

Table of Contents

CHESS 3

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Chess [analogy](#) to feelings good and black King white - seat Soilder - [hand](#) Elephant - sight (only legs) Horse - [ear](#) (it does not have eyes) Bishop - eyes of a camel (cross) Mantri - both (eyes and legs) but no ears

Tactics

1.discovered attack - suppose [eye](#) is infront and there is another black [eye](#) in front and [an](#) black [ear](#) in the back if the front [eye](#) is removed the [ear](#) gets killed ...

2.fork = 2.1 if legs has two preys one side of [leg](#) has .. this can also become a double fork but there should [be](#) 4 preys 2.2 if ears has 2.3 if [eye](#) has two preys on n each side it is called fork

3. If initially [ear](#) was infront of a black [ear](#) because [ear](#) moves in L direction it is of no threat but when the [eye](#) behind the [ear](#) is there and the white [ear](#) moves from the front so that the black [ear](#) gets exposed to white [eye](#) ... it is discovered attack

Legs = thorns , [fire](#) , stones , glasses Eyes = smoke , [water](#) , [Ear](#) = cries , echo , false voices [Hand](#) = Seat = false king , true king , good king , bad king

Powers of the senses 1. Legs can travel in any straight direction based on what route the king / minister orders them to go 2.eyes can travel in any cross 3.[ear](#) can travel in any L shape / 4.minister can travel with legs / eyes what ever he chooses / minister can also use the power of horses .. but that is a separate condition because the minister has [mouth](#) he speaks and others follow 5.

Injuries and their count .. 1.injury depends on the no of times they were attacked or could have [been](#) killed but were saved / retrieved back 2. 5 times attacked means severe injury 3. The injury to king is called check or [an](#) ultimatum or dual fight 4.some times king can [be](#) surrounded by many warriors 5. 6. 7. 8.

Conditions of king 1. Initially king can see , walk , hear , speak 2.when king loses 1 elephant he is lame , when both he is paralysed but has one chance 3.when king loses horse he cannot hear 4.when king loses bishop he cannot see If all these lost he is unable to walk , see , hear but has one artificial support minister

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Last update: **2022/12/28 14:27**

