

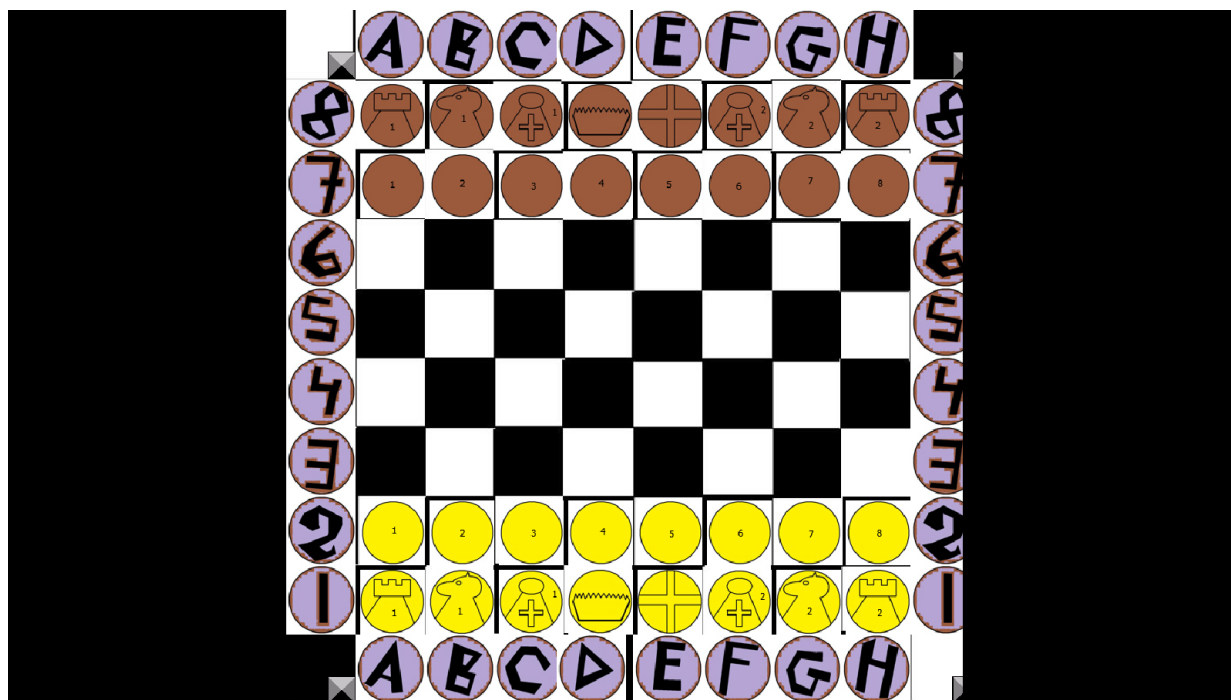
## Chess Battlefield Fun by Dr. Herman Fridsma



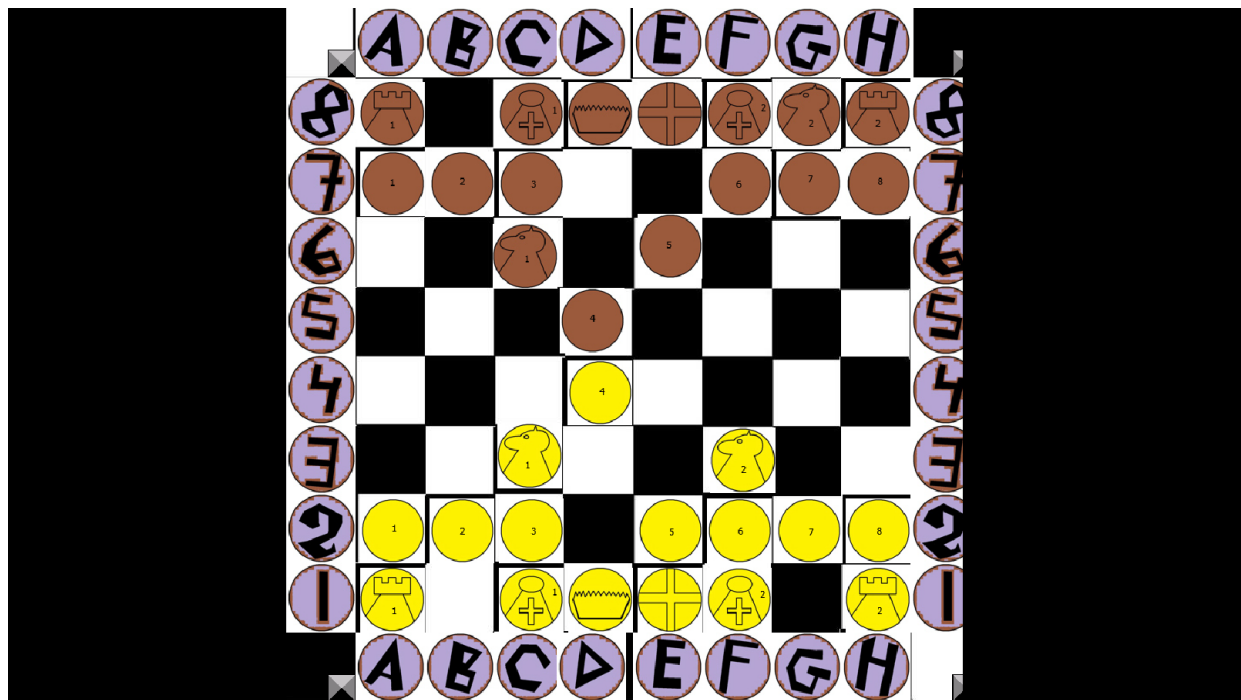
### IMPORTANT:

**THIS GAME IS SET FREE FOR THE PUBLIC BY DR. HERMAN FRIDSMA JUNE 12TH 2015 AS A FREWARE GAME WITHOUT COMMERCIAL PURPOSES. THE GAME MAY BE DOWNLOADED FOR FREE AND NOT BE ALTERED WITHOUT PERMISSION OF DR. HERMAN FRIDSMA.**

### Game pictures:



**CHESS BATTLE FIELD FUN OPENING SCREEN - DR. HERMAN FRIDSMA**



## CHESSE BATTLE FIELD FUN PLAYING SCREEN- DR. HERMAN FRIDSMA

### Chess Battlefield Fun by Dr. Herman Fridsma

#### Chess Battlefield Fun generals:

Chess Battlefield Fun is a strategy war game designed and developed by Dr. Herman Fridsma for fun while enjoying chess.

The chess Battlefield Fun is a combination of chess and gaming related to strategy and skills for young and old. Chess Battlefield is an alternative strategy game developed by Herman Fridsma in 2010.

Goal: One has to fight at real-time level strategy gaming chess in the arena of the chess battlefield chess board in order to wipe out the opponent.

#### Chess Battlefield Fun introduction:

Chess Battlefield Fun is a chess related personal strategy war game. It concerns real-time chess simulation playing and gaming fun for one to two people. One has to manoeuvre the chess playing stones at real-time level to the wanted battle positions in order to attack or for defence purposes. One needs to develop one's own gaming strategy in order to destroy the opponent by blowing up the field chess pieces and fight the enemy king. One could make one's own gaming rules or play in relation to the original chess playing rules.

One free Chess Battlefield Fun scenario could be to move the chess stones freely in the field and blow the opponent away, another scenario could be to play chess traditionally with traditional related moves or one could play a unconventional combination of both scenario's.

The Chess Battlefield is concentrated in a arena related to a chess-board with black and white fields and there are two parties namely the yellow and the brown party with animated playing stones related to traditional chess pieces. The game can be simulated by oneself or played by two persons. One had to play with the PC-mouse in combination with the PC-keyboard because many functions related to Chess Battlefield are programmed related to the computer keyboard.

One has to destroy the opposite party (the king) in order to win the game. Follow your own or the traditional chess scenario because it is up to you to decide to do what you had to do related to Chess Battlefield.

Have fun,

Herman Fridsma 2010  
[dr.herman.fridsma@gmail.com](mailto:dr.herman.fridsma@gmail.com)  
<mailto:dr.herman.fridsma@gmail.com>

#### Important:

- A game stone (piece) will be set into motion by left button mouse-clicking at them. Right mouse clicking is stop.
- A activated game stone (piece) can move in every direction depending on the way it's activated so it is important to move the stone in the wanted direction and then you must fixate it so it stands still at the desired place at the game board.
- The stones related to the brown and yellow parties have all a number corresponding with the special actions related to detonation and or promotion actions as stated in the table below. When

## Chess Battlefield fun function key F1 info and play instruction scrolling screen

### Info:

### Chess Battlefield Fun generals:

Chess Battlefield Fun is a strategy war game designed and developed by Dr. Herman Fridsma for fun while enjoying chess.

**The chess Battlefield Fun is a combination of chess and gaming related to strategy and skills for young and old. Chess Battlefield is an alternative strategy game developed by Herman Fridsma in 2010.**

**Goal: One has to fight at real-time level strategy gaming chess in the arena of the chess battlefield chess board in order to wipe out the opponent.**

**Chess Battlefield Fun introduction:**

**Chess Battlefield Fun is a chess related personal strategy war game. It concerns real-time chess simulation playing and gaming fun for one to two people. One has to manoeuvre the chess playing stones at real-time level to the wanted battle positions in order to attack or for defence purposes. One needs to develop one's own gaming strategy in order to destroy the opponent by blowing up the field chess pieces and fight the enemy king. One could make one's own gaming rules or play in relation to the original chess playing rules.**

**One free Chess Battlefield Fun scenario could be to move the chess stones freely in the field and blow the opponent away, another scenario could be to play chess traditionally with traditional related moves or one could play a unconventional combination of both scenario's.**

**The Chess Battlefield is concentrated in a arena related to a chess-board with black and white fields and there are two parties namely the yellow and the brown party with animated playing stones related to traditional chess pieces. The game can be simulated by oneself or played by two persons. One had to play with the PC-mouse in combination with the PC-keyboard because many functions related to Chess Battlefield are programmed related to the computer keyboard.**

**One has to destroy the opposite party (the king) in order to win the game. Follow your own or the traditional chess scenario because it is up to you to decide to do what you had to do related to Chess Battlefield.**

**Have fun,**

**Herman Fridsma 2010**

**dr.herman.fridsma@gmail.com**

**<mailto:dr.herman.fridsma@gmail.com>**

### **Important:**

**-A game stone (piece) will be set into motion by left button mouse-clicking at them. Right mouse clicking is stop.**

**-A activated game stone (piece) can move in every direction depending on the way it's activated so it is important to move the stone in the wanted direction and then you must fixate it so it stands still at the desired place at the game board.**

**-The stones related to the brown and yellow parties have all a number corresponding with the special actions related to detonation and or promotion actions as stated in the table below. When pressing the corresponding key the stone detonates and is gone or it promotes.**

### **Chess Battlefield Fun operating manual:**

#### **Chess Battlefield Fun PC information:**

#### **Generals:**

**Esc = end of the Chess Battlefield Fun game.**

**Function key F1 is general gaming info and instructions to end it use Esc.**

**Function key F4 is full gaming screen.**

#### **MOVEMENT OF THE CHESS PIECES:**

**Mouse: Left and right buttons clicking at the chess piece for direction and movement.**

**Keyboard: Space bar is stop.**

#### **Note related to movement:**

**The pieces can and will move in all directions so one has to guide the piece one wants to move to the rightful place which one had in mind related to the chess area at the chess board.**

**One could play chess related to free rules or under more official rules. Chess Battlefield is designed and developed by Herman Fridsma as a alternative free minded chess strategy game in which case one may use the game related to one's own rules and the options from out of the Chess Battlefield game program. The yellow party (white) starts always the game. Every party sets one chess piece at a time First party A than party B.**

#### **Basic chess rules related to traditional chess by Dr. Herman Fridsma:**

#### **Basics, the chessboard and pieces:**

**Chess has to be played by two parties or simulated by one person. One needs to play on a 64 black and white field chess board (8 horizontal by 8 vertical) and 16 chess pieces (party A) and 16 chess pieces (party B). Each party starts on the chessboard with 8 pawns at the second baseline and at the first base line from left to right Rook 1, Knight 1, Bishop 1, Queen, King, Bishop 2, Knight 2 and Rook 2. Party A (the white party) opens the game. It is important to notice that the king never stands on his own colour on the chess board (the**

**white king stands always at E1 and the black king at E8 before the game starts; this related to the official chessboard coordinates).**

**Chess movement rules briefly explained by Fridsma:**

**King:** The king may move in all directions one field at the time. An exception rule is the rookade (also known as castling) in which case if no chess pieces are in line between a king and the rook and if both chess pieces have not moved from their original place and if the tower or king is not under attack of the opponent by than the king may do a long or a short rookade. A rookade means that the king moves horizontally to the right wing (short rookade) or the left wing (long rookade) with two steps in which case the tower moves three steps horizontally over the left wing and over the king and comes on the original starting place of the queen if it is a long rookade or two steps horizontally over the king if it is a short rookade over the right wing. During the rookade the king and the involved rook moves at the same time as explained by me! A king may attack all pieces in its path if one faces no controversial attack or obstruction during the attack movement. The king may not set oneself in a check position (for example in an uninterrupted line with the opposite queen).

**Queen:** The queen may move in all directions as many fields as necessary and may attack all pieces in its path.

**Knight:** The knight may move in all directions ((two or one) forwards or backwards or aside followed by (one or two) in the other direction). The knight moves always with three fields in an L shaped movement of three fields in total. The knight is the only chess piece that may legally jump over other pieces during the three field movement. A knight may attack all pieces in its path.

**Bishop:** The bishop may move in all directions diagonally as many fields as necessary and may attack all pieces in its path.

**Rook:** The rook may move in all directions horizontally as many fields as necessary and may attack all pieces in its path.

**Pawn:** Pawns may only move forwards one step at the time only when started the pawn may go one or two steps forwards and further by one step at the time. Only when a pawn faces directly a opponent diagonal in front of the pawn the pawn may destroy that piece by a diagonal movement. A pawn may not go backwards only forwards. An en-passant movement exception: if a pawn (Pawn A) stands two steps before the pawn (horizontally) baseline of the opponent and the opponent moves a pawn (Pawn B) in a first move from the pawn baseline two steps forward in a first pawn movement and if that pawn would be set on a field horizontally in line with pawn A by than pawn A may do a side and forward step and destroy pawn B. A pawn may attack all pieces diagonally at the next field in front of the pawn in its path (only one field diagonally) the exception as explained is the en-passant movement.

**Important note towards pawns:**

A pawn that arrives on the last horizontal line of the opponent may promote automatically to a higher chess piece (mostly a queen) and has by than all the privileges related to that piece of promotion.

**Notes:**

No chess piece (with exception of the knight and the rookade situation) may jump over other pieces. A chess piece that attacks a other piece may take its place when needed and possible.

**Movement rule related to chess pieces and touching:**

**If a chess player touched a chess piece by than the player had to move that stone.**

**Other brief general basic chess rules and information:**

**Every party has to destroy the other party to enforce surrender of the king; this implies that every party has to protect their king.**

**Chess game beginning:**

**The white party always start the chess game. Every party sets one chess piece at a time First party A than party B.**

**Generals and chess game final:**

**If a king stands under attack in an uninterrupted line with an opponent's chess piece action radius we call it check and the king has to move to a other direction or has to interrupt the attack line by means of the usage of another chess piece of his own. Stale mate is a chess field situation in which case both parties have not the option of winning the game which is by multiple repeated movement displayed by both chess parties or by agreement. In case of stalemate ends the chess game. Remise is a case of mutual agreement between both chess parties in which case the chess game ends. Checkmate is a chess battlefield situation in which case a party is technically destroyed while the king could not escape out of a check attack situation. The party that faces a checkmate situation loses the game. A chess playing party may withdraw voluntarily during the chess game and loses by doing so the game. A chess playing party who gives up the game loses automatically the game. When the king falls the game is over. Games can be noted by manual records related to a chessboard X-axis (A, B, C, D, E, F, G, H) and a Y=axis (1, 2, 3, 4, 5, 6, 7, 8) in which case one notes the movement coordinates of the chess pieces (beginning and end movement related to the chessboard coordinates) and their names. Interrupted games can be finished at a other agreed time. Chess games could also be played under time control.**

**Chess piece values for personal consideration:**

**King: infinite points**

**Queen: 9 points**

**Rook: 5 points**

**Knight: 3 points**

**Bishop: 3 points**

**Pawn: 1 point**

**For more traditional chess information one could study chess books or go to a chess club or chess organisation.**

**Herman Fridsma, March 2010**

**Game information of essential Chess Battlefield Fun game functions:**

**Yellow party (White):**

**SEEN FROM LEFT TO RIGHT ON THE CHESSBOARD OF THE CHESS ARENA:**

**FRONT LINE:**

**Pawn 1: Promotion keyboard LEFT ARROW**  
**Pawn 2: Promotion keyboard RIGHT ARROW**  
**Pawn 3: Promotion keyboard UP ARROW**  
**Pawn 4: Promotion keyboard DOWN ARROW**  
**Pawn 5: Promotion keyboard letter Y**  
**Pawn 6: Promotion keyboard letter Z**  
**Pawn 7: Promotion keyboard digit 9**  
**Pawn 8: Promotion keyboard digit 0**

**detonation keyboard digit 1**  
**detonation keyboard digit 2**  
**detonation keyboard digit 3**  
**detonation keyboard digit 4**  
**detonation keyboard digit 5**  
**detonation keyboard digit 6**  
**detonation keyboard digit 7**  
**detonation keyboard digit 8**

**BASE LINE:**

**Rook 1: detonation keyboard letter Q**  
**Knight 1: detonation keyboard letter R**  
**Bishop 1: detonation keyboard letter S**  
**Queen: detonation keyboard letter T**  
**King: detonation keyboard letter U**  
**Bishop 2: detonation keyboard letter V**  
**Knight 2: detonation keyboard letter W**  
**Rook 2: detonation keyboard letter X**

**Brown party (Black):**

**SEEN FROM LEFT TO RIGHT ON THE CHESSBOARD OF THE CHESS ARENA**

**FRONT LINE:**

**Pawn 1: Promotion keyboard FUNCTION KEY F2**  
**Pawn 2: Promotion keyboard FUNCTION KEY F3**  
**Pawn 3: Promotion keyboard FUNCTION KEY F7**  
**Pawn 4: Promotion keyboard FUNCTION KEY F8**  
**Pawn 5: Promotion keyboard FUNCTION KEY F10**  
**Pawn 6: Promotion keyboard ENTER**  
**Pawn 7: Promotion keyboard PAGE UP**  
**Pawn 8: Promotion keyboard PAGE DOWN**

**detonation keyboard letter A**  
**detonation keyboard letter B**  
**detonation keyboard letter C**  
**detonation keyboard letter D**  
**detonation keyboard letter E**  
**detonation keyboard letter F**  
**detonation keyboard letter G**  
**detonation keyboard letter H**

**BASE LINE:**

**Rook 1: detonation keyboard letter I**

**Knight 1: detonation keyboard letter J**  
**Bishop 1: detonation keyboard letter K**  
**Queen: detonation keyboard letter L**  
**King: detonation keyboard letter M**  
**Bishop 2: detonation keyboard letter N**  
**Knight 2: detonation keyboard letter O**  
**Rook 2: detonation keyboard letter P**

**Chess Battlefield Fun is designed, developed and produced by Herman Fridsma, March 2010.**

**Have fun,**

**Herman Fridsma, Netherlands**

**Reactions:**

**NMG:**

**Dr. Herman Fridsma, Netherlands**

**E-mail address: [dr.herman.fridsma@gmail.com](mailto:dr.herman.fridsma@gmail.com)**

**<<mailto:dr.herman.fridsma@gmail.com>>**

**Nothing in the game or its attachments or text may be altered without permission of the author and program developer Dr. Herman Fridsma.**

**CopyRight:**

**Dr Herman Fridsma, Netherlands**