

CHESS – THE NEXT GENERATION

Paul Glover © 1996

CHESS – THE NEXT GENERATION of players as well as long time players, will find themselves moving into the future with this traditional game. This exciting game relies on the regular instructions for chess. However because of the dimensional factor, there is a need for additional instructions as to how the pieces move.

TWO PLAYERS: when the game is played with two players, there are two game boards of 15 x15 inches (38 x 38 cm) each, one on top of the other, and approximately 5 1/2 inches (14 –15 cm) apart. The top game board is labeled “A”, and the other “B”. The WHITE and BLACK chess pieces are set up on level “A” in the traditional manner as in regular chess.

After the 1st game, the Winner will set up his pieces on either level 'A' or 'B'. Then, the Loser will set up his pieces on either level 'A' or 'B'. WHITE moves first. The game is played as in regular chess with the object of checkmating the opposing king.

MOVEMENT:

All movement of chess pieces on any one board level remains the same as in regular chess.

The movement from one board level to another is as follows (see also diagrams):

- KING** - Can move to or capture all squares one square away from it (either diagonally or straight up and down), one level below or above the square on which it is currently sitting.
- QUEEN** - Same as king. (If on **Ad2**, it controls 9 squares directly below it on **B**)
- ROOK** - Can move to or capture one square directly below or above the square on which it is sitting. (eg. **Aa1** controls/captures **Ba1**)
- BISHOP** - Movement similar to that of the king except it cannot move directly above or below the square on which it is sitting (opposite to a rook). This dimensional movement allows the bishop to move to/or capture a white or black square. (Opening: **Ac1 - Bb1, Bb2, Bc2, Bd2, bd1**)
- KNIGHT** - Moves like an “L” dimensionally. Therefore, it moves one square down or up from the square on which it is sitting followed by movement two squares forward. (eg. **Ab1** controls/captures **Bb3, Bd1**)
- PAWN** - Pawns on their original squares on level “A” have the option of advancing one or two squares on level “B”. It thus mirrors a pawn’s opening move in regular chess. (**Aa2 - Ba3, Ba4**, opening the rook file)
- Can move to the squares directly below or above the square on which it is sitting.
 - Down or up does not constitute a backward movement.**
 - Can advance down diagonally straightforward on the file or advance up diagonally straightforward. (**Ba4 - Aa5**)
 - Can capture diagonally forward, left or right of the square that it is on, one level below or above it. (**Ba4 x Bb5**, or **Ab5**)
 - Upon reaching the opposite side of the board on any level, can be promoted to Queen, etc., and is distinguished as such for eg., by putting a red checker piece underneath it.
 - Dimensional en passant capture eg. When a WHITE pawn (Ab2) has finally advanced three squares on level “A” (**Ab5**), and the BLACK pawn on level “A” (either **Aa7** or **Ac7**) tries to pass by moving two squares forward (**Ba5** or **Bc5**), then the WHITE pawn must capture or not at all on the next move (**Ab5 x Ba5** & occupies **Ba6** –or- **Ab5 x Bc5** & occupies **Bc6**).
Also: if (**Ab2**) has finally advanced three squares (**Bb5**) & (**Aa7**) tries to pass on level “A” (**Aa5**), then (**Bb5 x Aa5** & occupies **Aa6** etc.).

	WHITE	BLACK		WHITE	BLACK
1.	Acl-Bb2	Af7-Bf6	7.	Adl-Bd2	Ad7-Bd7
2.	Ag1-Bg3	Ae7-Ae5	8.	Ael-Acl	Ab8-Bb6
3.	Ae2-Ae4	Ah7-Bh6	9.	Ad2-Bd3	Ae5-Be4
4.	Bg3-Ae3	Ad8-Ah4	10.	Afl-Bg2	Bf6-Bf5
5.	Abl-Ac3	Ac7-Bc6	11.	Ah2-Bh3	* resigns
6.	Ae4-Be5	Ag8-Be8			

* Possibly suffering from two-dimensional thinking

SIX MOVES – CHECKMATE!

	WHITE	BLACK		WHITE	BLACK
1.	Ae2-Ae4	Ac8-Bb7	4.	Bal-Bdl	Aa8xAa2
2.	Adl-Af3	Ag8-Bg6	5.	Afl-Ac4	Aa2-Ba2
3.	Aal-Bal	Aa7-Ba6	6.	Af3xAf7 mate!!	

Due to the dimensional factor of this game, the bishop is more powerful. The chart below and the games played out here, shows that the bishop is more flexible, covers more area, and therefore worth six points. The rook is most effective for backing up and protecting.

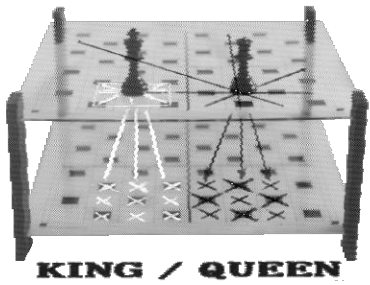
PIECE - POINTS		
KING:	If on Ae2 , controls/captures 17 squares, & on Ae4	the same
QUEEN: 9	* * ’’ * * * * * 32 * * * * * Ae4	<u>36</u> squares
BISHOP: 6	* * ’’ * * * * * 17 * * * * * Ae4	<u>21</u> squares
ROOK: 4	* * ’’ * * * * * 15 * * * * * Ae4	the same
KNIGHT: 3	* * Ae3 * * * * * 12 * * * * * Ae4	the same
PAWN: 1	* * Ae2 * * * * * 04 * * * * * Ae4	the same

At a time
that was too late
to phone in
my move:

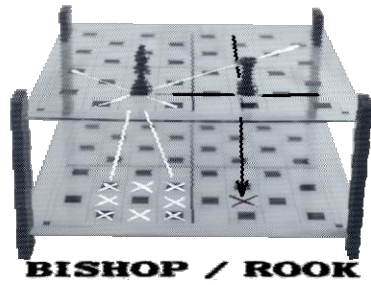
**THE BLACKNESS OF THE KNIGHT
WAS A PAWN ME,
AND I HAD TO WAIT**

**FOR THE MORNING LIGHT,
FOR MY WHITE STALLION TO MAKE HIS MOVE!**

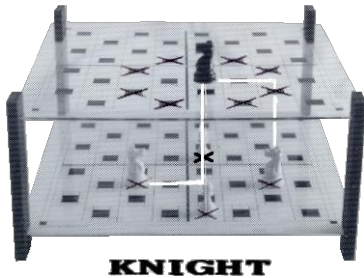
CHESS THE NEXT GENERATION



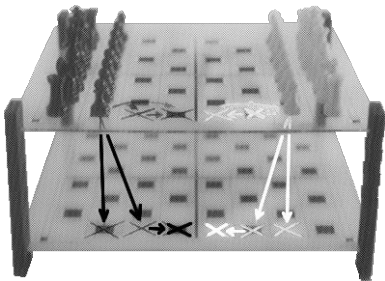
KING / QUEEN



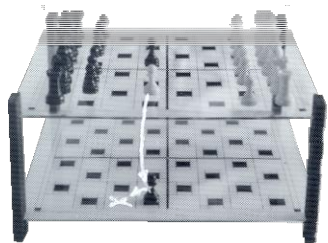
BISHOP / ROOK



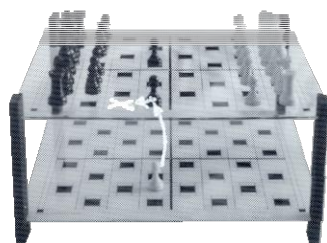
KNIGHT



**A Pawn's 5 possible moves
From their original squares**



**WHITE
TO
MOVE**



DIMENSIONAL "EN PASSANT"

