

## **Chess Perversions and Other Diversions**

**Erik Olin Wright  
1974**

### **Explanatory Note**

**I wrote this manuscript while a Graduate Student in the early 1970s. It is a collection of variations on the rules of chess and other games which I had more or less made up over the years. I tried to get this published and had a few serious nibbles from publishers, but alas, it has remained a typescript in a drawer.**

Chess Perversions and Other Diversions

Erik Olin Wright

PART I.

PERVERTED CHESS

## PREFACE

"Winning or losing matters not,  
It's how you play the game."  
I learned this as a tiny tot  
It's true, yet all the same,  
Losing at best is deadly dull;  
At worst it hurts like sin,  
And winning the occasional cull  
Can let the sunshine in.

But how to win -- why, there you see  
The riddle that confronts,  
And answers three come easily  
To any game-mad dunce:  
Improve your skill, or cheat a bit,  
Or wait for luck to change,  
But skill comes hard, and cheats get hit,  
And luck stays out of range.

One more solution lies in wait  
For geniuses and fools:  
Even the odds and check your mate  
By changing all the rules.  
Play Chesseckers or All-Knight chess,  
Or Bridge-on-the-River-Kwai;  
If Hoyle has offered no success,  
You can give Wright a try.

---Robert L. Kahn

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## INTRODUCTION

Every game -- chess, checkers, bridge, Monopoly -- has an inner logic which is contained mysteriously in its rules. That inner logic gives the game its special flavor and beauty, and it is the knowledge of the deep structure of that logic which makes a Master out of a mere player of the game. The art of perverting games consists of making simple and elegant changes of the rules of a game which transforms its inner logic in surprising and interesting ways. In so doing, what was once a single game with a single logic becomes a family of games with a ~~matrix of interconnected~~ logics. This process is already far progressed in at least one game -- Poker. From the day poker was first invented its devotees have been perverting it in countless ways. The result is a vast managerie of games all sharing the same core logic.

Of course, in the case of a game such as chess, few of the perversions will be as fascinating as the pure game itself. Certainly an accomplished chess player would choke on a steady diet of perverted chess. But as a diversion from the serious business of playing chess, as a way of toying with the logic of the pure game -- and perhaps even of understanding that logic in new ways -- these altered rules can be interesting and enjoyable.

The perverted games contained in this book barely tap the surface of game metamorphosis. None of the rules which I have concocted should be considered the "correct" rules for a particular game. Many of my perversions can undoubtedly be improved by additional modifications -- perverting perversions can be as productive as perverting the pristine game itself. This book is an invitation

to that kind of freedom and delight that comes with invention and straying from the conventional path. Running a maze efficiently has its pleasures, as any laboratory rat could tell us. But changing the maze is reserved for the experimenter.

On to the experiments.



## 1. MONSTER CHESS

Although he is a chess player of considerable prowess, my Uncle Harold does not treat the game with the reverence that many solemn and serious devotees feel chess deserves. One evening at dinner he asked me to pass the salt. When I placed it in front of him he took the pepper shaker, moved it to the spot where the salt shaker was sitting, removed the salt shaker from the table and said "check!" The sugar bowl was unmistakably under attack. Luckily I had a glass of milk handy, which I stealthily slid across the table to capture the threatening pepper shaker. But to my dismay, he had a fork in reserve which dislodged the glass of milk and mated the sugar bowl. I do not know whether or not my Uncle Harold actually invented Monster Chess, but it was surely out of such a laughing love of the game that it was born.

Uncle Harold introduced me to Monster Chess, my first perverted game, one summer when I was about ten years old. "I'll bet you," he proclaimed with an uncley smile, "that I can beat you in chess with only four pawns and a king."

"Four pawns and a king?" I replied, "that's impossible." I was a terrible chess player at the time. For that matter I am still a terrible chess player. My uncle lived in New York City and I lived in Kansas, and somehow living in New York gives people an unfair advantage in such things as chess. Besides, he was a mathematics teacher, and everyone knows that mathematicians make good chess players.

[MONSTER CHESS]

Still, even though I was such a miserable player, I felt quite certain that four pawns and a king would be no match for an entire set of chess pieces. So, I accepted the challenge.

"The only thing that is different from regular chess," my Uncle added just before beginning the game, "is that the side with four pawns and a king gets to make two moves for every one of the full set." At the time, this seemed an innocent modification of the rules. Five minutes later he had neatly check-mated my king. We played maybe ten games of Monster Chess, and each time the side with the four pawns and the king -- the Monster -- won.

I got my revenge fifteen years later. I asked my uncle if he would like to play a game of Monster Chess. "Monster Chess?" he asked, "What is that?" He hadn't played the game since our summer encounter many years before, and had quite forgotten what it was.

"You take a full set of pieces, and I will play with only four pawns and a king. And I will beat you."

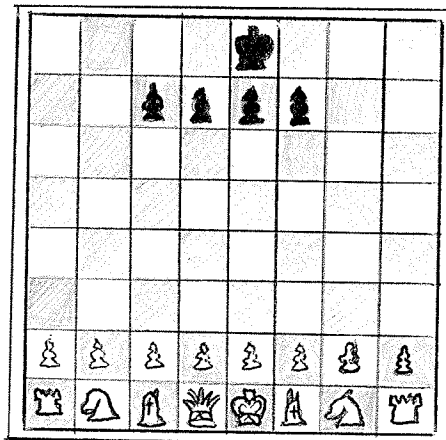
"With four pawns and a king? Impossible."

The Monster won.

## [Monster Chess]

RULES

1. Set-up of the Game: The white pieces are set up in normal fashion. The black pieces, however, consist of only four pawns and a king and are arranged as follows:



2. Object of the Game: the object of the game is the same as in normal chess.

3. The white pieces move exactly like the pieces in a normal chess game. The black pieces, however, get to make two moves each time it is their turn to play. Either one black piece may make two moves, or two different black pieces may each make one move.

4. The black king may move through check as long as his final position at the end of both moves is not in check.
5. Since the black king can make two moves, it can place the white king in check.
6. If a black pawn reaches the end rank and becomes a queen, the queen will also be able to make two moves. Unless such a double moving queen is immediately by the white pieces, it will almost invariably be able to place the white king in check mate on the following move. A Monster Queen is unstoppable.
7. A black piece can, if it wishes, take two white pieces during one turn. As a result, it is impossible for the white side to protect its king by interposing a piece. It is because of this enormous capacity to voraciously devour the white pieces that the black side is called the "Monster."

#### VARIATIONS

The monster is virtually unbeatable. If, however, you wish to eliminate even the remote possibility that the Monster can be defeated, make the white side the Monster. When the Monster moves first, his already awesome powers become invincible. Even a Grand Master would be humbled by its onslaught. On the other hand, if you wish to be <sup>a</sup>more

benevolent Monster, you could limit yourself to three pawns. In such a weakened condition, however, most Monsters will fall pray to the fully armoured Saint George.

#### POINTS OF STRATEGY

The strategy for the Monster is fairly simple. The easiest way for the Monster to checkmate its opponent is to advance one of the Monster pawns to the opposite side of the board and change it into a Monster queen. Since the Monster can advance two pawns every move, it is very difficult for the white side to prevent at least one pawn reaching the end rank. For every one pawn the white side captures, the Monster can bring two more into the fray. The Monster King should be used aggressively to protect and facilitate the advance of the pawns.

The Strategy for the white side is more difficult. In fact it is bordering on the hopeless. In general it is more effective to try to block the Monster Pawns instead of taking them. The white knights are especially useful in this regard since they can block the pawns and threaten ~~other~~ other pawns at the same time. The white side should not hesitate to make any sacrifice, even of the queen, if it will result in taking a pawn and blocking another one at the same time. Because of the lopsided balance of forces in Monster Chess, the game becomes most interesting if an experienced player takes the full set and lets a novice play the Monster.

## 2. CANNIBAL CHESS

In Volume V (Calhoun to Chatelaine) of the Eventh Edition of the Encyclopedia Britanica, published in 1910, Northcote Whitbridge

Thomas describes the practice of cannabalism as follows:

accustomed,  
"Savages are/on the one hand, to abstain from certain foods in order that they may not acquire certain qualities; on the other hand other foods are ~~xxxx~~ eagerly desired in order that they may by partaking of the flesh also come to partake of the mental or bodily peculiarities of the man or animal from which the meat is derived; thus, after the birth of a child, especially the first-born, the parents are frequently forbidden the flesh of slow-moving animals, because that would prevent the child from learning how to walk; conversely, eating the heart of a lion is recommended for a warrior to make him brave; from this point of view therefore we readily understand the motives which lead to the eating of those slain in battle, both friend and foes."

The practitioner of anthropophagy agrees profoundly with Descartes and Adele Davis that "You are What You Eat."

Cannibal Chess encorporates the fundamental theory and practice of cannabalism: when a piece captures an opposing chessman, it devours the fallen victim and becomes the piece it has consumed. If the humble pawn should capture the mighty rook, a rook does it become; if the noble queen should consume the erratic knight, she would fall from her queenly thrown and enter a career of knight errantry. Only the King transcends transmorgrification and remains a King no matter what hapless pieces fall prey to his palate.



### Rules

1. The set-up and the object of the game are the same as in normal chess.
2. Whenever a piece captures another piece it becomes the piece which it has captured. It is therefore advisable to have a second chess set available during the game in order to change pieces.
3. The king can capture any piece without fear of becoming the piece it captures. Divine Right of Kings may be a defunct principle in politics, but it thrives in cannibal chess.

### Points of Strategy

The attacking power of the weaker chess pieces is considerably increased in Cannibal Chess. An unprotected pawn can threaten a queen with impunity since no sensible queen would ever capture a pawn, for fear of becoming a pawn herself. The Queen, of course, remains a critical piece, especially in the end game, but its power is substantially weakened as an attacking force.

There is an important assymetry in exchanges in Cannibal Chess which can become the key to an effective strategy. Suppose a white bishop were to capture a black queen. The bishop would, upon the ingestion of the captured queen, become a queen itself. If a black pawn were ~~to~~ then to capture the bishop-become-queen, that pawn would ~~also~~ <sup>in turn</sup> be transformed into a queen. The net result would <sup>be an</sup> exchange of a bishop for a pawn. Thus,



## [Cannibal Chess]

although in normal chess a bishop would always be a reasonable piece to sacrifice in order to capture a queen, in Cannibal Chess this is not necessarily the case. If a Queen is protected by a pawn it is therefore relatively safe from attack.

### 3. CHESSECKERS

The year was 1775. The H.M.S. Triviata sailed from Southampton with a cargo of chess and checker sets bound for Boston. The colonies, it was reported, were in a state of near rebellion for lack of adequate amusement, and the Chancellor of the Exchequer, Sir Quentin Bishop, had advised the King that the cheapest solution to the problem was to send a large shipment of games to the New World to keep the idle minds of the settlers occupied. So the H.M.S. Triviata was commissioned to carry out this vital task. Unfortunately, the captain of the ship, Chesster von Rook, was gravely in debt and was forced to sell his only compass to a pawn-broker in order to purchase sufficient marmalade for the voyage. As a result, the ship lost its way en route to the colonies and the American Revolution occurred.

This part of the story is well known to all historians. What is not so well known is the fate of the H.M.S. Triviata. After six months of wandering around the Atlantic Ocean, the Triviata finally sank in a storm near a desert island off the coast of Africa. Except for the captain, his Czech Mate and one crate of chess and checker pieces, the entire crew and cargo was lost.

A serious conflict immediately arose between the captain and the mate. It seems that the captain was a checker fanatic, whereas the Mate was a deep lover of chess. "Oh the beautiful simplicity of the game of checkers. How can you stand the cluttered confusion of convoluted chess?"

the Captain would say.

"And how can you endure the dreary dullness of draughty diagonals?"  
the Mate would reply.

Finally after many long months of disputation, the two shipwrecked seamen arrived at a happy compromise. They invented a new game which combined both checkers and chess. Happily for posterity, Captain von Rook placed a copy of the rules of Chesseckers in a wine bottle just before he died at the age of 73 in 1807. And miraculously, that bottle floated in the great oceans of the world for over 160 years until it finally washed ashore in Northern California.



WARRIORS

KMS TRIVIATA

## [Chesseckers]

### RULES

1. Set-up of the Game: The pieces are arranged as in normal chess. A set of checker pieces will be needed for the later stages of the game.
2. Object of the Game: Chesseckers consists of two games being played simultaneously on the same board: chess and checkers. The object of the chess game is to check-mate the opposing King; the object of the checker game is to remove all of the opponent's pieces from the black squares.
3. Every piece can move either as a normal chess piece, or if it is on a black square, as a normal checker piece.
4. Before each move, the player announces whether he is playing chess or checkers. If he is playing chess, then he makes the move in the normal, everyday chess way. If he is playing checkers, then he moves one of his pieces which is on a black square in the normal, everyday checker way. Thus, for example, a rook would be allowed to move one square along a diagonal if checkers were being played.
5. If at any time during the game one player has no pieces on any of the black squares (the squares on which the checker game is being played), and if the other player announces on his move that he is playing checkers, then the first player loses the checker game. It is therefore

[Chesseckers]

necessary to always keep at least one piece on a black square.

6. If a King is captured on a checker-move, the player who lost the king automatically loses the chess game even though the King had never been formally placed in check-mate. The safest way to avoid this catastrophe is to keep the king on an end rank, or safely parked on a red square.

7. When a player's king is placed in check, he must play chess on his next move. A player may not get out of check by moving a piece on a checker move.

8. A player may not make a checker move which places his own king in check. However, he can make a checker move which places the opponent's king in check.

9. If a piece moves into the opposite end rank of the board on a checker move, it becomes a checker-King. This event is identified in Chesseckers by placing the chess piece on top of a regular checker piece. Such a piece can move diagonally backwards as well as forwards exactly as a normal checker-King. If a piece moves into a black square on the opposite end rank on a chess move, that piece does not become a checker king. If a chess pawn moves into the opposite end rank on a checker move, it becomes a checker-king, not a chess-queen. This checker-King pawn would have to move back to the 7th rank on a checker move and re-enter the end rank on a chess move in order to become a chess queen as well.

[chesseckers]

10. If a player announces that he is playing checkers, and he has a possible checker capture on the board, he must make the capture as in normal checkers. If he does not, and the other player announces that he is playing checkers on the immediately following move, the<sup>second</sup> player has the right to remove the piece from the board that should have made the capture on the previous move.

[Chesseckers]

11. The Chess game continues until one of the kings is check-mated. At that point, all of the piece that are on the white square are removed from the board, and the checker game is played to completion. If at the end of the chess game, a player has one of his chess pieces on a black square on the opposite end rank, and that piece has not already been made into a checker king, it is also removed from the board (since there is no way that it could move in a checker game). Even when it becomes clear that a player cannot prevent his king from being mated, it is necessary to play the chess game out in order to determine the number of pieces on each side left on the black squares. The player who is fated to be mated can use the opportunity of these last few moves before the fall of his king in order to increase the number of his pieces left on the black squares.

12. A player can win one of the games and lose the other. It is an interesting historical fact that Captain Chesster von Rook, although a checkers enthusiast, typically check-mated his Czech Mate in chess while the Czech generally chomped Chesster in checkers.

VARIATIONS

I. Each player tells his opponent which game the opponent is playing before the opponent moves. There are only two restrictions: (1) A player is not allowed to tell his opponent to play the same game on more than three consecutive moves. Thus, if a player has told his opponent to play chess three times in a row, then on the forth move the opponent



## [Chesseckers]

has the choice of playing either checkers or chess. (2) When a player is in check, he has to play chess. And of course, when the chess game is finished, both players have to play checkers.

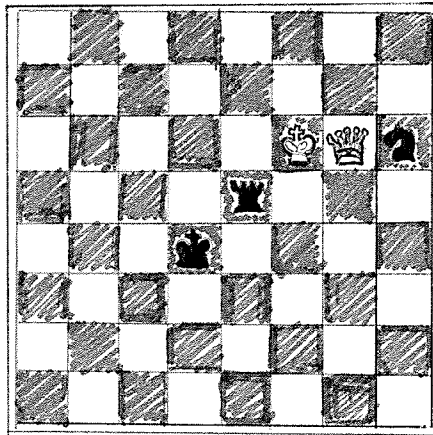
II. After the check-mate occurs, the pieces are not removed from the white squares. They stay on the board and can be used in normal fashion as chess pieces. The players continue to announce whether they are playing chess or checkers before each move. The checker game still ends when one player has no pieces left on the black squares, but this variation allows the players to use the pieces left on the white squares at the end of the chess game to influence the outcome of the checker game.

### Some Points of Strategy

The interconnection between the two games is quite different at different stages of the play. At the beginning of the game, the checker moves are particularly ~~in~~ important in opening up files, especially for the rooks. During the middle game, the checker moves are especially useful for attacking purposes. It ~~can be~~<sup>is</sup> possible, for example, by making what would be normally an unfavorable chess exchange (eg. <sup>a</sup> knight for a pawn) to set up a multiple checker capture. ~~The two pieces whose power is most increased by the capacity to make checker moves are the knight and the rook, since these two pieces would otherwise never be able to make diagonal moves.~~ In the end game, the checker moves tend to act as a hindrance, especially if there are relatively few pieces left on the board. The necessity of always keeping at least one piece on a black

## [Chesseckers]

square can act as a serious constraint for both the offence and the defense. Still, in certain circumstances, the possibility of making checker moves can create interesting check-mates. For example, the white King is check-mated in the following position since he can be taken by the black rook on a checker move:



The ~~different~~<sup>various</sup> chess pieces have their power increased to different extents by the capacity to make checker moves. The rook and the knight are <sup>the</sup> most strengthened since these two pieces would otherwise never be able to make diagonal moves. The pawns are also considerably strengthened since they can manoeuvre much more freely. The Queen, King and bishops are only slightly more strengthened in chesseckers, although the ability to capture a piece by jumping over it can be useful in some situations (especially for the king). The bishop which sits on the white squares, of course, remains completely unaffected by the checker game.

#### 4. KAMIKAZI CHESS\*

It is said that it was Marco Polo, the famous bringer of spaghetti to Italy, who first fired the imagination of Kublai Khan, the Great Emperor of the Mongolian Empire, concerning the vast wealth that lay in the country of the Japanese. The Polos — son Marco and father Nicolo — arrived at the court of the Mongol Empire in 1273 bearing messages from the Pope. Marco quickly became a great favorite of the Great Khan, and over the next seventeen years was sent on many missions throughout the realm. Based on information gathered on one such mission, Marco told Kublai that to the East there lay a land of considerable gold guarded by but a few barbarian warriors. In his diary, Marco Polo wrote:

"They [the inhabitants of Japan] have gold in the greatest abundance, but as the king does not allow it being exported, few merchants visit the country. Nor is it frequented by much shipping from other parts.

The extraordinary richness of the sovereign's palace, according to what we are told by those who have access to the place, is a wonderful sight. The entire roof is covered with a plating of gold, in the manner as we cover houses, or properly churches, with lead. The ceilings of the halls are of the same precious metal; many of the apartments have small tables of pure gold, of considerable thickness; and the windows also have golden ornaments. So vast, indeed, are the riches of the palace, that it is impossible to convey an idea of them.\*\*\*

"So great was the wealth of this island," Marco Polo recounts, "that a desire was excited in the breast of the Great Khan, Kublai, now reigning, to make the conquest of it and to annex it to his dominions." The first invasion was launched in the mid-1270s, but because of foul weather and the fierce

\* The information for this account of the origins of "kamikaze" comes from The Rise and Fall of the Japanese Empire, by David H. James, New York: \*\* The Travels of Marco Polo, edited by Manuel Komroff (New York: Modern Library, 1953) pp. 259-260.

fighting of the Samauri defenders, the conquest was thwarted. The Great Khan was sorely annoyed. He sent an envoy to the Hojo Regent Tokimune demanding tribute to atone for the inhospitable treatment his army had received. The envoy was greeted by decapitation. The Great Khan responded to this insult by ordering a second invasion in 1281. This time he amassed an armada of 4,000 ships laden with, it is reported, some 150,000 Mongols and Koreans. The Kahn was confident that this time his foes would be subdued.

For fifty-three days the fate of the invasion was in doubt. But then the Mongol fleet was totally obliterated by a Tai-Feng (Typhoon) which came to the aid of the Japanese. England was spared the ravages of the Spanish Armada in 1588 by a fell wind which scattered the advancing vessels; the Japanese were twice blessed by the weather in their defense against the Mongols. The storm was hailed as a miracle and in time the Kami-Kaze --- the "Divine Wind" --- became a symbol to the Japanese of the protection afforded their homeland by the Gods in times of great need.

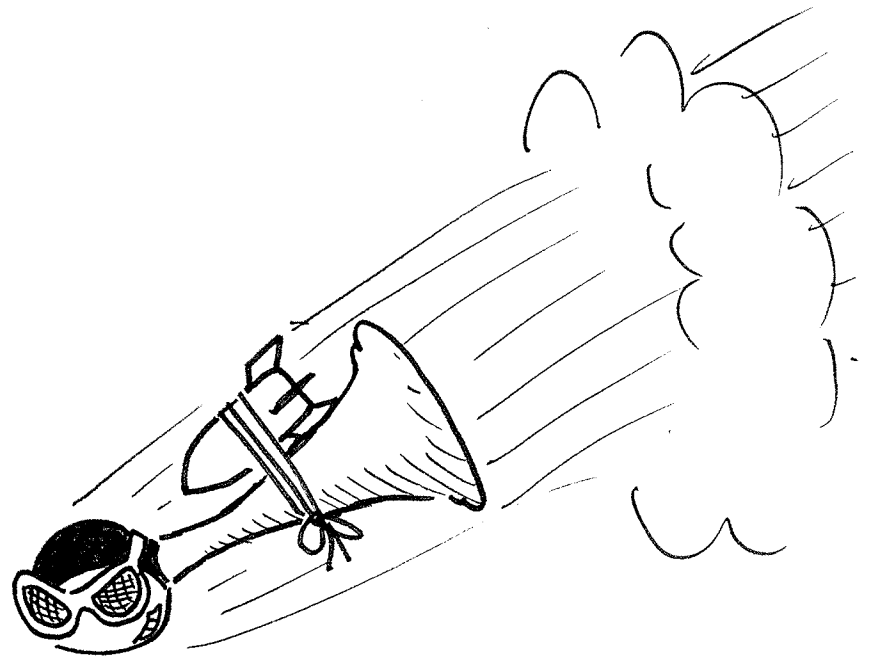
Six hundred and sixty-three years later Japan was again faced by a menacing flotilla, this time not by a fleet of small wooden ships filled with horsemen from the Gobi Desert, but by a vast Navy of American battleships and aircraft carriers. The strength of the Japanese forces had been greatly depleted during three years of intense fighting in Pacific. By the time Vice Admiral Takijiro Onishi arrived in the Philippines in late 1944 to assume command of the Japanese Fifth Base Air Force the prospects for a resurgence of Japanese power seemed dim. Onishi carefully assessed the situation, and after considerable thought, presented a bold and frightening proposal to his commanders: "In my opinion," the Vice Admiral is reported to have said, "there is only one way of channeling our meager strength into

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The MacMilliam Company, 1951, pp. 77-78. ~~The quote by Marco Polo is from The Travels of Marco Polo, edited by Manuel Komroff, New York: The Mondern Library, 1953, pp. 259-260.~~ The material and quotations concerning Kamikaze piolits come from The Rising Sun, by John Toland, New York: Random House, 1970, p.568.

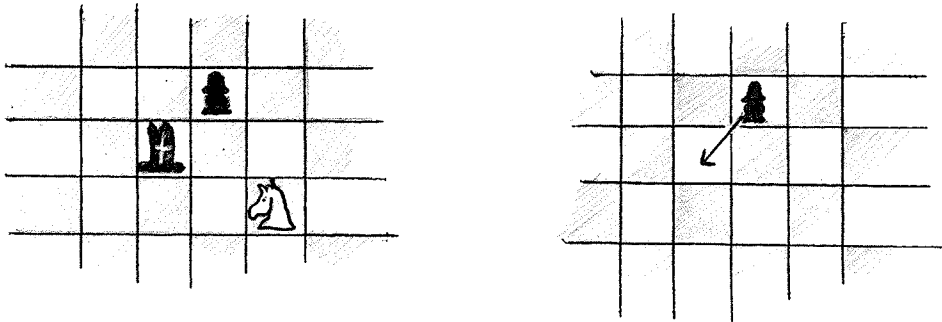
maximum efficiency, and that is to organize suicide attack units composed of Zero fighters equipped with 250-kilogram bombs, with each plane to crash-dive into an enemy carrier." His idea was greeted with enthusiasm by many pilots. One commander named Tomai reported that the eyes of many pilots "shone feverishly in the dimly lit room. Each must have been thinking of this as a chance to avenge comrades who had fallen recently in the fierce Mariannas fighting and at Palau and Yap. There was an enthusiasm that flamed naturally in the hearts of youthful men." And so, a new Divine Wind was born -- the kamikaze pilots of the last Months of the Second World War.

Now, as we approach the seven hundredth anniversary of Kublai Kahn's ill-fated invasion, a Third Occurrence of Kamikaze has come to light. This time it is not the Divine Wind that sank the Mighty Mongols nor the dedicated pilots who destroyed themselves in the vain effort to prevent the submission of Japan. Far more ominous is the Third Occurrence of Kamikaze: a species of chesspieces which self-destruct whenever they capture an opposing piece. If a pawn captures another pawn, both are removed from the board; if a bishop slays a knight, the churchman as well as the horeman must leave the battlefield. Even ~~when~~ the Queen herself <sup>(when she)</sup> brings to an end the presence of another piece on the board, must as a result absent herself from the contest. Only the Emperor is exempt from Kamikazehood and remains steadfast on the board even after felling an attacking piece.



RULES

1. Object and Set-up of the Game: The same as in normal chess.
2. Whenever a piece captures an opposing piece, the capturing piece is also removed from the board. The only exception to this rule is the King who can capture any piece without himself being eliminated from the game.
3. If a piece captures an opponent's piece which is "protected" by pawn (according to the rules of normal chess), the opponent has the right on the immediately following move to move the pawn into the vacated square. For example, if the white knight captures the black bishop in the following situation, the black pawn has the right to move into the square previously occupied by the black bishop on the next move:



(This is somewhat analogous to the en passant rule in normal chess, since the pawn is allowed to make a move based on an earlier version of the game.)

POINTS OF STRATEGY

Kamikaze chess wrecks havoc with the usual logic of chess. Every take becomes an exchange. A Queen is completely impotent as an attacking force. Her mobility is useful only in checking the king. The power of the weak pieces is enhanced even more radically than in Cannibal Chess. A bishop, for example,

can attack the Queen without having to worry about protecting itself, since the Queen would be just as thoroughly removed from the board if it took the bishop as it would if the bishop took the Queen.

Interposition of a piece becomes an extremely effective technique for protecting the King in Kamikaze Chess since the king cannot be put in check by capturing the interposed piece.

The King becomes the most effective fighting piece since it alone can unbalance the number of pieces on ~~the board~~ each side. The central strategy of the game, therefore, becomes one of coordinating the aggressive use of the King with the other pieces from the very beginning of the game, rather than hiding the king in a defensive stronghold while attacking largely with the other pieces.

#### VARIATION

On any one move in the game, a player is allowed to make a capture without having the capturing piece removed from the board. This one-time exemption from the rule of immolation is especially useful to prolong the life of a queen, or to capture an interposed piece in the end game.

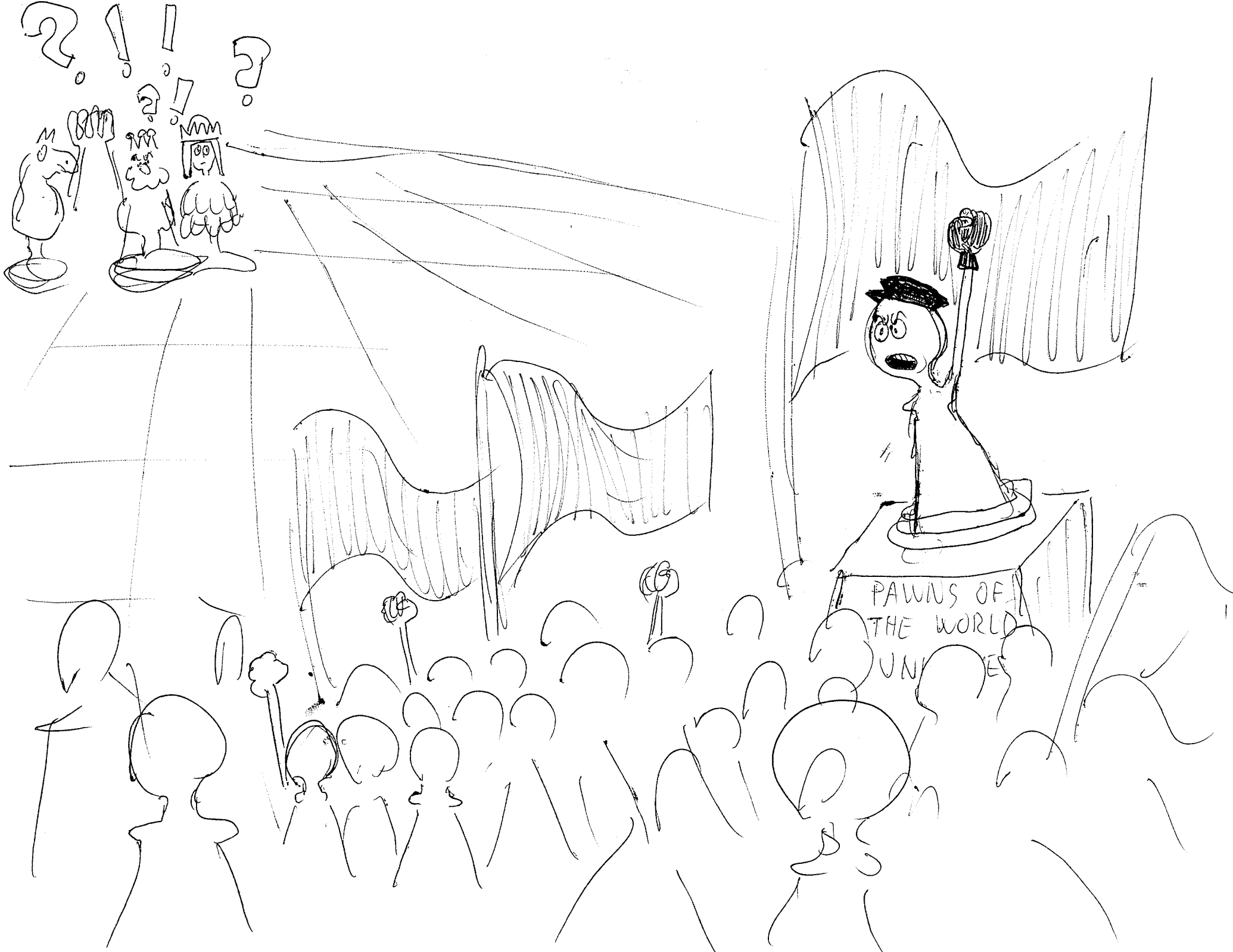


## 5. REVOLUTION CHESS

"For centuries the pawns of chess games have been mistreated. To begin with, they are always the smallest pieces. Not that there is anything necessarily bad about being small, but to always be the smallest piece in every chess set ever made is not too exciting you must admit. And then, they are always being sacrificed. Cannon fodder. What player would ever show much concern for a pawn if it could be sacrificed even to capture a lousey knight? Millions and millions of pawns have marched forth onto the checkered board to fall for their noble masters. And what I ask you have they gotten out of it? True, some few pawns have managed to become Queens, but that is small consolation for the rest. And besides, there has never been in the entire history of chess a single pawn who has managed to become King. Most pawns are born pawns, they fight as pawns and they bite the board as pawns."

This historic speech was delivered by Lenny Max, a black pawn (actually, the Black Queen's Bishop's pawn to be exact). Lenny had been brooding for a long time. Conditions were never very good on the Board, but somehow lately he had the feeling that he and his fellows were missing out on the good moves of life more than ever. So, last May 1st while standing on a central Red Square on the Big Board, Lenny made his appeal to the pawns on both sides to unite and fight together.

To Lenny's surprise, the other pawns on the Board were very receptive to his ideas. Of course, there were a few who felt that a pawn should not



## [Revolution Chess]

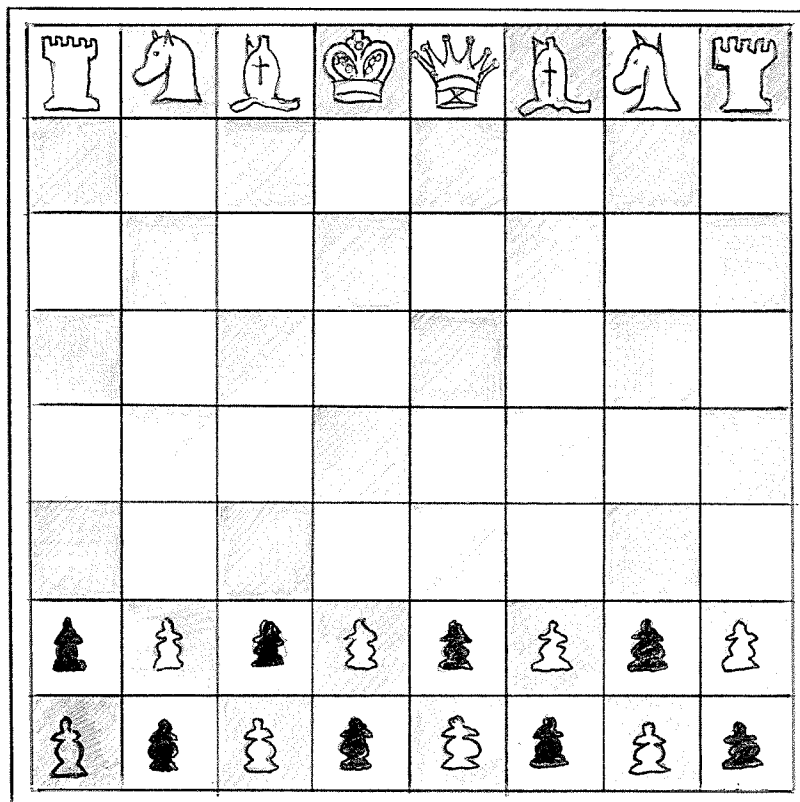
try to rise above its station in life. But even these traditionalists were eventually won over, and before long all of the pawns had agreed on a plan to take over the Board.

They knew that the struggle would be arduous. There were only sixteen pawns altogether, and in standard chess reckoning that made a total strength of only 16 points. A single side of nobility had more than twice that power. Still, Lenny and his comrades felt that they had a fighting chance if the pawns would stick together and if they could manage to infiltrate the ruling class with a pawn disguised as a rook, a bishop, a knight or a queen. Such a spy could gather vital information and at some crucial moment could rejoin the pawn army and thus throw the ruling class into panic and disarray. At last report the struggle was raging unabated and the final outcome of the Revolution still uncertain.

## [Revolution Chess]

RULES

1. Set-up of the Game: The board is arranged with two rows of pawns on one side and a single row of white elite pieces on the other:



2. The Object of the Game: The object for the pawns is to check-mate the King (i.e. seize the State); the object for the ruling class pieces is to capture all of the pawns (i.e. completely destroy the revolutionary pawn army).

3. All the pieces move exactly as in normal chess with one exception: the pawns on the back row are allowed to move to the fourth row on a single move (just as are the pawns on the front row). The back-row pawns can move to the fourth row in three different ways: they can move forward

## [Revolution Chess]

three squares on a single move; they can advance two squares on one move and one on another; or they can advance one square on their first move and two on the second.

4. If there is a stalemate, the ruling class wins. As Lenny Max put it: "Either the Noblemen rule the Board or we rule the board. Unless we destroy the king, the Revolution will fail. Stagnation means defeat."

5. The key point in the pawn revolt is the unveiling of the pawn-spy in the ranks of the ruling class. Until the time the spy is revealed, it is moved by the elite side. The elite side, of course, does not know which of its pieces is a traitor, although the Queen is always the most likely culprit. The identity of the spy can be revealed only following a pawn move, so that the elite King will have a chance to escape if the revelation places him in check. In order to clearly identify the subversive piece, it is exchanged for an identical black piece. Thus, for example, if the white Queen is the pawn-spy, it will be exchanged for a black Queen and thereafter be moved by the pawn side. The pawn side can choose any of the elite pieces to be the spy (except for the King of course), and the decision as to which piece is in fact the spy can be made at any time (it is a carefully guarded secret, kept even from the pawn pieces).

VARIATIONS

Because of the assymetries in Revolution Chess, it is impossible for the two sides to have equal chances of winning. In the above version there is probably a slight weighting in favor of the pawns. If your ideological sympathies predispose you to favor the nobility over the pawns, there are a number of modifications which shift the balance. The following variations are arranged in order of increasing strength of the ruling class forces:

- I. Eliminate rule 3 so that back row pawns can only advance two squares on the first move. Since the main strategy of the pawns is to advance as quickly as possible, eliminating rule 3 hinders their progress.
- II. When it is announced that the pawn-spy defects to the pawn side (rule 5), it becomes a pawn and moves like a pawn rather than like a noble piece. This means that if the queen defects, the pawns gain a fighting strength of only one point instead of nine, although, of course, the ruling class side still loses the use of a queen.
- III. If you really want to make the prospects of the pawns nigh on to hopeless, eliminate the pawn-spy rule (rule 5) altogether. The inability of the pawns to in any way undermine the strength of the state or divide the ruling class makes their prospects for taking over the board quite bleak.

[Revolution Chess]VARIATIONS

Because of the assymetries in Revolution Chess, it is impossible for the two sides to have equal chances of winning. In the above version there is probably a slight weighting in favor of the pawns. If your ideological sympathies are with the oppressors rather than with the oppressed, you can change the balance in favor of the nobility by eliminating rule 3 and/or rule 5. If the pawns are prohibited from infiltrating the ruling class with a spy, their prospects are indeed bleak.

POINTS OF STRATEGY

There are two basic elements in the strategy of the ruling class side:

- (1) getting a rook or a queen behind the lines of the pawns so that the pawn forces can be decimated from the rear;
- (2) preventing the queen from becoming the pawn-spy and joining the pawn forces.

The first of these goals is relatively easy to accomplish. With the sacrifice of a bishop, the noble side can usually get a rook safely into the end file of the pawns, and from there into the pawns' vulnerable back row. The real problem lies in the second point. In order to prevent the queen from defecting to the pawns, she must be constantly under surveillance by some other noble piece. The noble side has to be able to capture its own queen at any time in case it should turn out that she is the infiltrator. This severely hampers the mobility of the queen.

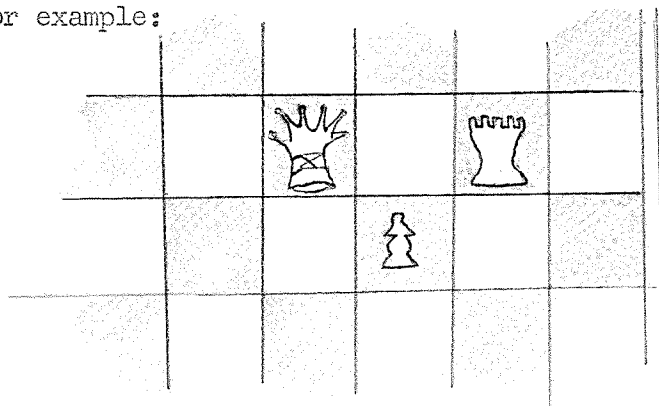
The basic strategy of the pawns is to exploit this relative immobility of the queen by advancing the pawns in such a way as to make

## [Revolution Chess]

possible her defection. There are two basic techniques by which the pawns can enable the Queen to join forces with the pawns.

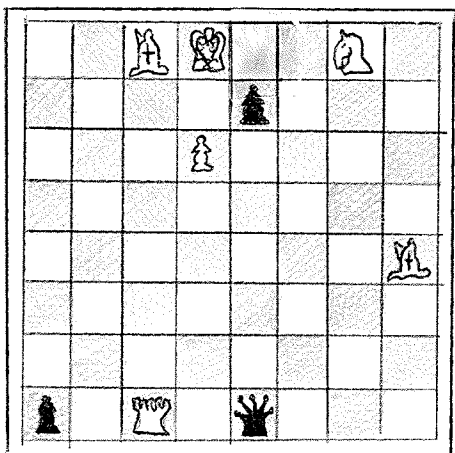
(1). The pawns can try to attack the Queen in such a way that she will lose her surveillance both if she retreats or if she captures the attacker.

For example:



If the Queen retreats, the pawn will capture the rook and declare that the queen has joined the pawn side; if the queen takes the pawn, she will no longer be guarded, and so again the pawns are free to announce her defection.

(2). The pawns can try to place the King in check. They can then with impunity announce the defection of the Queen since the King is forced to move out of check on the following move. For example:



The pawn placed the King in check and announced that the Queen has



## [Revolution Chess]

joined forces with the pawns.

One of the traps that the ruling class typically falls into is unbounded greed. Once they manage to get a rook behind the pawns' lines, the elite pieces devote all of their energy to annihilating the pawns. But they do so at their peril, since with discipline and solidarity, even a very few pawns can manage to advance far enough to threaten the King and eventually topple the state.

## 6. RABID CHESS

JOURNAL OF  
IMMUNOLOGICAL  
AND  
PSYCHONEUROENDRICONOLOGICAL  
STUDIES

VOL. XXVI, NO. 3

pp. 348-351

"The Effects of Kiepiplayintropin on Chessmen"

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Abstract

It has always been thought that the game of Chess constitutes a symbolic representation of warfare. This view has been forcefully expressed by Kennedy (1869), Gersh (1951) and most recently by the eminent ologist Peskin (1973). A careful examination of nearly 6000 chessmen following their removal from the chess board indicates that the warfare hypothesis must be rejected. Only three of the chess pieces displayed any wounds which could possibly be interpreted as resulting from combat. Autopsies on the pieces, however, revealed serious vascular disorders which suggest that the demise of the pieces was due to disease rather than to battle. Treatment of the chesspieces with kiepiplayintropin (KPT) prior to their engagement on the chess board appears to prolong life considerably after exposure to the disease. A reapplication of KPT immediately following contact with a disease carrier seems to counteract completely the effects of the disease.

The prevailing view that Chess is a symbolic form of warfare has rarely been challenged. Woodring (1970), in a rarely examined study, has suggested that

[ Rabid chess ]

the demise of chess pieces could be reinterpreted as a complex form of rapid aging involving a collapse of nuclear replication. Zucker (1969), in a study of checkers, has advanced the hypothesis that the pieces do not really "die" in any normal sense, but rather than they hibernate according to a pattern of erratic-circadian rhythms. In this paper we will argue that both of these hypotheses are unnecessarily complex and that the classic theory of chess-as-war should be replaced with theory of chess-as-disease.

#### METHOD

The research design consisted of two phases, one in which the etiology of chess piece mortality was determined, and a second in which a potential treatment for curing chess pieces is examined.

Phase I. 5988 standard chess pieces were included in the study. 3024 of these were black pieces, while 2964 were white. All of the pieces had been removed from chess boards during the course of normal chess games. As a result, no kings were included in the sample. The pieces averaged 18 grams in weight. 64% had glossy finish, 26% had dull finish and 10% could not be classified. The results, however, did not vary in any discernable way with the finish of the pieces. 65% of the pieces were pawns, the rest being a relatively proportional representation of the noble pieces. The pieces had been removed from the boards in the course of 37 chess games, 24 of which were played by amateurs and 13 by chess masters.

The 5988 pieces were first carefully examined for indications of physical damage which could be attributed to their encounter on the chess game. The detailed method of Rand and Rand (1966) was followed. After the completion of the physical diagnosis, a thorough autopsy was performed on each piece to inspect for internal abnormalities using the techniques described by Rusak<sup>(1968)</sup> and elaborated by Fleming (1970).

Phase II. The pieces of a standard chess set were thoroughly infused by 10 mg of

## [ Rabid Chess ]

KPT prior to the beginning of a chess game. Their behavior, particularly following contact with opposing pieces, was then carefully observed and recorded using the procedure outlined by Martin and Bea (1947). Following contact with any opposing piece, half of the pieces were re-treated with KPT, and again, the subsequent fate of the pieces was recorded.

RESULTS

Phase I. Table 1 indicates the results of the physical examinations and autopsies. Sketches of the three pieces with discernable physical damage appear in Figure 1. In each of these three cases it seems reasonable to

|  | Significant<br>physical<br>damage | significant<br>vascular<br>abnormalities | hernias |
|--|-----------------------------------|--|---------|
| number of chess<br>pieces displaying<br>the condition        | 3                                 | 5988                                     | 0       |
| number of pieces<br>which do NOT<br>display the<br>condition | 5985                              | 0  | 5988    |

Table 1.  
Results of Physical Examinations and  
Autopsies

assume that the damage was the result of the piece being dropped, although the hypothesis of occasional, but rare, combat mortality on the chess board cannot be categorically ruled out. The vast majority of pieces, however, were clearly victims of Massive Instantaneous Vascular Solidification (MIVS) resulting from their close contact with some opposing chess piece. It is presumed that all pieces are carriers of the disease but that they are adversely affected by it only when they come in direct contact with an opponent. The only

## [ Rabid Chess ]

exception to this rules appears to be pawns who, on rare occasions, can contract the disease from another pawn en passant.

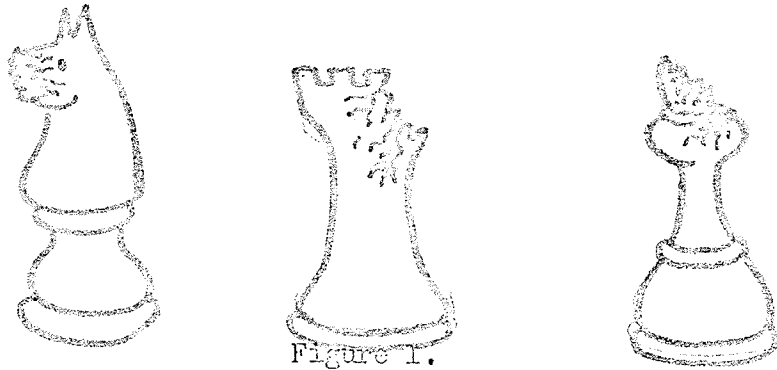
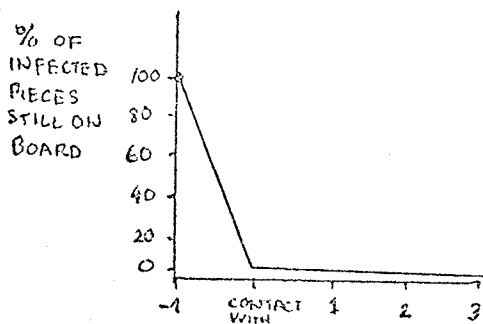


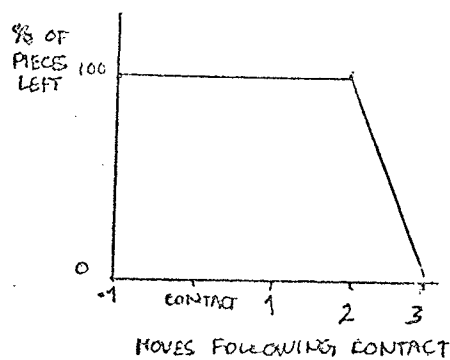
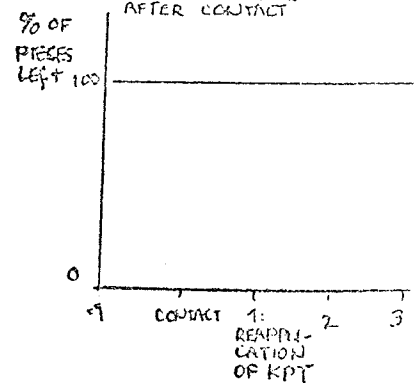
Figure 1.

## The Three Physically Damaged Pieces

Phase II. Figure 2 indicates the effect of MIVS on pieces which have not been treated with KPT. Figure 3 shows that their longevity is increased for a total of three moves if they were treated with KPT prior to the beginning of the game. Figure 4 shows that the pieces are totally cured of the disease if they are treated with KPT within one move of their original infection with MIVS.

FIGURE 2  
UNTREATED WITH KPT

MOVES FOLLOWING CONTACT  
[MOVES ARE COUNTED AT THE END OF PLAYER'S TURN]

FIGURE 3  
TREATED WITH KPTFIGURE 4  
TREATED WITH KPT  
AND RETREATED  
AFTER CONTACTConclusion

While it is still an open question whether or not chess pieces are ever removed from the board as a result of physical assault, there can no longer be any question

## [Rabid Chess]

that most pieces are eliminated because of acute attacks of massive instantaneous vascular solidification. In most pieces the extent of MIVS was so extreme that all vascular structures had been ~~totally~~<sup>ely</sup> obliterated with the result that the pieces appeared to be completely solid. KPT has proven to be an effective form of therapy, especially if reapplied immediately following the contact with the disease.

However, there are indications that Kiepiimplayintropin has some very serious side-effects. Pieces affected by the disease appear to behave in<sup>a</sup>/wild and erratic manner, often wrecking havoc with opposing pieces before they finally expire. In many ways, a chess piece treated with KPT and exposed to MIVS behaves like a<sup>rabid</sup>/beast. ~~As in the case of~~ rabies, the disease is uncontrollable unless treatment is immediately administered to the victim. If this treatment is not forthcoming, the only hope of defending oneself against an attacking, "rabid" chessman is to try to give it a second dose of MIVS. In spite of the temporary protection afforded by KPT, a second exposure always proves fatal.



[ Rabid Chess]

1. The object and set-up of the game are the same as in normal chess.
  
2. When a piece is "captured" according to the rules of normal chess, it is NOT removed from the board. The piece is merely infected with a disease and can continue playing for another three turns. Some kind of identification (such as a piece of string tied around the chess piece) should be used to indicate that the piece has been infected.
  
3. Such a diseased piece will be removed from the board three moves after its "capture" unless one of two things occurs:
  - a) If on the move immediately following the infection, the piece is "captured" by one of its own pieces, then it is cured of the disease. For example, if a white pawn is infected by a black pawn, the white pawn can be cured if on the next move another white piece should move into the same square as the diseased white pawn. When this happens, of course, the original black pawn becomes infected with the disease. There would then be three pieces on a single square of the chess board (it helps to play on a large board). If on the immediately following move, a second black piece were to move into the square, then both of the white pieces would become infected, and the black pawn, cured. This process of infection-disinfection-counterinfection can continue until the chess board square is completely filled up with pieces. On an average board, with average pieces this would be a maximum of four pieces. (To avoid misunderstanding, the limit of pieces in a square should be clearly established before the beginning of the game).
  
  - b) If a diseased piece is captured a second time by an opposing piece before three moves are up, then it is immediately removed from the board. A second contact constitutes a lethal dosage of the disease which breaks through the defenses erected by KPT.



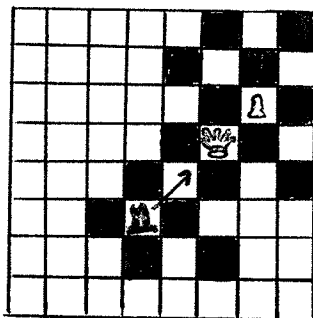
## [ Rabid Chess ]

4. A diseased piece cannot disinfect another piece as in rule 3(a). Only a healthy piece can reapply KPT to a contaminated colleague. Similarly, only a healthy piece can apply the coup de grace in rule 3(b).
5. A diseased piece cannot place a King in check. As far as the king is concerned a diseased piece does not exist. A diseased piece can, however, infect any other piece during the three moves that it has left on the board.
6. If a diseased pawn should make it to the end rank before the end of its three post-infection moves, it becomes a diseased queen for the balance of the three moves.

Some points of Strategy

The use of sacrifices becomes much more devastating in Rabid chess, since a piece can potentially take (i.e. infect) up to three other pieces after it itself has been taken. The best protection against such an eventuality is to recapture the diseased piece according to rule 3(b).

Situations which would be exchanges in normal chess assume a very different character in bubonic chess. The player who moves second in a normal-chess exchange cures his own piece of the disease. For example, in the following situation, a bishop would be exchanged for a queen in normal chess:



In rabid chess, however, the white pawn cures the queen, and so the bishop is lost without an exchange.

## Supplement:

### A Brief description of rules to other games

12/96

#### 7. Obstacle Chess

Basic rules: When a piece is taken, it remains on the board, but can no longer move. It acts as an obstacle to other pieces: they cannot pass through the square, but must stop on it before moving on.

---

#### 8. Blitz chess:

Basic rules: all of the pieces of both sides move simultaneously. Each player writes down the moves for every piece on paper and then both players reveal their moves simultaneously.

There are two kinds of moves you can write down: a normal move of a piece from one square to another, and a "support" move, in which you indicate that the strength of one piece is being used in support of the move of another. Such support moves are needed to resolve conflicts that occur with when both players each direct a piece to the same square. When this occurs, the player who amasses the greatest total strength (as measured by convention chess piece point values) wins the move. If the strength is equal, neither piece can move into the contested square.

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### 9. All-knight chess

All of the pawns can move like knights.

---

### 10. Revelation chess

The game begins with an empty board and a vertical barrier placed down the center so that each player cannot see the opposing player's side of the board. Each player then places all of the chess pieces in whatever configuration is desired on that player's half of the board. The barrier is then removed and the starting position of the pieces is revealed.

---

### 11. Camouflage Chess

I forget the rules to this one....

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### 12. Go Chess

As in the Japanese game of "Go", you begin with an empty board. Each player, in turn, either places a piece on the board until all of the pieces are positioned. You can place your pieces

anywhere on the board with one restriction: pawns cannot be placed beyond the middle of the board. Generally the king is the final piece placed on the board.

variation: you can choose to move a piece rather than place a piece.

---

### 13. Corner chess

pieces are arranged in the corners of the board rather than along the edges. The game is played on the diagonal.

---

### 14. Suicide chess

The object is to lose all of your pieces. The king has no special value (there is no check or check mate). Each player is forced to take an opponent's piece if the possibility is pointed out.

---

### 15. Kidnap chess

I forget the rules to this one as well.

PARALLEL BRIDGE

PART III

## 21. DOUBLE DECKER BRIDGE

The great bridge was called the Golden Gate. No one knew for sure why it bore that name, but according to legends handed down from generation to generation, there had once been a time when the bridge lead to a great city whose streets were paved with gold. At any rate, for as long as people could remember, the bridge had been mainly used by peasants bringing their cows to market.

One family used the bridge almost daily. Sacramento Davis and her husband, Fresno, lived in a small hut at the base of the bridge with there three children, Annaheim, Oxnard and Berkeley. They gathered mussels on the rocky shores of the Pacific Ocean near the bridge and carried them across the great span to market where the shell fish would be traded for eggs, cloth and other such things. The Davises lived a very simple life with no particular ambitions.

Berkeley Davis, the youngest of the children, was usually given the responsibility of carrying the daily haul of mussels across the Golden Gate. He would toss them into a large cloth sack, sling them over his shoulder, scramble up the steep embankment at the foot of the bridge and jauntily stroll across to the market side. Berkeley was a bit of a dreamer. Often as he would saunter across the bridge, he would muse on its forgotten past. One thing especially tickled his imagination. Why, he wondered, did the bridge have two levels? For time immemorial only the top level had been used, and many strange stories had grown up about the mysterious and seldom seen "Bottom Level." Some thought that in the Ancient Days the top level had been used for people and the bottom level for animals. Others felt that the top level was used by the poor, who would thus be exposed to ill-weather, while the bottom level was used by the

[Double Decker Bridge]

rich whose heads would thus be protected from the elements. Still others insisted that the top level was once lined with houses with trap doors which would give them access to the street below. A small number of people felt that the houses must have been on the bottom level, thus making outhouse cleaning unnecessary.

One day when Berkeley was making his mussel delivery a near-tragic event occurred. The old bridge had gone without any repair of any sort for centuries. A few holes had developed at various places in the paving, but miraculously there had never been a serious cave in. People had come to believe that the bridge had been so incredibly well constructed by the Ancients that it would last forever. But alas, there finally comes a time when the traffic of cows, goats, chickens and people eventually wears down even the mightiest of edifices. And unfortunately for him, Berkeley happened to be crossing the bridge at precisely the moment when a huge section of the upper level collapsed.

Sixty cows, fourteen chickens, nine peasants and Berkeley crashed down to the Bottom Level. Astonishingly, the injuries suffered by all but one of the chickens were slight. When Berkeley regained consciousness he looked around him and saw the unbroken expanse of the lower level before him. The cows were mooing, the chickens were skwacking and the nine peasants were scratching their heads wondering what they should do next. Berkeley sat up, looked around and began to laugh. At last, he thought to himself, I know why the Golden Gate has two levels. How clever the Ancients were! They knew that someday the top level would collapse, and so they built the second level to break our fall. But why, Berkeley thought rubbing his rather bruised head, didn't they make the cushion softer?

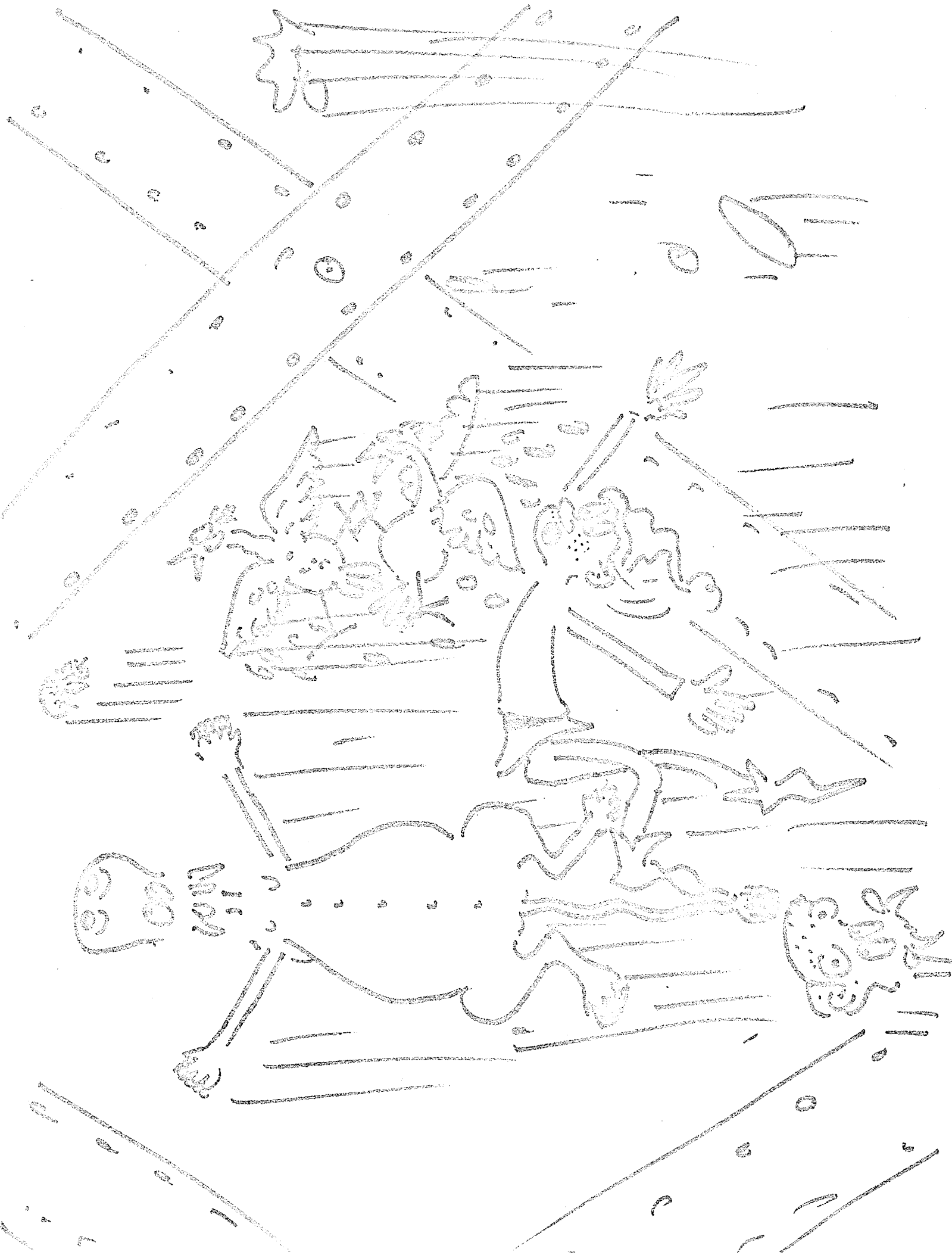
\* \* \* \* \*

In Double Decker Bridge, a second bridge hand is created in order to cushion the blow of a collapse of the first hand. The method is simple: two decks are suffled together, and 26 cards are dealt to each player in two piles of 13 cards. Each player picks up one pile and examines it. If he does not like the cards, he

[Double Decker Bridge]

can lay the pile down, and play the second one. The second pile thus serves as a back up in case the first one should prove a failure. However, with every rose there is a thorn: the ~~discarded hand must be played after the~~ second set may turn out worse than the first, and at any rate, the discarded cards must be played on the following hand .





## [Double Decker Bridge]

### RULES

1. Two decks are shuffled together. 26 cards are then dealt to each player in two piles of 13 cards each.
2. Each player picks up one of the piles. After examining the cards, the player decides whether to play the pile he has picked up or the pile he has not yet looked at. If he chooses to play the second pile, he lays down the first pile and uses the second; if he chooses to play the first pile, he may still look at the cards in the second pile.
3. After each player has decided which pile to play with, the hand is bid in normal contract bridge fashion.
4. The play proceeds exactly as in normal bridge with one exception: It can happen that two <sup>identical</sup> high cards could be played in a single trick (since two decks have been shuffled together). When this happens, the player trick is left on the table and the player who lead the first card in that trick, leads again. The winner of the second trick collects both tricks that are on the table.
5. After the first hand has been completely played, the second hand is played, bid and played in a similar fashion.

## [Double Decker Bridge]

### Points of Strategy

The charm of double decker bridge comes in the asymmetries between the first and second hands that are played. In the first hand, there is a certain amount of randomness. It is not certain how many cards there are in each suit, or which cards will be absent and which cards have duplicates in the first hand. This, of course, considerably reduces the capacity of even a good bridge player to make accurate calculations, both in the bidding and in the play. However, if a player keeps track of the cards played in the first hand, there will be no randomness in the second hand. It will be known which cards are absent, which suits are short and long and which cards have duplicates. It is therefore very important to try to remember as much about the first hand as possible in order to facilitate the second.

## 22. Bridge on the River Kwai Bridge\*

After the fall of Singapore in 1942, Colonel Nicholson, a career British career officer, and his regiment were transported by the Japanese to a Prisoner of War camp on the River Kwai. The Japanese were building a railroad from Bangkok to the Bay of Bengal in order to facilitate their invasion of India, and some 60,000 British, American, Dutch and Australian prisoners were being used throughout Burma and Siam in its construction. Immediately after their arrival at the camp the British Officers were informed by Colonel Saito, the Japanese commander, that they were to work side by side with the other ranks on the construction of a bridge over the river Kwai. Colonel Nicholson politely refused, saying that the task of a British officer was to "command their men and not to wield a pick and shovel." Besides, Colonel Nicholson added, the British soldiers would work much more efficiently under the supervision of their own officers.

Colonel Saito was furious. He hated the British, especially the British officers with their airs of gentlemanly superiority. There followed a test of will between Colonel Nicholson and Colonel Saito which lasted for several weeks. Colonel Nicholson was beaten, imprisoned, threatened with execution, bribed; but he steadfastly refused to change his position in any way. Meanwhile, the construction of the bridge was at a standstill due to the concerted efforts

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\*All quotations come from the translation by Xen Fielding of Pierre Boulle's The Bridge Over the River Kwai (Vanguard Press: New York, 1954).

by the British soldiers to work as ineffectively as possible. Saito's situation was becoming more and more tenuous since his career depended upon a successful completion of the project. So finally he capitulated and exempted Nicholson and his fellow officers from any manual labor.

Once free, Nicholson put his entire heart into the construction of the bridge. One of his subordinate officers, an engineer named Reeves, informed him that the bridge was being built at a terrible place in the River: "It's a quagmire sir. Who ever heard of heard of a railway bridge being built on shifting soil?....I'm willing to bet, sir, that the bridge will collapse the first time a train goes over it." Nicholson was shocked. This was no way for the British to build a bridge. He went to Saito, and after much argument, convinced the Japanese officer to move the construction site a mile further down the river. Reeves drew up a detailed blue-print of how the bridge should be put together so that it would be able to support the weight and strain of repeated train crossings given the limitations of the local building materials. Another officer, a former industrial executive, reorganized the division of labor of the work crews in order to maximize the efficiency of the construction process. Colonel Nicholson, on his own initiative, increased the <sup>daily</sup> quota of work for each British soldier from one cubic yard to one and a half cubic yards of earth. He wanted to be sure that the construction of the bridge was completed by the scheduled day, and anyway, he felt that hard work was good for morale. As time went on, Nicholson became more and more beguiled by his immediate task at hand and completely lost sight of the purposes for which it was to be used.

In Calcutta, a special sabotage force was organized to destroy key sections of the railway which the Japanese were constructing. Three men were parachuted into the Siamese jungle where they made contact with a group of local, anti-Japanese partisans. After careful study of the railway route

they decided that the most important target for their attack was the bridge on the River Kwai. The plan was to attach plastic explosives to the central piles of the bridge and then to blow up the bridge just as the first Japanese train crossed it.

The three British saboteurs encountered no difficulty in laying the explosives. One them/<sup>lieutenant Joyce,</sup> concealed himself in the heavy undergrowth on the bank of the river at a place where he had a clear view of the bridge so that he could set off the explosives at precisely the right moment.

Then calamity struck. For an unknown reason the water level of the river had fallen in the course of the night leaving the wire connecting the detonating device to the explosives exposed. The following morning, while waiting for the arrival of the Japanese train, Colonel Nicholson was walking on the bridge inspecting his grand creation when he noticed the exposed wire. "Colonel Saito," he declared in a lordly manner, "There's something rather odd going on. We'd better look into it more closely before the train goes across."

With Saito trailing slowly behind him, the British Colonel walked along the river bank until he came to the wire. The concealed saboteur crept out of the bushes and silently disposed of the Japanese commander. He turned to Nicholson:

"Officer! British officer, sir?" Joyce muttered. "The bridge is going up. Stand clear!"

He could not recognize his/<sup>own</sup>voice. The effort of moving his lips caused him untold labor. Yet this fellow here did not even seem to hear him!

"British Officer, sir!" he repeated in despair. "Force 316 from Calcutta. Commandos. Orders to blow up the bridge."

Colonel Nicholson at last showed some sign of life. A strange light sparkled in his eyes. He spoke in a hollow voice:

"Blow up the bridge?"

'Stand clear, sir. Here comes the train. They'll think you're in on it, too.'

The Colonel did not move.

This was no time for argument. He would have to act. The puffing of the engine could be heard quite distinctly. Joyce realized that his legs would not carry the weight of his body. On all fours he clambered up the slope back to his position in the undergrowth.

'Blow up the bridge!' the Colonel repeated.

He had not moved an inch. He had blankly watched Joyce's painful progress, as though trying to grasp the meaning of the words. Suddenly he moved and followed in his footsteps. He tore through the curtain of branches which had just closed behind him and stumbled on the hide-out with the generator, on which he at once laid his hand.

'Blow up the bridge!' the Colonel once more exclaimed.

'British officer, sir!' Joyce stammered almost plaintively, 'British officer from Calcutta, Orders...'

He did not finish the sentences. Colonel Nicholson had launched himself at him with a yell:

'Help!'

The bridge was saved from destruction.

\* \* \* \* \*

By a slight change in the rules of Contract Bridge it is possible to infuse it with some of the dilemmas of the Bridge over the River Kwai. If after every hand the partners in a bridge game are rotated, and if scores are kept/separately for each individual player, there will occur situations in which two partners will have divergent interests and become, in effect, opponents. As in the case of Colonel Nicholson, one's formal enemies become allies while one's official partner becomes an opponent. For example, suppose on a particular hand two players become partners, one of whom is vulnerable and one of whom is not. The vulnerable player will have a stake in making a game contract

[Bridge over the River Kwai Bridge]

so that he will receive the bonus points for a rubber. His nonvulnerable partner, however, will have a stake in preventing such a contract since he would receive none of these rubber bonus points. The formal position of the two players in the game forces them into a situation of nominal cooperation, but their individual circumstances may push them to undermine each others efforts.



[Bridge on the River Kwai Bridge]

RULES

1. The dealing, bidding and play procede as in normal contract bridge.
  
2. The players change partners after each hand. Every fourth hand, therefore, the players return to their original partner. [This rotation of partners also makes it possible for five people to play a single game: with five players, one player will sit out each hand. The order of sitting out should be rotated every five hands so that eventually every possible combination of partners and players sitting out will occur.]
  
3. Scoring:
  - a) After every hand is played, a separate score is recorded for each player.
  - b) Each partner receives the same number of points for each hand, either above or below the line, except in the case of bonus points.
  - c) Bonus points are given only to the player who directly earns them, both in the case of bonus points for honor cards and bonus points for rubbers.
  - d) If one player on the offensive side is vulnerable, and the contract is not made, the defending players each receive the usual vulnerable penalty points.

## [Bridge on the River Kwai Bridge]

### POINTS OF STRATEGY

The basic situation where one player is likely to try to sabotage his partner's efforts occurs when one player is vulnerable and the other is not. It might appear that since bridge requires such close cooperation between partners, it would be trivially easy for a player to throw away a hand. The problem is that it can become very costly for a player to engage to wholesale sabotage. To begin with, if one player is vulnerable and the other is not and as a result of sabotage they do not make their contract, both players will suffer equally for the vulnerable-penalty points given to the defensive side. Furthermore, if the sabotage is too gross, the defensive side would automatically double the contract, making the sabotaged contract even more costly. Therefore, the nonvulnerable player would want to have the contract defeated by only one trick and thus he is constrained from making totally outlandish bids which might precipitate a holocaust for both players. Secondly, if the vulnerable player senses that his partner is too grossly sabotaging the bidding, he can always stop bidding early in the hand and thus let the contract fall to the opposition. Finally, it is important to remember that the defensive side will never be divided in objectives. The two players will always have a common interest in preventing the contract. But in order to do this effectively, it is helpful for the two defensive players to have relatively undistorted images of each other's hands. Therefore, in the bidding, before it becomes clear which side will end up with the contract, it is important for each player to bid more or less honestly. This acts as a partial constraint on potential sabotage. Nevertheless, sabotage subtle and gross will occur in the game, and counter-sabotage as well, and it is this which gives the game the flavor of Bridge on the River Kwai.

## 24. Suspension Bridge

"Watson, come here. I have something most curious to show you."

"Yes, my dear Holmes, what is it?"

"A mystery that even my unsurpassed talents cannot unravel. What do you think this is, my dear Watson?"

"Why, it is a playing card, a three of clubs. An ordinary playing card I would say. I suppose, my dear Holmes, that you think it is a murder weapon in disguise, or perhaps the calling card of an insane Bavarian count. Ha ha ha."

"No. It is an ordinary playing card! A playing card, a playing card! That, my dear Watson, is the mystery."

"What, my dear Holmes, is the mystery?"

"That! That, my dear Watson."

"I am afraid, my dear Holmes, that you have lost me somewhere. I fail to see the mystery."

"How, my dear Watson, can a man of your education fail to see the puzzle?"

"That has always been a mystery to me. By the way, my dear Holmes, what kind of schooling did you have?"

"Elementary, my dear Watson."

"Well, my dear Holmes, tell me what this great mystery of the playing card is."

"The mystery, my dear Watson, the mystery is that this ordinary playing card, this paltry three of clubs, has wrecked total havoc with my impeccable game of bridge. I was certain, absolutely certain, my dear Watson, that my hand was void of clubs. But when I reached into it to cleverly play a trump

[Suspension Bridge]

on a club trick, there before me appeared this three."

"Come come Holmes, could not you merely have overlooked the presence of the three?"

"Me? Overlooked the three? Me? The Sherlock Holmes? My dear Watson, with my superb faculties of observation, my photographic memory and my unmatched perception? Impossible. My reputation is ruined, absolutely ruined. I have never made an error of any sort in my entire life, let alone at cards. I have become the laughing stock on London. There is nothing left for me to do but to drink this vial of poison and end it all."

"Hemlock, Sherlock?"

And so ended the illustrious career of Sherlock Holmes. Little did he realize that his fall from the pinnacles of perfection was the work of his archrival, Moriarty. In the middle of the hand of bridge, when Holmes had briefly excused himself to fetch his tobacco pouch, Moriarty had crept from beneath the table where he had been hiding, pulled a three of clubs from Holmes' partners' hand and deftly exchanged it for a three of spades from Holmes'. None of the players had Holmes' great gift of unfaltable observation, and so they mistook the intruder for the Butler. All of them, including Holmes' beguiled partner, assumed that the butler was merely dusting off the cards. By the time Holmes had returned, Moriarty had once more sequestered himself beneath the table. The rest is history.

"An ordinary playing card!" said my dear Watson looking over the body of his fallen friend. "Undone in the end by a mere three of clubs. A cheap trick indeed. Pity."

\* \* \* \* \*

The game of Suspension Bridge <sup>commemorates</sup> ~~preserves~~ the demise of Sherlock Holmes. Following the bidding each player quietly passes one card from his hand to an opponent. The players can thus somewhat improve their own hands while at the same time muddying up their opponents'.

## [Suspension Bridge]

### RULES

1. The bidding, playing and scoring are exactly the same as in normal contract bridge.

2. Following the bidding, each player passes one card to the player on his right. Several variations on the passing procedure are possible:

a) two cards can be passed instead of one.

b) one card could be passed to the right and one to the left.

c) each hand, the cards can be passed to a different player: on the first hand, to the player on the right; on the second hand, to the player on the left; and on the third hand, to one's partner; and so on.

d) the cards can be passed to one's partner instead of to an opponent.

e) the cards to be passed — either a total of four or eight — are placed in the middle of the table, shuffled, and then dealt out to the players so that they do not know who received the passed cards.