

# Chess - Shatranj

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## Dhyut: ShatRanj or ShadYantram ShortGuide

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# ShadYantram or SixSystems of Conspiracy

## Release

**1.01**

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### Revision History

2012-12-22

- Initial release of this guide.

2012-12-29

- Corrected Spelling/Typo errors and grammatical errors
- Some of the sentences were copied which made other statements ambiguous. Corrected these statements.

### Abstract

This guide describes very short information of how to play the Real Version of Ancient Chess slightly adapted to current Chess (as per all the notes gathered).

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## Introduction

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# Royal Chess

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### ***Introduction***

The game of Chess, originally Shatrang/Chaturang had been in many flavors in Ancient Bharat (India). It was popular only amongst ROYAL members and Elite Executives.

It is said that Lord ChitraGupt designed this game known as 33 Koti, for students in Samveda

Ashram system. He used to play with Yamraj as initial 33 Koti Shatranj, where 33 Pieces of each group were placed in some fashion used in 10x10 blocks of Shatranj. Once anyone of the Indra conquers the other side CASTLE, it became Indrajit. This game is obsolete and who-knows how it is played and even how these pieces are put together.

**33 koti is essence of Brahm and beyond our discussion here.**

There are so many variants of chess that people will start calling this as another variant of chess with complicated steps. The objective of this short and incomplete guide is to make sure that the chess is played keeping all the aspects in MIND and how WAR is fought with obstructions, agreements, responsibility and with minimal damage to the property and people.

CHESS has been very badly changing its course due to unethical and non-reliable FIDE and other dominant bodies. Most of the players are in limelight just because of Chess as their primary source of FAME (Advertisements and other endorsements are Primary Source of Income nowadays). These players focus on keep a dedicated team which does research and analysis of opponents' strategies and how they fit into any specific format of the game.

Great Chess-Players like Capablanca tried his best to come nearer to ancient chess. It seems that someone from INDIA who had some notes shared these notes with him. Other experimental version like **Fischer Random Chess** again focuses on out-of-the-box thinking process of the players.

There are so many useless terminologies added in FIDE's version of Chess. Like

- Pawn/Soldiers (Pyada) Promoted as Queen (Changing its Gender).
- Queen is more powerful than KING. Infact, KING and Queens are at par with each other and enjoy the same power. However, one may have sometime slight advantage or extra authority over the other, in specific scenarios or circumstances.
- Rook is CASTLING with KING, and Catch is that there is no such CASTLE present. People argue that this is protection and CASTLING is a synonym for this action.
- In Modern chess, draw happens when players shake-hands and agree verbally. But in reality, it happens when message is conveyed within the Board Game\*.

War is clash of two conflicting MINDs and even due to differences and confusions.

Ramayan and Mahabharat are two great epics of Ancient Bharat, were intentionally written down in form of poems; so that people in years to come may get to know about the History and learn something from all the incidents and Dharma's triumph over ADharma. These two epics are of major importance and considered as landmarks in today's Indian Culture; even though these epics were gradually heavily adulterated till some centuries. Chess which initially named as ShadYantram, was invented keeping the same thing in mind - help budding executives and officials to learn the importance of everyone in difficult situations of WAR. Like the two great epics which we discussed in the beginning of this para, Shadyantram was also was subjected to so many changes and heavily adulterated and lost its relevance.

**After great war of Mahabharat, there was bloody scars remained on the Indian-Sub continent for millenniums and people started hating Shatranj. The word Shadyantra which meant 6 systems became synonym of conspiracy. Even as of now people call Shadyantra as conspiracy.**

The 10X10 Board had no colors but still followed some basic rules so that players could learn new things on each and every steps taken. Now Chess is mere a game of calculations which decides the fate of any player if they have very good start as per the book.

There is little scope left to URGE international community to use the INDIAN Style of placing and moving the pieces on board; For example, how Senapati (Fictitious Queen in FIDE's Chess) used to move.

End Objective of this document is to make people familiar with the older format of chess in new flavor though keeping its GIST intact. I hope experts will drill-down more on this format of Chess. Whatever notes could be gathered through all the available mediums, have helped to make this short-guide.

Layout of Board is 100% accurate. However, rules have been slightly customized and then standardized as per current FIDE's platform to make sure people can play 8x8 or 10x10 version of CHESS.

***In WAR, there are so many strategies involved, like some Units of ARMY fighting in different war-front may be in Cease-Fire with some other Unit of Opponent's Army due to some circumstances or pressures from other factors.***

## **Getting Started**

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# **Royal Chess**

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## **Getting Started**

The ShatRanj is played in two flavors:

1. Dharma (where both sides follow Dharma)
2. ADharma (Where one or both Side follow ADharma)

Scope of ADharma style of rules are beyond this short-guide, which is not covered here. It is said that **Shakuni** in Mahabharat times, forged the rules and played with Pandavas. Mahabharat was since then modified and too-much changes were made that it lost its original face.

In 3 millenniums later, Chanakya (Kautilya) wrote an excellent book on ArthShashtra which also covers the same concept of how WAR is played. However, Chanakya went many miles ahead and covered other aspects of Modern WAR including ADharma as well due to the then corrupt regions and communities. This is again subjected to further research and not in the scope of this document.

***This Dhyut (Shatranj/Chess) is Based on Notes and how war is fought but still respecting the Rules and complying with the Regulations.***

## About All Elements in Chess - Shatranj

In classical WAR and Empireship, there are 6 essential Royal-Elements to control the Empire. Every System-Element (Yantra) had its own role in decisions and controls in managing the resources and economy in and out of Empire.

Let's discuss all these elements as per Modern Chess. Currently, these 100 Blocks are confined to 64 blocks, but extending chess board to 100 blocks would still not lose the flavor of current version of chess.

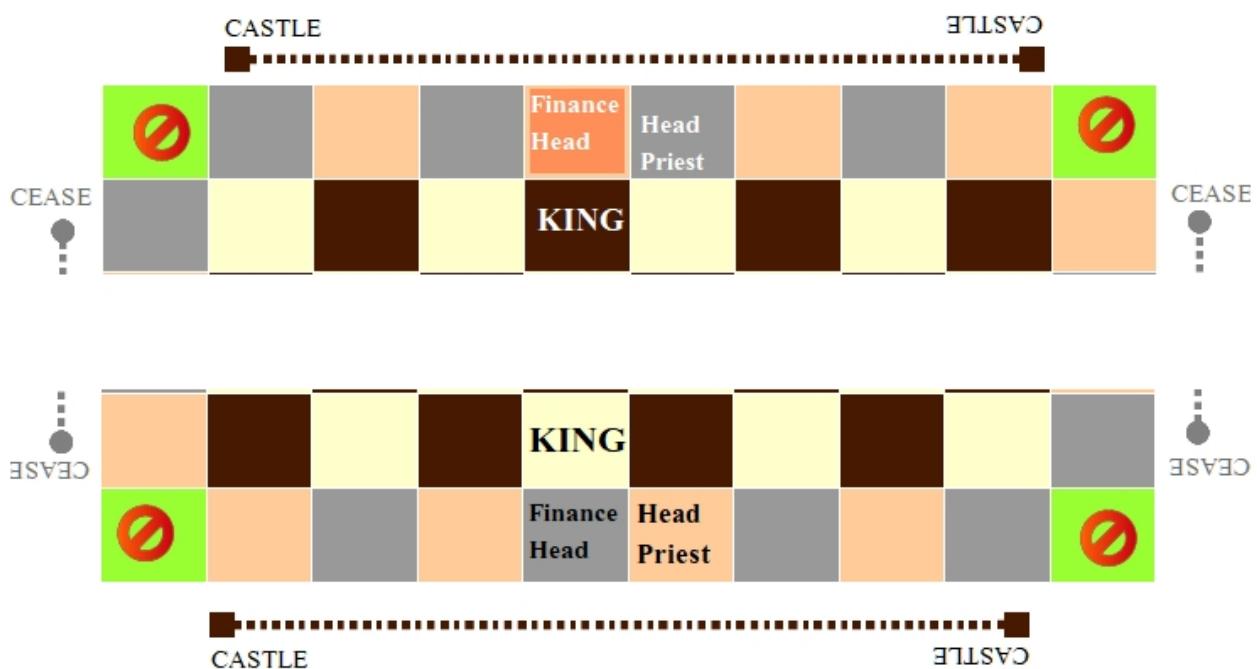
So extend the BOARD to 100 Blocks and Enjoy the game.

### Owner of the Empire

#### 1.1 Head of Empire = (KING or the QUEEN)

## KING

**KING** the protector of Empire, Dharma and responsible for proper functioning of the Empire. He/She respects ArthShastri and Priests (RajRishi).



The KING or Queen is Supreme in the Empire. They are powerful but they to contain themselves in a circle of security within the CASTLE, PEACE, and WAR. It does not matter how powerful the Empire or its Army is!. King is Rajendra (Raj means Royal, Indra means Controller). The KING may control smaller States ruled by Nripah, latter having similar responsibilities as that of the KING but limited to smaller States.

The KING believes the **Head of Priests (RajRishi)** and **FINANCIAL Advisor**. **FINANCIAL Advisor** is the most important entity for any specific EMPIRE to thrive. Financial Advisor enjoys the same benefits as that of KING/Queen.

The KING can select the **ArthShashtri** as its successor which is always recommended, else can select the **YuvaRaj (Prince)** as natural heir; or **Queen** in case of Emergency(when King dies).

## Scope of KING

**King (Rajendra)** is the Supreme entity in Empire.

### 1. Salient Features:

- Only one **KING (RajEndra)** exists at the Kingdom Level.
- In case of conflict or war, **KING (RajEndra) is Mortal**; can be Martyred; or Trapped; or Surrendered.
- **KING (RajEndra)** can roam anywhere in War. In case it goes to Cease-Fire Zone, it means - Surrender.
- **KING (RajEndra)** can move from 1st position to 8th Position within Kings Secret Palace.
- **KING (RajEndra)** can swap its position with **ArthShastri** in case of keeping himself in Stealth. **Only Once**.
- **KING (RajEndra)** has no impact on **Opponent RajRishi and Vice-Versa**.
- **Opponent ArthShastri** has no impact on **KING (RajEndra)**.
- **KING (RajEndra)** can enter No-Mans Zone means - **Suicide**.
- **KING (RajEndra)** can **SWAP only once in a life-time**, but **Head of Priests (RajRishi)** must be present in WAR-Zone.
- **KING (RajEndra)** can enter into his own CASTLE only One-Time ; either through **CASTLE-Switching or self-driven**. In any of these two cases CASTLING chance gets lost and **KING loses his RAJDand**. If **ArthShastri** moves to his/her CASTLE n times, CASTLING chance is still there provided that KING has not moved to CASTLE on his own.

### 2. Exception:

- **KING (RajEndra)** can enter Opponent's CASTLE only, if WAR is managed by **ArthShastri** and **Head of Priests (RajRishi)**. When this happens, **KING Wins**.
- **KING (RajEndra)** can kill opponent **ArthShastri**.
- **Head of Priests (RajRishi)** when sitting on "No-Man's Block", cannot control anyone because No Man's Land means "No Power". Only one step is allowed out of it in any direction. For example:
  - Can move from No-Man's Block to the one step diagonal War-Zone.
  - Can move from No-Man's Block to one neighbor Above and below in the "Cease-Fire Zone" block.
  - Can move from No-Man's Block to one neighbor Left or Right to the King's Secret Palace.
- **Head of Priests (RajRishi)** when sitting on "Kings Secret Palace", cannot control anyone; and can move only one step out of it in any direction. For example:
  - Can move from Kings Secret Palace to one neighbor Left or Right to the No-Man's Block.
  - Can move from Kings Secret Palace to one neighbor diagonal to the "Cease-Fire Zone" block.
- **Head of Priests (RajRishi)** when sitting on any block on "Cease-Fire Zone", cannot control anyone outside this zone; and can move only one step out of it in any direction. For example:
  - Can move from "Cease-Fire Zone" block to one neighbor Left or Right to the No-Man's Block.
  - Can move from "Cease-Fire Zone" block to one neighbor diagonal to the Kings Secret Palace.
  - Cannot move within "Cease-Fire Zone" but can influence or Control neighbors in this zone only.
- **Head of Priests (RajRishi)** when sitting on 1st block of "Cease-Fire Zone" can neither control "No-Man's Block" nor blocks on WAR-Zone.
- **Head of Priests (RajRishi)** when sitting on any WAR-Zone block adjacent to "Cease-Fire Zone" can neither control "No-Man's Block" nor blocks on Cease-Fire Zone.

- **Head of Priests (RajRishi)** when sitting on any block of "Cease-Fire Zone" can control one neighbor Above and below in the "Cease-Fire Zone" block. For example, can throw the neighbor in the War-Zone again.

## Capturing Opponent's Castle

This is almost impossible for the **KING** to enter opponent King's CASTLE.

The only possibility for the **KING** to enter opponent King's CASTLE is when **ArthShashtri (King's Deputy)** is in WAR-Zone to control WAR, together with **RajRishi**. In Normal circumstances, (**King's Deputy**) can remain alone in WAR-Zone even without **RajRishi**, or **RajRishi** being in Peace-Zone, but this will restrict **KING** to penetrate the Opponent's CASTLE.

If King is trying to enter the opponent King's CASTLE leaving the battleground without the **ArthShashtri (King's Deputy)** then it loses the WAR. Army Executives can continue in WAR, without any Supreme leadership.

Hence, making long story shorter - KING must have access to ArthShashtri in WAR-Zone to keep it funding and motivated and can take-over the opponent Secret-CASTLE.

KING is knowledgeable and better planner and equal to **ArthShashtri(King's Deputy) + RajRishi**.

In Other words King = **ArthShashtri(King's Deputy) + RajRishi**.

In WAR Zone, KING's equivalent power should be balanced. So, following 5 combinations are possible:

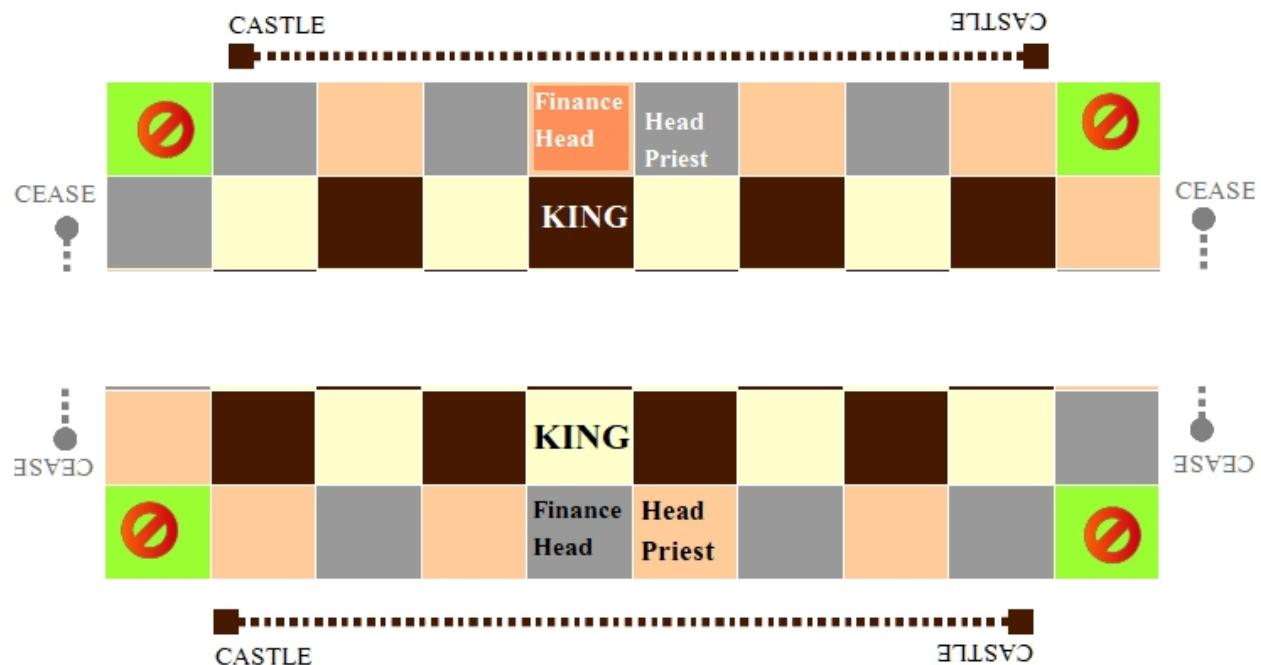
1. King + RajRishi in WAR Zone
2. King alone in WAR Zone
3. King + ArthShashtri(King's Deputy) in WAR Zone
4. King + ArthShashtri(King's Deputy) + RajRishi
5. ArthShashtri(King's Deputy) + RajRishi in WAR Zone.

## Royal Elements of Shatranj

### 1.1 Head of Priests = (RajRishi)

#### *RajRishi*

**Head of Priests (RajRishi)** is the Top-Most and Highly respected person in the Society.



In olden days, **Head of Priests (RajRishi)** was savior of Dharma and always worked for the Humanitarian and social well-being. They are harmless and do not believe in Violence (Himsa), if it is at all needed at the last-moment.

**Head of Priests (RajRishi) has following specialties:**

- Good knowledge of Life-Science.
- Socio-Economic Knowledge of different regions.
- Adherence to Dharma.
- Scientific and Fact-driven.

It is believed that **Head of Priests (RajRishi)** is very close to God and very important for everyone to follow the path of righteousness. **Head of Priests (RajRishi)** creates Policies for the betterment of the Social and Natural environment. Even all other intelligent Kings know the importance of these priests who are the social-designers. All Priests/RajRishis respected each other.

When any **Head of Priests (RajRishi)** is neutralized and Killed which is almost impossible then it is a blunder and havoc. This results in Chaos, Revolt and war; thus war is ended as Lost by both sides; hence **RajRishi is Immortal**. Both Kings have to repent for this SIN of killing the **Head of Priests (RajRishi)** as Brahm-Hatya.

**Head of Priests (RajRishi)** has following powers:

- To Guide (Intelligence)
- To Manipulate and Freeze (Opponents like Royal Executives)

- To Engage (Same potential and Level Like **RajRishi**)
- Respect (Influential Entities like Kings and Financial People)

Scope of RajRishi

## RajRishi

**Head of Priests (RajRishi)** is the Top-Most and Highly respected person in the Society.

### 1. Salient Features:

- Only one **Head of Priests (RajRishi)** exists at the Kingdom Level.
- In case of conflict or war, **Head of Priests (RajRishi)** are Immortal and cannot be killed.
- **Head of Priests (RajRishi)** can roam anywhere in War/Peace-Zone/No-Mans Zone. In terms of Chess-board they even have the access to their own King's Secret Palace.
- **Head of Priests (RajRishi)** can move from 1st position to 8th Position within King's Secret Palace.
- **Head of Priests (RajRishi)** in any nth position in WAR-Zone can guide its neighboring **Spies(GuptChars)** to penetrate anywhere from Peace-Zone, or Castle.
- **Head of Priests (RajRishi)** in any nth position in Peace-Zone can guide its neighboring **Spies(GuptChars)** to penetrate anywhere from WAR-Zone, or Castle.
- **Head of Priests (RajRishi)** in any nth position in CASTLE can guide its neighboring **Spies(GuptChars)** to penetrate anywhere from WAR-Zone, or Peace-Zone.
- **Head of Priests (RajRishi)** has equal respect in opposite army. Neither Royal-Elements, nor supporting resources can attack or kill **Priests (RajRishi)**.
- **Head of Priests (RajRishi)** controls **Spies(GuptChars)** which can penetrate any Zone. For example:
  - If **Head of Priests (RajRishi)** resides in **Castle**, then **Spies(GuptChars)** can enter **Castle**.
  - If **Head of Priests (RajRishi)** resides in **Peace**, then **Spies(GuptChars)** can enter **Peace-Zone**.

### 2. Exception:

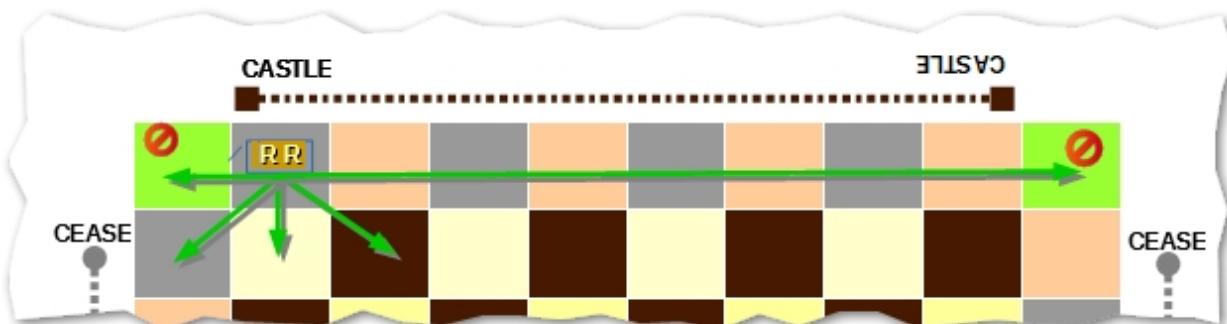
- **Head of Priests (RajRishi)** cannot access opponent King's Secret Palace.
- **Head of Priests (RajRishi)** cannot kill anyone, whether Directly or Indirectly.
- **Head of Priests (RajRishi)** cannot control **KING** or **Priest** or **Financial Planner** of any side.
- **Head of Priests (RajRishi)** when becomes neighbor of opposition **Head of Priests (RajRishi)** within same zone, then both of them becomes neutralized. They cannot control anyone as they get engaged. They cannot even ask **Spies(GuptChars)** to come in that Zone as they are severely engaged.
- **Head of Priests (RajRishi)** when sitting on "No-Man's Block", cannot control anyone because No Man's Land means "No Power". Only one step is allowed out of it in any direction. For example:
  - Can move from No-Man's Block to the one step diagonal War-Zone.
  - Can move from No-Man's Block to one neighbor Above and below in the "Cease-Fire Zone" block.
  - Can move from No-Man's Block to one neighbor Left or Right to the King's Secret Palace.
- **Head of Priests (RajRishi)** when sitting on "Kings Secret Palace", cannot control anyone; and can move only one step out of it in any direction. For example:
  - Can move from Kings Secret Palace to one neighbor Left or Right to the No-Man's Block.
  - Can move from Kings Secret Palace to one neighbor diagonal to the "Cease-Fire Zone" block.

- **Head of Priests (RajRishi)** when sitting on any block on "Cease-Fire Zone", cannot control anyone outside this zone; and can move only one step out of it in any direction. For example:
  - Can move from "Cease-Fire Zone" block to one neighbor Left or Right to the No-Man's Block.
  - Can move from "Cease-Fire Zone" block to one neighbor diagonal to the Kings Secret Palace.
  - Cannot move within "Cease-Fire Zone" but can influence or Control neighbors in this zone only.
- **Head of Priests (RajRishi)** when sitting on 1st block of "Cease-Fire Zone" can neither control "No-Man's Block" nor blocks on WAR-Zone.
- **Head of Priests (RajRishi)** when sitting on any WAR-Zone block adjacent to "Cease-Fire Zone" can neither control "No-Man's Block" nor blocks on Cease-Fire Zone.
- **Head of Priests (RajRishi)** when sitting on any block of "Cease-Fire Zone" can control one neighbor Above and below in the "Cease-Fire Zone" block. For example, can throw the neighbor in the War-Zone again.

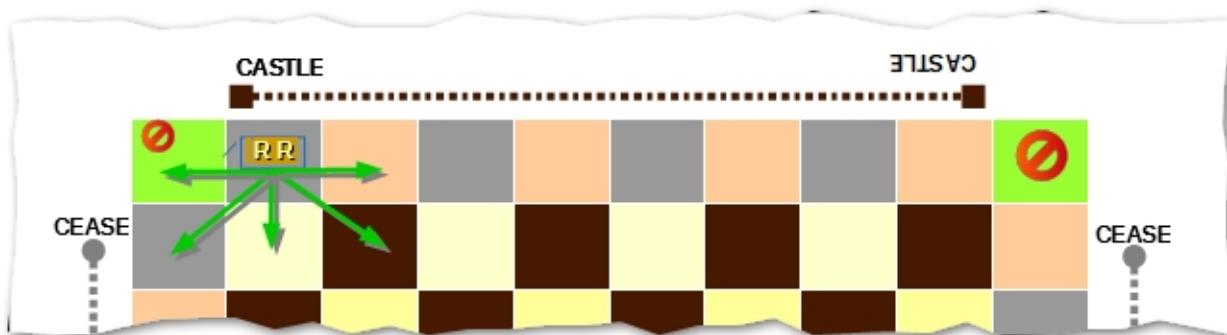
## Apearance of RajRishi on Castle

### 1. Position: Corner of the "Castle"

1. Castle touches the No-Man's Land on Extreme Right and Extreme-Left. RajRishi can freely enter the No-Man's from Corner of the Castle.



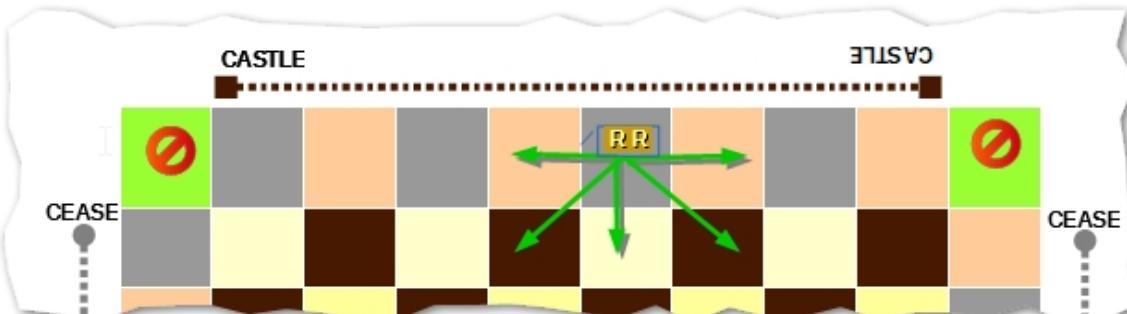
2. Castle also touches the Peace-Zone diagonally on Extreme Right and Extreme-Left. RajRishi can freely enter the Peace-Zone from Corner of the Castle.
3. Castle also touches the WAR-Zone below and above itself. RajRishi can freely enter only one-step out of the Castle and into the WAR-Zone from Corner of the Castle.
4. RajRishi can also freely enter the WAR-Zone from Corner of the Castle.



5. Since RajRishi is still inside Castle, he can drive from left corner of the Castle to right corner of the Castle; and vice-versa.

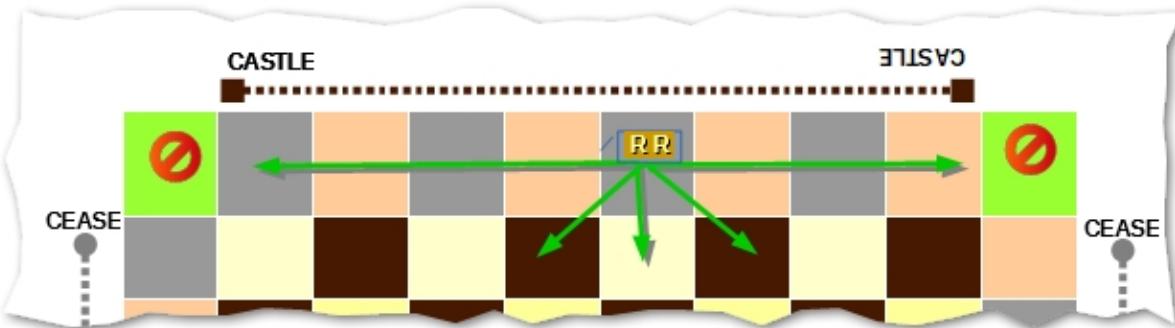
### 2. Position: Anywhere in the "Castle"

1. Castle only touches the WAR-Zone below and above itself. RajRishi can freely enter only one-step out of the Castle

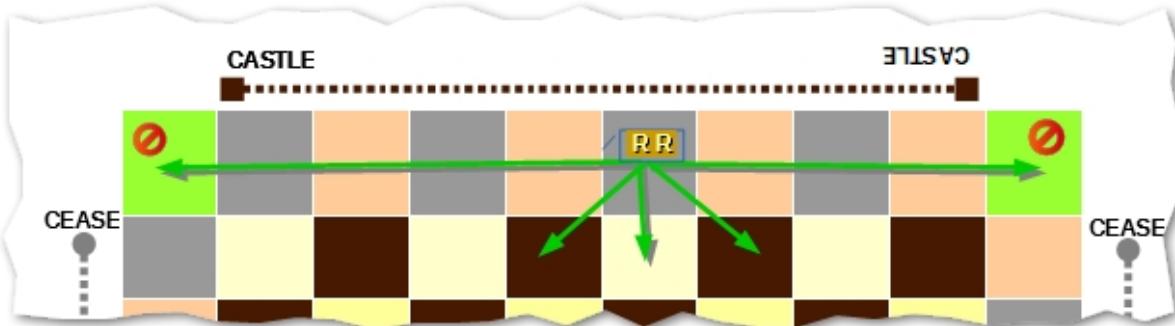


2. Since RajRishi is still inside Castle, he can drive to any positions to the left corner of the Castle

to right corner of the Castle; and vice-versa.



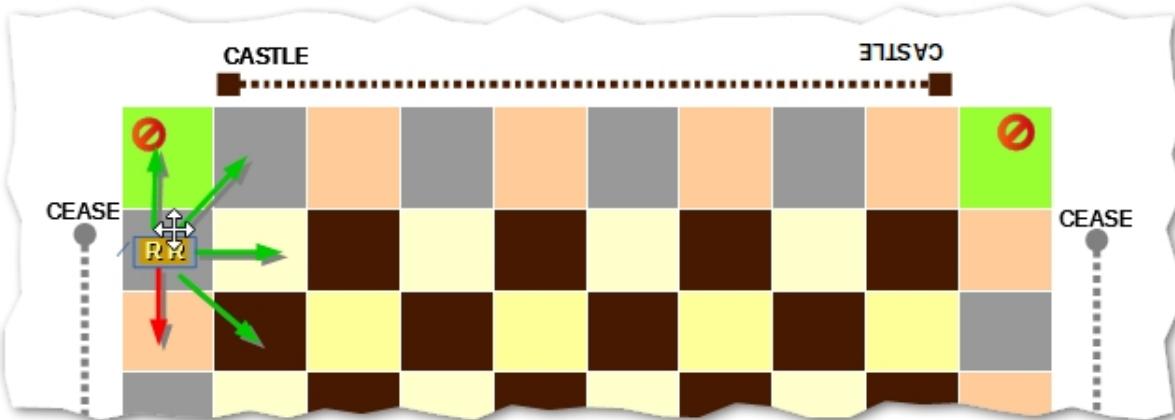
3. RajRishi can enter No-Man's Zone directly as Castle touches the No-Man's Land on Extreme Right and Extreme-Left.



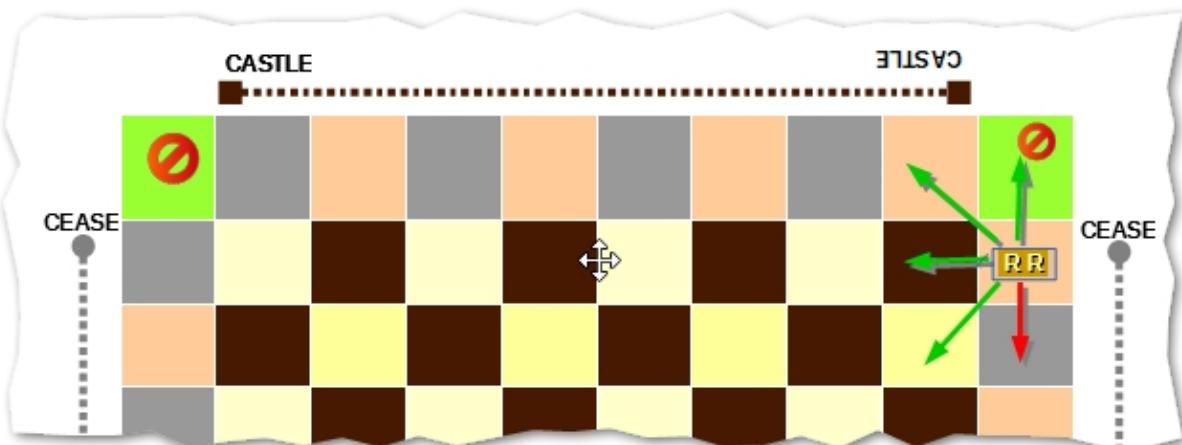
### Appearance of RajRishi on Peace-Zone

#### 1. Position: Corner of the "Peace-Zone"

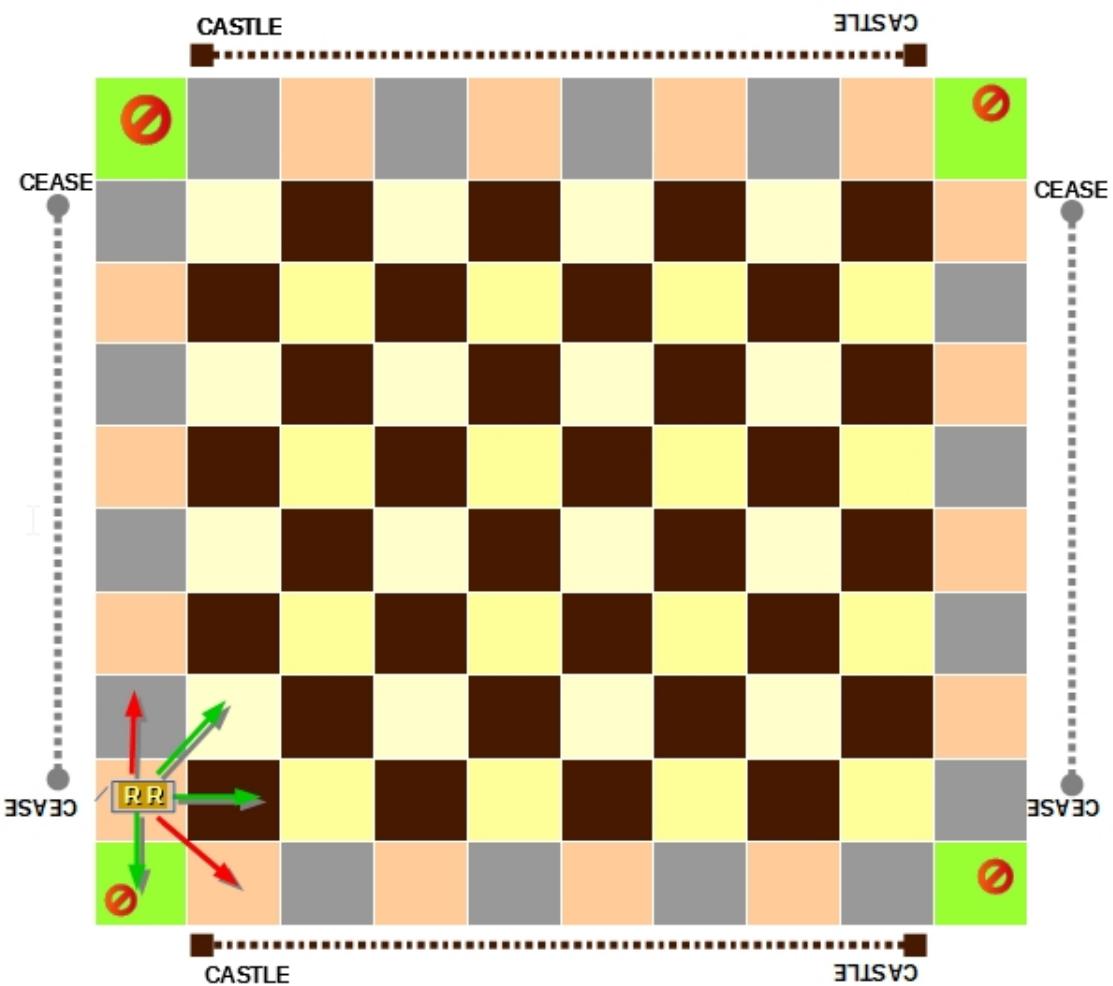
1. Left Peace-Zone touches the No-Man's Land on Extreme Top-Left and Extreme Bottom-Left. RajRishi can freely enter these No-Man's Land and loses all power. The Peace-Zone is Cease-Fire Zone; hence within Peace-Zone, no movement is allowed.



2. Right Peace-Zone touches the No-Man's Land on Extreme Top-Right and Extreme Bottom-Right. RajRishi can freely enter these No-Man's Land and loses all power. The Peace-Zone is Cease-Fire Zone; hence within Peace-Zone, no movement is allowed.



3. Left Peace-Zone also diagonally touches the CASTLE on Extreme Top-Left and Extreme Bottom-Left. RajRishi can freely enter the CASTLE diagonally, one-step. RajRishi CANNOT enter the CASTLE of opponent.
4. Similarly, Right Peace-Zone also diagonally touches the CASTLE on Extreme Top-Right and Extreme Bottom-Right. RajRishi can freely enter the CASTLE diagonally, one-step. RajRishi CANNOT enter the CASTLE of opponent.
5. Peace-Zone touches only touches two blocks of the WAR-Zone. RajRishi can freely enter these neighboring blocks - one step in any direction.
6. RajRishi CANNOT enter the CASTLE of opponent.



## 2. Position: Anywhere in the "Peace-Zone"

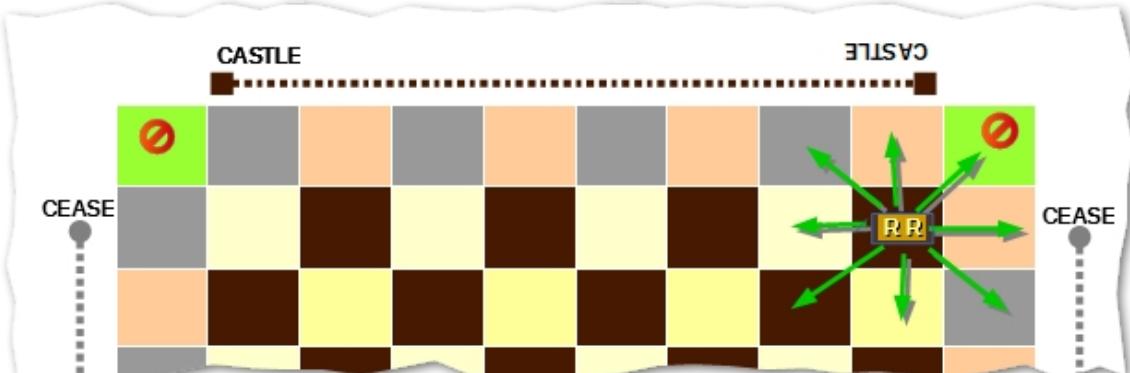
- When RajRishi is anywhere in Peace-Zone except corners then it touches only three neighboring blocks of the WAR-Zone. RajRishi can freely enter these neighboring blocks - one step in any direction. The Peace-Zone is Cease-Fire Zone; hence within Peace-Zone, no movement is allowed.



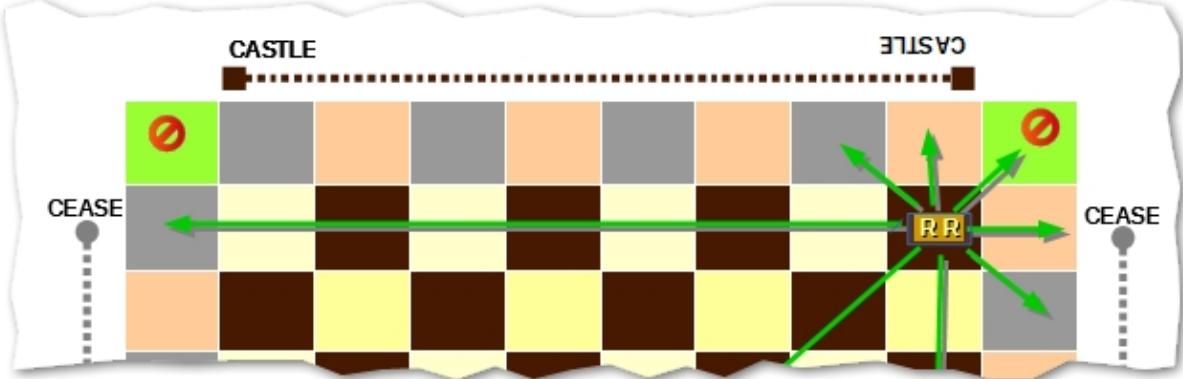
## Appearance of RajRishi on WAR-Zone

### 1. Position: Corner of the "War-Zone"

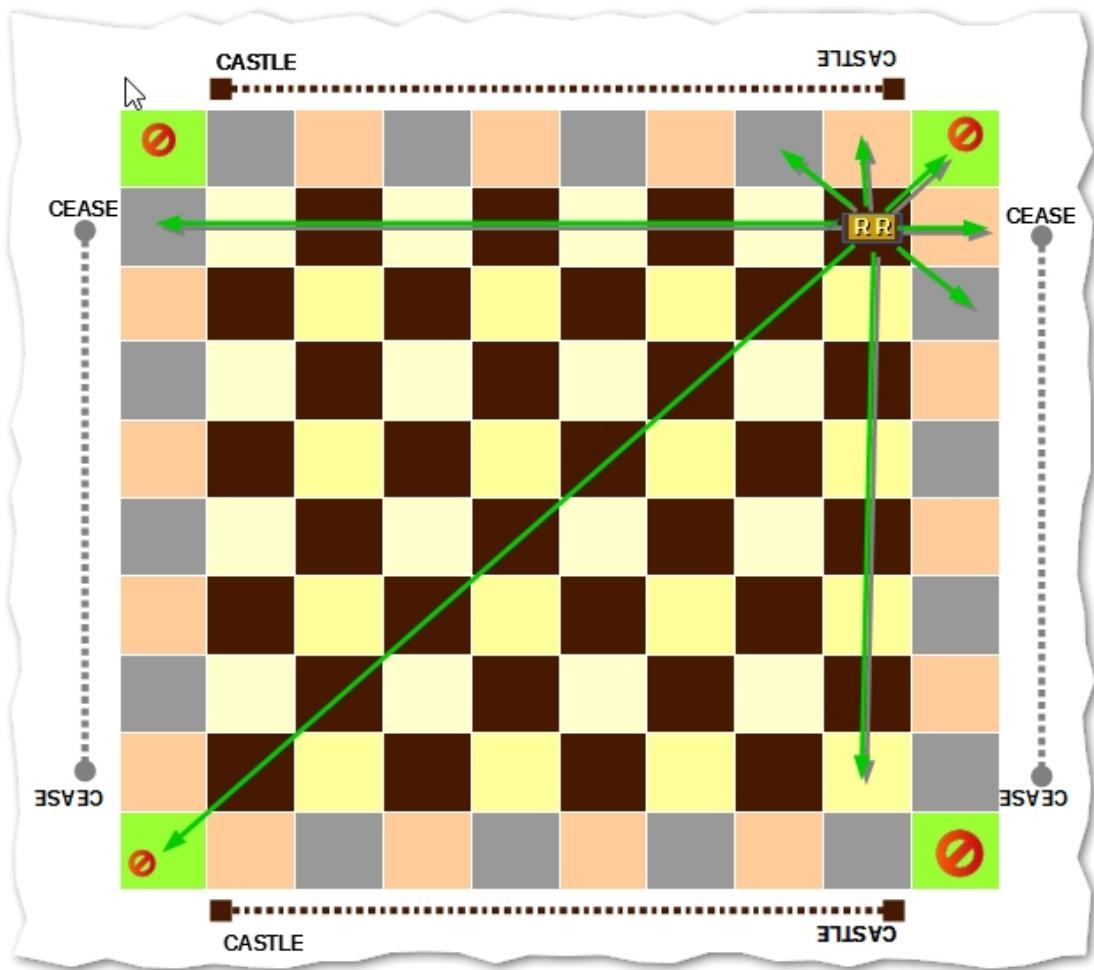
- War-Zone only touches the Castle below and above itself. RajRishi can freely enter only its own Castle, one step at a time. (Whether it is at the Top or the Bottom).
- RajRishi when residing on Corner of War-Zone, touches the No-Man's Land on Extreme Right and Extreme-Left. RajRishi on Left Corner can freely enter the Extreme Left Corner block of No-Man's Land. Similarly, RajRishi on Right Corner can freely enter the Extreme Right Corner block of No-Man's Land



- RajRishi when residing on Top-Left or Bottom-Left Corner of War-Zone, touches the Left Line of Peace-Zone and can enter the Left or Right Peace-Zone. Similarly, RajRishi when residing on Top-Right or Bottom-Right Corner of War-Zone, touches the Right Line of Peace-Zone and can enter the Left or Right Peace-Zone.

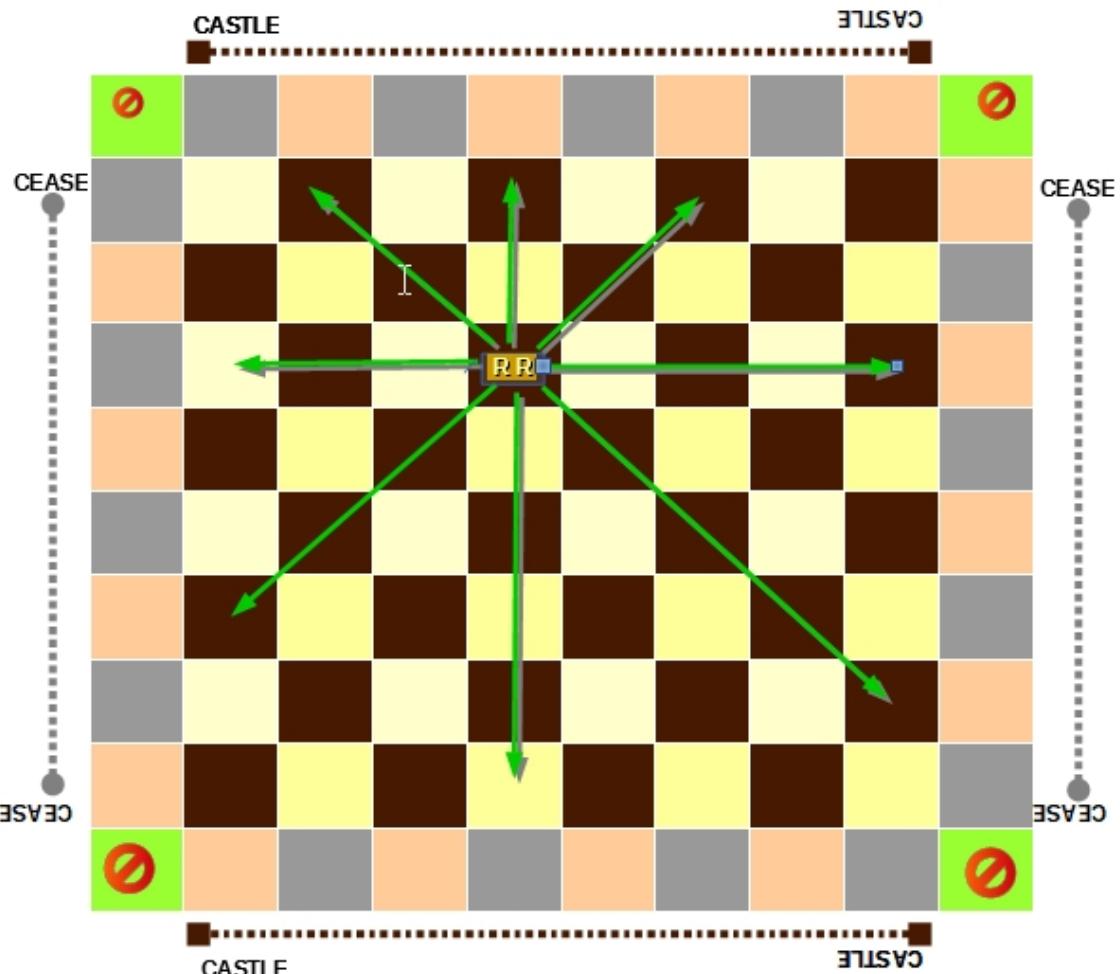


4. RajRishi when residing on Top-Left or Bottom-Left Corner of War-Zone, touches the Top-Left Diagonal No-Man's Land just one step away and Bottom-Right Diagonal No-Man's Land, at 8 Steps away. RajRishi on Left-Corners of War-Zone can enter Right-Corners of No-Man's Zone. Similarly, RajRishi on Right-Corners of War-Zone can enter Left-Corners of No-Man's Zone.

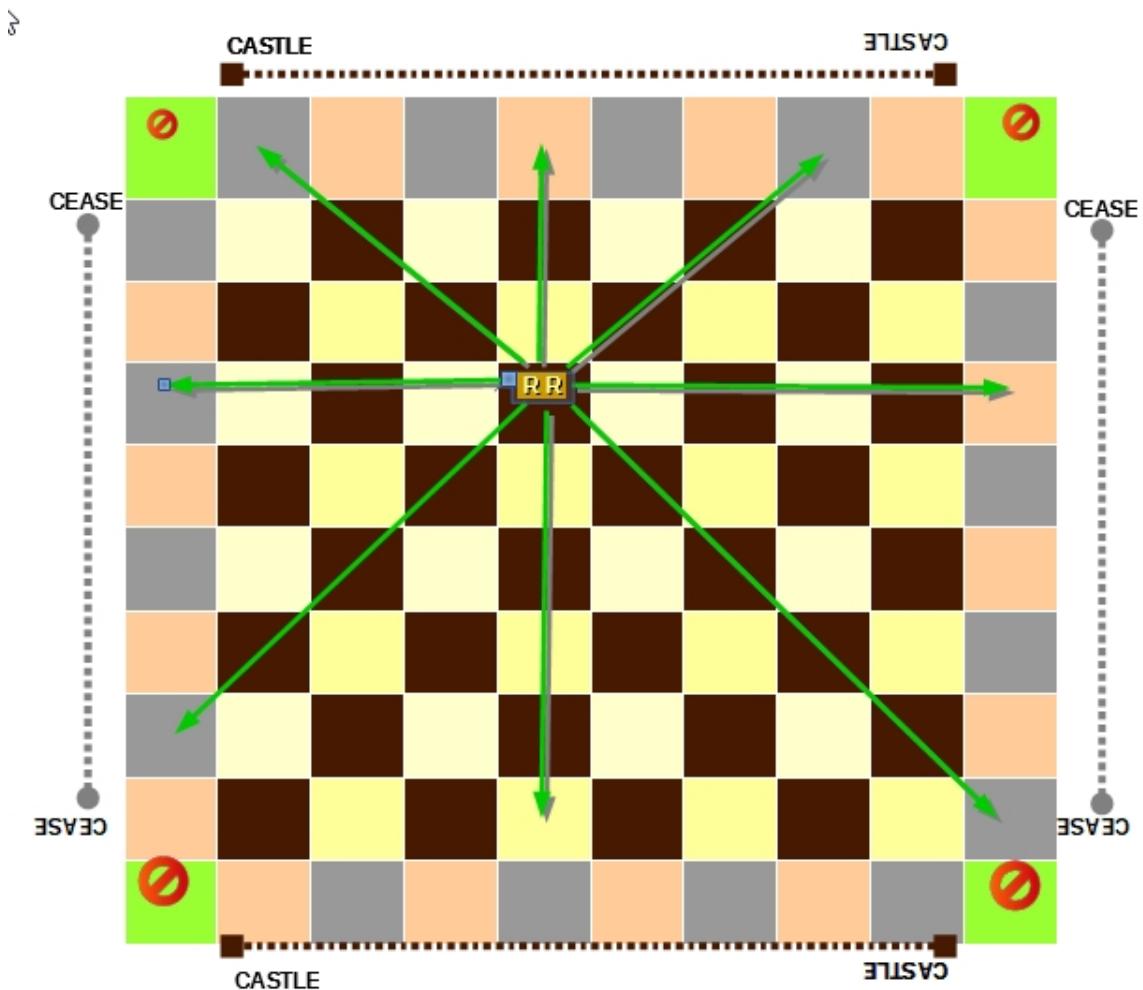


## 2. Position: Anywhere in the "War-Zone"

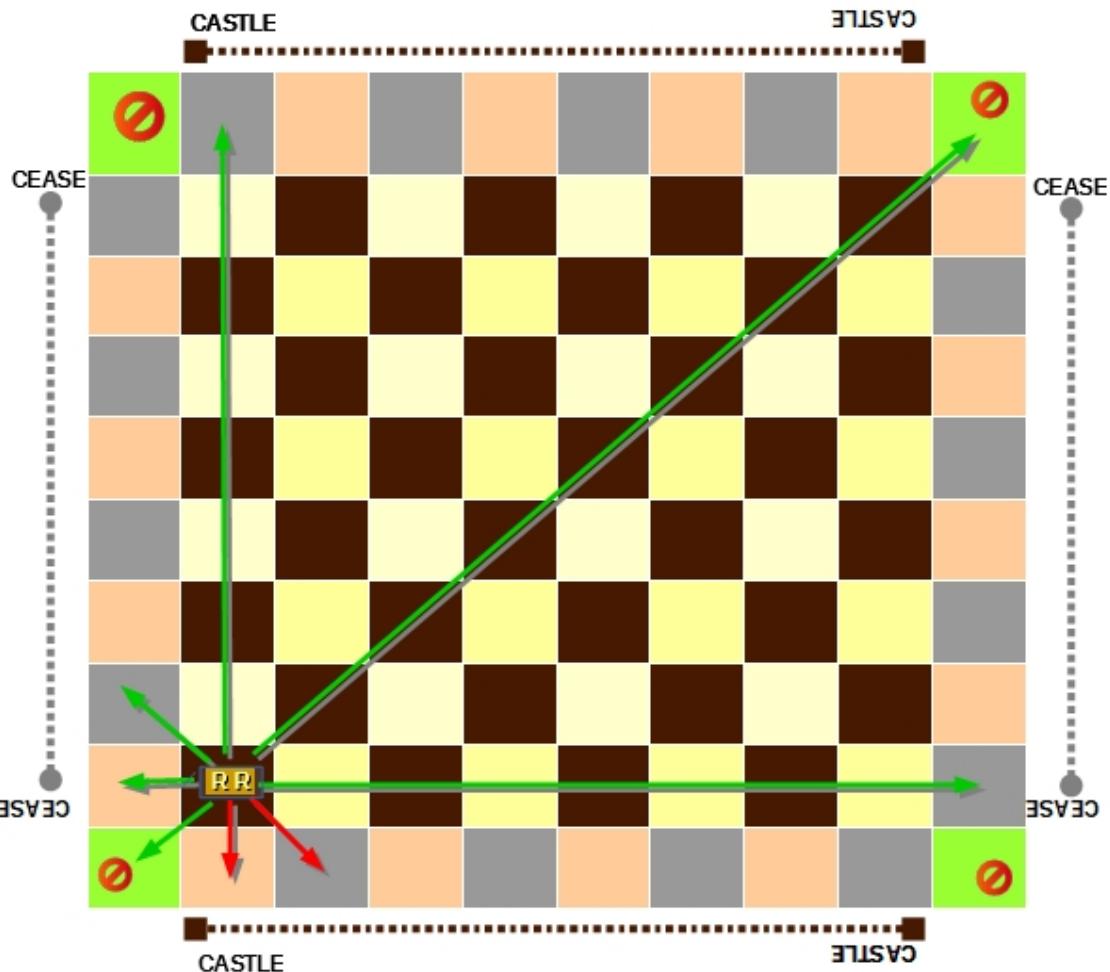
1. RajRishi can reach to any block within the War-Zone, diagonally, vertically(Top/Bottom) or horizontally(Left/Right).



2. RajRishi can even extend its reach to any block to the Peace-Zone and No-Mans Land and Castle (Its own) - diagonally(Top/Bottom) or horizontally(Left/Right).



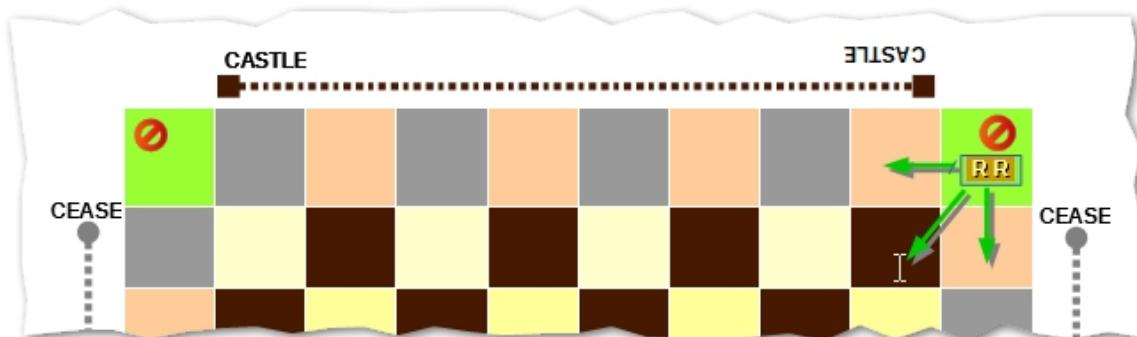
3. RajRishi CANNOT enter the CASTLE of opponent.



### Appearance of RajRishi on No-Mans Land

#### 1. Position: No-Mans Land

1. The "No-Man's Land" touches three blocks. For example, Top-Left corner of the board "No-Man's Land". It touches three blocks. One block at the Left-Most Corner of the Castle(if it belongs to its own KING), second block at the Top-Left Cease-Fire Zone; and third block at the diagonally Right of the "No Mans Land". RajRishi under "No-Man's Land" can enter into any of these blocks.



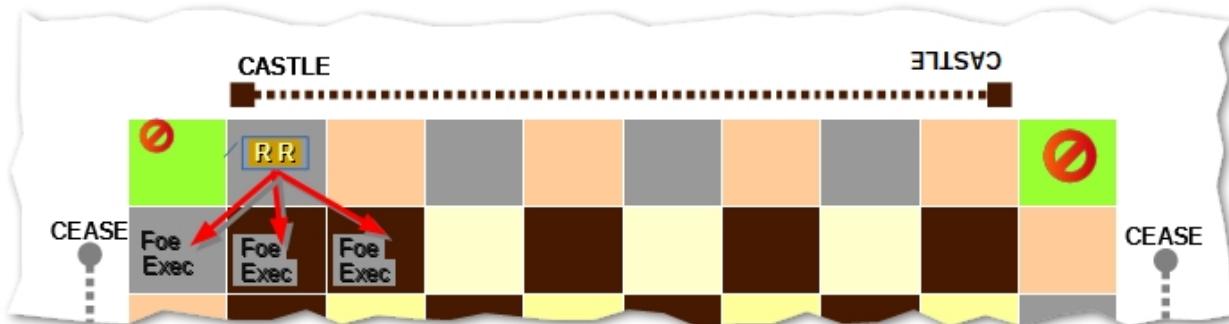
### Controlling Power of RajRishi

RajRishi CANNOT Control soldiers, BUT only opponent-WARRIORS can be controlled.

When RajRishi Controls the Warriors then they get locked. RajRishi can instruct them to move on any position and still keep its move to be made. Thereby, RajRishi gives two chances to its Army, one Direct and One Indirect(Opponent is forced to move). RajRishi when controlled the opponent-WARRIORS - has to make sure that directly or Indirectly, they cannot be killed as they are under RajRishi's protection, does not matter how close his own executives are. Once RajRishi goes away from these executives, then only they are subjected to fatalities.

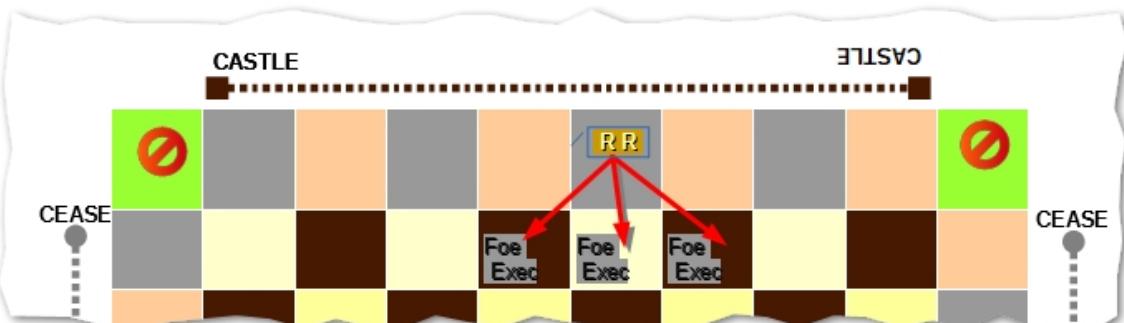
### 1. Position: Corner of the "Castle"

1. RajRishi CANNOT Control anyone in CASTLE, as KING and ArthShastri have almost the same level and are not influenced. In this scenario also, cannot control anyone in Cease-Fire Zone and WAR-Zone.



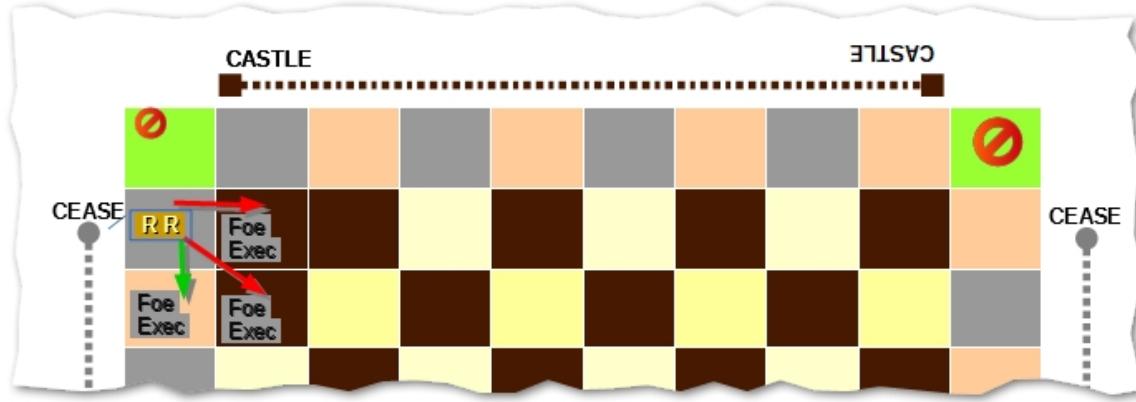
### 2. Position: Anywhere in the "Castle"

1. RajRishi CANNOT Control anyone in CASTLE, as KING and ArthShastri have almost the same level and are not influenced. Also, cannot control anyone in Cease-Fire Zone and WAR-Zone.



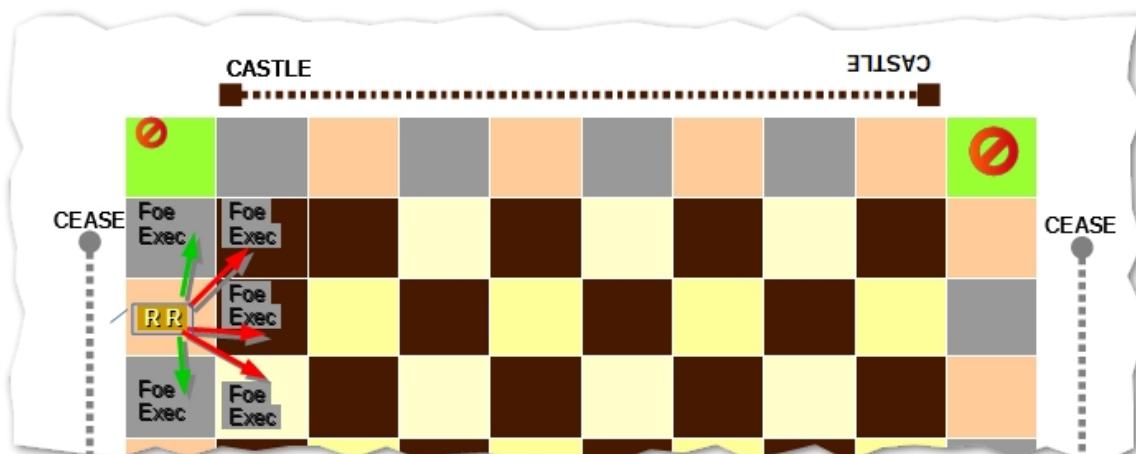
### 3. Position: Corner of the "Cease-Fire Zone"

1. RajRishi CAN Control within "Cease-Fire Zone", Warriors lying outside the "Cease-Fire Zone" are safe as Control is restricted within a specific zone only. RajRishi CAN Control 2nd Last-Cornered Block of "Cease-Fire Zone", They can force the controlled Foe Executive to go Out of the Peace-Zone but they cannot kill the opponent.



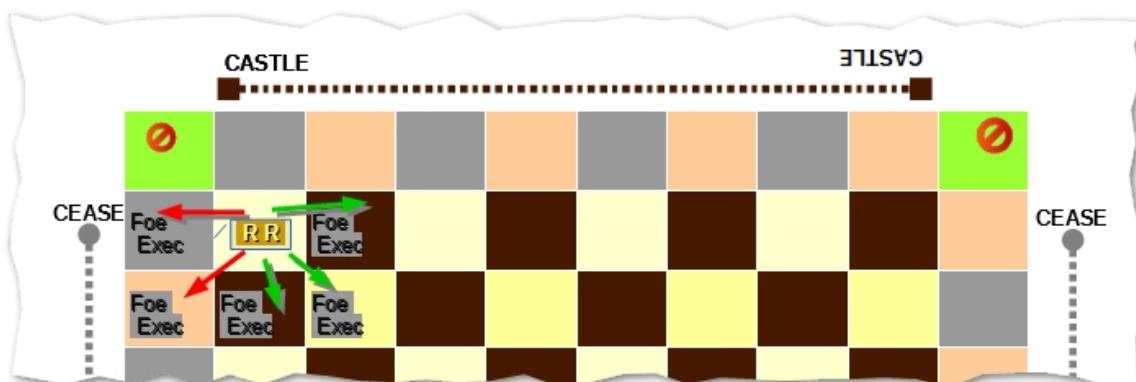
#### 4. Position: Anywhere in the "Cease-Fire Zone"

1. RajRishi CAN Control within "Cease-Fire Zone", Warriors lying outside the "Cease-Fire Zone" are safe as Control is restricted within a specific zone only. RajRishi CAN Control Upper and Lower blocks within the "Cease-Fire Zone",



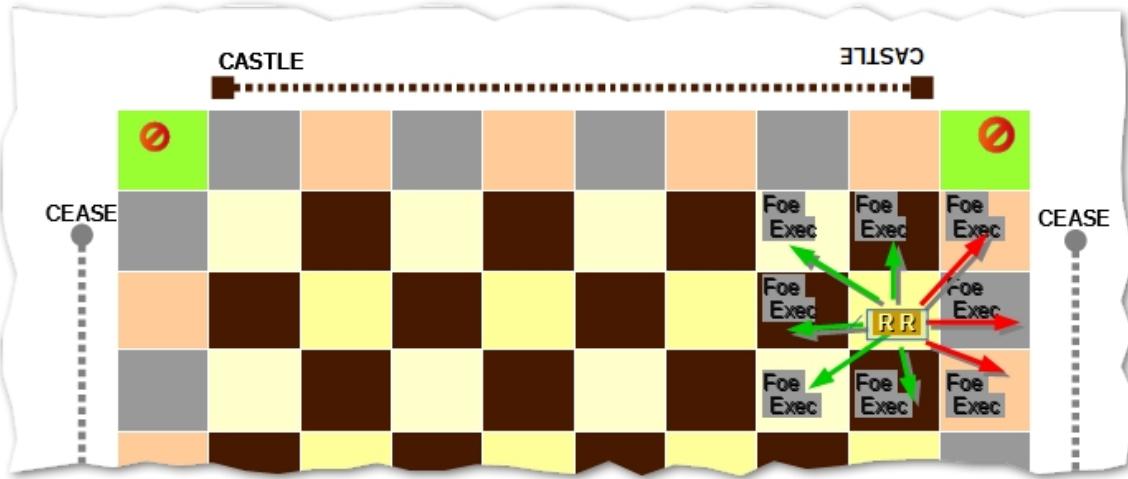
#### 5. Position: Corner of the "War-Zone"

1. RajRishi when residing on Corner of War-Zone, cannot control its touching Cease-Fire Zone; "No-Mans Land"; and "Castle". Scope of control is limited only within War-Zone. For example, RajRishi on Top-Left Corner of War-Zone can Control Warrior to its Right, diagonally-Right, and one block Downwards.



## 6. Position: Anywhere in the "War-Zone"

1. RajRishi when residing on inside of War-Zone, cannot control its touching Cease-Fire Zone; and "Castle". Scope of control is limited only within War-Zone.



### Neutralization Power of RajRishi

RajRishi CANNOT Control soldiers, BUT only opponent-WARRIORS can be controlled.

RajRishi gets neutralized by opponent's RajRishi, King and ArthShastri when gets in-touch with any of them as neighbor within the same ZONE.

### Withdrawal of Armies:

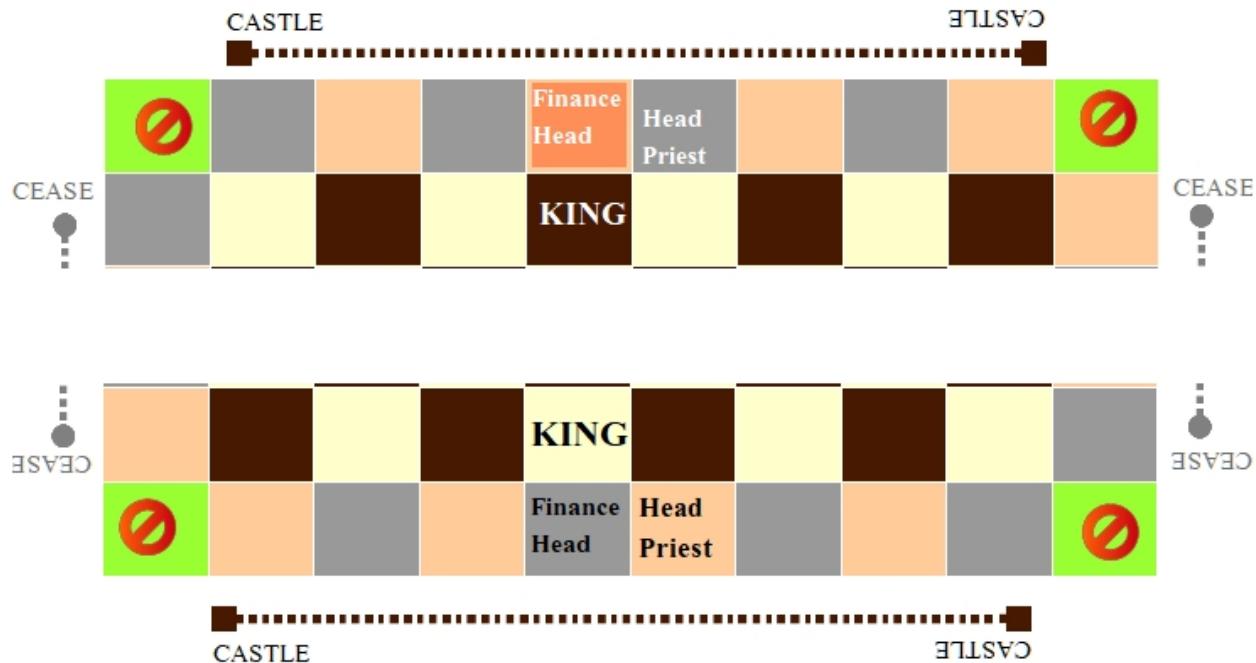
RajRishis when are neighbors and one of them decides to get **inverted** (becomes upside-down which means that he has moved his chance); this means that he is suggesting to end the game. If other RajRishi imitates the same then it means WAR is ended and both sides agree to completely withdraw the Armies. If the opponent RajRishi does not do that then RajRishi has to come in normal mode, and then can proceed further. Here he is given two steps (One to become normal and second to operate as normal). One thing to be remembered that here both RajRishis have no control powers as they are neighbors\*

\* How message is conveyed in board game when RajRishis are Distantly placed, I do not have that complete part of notes.

## 1.2 Financial Planner = (ArthShastri or Economic Advisor)

### **ArthShastri**

**Financial Planner (ArthShashtri)** is the one who Manages the entire Empire's Business. **ArthShashtri** is the **DEPUTY of King**.



**Financial Planner (ArthShashtri)** is considered as the most intelligent and capable person in Emperor's Armour and Manages the entire Empire's Business. **Financial Planner** as an entity - is "Mortal" and considered as a backup of King in bad-Times. Usually, **Financial Planner** remains at the back-end to support the King, in case of financial assistance is required. You can think of **Financial Planner** as the representation of "*Economics of the Empire*."

**ArthShashtri** can be trained with all the skills of KINGs in due course of time and can be excellent KING if he/she possesses the humanitarian and social values and respects the **RajRishi**.

**Financial Planner** drives the economy of the Empire and very important for thriving the life of the common people. Country-Head relies on financial and logistical support of Financial Planner which helps in short-term and long-term fulfillment of financial needs for running the Administration. In absence of Emperor, only **Financial Planner** can run the Empire and control the administration skills.

**Financial Planner** still needs assistance of RajRishi; hence RajRishi can only help him from all the available human-resources and guide in righteous path.

It is believed that either of KING's Secret Palace have no contamination of dishonesty, corruption and intrusion. Hence, **ArthShashtri** and Priest of opponent sides have no impact.

Scope of ArthShastri

### **ArthShastri**

**Financial Planner (ArthShashtri)** is the one who Manages the entire Empire's Business. He/She is the legal heir of the Throne (**DEPUTY of King**). In some special cases, it can be YuvaRaj or King's Queen who

need's to be expert like KING and ArthShastri.

### 1. Salient Features:

- In normal circumstances **Financial Planner (ArthShashtri)** can roam across only in King's Secret Palace. In case of switch of Roles (difficult times), **Financial Planner (ArthShashtri)** may have to step into WAR; thereby hiding the KING.
- In general situation, only one can be in WAR zone; either KING or the **Financial Planner (ArthShashtri)**.
- In special situation, either KING or the **Financial Planner (ArthShashtri)** or Both can be at same time.
- **Financial Planner (ArthShashtri)** CANNOT be locked/intercepted by **Head of Priests (RajRishi)**. **Financial Planner (ArthShashtri)** position is considered parallel to **Priests (RajRishi)**.
- **Financial Planner (ArthShashtri)** can enter in any Zone where **Head of Priests (RajRishi)** or **KING** are present and at any block distance. **Financial Planner (ArthShashtri)** is dependent either on **Head of Priests (RajRishi)** or **KING**.
- If **Financial Planner (ArthShashtri)** gets killed then KING has to resurface at the KING's Royal Line (1<sup>st</sup> line of War).
- **Financial Planner** can safeguard (Castle) the king from any position in Castle, provided King is not compromised (Checked). **Financial Planner (ArthShashtri)** is also given one-time orthogonal move to protect king in CASTLING.
- **Financial Planner (ArthShashtri)** CANNOT get into No-Man's Zone.
- **Financial Planner (ArthShashtri)** can enter in Cease-Fire Zone if **Head of Priests (RajRishi)** is present there.
- **Financial Planner (ArthShashtri)** can enter in its own CASTLE n number of times, provided **Head of Priests (RajRishi)** is present there.

### 2. Exception:

- **Financial Planner (ArthShashtri)** cannot kill anyone.
- **Financial Planner (ArthShashtri)** CANNOT enter the CASTLE of opponent.
- **Financial Planner (ArthShashtri)** can be killed only when in War Zone; or when opponent KING enters the CASTLE and kills ArthShastri.
- **Financial Planner (ArthShashtri)** can switch the role of KING in Apad-Dharm (Emergency) but still needs **Head of Priests (RajRishi)** to be in WAR-Zone. Otherwise, most of the time, it remains at the backend as a civilian and executes the Business from there.
- **Financial Planner (ArthShashtri)** cannot enter Cease-Fire areas without RajRishi there.
- **Financial Planner (ArthShashtri)** can enter **No-MANs** zone as a Suicide. However, King's position is revealed..

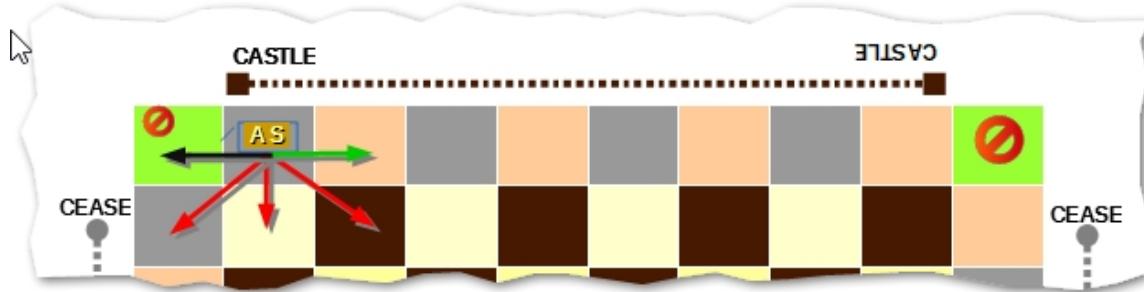
### 3. Pending Items

- Generally, either a King or Financial Planner can remain in the War. In special scenarios where King is compromised (Checked) then **Financial Planner (ArthShashtri)** can also join the war (provided RajRishi is also present in WAR-Zone).
- **Financial Planner (ArthShashtri)** if gets killed in WAR-Zone, and KING is trapped in his CASTLE and all gates blocked to come out of CASTLE, then WAR-ends as KING remains trapped in the CASTLE. *Could not get chance to achieve this position. This is still not clear as to how, this can be achieved and needs to be researched. Probably, someone knows.*

Appearance of ArthShastri on Castle and KING on WAR

### 1. Position: Corner of the "Castle"

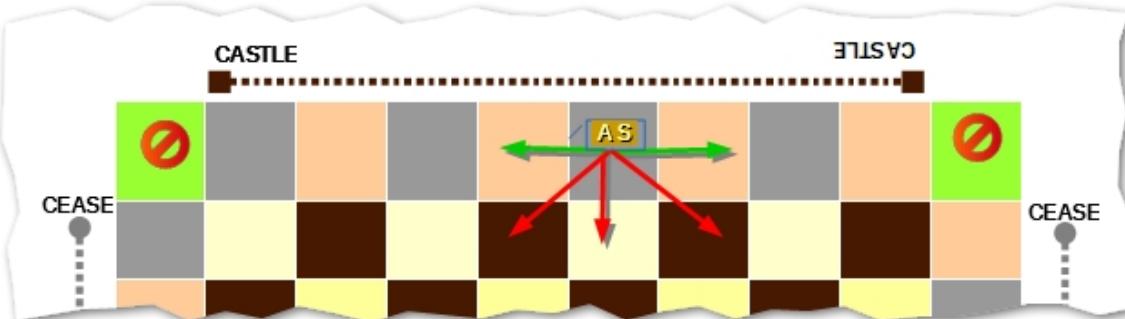
1. Castle touches the No-Man's Land on Extreme Right and Extreme-Left. **ArthShashtri** CANNOT enter the No-Man's Land from Corner of the Castle.



2. Castle also touches the Peace-Zone diagonally on Extreme Right and Extreme-Left. **ArthShashtri** CANNOT enter the Peace-Zone from any Corner of the Castle.
3. Castle also touches the WAR-Zone below and above itself. **ArthShashtri** CANNOT enter any step out of the Castle and into the WAR-Zone from Corner of the Castle.
4. **ArthShashtri** will remain inside the CASTLE and CANNOT enter the Peace-Zone or WAR-Zone, if KING is on WAR-ZONE (Exception is: Castling).
5. Since **ArthShashtri** is still inside Castle, he can move one-step within the Castle.

### 2. Position: Anywhere in the "Castle"

1. Castle only touches the WAR-Zone below and above itself. **ArthShashtri** CANNOT enter any step out of the Castle, if KING is on WAR-ZONE. (Exception is: Castling).



### CASTLING: Exchange of ArthShastri on Castle and KING on WAR

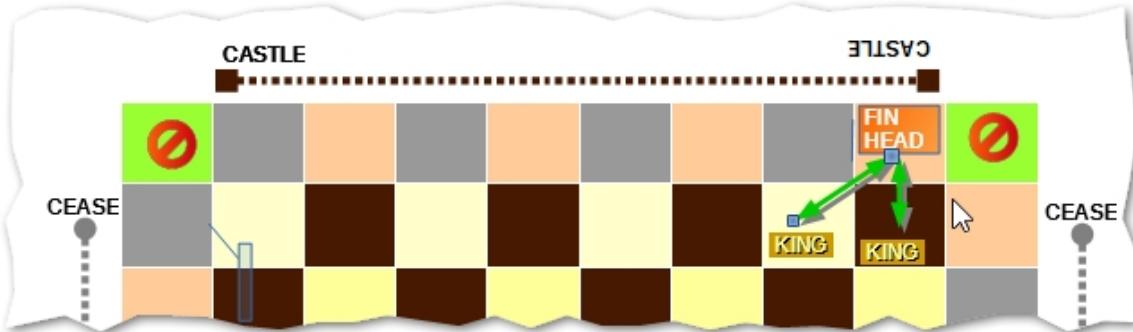
**ArthShashtri** is the actual backup of the king. This is actually an Institution and not be considered as an Individual. It represents the LIQUIDITY, ASSET Management and Commerce of the Empire.

**ArthShashtri** in bad-times hides the king in Secret Palace/Castle, which KINGS usually have many of them as part of contingency planning. This is called CASTLING in true terms and applicable for the one-time. Once **ArthShashtri** is killed then half of the battle is won and KING has to re-Surface. Even at WAR KING has to closely keep a watch on proceedings and keep itself in-touch with this Financial Resource. Once all the assets are exhausted then KING has to jump-in as APAD-Dharma (Last-hope).

Unlike King remains in the same position for CASTLING, this never happens in Real-version. King can move anywhere in the 1st Line of War and **ArthShashtri** can also move-within the CASTLE. King should not be checked for CASTLING.

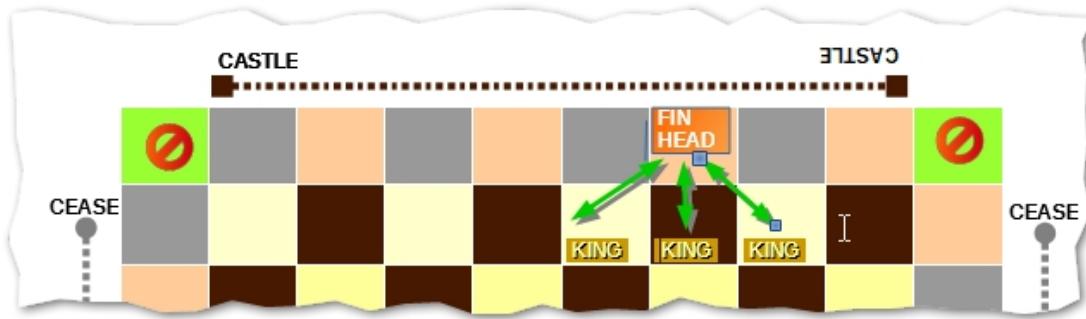
### 1. Position: Corner of the "Castle"

1. Corner of CASTLE, touches only two blocks of WAR-Zone. KING can be in any of these two blocks on WAR-Zone. **ArthShashtri** takes its position and gives the KING to re-position on any of the block of CASTLE for the one-time only. Here, opposition never knows where the KING is hiding, and where KING can reappear. King can still roam around within the CASTLE, making **ArthShashtri** free to move in WAR-Zone to manage the WAR-Zone on its own.



### 2. Position: Any other block of the "Castle"

1. In any other block of CASTLE (Other than Corners), that specific block may touch only three blocks of WAR-Zone. KING can be in any of these three blocks on WAR-Zone. **ArthShashtri** takes its position and gives the KING to re-position on any of the block of CASTLE for the one-time only. Here, opposition never knows where the KING is hiding. King can still roam around within the CASTLE, making **ArthShashtri** free to move in WAR-Zone to manage the WAR-Zone on its own.

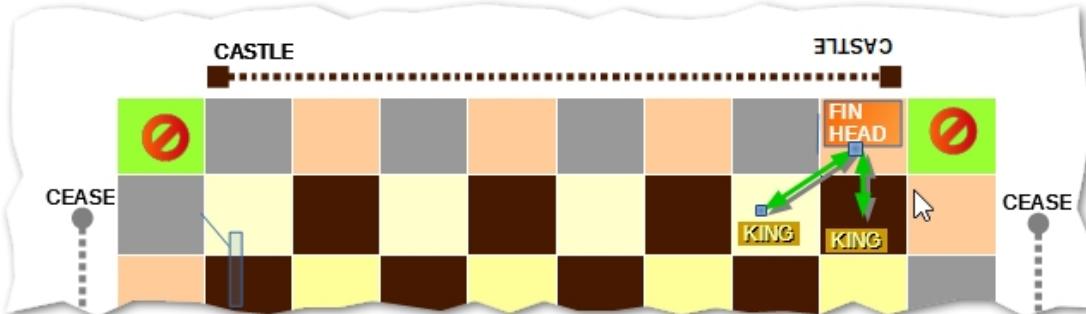


### Restriction in CASTLING

**ArthShashtri** and KING should be in-touch with each other, if they have lost the synchronization or KING is COMPROMIZED then CASTLING is not possible.

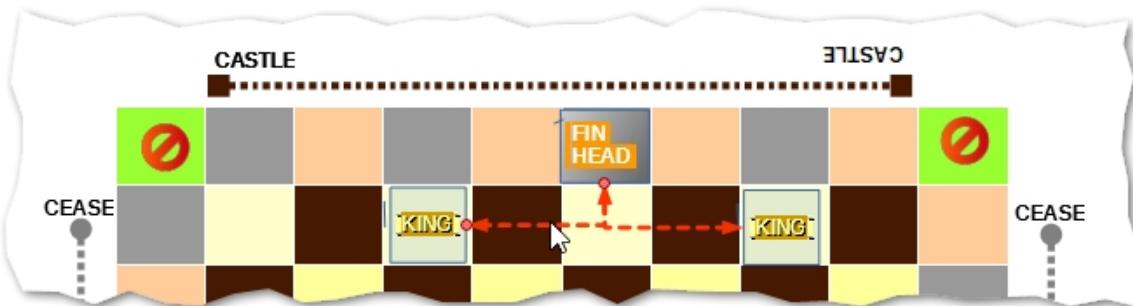
#### 1. NO CASTLING: KING is COMPROMIZED

1. If KING is under threat (Check); or already Checked; or distant to ArthShastri - then CASTLING is not possible.



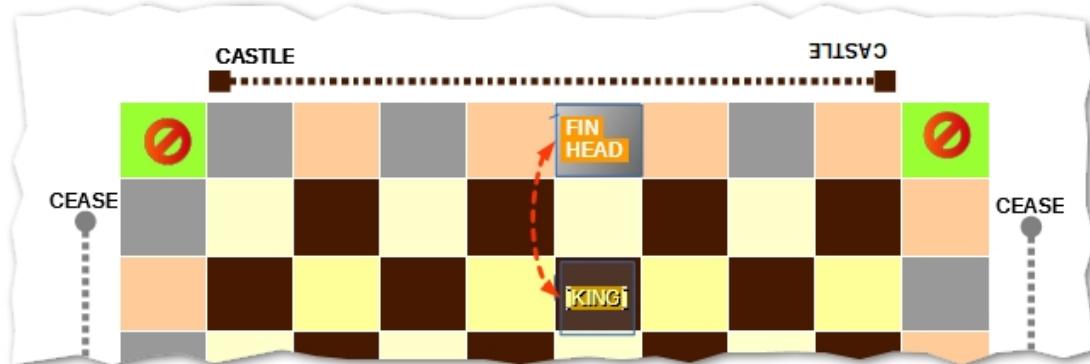
**2. Position: KING is In 1st Line of WAR (Royal Line-UP) but not-in touch with ArthShashtri**

- In this case ArthShashtri CANNOT jump two or more than two places to save the KING which has not been compromised yet.



**3. Position: KING is NOT In 1st Line of WAR (Royal Line-UP)**

- In this case ArthShashtri CANNOT jump two places to save the KING which has not been compromised yet.

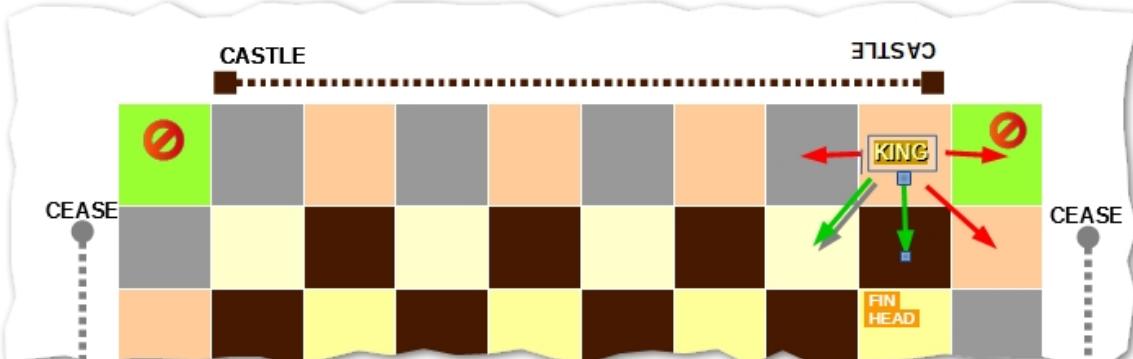


### ArthShastri when Destroyed or Killed

When **Financial Planner (ArthShashtri)** gets killed then KING has to resurface at the KING's Royal Line (1<sup>st</sup> line of War).

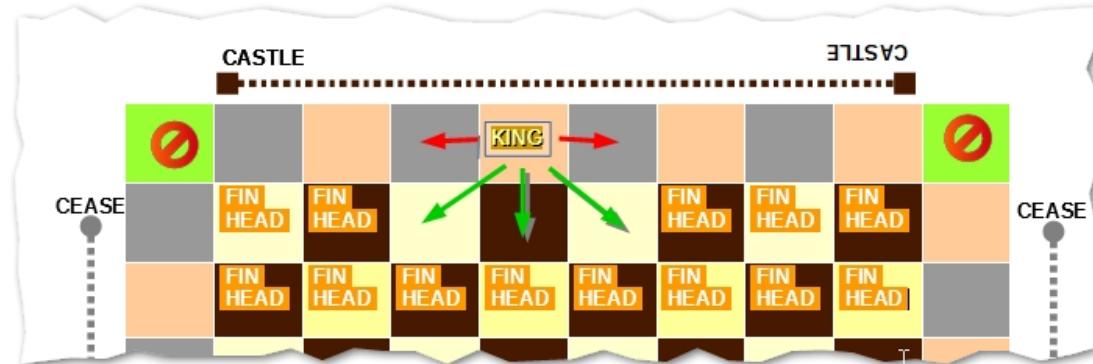
**1. Position: King is at the Corner of the "Castle"**

- Corner of Castle touches the WAR-Zone below and above itself. It has only two neighboring blocks in the WAR-ZONE. For example, Right Corner only has access to one block vertically down, and one block vertically diagonal. **ArthShashtri** CAN sit at any position in WAR-Zone and when killed then KING has to re-Surface from CASTLE to these possible positions.



**2. Position: King is at any other part of the "Castle"**

1. Corner of Castle touches the WAR-Zone below and above itself. It has only three neighboring blocks in the WAR-ZONE. **ArthShashtri** CAN sit at any position in WAR-ZONE and when killed then KING has to re-Surface from CASTLE to these possible positions.



2. However, catch is that these positions should not be blocked. If the KING could not get-out of the CASTLE when **ArthShashtri** gets killed then in this position KING gets trapped within the CASTLE.

3.

### 1.3 General/Queen = Senapati (Chief of Defence or Prime Minister)

#### **Senapati**

**General / Chief of Defence (Senapati)** is modern day QUEEN; but should not be called QUEEN in real-terms.

**General (Senapati)** is considered as the most powerful striker in Emperor's Armour. It directly Manages the entire Empire. Emperor or Country-Head relies on the **General (Senapati)** but cannot blindly believe. **General (Senapati)** rights are curtailed so as to limit the powers to avoid any coup or takeover of the Empire. This is normal and a protocol to control and manage the **General (Senapati)**.

It does not make sense to keep calling **General (Senapati)** as **Queen**. We generally refer KING as the master of the Empire, but in some circumstances Queens can take-over the power of a KING. In actuality, KING/Queen both as a single entity and represent the TOP position.

If the King dies in normal circumstances then it is understood that Queen/Prince takes care of the Kingdom. BUT when the KING dies in the WAR then Royal-positions are scrapped and taken over by the opposition-King; hence naming this piece as QUEEN does not make sense.

#### Scope of Senapati

## Senapati

**General / Chief of Defence (Senapati)** is modern day QUEEN; but should not be called QUEEN in real-terms.

#### 1. Salient Features:

- In normal circumstances **General (Senapati)** can roam across anywhere in the WAR-zone.
- There can be only one Senapati in WAR at any time.
- **General (Senapati)** can enter into "Cease-Fire areas" but remains idle there, hence movement within the Cease-Fire zone is restricted.
- **General (Senapati)** can enter "No-Man's land" in any circumstances but is **FATAL**.
- Rest of the steps are almost same as what we take in modern version.

#### 2. Exception:

- **General (Senapati)** cannot enter the King's Secret Palace or CASTLE because King never discloses the location.
- **General (Senapati)** cannot Kill **Head of Priests (RajRishi)**.
- **General (Senapati)** in Cease-Fire areas, becomes helpless and without any power.
- **General (Senapati)** in No-Man's Block areas, becomes helpless and without any power; and has following options:
  - Can move from No-Man's Block to the one step diagonal in War-Zone.
  - Can move from No-Man's Block to one neighbor Above and below in the "Cease-Fire Zone" block.
- **General (Senapati)** if gets locked in Cease-Fire Zone has three options:
  - Can move from "Cease-Fire Zone" block to one neighbor Left or Right to the No-Man's Block.
  - Can move from "Cease-Fire Zone" block to one neighbor Left or Right or diagonal to the

War-Zone block.

- **General (Senapati)** if gets locked/intercepted by **Head of Priests (RajRishi)**, then has three options:
  - Move to the Cease-Fire Zone;
  - Kill the Opponent's resource of any nature under its caliber;
  - Move to No-Man's Zone.

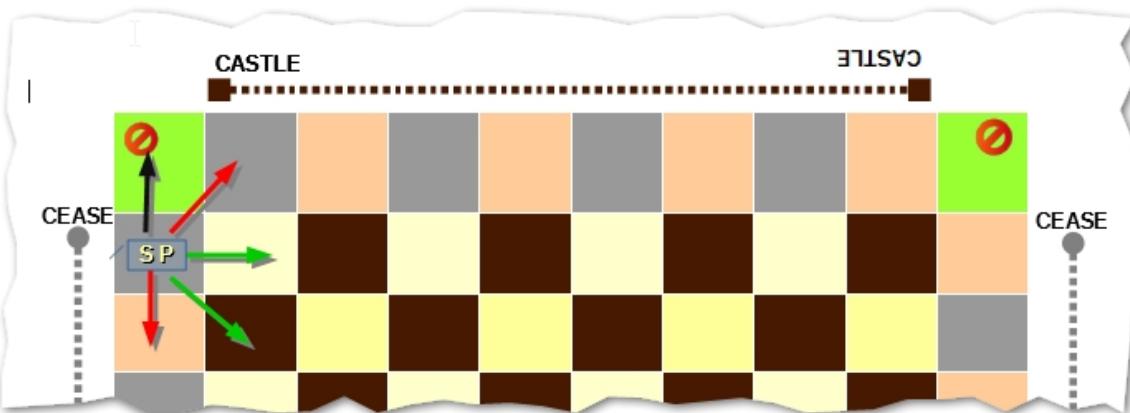
### Appearance of SenaPati on Castle

**General (Senapati)** cannot enter the King's Secret Palace or CASTLE because King never discloses the location or because he is not part of ROYAL team.

### Appearance of SenaPati on Peace-Zone

#### 1. Position: Corner of the "Peace-Zone"

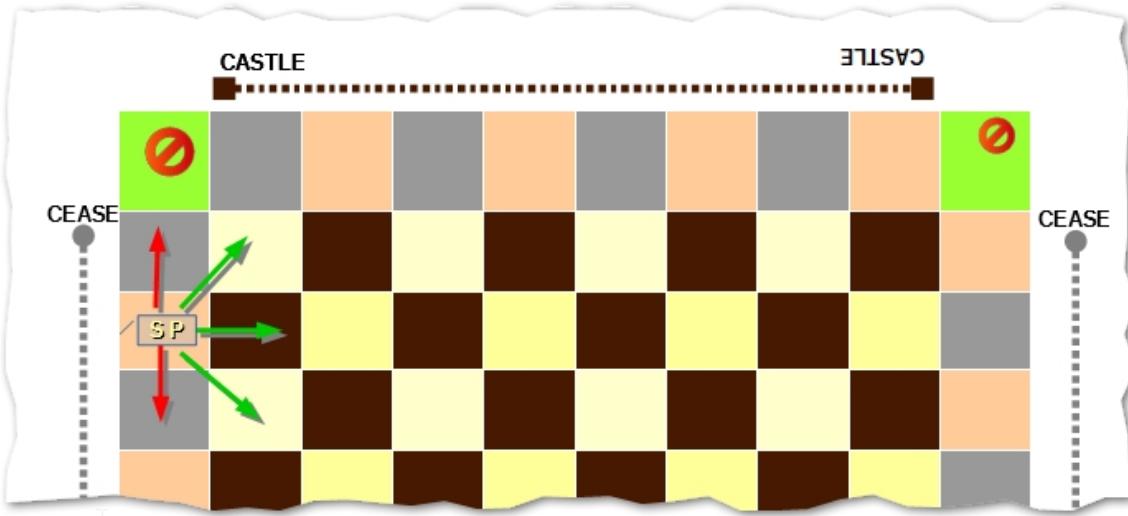
1. Left Peace-Zone touches the No-Man's Land on Extreme Top-Left and Extreme Bottom-Left. SenaPati if enters into these No-Man's land, dies. The Peace-Zone is Cease-Fire Zone; hence within Peace-Zone, no movement is allowed.



2. Right Peace-Zone touches the No-Man's Land on Extreme Top-Right and Extreme Bottom-Right. SenaPati if enters into these No-Man's land, dies. The Peace-Zone is Cease-Fire Zone; hence within Peace-Zone, no movement is allowed.
3. Royal Warriors like SenaPati, are not allowed to enter into Secret CASTLE from anyplace.
4. Peace-Zone touches only touches two blocks of the WAR-Zone. SenaPati can freely enter these neighboring blocks - one step in any direction.
5. SenaPati CANNOT enter the CASTLE of any sides.

#### 2. Position: Anywhere in the "Peace-Zone"

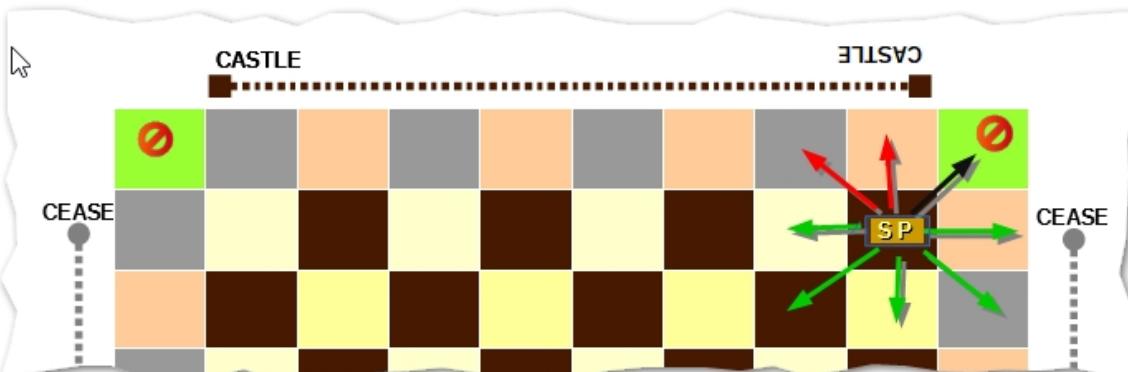
1. When SenaPati is anywhere in Peace-Zone except corners then it touches only three neighboring blocks of the WAR-Zone. SenaPati can freely enter these neighboring blocks - one step in any direction.
2. The Peace-Zone is Cease-Fire Zone; hence within Peace-Zone, no movement is allowed.



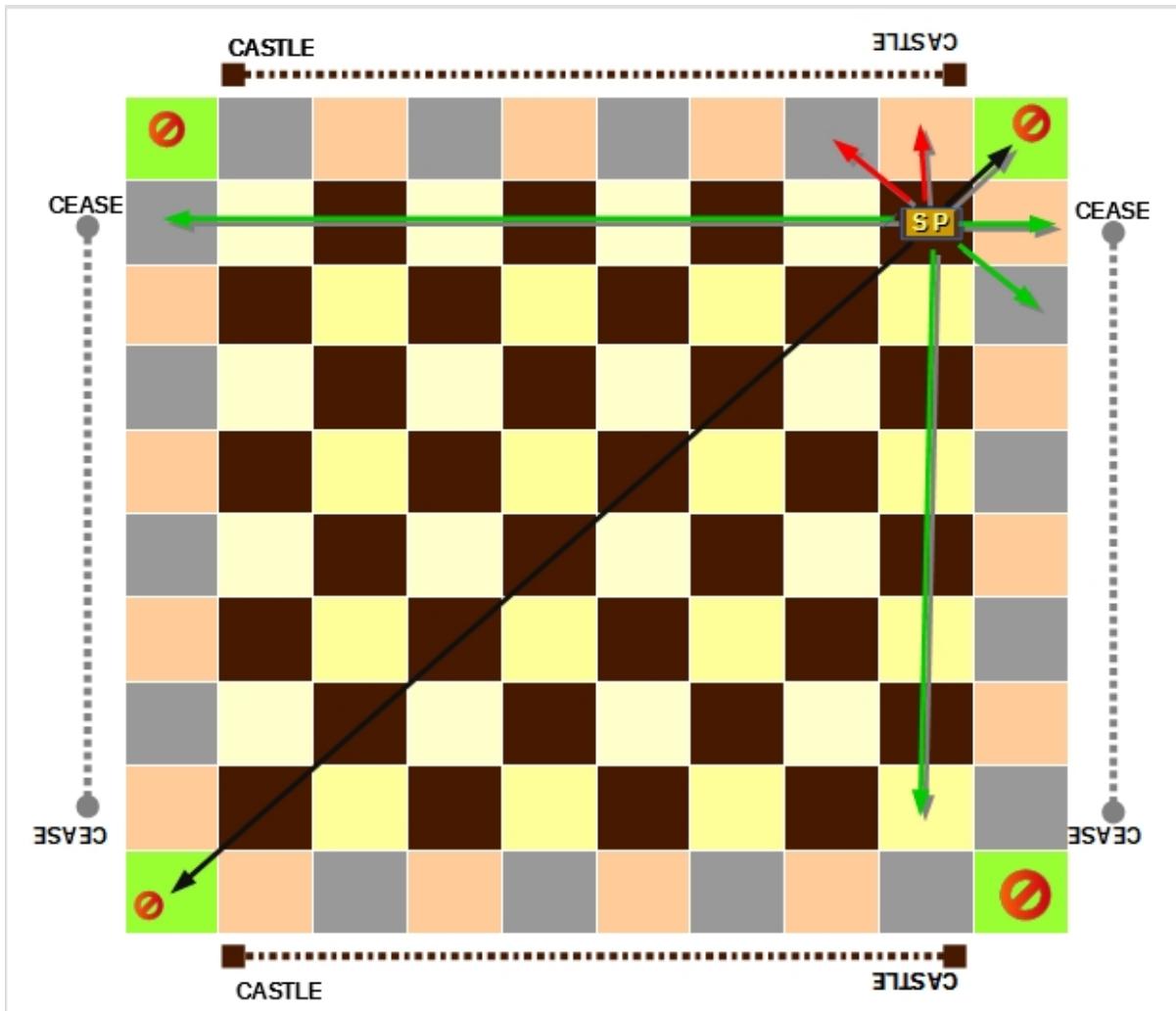
Appearance of SenaPati on WAR-Zone

### 1. Position: Corner of the "War-Zone"

1. War-Zone only touches the Castle below and above itself. SenaPati CANNOT enter its own Secret Castle, one step at a time. (Whether it is at the Top or the Bottom).



2. SenaPati when residing on Corner of War-Zone, touches the No-Man's Land on Extreme Right and Extreme-Left. SenaPati on Left Corner if enters the Extreme Left Corner block of No-Man's Land, then dies. Similarly, SenaPati on Right Corner if enters the Extreme Right Corner block of No-Man's Land, then dies.
3. SenaPati when residing on Top-Left or Bottom-Left Corner of War-Zone, touches the Left Line of Peace-Zone. Hence on Direct threat, SenaPati can declare Cease-Fire and directly enter the Left or Right Peace-Zone.
4. SenaPati when residing on Top-Right or Bottom-Right Corner of War-Zone, touches the Right Line of Peace-Zone. Hence on Direct threat, SenaPati can declare Cease-Fire and directly enter the Left or Right Peace-Zone.



5. SenaPati when residing on Top-Left or Bottom-Left Corner of War-Zone, touches the Top-Left Diagonal No-Man's Land just one step away and Bottom-Right Diagonal No-Man's Land, at 8 Steps away. SenaPati on Left-Corners of War-Zone can enter Right-Corners of No-Man's Zone and die. Similarly, SenaPati on Right-Corners of War-Zone can enter Left-Corners of No-Man's Zone and die.

## 2. Position: Anywhere in the "War-Zone"

1. SenaPati can reach to any block within the War-Zone, diagonally, vertically(Top/Bottom) or horizontally(Left/Right).
2. SenaPati can even extend its reach to any block to the Peace-Zone - diagonally, vertically(Top/Bottom) or horizontally(Left/Right). This is only possible if it is under Direct threat.
3. SenaPati CANNOT enter the CASTLE of opponent.
4. SenaPati if enters the No-Man's Land, dies.

Appearance of SenaPati on No-Mans Land

SenaPati if enters the No-Man's Land, dies.

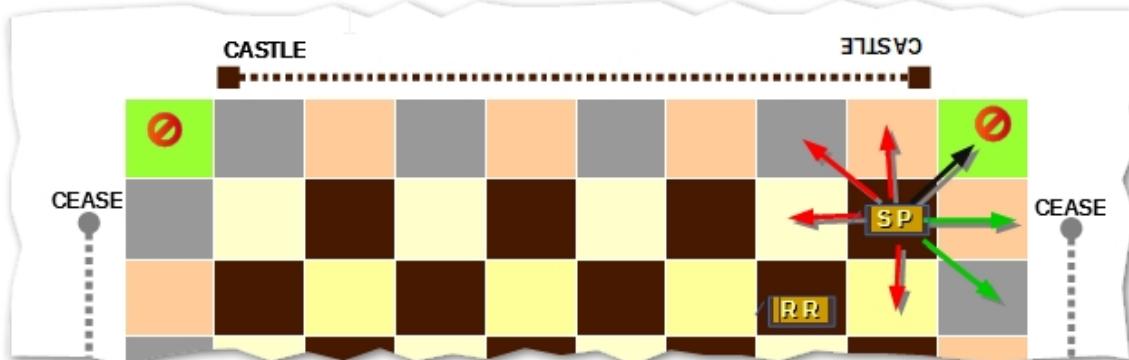
SenaPati Under Control of RajRishi

Controlled SenaPati under RajRishi, has only three choices:

- Move to Cease-Fire Zone;
- If Senapati moves to No-Man's Land, sacrifices the life.
- Strike the Opponent as last-resort in case of Direct threat.

## 1. Position: **Senapati Controlled in Corner of the "War-Zone"**

1. SenaPati when residing on Top-Right or Bottom-Right Corner of War-Zone, touches the Right Line of Peace-Zone. Hence under Control of RajRishi, SenaPati can declare Cease-Fire and directly enter the Left or Right Peace-Zone; or else can strike the Opponent when under direct threat as he is still following his Dharma. Blank movement is restricted in WAR-Zone.



2. SenaPati when residing on Top-Left or Bottom-Left Corner of War-Zone, touches the Left Line of Peace-Zone. Hence under Control of RajRishi, SenaPati can declare Cease-Fire and directly enter the Left or Right Peace-Zone.

## 2. Position: **Senapati Controlled Anywhere in the "War-Zone"**

1. If SenaPati is controlled then it cannot move anywhere:  
Exceptions are:  
Can still strike any opponent as usual.  
Can take refuge in Peace-Zone because control means threat to life.
2. Only can reach to any block within the War-Zone, diagonally, vertically(Top/Bottom) or horizontally(Left/Right).
3. SenaPati can even extend its reach to any block to declare the Cease-Fire in the Peace-Zone - diagonally, vertically(Top/Bottom) or horizontally(Left/Right). This is only possible if its life is under Direct threat or under control.
4. SenaPati CANNOT enter the CASTLE of opponent.
5. SenaPati if enters the No-Man's Land, dies.

## 1.4 Rook = Ratha (Two/Four Wheeled Chariots or Rook)

### **Ratha**

**Rook / Ratha** (Two/Four Wheeled Chariots or Rook) is a modern day TANK.

It represents the Regiment of Chariots. It is NOT Hathi (in Indian chess, people call these as HATHI). This notation is ABSOLUTELY wrong. It comprises of WAGON-VANS containing all the basic arms and ammunition for the long dog-fights.

#### 1. *Salient Features:*

- In normal circumstances **Rook (Ratha)** can roam across anywhere in WAR.
- **Rook (Ratha)** can enter into "Cease-Fire areas" but remains idle there, hence movement within the Cease-Fire zone is restricted.
- **Rook (Ratha)** can enter into "No-Man's land" in normal circumstances.
- Rest of the steps are almost same as what we take in modern version.

#### 2. *Exception:*

- **General (Senapati)** cannot enter the King's Secret Palace because King never discloses the location.
- **General (Senapati)** cannot Kill **Head of Priests (RajRishi)**.
- **General (Senapati)** in Cease-Fire areas, becomes helpless and without any power.

Scope of Ratha

## Ratha

**Rook / Ratha** (Two/Four Wheeled Chariots or Rook) is a modern day Battalion of Jeep/TANK.

#### 1. *Salient Features:*

- In normal circumstances **Rook (Ratha)** can roam across anywhere in WAR.
- **Rook (Ratha)** can enter into "Cease-Fire areas" but remains idle there, hence movement within the Cease-Fire zone is restricted.
- **Rook (Ratha)** can enter into "No-Man's land" in normal circumstances but it is FATAL.
- Rest of the steps are almost same as what we take in modern version.

#### 2. *Exception:*

- **Rook (Ratha)** cannot enter the King's Secret Palace because King never discloses the location.
- **Rook (Ratha)** cannot Kill **Head of Priests (RajRishi)**.
- **Rook (Ratha)** in Cease-Fire areas, becomes helpless and without any power.

Rath Under Control of RajRishi

Controlled Ratha under RajRishi, has only three choices:

- Move to Cease-Fire Zone;
- If Ratha moves to No-Man's Land, sacrifices the life.
- Strike the Opponent as last-resort in case of Direct threat.

## 1. Position: **Rath Controlled in Corner of the "War-Zone"**

1. Rath when residing on Top-Right or Bottom-Right Corner of War-Zone, touches the Right Line of Peace-Zone. Hence under Control of RajRishi, Rath can declare Cease-Fire and directly enter the Left or Right Peace-Zone; or else can strike the Opponent when under direct threat as he is still following his Dharma. Blank movement is restricted in WAR-Zone.
2. Rath when residing on Top-Left or Bottom-Left Corner of War-Zone, touches the Left Line of Peace-Zone. Hence under Control of RajRishi, Rath can declare Cease-Fire and directly enter the Left or Right Peace-Zone.

## 2. Position: **Rath Controlled Anywhere in the "War-Zone"**

1. If Rath is controlled then it cannot move anywhere:  
Exceptions are:  
Can still strike any opponent as usual.  
Can take refuge in Peace-Zone because control means threat to life.
2. Only can reach to any block within the War-Zone, vertically(Top/Bottom) or horizontally(Left/Right).
3. Rath can even extend its reach to any block to declare the Cease-Fire in the Peace-Zone - vertically(Top/Bottom) or horizontally(Left/Right). This is only possible if its life is under Direct threat or under control.
4. Rath CANNOT enter the CASTLE of opponent.
5. Rath if enters the No-Man's Land, dies.

## Promotion of Rath to Senapati

There can be only one Senapati in the WAR at any-Time. RathArohis are Deputies of Senapati. Hence, in case of Senapati dies, King can designate anyone of the ROOKs (RathArohis) in WAR on the basis of their strength in WAR position. Both of them are equal and respect each other.

- KING can remain in any Zone and RathaArohi can become promoted to Senapati provided he is informed by the GuptChars of Apad-Dharma (Emergency Duty) in WAR.
- RathaArohi has to be in WAR to be promoted and connected (Informed by) with GuptChars to be promoted.
- This way there are two chances in total for both RathaArohi combined together.

For example, if one of the RathaArohi gets promoted as Senapati, other RathaArohi can keep functioning as RathaArohi. If the promoted RathaArohi as Senapati dies, then the last RathaArohi can be promoted as Senapati, provided he is connected (Informed by) with GuptChars.

This is irrespective of time. Hence WAR commences even without Senapati for the shorter period of time, till the time GuptChars are connected with RathaArohi to ask him to take charge as Senapati as Apad-Dharma (Emergency Duty).

### 1. Exception:

- **Rook (Ratha)** cannot be promoted in PEACE-ZONE.

## Basic Supporting Elements

### 1.1 Spies (Guptchars)

## GuptChars

**Intelligence/Spies (GuptChars)** are the Most-Flexible body of King and managed by RajRishis. They have high level of patriotism and humanities and self-driven in their areas once control is given for specific Zone.

**Intelligence/Spies (GuptChars)** are ears and eyes of the Empire/Business/WAR. They minimize the damage or shorten the disaster period. They remain in the background and coordinate with different profiles.

As part of Dharma, they were only equipped to gather information and deliver to the appropriate channels. They were never authorized to kill anyone because they are not Warriors and only bureaucrats.

Intelligence/Spies (GuptChars) can penetrate any Zone except opponents secret CASTLE.

### Scope of GuptChars

## GuptChars

**Intelligence/Spies (GuptChars)** are the Most-Flexible body of King and managed by RajRishis. They are very sharp-minded and hence cannot be controlled by opponent RajRishi and strictly report to their own RajRishi.

They deserved to be promoted to high Military-Ranks, on need-basis and WAR-crisis because they posses almost everything at their disposal. When they reach the peak of the Royal WAR-Lineup (Starting of Opponent's Major Millitary Officials) then they can be promoted as per what they had achieved.

However, till the time one Senapati is alive, only one can lead the Army. If Senapati is no more then only GuptChars can help one of the Rooks to take this position. However, as per FIDE's compliance, and to keep in-sync with today's version to make it more interesting there can be n number of ROOK/Knight/Bishop Lead-level promotions of GuptChars. **But in older formats, GuptChars when reaching to the last position of the Military Executive's line-up, they were promoted only as AshwaArohi (lead of AshwaArohi unit).**

#### 1. Salient Features:

- **Intelligence/Spies (GuptChars)** can move "One Block" in any direction and confined within WAR-Zone or PeaceZone or wherever RajRishi is present. For example, can move freely within WAR-Zone in any direction.
- **Intelligence/Spies (GuptChars)** can move "One Block" in any direction and confined within their own CASTLE. For example, can move freely within CASTLE in either left or right. Can come out of CASTLE and enter into WAR-Zone only if RajRishi is present in WAR Zone.
- In normal circumstances **Intelligence/Spies (GuptChars)** can roam across anywhere in the WAR-zone.
- **Intelligence/Spies (GuptChars)** CANNOT KILL anyone.
- **Intelligence/Spies (GuptChars)** CANNOT Move within the Peace-ZONE.

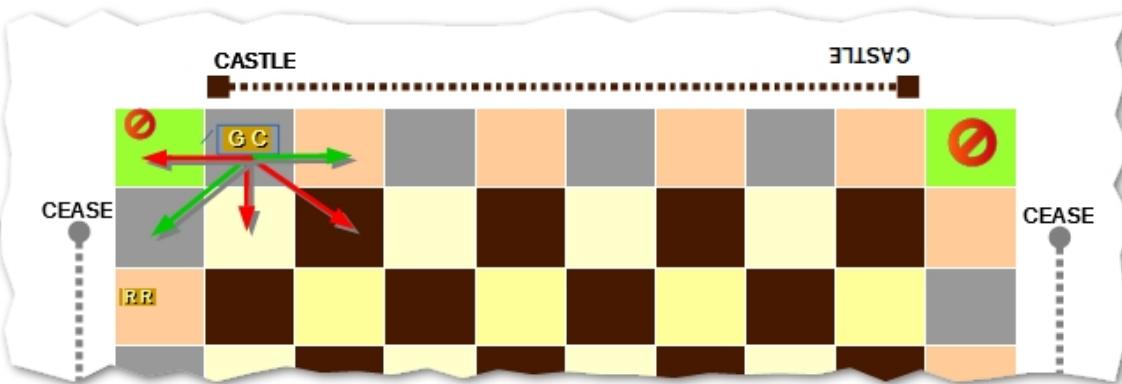
## 2. Exception:

- **Intelligence/Spies (GuptChars)** can enter PEACE-Zone from WAR-Zone, provided RajRishi is present in PEACE-ZONE.
- **Intelligence/Spies (GuptChars)** can enter PEACE-Zone from CASTLE, provided RajRishi is present in PEACE-ZONE.
- **Intelligence/Spies (GuptChars)** can enter WAR-Zone from PEACE-Zone, provided RajRishi is present in WAR-ZONE.
- **Intelligence/Spies (GuptChars)** can enter WAR-Zone from CASTLE, provided RajRishi is present in WAR-ZONE.
- **Intelligence/Spies (GuptChars)** can enter CASTLE from PEACE-Zone, provided RajRishi is present in CASTLE.
- **Intelligence/Spies (GuptChars)** can enter CASTLE from WAR-Zone, provided RajRishi is present in CASTLE.
- **Intelligence/Spies (GuptChars)** CANNOT Enter CASTLE of opponent.

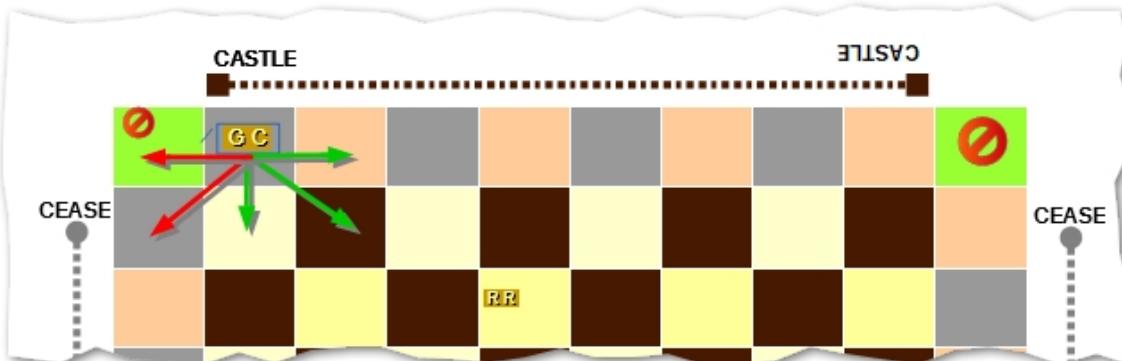
Appearance of GuptChars on Castle

### 1. Position: Corner of the "Castle"

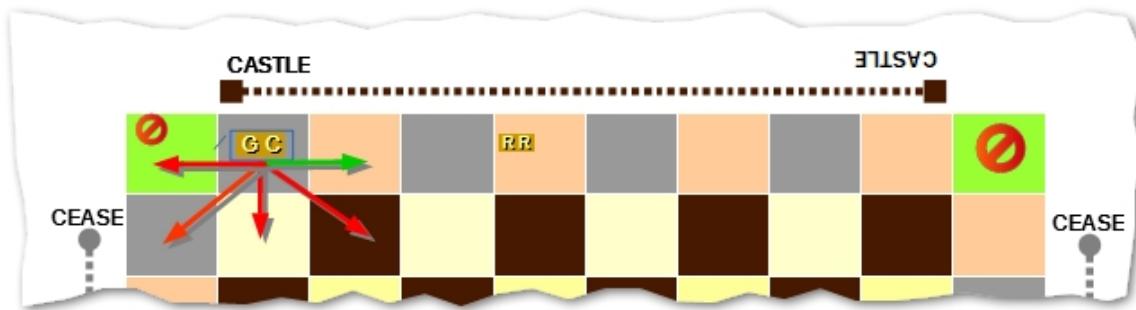
1. Castle touches the No-Man's Land on Extreme Right and Extreme-Left. **Intelligence/Spies (GuptChars)** CANNOT enter the No-Man's from Corner of the Castle.
2. Castle also touches the Peace-Zone diagonally on Extreme Right and Extreme-Left. **Intelligence/Spies (GuptChars)** can enter the Peace-Zone from Corner of the Castle, if RajRishi is present in CASTLE.



3. Castle also touches the WAR-Zone below and above itself. **Intelligence/Spies (GuptChars)** can freely enter only one-step out of the Castle and into the WAR-Zone from Corner of the Castle, if RajRishi is present in WAR-Zone.

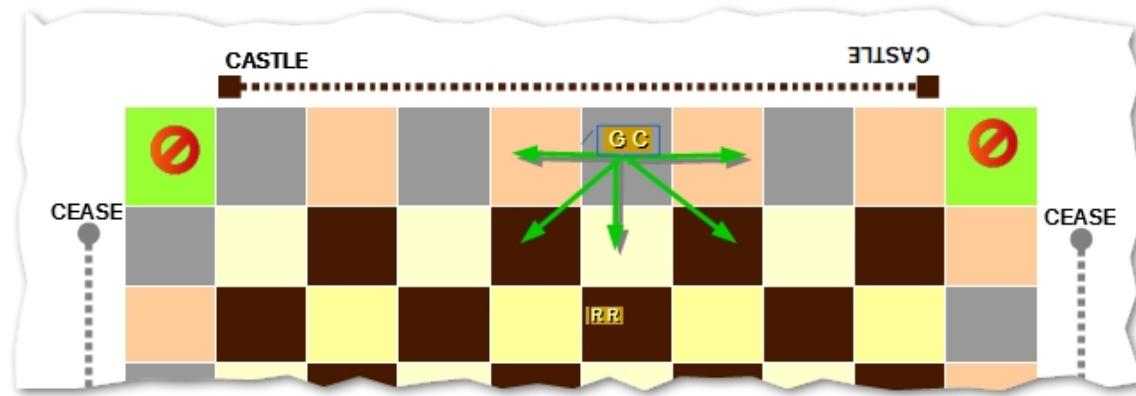


4. **Intelligence/Spies (GuptChars)** remains inside CASTLE and freely move within Castle, if RajRishi is present in CASTLE.

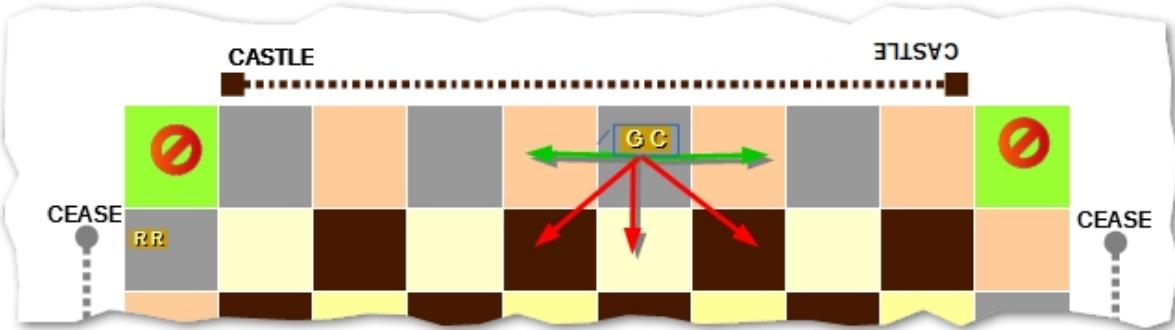
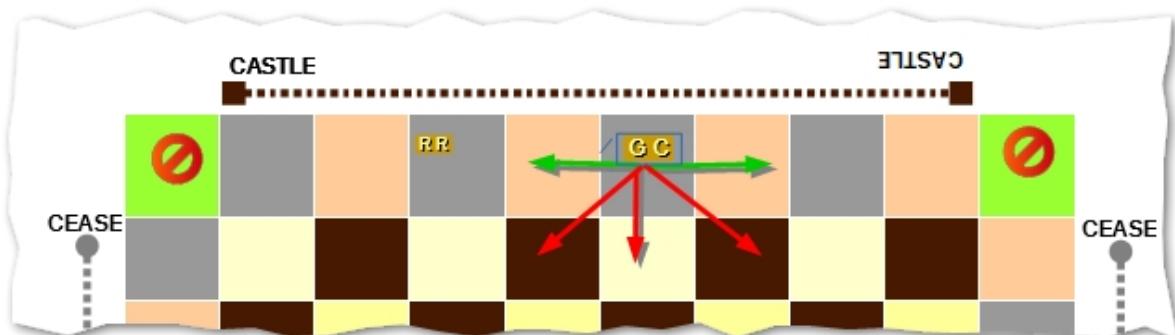


## 2. Position: Anywhere in the "Castle"

1. Castle also touches the WAR-Zone below and above itself. **Intelligence/Spies (GuptChars)** can freely enter only one-step out of the Castle and into the WAR-Zone from Corner of the Castle, if RajRishi is present in WAR-Zone.



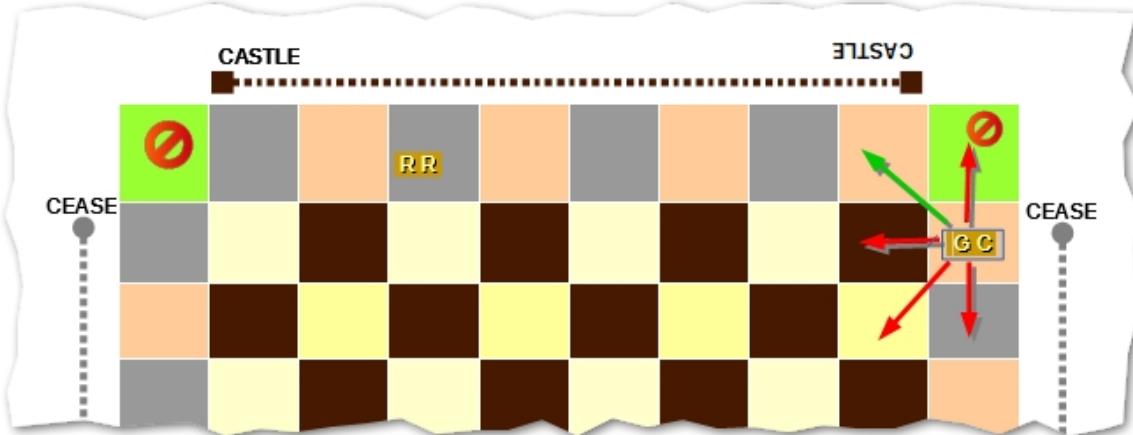
2. **Intelligence/Spies (GuptChars)** remains inside CASTLE and freely move within Castle, if RajRishi is present in CASTLE; or Present in Peace-Zone.



### Appearance of GuptChars on Peace-Zone

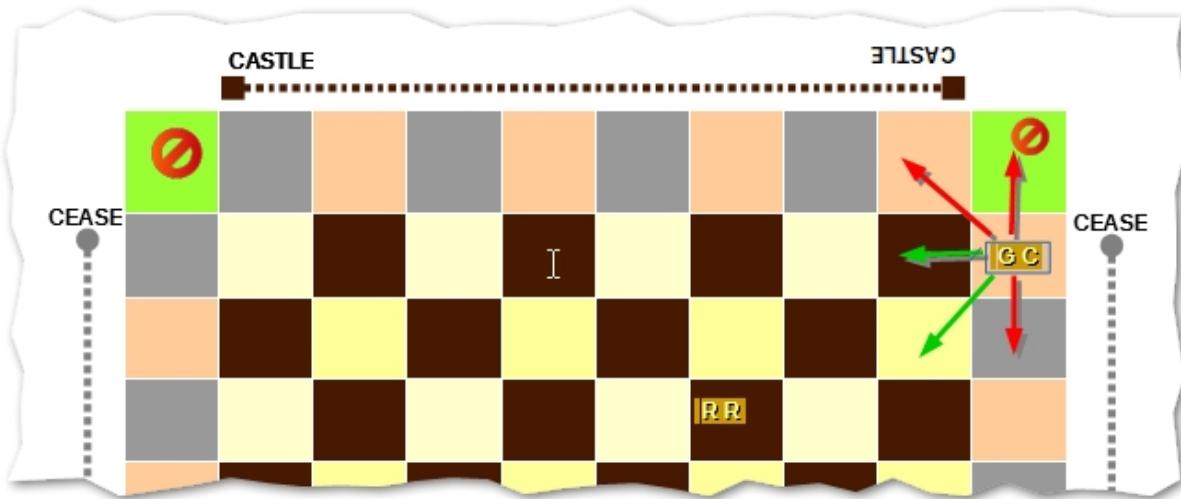
#### 1. Position: GuptChars at Corner of the "Peace-Zone" and RajRishi in CASTLE

1. Left Peace-Zone also diagonally touches the CASTLE on Extreme Top-Left and Extreme Bottom-Left. **Intelligence/Spies (GuptChars)** can freely enter the CASTLE diagonally one-step, if RajRishi is present in CASTLE.
2. Similarly, Right Peace-Zone also diagonally touches the CASTLE on Extreme Top-Right and Extreme Bottom-Right. **Intelligence/Spies (GuptChars)** CANNOT enter the CASTLE diagonally one-step, if RajRishi is NOT present in CASTLE.



#### 2. Position: GuptChars and RajRishi both at Corner of the "Peace-Zone"

1. **Intelligence/Spies (GuptChars)** will remain within the Peace-Zone because RajRishi is also in that Zone. However, **Intelligence/Spies (GuptChars)** from other zones can enter into Peace-Zone.

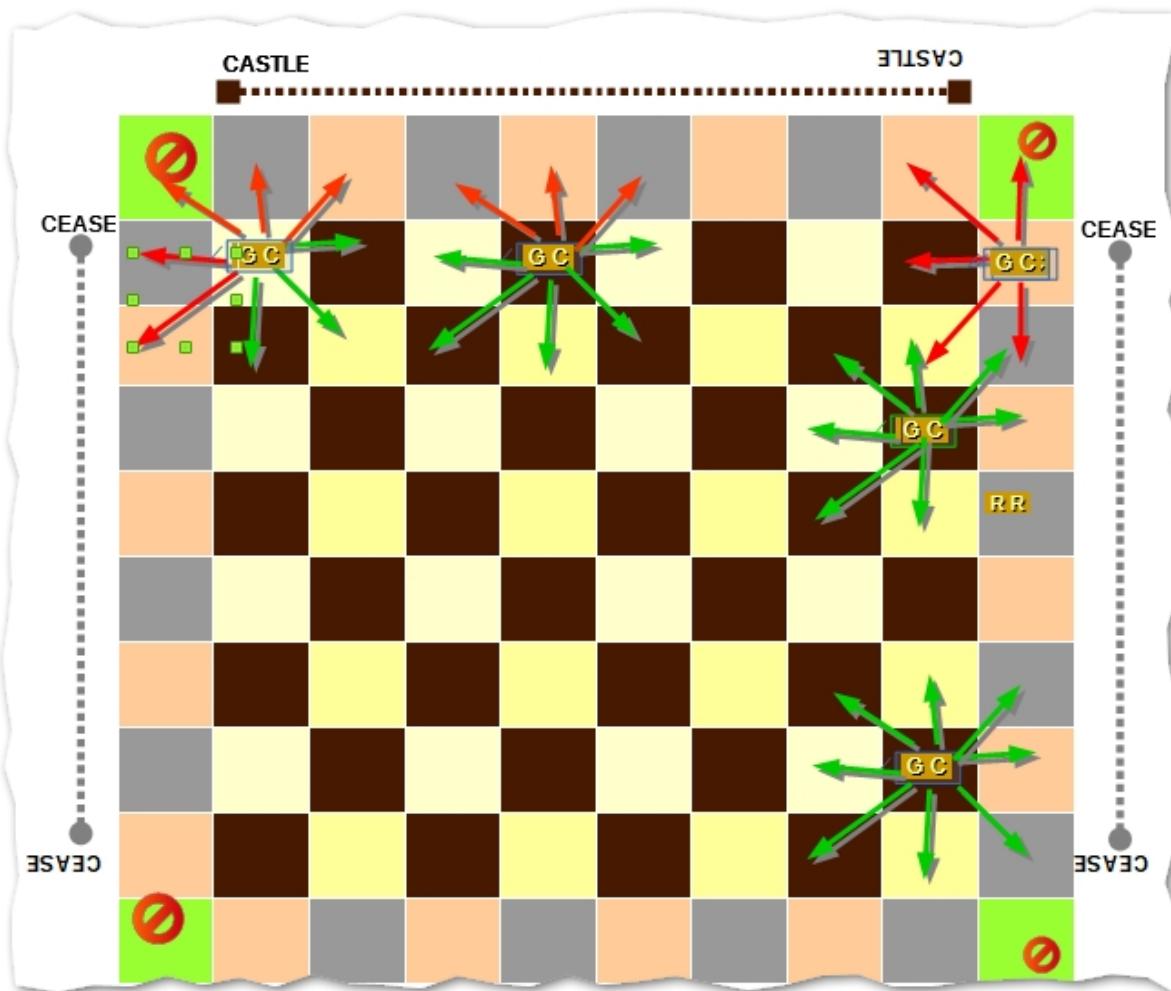


#### 3. Position: GuptChars at Corner of the "Peace-Zone" and RajRishi in WAR-Zone

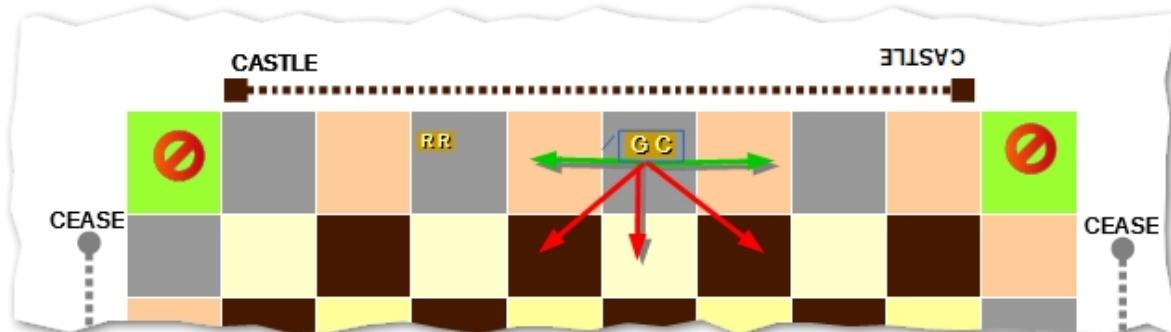
1. **Intelligence/Spies (GuptChars)** can freely enter the WAR-Zone, one-step out of the Peace-Zone.
2. **Other Intelligence/Spies (GuptChars)** can freely enter the WAR-Zone, one-step out of the CASTLE.
3. **Existing Intelligence/Spies (GuptChars)** can freely move inside the WAR-Zone, because RajRishi already present in WAR-Zone.

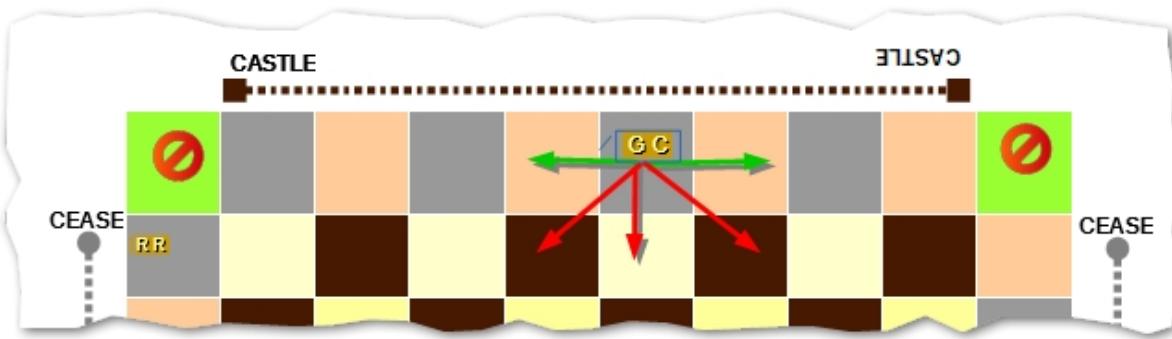
#### 2. Position: GuptChars Anywhere in the "Board" and RajRishi in Peace-Zone"

- Castle also touches the WAR-Zone below and above itself. **Intelligence/Spies (GuptChars)** can freely enter only one-step out of the Castle and into the WAR-Zone from Corner of the Castle, if RajRishi is present in WAR-Zone.



- Intelligence/Spies (GuptChars)** remains inside CASTLE and freely move within Castle, if RajRishi is present in CASTLE; or Present in Peace-Zone.

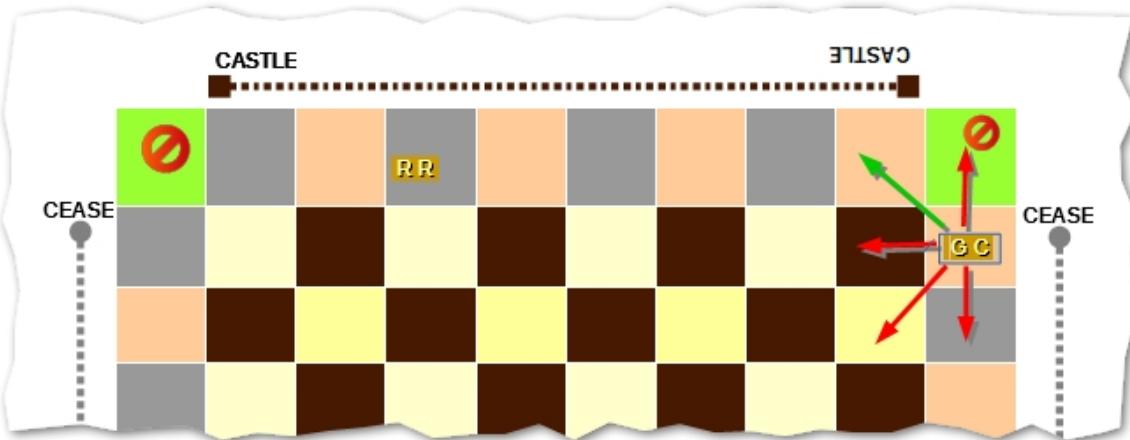




### Appearance of GuptChars on WAR-Zone

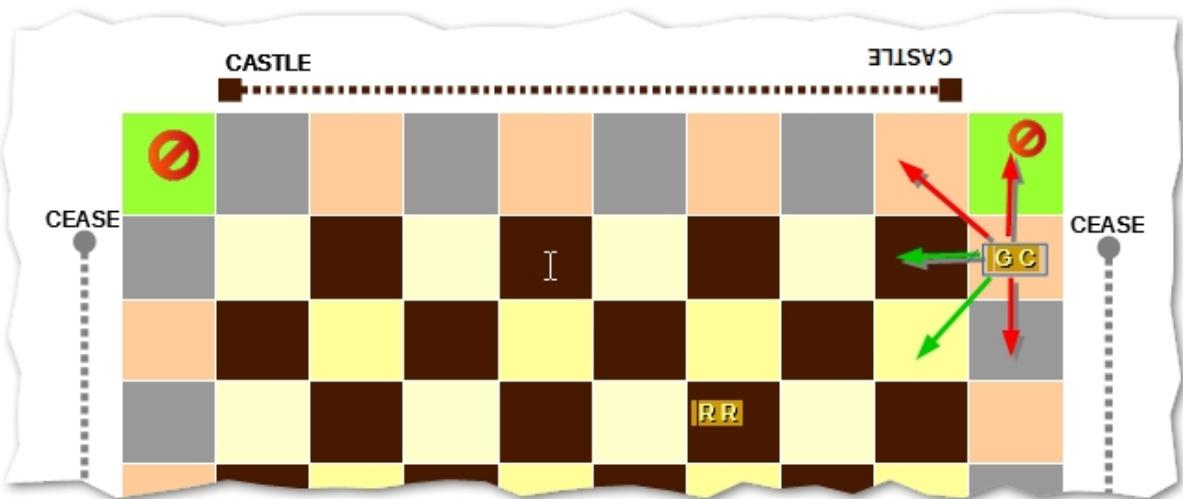
#### 1. Position: GuptChars at Corner of the "Peace-Zone" and RajRishi in CASTLE

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2. Similarly, Right Peace-Zone also diagonally touches the CASTLE on Extreme Top-Right and Extreme Bottom-Right. **Intelligence/Spies (GuptChars)** CANNOT enter the CASTLE diagonally one-step, if RajRishi is NOT present in CASTLE.



#### 2. Position: GuptChars and RajRishi both at Corner of the "Peace-Zone"

1. **Intelligence/Spies (GuptChars)** will remain within the Peace-Zone because RajRishi is also in that Zone. However, **Intelligence/Spies (GuptChars)** from other zones can enter into Peace-Zone.

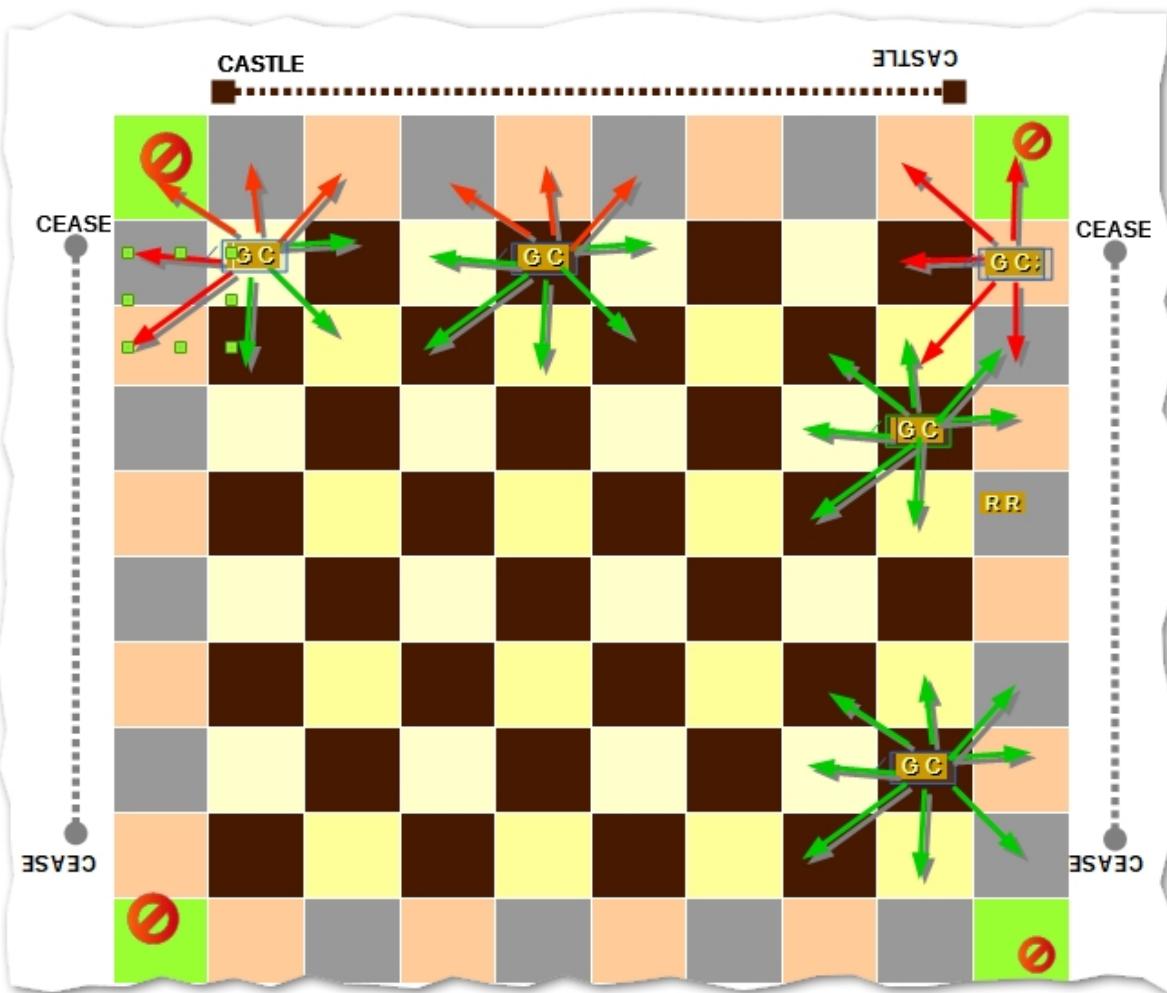


**3. Position: GuptChars at Corner of the "Peace-Zone" and RajRishi in WAR-Zone**

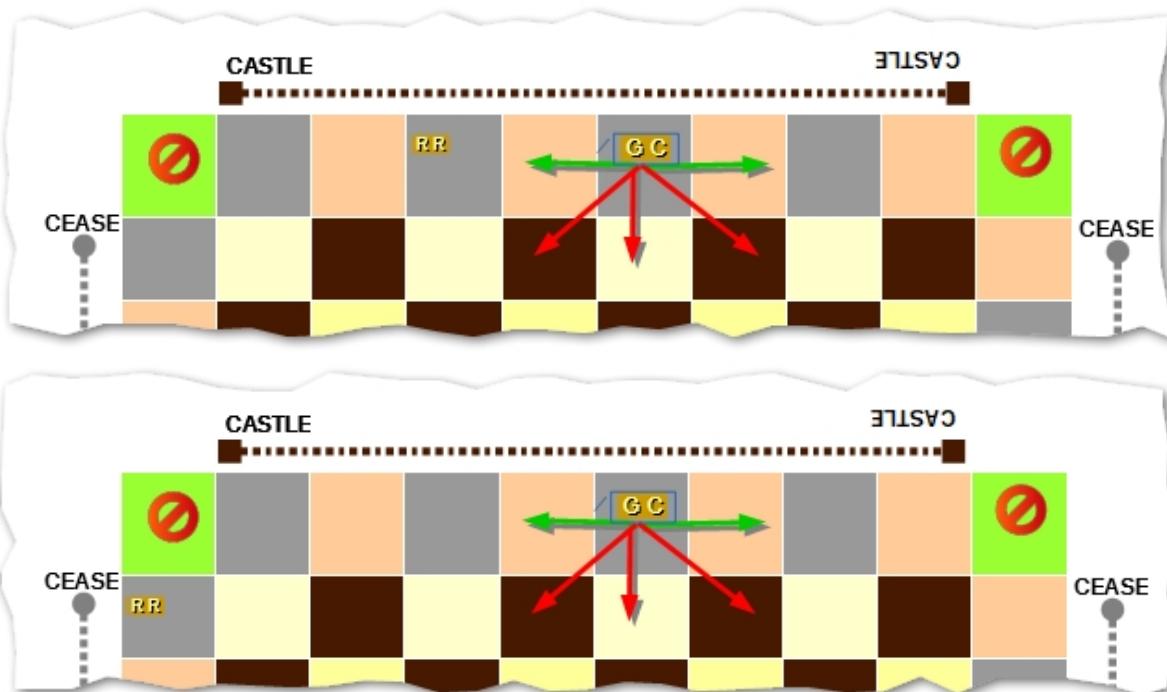
1. **Intelligence/Spies (GuptChars)** can freely enter the WAR-Zone, one-step out of the Peace-Zone.
2. **Other Intelligence/Spies (GuptChars)** can freely enter the WAR-Zone, one-step out of the CASTLE.
3. **Existing Intelligence/Spies (GuptChars)** can freely move inside the WAR-Zone, because RajRishi already present in WAR-Zone.

**2. Position: GuptChars Anywhere in the "Board" and RajRishi in Peace-Zone"**

1. Castle also touches the WAR-Zone below and above itself. **Intelligence/Spies (GuptChars)** can freely enter only one-step out of the Castle and into the WAR-Zone from Corner of the Castle, if RajRishi is present in WAR-Zone.



- Intelligence/Spies (**GuptChars**) remains inside CASTLE and freely move within Castle, if RajRishi is present in CASTLE; or Present in Peace-Zone.



## 1.2 Soldiers Pawns (Pyada)

Pawns (Foot Soldier) is comprises of huge Army of soldiers. They are asked to obey the orders of their highly ranked Military Officials. They can be awarded with monetary and other benefits except promoting to high-ranks.

Pawns cannot become Senapati(General). Soldiers cannot be promoted directly as Knights, Bishops (Lead of GajaArohi units); or Rook (Lead of Charriot units).

## Blocks and Positions in Chess - Shatranj

As already discussed it had two flavors of managing a Kingdom.

1. Dharma
2. ADharma

Currently CHESS is played with standard placement. Hence, Dhyut has flexibility of placing these pieces like Royal Elements, Military Officials, Supporting Staffs in synchronization with todays CHESS Board.

Keeping people's ease in mind, please refer how the board and positioning of pieces look like.

- Standard Layout:



- Classical Layout:



## Type of Tactical Blocks in Boards

Dhyut/Shadyantra/Shatranj is a near WAR-like situation, where KING and all units under KING have to work together.

In WAR, there are chances where KING has to go in stealth-mode before being compromised. Various units of Army may consider Cease-Fire if there are too-much casualty. But if other party disagrees with Cease-Fire then they can force the opponent out of the Cease-Fire.

Balance should be made to protect the KING, so as to its Deputy which is again the backup of the Kingdom. Deputy is true heir of the KING, together with Godly-like RajRishi (expert in all human sciences) can manage the Kingdom and sustain the WAR.

So it is a balance of WAR, Peace and normal Operations.

There are Four Zones in Shatranj:

1. Secret CASTLE (Both Sides)
2. WAR Zone (Common Sides)
3. Peace Zone /Cease-Fire (Both Sides)
4. No-Mans Land /Suicide Zone/Naga Lok (All four corners) Not associated to any Zone or any Side

In Older times, the match was usually played in grounds or King's PALACE, where real-people holding the concerned designations were playing their own roles. Later on it took the shape of bronze pieces placed on silk boards. Now, paper/plastic/wooden boards are popular.

Color of all these blocks were uniform or sometimes light and moderate shades, which nowadays we represent as blank and white.

## Linear arrangement of Blocks

### ***CASTLE-ZONE Blocks in Shatranj:***

Generally, blocks should be in Black and Gray colors. So, for better clarity, it is better to use Grey and Yellow.

### ***WAR-ZONE Blocks in Shatranj:***

Generally, blocks should be in Brown and Orange colors. So, for better clarity, it is better to use Black and White.

### ***Cease-Fire Blocks in Shatranj:***

Faded blocks like Blue and Kamla-Kumkum (Yellow) as Cease-Fire blocks. So, for better clarity, it is better to use Grey and Yellow.

### ***No Man's Land / NagLok Blocks in Shatranj:***

Crossed blocks (Takshak Nag-Block) with Stripes. It means No-Mans Zone, where only Immortal can survive. Anyone who gets into this block - loses its power to Kill or to Control. Everyone has to abide by Rules of Naga (which are open for both King sides).

**Linear arrangement:**

- *0th Line is King's Secret Palace.*

Only Priest/Financial Planner/King can be part of this line. If King is part of this 0th line then it means he is operating the Empire from Secret Palace. In this case, ArthShastri (Deputy of KING) has to get into War-Zone to support and fund the War. King will be in stealth mode and can hide in any position in Stealth-Line.

- *Left-most and Right-Most Lines are Cease-Fire zone for temporary battle-relief*

*Royal Military Officers which has direct threat declared, can agree on the “Cease-Fire/Disarmament” for brief period of time. Cease-Fire Zone means movement within the Cease-Fire Zones is not allowed and cannot kill to proceed. Exception RajRishi has the power to control but has to maintain the general rule to no movement within this zone. Rajrishi can force the neighbor in Cease-Fire Zone to get into War-Zone, provided it cannot be killed in bonus attempt*

King cannot enter Cease-Fire zone and it means KING surrendered.

## Chess Possible Layout and Positions

- Standard Layout:



- Classical Layout:



## Conventional Moves made by Military Executives

### King

- Moves one Step in any direction.
- De-Castling\** can be 1 or 2 steps like AshwaArohi (in Radius which means diagonal, orthogonal, vertical, horizontal).

#### 1. Deputy of the King (ArthShahstri)

- Moves one Step in any direction.
- Cannot Kill and coupled with RajRishi to enter any Zone.
- Castling can be 1 or 2 steps like AshwaArohi (in Radius which means diagonal, orthogonal, vertical, horizontal).

#### 2. RajRishi (Chief DharmaAcharya or Head of Priests)

- Moves any Step in any direction but does not posses the strength of AshwaArohi.
- Controls Guptchars.
- Cannot Kill but Control opponents.

3. *Senapati (General. FIDE's FAKE Queen)*

- Moves any Step in any direction but does not posses the strength of AshwaArohi.
- No Control over Guptchars.
- Only One Senapati head the Army in WAR.

4. *Deputy of Senapati (RathaArohis) Also Rook*

- Moves any Horizontal/Vertical in any direction but does not posses the strength of AshwaArohi.
- No Control over Guptchars.
- Only in case of Apad-Dharma can be promoted as Senapati

5. *AshwaArohis (Knights)*

- Moves in Radius of 2 blocks. Which means Vertical, Diagonal/Orthogonal
- No Control over Guptchars.
- Cannot be Promoted.
- CAN bypass over its own Army (this is not jumping) as it covers the radius of two blocks.
- CANNOT bypass over the Opponent's Army (this is not jumping). *Since this is not at all possible in FIDE's version of chess, we can allow AshwaArohis to jump of enemies as well.*

6. *GajaArohis (Bishops)*

- Moves in 1 and 2 blocks. Which means Diagonal only.
- No Control over Guptchars.
- Cannot be Promoted.
- CAN bypass over its own Army (this is not jumping) as and covers the diagonal of two blocks. *Since this is not at all possible in FIDE's version of chess for GajaArohi to Jump, we can allow GajaArohis to NOT to jump over enemies but to move n number of steps diagonally.*
- CANNOT jump over the Opponent's Army (this is not jumping). *Since this is not at all possible in FIDE's version of chess for GajaArohi to Jump, we can allow GajaArohis to NOT to jump over enemies but to move n number of steps diagonally.*

\* How de-Castling is done, could not get to play or gather notes about it. So for now, this is out of scope.

## Why this is unleashed NOW

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