

Piece De Resistance

Solution:

The game is played as a “normal” chess game with only queen moves. The correct moves and justifications for them are as follows. Note that white moves on odd numbers and black moves on even numbers. I’ll also make note of the squares that are now unavailable to each queen due to rule 4 at the end of the justifications.

1. Among white’s squares that are legal to move to in chess, f2 is ruled out because of rule 2. Otherwise, all white’s moves are permitted. Moving to c1 satisfies rule 6, so that is the correct move. White’s squares ruled out by rule 4: f1, c1
2. For black, a3 is ruled out by rule 2. a4, b4, c3, d2, b5, d5, e5, and g5 are ruled out by rule 3. The legal moves left are e1, c5, and f5. f5 satisfies rule 6, so that is the correct move. Black’s squares ruled out by rule 4: a5, f5
3. d1, e3, and h6 are ruled out by rule 3. Because white has at least one move that doesn’t violate rules 1 - 4 (to b2 for example), d1, e1, and f1 are out by rule 5. g5 is the correct move by rule 6. White’s rule 4 squares: f1, c1, g5
4. f3 and g5 are ruled out by rule 2. f4, g4, h3, a5, b5, d5, and e5 are ruled out by rule 3. a5 is ruled out by rule 4. Because black can go to e6, c5 is ruled out by rule 5. This leaves e6 as the only permitted move. Black’s rule 4 squares: a5, f5, e6
5. Rule 2 rules out f6, g6, and h5. Rule 3 rules out h6, g4, f4, e3, f5, c5, b5, and a5. Rule 4 rules out c1. Because white has legal moves left other than going back, rule 5 rules out f4, e3, d2, c1. e5 and d5 are permitted, so rule 6 requires moving to d5. White’s rule 4 squares: f1, c1, g5, d5
6. Rule 2: d5. Rule 3: h3, g4, f5, e5, d5, c5. Rule 4: f5. Rule 5: f5, g4, h3. e7 is the only square left. Black’s rule 4 squares: a5, f5, e6, e7
7. Rule 2: e4, h5, f7, d7. Rule 3: a5, b5, c5, c6, d6, e6, f5, d4, d3, d1. Rule 4: g5. Rule 5: e5, f5, g5. d2 is the correct move. White’s rule 4 squares: f1, c1, g5, d5, d2
8. Rule 2: a3. Rule 3: b4, e5, d6. Rule 4: e6. Rule 5: e6, e5. The squares left are d8, f8, and c5. c5 is the correct move by rule 6. Black’s rule 4 squares: a5, f5, e6, e7, c5
9. Rule 2: d7. Rule 3: d1, d3, d6, a5, f4, h6. Rule 4: c1, g5, d5. Rule 5: d3, d4, d5, d6. Squares remaining are e1, c3, b4, e3. b4 satisfies rule 6. White’s rule 4 squares: f1, c1, g5, d5, d2, b4
10. Rule 2: b4, c4. Rule 3: a5, b5, c6, c7, c8, d4, e3, d6, d5, e5, g5. Rule 4: f5, a5, e7. Rule 5: Because there are no permitted moves left that do not violate rule 5, it must be violated. The only permitted square left is f8. Black’s rule 4 squares: a5, f5, e6, e7, c5, f8
11. Rule 2: b6. Rule 3: a5, b5, c5, d6. Rule 4: d2. Rule 5: white has a legal move (e.g., a4), so c3, d2, e1 are ruled out. e7 is the correct move by rule 6.
12. Black has only one legal queen chess move. e7 is the move.

The flavor text hints toward semaphore (battle *flags*). “Move together” should hint toward the fact that the white and black queen moves should be taken as going together. That is, white’s first move and black’s first move taken together form a single semaphore character, white’s second move and black’s second move form a single semaphore character, and so on. Taking the direction of the queens’ movement as a direction in semaphore gives the solution to the puzzle (i.e., white moves left on the first move, black moves right on the first move, which gives the semaphore for R and so on.)

Final answer: RuPaul