

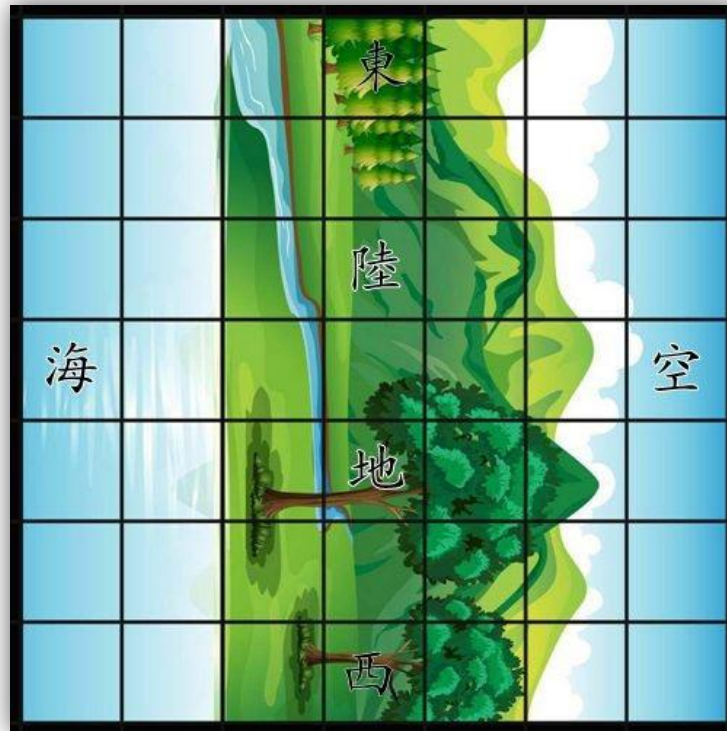
Mystery Chess Game Introduction

Original Chess Game

Eastern Dragon VS Western Dragon

Chessboard

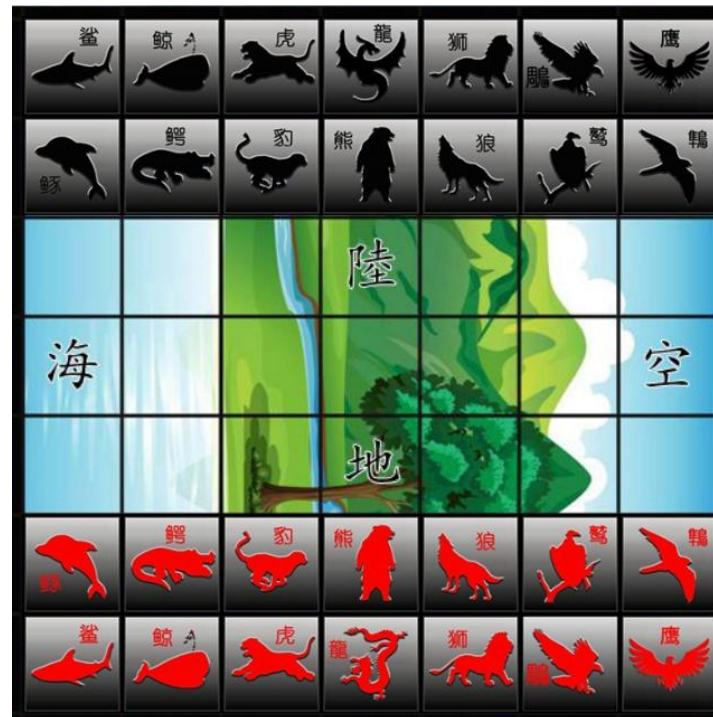
Chessboard is divided into three areas, They are sea,land and sky.
Except dragon,Other beasts all need to use Mystery Card to go oher areas.



Chessman

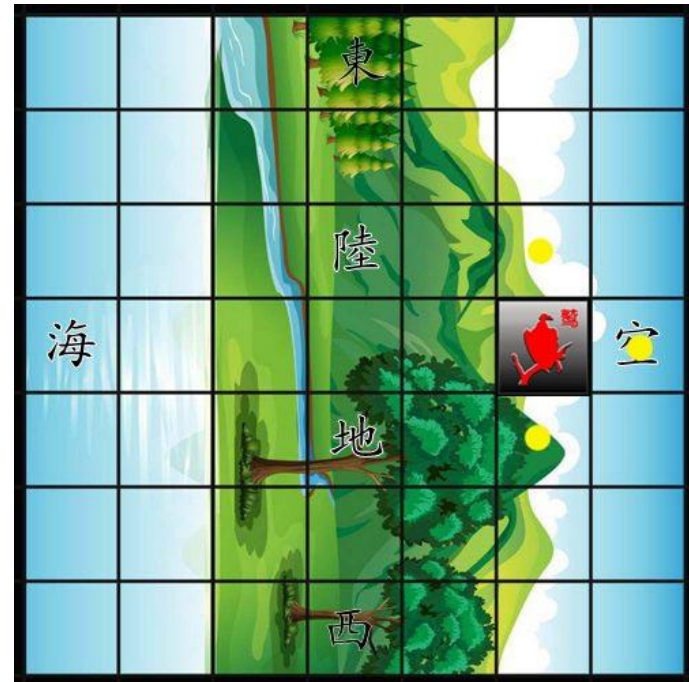
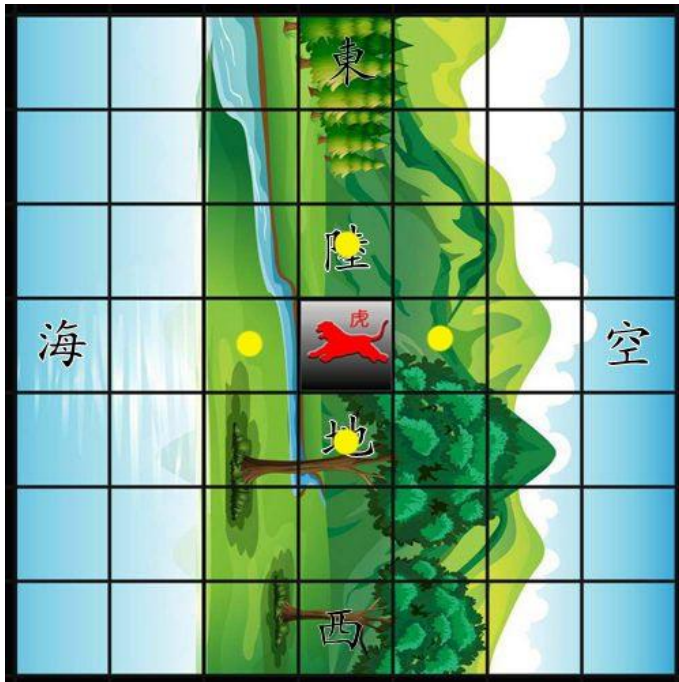
There are 14 kinds of Chessman. Any chessman have two property, Attack value and Defensive value. If a chessman want to eat opponent, Its attack value must greater than or equal to opponent.

每个类型的棋子的攻防值都是独一无二的（攻击力和防御力不会完全相同）



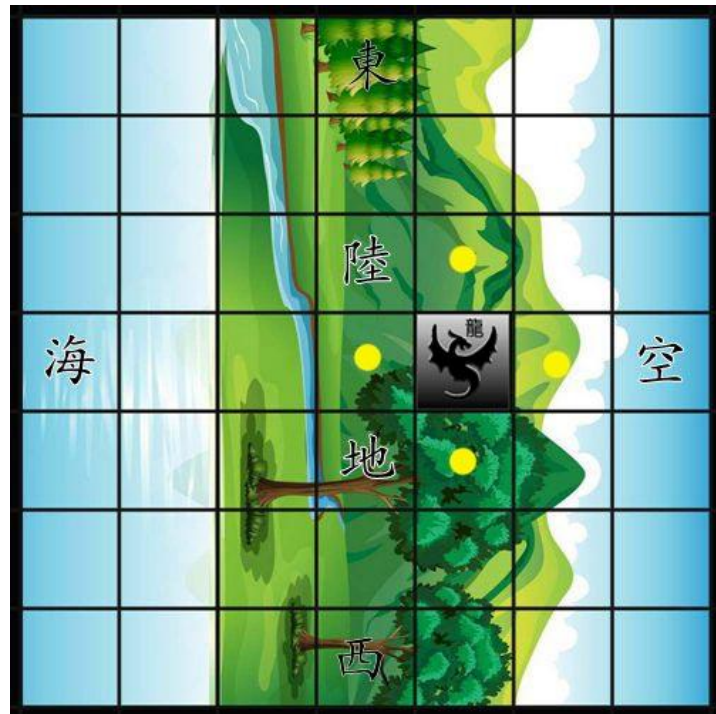
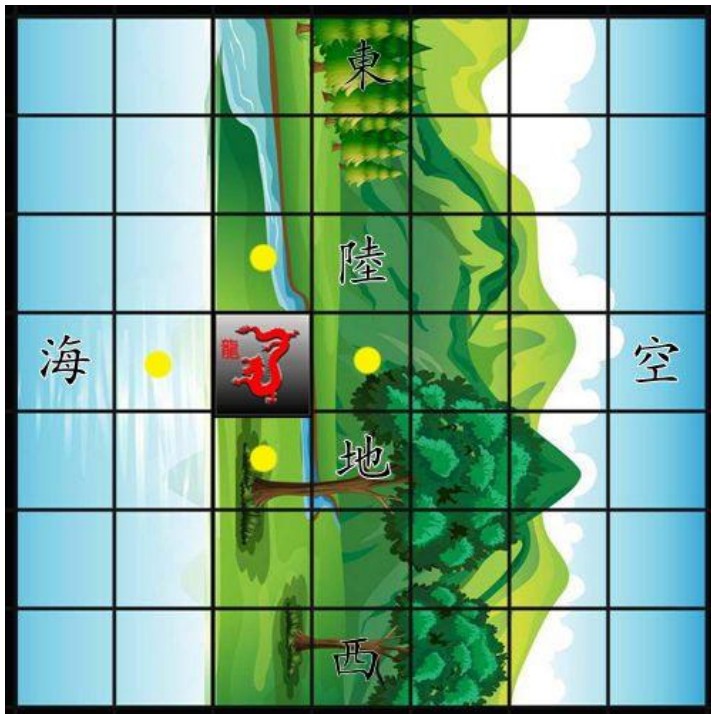
Chessman common Moves

- The example of move without using any Mystery card, the yellow dot represents the feasible point of the chessman.
- Second picture, Because chessman is Affected by boundaries. Just can move to three point.



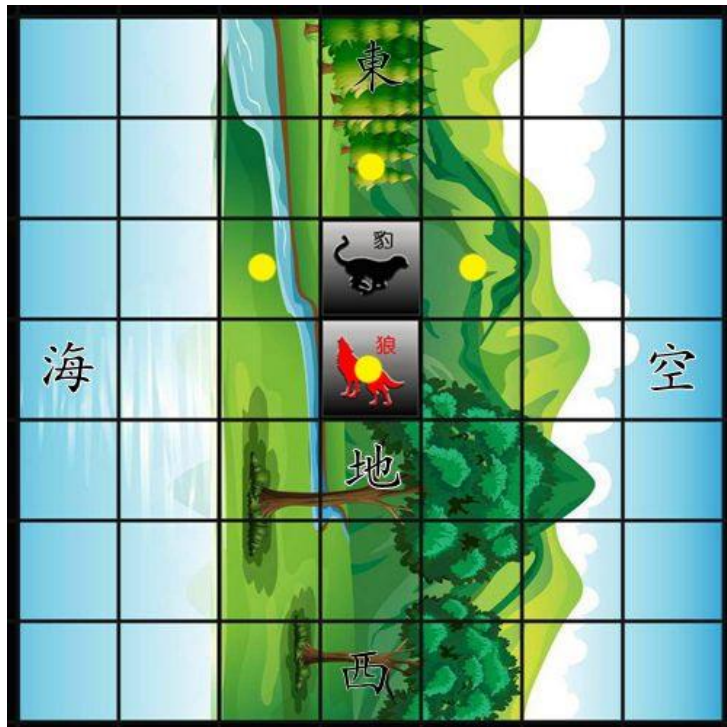
Dragon common move

- The dragon is a beast that can enter the sea and sky, so it is not restricted by the boundaries.

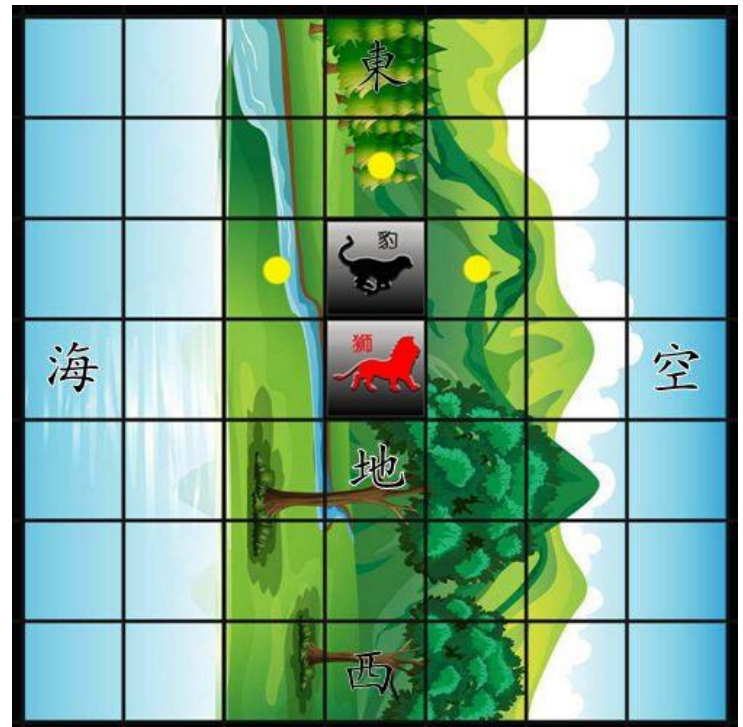


Example

Red wolf meets black leopard. Black leopard is Offensive side. Leopard attack value is 5 and red wolf defensive value is 5. So leopard can eat wolf.。



Black leopard meets red lion. black Leopard is offensive side. Leopard attack Value is 5 and red lion defensive value Is 5. So leopard can't eat lion.



Chessman ATK-DEF Value

When you touch any piece in the game, there is a message to indicate the offensive and defensive value of the chessman.

God Beast

Dragon ATK: 10 DEF: 10

Land Beast

Tiger ATK : 7 DEF : 5

Lion ATK : 5 DEF : 7

Bear ATK : 5 DEF : 5

Leopard ATK : 5 DEF : 3

Wolf ATK : 3 DEF : 5

Sea Beast

Whale ATK : 8 DEF : 8

Shark ATK : 6 DEF : 6

Crocodile ATK : 4 DEF : 4

Dolphin ATK : 2 DEF : 2

Sky beast

Condor ATK : 8 DEF : 2

Eagle ATK : 6 DEF : 4

Vulture ATK : 4 DEF : 6

Falcon ATK : 2 DEF : 8

Mystery Card

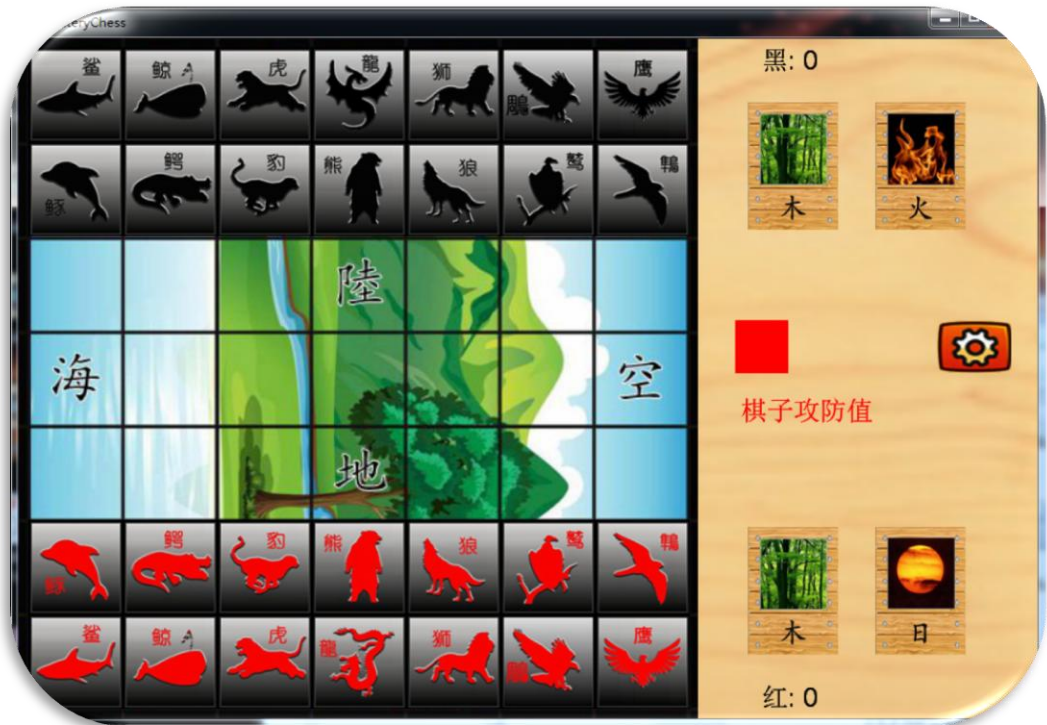
There are 11 kinds of Mystery Card,
Used mystery card can strengthen chessman.
Every mystery card has own special effect.
Cards can be combined, Will have more powerful effect.



Every player has two cards, The number of cards is maintained at two. After the end of the round to add cards. Cards are randomly obtained. A total of 32 total cards. If you run out all cards. Continue to use after reshuffling.

(32 Cards is Gold,Fire,Water,Wood,Soil*4
Wind,Cloud,Thunder,Electricity,Sun,Moon*2)

玄卡是在走棋子之前使用，也可以不使用，走棋子是必须的，玄卡是可以不使用的。

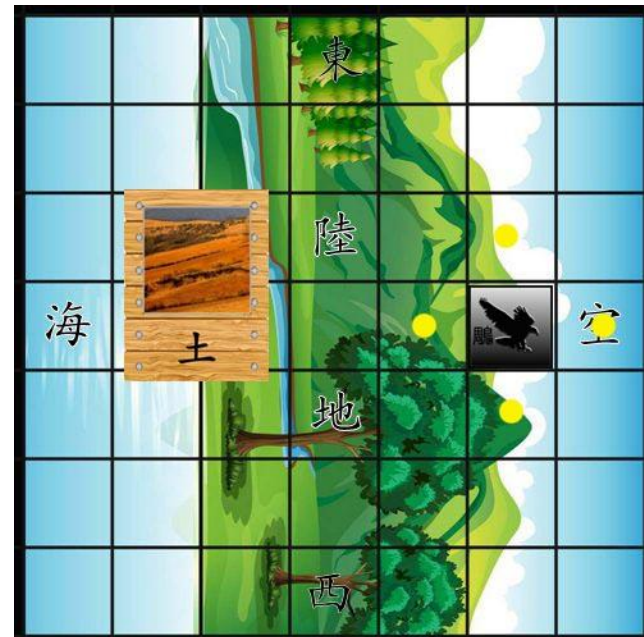


Cross-border card –Water Soil Wood

- Water:Use it to enter the sea area.
- Soil:Use it to enter the Land area.
- Wood:Use it to enter the Sky area.
- Except dragon,The other Chessman must use Cross-border card to enter the other area.

The Example Of Cross-border card

- Figure 1 is the use of water , Figure 2 is the use of Soil.They are used cross-border card to enter the other area.

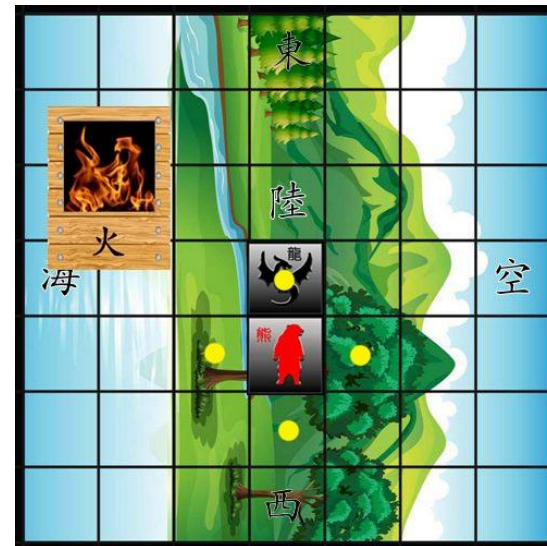
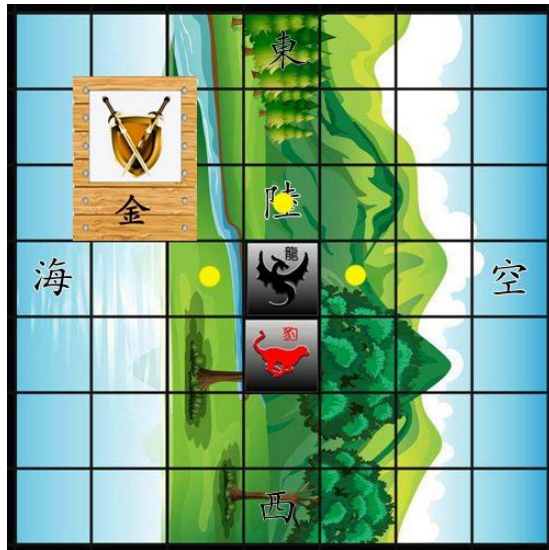


Card that changes the attack and defense value –Gold,Fire

- Golde: Strengthen chessman's defense .
- Fire: Strengthen chessman's attack.
- The problem of spear and shield, the strengthening of gold in the game is higher than the strengthening of fire, so after using the gold, all the pieces of one's own side are completely free from the attack of the other side (of course, only one round of effectiveness)

The Example Of Gold and Fire

- Gold and fire only affects the attack and defensive value of the chessman, The figer 1 , the red side use gold.After the black dragon became can't eat the leopard in its offensive round. Figure 2: After the red side used the fire, the red bear became can eat the black dragon in its offensive.

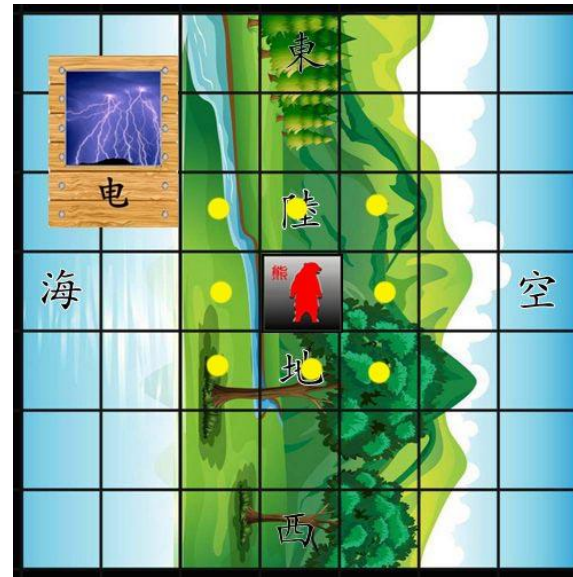
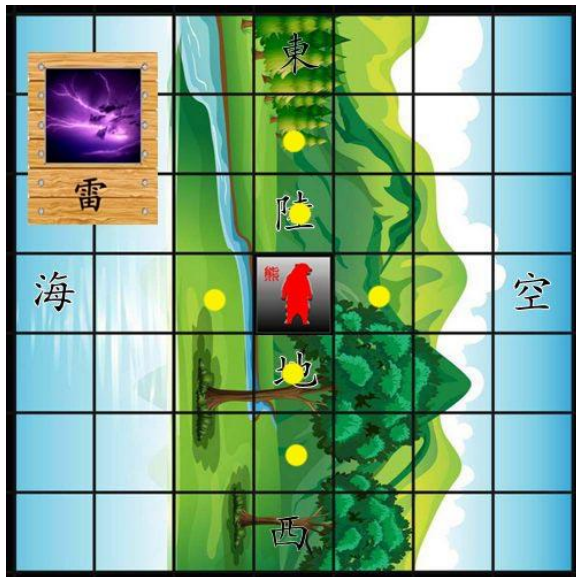


Expand the scope of the chessman's attack- Thunder and Electricity

- Thunder : Let your own chessman go straight two steps
- Electricity : Let your own chess piece go straight one step and then take a step in the vertical direction.
- There must be no other chessman in the path that the Thunder and Electricity passes through.

The Example Of Thunder and ElectriCity's Movement

- Figer 1 is limit by boundary.

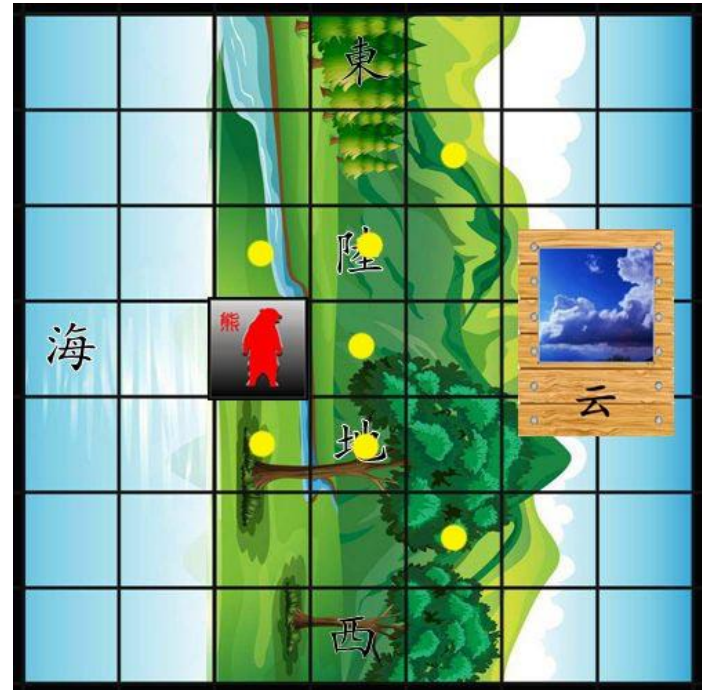
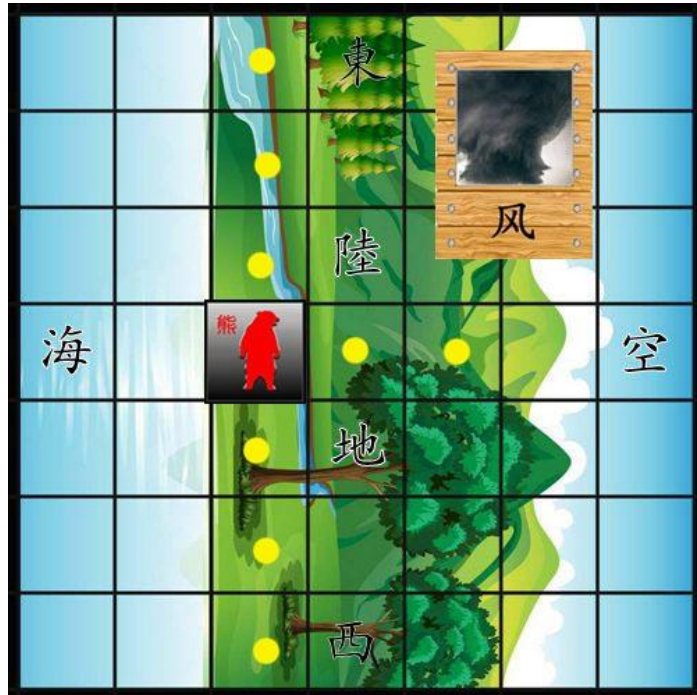


Moving Tools-Card Wind and Cloud

- Wind: The chessman move vertically, within the range of movement and it is nothing in there.
- Cloud: The chessman move Oblique, within the range of movement and it is nothing in there.
- Both belong to the moving card, which can be used to deploy offense and avoid damage.

The Example Of Wind and Cloud

- They are limited by boundary. Otherwise will greater scope

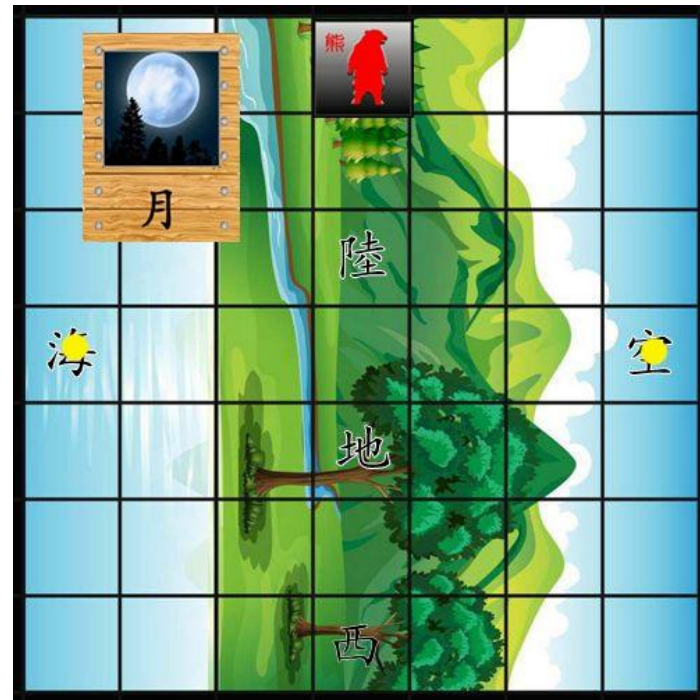
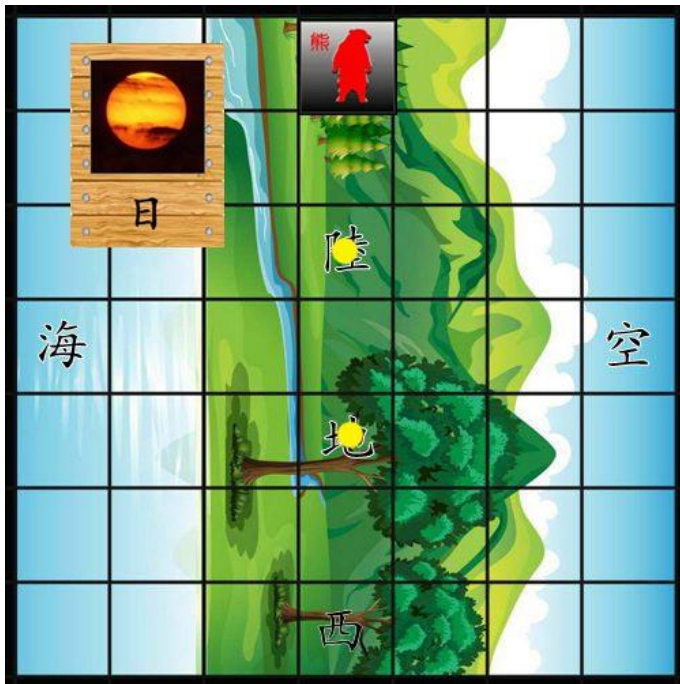


Trap - sun and moon

- Sun: Help the chessman move to the two points of "land" .
- Moon: Help the chessman move to the two points of "sea" and "sky" .

The sun and the moon can be used for offense as well as for movement, and the sun and the moon can also take on similar functions as cross-border cards.

The Example of Sun and Moon

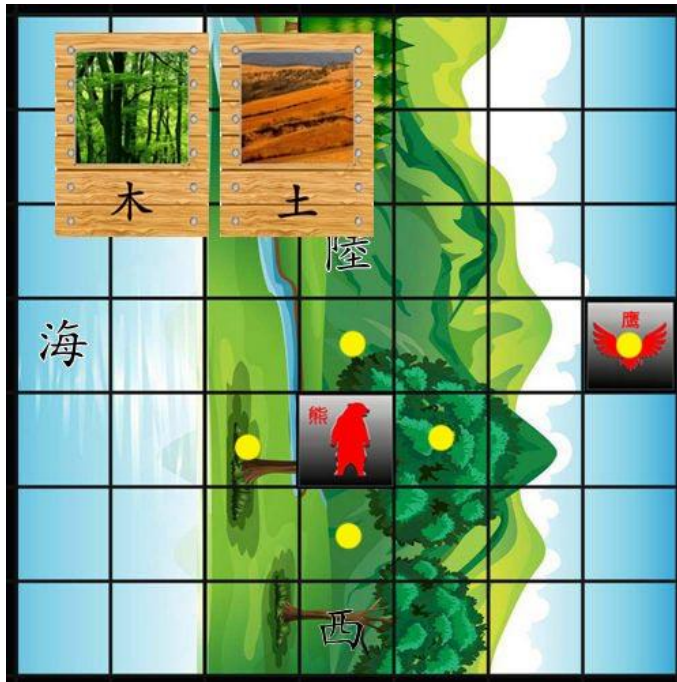


Combination card

- Combination card, if any two cards are used together, the functions will be superimposed, and some special combination cards will produce new combination effects. Next, we will focus on the combination of the new cards with new effects.

跨界卡组合

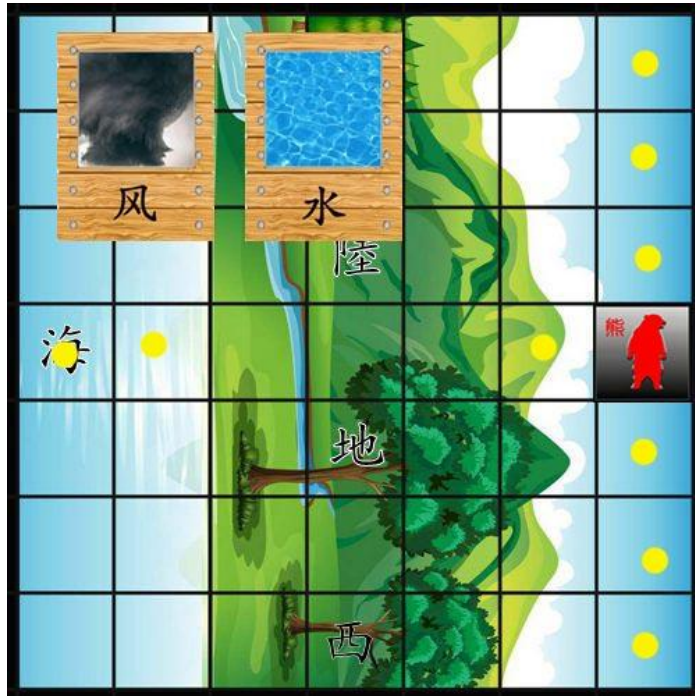
- The cross-border cards are matched so that the two chessman in the two areas represented by the two cross-border cards are interchanged. Used wood and Soil. The chessman in sky can interchanged position with the chessman in land.



The bear and eagle in the picture can be interchanged position.

Cross-border card and wind cloud combination

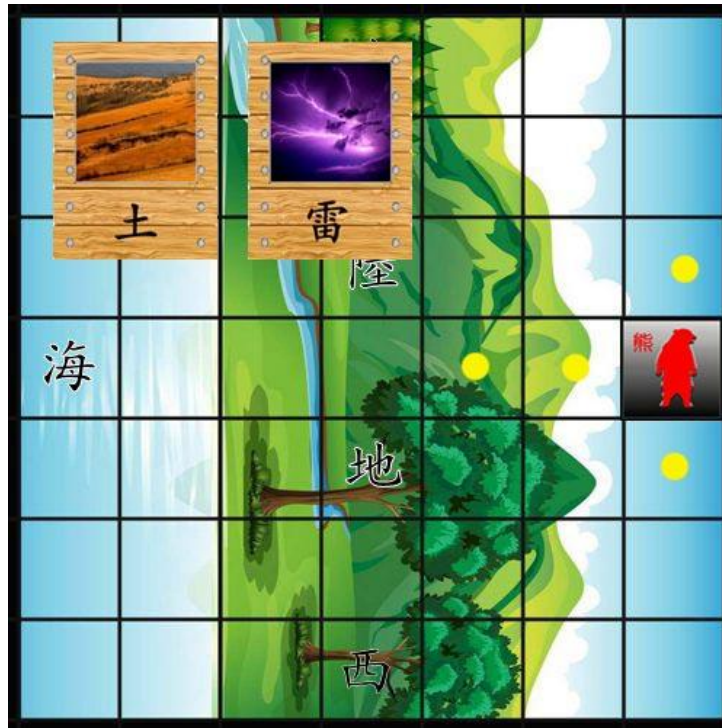
- The combination of cross-border cards and wind clouds can expand the range of movement.



In the picture, the point in the sea that cannot be moved becomes movable.

Cross-border card and thunder electricity combination

- The Cross-border card and thunder electricity is same principle with Cross-border card and wind cloud.



Wind and Cloud Combination

- The function of the wind and cloud combination is the freeze card. When you use the freeze card, and you finish your round. The freeze card function affects the opponent make him can't move, And it becomes your turn, which means you take two rounds at a time.

Thunder and Electricity

- The thunder and electricity combination are the light card, your chessman can take three steps and is not limited direction, but there is no chessman block in the path.



The dragon is not limited by boundary.

Sun and Moon

- The sun and moon combination are exchange card. They can become any of the 11 cards, The first card is mean no use any card.

