

# Global War Chess : Basic

by Dr. Leigh Kibby



30 July 2007

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- **copyright and ownership of the intellectual property associated with the game is attributed to Dr. Leigh Kibby and**
- **the game is not used for commercial purposes, or commercial gain, by any person(s) or parties, without the signed written approval of Dr. Leigh Kibby.**

# Global War Chess : Basic

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## Introduction and Background

### Playing Objective of the Basic Game

Object of the Game is to the same as normal chess i.e. to checkmate your opponent

**NOTE : Global War Chess is played on either a :  
Standard Chess Board with opposing Corporations at opposite ends OR  
a specially designed Global War Chess Game Board for more THE ADVANCED GAME  
and/or for teams of 4 (four).**

The design of the ADVANCED version game board, and the rules for playing, can be purchased from Kinematic for AUS\$5.50\* by emailing [info@kinematic.com.au](mailto:info@kinematic.com.au) AND requesting the Advanced-Global War Chess game board and rules.

\* Price correct at the time of this publication.

### Playing the Basic Global War Chess Game

In Basic Global War Chess, there are two playing modes:

1. Random and
2. Fearless Leader.

Players must decide which variation they want to play. The methods of play for each are described below.

In both versions, pieces can be moved in groups i.e. a Rook can move with pawns or a Knight can move with Rooks and Pawns. The combination of these are decided by the type of game being played. In random, a rolled dice determines the combination. In FEARLESS LEADER, the player determines the combination. The following explains how this happens.

### Playing the RANDOM Basic Global War Chess Game

In RANDOM Basic Global War Chess, a player can move either one piece or that piece PLUS a number of pawns. The number of Pawns is decided by the roll of a die. The player rolls a die, the number that comes up dictates the number of pawns that move with that piece.

### Playing the FEARLESS LEADER Basic Global War Chess Game

In FEARLESS LEADER Basic Global War Chess, a player can move the number of pawns dictated by the role of the piece, the number of Pawns is explained in the section titled FEARLESS LEADER Pieces and Basic Moves.

How to move pieces with one another is explained in the next section. In ADAVANCED GLOBAL WAR CHESS, THERE IS MUCH MORE VARIATION AND MANY MORE OPTIONS.

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Playing the Basic Game

## Introduction to Playing the Game

The following explanation tells you how to set-up the board and arrange basic moves for the “Basic” version of Global War Chess involving two players/teams.

## Decisions

Before each move, the player decides if that move is for one piece alone or for multiple pieces. If one piece, play the game as for normal chess. If multiple pieces, follow the rules for the game type you are playing i.e. RANDOM or FEARLESS LEADER.

## The Numbers that Move

The maximum number of pawns that can be moved is determined by the type of game. You must move the entire number OR THE HIGHEST AVAILABLE number of pawns that does not exceed the amount permitted by the rules e.g. a Bishop can move six pawns but if only four are available then all those four can move. However, all MUST move. Only ADVANCED GLOBAL CHESS LEVEL 1 and above provides an alternative.

## Move “Power”

Pawns are moved relative to their position in relation to the major piece that is being moved. The POWER of that major piece determines whether the pawns are close enough to be moved. For example, a Bishop can move pawns that are within four squares in any direction.

## How the Groups Move

The pawns that are moved maintain the same relative position as the piece that was moved i.e. they stay within the power range of the major piece. For example, a rook can move eight positions across or down the board and the pawns must remain in the same relative location. A pawn that was two squares to the left, must finish two squares to the left. If this takes a pawn off the board, then that pawn is lost. Pawns can take pieces off the board in these moves. ADVANCED GLOBAL CHESS LEVEL 1 and above provides an alternative where pawns might, or might not, take a piece when it moves with a group.

## Now PLAY!

That’s it for Global War Chess: Basic. Enjoy the game.

## Kinematic's Business AND Personal Development Games

Global War Chess is one of Kinematic's "SUCCESS CHESS" Games which also comes in:

**RELATIONSHIP SUCCESS**

**WEIGHT LOSS SUCCESS**

**CAREER SUCCESS**

**LEADERSHIP SUCCESS**

**SMALL BUSINESS SUCCESS**

and

**COACH** for professional coaches to use with clients and

**WORKSHOP** for players to learn with others.

Other games provided by Kinematic and developed by Dr. Kibby include:

- Global War Snakes and Ladders
- The Foresight Saga
- The Moral Dilemma
- The Destiny Game and
- Global War Draughts.

To learn more about these Kinematic programs, or Accreditation in the use of Kinematic training programs for those who want to use these games for commercial purposes, visit the Kinematic website (<http://www.kinematic.com.au>). The following pages let you know more about Global War Chess or you can contact:

Dr. Leigh Kibby

[info@kinematic.com.au](mailto:info@kinematic.com.au)

## Global War Chess : Basic

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### Fearless Leader Pieces and Basic Moves

#### Fearless Leader Pieces and Basic Moves

<b>Name of Chess Piece that is being moved i.e. the nominated piece</b>	<b>Type of Game Move</b>	<b>Type of Group that can Move when the nominated piece moves</b>
<b>King</b>	<b>Total Warfare</b>	<b>KING and EIGHT PAWNS</b>
<b>Queen</b>	<b>Battalion</b>	<b>QUEEN and EIGHT PAWNS</b>
<b>Bishop</b>	<b>Regiment Chess</b>	<b>BISHOP and SIX PAWNS</b>
<b>Knight</b>	<b>Platoon Chess</b>	<b>KNIGHT, and FOUR PAWNS</b>
<b>Rook</b>	<b>Troop Chess</b>	<b>ROOK and TWO PAWNS</b>
<b>Pawns</b>	<b>Squad</b>	<b>PAWNS</b>

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**TRY ADVANCED GLOBAL WAR CHESS now!**

# Global War Chess : Basic

## Major Pieces and Power

### Fearless Leader Pieces and Basic Moves

<b>Name of Chess Piece that is being moved i.e. the nominated piece</b>	<b>Type of Game Move</b>	<b>Type of Group that can Move when the nominated piece moves</b>
<b>King</b>	<b>Total Warfare</b>	<b>PAWNS</b> within six squares in any direction
<b>Queen</b>	<b>Battalion</b>	<b>PAWNS</b> within five squares in any direction
<b>Bishop</b>	<b>Regiment Chess</b>	<b>PAWNS</b> within four squares in any direction
<b>Knight</b>	<b>Platoon Chess</b>	<b>PAWNS</b> within three squares in any direction
<b>Rook</b>	<b>Troop Chess</b>	<b>PAWNS</b> within two squares in any direction
<b>Pawns</b>	<b>Squad</b>	<b>PAWNS</b> within one squares in any direction

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## SC : Basic Creator: Dr. Leigh Kibby

Dr. Kibby, known as "Dr. Leigh," is a one of the world's truly creative geniuses having:

- founded the Noetic Psychology movement
- developed numerous new paradigms such as:
  - Neuro-Empathic Programming
  - the Sustainability Triangle (Psychology-Sociology-Ecology),
  - L.E.T. (Language-Emotion-Thought) framework,
  - Affective-Cognitive Integration Model (the NEW Emotional Intelligence),
  - "The Intelligence of Emotions" and
  - Psychological Genome concept.

He is also one of Australia's leading trainers having taught Noetic techniques to over 2500 people including General Practitioners (Family Physicians), Police, teachers, youth workers and IT staff and magers.

Other Business Games provided by Kinematic and developed by Dr. Kibby include:

- The Foresight Saga
- The Moral Dilemma
- The Destiny Game and
- INVESTMENT S&L Chess.

Other Games by Dr. Kibby include:

- Take- 2
- The Destiny Game
- Spellcheck
- The Money Game Board
- Snap PLUS.

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## *Publications / Presentations*

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- Joint Winner of the Best Paper Award at the 2002 International Emotions In Organisations Conference.
- "Servant-leadership" - 2003 British Academy of Management Conference.
- "Noetic Leadership" - 2003 British Academy of Management Conference.
- "Servant-leadership Skills" - 2004 Gallup Leadership Institute Conference USA.
- "Noetic Leadership Skills" - 2004 Gallup Leadership Institute Conference USA.
- "Noetic Leadership: A Conceptual Model" - 2006 Gallup Leadership Institute Conference USA.
- Co-author of "Intelligent Emotions Management" for the internationally released book "Key Issues in Organisational Communication"
- "Well-being through Responding to Affect: Core Skills and Techniques" presented to the 2006 Australian Quality of Life Conference
- "Coaching Skills for Responding to Affect" International Journal of Evidence Based Coaching and Mentoring, 2007
- "Ethics, Morals and Behaviour through Coaching Skills for Responding to Affect" paper Accepted for British Academy of Management, 2007
- "Noetic Coaching Skills: Creating Meaning and Purpose" Book Chapter, 2007 (in draft)
- "Noetic Leadership - a Conceptual Model of Leadership Integrating Affect, Cognition and Physiology," 2007 (in review)