

E.V.E. Paradox

Board: Fantasy



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Introduction

Welcome to Fantasy!

Fantasy is an adversarial turn-based game included with E.V.E. Paradox as part of the game “Board”.

Each player chooses one of the four available sides: *Good*, *Evil*, *Undead*, and *Court*. Each side has their own pieces, each with their own strengths and weaknesses. You then use these sides to battle it out until one player has defeated the other.

You should first play the Introduction level included with Board to familiarise yourself with the interface. Once you have done this, try the other levels at your leisure, starting with the easiest AI and working your way up to the hardest. Or if you prefer, challenge a friend to a game.

The Fantasy game variations available to you depend upon your edition of E.V.E. Paradox. The E.V.E. Paradox Free Edition includes a few variants. The Silver Editions contain more. The E.V.E. Paradox Gold Edition and Board Silver Edition include every game available in Fantasy.

Have fun!

Playing Fantasy

All games are played on an 8x8 board with the two back ranks populated entirely with pieces from each side. One player is *Light*, who moves first; and the other player is *Dark*, who moves next. Both players can choose one of the four available sides each, resulting in sixteen playable variants. The sides available are: *Good*, *Evil*, *Undead*, and *Court*.

Each side generally begins with:

- A single royal, with the moves of a chess king plus additional abilities, positioned at the back rank just left of centre for Light (right for Dark);
- One powerful piece, with abilities beyond that of a chess queen, positioned at the back rank just right of centre for Light (left for Dark);
- Three sets of two ordinary pieces, with abilities roughly comparable to a chess knight, rook, or bishop, positioned in the back rank in the three leftmost and rightmost positions, some of which may promote to better pieces;
- Two minor pieces that promote to better pieces, positioned on the far left and far right of the front rank; and
- Six basic pieces, roughly equivalent to chess pawns, positioned on all but the far left and far right of the front rank, that can promote to a selection of pieces including the most powerful piece available for that side.

All promotions are obtained by reaching the back rank on your opponent's side of the board. Promotion upon reaching the back rank is compulsory.

The same piece may not be converted back to the original side immediately following a conversion.

Checkmate is a win, and Stalemate is a draw. If eighty moves are made without strike or capture, the result is a draw. If the same position is repeated four times in a game, the result is a draw. Perpetual check is allowed and a perfectly valid way to force a draw.

Moves and Abilities

The Moves and Abilities for each piece are listed under the section *Details* for each piece.

All ordinary moves are blocked by pieces of both sides, unless noted otherwise. Moves corresponding to chess knight moves are not blocked in this way.

All distances are exactly one square unless specified otherwise. Where a single value is specified, the allowed move is from one to the specified number of squares. Where “exactly” appears, it means the distance is exactly the amount specified; no more and no less. Where a range or multiple values are specified, this specifies the exact number of squares that may be moved. “Full” means the full distance of eight is possible, but any distance from one to eight squares is allowed.

All directions are specified using the following codes:

<i>Code</i>	<i>Direction</i>	<i>Light</i>	<i>Dark</i>
N	Forwards (towards initial enemy pieces)	North	South
S	Backwards (towards initial friendly pieces)	South	North
W	West	West	West
E	East	East	East

Note that the direction codes correspond to compass directions from the Light player’s point of view.

Diagonal directions are specified using a pair of two codes together signifying the individual horizontal and vertical directions to move, and chess-knight-style moves are specified by using a group of three codes. All pieces have symmetrical moves across the west/east axis.

“Straight” means N, S, W, E; ie. moves to all squares that share an edge, horizontally and vertically.

“Diagonally” means NW, NE, SW, SE; ie. moves to all squares that share a corner. “All directions”

means N, S, W, E, NW, NE, SW, SE; ie. all straight and diagonal directions. “Knight moves” are NNW, NNE, NWW, NEE, SWW, SSW, SSE, SEE; ie. the moves corresponding to a chess knight.

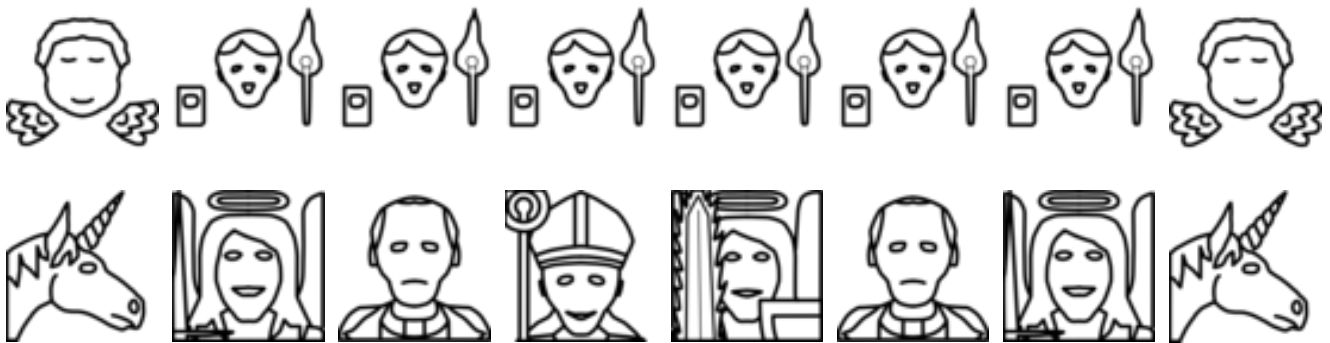
Royals cannot be protected from strike or conversion, nor blocked from moving or capturing, unless specified otherwise.

The Forces of Good

Introduction

The Forces of Good are a collection of the devout and the divine, united to further the cause of Good. They are led by the pure, holy, and devout Archbishop.

Initial Layout



Benefits and Disadvantages

The Forces of Good have an extremely strong set of protections and immunities, particularly from striking and conversion. The Archangel is the only piece in Fantasy with unlimited ranged strike protection. Four pieces can unblock moves, one at range, so the Forces of Good are quite resistant to move blocking. Devotees are immune to conversion, and are the only basic piece with this incredibly useful immunity. The Unicorn has the powerful charge ability.

The Forces of Good do not generally have strong moves or offensive abilities. There are no new pieces available through promotion. They possess no piece with an unblockable capture, making them vulnerable to pieces with that ability. Only the Archangel can strike pieces, and even then only at short range.

Pieces

Archbishop



Description: A master of healing and purification, the Archbishop heals the ills of the followers of good. The Archbishop can unblock and protect surrounding pieces, and convert foes. The Archbishop is the symbol of the unity, strength and righteousness of the cause of good. As such, his loss shatters the will and resolve of the remaining forces of good, scattering them.

Details: Royal. Unblockable move and capture all directions. Convert straight. Protect versus strike and conversion all directions. Unblock move all directions. No protection from strike and conversion.

Strategy: Whilst arguably the weakest royal in the game in terms of direct moves, the Archbishop has the best protections available to a royal. Defensive pieces adjacent to an Archbishop are extremely well protected, making it hard to pick apart a defensive line involving the Archbishop.

Archangel



Description: The powerful Archangel is the champion of the cause of good. With a heart of purity and fury, a flaming sword, and the eternal armour of the ancients, the Archangel is a nearly unstoppable force for the cause of good. The Archangels faith and power is so great that he can shield other pieces against strikes at range in all directions and cannot be converted from the cause of good.

Details: Unblockable move full all directions. Capture full all directions. Strike straight. Protect versus strike full all directions. Protect versus conversion straight. Block capture N. Unblock move N. Immune to conversion.

Strategy: The exceptionally versatile Archangel is the ultimate combined offensive, defensive, and support piece. In an offensive role an immunity to conversion allows pieces reliant on this ability to be countered effectively. The ability to block captures can be used to relieve the attack on a friend or capture pieces that are only defended from behind; but remain wary of strikes. As a defensive and support piece the ranged protection from strikes and close-range protections allow protection and support of other pieces. With an unblockable move there is no stopping an Archangel.

Priest



Description: Devout practitioners of the cause of good, Priests administer to the masses in their time of need. Priests move diagonally and can convert pieces diagonally adjacent.

Details: Move and capture at least two diagonally. Convert diagonally. Protect versus conversion all directions.

Strategy: The priest is somewhat limited on a crowded board by a need to move at least two squares, but is a useful defensive piece otherwise with a four-way conversion. Supporting your Priest with other pieces will allow it to threaten conversion at range, allowing you to force enemy pieces from their squares.

Angel



Description: With a sword of light and the purity of the righteous, the Angel is a champion of the cause of good. The Angel can move in all directions and jump friendly pieces.

Details: Move two all directions, jumping friendly pieces. Capture all directions. Protect versus strike straight. Unblock move straight.

Strategy: As a piece with short-range but flexible moves on top of protection from strikes, the Angel is a good defensive and support piece. The Angel can also spring surprise attacks by jumping over another friendly piece into an attacking position. On a crowded board the Angel reigns supreme, able to duck and dodge around other pieces unhampered by allies.

Unicorn



Description: Noble and good, the Unicorn is a mighty mystical steed for the cause of good. The Unicorn is incorruptible, being completely immune to conversion. Additionally the Unicorn can charge foes, both moving and striking from an adjacent square.

Details: Unblockable move four straight with charge. Capture four straight. Protect versus conversion straight. Immune to conversion.

Strategy: The ranged movement of the unicorn with a charge coupled with an ordinary capture is a very powerful ability. Almost any potential attack by a Unicorn threatens capture on two squares; the square of the target piece and the one immediately before it. As such, the Unicorn is very hard to defend against. You should concentrate on getting the Unicorn out from its cramped starting position. The Unicorn is less effective on a crowded board, but extremely dangerous when the board is open.

Cherub



Description: Angels of love, the Cherub has the form of a child and the wings of an angel. They are rosy-cheeked and mischievous, and are the embodiment of gentleness and kindness. They carry a bow whose heart-tipped arrows can convert the darkest of creatures into kindly champions for their cause. The Cherub can convert pieces at range.

Details: Move straight. Capture W, E. Convert two N. Block capture W E. Unblock move W E. Promote to Angel.

Strategy: The Cherub is the only piece with a ranged conversion attack. Use this ability to your advantage to harass enemy pieces. The Cherub can capture enemies and help and hinder friend and foe to the sides. Do not forget to use this ability if your Cherub comes under attack. Otherwise, it is hard to bring these abilities to bear, so concentrate on the ranged conversion. The promotion to an Angel is a mild improvement, and is a trade of the Cherub's conversion ability for the versatility of an Angel. As such, promotion of a Cherub is not a priority, and might be avoided entirely if you already have Angels.

Devotee



Description: The bulk of the good forces, the Devotee is a fanatic supporter of the cause of good. With a flaming torch and the strength of their beliefs, a mob of Devotees is force to behold with awe. Their unshakable faith makes them completely resistant to conversion. They promote to the most powerful good pieces available.

Details: Move NW, NE. Capture N. Immune to conversion. Promote to Archangel, Angel, Unicorn, Priest.

Strategy: A minor piece, Devotees form the bulk of the good forces. Devotees should still be taken care of as the promotion of one can generally be used to win the game. The Devotee has the unique ability amongst basic pieces in being completely immune to conversion. As such, you cannot lose a Devotee to the enemy and then have to fend off its imminent promotion. Remember that your opponent may not have this luxury themselves.

The Forces of Evil

Introduction

The Forces of Evil are a collection of the cruel and the fiendish. They are loosely controlled and coordinated by the sinister and evil Dark Lord.

Initial Layout



Benefits and Disadvantages

The Forces of Evil have a good collection of conversion and strike pieces. The Dark Lord, a royal, has an extremely powerful long-range strike. The Witch has move blocking and conversion forward which is a deadly combination; the Witch can move next to a piece and convert it the following turn. Many pieces promote, and most promotions are powerful. The Fiend is extremely flexible with sixteen jumping capturing moves. The Archfiend has unblockable strike, moves, and captures, plus full move and conversion, plus a range unblock capture, making it quite powerful. The minor Evil pieces generally have unblockable retreating moves.

The Forces of Evil have few immunities and no protections; their defensive abilities are generally terrible. They cannot unblock moves meaning that pieces without unblockable moves can be trapped easily. The Witch and Warlock are slow and difficult to deploy.

Pieces

Dark Lord



Description: The Dark Lord is a practitioner of dark magics and summoner of the denizens of Heck. His followers are fellow practitioners of dark magic and summoned occupants of Heck itself. The Dark Lord can channel the dark powers of Heck itself and strike the full distance forward if not in check. His presence generates a frenzy in adjacent allies that causes them to immunity to attempts to block their captures. The Dark Lord rules by power and fear. His loss fractures the weak bond between the fellow practitioners of dark magic and frees the summoned denizens of Heck, scattering the evil forces instantly.

Details: Royal. Unblockable move and capture all directions. Strike full N if not in check. Unblock capture all directions. No protection from strike and conversion.

Strategy: With a full-range strike the Dark Lord is arguably the most powerful royal in Fantasy. The Dark Lord can be devastatingly powerful when free to attack enemy pieces from a safe distance. Care must be taken when using the Dark Lord as the powerful attack can be stopped easily by a piece that can strike back.

Archfiend

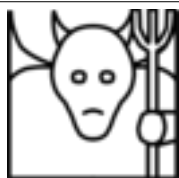


Description: This dark and powerful fiend can only be summoned by the most powerful of dark summoners. Far too powerful to be contained, the Archfiend's moves, captures, and strikes cannot be blocked by normal means. As a master manipulator, the Archfiend can tempt and corrupt a foe to join their cause.

Details: Unblockable move and capture full all directions. Convert N. Unblockable strike N. Unblock capture full N.

Strategy: With versatile movement and near immunity to negative effects, the Archfiend is a powerful and unstoppable force in Fantasy.

Fiend



Description: A common creature in the pits of Heck, a summoned Fiend is a force to be reckoned with in the material world. Fiends move quickly enjoying the suffering they bring their foes and attacking with a sadistic glee. With a choice of sixteen moves and captures that jump adjacent pieces, the Fiend is perhaps the most versatile piece in Fantasy.

Details: Move and capture exactly two all directions with jump. Move and capture as knight. No protection from strike.

Strategy: Guard your Fiends as they are valuable pieces. A Fiend can attack multiple pieces in a single move leaving an opposing force scrambling to defend as many of their pieces as possible. You will often find an enemy exchanging a piece to be rid of the powerful Fiend. Try to prevent these exchanges. If you can get close to enemy territory, try to attack the enemy royal and another powerful piece at the same time. The enemy will probably be unable to block your Fiend, leaving the powerful enemy piece to be captured on the following turn.

Witch



Description: A practitioner of dark magic and a master of hexes and curses, the Witch is a cruel and heartless hag. Her powers are dark and malevolent. The Witch's curses can paralyse, convert, and weaken her foes. The Witch can move to paralyse a foe and subsequently convert it to her cause. The Witch promotes to the powerful Sorceress.

Details: Move N, W, E, SW,SE. Capture W, E. Convert N. Block move N. Block conversion N W E. Strike NNW, NNE. No protection from strike. Promote to Sorceress.

Strategy: The combination of forward paralysis and conversion is extremely powerful; any piece that moves too close is prone to be paralysed and converted over the next turn. The forward knight strikes are also effective abilities. As such, the Witch is a effective defensive unit. The forward strikes but limited movement make the Witch a minor offensive piece. The Witch will take some support to achieve a promotion, but success gains the player the powerful Sorceress.

Warlock



Description: Hiding his hideous visage under foul and pestilent robes, the powerful Warlock is a master of dark magic. The Warlock can fire a powerful blast of dark energy up to three squares forward. He can cause fury in allies allowing them to overcome restrictions placed upon them by foes. The Warlock promotes to the powerful Sorcerer.

Details: Move SW, SE, W, E, N. Strike two or three N. Unblockable strike N. Unblock capture N. Promote to Sorcerer.

Strategy: Whilst a relatively slow moving piece, the Warlock is dangerous with a ranged forward strike. Multiple pieces can be threatened at range by moving sideways across the face of them. Whilst a useful defensive piece, the Warlock is also an effective attacker. Free the Warlock by moving the Homonculus in front of it diagonally forward. You will probably have to support a Warlock with other pieces if it moves too far into enemy territory, but promotion leads to the powerful Sorcerer.

Homonculus



Description: A minor conjuration created by a skilled spellcaster, the Homonculus is a magical construct that faithfully serves its master. The Homonculus is neither Good nor Evil but instead takes on the personality of its master. A Homonculus has an unblockable retreating move, and promotes into the powerful Fiend.

Details: Move and capture N, NW, NE. Unblockable move S. Promote to Fiend.

Strategy: More versatile than an Imp, the Homonculus has the ability to promote into the powerful Fiend if it reaches the opposite side of the board. This is by far its most effective characteristic. A promoted Fiend deep in enemy territory is extremely dangerous. As such, it is worth making some effort to try to promote the Homonculus. With three forward moves and an unblockable retreat, the Homonculus is quite capable of taking care of itself, but may need support to push forward into enemy territory. On the downside its abilities are otherwise unremarkable.

Imp



Description: The basic footsoldiers of an evil forces, an Imp is a fairly minor demon summoned to do the bidding of their master. They are extremely untrustworthy but possess a remarkable cunning. They have an unblockable retreat if needed. They promote to the most powerful evil pieces available.

Details: Capture N. Move N. Unblockable move S. Promote to Archfiend, Fiend, Sorcerer, Sorceress.

Strategy: A minor piece, Imps are the basic fodder for the evil forces. Imps should still be taken care of as the promotion of one can generally be used to win the game. Remember that an Imp has an unblockable retreat. If things become too difficult for an Imp, you can use this ability to escape.

Sorcerer



Description: The mighty Sorcerer is an undisputed master of dark magic. His powerful spells allow him to strike up to three squares in any straight direction. His dark magic shields him from all strikes.

Details: Move and capture all directions. Strike two or three straight. Unblockable strike straight. Unblock capture straight. Immune to strike.

Strategy: A powerful piece, obtained from the promotion of a Warlock. The Sorcerer is one of the most effective ranged offensive pieces in the game. Move the Sorcerer towards the enemy, ignoring strikes as you are immune to them, and bring your powerful ranged strikes to bear against your foes. Beware of pieces with long-range capture.

Sorceress



Description: With mastery of dark magic and curses, the Witch advances beyond her basic form into a Sorceress. The Sorceress can paralyse and convert enemy pieces similarly to a Witch. The Sorceress serves no master but herself and is immune to conversion.

Details: Move all directions. Capture straight. Convert straight. Block move straight. Strike as knight. Immune to conversion.

Strategy: A powerful but slow piece. The Sorceress can paralyse, convert and strike multiple pieces at once, making her an exceptionally effective defensive piece, as well as a slow but dangerous attacker. Her only real weakness in this role is her slow movement, meaning that long-range pieces can attack her without difficulty. Due to the high value of the Sorceress, these pieces will often sacrifice themselves to remove her from the game.

The Undead Hordes

Introduction

Formed from the ranks of the departed, the Undead Hordes seek to visit devastation upon the lands. They are led by the powerful and ageless Lich Lord.

Initial Layout



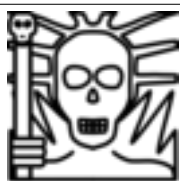
Benefits and Disadvantages

The Undead have some immunities. The Wight can be promoted quickly due to its versatile moves. Can unblock move, capture, and strike, but each is done only by a single piece. The Mummy has a powerful multi-strike but is slow. Zombies possess a strike, unlike comparable pieces of similar power. The Undead are a balanced side with a good range of abilities.

The Undead cannot protect other pieces against strikes. The Mummy is slow. Zombies cannot retreat or move around pieces. Generally the Undead have reasonable abilities but below-average moves.

Pieces

Lich Lord



Description: A former wielder of dark magics, the Lich Lord lives on beyond the end of life through a combination of dark incantations and sheer force of will. As a dark magician, the Lich Lord retains some of his former magical abilities. The Lich Lord can convert adjacent pieces and strike two squares away horizontally and vertically. The Lich Lord controls and coordinates the efforts of the hordes of undead. The loss of the Lich Lord breaks this fragile control, leaving the undead mindless and without purpose.

Details: Royal. Unblockable move and capture all directions. Strike exactly two straight. Convert W, E. Protect versus strike and conversion W, E. Unblock strike straight. No protection from strike and conversion.

Strategy: One of the most effective royal pieces, the Lich Lord is capable of a reasonable degree of self defence, and can even be used to attack. The Lich Lord is effective in the end game against an opponent with a weaker royal.

Vampire



Description: Centuries old, the Vampire is one of the most powerful undead creatures in existence. The Vampire is cloaked in dark robes and preys from the shadows. The Vampire is a master of mesmerism. The Vampire's sheer physical strength allows him to strike targets from where he stands. Their presence is so overwhelming that their captures are unblockable, and their ability to mesmerise targets cannot be blocked.

Details: Move full all directions. Unblockable capture full all directions. Unblockable convert N. Strike NW, NE. Block capture N.

Strategy: The Vampire is a powerful piece, arguably the most powerful piece in the game. An unblockable capture means that the Vampire is hard to stop when on the offensive. The ability to strike in two directions coupled with an unblockable conversion and ranged movement makes the Vampire extremely dangerous. Try to move around making multiple attacks on groups of undefended pieces. Your opponent will be forced to take a defensive stance to avoid devastation at the hands of the Vampire.

Mummy



Description: Single-minded, and terrifying, the Mummy is a slow but unstoppable force for the undead. The Mummy has unblockable moves and captures, immunity to strikes, and can strike all pieces around it simultaneously.

Details: Unblockable move and capture straight. Unblockable strike all directions, mass strike. Immune to strike.

Strategy: The Mummy is a powerful defensive piece. With an immunity to strikes, foes are forced to move in close to attack the mummy, exposing themselves to the Mummy's powerful mass strike attack. With a slow and restrictive move the mummy is not well suited for attack roles, although a protected Mummy is quite effective at dispersing grouped enemy pieces. With unblockable moves and captures and strike immunity, the Mummy is a good counter to pieces that rely excessively on these abilities.

Wight



Description: The unholy Wight is a terrifying undead warrior. Wielding a disturbingly large scythe, the Wight exists solely to torment the living. The Wight has flexible movement and promotes to the versatile Wraith.

Details: Move and capture NWW, NNW, NNE, NEE, SW, S, SE. Promote to Wraith.

Strategy: The Wight can move towards the promotion zone quickly and as it can retreat when in danger, it requires little support. As such, you should try to push forward your Wight for promotion when you can. In the meantime the Wight is reasonably versatile with its forward knight moves. Try to keep your Wights around for when the board is less crowded, which makes promotion to a Wraith easier.

Spectre



Description: A haunting spectral apparition, the Spectre is the lingering tormented soul of a malevolent person who could not bear to leave the material plane. Their spectral forms are near-transparent to both sight and touch, giving them a ghostly appearance and the ability to pass through objects. The Spectre can pass through friendly pieces and are immune to strikes.

Details: Move full all directions, jumping friendly pieces. Unblockable capture straight. Unblock move straight. Immune to strike.

Strategy: The Spectre is fairly versatile having a full move and the ability to pass through friendly pieces. The straight capture is a bit limiting, although unblockable, making it a poor offensive piece. Despite this, with additional support the Spectre can still spring some nasty surprises. Being immune to strikes makes the Spectre extremely difficult to catch on a crowded board, making it a very effective support and harassment piece.

Ghoul



Description: The terrifying Ghoul lurks around graveyards searching for the recently departed. They attack their enemy with their sharp claws. The touch of a Ghoul can paralyse enemy pieces, leaving them unable to move or capture.

Details: Move N, NW, NE, S, SW, SE. Capture NW, NE, SW, SE. Block move and capture N. Promotion to Spectre or Mummy.

Strategy: The Ghoul possesses the powerful ability to block both moves and captures, effectively paralysing a piece until either it moves or the target is freed. If a foe moves close, advance it to hold it in place, and then follow up with another piece. If your opponent cannot defend the piece then you can capture it without fear. Even if they can, you can try to capture it with a weaker piece, resulting in a favourable exchange and possible paralysis of the defending piece. The promotion to Spectre or Mummy is of small benefit, and should only be taken if you need these pieces.

Zombie



Description: Reanimated bodies of the departed, Zombies are mindless but powerful creatures that lumber slowly towards their foes. Zombies form the bulk of the undead hordes. Wielding whatever makeshift weapons the Zombie can procure, the sight of a horde of Zombies is terrifying to behold. The Zombie possess the ability to strike pieces. They promote to the most powerful undead pieces available.

Details: Move, capture, and strike N. Promote to Vampire, Mummy, Wraith, Spectre.

Strategy: The Zombie is the only basic piece capable of performing a strike. This often allows you to threaten enemy pieces without fear of retaliation. A Zombie with support can be difficult to slow effectively. A basic piece, Zombies form the bulk of the ranks of undead. Zombies should be taken care of as the promotion of one can generally be used to win the game.

Wraith



Description: A darker, evil, more powerful form of the cursed Wights, the Wraith is a terrifying creature in the ranks of the undead. Formed when a Wight gains the powers of a Spectre, the Wraith is a terrifying combination of the two undead creatures. The Wight possesses a wide range of moves and an immunity to strikes.

Details: Unblockable move and capture straight and as knight. Immune to strike.

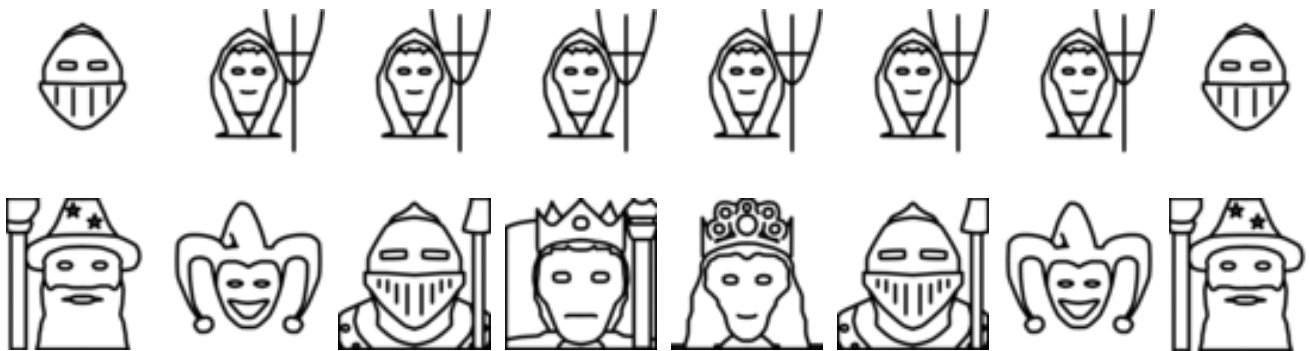
Strategy: The Wraith, with twelve possible moves and captures plus an immunity to strikes is a dangerous piece. Try to get the Wraith near the middle of the board where it will have the greatest number of moves. The Wraith is an effective attacking piece and extremely good at picking off undefended foes.

The Royal Court

Introduction

The Royal Court is a collection of subjects under the command of their noble and just ruler, the Court King.

Initial Layout



Benefits and Disadvantages

The Royal Court is filled with pieces possessing a natural affinity for escape. The Court King, when in check, is quite dangerous and almost impossible to trap. Additionally, when in check the Court King has ranged unblocks in all directions of all types, empowering other pieces to rescue it. The Court Queen can pass through friendly pieces. The Royal Court can advance Peons quickly to promotion using the Soldier or the Hero. The Jester can promote quickly and is odd but versatile. Court pieces can convert, strike, and protect from both, so they are quite flexible. All unblocks are available to the Royal Court pieces as well. The Queen is incredibly versatile.

Only the Mage (and Archmage) can strike and convert enemy pieces. Most Court pieces have terrible offensive abilities beyond their otherwise flexible moves. The Court King when not in check is arguably the weakest royal, and the Court Queen has no special abilities beyond her ability to pass through friendly pieces.

Pieces

Court King



Description: The Court King is the noble, just, and absolute ruler of the royal court. His power is absolute, and he rules with strength, wisdom, and compassion. Even though his position is assured through birth rather than election, the Court King cares for his subjects, and they serve him loyally. The Court King possesses a natural affinity for escape, and gains a large number of additional moves and abilities when in check. The Court King is the right and just ruler of the Court pieces. His loss shatters the will and resolve of the Court pieces, sending them into disarray.

Details: Royal. Unblockable move and capture all directions. Unblockable move and capture as knight if in check. Unblockable move at least two S jumping friendly pieces if in check. Unblock move, capture, strike, and conversion, full all directions, if in check. No protection from strike and conversion.

Strategy: The Court King has fairly weak moves but is in the least danger of checkmate due to his powerful abilities and moves when in check. When defending the Court King, keep an eye on possible escape routes; whilst it is unlikely they will all be closed unless under overwhelming attack, you do need to make sure that the game is not lost prematurely. Additionally, remember that the Court King can free up friendly pieces with ranged unblocking of all types. A check upon the Court King can be turned to your advantage. Additionally, should you position yourself so that your extra moves gained through check will attack the enemy royal, they will not be allowed to put you in check themselves.

Court Queen



Description: Truly beautiful and adorned in the finest dress in the land, the Court Queen is a ruler of the Royal Court. Her influence is considerable, and she can be counted on to play a part in all events concerning the Royal Court. She cares deeply for her subjects. She can be found racing from location to location to ensure the kingdom is properly run. The Court Queen can pass through friendly pieces when moving.

Details: Move full all directions, jumping friendly pieces. Capture full all directions.

Strategy: With a full move and capture in all directions, plus the ability to pass over friendly pieces, the Court Queen is an absolutely lethal harassment piece with an exceptional ability to flee with ease. Your opponent will probably not be able to capture or exchange your Queen, unless you choose to allow it. On the downside, the Court Queen has no further ability beyond this, making it a weaker offensive piece than the strong pieces available to other sides.

Court Knight




Description: The Court Knight is the champion of the royal court. Only the greatest of nobles and heroes can hope to become a Knight of the Royal Court. The presence of the Court Knight is so overwhelming that the piece ahead of them is unable to mount an effective defence and cannot strike or capture any pieces.


Details: Move and capture as knight. Protect versus strike straight. Block strike and capture N.

Strategy: The Court Knight, just like its Chess counterpart, is effective at attacking multiple pieces at a time. The knight moves allow attack over other pieces and allow the Court Knight to outdistance pieces with a single move only. Don't forget the effective blocking of strikes and captures forwards; this allows the Court Knight to be an effective support piece.

Jester

	<p>Description: A trained acrobat and comedic entertainer, the Jester both entertains and surprises the inhabitants of the Royal Court with his skills and versatility. The foolish grin conceals a greater craftiness, making the Jester fast to surprise. The Jester can jump pieces and has a range of strange and unusual abilities.</p> <p>Details: Move S, W, E. Move and capture exactly two straight with jump. Protect versus conversion W, E. Block capture four S. Unblock move and strike diagonally. Promote to Fool.</p> <p>Strategy: The Jester has an unusual set of abilities making it an ideal support piece. The ability to move and capture whilst jumping other pieces lends a degree of versatility to the Jester. You should concentrate on promoting the Jester to the useful Fool, and the jumping ability of the Jester will help towards this goal.</p>
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Mage

	<p>Description: Trained in arcane and ancient magics, the Mage is the magical protector of the Royal Court. Summoned in times of great need, Mages tend to otherwise be quite reclusive, generally being absorbed in their study. When called forth from their towers, Mages tend to possess a terrifying arsenal of spells for the service of the Royal Court. The Mage has a wide variety of spells and abilities at his disposal, including a ranged strike and a nigh impenetrable forcefield that protects the Mage from being struck.</p> <p>Details: Move N, SW, SE, S. Capture N. Strike two N. Strike W, E. Convert N. Block conversion N. Protect versus strike straight. Unblock conversion W E. Immune to strike. Promote to Archmage.</p> <p>Strategy: With a selection of short range abilities, the Mage is an effective support piece. The Mage can strike two squares ahead, which allows the Mage to harass other pieces with short moves. The Mage provides a reasonable defence due to the ranged strike. The glaring weakness of the Mage is the terrible moves available; only four moves and one capture, all one square away, and most backwards. You will need to protect your Mage from a determined attack. Whilst unlikely due to the poor movement, if the opportunity presents itself you should attempt to promote the Mage to an Archmage.</p>
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Soldier



Description: The Soldier is a warrior for the Royal Court. With sword and armour, Soldiers charge forth to fight for the honour of their King. With a natural affinity to Peasants due to their common heritage, Soldiers proudly lead the Peasants into battle. Soldiers can be used to rapidly deploy Peasants. Soldiers can promote to the mighty Hero.

Details: Move and capture N, NW, NE, S, SW, SE. Move full W, E. Capture two W, E. Protect versus conversion N, S. Unblock move and capture S. Promote to Hero.

Strategy: There are numerous elements to strategy with the Soldier. Firstly, the Soldier plays a support role to Peasants. Move the Soldier in front of Peasants to deploy them rapidly; remember that Peasants gain additional moves when jumping an allied Soldier. Secondly, the Soldier can promote to a Hero. If you can find an opening to push a Soldier through, the additional moves for a Hero are worth going for.

Peasant



Description: Forming the bulk of the Royal Court forces, Peasants are simple folks who serve their lord with loyalty and dedication. They deploy rapidly with the assistance of Soldiers and Heroes. They promote to the most powerful Court pieces available.

Details: Move N S. Capture N. Move and capture exactly two N, NW, NE by hopping over Soldier or Hero. Promote to Court Queen, Knight, Hero, or Archmage.

Strategy: Peasants form the bulk of the Royal Court forces. Remember that Peasants gain additional moves when a Soldier or Hero is in front of them. Use them to get your Peasants into a position where they can be promoted. They can also retreat if things become difficult.

Hero



Description: The strongest and bravest of Soldiers who have proved their worth in the field of battle can become mighty Heroes. Clad in armour, shield, and sturdy sword, Heroes are the elite fighters of the Royal Court. Heroes have flexible movement and are extremely effective at assisting Peasants towards promotion.

Details: Move full straight. Capture three straight. Move diagonally. Protect versus conversion, all directions. Unblock move and capture straight. Immune to conversion.

Strategy: The Hero maintains the abilities of the Soldier and builds upon them. You should use the enhanced abilities of the Hero to push more Peasants through to promotion. Protect your Peasants well. Do not exchange them off for other pieces; they are worth far more than other basic pieces with a Hero around. With sufficient promotions you will be completely unstoppable and victory is almost assured. If there are insufficient Peasants remaining, then the Hero remains an effective offensive piece with a long move and decent capture. With unblocking and protections, the Hero can play an effective support role as well.

Archmage



Description: The greatest of all Mages accumulate vast tracts of magical knowledge to become mighty Archmages. Archmages have a terrifying range of abilities and a near immortality. Their powers are truly a sight to behold. Archmages possess the abilities and powers of Mages to a greater degree.

Details: Move all directions. Capture straight. Strike four straight. Convert N, S. Protect versus strike and conversion straight. Block conversion straight. Unblock conversion W E. Immune to strike.

Strategy: You will probably have great difficulty obtaining this piece due to the terrible moves of the Mage, and the more desirable promotion to Court Queen from Peasants. If you are fortunate enough to obtain an Archmage, you will be gaining an exceptional piece. The Archmage plays an effective support role due to the multiple abilities of the piece, and is effective in both offence and defence due to its four-square strikes.

Fool



Description: The greatest Jesters evolve into Fools. Do not be misled by their name, as Fools are some of the craftiest creatures around. They dance and entertain and have an incredible cunning. Fools can jump pieces and possesses a wide range of special abilities.

Details: Move and capture two straight, with jump. Protect versus conversion straight. Block capture four N, S. Unblock move and strike diagonally. Immune to conversion.

Strategy: With some struggle you may be fortunate enough to promote a Jester into a Fool. The Fool is a fantastic support piece and can be used in an offensive or defensive role if needed, particularly against pieces with short moves. There are more effective offensive and defensive pieces available though, but it is hard to match the Fool as a general support piece.