

... STRATEQxCHES2.0: A SIMULATION OF THE DIALECTIC OF EVERY CONFLICT...

'Je commandais donc une armée, général sans peur de l'armée des rêves ...'

'Chess is the art of war without the charnel houses, it is the resurrection of the dead, fallen on the field of honour, the perpetual hope of those condemned to be checkmated when the pieces whirl around the chessboard, the supremacy of intelligence over force, the Culture of the Intellect ... a friend, a partner, an adversary, an enemy is required'. (delete as appropriate)

(freely adapted from Francis Szpiner).

A.) ENTER THE STAGE: The '*Classic*' games involving pieces laid out on game boards (Kriegspiels, Risk, Stratego, Go, etc.), as well as Chess, imbued with a tournament atmosphere, for example, entail that the game set-up already forms part of the ludic challenge...

In the '**Strateq & Historychess2.0**' Project this step acquires its significance by virtue of the game's **SPACE** (a theoretical continent / whichever particular famous battle), through the game's **TIME**, a key factor which has been carefully integrated into the design: the combat takes place between 2 opponents who challenge each other in one of three given modes: either '**Blitz**' with Chessclock, or '**Stratequian-Historymode**' with a sand timer...or even freestyle in actual military campaigns which have been retraced.

Then there is its **RHYTHM**: '**Regimental-multimove**' (Single-X/Duo-XX/Trio/Quattro)', governed by lines of communication which ensure the 'Chain of Command' as well as Arsenal Logistics... Finally, going beyond the 'Pré-carré' of 8x8 squares, the game's **DIMENSIONS** allow games to be played in Teams.

B.) THE SET UP: A key moment in the game of StrateqXchess, the only one in which chance is involved when the **XII City-States** are randomly drawn:

[A]griculture/[E]nergy/[I]ndustry/Techn[O]logy/[U]niversity/Cap[Y]tal).

(The concept nonetheless remains a 'perfect information' one between 2 Forces confronting each other in a duel.)

The random positioning of '**[M]ountains & [R]ivers**' concludes this '**GEOGRAPHICAL PHASE**', strictly speaking, which leads out to the following phases, termed '**BARRACKING**' (or the positioning of the pieces, lined up so that the points calculations can be made), and, a vital one, '**DIPLOMATIC**'.

It is then that the Nations confront one another, weighing up the stakes according to their topography, their specific riches and shortcomings.

Paradoxically, the best game of STRATEQ is without a doubt the one in which the opponents, respectively possessing wealthy nations, decide to '*Jouer la Paix*' (*Opt for Peace*)...

Otherwise, as in the 'Noble-Game' ('Noble-Jeu'), they shake hands and let the hostilities commence!

C.) BEGINNING of the CAMPAIGN: Activating their forces to occupy the terrain, making secure the City-States which are too exposed ('strengthen the redoubts'), & through '**Regimental-Deployment**', preparing the major offensives and resistance phases which unfold...

D.) GAME ENVIRONMENT: As in Chess, but on an upgraded scale, the '**Clash of the Armies**' then takes place, taking the form of reasoned out or reckless attacks, breakthroughs, feints and side-steps. It is especially at this moment of the Game that the weight of '**Deferred Logistics**' will tell in the outcome of the conflict (i.e. the transfer of resources from the **XII City-States-Arsenals** to combating forces on manoeuvres).

Without [A]griculture City-States, you lose men [P+C], who will be withdrawn from the game; Equally, without [E]nergy, your cavalry, light [K] + heavy [T], is gradually immobilised;

The same goes if [I]ndustry is lacking; no artillery [B];

No Techn[O]logy: the air force [Q+H] loses some of its operating range;

Without a [U]niversity... no operational 'Absolute weapon';

Finally, the opponents' Cap[Y]tal is the end objective - with the goal of reaching the [Z] mobile Flag.

E.) END OF THE CONFLICT: As is the case in the 64 square chess game, but here *following the example of Real War*, it comes down to three possibilities: a crushing '**Victory**' by surrender, a '**Cease Fire**' through the exhaustion of the forces in action, or an '**Armistice**' through the joint decision of the belligerent parties.

IN CONCLUSION: Situated at the intersection of Diplomacy, Polemology & the numerous cases of warfare situations which have marked out history, there is a very strong likelihood that our '**Rational-War-Game**' concept will, in the future, generate a very fruitful literature, transcending that related to the game of chess...