User Manual

About

Checkmate is an online team deathmatch game which incorporates elements of Chess. In Checkmate, two teams are pitted against each other for the sole purpose of eliminating the opposition's King. Each team will have one King, and any number of Pawns, Knights, Bishops, Rooks, and Queens. Non-King player classes are bought using credits, which are accumulated by fragging enemy players.

A round is won by killing the opposing team's King. At this point a new round will begin, with the highest scoring player on each team becoming the new King. Once the round limit or time limit is reached, the team with the most rounds won will win the match, and a new map will be played.

How to Play

Goal:
  To eliminate the opposing team's King before they can eliminate your team's King.

Gameplay:
  The first player to join a team will be made King; all other players who join the team will be Pawns. The Pawn is the weakest of the player classes, but you can purchase improved player classes by accumulating credits using the scoring formula below.

  A round is won by fragging the opposing team's King. At that point, there will be a short intermission, then the highest scoring player from each team will become the new King at the start of the next round. Play continues until the round limit or time limit is reached, at which point one team is declared the winner.

  To keep things fair, the King's health scales up as more players join the game, and scales down as players leave the game. There is also an adjusting factor if the teams are unbalanced, in favor of the shorthanded team's King.

Credits:
  Credits are awarded for killing opposing team members according to the following formula:

$$\text{creditsAwarded} = (\text{enemyClassValue} \div \text{yourClassValue})$$

  The value of each class is the same as its value in chess:

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Pawn......1 point
Knight....3 points
Bishop....3 points
Rook......5 points
Queen.....9 points
King......10 points
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For example, if a Pawn kills a Knight 3 credits will be awarded to the Pawn. If a player kills an opposing team member that is worth less than their class value, a fraction of a credit will be awarded (for example, if a Bishop kills a Pawn, the Bishop will receive 1/3rd of a credit). The King does not gain credits, but his kills award credits to the rest of his team (the value of the player fragged is distributed evenly amongst his teammates).

HUD Description

King's HUD

1 - Kills Indicator: This shows how many kills the King has

2 - Credits Indicator: This shows the number of credits the King has accumulated for his team (credits he earns are distributed evenly among his teammates)

3 — Kill Notifications: Whenever the King kills an enemy player, a message appears here showing the name of the player killed, and the resulting number of credits that were distributed to the King's team.

4 — King Health Indicators: These bars show the health level of each team's King

5 — Death Messages: Whenever a player is killed a message will appear here with the killer's name and class on the left, and the victim's name and class on the right.

6 – Warcry Bars: When fully charged, these bars will appear in green, indicating they can be used by pressing the appropriate number. The King has two Warcries, described below:

EMP: When activated, an Electro-Magnetic Pulse will emanate from the King in all directions, hitting enemies within a short range. Enemies hit by this pulse will loose their shields and have their special abilities temporarily disabled; it will also de-cloak hidden Knights and break a Queen's grappling hook. To use this warcry, press the key indicated to the left of the name ("1" by default).

Morale: When activated, this warcry will affect teammates within a short range. Players affected by this warcry will gain a boost to their special ability for a short time. Here are the effects of Morale on each class:
> **Pawn:** Increased damage radius on Sacrifice
> **Bishop:** Increased speed and longer duration for Speed Boost
> **Knight:** Increased Cloak duration
> **Rook:** Faster Castling, faster ability recharge, shields regenerated to max
> **Queen:** Increased traveling velocity with the Grappling Hook

To use this warcry, press the key indicated to the left of the name ("2" by default).

7 – Health Indicator: For the King, this is a percentage value that represents his total health. His actual health value is around 2000, and it scales up and down based on the number of players in the game (and compensates for uneven teams).

8 – Special Bar: When this bar is full, the King can use his special ability: "Castle". This ability will teleport the healthiest Rook on the King's team to his location (if a Rook is available). To use this special ability, go to the "Checkmate" section of the control configuration screen and bind a key to "Special".

9 – King's Radar: This radar shows the location and class of nearby teammates. The healthiest Rook on your team will be highlighted in yellow.

10 – Piece Count: This shows the class breakdown of the King's team; in the above screenshot, there is 1 Bishop and 1 Pawn on the King's team.

11 – Ammo-Regen Aura: This effect represents the King's ammunition regeneration aura. Pawns, Knights, Bishops, Rooks, and Queens need to stand near the King to regenerate ammunition for their primary weapons. Note that the actual aura range is much larger than the effect shown.

Queen's HUD (all non-King players share a similar HUD)

1 - Score Indicator: The score is a cumulative total of all credits accumulated in the match (minus the number of suicides, and not including credits distributed by the King). At the end of a round, the highest scoring player on each team will become the new King.

2 – Credits Indicator: The number indicates the number of credits earned, plus the number of credits distributed by the King. The bar underneath this number indicates the fractional credit level. When this bar is full, a full credit will be awarded. See the "How To Play" section above for a description of the credit scoring system.

3 – Kill Notifications: Whenever the player kills an enemy, a message appears here showing the name of the player killed, and the resulting number of credits awarded.

4 – King Health Indicators: These bars show the health level of each team's King

5 – King Location Indicator: This arrow will always point in the direction of the player's King. When a player runs out of primary ammunition (any gun except Pulse Rifle), they will need to stand near their King to regenerate more ammunition.

6 – Death Messages: Whenever a player is killed a message will appear here with the killer's name and class on the left, and the victim's name and class on the right.

7 – Shield Indicator: This shows the player's current shield level; all shields slowly regenerate

over time. Once shields have been taken down, they will stay down for a short time before regenerating again. Note that the Pawn and King do not have shields.

8 – Health Indicator: This shows the player's current health level.

9 – Special Ability Bar: When this bar is yellow, the player's special ability can be used; each player class has a unique special ability, described in the Class Description section below. If the bar is red, it means this special ability cannot be activated yet (some special abilities have an initial cost to use, and some require the bar to be full). Remember that players hit by an enemy King's EMP warcry will have their Special Ability disabled for a short time. When playing Checkmate for the first time, be sure to bind a key to 'Special Ability' (Settings ? Input ? Configure Controls ? scroll down to the Checkmate section).

10 – Ammo Indicator: This shows the player's current ammunition level. If a player runs out of primary ammunition, they will need to stand near their King to regenerate more ammunition. Every non-King player class has the Pulse Rifle as a secondary weapon, which will automatically regenerate ammunition when not firing.

11 – Weapon Indicator: This shows the weapons the player has available, and their current ammunition levels (denoted by the yellow bar under the weapon icon).

Class Descriptions

Pawn

Description
The weakest of the player classes, but he gains the most credits for killing other players.

Special Ability
Sacrifice - Detonate yourself to take out nearby opponents

Weapons
Shotgun - Fires 8 shells in a random spread; deadly in close quarters
Pulse Rifle - Automatically regenerates ammunition; does double damage against shields

Statistics
Health - 50   **Shields** - 0   **Speed** - Medium

Cost
Free - A Pawn is worth 1 credit, but he can always be purchased for free

Knight

Description
Close to medium range fighter with a natural triple-jump ability

Special Ability
Cloak - conceal yourself from other players for a short period

Weapons
Grenade Launcher - primary fire launches grenades that explode on impact, secondary fire launches bounce grenades
Pulse Rifle - Automatically regenerates ammunition; does double damage against shields

Statistics

Health - 125 **Shields** - 25 **Speed** - Medium

Cost
3 Credits

Bishop

Description
The Bishop is the team's sniper

Special Ability
Speed - Provides a temporary boost of speed

Weapons
Sniper Rifle - Use secondary fire for zoom, primary fire to shoot
Pulse Rifle - Automatically regenerates ammunition; does double damage against shields

Statistics

Health - 100 **Shields** - 10 **Speed** - Medium

Cost
3 Credits

Rook

Description
Strong yet Slow, the Rook is the King's defender

Special Ability
Castle - Teleport to your King

Weapons
Minigun – Rapid-fire weapon
Siege Cannons - Fires two high-velocity rockets; must be in siege mode to use. While in siege mode, the Rook cannot move, but he is protected by siege shields which absorb a percentage of the damage he would normally take. The siege shields can be discharged with alt-fire to knock back nearby opponents. To enter siege mode, press the key bound to Weapon Slot 3 ("3" by default). To exit siege mode switch back to the Minigun or Pulse Rifle.
Pulse Rifle - Automatically regenerates ammunition; does double damage against shields

Statistics
Health - 200   **Shields** - 75   **Speed** - Slow

Cost
5 Credits

Queen

Description
Powerful and mobile, the only downside to the Queen is that she earns less credits per kill than any other player class. Of course, she's also capable of killing more players than any other class except the King…

Special Ability
Grappling Hook - Pull yourself to other areas

Weapons
Rocket Launcher - Secondary fire activates a laser guiding dot, which can be used to aim rockets in flight. Use primary fire to launch rockets.
Pulse Rifle - Automatically regenerates ammunition; does double damage against shields

Statistics
Health - 175   **Shields** - 50   **Speed** - Medium

Cost
9 Credits

King

Description
Fast and with lots of health, the King is the leader of his team

Special Ability
Castle - Teleports the healthiest Rook on your team (denoted by the yellow radar indicator) to your current location

Warcries
EMP - The Electro-Magnetic Pulse disables enemy shields, de-cloaks Knights using their special ability, dissipates the Queen's grappling hook, and disables enemy special abilities for a short time. It will also disable the King's special ability during that time, so use it wisely. To use this warcry, press the key bound to Weapon Slot 1 ("1" by default).

Morale - With this warcry the King can inspire his troops, which results in improved special abilities for all affected teammates for a short time. To use this warcry, press the key bound to Weapon Slot 2 ("2" by default).

Weapon
Gauntlet - The primary fire acts as a powerful melee weapon. The secondary fire has 2 modes: in the air it performs a ground stomp attack, and on the ground it causes the King to charge forward quickly before performing an uppercut attack.

Statistics

Health - 2000, scales with number of players on each team	**Shields** - 0	**Speed** - Fast

Cost
The King cannot be purchased. The first player to join a team will become King, and all other players on the team will become Pawns. Once a King has been killed, the round ends and the highest scoring player on each team will become the new King.

Maps

Checkmate only uses CM- prefixed maps; the five maps currently included with Checkmate are:

- CM-FortressKitarn, by Ben 'Akumu' Nitschke
- CM-Sanctum2, by Mick 'Vermoord' Beard
- CM-Thanatophobia, by Steve 'Spam Saviour' Lund & Graeme 'GMan' Hunter
- CM-Aristocracy, by Paul 'TAZ' Mader
- CM-Nefarious, by Kyle 'K6599' Keiderling

Big Thanks go out all the map authors for all their hard work!