

## TRIZmeta For Chess

There are no limits to the human imagination. One of the big ideas of TRIZmeta is to guide this immense power in productive directions. Some players like the idea of being given quite abstract guidance, and so just need to see the word 'nest', for example, to start sparking a hundred and one different ideas. Others need something a little bit more concrete. This article is for those people. Over the past couple of years, watching people play the early evolutions of TRIZmeta in conjunction with chess, here are some of the ways we've seen them successfully deploy the TRIZmeta card provocations.

The idea behind publishing this list is that, as players become more familiar with the cards and the directions they're trying to provoke, the better they will become at generating their own imaginative interpretations. And, in so doing, stretching the boundaries of our collective ability to re-imagine better futures.

Here's a list of chess rule change clues, arranged in terms of the TRIZmeta card sequence:

| Card       | Provocation        | Inventive Principle | Chess Rule Change Clues  |
|------------|--------------------|---------------------|--|
| 2 Diamonds | Slightly more/less | 16                  | At the end of a move, pieces can 'nudge' a square in any direction;<br>At the start of a move, a piece can 'nudge' a square in any direction   |
| 2 Clubs    | Protect            | 11                  | 'Insurance policy' on a piece;<br>Building of a protective wall around a piece   |
| 2 Hearts   | Same               | 33                  | Turn multiple pieces into same piece;<br>Everything becomes 'the same' in a region of board  |
| 2 Spades   | Segment            | 1                   | Split piece into two or more (one moves, one stays);<br>Two kings;<br>'Half-kings'   |
| 3 Diamonds | Disposable         | 27                  | One-off disposable piece for a given move;<br>Pieces disappear after a certain number of moves   |
| 3 Clubs    | Discard/Recover    | 34                  | Bring pieces back onto the board;<br>'Sin-bin' – remove pieces for next x moves  |
| 3 Hearts   | Asymmetry          | 4                   | 'Mirror' (piece can move to other side of line of symmetry);<br>More asymmetric Knight move shape;<br>Moves have to happen more quickly as time progresses                                       |
| 3 Spades   | Local Quality      | 3                   | Handicap players according to capability;<br>Different parts of board behave differently;<br>Different pawns behave differently;<br>Pieces behave differently after a number of moves            |
| 4 Diamonds | Universal          | 6                   | Some/all of the pieces become the same;<br>All pieces move like Knight;<br>All black pieces  |
| 4 Clubs    | Relative Change    | 37                  | Bishops/Rooks can only move a limited number of squares;<br>Rooks and 'super-Rooks';<br>One player only allowed to be x pieces ahead of the other<br>Second parallel game played at double speed |

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| 4 Hearts   | Copies            | 26 | 'Ghost' piece (prevents other pieces landing or passing through a square);<br>Left half of board switched to mirror right side;<br>White and Black always have same number of pieces  |
| 4 Spades   | Thin Flexible     | 30 | Barricade of pieces around a piece;<br>Pieces can 'squeeze between' a row of others;<br>Board 'wraps around' into cylinder  |
| 5 Diamonds | Fluid             | 29 | 'Liquid' region of board where pieces can 'sail' to any point around 'shore';<br>Pieces can morph between Black and White;<br>Relay of multiple players take turns  |
| 5 Clubs    | Hurry             | 21 | Next 'n' moves have to be made in x seconds;<br>'Use it or lose it' – both Rooks have to move in the next two moves   |
| 5 Hearts   | Rotate            | 14 | Board wraps around (pieces can go off one side and come back on the other);<br>Board rotated through 90 degrees   |
| 5 Spades   | Feedback          | 23 | Opponent has to tell you what they think of your move;<br>'Second opinion' on merits of a move;<br>Conditional rule change (if x then y)  |
| 6 Diamonds | Balance           | 8  | Two pieces allowed to swap places;<br>Pawns on left side of board forced to match those on the right  |
| 6 Clubs    | Intermediary      | 24 | 'Phone a friend' move can be made by a proxy;<br>Piece can 'bounce' off another piece;<br>Introduction of 'Grey' pieces;<br>(Temporary) barrier where no part can pass  |
| 6 Hearts   | Colour Change     | 32 | Piece shifts from black to white or vice-versa;<br>Piece able to 'pass through' another   |
| 6 Spades   | Re-Sequence       | 10 | Undo a move;<br>Return to an earlier stage in the game  |
| 7 Diamonds | Holes             | 31 | Protected square where no piece allowed;<br>Miss a turn;<br>'Time-out'<br>No rule changes for next x moves  |
| 7 Clubs    | Nest              | 7  | Original piece remains in place after a move;<br>Knight takes on Bishop capabilities for a number of moves;<br>'Checkmate Zone' – designated part of the board where checkmate has to occur   |
| 7 Hearts   | Another Dimension | 17 | 'Worm-hole' squares on the board;<br>Straight becomes diagonal & vice-versa;<br>Board given a 'slope' which makes moves in one direction 'more difficult' than the other;<br>Pieces move onto intersections between squares;<br>'Three-dimensional' board |
| 7 Spades   | Continuous        | 20 | Continue rule changes established in a previous game;<br>'Meandering' piece that moves x squares every move;  |
| 8 Diamonds | Bad To Good       | 22 | If a piece is taken, other pieces become stronger;  |

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|             |                        |    | 'Check' allows player to restore a taken piece  |
| 8 Clubs     | Composite              | 40 | 'Chameleon' piece;<br>Team chess;<br>Move made up of two 'half' moves<br>Introduction of third colour player  |
| 8 Hearts    | Remove Tension         | 12 | If mismatch between players exceeds a certain level,<br>handicapping changes;<br>'Tit-for-tat' piece taking   |
| 8 Spades    | Periodic               | 19 | Alternate moves have to be made twice as quickly;<br>Pieces can swap with others (temporarily)  |
| 9 Diamonds  | Enrich                 | 38 | 'Energised' zone of board;<br>Piece given 'supercharged' properties   |
| 9 Clubs     | Calm                   | 39 | 'Freeze' a piece for x moves;<br>'Freeze' a zone of the board;<br>Reduce power/ range of a piece  |
| 9 Hearts    | Merge                  | 5  | Two or more parts able to move together;<br>Merge two pieces (to create a different one);<br>Different pieces allowed to share same square;<br>Merge all pieces within a portion of the board;<br>Merge more than one board |
| 9 Spades    | Prior<br>Counteraction | 9  | Agreed move invokes its mirror;<br>Player declares two move options and the other<br>player decides which one will happen   |
| 10 Diamonds | Phase Transition       | 36 | Game strategy/purpose shifts after x moves;<br>Rule change after a 'check' move   |
| 10 Clubs    | Dynamize               | 15 | 'Shape-shifter' pieces;<br>Different pieces move differently at different parts of<br>the board   |
| 10 Hearts   | Empathy                | 18 | Game strategy/rules tied to external event;<br>'WWXD' – players play as they think a nominated X<br>person would play;<br>Certain pieces not allowed to be more than x squares<br>apart                                     |
| 10 Spades   | Fields                 | 28 | 'Protection shield' around a piece;<br>'Safe zone' portion of the board   |
| J Diamonds  | Separate In<br>Time    | 2  | Freeze pieces for a number of moves;<br>'Day-rules'/'Night-rules'   |
| J Clubs     | Take Out               | 2  | Remove a piece;<br>Take out all of the Rooks  |
| J Hearts    | Separate               | 2  | Divide board into different zones;<br>Different players have different outcome strategies   |
| J Spades    | Disconnect             | 2  | Exclusion zone around a piece;<br>Disconnect different parts of the board so only<br>Knights can bridge between   |
| Q Diamonds  | Change<br>Surround     | 35 | Play 'in the dark';<br>Play in extreme cold/heat;<br>Play so only part of the board is visible;<br>'Battleships' chess  |
| Q Clubs     | Change Function        | 35 | Piece given new capabilities;<br>When pawns reach end of board they can become<br>any other piece   |

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| Q Hearts   | Change Size      | 35 | Half-sized (4x4) board;<br>Double-sized (16x16) board;<br>'Large' piece able to occupy multiple squares   |
| Q Spades   | Change Form      | 35 | Piece transforms into another;<br>Pawns can move like Checkers pieces;<br>Game rules shift to Checkers for n moves                                |
| K Diamonds | Reverse          | 13 | Pawns allowed to move backwards;<br>Game starts from checkmate and plays backwards to the beginning   |
| K Clubs    | Upside Down      | 13 | 'Losing more pieces gains you more pieces';<br>When pieces reach the edge of the board they can continue 'underneath' (with different properties) |
| K Hearts   | Other Way Around | 13 | 'Checkmate loses';<br>Players swap places;<br>Pawns start game behind the back-line   |
| K Spades   | Do The Opposite  | 13 | Piece given immunity from being taken;<br>Piece position frozen (for a period);<br>Every n'th move has to be a 'suicide' move                     |
| A Diamonds | Self-Organise    | 25 | Moves determined by roll-of-dice/toss-of-coin;<br>Set pieces off on a pre-agreed trajectory   |
| A Clubs    | Regenerate       | 25 | Restoration of previously taken piece;<br>Bring back successful rule-changes from previous games  |
| A Hearts   | Autonomous       | 25 | Piece allowed to follow its 'own' pre-programmed path;<br>Certain moves automatically trigger others  |
| A Spades   | Recycle          | 25 | Taken pieces allowed to be combined into a new returning piece;<br>Taken pieces allowed to return as lesser piece                                 |