

MILLENNIUM 3D CHESS* BEGINNER'S STRATEGY

Chess for the Third Millennium and Beyond!*

*Trademark

The strategy for playing and winning Millennium 3D Chess* is in many ways similar to traditional 2D chess. Following the teaching of Aron Nimzowitsch, who was one of the world's greatest chess instructors, any player who successfully controls the center, attacks the enemy back rank while protecting his/her own back rank will have the best chance to win.

OPENING: While traditional 2D chess has only 20 possible White opening moves, Millennium 3D Chess* has 102 possible White opening moves with 10,816 possible positions after Black's first move. Because of this added level of complexity, even a traditional chess grand master may have to rethink his/hers opening moves! However, this extra level of complexity also translates into a tremendous amount of mobility for the major pieces. Aron Nimzowitsch wrote, "An important rule for the beginner is the following: If it were possible to develop the pieces without the aid of pawns, the pawnless advance would be the correct." In Millennium 3D Chess*, this pawnless opening advance is possible and recommended. However, the beginner must also be cautioned against falling victim to a "Fool's Mate" where the opponent quickly positions his/her Queen directly over the beginner's King and usually the Queen is supported by a Bishop or Rook. In this situation, the King is commonly trapped behind his pawns and the game ends in checkmate.

MIDDLE GAME: Excellent advice about how to play the Millennium 3D Chess* middle game also comes from Aron Nimzowitsch as he wrote, "Thou shalt not wander about!" Select an objective, whether it is the capturing of a specific piece or controlling a pivotal square, and play towards winning your objective. Other Aron Nimzowitsch recommendations include, "Exchange in order not to lose time by retreating" and "Destroy the defender by exchanging."

END GAME: Again following Aron Nimzowitsch's advice, the end game should be played by centralizing the King and rallying all isolated detachments. Restated, it is during the end game when the King should be moved into the center of the board while charging the enemy with the remaining Pawns and Pieces. At this stage of the game, a passed pawn can be the deciding factor, which also means that the lowly Pawns should not have been pointlessly sacrificed during the middle game. Enjoy the Play!*

FINAL COMMENT: If the above Millennium 3D Chess* Beginner's Strategy is useful to you, then you should consider reading Aron Nimzowitsch's book, "My System" published by Hays Publishing, Dallas, Texas, USA. This book was written for traditional 2D chess — however — the lessons learned will be very valuable to any Millennium 3D Chess* player.