

ChessX

NEW ADDITIONS TO THE GAME OF CHESS

Marc J. Seifer, Ph.D.

mseifer@verizon.net

© U.S. Copyright April 25, 2015

Machines are taking over our lives and they are also doing a good amount of the thinking for us. The game of Chess has reached a point whereby a computer can beat a human virtually anytime. It is for this reason that I designed this new addition to the game of Chess. It starts with a new piece called **TEMPLAR**, a piece constructed so as to not disrupt the intent and majesty of the original game.

I have come up with a new idea on how to expand the game of Chess while at the same time leaving the original game perfectly in tact. This proposal involves the manufacturing of a new piece, the the Knight's **TEMPLAR**, include two copies of it, white and black, with a booklet that could be sold in bookstores, toy and drug stores and over the internet. Call me. It's your move!



Robert Wood 2002

ChessX

NEW ADDITIONS TO THE GAME OF CHESS

Marc J. Seifer, Ph.D.

Box 32, Kingston, RI 02881

mseifer@verizon.net

© U.S. Copyright April 25, 2015

PROLOGUE

This treatise has three phases. **Phase I** shall introduce a new piece to the game of Chess. This piece can be introduced without disrupting the present set-up of a Chess board that is 8 X 8 squares, or the board could be extended to 9 X 9. **Phase II** shall introduce additional pieces and **Phase III** will offer alternative Chess games which can be played by two, three or four people, introducing as many as 9 new pieces to be played on a 10 X 10 Chess board.

The initial idea is to create one new Chess piece to revitalize the game while simultaneously thwarting the Chess-playing computers such as Big Blue. It is assumed that computers are now smarter than humans at least when it comes to Chess, but it is now time to reassert human dominance! There are a number of reasons why computers can beat the world's greatest chess players. A few of them are as follows:

1. Every major game and endgame ever played can be put into a computer and back-slotted so that if a known endgame is reached, the computer will automatically execute the foregone conclusion.
2. Every major strategy of past games has been inputted into the computer. Humans are at an unfair disadvantage.

To reestablish human superiority, a new piece shall be introduced which has a different and unique move. Not only would this move produce a sensation, it would also create a situation which the computer could not deal with because, (1) it would have no past to work from, and (2) the new move would be so innovative that programmers would be stymied for many years to come.

This new Chess piece has been called **TEMPLAR**. Revolutionary, its introduction will capture the attention of the media as beginning, intermediate and advanced players consider its multifaceted ramifications.

The addition of a new Chess piece will spark a new interest in the game of Chess. It will also spawn the creation of new articles, Chess books, comic books and cartoons to account for this new piece.

PHASE I: ChessX

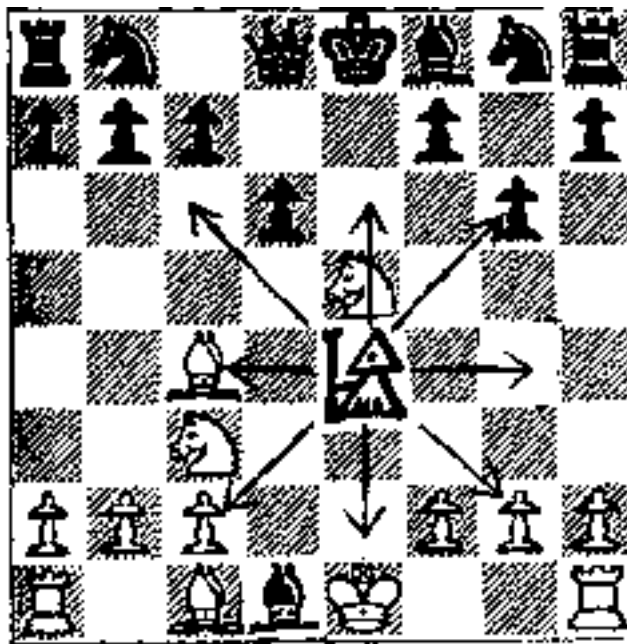
TEMPLAR is constructed so as to honor the integrity of the game. The piece has a simple move comparable to any other Chess piece. **TEMPLAR** can be introduced into the game in any number of ways. Two possibilities are as follows:

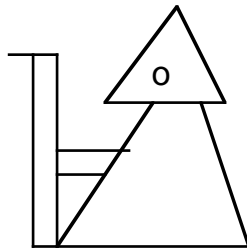
1. The Chess Board remains the same. **TEMPLAR** is placed off the board behind the Queen, and is introduced into her spot *simultaneously* with the first move of the Queen. When she slides out, **TEMPLAR** slides in. The advantage of this way is that all existing Chess games remain intact. If the Queen is taken out before its first move, **TEMPLAR** can move into the Queen's berth as soon as it is vacated. This counts as a single move. Or:

2. The Chess Board is extended one row, and **TEMPLAR** sits on the other side of the King in counterpoint to the Queen. This would extend the size of the board and also involve the introduction of another pawn. An extra row at the far end could be colored Green and Black so that traditional red and black Chess board would stay intact and thus, regular Chess could be played on this larger board by simply ignoring the extra row.

THE DESIGN OF THE PIECE

TEMPLAR shall resemble a wizard, with a large triangular body and a smaller triangular head, and it shall hold a staff in one hand. The piece could also be sold individually or sold as a small toy statue.





TEMPLAR

THE MOVE OF THE PIECE

1. **TEMPLAR** moves like the King but can only take a piece by jumping one square from whatever color it is on.
2. Similar to the concept of Castling, **TEMPLAR** shall have the ability to swap places *once* during a game with any other piece on the board, White or Black! A bold departure from anything that has gone before it, this move can take place only once for each side during or after the first check of the game in the following ways:
 - a. When under check for the first time, the King under attack can change places with its **TEMPLAR**. This ability to swap places can take place only once during a game for each side. Since this is such a powerful move, it should only be used as a last resort when under check because this move can only be done once per side per game.
 - b. Once a side has initiated its first check, the move promotes the power of **TEMPLAR**, so that it now has the ability to swap places with any piece, Black or White, on the board at some future time during the game. The swap can take place only once per game per side and only if **TEMPLAR** is on the board (introduced onto the board simultaneously with the first move of the Queen), and does not open its King to check. Once other side checks opponent King, it now too can make this move as long as it has not exercised the move to escape its first check.
 - c. Like **Castling**, this swap can be made only once, but unlike **Castling**, it can be done under first check, or under any check, but again, only one time.
 - d. This procedure shall be called the **KNIGHT'S TEMPLAR** move. For obvious reasons, if **TEMPLAR** is in the line of fire at the time the King is under attack, checkmate will still occur on the following move.
 - e. Unprecedented, this move has spectacular consequences, and that is why it can be done only once per game. The **KNIGHT'S TEMPLAR** move is a radical departure from all that has gone before it, yet the move is elegant and in keeping with the dignity and stature of the sacred game of Chess.

f. If the side under first check does not exercise **KNIGHT'S TEMPLAR** move to escape check, that is, by swapping the position of the King with **TEMPLAR**, then it cannot swap **TEMPLAR** with any other piece until such time as it checks opposing King.

For example, if White is under first check (or any check), it has the option to escape by swapping the King with the **TEMPLAR**'s position once in a game. If it does not exercise this move, it cannot utilize **TEMPLAR**'s swapping ability until such time as it checks opposing King, or until it is under check again. Black, on the other hand, now that it has checked opposing King, can exercise **KNIGHT'S TEMPLAR** at any time. This is to say, Black can now swap **TEMPLAR** with *any* piece on the board at any future turn. The move can only be done once per game, by either side, either during the first or any check as a means of escape, or after either respective side gains the right by achieving first check against opponent King.

g. If **TEMPLAR** is taken out, the **KNIGHT'S TEMPLAR** move cannot take place. However, if a pawn makes it to the other side and opts to become **TEMPLAR**, its entire abilities are resurrected whether or not the move has been exercised earlier.

The above is my recommendation for **ChessX**, A New Addition to the Game of Chess. However, **KNIGHT'S TEMPLAR** swapping could be modified in any number of other ways.

THREE MORE CONSERVATIVE VERSIONS OF ChessX

- a. After first check, **TEMPLAR** has the ability to swap with any piece except opponent King.
- b. After first check, the **KNIGHT'S TEMPLAR** move can trade places only with its own pieces and not with its opponent's pieces.
- c. Swapping cannot be executed during check. This would be similar to **Castling**, which cannot be done during check.

TWO MORE RADICAL VERSIONS OF ChessX

- a. **TEMPLAR** could be a totally wild card, and an alternative game could be played whereby **TEMPLAR** could swap places with *any* piece, White or Black, at any time, for any number of times by either side after it initiates its first check. Obviously, **TEMPLAR** can be taken out at any time just like any other piece if successfully attacked. This game shall be called **TEMPLAR WILD**.
- b. Or **TEMPLAR** could be a wild card whereby it could swap places with any of its *own* pieces for any number of times by either side after it initiates its first check, but not with opponent's pieces. This game shall be called **TEMPLAR HALF WILD**.

HOW TO INTRODUCE THE PIECE INTO THE WORLD

ChessX is constructed just like traditional Chess except for the introduction of the new piece with its new moves. A new rule book is created and these are given to **Chess Clubs** around the country along with notebooks for players to make comments about how the piece is used noting its advantages and disadvantages. Games could be videotaped and taped interviews could also be undertaken to get a better idea of how **TEMPLAR** has impacted the game. In particular, the more conservative versions of ChessX could be independently tested and compared to the original version.

ChessX is given to young players, ages 8 to 14 whether or not they have played Chess before, and they are asked to comment about the game after playing it for a number of weeks or months.

A **ChessX Tournament** is created with a cash prize. The date could be set 9 months from the initiation of the game to various nationwide clubs.

PHASE II: ADDITIONAL PIECES

Just as **TEMPLAR** can be added or lined up behind the Queen and introduced into the game *as* the Queen leaves its berth, the concept could be extended so that any number of additional pieces could also be introduced into the game of **Chess** in the same way. What has been created, essentially, is a second assault, with the new pieces armed with additional abilities. For instance, after the Rook moves out, its secondary piece, **LANCELOT**, steps in at Rook's berth position, **PEGASUS** would move into Knight's position, **VICAR** goes into Bishop's slot, **ISIS** into the Queen's slot and **MERLIN** into **TEMPLAR**'s slot when each of these respective pieces move out.

In an expanded game of a 9 X 9 Board, **TEMPLAR** would have its own starting gate on the other side of the King in counterpoint to the Queen. If played on a traditional 8 by 8 Board, there would be no **MERLIN** or **ISIS** and **TEMPLAR** would sit behind the Queen.

AS A TRADITIONAL 8 X 8 BOARD

Pegasus		Templar		Vicar		Lancelot								
↓		↓		↓		↓								
Rook	-----	Knight	-----	Bishop	---	Queen	--	KING	--	Bishop	--	Knight	-----	Rook

If set up like a traditional Chess board, each of the top row of pieces are lined up *off* the playing field, behind the traditional pieces, and they move in when their respective traditional pieces move out, or when either one moves out in the case of Rook, Knight and Bishop.

THE MOVES OF THE NEW PIECES

1. **LANCELOT behind Rook** moves like Rook, but instead, has the ability to jump over one of its own pieces along the vertical or horizontal. It cannot jump over a pawn until that pawn has moved for the first time. **Castling** could take place with **LANCELOT**, provided the King has not yet moved.

2. **PEGASUS behind Knight** moves like Knight but instead, moves one more square diagonally out than Knight does. Just like Knight, it can jump over a pawn that has not yet moved.

3. **VICAR behind Bishop** moves like Bishop yet has ability to jump over one of its own pieces along the diagonal. It can only take a piece along a diagonal, but when not under attack, it can also move like a King. In other words, **VICAR** has the ability to change lanes, but can do so only when not being directly threatened (in a sense, “checked”) by another piece. If an opposing piece is in the position to take **VICAR** on its next move, **VICAR** cannot change lanes (colors). Obviously, however, it can move along a diagonal to escape the threat. **VICAR** cannot jump over a pawn that has not yet moved.

4. **TEMPLAR sits behind Queen** and moves like **TEMPLAR** outlined above. **TEMPLAR** can only jump over a pawn (or any other piece) when taking an opponent piece.

ON A 9 X 9 BOARD

Lancelot	Vicor	Isis	Merlin	Pegasus
↓	↓	↓	↓	↓
Rook--Knight--Bishop--Queen--KING--Templar--Bishop--Knight--Rook				

If new game is played 9 by 9, then **TEMPLAR** sits in the front row on the other side of the King as a counterpoint to the Queen. Behind him sits **MERLIN** and behind Queen sits **ISIS**.

5. **ISIS behind Queen**: **ISIS** moves like the Queen, but also has the unique capability to jump over its own pieces, one or more along the vertical, horizontal or diagonal. Like **LANCELOT** and **VICAR**, **ISIS** cannot jump over a pawn that has not yet moved.

6. **MERLIN, who sits behind TEMPLAR**, moves like **TEMPLAR**, that is, it moves like the King, but takes a piece by jumping one square from whatever color it is on. **MERLIN** is endowed with the ability to swap with any piece at any time for any number of times after a certain point in the game. **MERLIN'S** carte blanche swapping ability, however, does not come into play until (a) after its side initiates first check, or (b) until three of the following four pieces have made it onto the board: **LANCELOT**, **PEGASUS**, **VICAR** and **ISIS**, or (c) until such time as its own **Queen** or **TEMPLAR** have been taken out.

THE DESIGN OF THE PIECES

Each new piece is a higher harmonic of the piece it sits behind. These new pieces should be slightly larger than their counterparts. Thus:

LANCELOT resembles the Rook, only it holds a sword diagonally across its chest and has a winged helmet like Mercury.

PEGASUS, counterpart to the Knight, is a winged horse.

VICAR resembles Bishop but has a ring, like Saturn, around its head.

ISIS looks like Queen but wears veiled headdress, and has subtle long wings which hang vertically, robelike.

MERLIN resembles Templar but its staff is longer, its hat taller and it has a discernable moustache.

PHASE III

The board could be made larger by the number of pieces introduced. Such a board could be 15 by 15 squares, the pieces in order as follows:

Lancelot-Rook-Pegasus-Knight-Vicar-Bishop-Queen-KING-Templar-Bishop-Vicar-Knight-Pegasus-Rook--Lancelot

Or 17 X 17 if **MERLIN** and **ISIS** are placed on the starting block as well.

This size is probably unwieldy. Nevertheless, by increasing the size, the number of players could also easily be increased to three or four. For the sake of ease, I have designed the following new game to be played on a 10 x 10 board:

CRUSADER

A CHESS GAME FOR THE NEW AGES

The board is 10 X 10. A circumference of the two outer lanes are colored Green and Black so that the traditional 8 X 8 Red and Black inner Chess board remains intact. The game will be sold with two full sets of every piece. In this way, normal Chess can be played, and variations can be created which mix and match. **CRUSADER**, however, is played with only one of a kind for each piece:

Merlin

Lancelot--Knight--Vicar--Queen--KING--Isis--Templar--Bishop--Pegasus--Rook

1. **MERLIN** moves like **TEMPLAR**, but its ability to swap any piece at any time cannot take place until (a) its side initiates first check on the King, or until (b) one's own Queen or

TEMPLAR is taken out, or until (c) such time as three opponent major opponent pieces (seen above) have been taken out. **MERLIN** moves onto the board with the first move of **TEMPLAR**. If **TEMPLAR** is taken out before it moves, **MERLIN** may move into its berth when that position is vacated.

2. **PAWNS** in this new game move like pawns, however they also have the ability after their first move, to change lanes without taking a piece.

3. No piece, except for **PEGASUS** or Knight, has the ability to jump over a pawn that has not moved. The exceptions to this rule are when **TEMPLAR** or **MERLIN** take a piece or when the King, under first check, elects to adopt **KNIGHT'S TEMPLAR'S MOVE** by swapping places with **TEMPLAR** or **MERLIN**.

4. See above for the moves of the other pieces.

5. King can castle with either Rook or **LANCELOT**.

All pieces start with different letters so that traditional game summaries remain in tact:

Bishop, **I**sis, **K**ing, **L**ancelot, **M**erlin, **N** Knight, **P**egasus, **Q**ueen, **R**ook, **T**emplar, **V**icar

This allows the creation of abbreviated descriptions of games in the same way that normal Chess games are reviewed. Thus, matches can easily be reported and books can be spawned describing this new exciting game. Naturally, additional pieces could be designed and the game could be played on a 10 X 10 Board with just the new pieces, and thus the new moves. Two renditions are discussed below:

SECOND CRUSADE

Lancelot, **P**egasus, **V**icar, **M**erlin, **K**ing, **I**sis, **T**emplar, **V**icar, **K**night, **L**ancelot

The Second Crusade is structured like traditional Chess, with 2 each of the three outside figures, (with a slight change for Pegasus and Knight) to lend a similar level of symmetry and strategy. The parts of **MERLIN** or **TEMPLAR** could be replaced with any of the new figures discussed below (i.e., Galahad, Alchemist or Empress).

THIRD CRUSADE

Galahad, **A**lchemist, **M**erlin, **E**mpress, **K**ing, **I**sis, **T**emplar, **V**icar, **P**egasus, **L**ancelot

The Third Crusade introduces 3 new figures **GALAHAD**, **ALCHEMIST**, and **EMPRESS** which have their own new capabilities. **GALAHAD** moves like the Rook but can

jump over one opponent. **ALCHEMIST** moves like the King, can change places with any pawn, and takes pieces like the Knight. It also has the ability to move out of its berth like Knight. Thus, like Knight and Pegasus, **ALCHEMIST** can jump over a pawn that has not moved at the start of a game. **EMPRESS** moves like the Queen, and can jump over one or more opponent pieces.

DESIGN OF THE PIECES

GALAHAD resembles **LANCELOT**, but its very small wings are on its shoulders, not on its helmet.

ALCHEMIST resembles a thin elephant whose trunk holds up a globe, and is larger than the Knight.

EMPRESS resembles **ISIS** but its wings are discernibly shorter, very small on the shoulders.

Fourth CRUSADE

ADDITIONAL GAMES

With a 10 X 10 board (or greater board), additional games can be created such as:

THREE & FOUR-WAY CHESS

This game is played with 4 players, or 3, each using all the major pieces and 5 of the 8 pawns. The teams will be colored Black, White, Yellow & Blue. The pieces are arranged as follows:

```

blank- Bishop--Knight-Rook---King---Queen-Bishop-Rook--blank-blank
blank---blank---Pawn-Pawn-Knight-Pawn-Pawn--blank---blank--blank
blank---blank---blank---blank---Pawn--- blank---blank--blank--blank

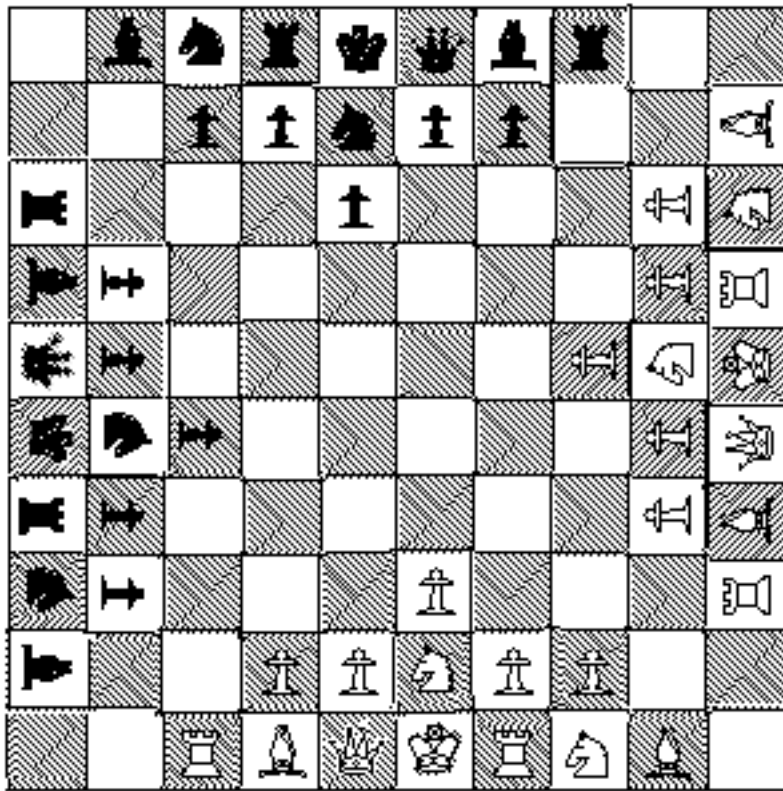
```

In this game, since there are opponents to the left and right as well as straight ahead, Pawns can move towards any opponent. Thus they can move sideways and forward. The only time they can move “backwards” is to take a piece after moving laterally. If a Pawn reaches any side but its own side, it can change itself into any other piece. Since this happens frequently, it is suggested that there be doubles of all major pieces (i.e., an extra Rook, Knight, Bishop and Queen). This is an exciting game that can be sold separately immediately without any additional pieces. The GREAT ADVANTAGE of **3 or 4-WAY CHESS** is that more than two people can play chess at once. Teams could also be created. This game will be an instant hit.

Another rendition of this game would be to place **TEMPLAR** or **MERLIN** in the forward Knight position. After a side is check mated, all of its pieces are taken off the board. If one side initiates check against another side and that leads to check mate by a separate player, both players achieve 1 point. The first team to be check mated receives 0 points. The second

team check mated receives 1 point. The third team to be check mated receives 3 points and the winner achieves 5 points. The winner of a match must achieve a total of 12 points.

4-WAY CHESS can also be played with the new pieces as well, and the board size could be increased to, say 12 X 12. For instance, (a) **PEGASIS** and **LANCELOT** can replace one Bishop and one Rook. (b) A second tier of the new pieces including **PEGASIS**, **LANCELOT**, **VICOR**, and **ISIS** can be placed behind their respective counterparts and moved into the game when their first line moves out. Or (c) the starting line could be increased to nine major pieces.



4-WAY CHESS on a 10/10 Board

Toys, dolls, statues coloring, comic and story books and video games with castles and kingdoms can be created. Web-based interactive modules can be created through a common website, much like the way Bridge or regular Chess is played on line. *Checkmate Puzzle Books* with the new **TEMPLAR** piece can be created and single puzzle **Checkmate brain-teasers** can be advertised weekly in major newspapers such as *The New York Times*. Some of the above pieces could be eliminated, or some mixed and matched. The idea essentially is to modernize the

game of Chess, but remain true to its elegance, integrity and greatness. This introduction of new characters, alone, could spawn a large market analogous to that created by Star Wars, Disney or Pixar. The characters could come in a box that opens up to being a castle with the 10 x 10 Checkerboard inside with the two outer perimeter of rows colored Black and Green and the 8 inner rows colored Black and Red, or an 8 x 8 board on one side and a 10 x 10 board (or greater) on the other side. The characters could be made out of plastic with an upscale rendition made from more expensive materials. A ***Crusader Game Book*** would be created which would explain Checkers, Chess, ChessX and Crusader, and then, over time, the game could be advanced as later characters are introduced.

Marc J. Seifer, Ph.D.

Date: April 25, 2015

mseifer@verizon.net

Author of:

Wizard: The Life & Times of Nikola Tesla: Biography of a Genius

Framed! A Courtroom Thriller

Transcending the Speed of Light: Quantum Physics & Consciousness

Where Does Mind End?: From Freud to Gurdjieff

The Definitive Book of Handwriting Analysis

Rudy Styne Quadrilogy:

I Rasputin's Nephew: A Psi-Fi Thriller

II Doppelgänger

III Crystal Night

IV Fate Line