

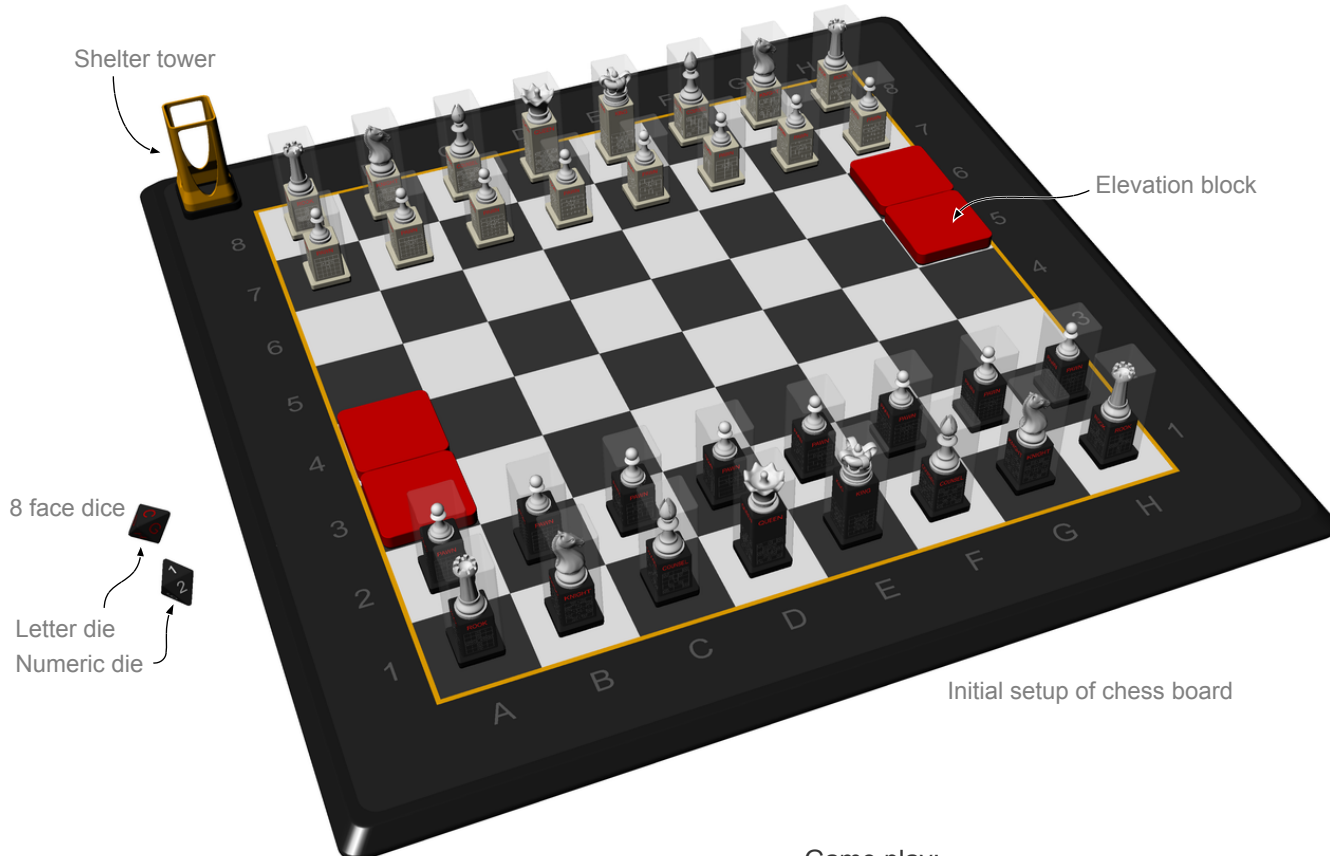
INTRODUCTION:

A non-deterministic, or “fuzzy” chess is an enhanced chess-set adding a layer of uncertainty (simulating life’s random and unforeseen circumstances) to the original game. A number of people avoid the game of chess due to the inherent stress factor of a direct intellectual comparison and the embarrassment of revealing lack of cognitive reasoning (hence many times a game of chess is pretext with the apologetic disclaimer “I haven’t played in a long time”). The addition of a randomness layer creates “fuzzy” wins where the players are not certain how much of the win was due to luck or pure strategy, thus reducing stress (blaming a loss to luck) and preserving the fun factor for a more casual, carefree, and less self-conscious gameplay.

What is new:

FuzzyChess adds five pieces to the original game and a set of dice.

- Four “Elevation blocks”, to randomize the terrain in region A3-H6
- One “ShelterTower” piece that moves randomly throughout the game.
- A pair of eight sided dice. One numeric with digits 1-8 and one alphabetic with letters A-H.



Initial setup of chess board

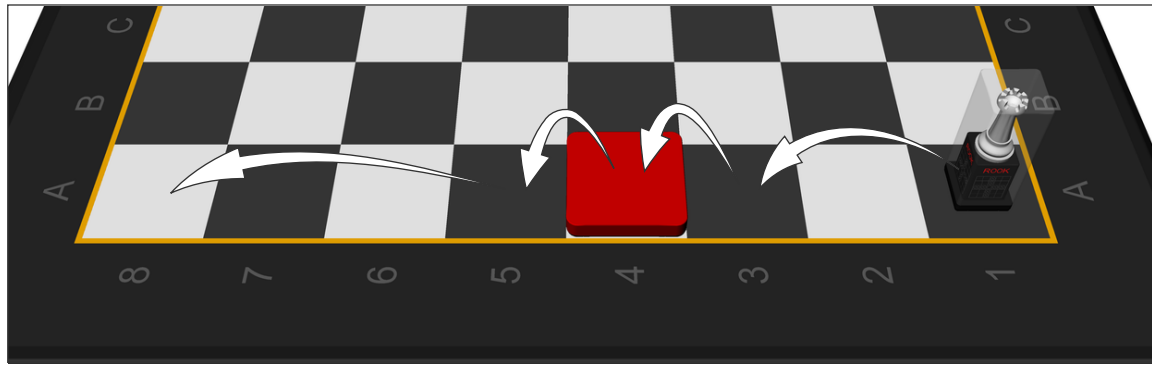
**FUZZY CHESS
FACTOR**



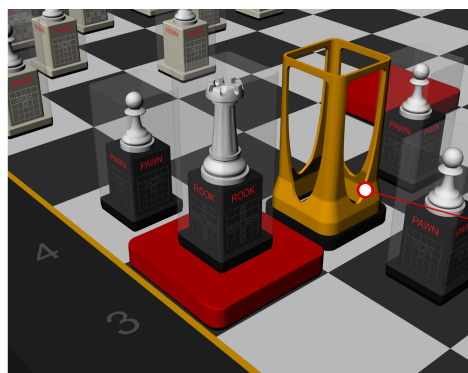
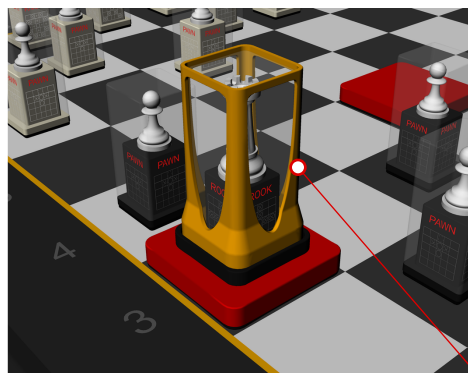
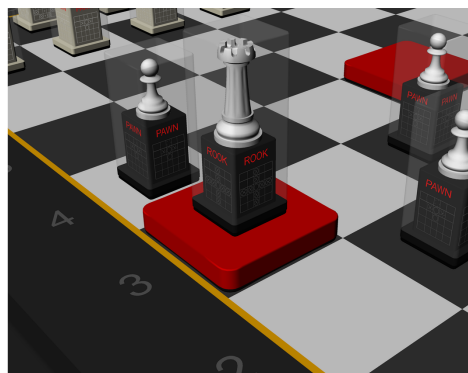
Chess board after the elevation pieces have been randomized and the whites player has randomized the shelter piece prior to making the first move.

Game play:

At the start of the game, the four elevation blocks are positioned at A3, A4, H5, and H6 respectively. The first player rolls the numeric die twice to randomize the A3 and A4 blocks across rows 3 and 4 respectively. Similarly, player two rolls the numeric die twice to randomize blocks H5 and H6 across rows 5 and 6. Thereafter each player dials both dice (numeric and alpha), to randomize the “Shelter” piece across the board, prior to making a move.



The elevation block (red piece shown above) acts as an obstacle to long range pieces such as the Rook, Counsel (Bishop), and Queen. For example, it would take four moves for the Rook above to reach the other end of the board. If a king was standing on the elevation block, he cannot be checked from afar; only when the Rook stands on A3 can be of threat to the elevated piece.



Rules in reference to the elevation blocks:

1. The elevation blocks act as obstacles in the path of regular pieces. For instance, a rook at A1 that would normally travel to A8 in one move will require four moves if there is an elevation block in its path; it will need to stop at the foot of the block (move1), then jump on the block (move2), dismount the block (move3), and continue to the end (move4).
2. As such a piece standing on elevation cannot be threatened from afar unless the attacker is at the foot of the block already (or unless the attacker is the knight)
3. The knight can jump over empty elevation blocks only, but it cannot leap over elevation blocks if they are occupied; if there is piece already on them. The knight can land on the block, and take the piece standing there (unless the elevation block contains the shelter which is indestructible).
4. If three or four elevation blocks are lined up, a long range piece (such as the rook) once elevated can move from the first to the last one in one move (without stopping from block to block)
5. Elevation blocks are depicted as 1x1 squares but alternatively could also be 2x1 blocks (or other lengths).
6. The elevation blocks are randomized only once at the beginning of the game facilitating a random terrain for each new game. They remain stationary for the remainder of that game.

Rules in reference to the shelter piece:

1. The "Shelter" piece is indestructible.
2. Any regular piece trapped in the shelter becomes untouchable. It cannot be taken and it cannot move.
3. The Shelter becomes an impassable barrier that blocks the path of any piece except the knight which can jump over (unless the shelter is elevated, in which case the knight cannot leap over it either).
4. The shelter piece is relocated by each player, during the beginning of their turn, via roll of the dice. So each player, on their turn, first roll the dice to relocate the shelter and then go ahead with a regular chess move. The shelter piece may end up anywhere on the board and may trap an opponent's piece.