

# Chapter 1

## Two or more moves at a time

[In a normal game of chess, White and Black move alternately. In the games in this chapter, this principle is abandoned, and a player can or must make more than one move at a turn. Games of this kind have proved extremely popular. Marseillais Chess, Double-Move Chess, Triplets, and Progressive Chess have all been played in high-level tournaments as well as casually among friends, and the last is among the most widely practised of all chess variants.]

### 1.1 Two moves at a turn, intermediate check observed

[There are two distinct kinds of two-moves-at-a-turn games: those in which intermediate checks are observed (a player must get out of check on the first move of his turn, and if he himself gives check on his first move he forfeits his second), and those in which intermediate checks are ignored and play ends with the physical capture of the opposing king (so a player can attack his opponent's king with his first move and capture it with his second, and he may be able to use his own king to capture an apparently guarded man, making the capture on his first move and retreating to safety on his second). Both kinds are frequently referred to as 'Double-Move Chess', which is unfortunate since their natures are very different. The present section covers games of the first kind; games of the second kind are considered in the next.]

**Marseillais Chess** (sometimes spelt incorrectly with a final 'e'). Origins clouded. Commonly ascribed to Albert Fortis, a sometime resident of Marseilles, in collaboration with another expatriate in the same city, the Norwegian I. Rossow, c. 1922, the rules were first published in *Le Soleil*, a local newspaper, in 1925. A better claim for invention would appear to lie with Franzose Jehan de Queylar who is said to have formulated the rules sometime during World War I (*Funkschach* 1926) but the credit for popularizing the variant undoubtedly belongs to Fortis. Each player in turn makes two consecutive moves either with the same man or with different men. If check is given on the first move, this ends the turn. A player must get out of check on the first move of a turn. A king cannot move into check and out again. En passant is legal if the opponent moved a pawn two squares on either of his moves but the capture must be made at once. However, if the opponent made two two-square pawn moves, both pawns can be taken e.p. This last rule is credited to Alekhine by F. Palatz in an article on the subject (*L'Echiquier*, September 1928). Stalemate can occur if a player can only make one move but not a second. The game was sometimes played with alternative

rules: a check on the first move was illegal and a player could not capture e.p. if the pawn had been moved in the first part of his opponent's turn.

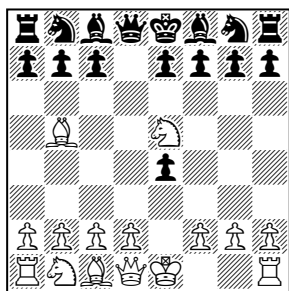
Marseillais Chess soon became fashionable. The first tournament took place in Paris in 1926 with another strong event in Hamburg the following year. The roll of well-known players associated with the game at the time is a long one, and includes Alekhine, Réti, Znosko-Borovsky and Chéron. Madame Léon-Martin was an enthusiast who, at a gathering in Mme Alekhine's salon, humiliated Réti and only lost by a hair to Alekhine himself (regrettably, neither game has been preserved). Interest then dissolved and was not revived until the 1950s. This revival was spearheaded by Boyer, Klüver and others, and E. T. O. Slater ran a number of correspondence tournaments. AISE took up the game in the late 1970s and ran regular tournaments. The Italian analysts, and particularly Alessandro Castelli, made big advances in the theory of the game, including an extensive study of the openings. Marseillais Chess was the choice of the Italy I team in the 1st Heterochess Olympiad.

Marseillais Chess as originally formulated turned out to be a markedly unequal game, and Castelli believed that both 1 e4/Nf3 and 1 d4/

Nf3 led to theoretical wins for White. In the 1950s, Robert Bruce made a major contribution with a minor modification to produce **Balanced Marseillais Chess** (*Nouveaux Jeux d'Echecs Intéressants*). In this version, the first player starts with a single move, thereby neutralizing White's advantage. This form was quickly adopted by NOST and was taken up by AISE in 1990, and has now completely replaced the original game among expert players. In Castelli's 1996 book *Scacchi Marsigliesi*, the lengthy section on opening play relates solely to Balanced Marseillais, and the original form is effectively relegated to the status of a historical footnote.

Marseillais Chess has been among the more deeply analysed of chess variants, and *Scacchi Marsigliesi* contains extensive sections on middlegame and endgame play in addition to that on openings. The following examples illustrate some of the game's tactics.

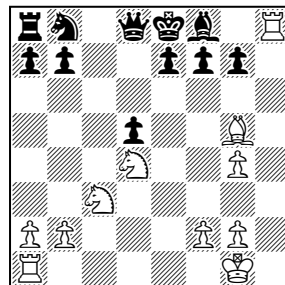
Classical Marseillais, given by Castelli. 1 Nf3/e4 (Castelli believed that this led to a forced win) d5/dxe4?? (and this certainly loses) 2 Ne5/Bb5+ :



A typical double attack against an unobservant opponent. Black is faced with both a check and a two-move threat to take the queen, and he is in deep trouble. His only hope is 2...c6/Qc7 (if instead 2...Bd7/Qc8 then 3 Nxd7/Nb6+ wins material), but 3 Qf3/Qxf7+ adds to the pressure, and if he tries 3...Kd8/Qxe5 to rid himself of one tormentor White has 4 d4/Qxf8+ winning the queen another way.

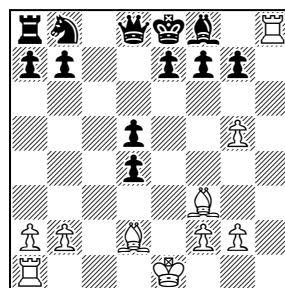
Balanced Marseillais, two queen-sacrifice wins by Michele de Giglio reported in *Eteroscacco* 86-88. Both started 1 d4 Nf6/d5 2 Nc3/Nf3 (sensible and standard opening moves for both sides) Bf5/Ng4 (threatening to win the queen) 3 h3/hxg4 (playing to get R+N in return) Bxc2/Bxd1 4 Rxh7/Rxh8, and the

first game continued 4...Bxe2/Bxf1 5 Kxf1/Kg1! (getting the king out of the way and so giving Black less scope - if he plays say Be3 instead of Kg1, Black can bring his queen into play by 5...Qd6/Qa6+ since the need to get out of check will prevent White from playing Rh6/Rxa6) c5/cxd4?? (this merely makes d4 available to a White knight) 6 Nxd4/Bg5 :



White still has his R+N for the Q, and his pieces are buzzing around like angry hornets. Black now blundered, playing Qd7/f6 to save the queen and overlooking that this let in a mate by Ne6/Rxf8, but he was lost anyway.

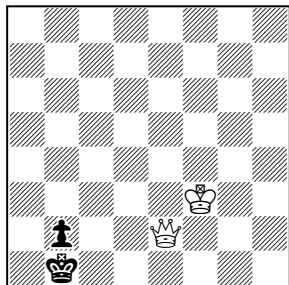
In the second game, Black tried 4...Bxe2/Bxf3 taking off one of White's knights, and after 5 Be2/Bxf3 the simplifying manoeuvre 5...Nc6/Nxd4 6 Ne2/Nxd4 c5/cxd4 took off the other as well. However, it was to no avail; White continued 7 Bd2/g5, after which his bishops dominated the board just as lethally as the knights had done :



Play continued 7...Qd7/Qe6+ 8 Kf1/Rh4 Qd7/e6 9 Bxd5/Bf3 Bd6/Qe7 and Black had just preserved his queen, but 10 Bxb7/Bxa8 took off the rook instead.

The result of an elementary ending can usually be worked out fairly quickly (note that a player is stalemated if he is unable to play either of his moves, unless his first gives

check and ends his turn). K+Q, K+R, K+2B, and K+B+N all win against a bare king, but K+2N do not. K draws against K+P if it can occupy any square in front of the pawn. K+Q v K+P7 offers interesting and sometimes amusing play. Castelli credits the following example to Agostino Braca.



White to play wins by 1 Qd2/Ke2 Ka1/b1(Q) (delaying the promotion doesn't help) 2 Qd3/Qa3+ (forcing Black to give check and so forfeit his second move) Qa2+ 3 Kd3/Qc1+ (and a second time) Qb1+ 4 Kd2/Qa3+ (and a third) Qa2+ 5 Kc1/Qc3+ (and a fourth!) Qb2+ 6 Qxb2 mate. If the White king starts on f4 instead of f3, Black can draw.

The game was reinvented as **Super-Charged Chess** (*Chess*, July 1939), and has doubtless been reinvented on other occasions as well. [Text revised. There is a brief endgame summary in English in special number 8 of *British Endgame Study News*.]

**Boyer's variations on Marseillais Chess.** The Centre d'Etudes des Jeux de Combinaison in Paris, spearheaded by Berthoumeau, Loiseau, and above all Boyer, looked at ways of differentiating the two moves of a turn so that one move of each type could be made mandatory. They arrived at four procedures: (1) division of the board into two zones; (2) classification of the pieces into two kinds; (3) classification of moves into two kinds; (4) the stipulation that the first move of a turn should imitate the last move of the opponent. The Centre developed and 'successfully experimented with' eight different games, which were reported in an article by Boyer in the *British Chess Magazine* in March 1955 and are summarized below.

**Bilateral Marseillais Chess.** The board is notionally divided into the queen's side (files

a-d) and the king's side (files e-h). A player's turn consists of two moves, one on each side of the board. A piece that crosses from one side to the other may move twice in a turn. If there is no legal move on one side then that move is lost.

**Central Marseillais Chess.** The board is considered to be divided into two areas, the centre (4x4) and the periphery (48 squares). A player's turn consists of moving a man in both areas (moves can be to anywhere on the board). A piece may be moved twice if on its first move it crosses from one area to the other. Castling counts as a single (peripheral) move.

**Black and White Marseillais Chess** (credited to V. R. Parton). A player's turn consists of two moves. The player first moves a man standing on a white square, then a man on a black square; if either is impossible, that move is lost. The moves can be made with the same man if the conditions are met. As an exception to the basic rule, castling may be played indifferently as a first or second move. Check given at the first move deprives the player of the second. Check must be defended on the first move of a turn, and if this involves a move from a black square, this counts as a second move and the first move is lost.

**King's Men, Queen's Men Marseillais Chess.** The original K-side and Q-side men are differentiated in some way, and a player makes a move with a man of each kind (in either order). Short castling counts as one move, long castling as two.

**Piece and Pawn Marseillais Chess.** Self-explanatory. The two moves may be made in either order. Castling may be used as a piece move. Capture e.p. is possible only on the first move. A pawn promoted on the first move can move as a piece on the second.

**Maximummer Marseillais Chess.** A player must play one of his longest legal moves as his first move, but if there are several candidates of equal length he may choose between them. A one-square orthogonal move counts as 1 unit, a one-square diagonal move as 1.41 units, a knight's move as 2.24; 0-0 counts as 4, 0-0-0 as 5. The player's second move is free, except that the man which makes the first move may not be played again. 'The game is extremely heterodox and very lively; it is dangerous to

allow open lines to pieces moving rectilinearly!

**Equivalent Marseillais Chess.** The first move of a turn must if possible be with the same type of piece as the second move just made by the opponent. The first move is free if the condition cannot be met. Castling is a legitimate imitation of either a king's or rook's move. The second move may be made with any man except the one just moved.

**Equidistant Marseillais Chess.** The first move of a turn must if possible be of equal geometrical length to that of the preceding second move of the opponent. This obligation is waived if the king is in check and cannot escape by an equidistant move. The second move must be made with a different man.

**Other games similar to Marseillais Chess.** Several other two-move games having the same general nature as Marseillais Chess have been tried. They are listed below in no particular order.

**Balanced Equidistant Marseillais Chess** (origins unclear) would appear to be the same as Equidistant Chess above but without the constraint on the second move. (*Nost-algia* 150) [I haven't seen the source, but a note on David's index sheet for the game suggests that what happens if the king is in check is not specified.]

**Different Men Marseillais Chess** (origin unknown). The two moves must be made with different men. (Stone)

## 1.2 Two moves at a turn, intermediate check ignored

**Double-Move Chess [Galvin]** (Fred Galvin, 1957). An offspring of Marseillais Chess, a simple rule change creating a variant in which strategy, and particularly tactics, are remote from those practised in the parent game. White opens with one move; thereafter each player on turn makes two consecutive moves either with the same man or with different men. There is no check, and the object is to capture the opponent's king. The implication is that a king can capture a guarded piece and can even capture his rival. A draw occurs if a player cannot move or can make only one move, or can only make two moves that do not result in a change in the position (illegal). A pawn that is moved two squares in one move, whether in

**Citizen Chess** (Tony Paletta, 1980). The players have the option of making two moves a turn provided that the second, and only the second, is a pawn move. A capture or check if made on the first move ends a player's turn. An attack on the king must be parried on the first move of a player's turn; hence a pawn move cannot stop a check. A player not in check and without a piece move is stalemated since a turn cannot begin with a pawn move. (*Chess Spectrum Newsletter*)

**Doublet Chess** (Kevin Lawless, 1994). Orthochess except that a player who moves a R, B or N can also move its twin on the same turn. Doublet moves are announced, and a K is not in check until both moves are made. (Inventor's rules leaflet)

**Power Pawn Chess** (Kevin Lawless, 1994). After every orthodox move, the player makes a move or capture with a pawn. The same pawn cannot be moved twice in a turn. (Inventor's rules leaflet)

**Alternating Marseillais Chess** (origins unknown). A cross between Marseillais Chess and orthochess. White and Black play one move each, then two moves each, then one move each, and so on. (Manuscript note citing *Eteroscacco* but not giving a specific issue number)

The principle behind Marseillais Chess can be applied to almost any variant, and in particular it has been successfully combined with Losing Chess (*Eteroscacco* 9).

the first or second part of a turn, may be captured e.p. only on the opponent's first move; but if a player's move consists of two two-step pawn advances, both pawns may be taken e.p. If a pawn is moved twice in a turn it cannot be captured e.p., nor if, after a two-step pawn move, the player moves a piece to the intervening square. Play is much more critical than in Marseillais Chess because a two-move threat to take the king, which can arise from Black's first move and can recur many times in a game, must be countered. Time is generally more important than material.

J. Boyer and T. Coifa were early propagandists for the game and a series of correspondence tournaments followed. One of

the first was organized by E. T. O. Slater (1958/59) and was won by D. J. McNasobey, a composite pseudonym of McCue, Naysmith and Sobey working in concert. This was followed by sponsored tournaments in successive years: *Die Welt* (1959) with 46 competitors, *Europe Echecs* (1961) with 45 players from 11 countries, *Le Courrier des Echecs* (1962) and a tournament for twelve selected players organized by C. Murkisch (1962/3).

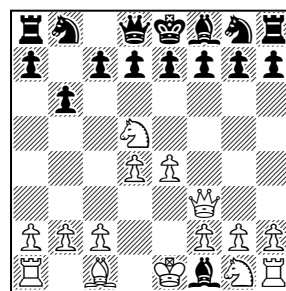
In Double-Move Chess, the centre plays a less important role than in orthochess. The knights have enhanced powers as they cannot be blocked; pawns too can be dangerous in attack. The weak piece, apart from the king, is the bishop on the opposite-coloured square to the opponent's king, which is the main reason White rarely opens with the d-pawn. Hans Klüver's 1963 monograph *Doppelzugschach* includes a useful survey of the openings. The variant lends itself to problems.

An instructive win by Ottavio Vargiu, reported in *Eteroscacco* 83. 1 Nc3 b6/Bb7 (a poor opening) 2 e4/d4 Ba6/Bxf1? (a fatal waste of time) 3 Nd5/Qf3! (see diagram at top of next column - White spurns the recapture and goes for the jugular) Qc8/Kd8 4 Nb4/Bg5 (keeping up the pressure on the Black king) Qb7/Kc8 5 Nd5/Qc3 and this third double attack on the king cannot usefully be parried. The actual continuation 5...Qxd5/Qc6 conceded the queen, and Black soon resigned.

### 1.3 Two moves against one

[Again, there are various flavours depending on whether checks after the first move are observed or ignored.]

**The King and Pawns Game**, also known as **Double-Move Chess [King and Pawns]**. A very old game which is known in several forms, the common feature of which is that White has two moves to Black's one. Murray quotes a medieval problem where White has K and 8 pawns and Black the full complement of men set up in the standard array (kings on the d-file) with the legend 'White to play and win'. The Q and Bs are the old pieces with limited movement and White should certainly win though proof might be lengthy. The same array is used in the common version, played since the 16th century, with modern Qs and Bs



**Brick Chess** (Michael Howe, 1994). The player on turn may consider two adjacent squares to be a brick. As an alternative to a natural move, he may make one of three kinds of double move: a division move (two men from the same brick go their separate ways), a fusion move (two men move to the same brick), or a united move (two men, kings excepted, move together using the power of one of them). In the last case, the men may remain together for the entire move, or the one whose power is not being used may be dropped off before the end of the move. Either or both the men taking part in a double move may capture (including a man dropped off during a united move). A pawn may be promoted by a division or fusion move, but not by a united move. Castling is allowed, but no part of the move may be a double move; e.p. is abolished. A king may be left in check by the first part of a double move. (Author's rules document) [Text editorial]

and kings on the e-file. W. S. Branch states that the game had been popular with many famous players of the past (*Chess Amateur*, September-November 1910, January 1911).

White's moves may be made with the same man or different men. The king may move into check on the first move (for example, to capture a guarded piece), and even adjacent to the Black King, provided it moves out on the second. White can forfeit the second move if desired (occasionally an advantage in the end game). If checked by Black, one version requires White to get out of check immediately, another allows the king to escape

on the second move. The WK cannot check the BK. If White is able to promote a pawn, the double move of the White piece is almost always conclusive. C. E. Ranken, according to Branch 'the most expert player we ever heard of', declared that Black should always win, the reverse of the general view held a century earlier. Dawson claimed that Black's best opening move is 1 ...e6 and that Black should try and get Q or R behind the White position (quoted in *Nouveaux Jeux d'Echecs Non-orthodoxes*). It is difficult for Black to mate without a formidable force - Q+R+R was quoted by Twiss (1787).

In a major variant, credited to Verney (1884), Black has no pawns and so has an immediate threat on White's a and h pawns. In this game White can only check the BK on the second move. If in check, the WK must move out on the first move of his turn. A rule that White may not move a promoted piece twice has been tried. In yet another version, the WK checks the BK if it is two squares away. Gik gives an amusing oddity with this rule, the WKe1 against the whole Black array: 1 Ke3 e5 2 Kxe5 Qe7+ 3 Kxc7 mate (*Schach und Mathematik*).

[David has described several different games here, but not having seen all the source material myself I cannot usefully disentangle them. However, the fact that Monster Chess and Imperatore (see below) appear to be playable games suggests that if the White king is allowed to check and mate the Black from two squares away, as in the Gik frolic, then the number of White pawns must be considerably less than eight if the chances are to be at all equal. The citing of Q+R+R rather than Q+Q as a mating force for Black suggests that mate cannot be forced with Q+Q, yet in fact there is

a simple and systematic winning procedure (see *Variant Chess* 53) and I find it difficult to believe that this was overlooked by the experts of the past. I wondered whether Twiss might have assumed the 'single box of men' rule (promotion allowed only to replace a captured man), which had considerable currency until late in the 19th century, but David Levy, having examined a copy of his book for me, tells me that there is no evidence for this.]

**Monster Chess** (origins unclear). A derivation of the game above. White has a full complement of pieces, Black just the king and the four central pawns. The weaker side makes two moves a turn. The king may stay in or move into check on the first move. According to Alex Bell in *The Machine Plays Chess?*, an early mainframe computer, MASTER, was an expert with the Black men. The same game but with colours reversed has been played in AISE where it is known as **Imperatore**. The WK, who is the Imperatore (Emperor), can mate the BK. A correspondence tournament of an almost identical game called **One-Two** was organized by NOST in 1963. White pawns may not promote and - something of an aberration? - the WK may pass over a square occupied by a WP. (*Eterosacco* 9, *Nost-algia* 33)

**Double Trouble Chess** (origins unknown). Black has standard array; White has Ke1, Bf1 and eight pawns (2nd rank) but moves twice to Black's once. White may not give check on the first of his two moves and if placed in check must escape immediately. A fascinating game with equal chances for both players according to Russell Chauvenet. (*Chess*, January 1944)

#### 1.4 Three to ten moves at a turn

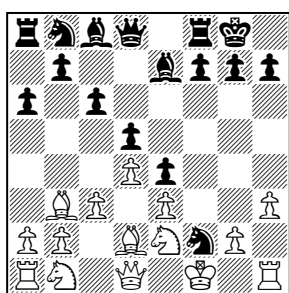
**Triplets** (Adam Sobey, 1980s). Each side starts with a pawn move. At his second turn, he makes a piece and a pawn move consecutively, in either order. At the third and all subsequent turns, he must move a pawn, a piece (other than the king), and the king, in any order. A player who is unable to move a pawn, piece or the king on his turn of play, or who is checkmated, loses. The game was invented for a Christmas meet of the

Haslemere Chess Club, where it proved very popular (*Variant Chess* 20). Competitions have since been held in the U.S., in the U.K., and in Italy, and it was one of the variants chosen for the 2nd Heterodox Olympiad.

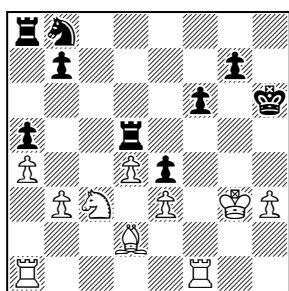
The three moves count as one; thus a player whose king is in check is obliged to get out of check only on completion of his turn; similarly an e.p. capture can be made at any stage during a turn. Castling is a king move. A pawn

may promote and move as a piece on the same turn. Five-fold check is possible, queen's side castling is not. Some very entertaining play can occur. The game commonly ends with one player running out of pawn moves, and much tactical manoeuvring takes place towards this end. Lack of a king move is a rare ending and there is no recorded game where the lack of a piece move has proved conclusive.

A win by Alessandro Castelli (*Eteroscacco* 56, with notes adapted from *Variant Chess* 46). 1 d3 e5 2 e3/Bd2 Nf6/e4 3 d4/Bc4/Ke2 d5/Be7/0-0 (White appears to be conceding space to no purpose, but Black has difficulty defending d5 later on) 4 Bb3/c3/Ke1 Ng4/c6/Kh8 5 h3/Kf1/Ne2 Nxf2/a6/Kg8 (Black's piece sacrifice gives him more pawn moves than White, but at a cost in development) :



6 Kxf2/Nf4/c4 Bh4+/a5/Kh8 7 Rf1/Kg1/cxd5 (White can wait until the second move of his turn to get out of check) cxd5/Be6/Kg8 8 Qh5/Kh2/a3 Qg5/h6/Kh8 9 Qxg5/g3/Kg2 hxg5/Rd8/Kg8 10 Nxd5/gxh4/Kg3 gxh4+/Bxd5/Kh7 11 Kxh4/Bxd5/b3 Rxd5/f6/Kh6 12 Nc3/a4/Kg3 (White finally clears Black from d5, gaining some potential pawn tempi) :



12...Rg5+/f5/Kh5 (Black will use his king to block the h-pawn) 13 Kf4/Nb5/d5?? (a curious oversight) Kh4/Nd7/b6 and White suddenly

and unusually found that he could not create a king move.

The fact that almost all games end with a player unable to make a pawn move is arguably a weakness. Tony Gardner has suggested that if part of a move is not playable, it should be ignored.

**Threesum Chess** (Tony Paletta, 1980). A player may move up to three men per turn provided that the sum of the squares moved does not exceed three and the king is at no time left in check. A move by a knight counts as two spaces, castling as one space. (*Chess Spectrum Newsletter*)

**Quest-Chess** (Donald Benge, 1975). Developed from the inventor's well-known boardgame *Conquest* which has a similar movement factor. Benge has organized a number of Quest-Chess events including two international problem solving tourneys, the second of which (1985) offered \$4,500 or equivalent in prizes. The game has a small cult following in the U.S.

**Movement.** Each player can make up to 10 moves a turn except at the start of a game when White is restricted to five moves. A player may pass his turn at any time after the first move. No man may be moved more than once in a turn except if a capture is declined, after giving check, or to get out of check. Castling is a king's move, hence the rook may be moved again in that turn. A promoted pawn may move again as a piece in the same turn.

**Captures.** If a capture is made, the second player may recapture at once, or decline to do so. The turn is then continued. If a capture is made on the last move of a turn, a recapture counts as the first move of the second player's turn. The capturing man, if not recaptured, may move again at any time in that turn. If a player advances a pawn so that an en passant capture is possible, the second player may opt to capture, when the first player's turn continues.

**Checks.** If a check is given, the second player must immediately get out of check in the usual way (capture/interpose/move K). In a discovered check, it is the man moved that earns the privilege. If the check is the last move of a player's turn, the second player must get out of check on the first move of his

turn. If the turn-player's king is put in check as a result of the second player getting out of check, or recapturing or making an en passant

capture, the turn player must immediately get out of check, the move counting as part of his turn. (*Nost-algia* 183 and later)

### 1.5 One more move each time

[These games use what David called the 'Progressive Principle': White plays one move, Black two, White three, and so on. Games commonly end by move seven or eight, which makes these variants ideal for correspondence play. The same principle has been applied to many variants.]

**Progressive Chess**, also known as **Scottish** or **Scotch Chess**, and once known as **Blitz Chess** though the use of this name today would surely cause confusion. Although it is relatively modern, its inventor is unknown. The first recorded reference is by Znosko-Borovsky in his column in the short-lived French periodical *Lectures pour Vous* (3/1947) where however he makes no mention of its origins though Boyer (*Les Jeux d'Echecs Non-orthodoxes*) claimed that the master first saw it played in Scotland (no date given: from the available evidence Ken Whyld suggested this might have been in Dundee in 1939). An appeal for information on the game in *Scottish Chess* (January 1990) brought a response from Hugh Courtney who recalled it being played in England in 1944 and that Gerald Abrahams and Max Ellinger ('a very strong player of the game') had been engaged in a long series of games which began around the start of World War II. The most likely country of origin would appear to be England, perhaps in the late 1930s, and the term Scottish Chess may therefore be a misnomer.

Rules:

(1) White starts with one move; Black plays two consecutive moves, either with the same man or two different men; White then plays three moves; and so on, the number of moves increasing by one each time the turn changes.

(2) A player's turn ends if he gives check, regardless of how many moves he may have made.

(3) A player may not expose his own king to check at any time during his turn.

(4) A player whose king is in check must get out of check with the first move of his turn.

(5) A player who has no legal move or who runs out of legal moves during his turn is stalemated and the game is drawn.

(6) An e.p. capture is admissible on the first

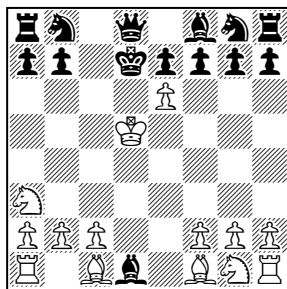
move of a turn only. Any pawn that made a two-step move during the previous turn sequence is liable to e.p. capture unless it has been moved again or the square moved over has been occupied.

Scores and probably hundreds of Progressive Chess tournaments have been held during the past fifty years. Masters have disagreed on whether White or Black has the advantage but practice would indicate that White has a definite edge. Openings have been researched, though nowhere near to the extent of those in Italian Progressive Chess (see below); however, the great majority of lines are valid for both versions. The commonest opening moves, as in orthochess, are 1 e4 and 1 d4, with half-a-dozen other moves considered to be perfectly playable. From the outset, Black must defend the square f7 and this largely dictates the choice of defences. A problem that constantly presents itself is whether to recover material lost or to assume an aggressive stance, that is to accept short-term loss for potential long-term gain. For example, after 1 d4 2 d5, Nc6 3 Bf4, Bxc7, Bxd8 Black can regain the Q with 4 Bf5, Bxc2, Bxd1, Kxd8 or opt for development with 4 Kxd8, e5, a5, Bb4+. However, queens can create carnage and are rarely left long on the board. Bishops are better than knights in the early stages. An early advance of one or both wing pawns, threatening the opponent's b/g pawns, is also favoured.

Post-opening strategy for both players can be summarized thus. Firstly, look for a mate; if none can be found, ensure that the opponent cannot mate next turn. Secondly, aim to destroy the opponent's most dangerous men whilst maximizing the survival chances of your own by dispersal. Giving check on the last move of a turn is sound strategy since it effectively reduces the opponent's sequence of moves by one. From White's third turn



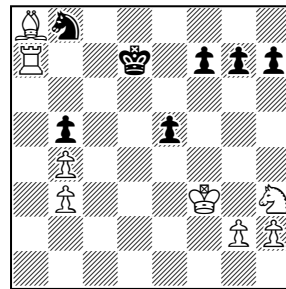
onwards, there is the ever-present risk of an unmoved pawn promoting. The king should be given air - a king on the back rank is often at risk. Double checks can be especially dangerous. Under-promotion, taking a bishop or rook because a queen would give check, is not uncommon. In the ending, knights are much better than bishops because of their ability to reach any square. Inconvenient opposing moves such as captures and pawn advances can often be prevented or defused by placing the king so that they will give premature check - an isolated king in front of three connected passed pawns stops all of them. However, putting the king in front of a friendly line piece, or a line piece behind the king, may be disastrous; the opponent may be able to put his own king further down the same line, and then give a check forcing an immediate discovered check in reply. Two games in a 1996 e-mail tournament reported in *Variant Chess* 45 started 1 d4 2 c5, cxd4 3 e4, e5, Na3 4 d5, Bg4, Bxd1, Kd7?? (Black had to prevent mate by e6 and Bxf7, but this wasn't the way to do it) 5 Kd2, Kd3, Kxd4, Kxd5, e6+ and Black resigned :



Each of his possible replies would give check and terminate his turn, and in every case White would then have a mate in seven (indeed, in less).

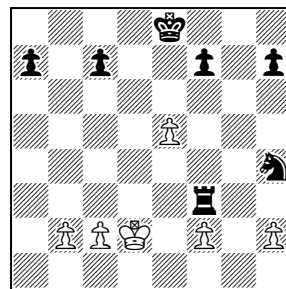
Two instructive wins by Fred Galvin from the same tournament, showing how an expert plays to force victory even when his opponent does not help him by leaving a mate. With White, 1 d4 2 c5, cxd4 3 e4, e5, f4 4 e6, d3, dxc2, cxd1(Q)+ 5 Kxd1, f5, fxe6, e7, exd8(Q)+ (no mates being available, both sides play for material) 6 Kxd8, d6, dxe5, b5, Kc7, Bg4+ 7 Be2, Bxg4, Bf3, Bxa8, Ke2, Nc3, Nd5+ 8 Kd7, Nf6, Bb4, Rc8, Rxc1, Rxa1, Nxd5, Nf4+ 9 Kf3, a3, axb4, b3, Ne2,

Nxf4, Nh3, Rxa1, Rxa7+ :



White's king stops the advance of the e/f/g pawns, and Black's knight is too far away to clear a path for the b or h pawn. Black could find nothing better than 10 Ke6, Kf5, Nc6, Nxa7, Nc8, Nb6, Nxa8, Nb6, h6, e4+, and 11 Ke3, Nf2, Nxe4, Nc3, Na4, Nxb6, Na4, Nc3, Ne2, Kf3, h3 left him helpless.

With Black, 1 d4 2 d5, e5 3 Bg5, Bxd8, Bh4 4 g5, gxh4, Nc6, Bb4+ 5 Qd2, Qxb4, dxe5, Qxh4, Kd2 6 Nh6, Nf5, Nxf4, Bh3, Bxg2, Bxh1, 7 e4, exd5, dxc6, cxb7, bxa8(B), Bxh1, Na3 (promotion to Q would have given check and ended White's turn) 8 Rg8, Rxg1, Rxh1, Rxf1, Rxa1, Rxa2, Rxa3, Rf3 :



White's pawns are now defused. Promotion to Q or R will give check and terminate his turn, and neither B nor N will be able to do much damage. He actually played 9 b4, b5, b6, bxc7, c8(N), Nxa7, Nc6, Nd4, Nxf3, but 10 f6, fxe5, e4, exf3, Kd7, Kd6, Kd5, Nf5, h5, h4 left Black's pawns safe from attack (it will take ten of White's eleven moves just to play Kxf5), and after 11 Kc3, Kb4, Ka5, Kb6, Kc7, Kd8, Ke8, Kf7, Kg6, Kxf5, Kf4 12 Kc4, Kc3, Kxc2, Kd2, Ke2, Kxf2, Kg2, Kxh2, Kg2, h3, h2, f2 White resigned.

Endings are expertly covered in Alessandro Castelli's monograph *Scacchi Progressivi* /

*Finali di Partita* (1997). This formally relates to Italian Progressive Chess as described below, but the differences are easily accommodated. K+Q v K is a win, but K+R v K is only a draw unless the defending king is already on the edge; K+B+N v K and K+2N v K are wins for Black but not for White! For example, if Black has K+2N against Ke7, he can play to Kc7/Nd8/Nd7 and restrict his opponent to the two squares e7 and e8, White's odd-length oscillation will leave him on e8, and Black will be able to mate him next move. If White tries to do the same, he finds that Black's even-length oscillation brings him back to e7, and he can never make progress.

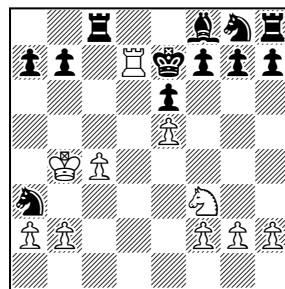
[Endgame paragraph revised. There is an endgame summary in English in special number 13 of *British Endgame Study News*.]

**Derivatives of Progressive Chess.** There have been many derivatives of Progressive Chess, the first being the most important.

**Italian Progressive Chess** (Roberto Salvadori, 1971). The version adopted by AISE, in which a player giving check before the last move of his turn forfeits the game. There is an additional rule, rarely invoked: the game is a draw if during five turns by each player there is neither a capture nor a pawn move, unless a win can be demonstrated. The importance of this version lies not in the number of its adherents but in the extent to which it has been researched and the impressive database of games ('PRBASE') that has been assembled. In consequence, Italian domination of Progressive Chess was for many years comparable to that of Soviet domination of ortho-chess in times past. The first national championship was organized by Armando Silli in 1974, since when annual championships attracted the top Italian players like Braca, Dipilato, Leoncini, Magari, and others. Apart from PRBASE there have been several excellent publications on the game: *Manuale di Scacchi Eterodossi* by Mario Leoncini and Roberto Magari (1980), which is largely devoted to Progressive Chess in all its aspects, *Fondamenti di Scacchi Progressivi* by Giuseppe Dipilato and Mario Leoncini (1987), primarily a compendium on the openings, *Scacchi Progressivi / La Partita di Donna / Parte I* by Dipilato, *Scacchi Progressivi / Matti Eccellenti* by Alessandro Castelli, and

*Scacchi Progressivi / Finali di Partita* by Castelli as mentioned above. Thousands of first-class games were recorded by AISE, which in 1991 listed over 400 active tournament players. A count of some 7,000 games showed White winning 53%, Black 46% with 1% drawn.

A win by Steve Boniface from a postal tournament played to Italian rules. 1 d4 2 c5, cxd4 3 e4, e5, Na3 4 e6, Qg5, Qxc1, Qxd1+ 5 Rxd1, Rxd4, Bb5, Rc4, Rxc8+ 6 Ke7, Nc6, Rxc8, Nd4, Nxb5, Nxa3 7 c4, Kd2, Kc3, Kb4, Nf3, Rd1, Rxd7 :



Under Italian rules, this is mate, because Black's apparent escape moves ...Kxd7 and ...Ke8 give check and so are forbidden.

[The so-called 'Italian mate' exemplified here has always been controversial, but David was one of several strong players who found Italian rules congenial, perhaps because they allowed the production of spectacular force-him-to-check finishes without the need to verify the mopping-up lines that have to follow under traditional rules. That said, only a minority of 'Italian Progressive' games appear to have ended in a mate of this kind, and only occasionally might the eventual result have been different under traditional rules; each of the five examples in the first edition would have allowed the winner an ordinary mate next turn had play continued, as would 15 of 17 further examples that appeared in issues 1-51 of *Variant Chess* (the above was one of the two exceptions). Whether Italian rules will long survive the demise of AISE remains to be seen. For present purposes, I have put into the main 'Progressive Chess' entry everything which applies both to the traditional and to the Italian game, and have restricted the 'Italian Progressive' entry to that which is peculiar to it.]

**English Progressive Chess** (John McCallion, before 1980). Adopted and codified by NOST. No man may be moved twice in a turn until every mobile man has been moved once; similarly every man must move twice before any man moves three times, and so on. Check ends a player's turn. Castling counts as one move but both pieces are credited as having moved; and a pawn that is promoted cannot then be classed as a piece and moved again within the same series. The game is drawn if a player is unable to complete his turn and it is permissible to block one's own men in order to do so, or to earn extra turns for other men. Random captures of pawns are almost always inadvisable since the fewer men a player possesses, the more multi-moves he will dispose, and a piece that can move again in the same turn is doubly dangerous. A weakness of this version is that in the later stages of a game both players may be obliged to make pointless moves in order to satisfy the rules; against this, the game is closer to orthochess than traditional Progressive Chess, and arguably more complex. (*Nost-algia* 282 and later, *Eteroscacco* 49 and later)

**Scottish Modern Chess** (Bruce Trone, c. 1970). As Progressive Chess, but a sequence is terminated prematurely if (1) check is given or (2) a man is moved to a square attacked by an enemy man. It is (2) which gives the game its distinctive form. A piece can cross guarded squares and a move which exposes a man to attack from an enemy piece does not end the turn. There are a few ancillary rules: a king must escape check on the first move of a turn and the player cannot expose his own king to check at any time; also no e.p. (*Nost-algia* 151 and later, *Eteroscacco* 49 and later)

**Bank of Scotland** (Bruce Trone, 1976). Every check a player gives earns an extra move for that player on all subsequent turns. A check ends a turn and must be parried at once. The first player to check usually gets an overwhelming advantage regardless of material sacrificed to achieve it. Another version of the game, Modern Branch (the above is Main Branch), is less violent; it requires that the player ends his turn on moving to a square attacked by an opposing man as well as on a check. (*Nost-algia* 192)

**Very Scottish Chess** (Ralph Betza, 1977). As Progressive Chess except that each player is accorded one move more than the opponent made on his previous move (instead of one more than he was entitled to). The game affords a defensive strategy of stopping short of one's entitlement in order to keep down the number of moves permitted to the opponent. Deserving of analysis. (*Nost-algia* 205)

**Fibonacci Chess** (David Bradley and others, 1980s). As Progressive Chess except that the number of moves each player has on a turn is determined by the Fibonacci sequence (1, 1, 2, 3, 5, 8, 13, ...). Against sound play it appears that Black's chances are negligible. (Pickover, *Mazes for the Mind*)

**Switchback Chess** (Alessandro Castelli, 1992). As Italian Progressive Chess except that a check reduces the number of defender's moves to one less than that of the checking player. The first player to check would seem to have a big advantage. (*Eteroscacco* 58)

**Slow Progressive Chess**. As Italian Progressive except that moves increase by 1 every fourth turn. (*Eteroscacco* 58/66)

**Capturing Progressive Chess** (Michael Keller, 1992). Play starts as orthochess. When a capture is made, the opponent has two consecutive moves. If either or both of these is a capture, the first player has three moves, and so on. If neither is a capture, the game reverts to orthochess. (Personal correspondence)

**Logical Progressive Chess** (Paul Byway, 1995). As Progressive Chess, but no pawn-two or castling. The inventor argues that these rules were intended to speed up orthochess and are superfluous in the fast-moving Progressive Chess. (*Variant Chess* 25)

**Progressive Forwards Chess** (Hans Bodlaender, date unclear). As Italian Progressive except that pieces may not move backwards. Sideways movement (K, Q, R) only to capture or if immediately followed by a forward move. Self-stalemate is a win. (Chess Variant Pages)

A number of other Progressive Chess variants have been tried but none has been widely practised. In one, each side has one move, then each side has two moves, and so on, a variant that greatly favours White. In another, a player is not considered to be checkmated until the last move of his turn (i.e., he can get out of check at any time

during his turn), which considerably prolongs the average game (Silverman, *Your Move*). Vladimir Pribylinec recommends that no man may move more than twice in a series, which effectively removes the threat of a massacre and in particular of instant pawn promotion.

### 1.6 Every man can move

**Battle Chess [Ratushny]**. Origins unknown; quoted in a letter by Russell Chauvenet (*Chess*, January 1944). Each player can, but is not obliged to, move every pawn and piece once in a turn. Multiple checks are possible. Tense play, with White holding a considerable advantage. (Gik, *Schach und Mathematik*)

**Omni-Chess [Fireman and Gorga]** (Richard Fireman and Bob Gorga, 1979). Each player can move any number of his men once each on a turn. Castling counts as both K and R moves. Multiple checks are possible. A player need only escape check at the end of a turn. A rule that a player must escape check on the first move of a turn was later introduced. The variant has been played by a number of masters. (Personal communication)

### 1.7 Other kinds of multiple movement

**Sputnik Chess** (J. Berthoumeau and R. Loiseau, 1950s). A rook, bishop or knight within the opponent's half of the board is a sputnik. King, queen and pawns are not affected. A player on turn may move any, all or none of his sputniks in their usual manner before making a normal move, the latter being compulsory. A lively game according to Boyer, with emphasis on attack. (*Nouveaux Jeux d'Echecs Intéressants*)

**Realm Chess** (Edward Jackman, 1995, based on the strategy board game of the same name). The board is divided into sixteen 2x2 realms. Player on turn may opt for concentration, dispersal (both with normal chess moves), rearrangement, or a standard chess move. Concentration allows the move of up to four friendly men into same realm. Dispersal may move up to four friendly men out of a single realm. Rearrangement allows the player to reposition any or all the friendly men within a single realm, without regard to normal chess

moves. Roberto Cassano has suggested that move cycles are limited to  $n$  moves, where  $n$  is an agreed even number. Thus White makes one move, Black 2 moves, White 3 moves ... Black  $n$  moves, when the cycle is restarted. He calls the game **Progressive Cyclical Chess**.

**Swarm Chess** (Ralph Betza, 1980). On a player's turn, every man that can move is obliged to do so (there is no penalty if a man cannot move). Moves can be played in any order. The opposing king can be captured as well as checkmated. A player, whose king may be subject to a number of checks, must get out of check on the first move of a turn. Castling is a king move. (*Nost-algia* 248)

**Hurricane Chess** (Harold Bohn, 1994). Every man may be moved once on a turn. A check ends the turn and a player in check must get out of check with the first move of turn. Castling is K+R move. (*Variant Chess* 15)

All these games would seem to give White a substantial advantage, which could be offset by limiting his moves on his first turn.

moves. Moves in any of these are considered simultaneous so a king can be checked by more than one piece. A man can only be captured with a normal move. Aim is checkmate. **Power Realm Chess** is the same except that Concentration, Dispersal and Rearrangement may be combined provided that a single realm is involved. **Free Realm Chess** is as Realm Chess except that a realm is any 2x2 square (so there are 49 overlapping realms instead of the 16 distinct realms of the parent game). (*Nost-algia* 351)

**Kazan Chess** (origins unclear). When a man moves, a friendly man that can move to the vacated square does so, and so on. If more than one man can be moved to a square the priority is in the sequence PNBROK with the player choosing between equals. No man may move more than once in a turn. Problem theme; a better game would be to make the sequence and piece selection optional. (*Variant Chess* 49)