

Contents

Introduction to the second edition	13
Author's acknowledgements	16
Editor's acknowledgements	17
Warning regarding proprietary games	18
Part 1 Games using an ordinary board and men	19
1 Two or more moves at a time	21
1.1 Two moves at a turn, intermediate check observed	21
1.2 Two moves at a turn, intermediate check ignored	24
1.3 Two moves against one	25
1.4 Three to ten moves at a turn	26
1.5 One more move each time	28
1.6 Every man can move	32
1.7 Other kinds of multiple movement	32
2 Games with concealed information	33
2.1 Games with an umpire, both sides blind	33
2.2 Games with an umpire, one side only blind	38
2.3 Games without an umpire	38
3 Unorthodox ways of capturing	40
3.1 Capture by attacking	40
3.2 Squares with known or hidden dangers	41
3.3 Destruction of men on nearby squares	41
3.4 Capture by moving as the target man	42
3.5 Other forms of capture	42
3.6 Immobilization	44
3.7 Capture of own men	45
3.8 Checking of own king	45
4 Compulsions and restrictions	46
4.1 Compulsions and restrictions relating to check	46
4.2 Compulsions and restrictions relating to capture	46
4.3 Restrictions on the men able to move	47
4.4 Walls, obstacles, and missing squares	48
4.5 Lines to be crossed	49
4.6 Other compulsions and restrictions	50

	Games using an ordinary board and men (continued)	
5	Introduction of new or captured men during play	52
5.1	Men are held or placed in reserve, and may be introduced during play	52
5.2	A captured man changes sides, and may be reintroduced by its captor	53
5.3	A captured man may be recovered by its owner	54
5.4	A captured man is replaced at once	55
5.5	A captured man lies low, and re-emerges when the capturing man has moved on	56
5.6	Other reintroductions of captured men	57
6	Unorthodox pawn properties and powers	58
6.1	Historical rules regarding promotion	58
6.2	Other changes affecting promotion	58
6.3	Move diagonally, capture straight	58
6.4	Other changes affecting forward movement	60
6.5	Sideways and backwards movement	60
7	Moving the opponent's men	61
7.1	Moving an opponent's man instead of one's own	61
7.2	Rejecting, choosing, or altering the opponent's last move	61
7.3	Making a move for each side	62
8	Transporting and teleporting	65
8.1	Selective transport of individual pieces	65
8.2	Pushing and pulling	66
8.3	Gravitational and magnetic effects	67
8.4	Other displacements within the board	68
8.5	Physical displacement of part of the board	69
8.6	Unorthodoxy relating to castling	70
8.7	Other forced movements	70
9	Games using unorthodox initial arrays	71
9.1	The opposing arrays mirror each other vertically	71
9.2	The opposing arrays mirror each other diametrically	73
9.3	The opposing arrays do not mirror each other	74
9.4	The initial position is partly or wholly free	76

Games using an ordinary board and men (continued)

10	Different objectives of play	81
10.1	Capturing or baring the king	81
10.2	Changed or multiple kings	81
10.3	Other objectives based on mate, check, or stalemate	82
10.4	Wiping out the opponent's men	83
10.5	Wiping out all the men of a kind	84
10.6	Playing for material gain	84
10.7	Reaching a fixed goal	84
10.8	Playing to exhaust the available resources	85
10.9	Playing to lose	85
10.10	Games in which the two sides have different objectives	90
10.11	Solo games	90
10.12	Other games	91
11	Multiple boards	93
11.1	Two boards	93
11.2	Three boards	95
11.3	More than three boards	96
12	Miscellanea	97
12.1	Multiple square occupancy	97
12.2	Merging of squares into regions	97
12.3	Men changing sides other than by capture	98
12.4	Men automatically added or removed during play	98
12.5	Passing or retracting a move	99
12.6	Simultaneous movement	99
12.7	Exploitation of coordinate squares	100
12.8	Changes to the rules during play	102
12.9	Other external influences on the play	102
12.10	Puzzles centred around chess games	104
12.11	Unorthodoxy in context or presentation	104
Part 2	Other games using square lattice boards	109
13	Larger and smaller boards	111
13.1	Larger square boards	111
13.2	Smaller square boards	112
13.3	Rectangular boards	113
13.4	Other square lattice boards	115
13.5	Unbounded boards	117
13.6	Creating or modifying the board during play	117

Other games using square lattice boards (continued)

14	New pieces (1) : Combination pieces	120
14.1	Pieces with added knight movement	120
14.2	Rook and bishop combinations	125
14.3	Other combinations	126
14.4	Move as one piece, capture as another	126
15	New pieces (2) : Pieces with limited range	128
15.1	Pieces which can move only one square	128
15.2	Pieces which can move up to two squares	129
15.3	Pieces which can move up to three squares	132
15.4	Pieces which can move four or more squares	135
16	New pieces (3) : Pieces with unlimited range	138
16.1	Pieces with orthogonal or diagonal movement, obstructions respected	138
16.2	Pieces with oblique movement, obstructions respected	139
16.3	Reflecting pieces	140
16.4	Other pieces which change direction in mid-move	142
16.5	Pieces which ignore obstacles	143
16.6	Pieces which exploit obstacles	144
16.7	Pieces which move normally but must jump to capture	145
17	Unorthodoxy relating to capture	147
17.1	Capture by leaping over the target piece	147
17.2	Capture by attacking	149
17.3	Capture by moving as the target piece	151
17.4	Destruction of men on nearby squares	151
17.5	Subversion and treachery	153
17.6	Other forms of capture	153
17.7	Immobilization	154
17.8	Interchange of pieces	154
17.9	Multiple forms of capture	155
17.10	Immunity from capture	158
17.11	Captured men change sides and can be re-entered	159
17.12	Captured men can be recovered by their owners	159
18	Mutation games	161
18.1	Taking the power of a captured piece	161
18.2	Promotion and demotion	162
18.3	Combination and separation	165
18.4	Movement dependent on square occupied	167
18.5	Relay games	169
18.6	Other mutations	172

Other games using square lattice boards (continued)

19	Changed or multiple kings	175
19.1	Kings with unorthodox powers of movement	175
19.2	Substitute kings	176
19.3	Concealed kings	177
19.4	Kings of other kinds	177
19.5	Kings created in play	177
19.6	Multiple kings present from the outset	179
19.7	Anti-kings	183
20	Games presented as families	184
20.1	The players choose jointly	184
20.2	The players choose independently	186
21	Miscellanea	188
21.1	One-dimensional boards	188
21.2	Games with hidden information	189
21.3	Directional pieces	189
21.4	Other unorthodox pieces	191
21.5	Twinned pieces	191
21.6	Men created during play	192
21.7	Men belonging to both sides	192
21.8	Walls and obstacles	193
21.9	Square-swallowing	194
21.10	Use of the intersection points	195
21.11	Games on two or more boards	195
21.12	Other games	197
Part 3	Boards of other kinds	201
22	Boards based on hexagons	203
22.1	Hexagonally symmetric boards with a forward rook move	203
22.2	Other hexagonal boards with a forward rook move	207
22.3	Rectangular and diamond-shaped boards with a forward rook move	208
22.4	Boards with a lateral rook move	209
22.5	Other boards based on hexagons	212
23	Other planar boards	213
23.1	Boards based on triangles	213
23.2	Boards based on diamonds	214
23.3	Boards based on rectangles	215
23.4	Boards containing cells of more than one shape	215
23.5	Circular boards	216
23.6	Spiral and figure-of-eight boards	219
23.7	Infinite and infinitely divisible boards	220
23.8	Boards with transport mechanisms	220

	Boards of other kinds (continued)	
24	Cylindrical, toroidal, and spherical boards	221
24.1	Cylindrical boards	221
24.2	Toroidal boards	222
24.3	Spherical boards	223
25	Boards with three and more dimensions	225
25.1	Square boards on two levels	225
25.2	Square boards on three levels	226
25.3	Square boards on four levels	228
25.4	Square boards on five levels	229
25.5	Square boards on six levels	229
25.6	Square boards on seven or eight levels	230
25.7	Square boards on more than eight levels	232
25.8	Other boards with three dimensions	232
25.9	Three-dimensional games with double moves	233
25.10	Games in more than three dimensions	234
Part 4	Regional and historical games	237
26	The Near East, Europe, Africa	239
26.1	The thread leading to modern chess	239
26.2	Other games played in the Near East	243
26.3	Other games played in Europe	245
26.4	Africa	247
27	China, Korea, Vietnam	248
27.1	Xiangqi	248
27.2	Indigenous and regional variants	249
27.3	Modern non-indigenous variants	251
28	Japan	252
28.1	Shogi	252
28.2	Historical shogi variants	254
28.3	Modern variants using the normal board	258
28.4	Modern variants using smaller square or rectangular boards	259
28.5	Variants using non-rectangular boards	260
28.6	Combination games	261
29	India and the rest of Asia	262
29.1	Indian chess on the 8x8 board	262
29.2	Indian games on larger boards	264
29.3	Myanmar (Burma), Thailand, Cambodia	266
29.4	Malaysia and Indonesia	270
29.5	Central Asia and Tibet	270

Part 5	Games using dice and cards	275
30	Dice games	277
30.1	Using dice to determine the man to be moved	277
30.2	Other uses of thrown dice	278
30.3	Using dice other than by throwing	280
31	Card games	281
31.1	Games using cards to represent chessmen	281
31.2	Games using cards to influence play	282
31.3	Combination games	284
31.4	Karten Schach	284
Part 6	Games with non-chess objectives	289
32	Playing to reach a fixed goal	291
32.1	Fixed goals in enemy territory	291
32.2	Fixed goals in neutral territory	297
32.3	Football games	299
33	Other objectives of play	301
33.1	Blocking and annihilation : games with jump captures	301
33.2	Blocking and annihilation : other games	302
33.3	Point scoring	303
33.4	Achieving a pattern or alignment	304
33.5	Other objectives	305
33.6	Games with different objectives for each side	306
33.7	Games of unclear or unknown nature	307
Part 7	Partnership and team games	309
34	Games using a single square or rectangular board	311
34.1	Classical Indian four-player games	311
34.2	Modern games using a single 8x8 board	312
34.3	Two or more 8x8 boards joined as one	314
34.4	Other square or rectangular boards	315
35	Games using non-rectangular boards	317
35.1	Games using a normal 8x8 board with extensions	317
35.2	Games using other square boards with extensions	322
35.3	Games using a round board	323
35.4	Games using other boards	324

	Partnership and team games (continued)	
36	Games using more than one board	326
36.1	Four players, two boards	326
36.2	Four players, four boards	327
36.3	More than four players	327
Part 8	Every man for himself	331
37	Games for three	333
37.1	Rotationally symmetric boards based on triangles	333
37.2	Rotationally symmetric boards based on hexagons	334
37.3	Rotationally symmetric boards based on quadrilaterals	336
37.4	Circular boards	338
37.5	Boards in three dimensions	339
37.6	Boards without rotational symmetry	339
37.7	Games in which the players have different roles	341
38	Games for four or more	342
38.1	Games based on capturing the king, square or rectangular board	342
38.2	Games based on capturing the king, hexagonal board	344
38.3	Games based on capturing the king, circular board	345
38.4	Games based on capturing the king, board with extensions	346
38.5	Games based on capturing the king, planar board of other or unknown shape	347
38.6	Games based on capturing the king, three-dimensional board	349
38.7	Annihilation games	349
38.8	Games to reach a goal in the opponent's territory	350
38.9	Games to reach a goal in neutral territory	350
38.10	Point-scoring games	353
38.11	Games in which the players have different roles	354
38.12	Divinatory games	354
38.13	Games of unclear nature	355
	Appendix	359
	Notes on principal sources	367
	Index	369