

Chess  
by  
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Now, I don't claim to be an expert on chess. I don't know all the rules and at the moment, I have no desire to learn them. Doing so would bore the hell out of me and it would be a weird use of time for someone who wrote a book that repeatedly questions if you can lose a game in one move. You could say I really suck at it. I'm abnormally bad in fact and if you saw me play, you would wonder if I was all there. THAT'S bad. On the plus side, I do mostly know how the pieces move, saving me from complete embarrassment, just not why. Why for example are queens so manoeuvrable? Does Queen Elizabeth know sick ninja moves, and can she backflip all over the place? Can she run as fast as lightning? Can she easily take on knights in armour, carrying swords? If so, I'd love to see it. THAT would make chess fun. I'd also like to see her take on a bishop. It sounds like a fairer battle, but apparently not. I'd even like to see her batter a castle with a walking stick or whatever. I'd certainly love to see her destroy one by hand alone in an instant. Personally I would have thought knights would be most lethal of the pieces and I wouldn't expect buildings to move at all. Certainly not all over the place, as fast as royalty apparently can. How is chess a game of strategy really?

None of that perplexing business has stopped me 'playing' the game, however. Interestingly, I'm 100% sure I've pioneered my own unique method in fact, but it's not the kind of thing you may be expecting. Rather than me wanting to be a world champion, I have been conducting my own social experiments. A question I thought to myself was 'how would people react if I acted like a complete bellend and just moved my pieces randomly?' Here's where things get interesting - Some people get annoyed, some people get very angry, some people quit and some people let me win the game in some kind of weird protest. (And doing so DRASTICALLY reduces their online ranking. Their choice). A small minority of people, most likely with mental health problems seem to express amusement. It seems things are far from straightforward. What I do know is my online name 'Esoteric Chess Moves' strikes fear into all my opponents. 'What will he do? Why is he doing it? Why doesn't he just act normal?' Of course fear alone doesn't give me any advantage YET, everyone still completely destroys me, (again unless they get tired) but what if I learnt the rules and took everyone off guard and won? That could happen! If I tried, anyway.

Here's another thing I don't understand - How does checking your mates make you a winner? Kind and caring perhaps, but not really clever as you apparently have to be. Making things more confusing, some chess grand masters are known for being complete assholes. Yet they check their mates. I just don't know what I'm supposed to think. And why does your friend being stale mean you draw? Mental royalty, hyperactive buildings, smelly friends, again, what is this game about really? To conclude, apparently there are millions of millions of chess combinations possible in just the first few moves, but so what? It doesn't mean anything. It doesn't teach you to strategise better.

Did the kings and generals of the past think to themselves 'what we need to do to defeat the enemy is move our castles to the end of the battle ground, then make the bishops travel diagonally, then get the queen to devastate the knights? I mean play the game if you WANT, but I prefer games like Age of Empires. At least that isn't mental. Byeeee!