

Game over, all stones in the same box

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INTRODUCTION

When I was a student, we used to play checkers, a strategy game, with our friends. On the board consisting of 64 black and white squares, in the game of "checkers", the stones lined up against each other were put forward to reach the target and say checkers.

As per the game rule: Both players have to take all the stones that they pressed (the one they want) or the stones that their opponent gave intentionally in the first move. If a player presses a move that is capable of taking stones from both sides, (if he wishes) and the number of these stones is equal, the player is free to take stones to any side. To say checkers, support is taken from the stones next to and behind you. Since the aim is checkers, the stones next to it and behind it are sacrificed, you don't care. He has only one goal, that is checkers.

According to the rules of the game, all pieces have the same status, none of them is superior to the other. The stones have only one purpose, to reach the target and say checkers. When the stone becomes "checkers", its status also changes... He thinks that no one can control the stone that reaches Dama anymore. But things don't go as expected...

Later, I learned "Chess" on the board consisting of 64 black and white squares and I became addicted to chess. The game of chess, which is described as a brain sport, almost captivated me. We used to play this game all the time in our spare time. Anyone who doesn't know or understand the game would wonder what I found in this game. As you know, chess is seen as a strategy war game. I found it more sociological and political. All players are sacrificed for a single king.

Stones in the game: King, queen, rook, bishop, knight and pawn. These stones have different properties. At the beginning of the game, the first pawn in front of the king is usually put forward. At first the pawn looks weak, but it is one of those pawns that can be sacrificed for any move that poses a threat to the king. Don't belittle him by saying "pawn". If he gets lucky, he can say checkers and become a que-

-en for a moment. After all, that's his whole dream, to be a vizier. On the back side of the pawn pushed forward, there is the knight, the horse turns in all directions, there is the elephant, it goes diagonally and always draws its side, but it is said that there is an unlimited right to go all the way to the bottom. Then other pawns are put forward for the same job. The goal of all of them is to become a vizier one day. It is not easy for a pawn to become a queen. It is always one of the first things to be spent for both its own side and the other side, it is...

For a pawn that can go to the queen, the opponent can spend all his heavy pieces, including the queen, if necessary, except the king. Her side, on the other hand, tolerates the loss of countless pawns in order not to lose the big pieces.

Don't look at it that way, because his name is a king, it is a clumsy piece, the king goes everywhere, but he is one-step and cowardly. When he sees a threat, he acts instantly, is hypocritical, and moves (castling) and takes the rook with him.

In the game of chess, players vary; some play aggressively and don't feel sorry for their outgoing pieces. Others are cowardly or cautious that being too cautious leads to being blocked after a while and not being able to move forward. The player who holds the four squares in the middle well has started to determine the fate of the game. Now his back is solid for forward moves. Protection and defense were guaranteed and the necessary ranks for attack were kept. Now it's time to move forward, and as long as the king is safe behind, you can darken your eyes and make a mess of the board... But while this is being done, you definitely have a pawn that you protect and try to advance silently, and the opponent realizes this either from the beginning or after a while, depending on their knowledge of the game. Now all attention is on the pawn to prevent a second queen. Suddenly, all precious stones are sacrificed for the pawn that could become the future queen. If he is lucky, he becomes a pawn, if there are knights sacrificed for him, rooks or even queens, he becomes a queen in the end. But when he realizes that he is not one of the first to be saved in the fire, as in the case of the vizier, who was sacrificed so long before him, he sees that he had come by taking all the wounds in vain.

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Because even if a pawn is a queen, its existence depends on the king, and without a king, neither the queen nor the others have any meaning, so countless rooks are given and the queen is sacrificed until the game is over. In the absence of a king, the fate of all stones is spent... Until any piece, including the open pawn somewhere, squeezes the king so that he cannot escape.

Once the checkmate is done, that moment is game over and the same as the opponent's move that comes out of their lips...

When the game is over, all the pieces go into the same box.