. A player may not purchase a card and cast a spell on the same turn.

Hands can range from 0 to 2 cards. Cards in the players hand are used to cast spells. If a hand is full, then a card may be discarded before purchasing a new one.

A player's hand is shown face up to both players.

Card Ranks

A cards rank is the value on its face. The rank of the card determines which pieces it can be cast on, as follows:

- 2, 3, 4, 5, 6, 7
 - Can be cast by pawns.
 - Costs 1 captured mana.
- 8
 - Can be cast by Knights.
 - Costs 3 captured mana.
- 9
 - Can be cast by bishops.
 - Costs 3 captured mana.
- Jack
 - Can be cast by rooks.
 - Costs 4 captured mana.
- Queen
 - Can be cast by queens.
 - Costs 6 captured mana.
- King
 - Can be cast by kings.

- Costs 6 captured mana.
- Ace
 - Can be cast on any piece.
 - Costs 6 captured mana.
- Joker
 - Can be cast by any piece, as any suit.
 - Costs 8 captured mana.

Card Suits

A card's suit determines which type of spell it casts. There are four suits are: Spades, Clubs, Hearts and Diamonds.

Spells

A single spell may be cast on the players turn if a card has not been purchased. Once a spell is cast its card is discarded to the bottom of the deck.

Spades Spells

Spades spells can be cast on a captured piece in order to reanimate it.

A reanimated piece is placed back on the board. A piece can only be reanimated to one of the squares its piece type started on, and only if that square is empty. For example, a white rook could be reanimated onto either a1 or h1. An opponent's pieces cannot be reanimated. Once a player has reanimated a piece, their move ends.

If a player holds the king or ace of spades, then they may leave their king in check. If a king is captured, it must be reanimated on the next turn, if it cannot be reanimated, then it is checkmated.

A pawn that has been reanimated can move two squares from its reanimation square.

A king or rook that has been reanimated may not be used in castling.

Clubs Spells

Clubs spells can be cast on an opponent's piece in order to club it.

A clubbed piece cannot be moved on the next turn. Once a player has clubbed an opponent's piece, they may still make their own move.

If a player's king is clubbed and then put into check, the only option for the player is to capture the attacking piece, or to block its attack. Otherwise, they are checkmated.

Hearts Spells

Hearts spells can be cast on a piece in order to make it fall in love.

A piece may fall in love with a piece of the same or lower value, and the same color as it. Only pieces of the same color as the player may be made to fall in love. A piece may not fall in love with mana.

If a piece is in love with another piece, then both pieces can be moved during the one turn.

