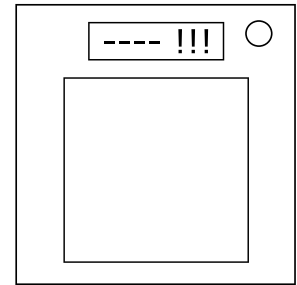# On the Subject of Shoddy Chess

Chess Judging™

- At first, this module will show a number, and a button labled !!!.
- After a module is solved, the number will change to a coordinate cooresponding to a location on an 8x8 chess board.
- For each stage you will have to move a piece to the coordinate shown on the module, the piece to move is the current piece in the move queue. If the current piece cannot move, skip to the next piece.
- Normal Chess rules apply with some exceptions:
  - There is no check or stalemate victory, the goal is to kill the king. This can cause the king to be killed. If this ever happens, press the !!! button and you will be taken to a chess board where you will recreate the chess board after the king had been killed.
  - White doesn't always start moving, as stated in section 1.
  - There is no Castling or "En passant".
  - Pawn only gets promoted to queen.
- Once all other modules have been solved, and a king has not been taken out, you will be taken to the same 8x8 chess board where you will have to recreate the final board. The king and all other pieces that didn't move will be preplaced.
- Cycle the pieces using the arrow keys and change color by pressing the display. To clear a piece, hold the display until it turns red, and press the pieces you wish to clear. Then press the display again to exit clear mode.
- Note that you can't clear any of the initially placed pieces.
- To submit your answer, press any king.
- If a pawn reaches the opposite side of the board it will be transformed into a queen. That piece will be continued to be referred as P(#) but will act like a queen. The same applies to the recreation of the board.
- If the current piece in the queue is dead, skip to the next piece, and if that is dead, skip to the next etc.
- *See appendix Chessboard8x8 for a table of the initial state of the board, and every short form's meaning.*

*Some modules are ignored by Shoddy Chess modules.

Section 1: The move queue

- Take the number shown on the module, count that many places in reading order on an 8x8 chess board starting with 0 in the top-left.
- Take the coordinate of the square you ended up on and add the alphanumeric position of the column to the number of the row.
- If that number is even white has the first move, otherwise black.
- Continue to alternate between black and white playing for every stage.
- If the black and white move queues ends up being the same, add 1 to the black move queue and modulo 10.

White starting move queue:

- Take the number obtained above and add the product of the amount of batteries on the bomb and 7.
- If there is a "Chess" or a "Lousy chess" module on the bomb. Multiply by 2.
- Take that number modulo 10.
- Use that number to find the white move queue in the corresponding table below.

Black starting move queue:

- Take the number obtained above and add each individual base-36 character in the serial number.
- Take that number modulo 10.
- Use that number to find the black move queue in the corresponding table below.

Go through the move queue from left to right skipping pieces that are dead or cannot move. If you finish a move queue, move to the one below it wrapping around back to 0 if you reach 9.

Use the number obtained above in the corresponding table below:

0:

Q	P5	P7	N1	P6	N2	B2	R2	B1	P3	P4	K	P1	P2	R1	P8

1:

R2	P2	Q	P1	P4	P5	P7	P6	B1	K	N1	B2	P8	N2	R1	P3

2:

B2	P1	R1	P6	P4	B1	N1	P7	Q	R2	P8	K	P5	P3	P2	N2

3:

P1	P7	P3	Q	B1	B2	P5	P8	P6	R2	P4	N1	R1	P2	K	N2

4:

P8	P5	K	R1	P1	P6	P4	Q	P7	R2	N1	B2	N2	P2	P3	B1

5:

B1	P7	K	P4	B2	P2	P8	N2	P6	P5	R1	P3	N1	R2	P1	Q

6:

N1	P5	P2	Q	K	P3	P6	R2	N2	P8	R1	P1	B1	P4	P7	B2

7:

N2	P4	R1	P8	P1	K	B2	P7	P5	Q	R2	P6	N1	P2	B1	P3

8:

P7	P3	B2	P2	P4	K	R2	P8	R1	B1	Q	N1	N2	P5	P6	P1

9:

P6	P5	Q	B1	P7	P2	N1	K	N2	R2	R1	B2	P8	P1	P4	P3

Appendix Chessboard8x8:

- This is the initial state of the board.
- Black is on top.
- Please note that this module uses the chess coordinate system. With A1 being bottom left and H8 being top right.

BR1	BN1	BB1	BQ	BK	BB2	BN2	BR2
BP1	BP2	BP3	BP4	BP5	BP6	BP7	BP8
WP1	WP2	WP3	WP4	WP5	WP6	WP7	WP8
WR1	WN1	WB1	WQ	WK	WB2	WN2	WR2

K	King
Q	Queen
B	Bishop
N	kNight
R	Rook
P	Pawn