Chess Geology

How did we think about the Earth through chess?

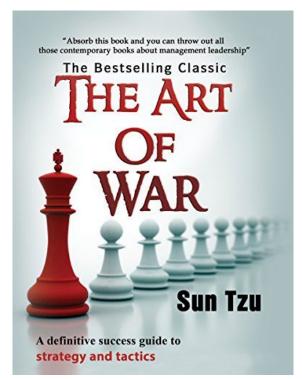
**Linas Gabrielaitis** 

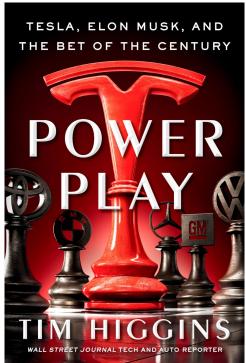
## Chess usually:

Military simulation.

Reason, rationality, or logic.

Strategy towards something.





Creates the figure of the strategist.

Planning over space and time.

Distinction between tactics and strategy.





# Is there a secret history??

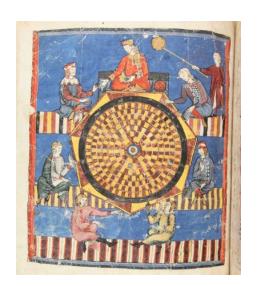
Planetary Chess

**Chess of Four Seasons** 

**Postal Chess** 

**Esker Chess** 







# **Chess Geology!!!**

**Chess of Four Seasons** 

Planetary Chess

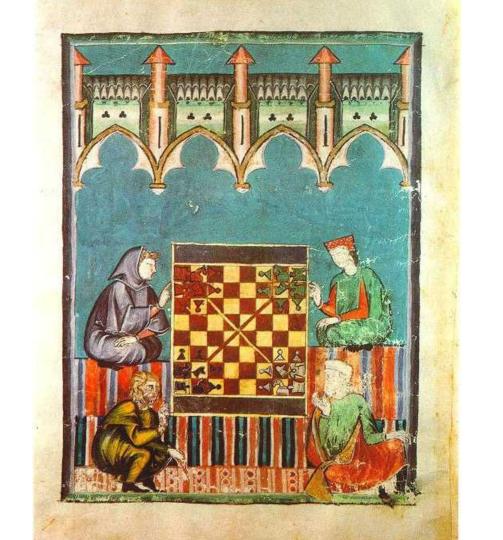
**Postal Chess** 

**Esker Chess** 







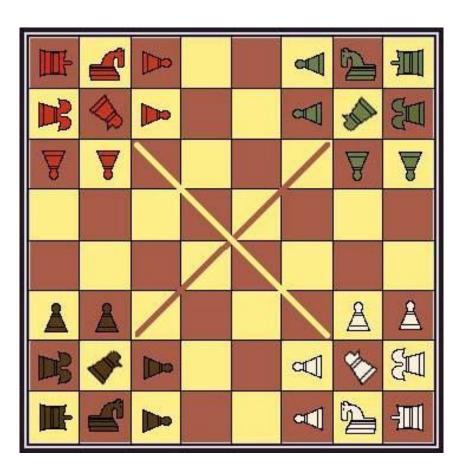


#### **Chess of Four Seasons**



"Green starts, which is logical for spring, with a move towards red (summer).

Then, players play in the order of the seasons, each with a starting move towards the next season. After the first moves, players can choose their own pieces and direction."

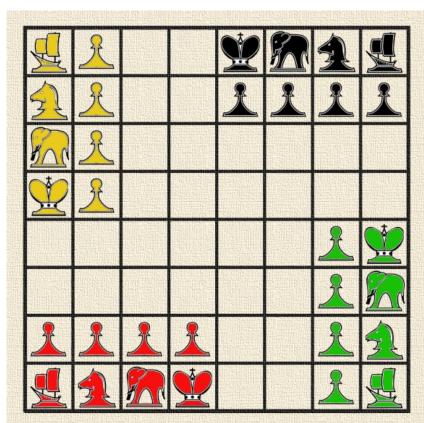


"Whether or not these diagonals influence play is not known.
One may choose to ignore the diagonals or allow them to divide the board into fields (which may not be crossed)."



Spring can only move towards Summer. Summer can only move towards Winter.

"How seasons take from one another"



# **Planetary Chess**

The Earth in the center

Players move as planets

Players exchange money based on proximity to other planets



"Was part of graduate studies in astronomy at Oxford and throughout England ... until its abrupt fall from grace amidst the popularity of the Copernican system."

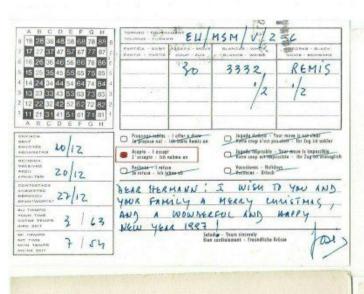


### **Postal chess**



Stories of postal chess interrupted by weather

Daily chess





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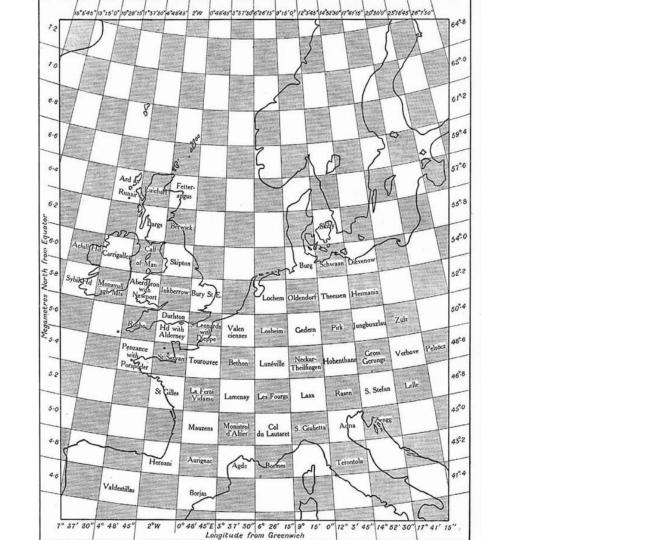
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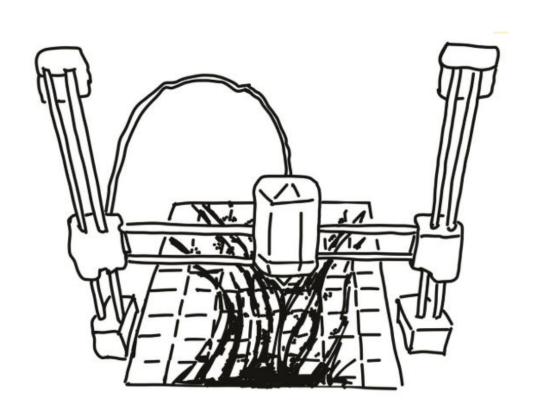
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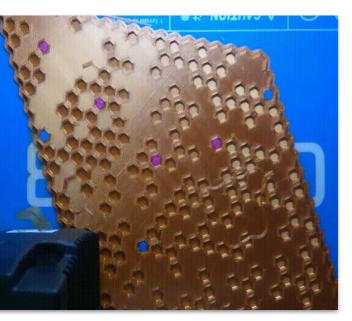
26.1-6-8-2 84 = 2 Time: 41/7

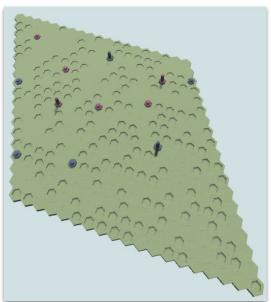


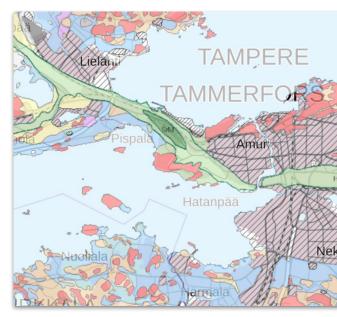
# **Esker Chess**



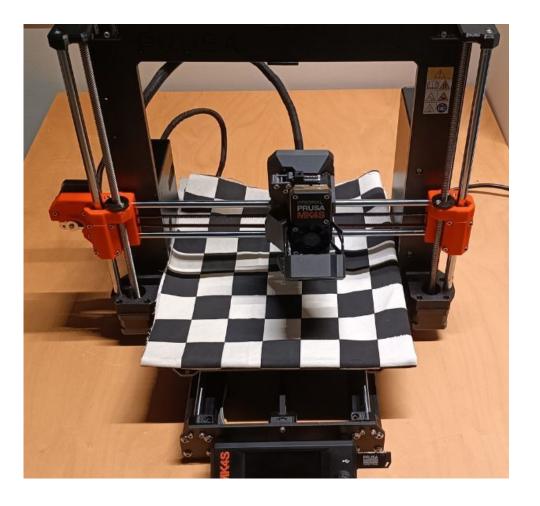




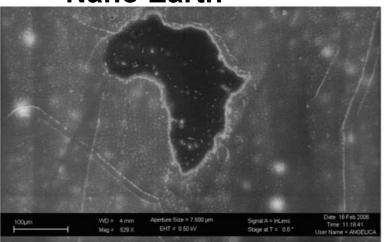




# **Printer Chess**



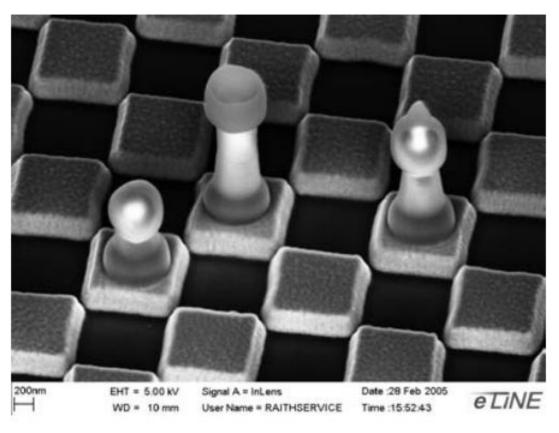
#### **Nano Earth**



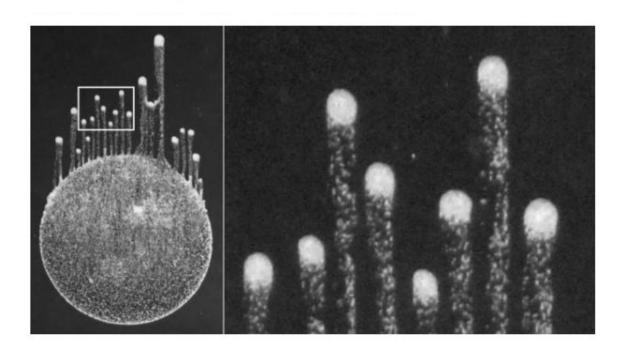
#### **Nano Tac Toe**



# **Nano Chess**



# 4.2 Micro-Olympics



#### **Slow Games**

(Slow Snake)

Through low frequency of interaction, invites us to 'challenge our memory, capacity of observation, and patience'.





### **Plant-time**

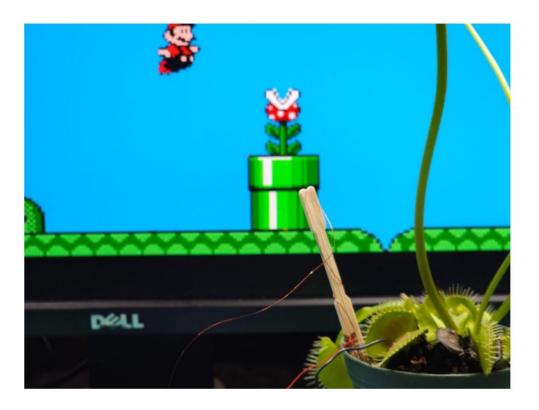


Figure 1: Experimental videogame prototype for venus flytrap. Photograph by the author.

#### **Mould-time**

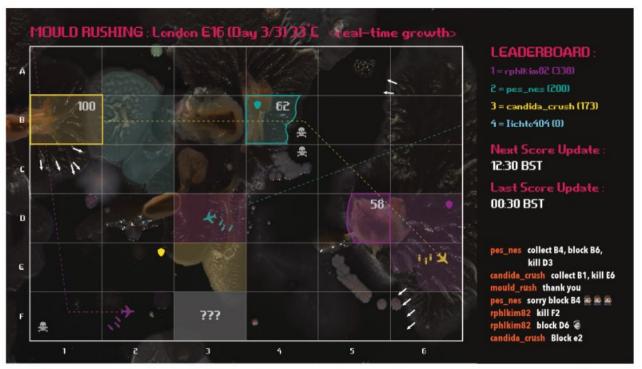


Figure 2a: *Mould Rush* in action. Gameplay screenshot from a typical *Twitch* broadcast. Commands are relayed via chat box (bottom right hand corner).