

# Battle Chess FAQ

by Revned

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**This walkthrough was originally written for Battle Chess on the NES, but the walkthrough is still applicable to the PC version of the game.**

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by Revned

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Table of Contents  
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Search for the section number in parentheses () to skip to it

1. Version History
2. Introduction
3. Controls
4. How to Play
5. The Options Menu
6. Copyright/Contact Information

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(1) Version History  
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1.0 (1/21/05) - First version.

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(2) Introduction  
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Battle Chess is a pretty basic chess simulator. The pieces are animated and fight each other when one is captured. You can set it to 2-Player, 1-Player, or just watch the computer play against itself. There are multiple AI levels to test your abilities. You can get hints from the computer or undo moves. You can also set up the board any way you want for practice or to continue another game you have written down. This guide contains instructions for playing the game, but no strategies. I'm not very good at chess, so I don't think you'd want my advice.



	P		P		P		P		P		P		P		P		P		P		
	R		Kn		B		Q		K		B		Kn		R						

Red Player

As you can see, the red pieces are on the bottom and the blue are on top. The red player always goes first. Both players have a row of 8 pawns before them. They are not very powerful, but are good for defense. To move a piece, select it with the cursor and move it to a valid space. Each kind of piece has certain movements patterns, so you have to move it to a legal space. When you do so, the piece will walk to the square and the opponent will move. To capture a piece, the opponent must have one of his pieces on a square that one of yours can move to (pawns must be diagonal, however). Simply move your piece on top of theirs, and yours will fight and kill it in a small cut-scene.

There are 2 types of threats to a king. The first is a check. If any of your pieces are in a position such that they can capture the opponent's king, you place them in check. On their turn, they MUST move their king out of danger, move another piece in front of it for defense, or capture the piece threatening the king. If they are unable to do so, it is a checkmate and you win the game.

The pieces all move differently. I will explain them each to you below.

#### Pawns

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The most common piece in the game. Each player has 8 of them, so they are not too valuable. They can move 1 space forward per turn and attack diagonally. They can NOT attack straight in front of them, only diagonally. They can't move backwards either, so be careful. On their very first move, they have an option of moving 2 spaces. The first move is the only time they can move more than one space. If they make it to the farthest square on the other side of the board, they will be automatically upgraded to a queen.

#### Rooks

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These are the castle towers on the far left and right of your bottom ranks. They can move as many spaces as they need in one turn. They can move up, down, left, or right but not diagonally. They can perform the special castling move with the king (see below).

#### Knights

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Knights are the only pieces that can jump over other pieces without capturing. They move in an L shape, 2 spaces in one direction then 1 space another way (or 1 then 2). For example:

	O			O	

If the knight starts at the X, he can move 2 spaces up then 1 space either right or left to an O, even if other pieces



