

A New Variant of the Board Game Chess: Chess With New Mindless Figure.

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Abstract

In this article we present a new variant of Chess Game. This work is not written for attempt to propagate the Chess Game or to present whole beauty of the Game. We know that figures from ordinary Chess are faithful by means given by the definition at 'A New figure of the game and its properties' section. The aim here is different, here we want to make a new Game by playing with faithfulness of the figures. Directed by that motivation, we introduce a New Type Game Figure: Mindless Figure. This figure has very interesting property, it can not remember its past and its future do not known. And such property gives such name to our figure. From the future writing, our New Figure can be considered as a mirror, which can reflect the properties of the other figures. In the coming sections of the article the following are presented and discussed: description of the new figure, general rules are for manage the game and the figure, final proposition and mechanisms of deciding of a winner. As general, the subject of the Game is the same as for the original Chess Game: 'kill the King' of Your opponent [1]. At the end a Conclusion is given.

Introduction

A simple search information about Chess Game as well as about variants of the Game, via one of the search systems, provided by Internet, for instance I used google, can be found fantastic amount of information about the Chess Game, about its past, about its present, about championships, names of the winners etc. As well as can be found web sites where are articles, Chess problems, strategies and discussions of strategies, different stories. All this movements which exist in Chess World give us trust that Chess will have long life. From information presented at [2] I learned that there are more than 2000 variants of the Game. The number speaks for itself. Of course a little tour via information resources dedicated for Chess as well as for its variants will be useful for readers for any reason. The list of popular and more played variants shows me, that we started bring phenomenons from Nature to the Game, by that doing Chess more attractive. To this category can be addressed Gravity Chess, Atomic Chess etc. Also, if we use the idea, that figures can have an electric or a magnetic charge,

and that they must interact during game and that way some of movings are not allowed for instance, The matter is, that we not actualy introduce real physics into the game, even we are not able to model processes of the real phenomenon. But of course, it will be interesting to develop such techniques, which will allow us to model physics by rules of ordinary and simple Games. Can You imagine that process? Suppose that there is a game, figures and games rules of such origin, that it models a physical phenomenon. But at the same time rules are such simple, that the game can be played by kindergarden children. So it will allow us to solve the problem of increasing of the computational power just usin human resources. But Dear Reader, allow me to leave this idea for future and now to turn towards our main problem. Even complexity of analysing of the game due to the huge number of possible moves do not make the Chess less attractive, but inspirit us to teach kids the rules, stay and look playing of the geniuses of the game during championships..... play and propose a new versions of the game again and again and doing these all with big enthusiasm. Before going forward I would like to come back to ordinary Chess and present figures and their properties from a little bit different point of view as accepted now or can be found at literature. This will allow us to make clear our motivation and explain natural origination of this version of the game. In ordinary Chess all figures have memory. That memory at any step remembers they about what they are and that they must follow rules given from 'God' and never try to break they promise given to 'God': to change its status and becomes, for instance, from the Black Queen to a White Pawn. Willingness of breaking down the property of the faithfulness as well as to make game managable, in this step we went by this way, we introduce a new figure and call it as Mindless Figure. Honestly, we do not want to offend anyone by our definitions and motivations. More detailed definitions will be given in the next section of the article.

A New Figure of the Game and its properties

In this section we will introduce our new figure and its properties by using definitions. This variant of Chess differs from the other variants by its new figure, which is mindless i.e. the figure has not free will and memory. The figure for a momet can be as a White Bishop and for the next second can be as a Black Pawn. Permanent figures of Chess can be considered as faithfull ones from this poin of view, because they satisfy to the definition of the faithfull figure.

Definition

By the faithfull figure, we mean figure which posses the following properties during their lifetime. Before a game is started the colour and moves rules of figure is determined and it will be its own until the game will finished or the figure will be captured from board by a figure of the opponent.

The last definition means that during a game Black Queen will be continued to be Black Queen and transformations like to transformations, for instance, from Black Queen to White Pawn, are not allowed. But we, taking this property into account, in this step we would introduce a new figure and give him properties. We decided to call such figures as unfaithful.

Definition

We call a figure unfaithful, if it during a play can lose its property partially or fully i.e. it can lose its colour or moving steps abilities. For instance, if it transforms from a Black Pawn to a White Pawn or from the Black King to a Black Bishop.

New figure has not any predefined shape. It can be a blue triangle or other geometrical figure depending of taste of the players. But must be account that its sizes must be such, that each time to be able to capture only one field of the board. From the above definitions, now it is clear that which kind of properties has this new figure. It is clear that it is different from other figures by that, that it can transform from one figure to the other. But when and how such kind of transformations are allowed and will occur will be given in the next section.

Rules, board type and subject of the game

In this last section to make our game complete, we are going to describe rules, board shape as well as the subject of the game. In the picture existing at the end of this section, the Chess Board known us from Chess is presented. In this version it was decided to develop the scenario of the game on such type of board. We keep the order of the permanent figures as shown in the picture. The position of the Mindless Figure decided to take at e5 cell. Now it is time already to describe the rules. We want immediately to notice that rules are very simple. We keep the basic rules which are known for the original Chess [1]. Changes in rules occur according to the new figure. In the above part of this article we presented the concept of the 'Mindless figure'. We would like again to remember its difference from other figures. The term 'Mindless figure' simply means, that our figure has not memory and it has not of any kind of tools, which will allow to determine when it was where and what did: was it as the Black Queen or White King, was it a figure of the white player as black player figure or not? For this figure, there is not past, past colour, for it there is only present, present colour. You can ask but what about future? Its future very unstable and depends only by its neighbours. For a time it can be as a Black Pawn and after a while it can be as a White Bishop. How to decide which figure is Mindless Figure now? To have answer to this question we need one more definition, too.

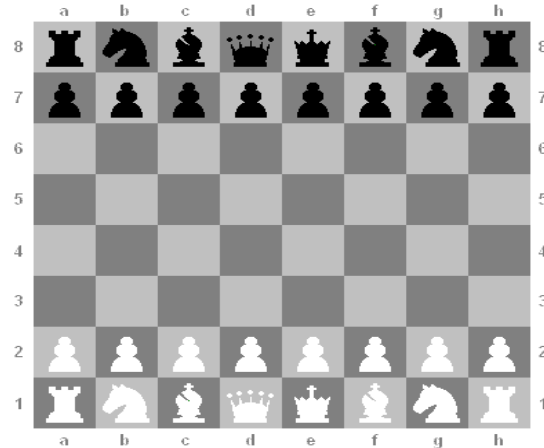
Definition of the Rules for Mindless Figure

Mindless Figure during a game can not be transformed either White or Black King. Its 'what' beings depends on of its neighbours. Here, by neighbours we mean such figures, which are nearest located figures. As it was mentioned above Mindless Figure is a mirror and will reflect the properties of its nearest neighbour.

For instance, imagine a situation that can be achieved during a game after some moves performed by players. Suppose, that Mindless Figure now is on b4 cell. Its neighbours are a Black Pawn located on c3, a White Pawn located on a3. If now it is the turn of the Black figures Player, than Mindless Figure will be counted as a Black Pawn and can be used. Otherwise, if turn will belong to a White Figure Player it will be counted as a White Pawn and can be used by White Figures Player. After, if a move done, it is turn out that Mindless Figure will continue to be either as a Black Pawn or a White Pawn or will be transform to the other figure and reflects the properties of the new neighbours. There can be a situation, where at the same time for a player the Mindless figure could be considered as a Pawn or as the Queen, then the situation is solved as a the best possible for a player. For this situation the will of a player is to do what he/she wants: to count it as the Queen or as a Pawn. For this version one

contradiction must be taken into account, we think that for this version it is not allowed for a player to consider Mindless Figure as a figure of his/her opponent.

The subject of the game is the same as for the original Chess: The king of the opponent player must be 'killed'.



A board and figures for the well known Chess Game

Conclusion

In this article a new Chess type Game is developed. New type figure is introduced and its behavior is described. Basic rules for the game are given. For permanent figures inherited for Chess Game, rules and behavior are protected. The key New figure is considered to be without memory and the name given to it is 'Mindless Figure'. Its type i.e. to be Queen, Pawn, Bishop etc is depend on the type of nearest neighbour. For a Player conflicting situations arising related to deciding to be, for instance, the Knight or Queen are decided to be solved as he/she wants. Also, one main contradiction was introduced, which did not allow to a White Figures Player (a Black Figures Player) to choose Mindless Figure to be a figure of opponent.

References

- [1] <http://en.wikipedia.org/wiki/Chess>
- [2] http://en.wikipedia.org/wiki/Chess_variant
- [3] <http://www.armchess.am/>