# Two faces myth figure in chess 

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By this article I would like to present to your judgment a two player board game, which could be considered as another variation or generalization of the ordinary chess. We will use ordinary chess board and figures, just using one expectation. Here we decided to introduce, more precisely redefine the properties of one of the figures of chess. By this redefinition we would like to allow players to use figures of his opponent during the game. For initial version we will use a knight. We will define, that a knight as a figure which has "two faces": white and black. Depending on situation it will be used as a white figure or vice versa. For this version we did not pose constraints on wills and wishes of the players, they are free and can choose which one of two knights should be "two faces". Now, it is interesting the following question: When a player could use a knight of his opponent as his knight? For solving this question we do the following. On board, on the cells we will put 4 points. Two of them are black and rests are white. We allow players to choose cells themselves before game will start. Usually, a figure has and conserves its color during the game, but when it is on the colored cell, it is started to play as the figure having the color of the cell.

It is obvious that more generally and most time this version of the game is just ordinary chess. But situation will dramatically change when one of the knights will occupy one of the cells with initially being colored and it will work against its owner during some time, which means that time to time it is possible that one of the players have additional figure for playing.

How the issue of the game will be changed having this type of transitions, is could be one of the interesting questions for analysis this game? As well as it will be interesting to understand issue of the game depending on positions of colored cells on the board.

