

## HOW TO PLAY LOGIC CHESS ?

### In general:

The main player (be called the **resolver**) try to predict the topic.

**Topic** is a set of 04 chess-pieces that is hidden ("03 chesses and 01 space" is available).

- In case of 2-player-mode : the topic is set by the other player.
- In case of 1-player-mode : the topic is set by the machine automatically.

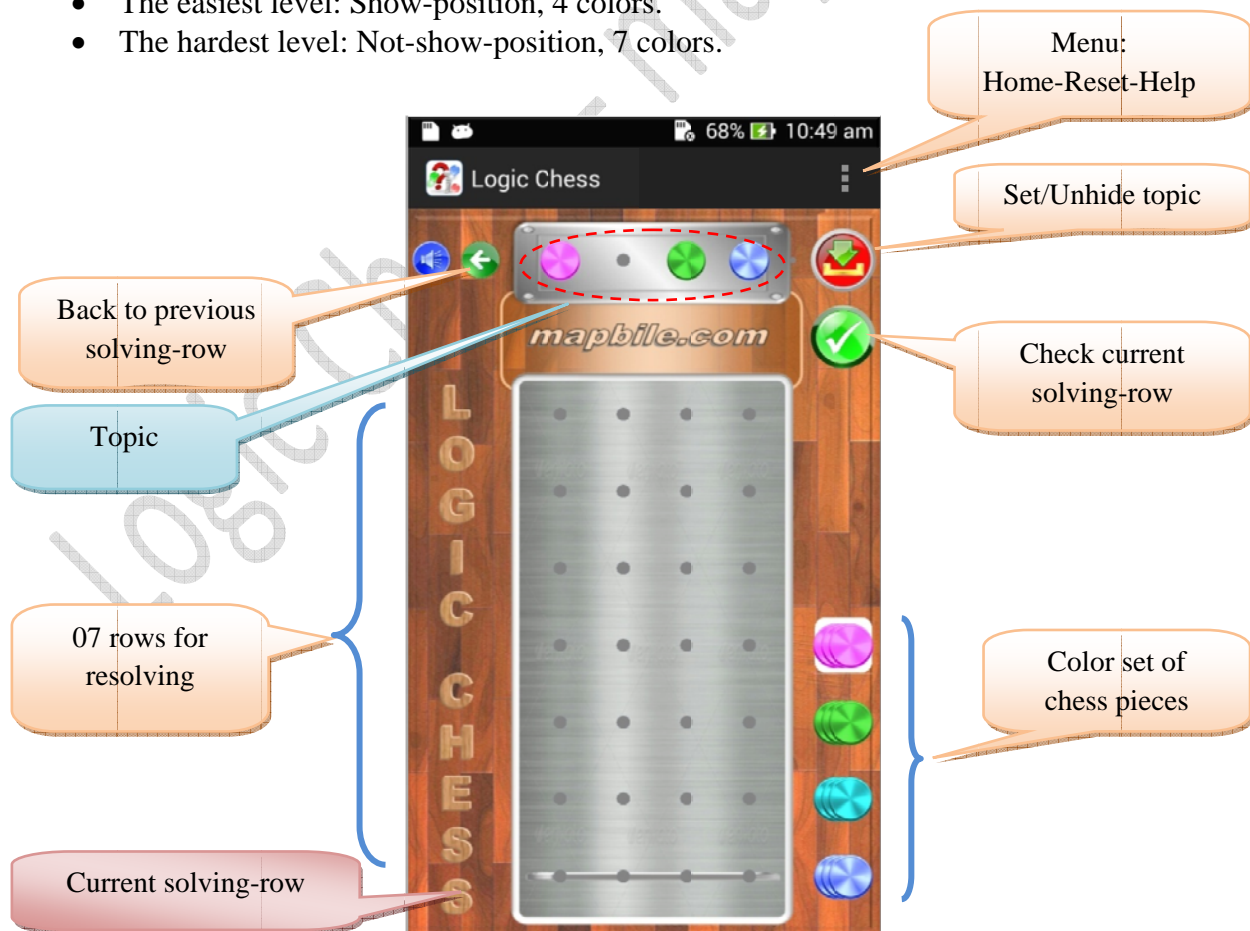
For guessing the hidden-topic: the solver sequential place chess-pieces on each row on the chessboard, starting from the bottom row (there are 7 row totally). When each row is done, the resolver will be told the result of his/her work: which chess-pieces match the topic, which chess-pieces do not match. The resolver utilize his/her logical-thinking to predict the topic on next row. Repeat this process until the topic is reveal or there are out of row. If people find out the topic within 7 rows, he/she is the **winner**.

Level of difficulty:

- If check-mode is **Show-position** (for beginning-player): the result will told each chess-piece is right in both color and position, or is right color only in each row, compare with the topic.
- If check-mode is **Not-show-position** (for expert-player): the result will told how many chess-piece are correct in both color and right position, or are right color only, but not told the appropriate position for each chess-piece.
- The more "**Colors** of chess-pieces" uses on the chessboard, the more difficult to guess the topic. There are four options: 4 colors, 5 color, 6 color, 7 colors.

The combination of check-mode and colors will form many difficult level:



- The easiest level: Show-position, 4 colors.
- The hardest level: Not-show-position, 7 colors.



A picture of chessboard, check-mode is Show-position  
(for beginning-player)

## In specific (for Beginner):

### Phase 1 : Set the topic


- In "1-player-mode": the player-1 set the topic as following step:
  - a) Select color for chess-piece: tap one color-set icon.
  - b) Place a chess-piece on topic-area: tap one position on the topic-area.
  - c) Repeat step a) and b) for all of four position on the topic-area.  
Note: **one empty position is available. No duplicate color.**
- d) When done, tap icon  for setting topic. If it is successful, the topic will be hidden. If you want to unhide this topic, hold icon  more than 1 second.



Example picture of a topic

- In "2-player-mode": your device will set the topic automatically. The player cannot see this topic.

### Phase 2 : Resolve (discover the topic)

- Choose chess-color and place chess-piece on the first row of the chessboard (as the same step of setting-topic above).
- Tap icon  for auto-checking. After compare solved-row to the topic, results will appear on each chess-piece directly, meanings of checked-symbol are as following picture:



Correct  
(match position and color)

Not match anything


Need to move  
(match color, but is not in  
right position)

- Base on these results, utilize your logical thinking for working on next rows.
- Repeat resolve until discover the topic completely.
- An example of solving/checking process as follow:




Unveil the topic after 3 row solving

For more difficult, increase numbers of color in settings-menu:

- Back to main screen.
- Tap icon , adjust number of color will be used.

### **In specific (for Expert):**

In this model, the check-mode is “Not show position”. Set it up as below:

- Back to home screen.
- Tap icon , set “Check mode” to “Not show position”.

### **Phase 1 : Set the topic**

The same as Phase-1 of Beginner model above.

### **Phase 2 : Resolve (discover the topic)**

The same as Phase-1 of Beginner model above. The different thing is that how the result is sent back after each resolving-rows. It do not display on the chess-pieces directly, but it is showed by two numbers on the left side of resolved-rows.

This below picture is an example:



**RED ROUND:**  
show number of chess pieces need to move

**BLUE ROUND:**  
show number of chess pieces are correct

In this case, the resolved-row contain 1 chess that is correct, and have 2 chess that need to move, certainly there is 1 chess that is not exist in the topic (due by:  $4-1-2=1$ ). The resolver must think and predict more hardly to discover the topic. The following picture is an example of revealing the topic within 5 rows:



*Have fun and relax with Logic Chess.*

*Please contact us at [mapbtle.com](http://mapbtle.com) if you need more information.*

*Thank you.*