Instructions for Optical Chess Prototype

This Optical Chess prototype is a demonstration of the mechanics of the game board – not the rules of the game. Like a real board game, it is up to you to only make legal moves, even though several illegal moves may be possible.

1. Each player choose a color (Red, Green, Blue, Yellow). If only two players are playing, choose only Red and Green.

2. Each player places their King on the board. Kings may not be placed within 3 spaces (in any direction) of the walls.
   - To place a King, right click on the square where you'd like to place it, choose 'Add King', and choose your color.

3. Each player then takes turns taking their moves. On your move, you may do one of three things:
   - You may place a new mirror anywhere on the field where there is not currently a mirror or King.
     - To place a mirror, right click on the square where you'd like to place it, choose 'Add Mirror', choose which way you would like the mirror to face (left is \_\, right is /\), and choose your color.
   - You may remove one of your own mirrors.
     - To remove a mirror, right click on the mirror you'd like to remove and choose 'Remove Mirror'. Note that you may only remove your own mirrors.
   - You may place or move your laser.
     - To place or move your laser, right click anywhere on the row or column you'd like your laser to face, choose 'Add Laser', and choose your color. Red and Green lasers face horizontally, while Blue and Yellow lasers face vertically.

4. Your objective is to hit your opponent's King with your laser (after hitting at least one mirror as well). This can be accomplished by placing a mirror, removing a mirror, or moving your laser.

5. However, the turn before you play a winning move, you must announce “Check” after making your move. After the opponent's next move, you win if you are able to hit their King with your laser.
   - Note that just because a winning move is available to you does not mean you have to announce it. However, you are only allowed to play the winning move if you announced it by saying “Check” the previous turn. It is beneficial to only announce “Check” if you believe your opponent may not be able to defend against all possible winning moves.
   - If you announce “Check”, you may play any winning move on the next turn – even if that move was not the one that was available when you called “Check” the previous turn.

6. In three- or four-player games, players call “Check” on specific other players (for example, Red may say “Check on Yellow’’); however, players may use other player's lasers to win (for example, Red may redirect Blue's laser into Yellow's King).