

THE
TOWER SIEGE :
3D CHESS GAME

By
Kenneth Fourcell

INTRODUCTION

The tower siege: 3D chess game is a variant of chess called *3D chess*. 3D chess has existed since the early seventeenth century.

The tower siege: 3D chess game presupposes a conflict between two armed forces vying for the control of a multi-level structure. Although this is a variant of chess the game adheres mainly to [the basic rules of 3d chess](#).

THE SCENARIO

Terrorist have taken control of a downtown city office tower, they've taken hostages and have made demands. They threaten to destroy the tower, themselves and the innocent victims within if their demands are not met with promptly.

An elite team of anti-terrorist commandos have been alerted to the situation and are mobilizing, but at the last minute, is informed that the terrorist have shot down several News, tourist and police helicopters with shoulder mounted rockets; and threaten to destroy anyone or anything that approach too close. Realizing they will not be able to reach the tower by helicopter the commandos' leader decide to embark upon a dangerous and daring plan, to execute a H.A.I. (High Altitude Insertion) onto the roof of the office tower.

After successfully and stealthily inserting themselves onto the roof of the office tower, the commandos secure the top two floors of the tower, and set up a command post. They quickly and quietly make their way, floor by floor, through the tower.

The commandos encounter the terrorist.

A gun battle ensues.

The terrorist leader and his team are captured, the weapon of mass destruction is secured, disarmed and the hostages are rescued.