



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 that are accumulated by fragging other players who are of equal or lower class to your own.

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 favour of the shorthanded team's King.

Credits:

Credits are awarded for killing opposing team members according to the following formula (rounding down):

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

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

Pawn.....1 point
Knight....3 points
Bishop....3 points
Rook.....5 points
Queen.....9 points
King.....10 points

For example, if a Pawn kills a Knight 3 credits will be awarded to the Pawn. However if a Rook kills a Bishop, no credits will be awarded to the Rook. The King does not gain credits, but his kills award credits to the rest of his team (the full class value of the player he kills is distributed evenly among 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 - Ammo-Regen Aura:** This effect represents the King's ammunition regeneration aura. 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.
- 4 - EMP Warcry Bar:** When this bar is full (as shown), the King can perform an Electro-Magnetic Pulse warcry. Enemies hit by this wave will lose their shields and have their special abilities temporarily disabled, and it will also de-cloak hidden Knights and break a Queen's grappling hook. To use this warcry, press the key bound to Weapon Slot 1 ("1" by default).
- 5 - Health Indicator:** For the King, this is a percentage value that represents his total health. His actual health value is around 1000, and it scales up and down based on the number of players in the game (and compensates for uneven teams).

- 6 – 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”.
- 7 – King’s Radar:** This radar shows the location and class of nearby teammates. The healthiest Rook on your team will be highlighted in yellow.
- 8 – 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.

Knight’s HUD (all non-King players share a similar HUD)



- 1 - Score Indicator:** The score is a cumulative total of the number of credits you have accumulated (minus the number of suicides).
- 2 – Credits Indicator:** This indicates the number of credits you currently have. See the “How To Play” section above for a description of the credit scoring system.
- 3 – Next Class Indicator:** This shows which class you will spawn as next when you die. When you accumulate at least 3 credits, you can select your next class by using the Class Selection Menu (see the “Checkmate” section of the control configuration screen to bind a key to this menu).
- 4 – King Location Indicator:** This arrow will always point in the direction of your team’s King. When you run out of primary ammunition (for any gun except the Pulse Rifle), you will need to stand near your King to regenerate ammunition.
- 5 – Shield Indicator:** This shows your current shield level; all shields slowly regenerate over

time. Note that the Pawn and King do not have shields.

6 – Health Indicator: This shows your current health level.

7 – Special Bar: When this bar is yellow you can use your special ability; each player class has a unique special ability, described below. If the bar is red, it means you cannot activate the special ability yet (some special abilities have an initial cost to use, and some require the bar to be full...remember that if you have been hit by an enemy King's EMP your special ability will be temporarily disabled). To use your special ability, go to the "Checkmate" section of the control configuration screen and bind a key to "Special".

8 – Ammo Indicator: This shows your current ammunition level. If you run out of primary ammunition as a Knight, Bishop, Rook, or Queen, you will need to stand near your King to regenerate ammunition. Alternately you can switch to the Pulse Rifle ("1" by default) to protect yourself.

9 – Weapon Indicator: This shows the weapons you have 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

Weapon

Pulse Rifle - a weak gun with regenerating ammunition

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 - a weak gun with regenerating ammunition

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 - A weak gun with regenerating ammunition

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, only shoot.

Pulse Rifle - A weak gun with regenerating ammunition

Statistics

Health - 200

Shields - 75

Speed - Slow

Cost

5 Credits

Queen



Description

Powerful and mobile, the only downside to the Queen is that she can only accumulate credits by killing other Queens, or 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 - A weak gun with regenerating ammunition

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

Warcry

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).

Weapon

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

Statistics

Health - 1000,
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 uses deathmatch (DM) maps, however when selecting a map it's important to make sure that there are no "instant death" areas in the map. If the King falls into a pit and dies instantly, the rest of his teammates wouldn't be very happy about that!

The following is a list of maps that **should not** be used for Checkmate, and maps that are **excellent** for Checkmate (based on map layout, size, and general theme):

Do not run these maps:

- DM-Deck17
- DM-Gael
- DM-Hyperblast2
- DM-IceTomb
- DM-Inferno
- DM-Insidious
- DM-Junkyard
- DM-Metallurgy
- DM-Morpheus3
- DM-Phobos2
- DM-Plunge
- DM-Sulphur
- DM-CBP2-Achipelago
- DM-CBP2-Azures
- DM-CBP2-Masurao
- DM-CBP2-Summit
- DM-CBP2-Buliwyf
- DM-CBP2-Drakonis
- DM-CBP2-Koma

Excellent Checkmate Maps:

- DM-FortressKitarn (included in this release)
- DM-Antalus
- DM-DE-Grendelkeep
- DM-DE-Osiris2
- DM-Rrajigar
- DM-TokaraForest
- DM-CBP2-Achilles
- DM-CBP2-Griffin
- DM-CBP2-Kadath
- DM-CBP2-Torkenstein

We're interested in medieval-themed maps with good flow and open areas. If you are interested in creating a map for Checkmate, or have an existing map that you think would be a good fit, send an email to mapping@unnaturalgaming.com with a sample of your work. We automatically remove weapons and other pickups from the map, so don't worry about taking them out.