

Chapter 4

Compulsions and restrictions

[This chapter considers games in which the normal movement of the men is subject to constraints of various kinds. Some of the ideas originated as problem themes and appear to be unplayable as games, but David obviously thought they should be included; they are on record, they have novel features, and even if they are unplayable in their present form it may be that quite a small change would make all the difference.]

4.1 Compulsions and restrictions relating to check

Checkless Chess, also known as **Prohibition Chess** (origins unknown, see below). Neither player may check except to give checkmate. The game gives the kings a more active role, the prohibition permitting some fanciful strategy and tactics. To effect mate, a markedly superior force is usually necessary. Several authorities, possibly quoting one another, have suggested that checks should be permitted if on a direct path to mate, i.e. a series of checks that ends in mate. A variant, **Absolute Checkless Chess** (R. Powell, 1975), forbids a piece to cross a square where, if it stopped, it would give check. Checkless Chess is a popular problem theme. [David conjectured 'early 1800s?' for the variant's origin and several writers have said more or less the same, but the earliest definite reference I have seen is a quotation from Max Lange's 1857 book *Sammlung neuer Schachpartien in Nouveaux Jeux d'Echecs Non-orthodoxes*.]

Pin Chess, also known as **Stevens' Principle** (pre-1872). Pinned men do not check. Essentially a problem theme, though *Variant Chess* 4 reported correspondence in the *Westminster Papers* (1872-5) which included an example from actual play. [Text revised]

Mummy Chess (Frank Maus, 1923). Inspired

by Carter's discovery of Tutankhamen's tomb the previous year. King are mummies which can only move when excavated (checked), though a check may be parried by interposition or capture if this is possible and preferred. Once during the game the mummy (king) can change its tomb (castle), though not to get out of check. Object is to get opponent's mummy safely into a museum (mate it). The idea of a king unable to move unless checked was to be reinvented without the archaeological gloss, and **Idle Kings Chess** (V. R. Parton, 1950s) offers an additional twist: the kings are absent from the initial array, and after Black's 12th move White places his king on any vacant square (but not in check) and Black does likewise. (*British Chess Magazine*, December 1923, *Nouveaux Jeux d'Echecs Non-orthodoxes*)

Check Force (Bruce R. Trone, 1976). The checking player dictates how check is to be parried. (*Nost-algia* 202)

Patzer Chess (Tony Paletta, 1980). A player must check if it is possible to do so but may choose if more than one check is available. A player may win by 'decimation' - 10 consecutive checks. Hence perpetual check is a win for the player giving it. (*Chess Spectrum Newsletter*)

4.2 Compulsions and restrictions relating to capture

Must-Capture Chess, also known as **Compulsion Chess**, **The Forced Game**, **The Ladies' Game**, **The Maiden's Game**. Mentioned in the Alfonso manuscript (1283)

where it is improbably ascribed to the ladies of Morocco. A player is obliged to make a capture if able to do so legally, but may choose between alternatives. A lively

offspring is **Madcap Chess** or **Series Must-Capture Chess** (Mannis Charosh, 1950s) in which the player making a capture is obliged to make a further capture if one is available, and so on, as part of a single turn of play. (*Oxford Companion to Chess*)

Levantine Chess. It was sometimes customary in the Levant (early 19th century) to play with a 'trusted piece' which could not be taken except when it attacked an opponent's man. [David's files cite two sources: 'Marinelli 1826' and 'Triple Chess / 1040 d 26(2)' (which I take to be a British Library shelfmark). I take this to be an English translation or edition of Marinelli's *Il Giuoco degli Scacchi fra Tre* of 1722, in which case 'early 19th century' should possibly read 'early 18th', but it would be necessary to consult an original edition to find out.]

Guard Chess (origins unknown). A variant common in Iceland up to present century. A guarded man could not be captured, although some players allowed the taking of a piece defended only by the king (Murray). According to Boyer (*Les Jeux d'Échecs Non-orthodoxes*) the game can be lively: for one reason, a piece, if defended, can give mate no matter how many times it is attacked. Guard Chess may have a common ancestry with Joara-Joari (see 'Indian Chess' later). [I have to say that I find this last statement hard to credit. I can see no evidence for it either in Murray or in Boyer, and there is no other reference in David's files. But he may have had some other source of which I am unaware.]

Immunity Chess [like pieces] (origins unknown). Pieces may not be captured by the same type of pieces as those which guard them. The K has no immunity. **Allergy Chess**

4.3 Restrictions on the men able to move

Maximummer Chess (based on a concept of T. R. Dawson, 1913). Players must make their geometrically longest legal move. Unit is one square orthogonally. One square diagonally = 1.41; knight move = 2.24. Problem theme, where the restriction is normally applied only to Black; unsatisfactory as a game. Both sides

is the reverse: pieces may only be captured by the same type of pieces as those which guard them (check and checkmate normal). A problem theme but (just) playable. (Correspondence between John Gollon and Philip Cohen)

Blockade Chess (Students of Oslo University, 1971). Only pieces of the same kind may capture each other. Kings may not capture. (*Feenschach*, March 1972)

Recaptureless Chess (Tony Paletta, 1980). Immediate recapture is not allowed unless the capture gave check. In the Danish Gambit 1 e4 e5 2 d4 exd4 3 c3 dxc3 4 Bc4, 4...cxb2 wins a piece. Some interesting play. (*Chess Spectrum Newsletter*)

Barrier Chess [Stone] (Jed Stone, 1982). No piece may move through a square on which, if it were to stop, it could be captured, but it may move onto a threatened square. Thus two opposing rooks facing each other on an open file could move freely along the rank but only one square forwards or backwards. A king facing a hostile rook down an open file is not in check because the rook, to give check, would have to pass through the square immediately in front of the king which is defended by the king. However, if this square was guarded by an opposing man, then the king would be in check. (Stone)

Cripple Chess (D. B. Pritchard, 1991). Kings move only to capture. With kings confined to the middle files, development of the rooks poses problems and endgames are rare.

Shaft Chess (James Coleman, 1997). Men only capture backwards (hence pawns cannot capture). (Manuscript notes presumably deriving from personal communication)

must make knight moves until a man is captured. (*Chess Amateur*, December 1913)

Proximity Chess, also known as **Nearest-Man Mover**, **Short-Distance Chess** (origin unclear, see below). After White opens, each player must thereafter move the man

geometrically nearest to the arrival square of the last man moved by the opponent, subject to the move being legal. A player can choose between alternatives. [David gives 'W. H. Rawlings' with no date, but the earliest reference I have found is to a problem by J. J. Vermet quoted in *Fairy Chess Review* in December 1950. All the references cited in David's files appear to be later than this.]

Monkey Chess. Black copies White's moves. A problem theme rather than a valid game, Monkey Chess offers a challenge to composers for the shortest games in which each of the chessmen delivers mate in the fewest moves. Loyd gave a mate in 4 with the queen; Gik gives mates in 6 with a knight, 7 with a pawn, 8 with a bishop or rook, and 9 with the king. (*Schach und Mathematik*)

One-Shot Chess (Ralph Betza, 1980). No man may repeat a move in the same direction and over the same distance. Moves and captures are treated as distinct. Promotion is on the 7th rank (since a pawn can't reach the 8th) and stalemate wins. Described by a well-known player as 'the most useless chessic idea to cross the mind of man'. (*Nostalgia* 248)

4.4 Walls, obstacles, and missing squares

Capapranka (H. C. Garner, 1952). After both sides have made an opening move either player, on turn, may place a cap over a man of either colour, other than a king, or on an empty square. This counts as a move. The effect is to remove the square and its occupant, if any, from play. No move may be made across the 'hole' thus created. Once on the board, the cap cannot be removed from play but may at any time be transferred to another square instead of a normal move, except that a check or checkmate cannot be parried by moving the cap. If the cap is pinned between an attacking piece and the king, the defender may cap the attacking piece or move the cap to another square on the attacking line. The reply to a cap move must be a chess move and no player may move the cap on two consecutive turns. Described as 'very amusing' at 15 seconds a move. (*Chess*, May 1952)

Null Chess (Philip Cohen, 1960s). If one or

Musical Chess (Bruce Trone, 1986). Every man must move once before any can move twice, and so on. Opportunities for a late attack by the player who starts the next cycle first. (Manuscript note presumably deriving from personal communication)

Alternating Chess [Poniachik] (Jaime Poniachik, 1994). If White opens with a pawn move Black must do likewise, similarly if White opens with a piece move. Thereafter pawn and piece moves must alternate, so if White opened with a pawn, his second move, and Black's second move, must be with a piece. Win by capturing (not mating) the king. (Personal communication)

Hierarchical Chess (origin unclear). On each turn you move a man in the order PNBROK. If you have men of the kind due but cannot move any, you lose the game; if you do not have any, you move the piece ranked next. Check must be countered by the correct piece; castling is a rook move. White appears to have a big advantage as a Q move must be answered by a Q move, so White could, for example, place an unguarded Q next to the opponent's K. (*Variant Chess* 45)

more captures takes place on a square, that square becomes a null as soon as it is vacated. A null square is a block; it may not be occupied or crossed. There is no e.p. (*Eterosacco* 55)

Cheshire Cat Chess (V. R. Parton, 1971). Every time a square is vacated it disappears although pieces may subsequently pass over it to move, capture or check. Vanished squares can be marked with counters. The K may move like a Q on its first move only (to avoid it being penned in by the disappearance of surrounding squares); castling impossible. (*Cheshyre Cat Playeth Looking Glass Chessys*)

Centreless Chess (Tony Paletta, 1980). The squares d4, d4, d5, e5 may not be occupied at any time, nor crossed except by knight moves. There are no d and e pawns. (*Chess Spectrum Newsletter*)

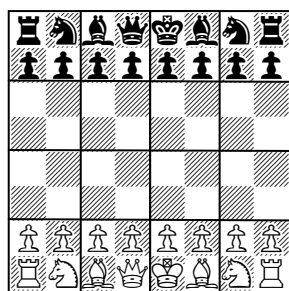
Relativistic Chess (Lee Corbin and Kevin Whyte, 1980s). Squares attacked by the opponent do not exist for the player. If Wb1 attacks Bpg7, Black can play gxa1 (promotes). Kings behave normally. (Pickover, *Mazes for the Mind*)

Obstacle Chess (William Groman, 1987). The squares c3, f3, c6, and f6 are obstacle squares. Line pieces may not occupy or cross an obstacle square. Kings, knights and pawns are unaffected. (Manuscript notes presumably deriving from personal communication)

Horatio Chess (Frank Tapson, 1989). Inspired by Macaulay's poem. The players create barriers between agreed squares, thereby forming bridges through which pieces must pass. The inventor suggests granting pawns a sideways step so that they will not be immobilized at a barrier. Rather slow-moving and favouring defence. (Note apparently emanating from the inventor)

4.5 Lines to be crossed

Grid Chess (Walter Stead, 1953). A popular problem theme, adapted to game play. The board is divided by three horizontal and three vertical lines into sixteen 2x2 squares :



There is only one rule: a man, when moving, must cross at least one grid line. This means that opposing men sharing the same 2x2 square have no effect on each other (so the kings can be adjacent). There are strictures on practical play. A wing pawn can never move beyond the 5th rank and other pawns can only do so by capturing; kings cannot reach corner squares. Knights alone are unaffected by grid lines. In endings, K+Q (but not K+R) can

No-Entry Chess (D. B. Pritchard, 1989). After the opening move, White places a token on any empty square. On the next move only, the opponent may not occupy that square (another version also forbids a man to cross the square). Thereafter, a player may, after moving, transfer the token to any empty square. A player may not bar the same square three times in succession. (Apparently original to the first edition)

Maze Chess (Stephen Taverner, 1991). An agreed number of 'walls' is raised between adjacent squares before play begins. Walls cannot be crossed except by knights. George Jelliss proposes movable walls in which a piece or pawn can cause a wall to be displaced at the expense of a move. (*Variant Chess* 6)

Black Hole Chess (quoted by C. Pickover, 1992). Black holes at d5 and f5. A piece alighting on or traversing a black hole is removed from play. (*Mazes for the Mind*)

mate K. (*Fairy Chess Review*, August 1953)

Displaced Grid Chess (Doug Grant, 1974, also known as **DG Chess** after its inventor). A form of Grid Chess in which the grid lines are displaced by one rank and one file (so producing four 1x1 cells in the corners, twelve 1x2 cells along the edges, and nine 2x2 cells in the centre). The effect is to increase mobility and eliminate 'dead spots'. For example, kings can reach corner squares, impossible in Grid Chess. (*Nost-algia* 168)

Berolina Grid Chess, also known as **Gridolina** (originator not noted). A combination of Berolina and Grid Chess. Better than Grid Chess since Berolina pawns cross grid lines more easily. Described in *World Game Review* 10 as the most popular of the NOST combination games. (*Nost-algia* 150, also *Nost-algia* 112 'not seen')

Plaid Chess (Bill Rawlings, 1974). A happy hybrid of Progressive Chess and Grid Chess. A postal horror story: 1 e4 2 d5, Na6 3 Bxa6, Bxb7, Bc6 mate. (*Nost-algia* 168)

4.6 Other compulsions and restrictions

Feldschach (Karl Kaiser, 1924). An attempt to balance the advantage of White in orthochess. Suggested adjustments are to White's play; Black unaffected. Pawns move only one square until reaching the 4th rank when two-square move permitted. Castling allowed if rook anywhere on first rank but Kf1/Re1 illegal. Pawns promote only to file piece and only if original piece captured; pawn on e-file promotes to Feldkönig (moves like K). 'With these simple adjustments,' remarks the inventor, 'harmony is restored.' (*Arbeiter Schachzeitung*, October 1924)

Imitator Chess, also known as **Coin Chess** and **Mimic Chess** (T. C. L. Kok writing as 'Gerrit Jansen', 1939). The imitator was originally invented as a fairy piece for problem composition (*Fairy Chess Review*, April 1939). It is initially placed on a central square, and then exactly copies every move played. It can only move to an empty square and cannot pass over occupied squares, and a move is illegal if the corresponding move of the imitator is impossible. The moves of the man and of the imitator are considered as simultaneous; thus with Qd1 and Id2 the move Qd7/Id8 is legal.

There have been several variants. One has queens as imitators. In this game the queens can also move independently. They cannot capture or give check and cannot be captured (*Chess Spectrum Newsletter*). Another version allows the imitator to leap men provided that the square actually moved to is vacant (*Eteroscacco* 48). In yet another, due to Ed Pegg, 1990, the imitator starts on e3, it can be pushed on to but not beyond an occupied square, and if it is pushed on to an occupied square the occupant, whatever its colour, is captured. Castling does not move the mimic, and a stalemated player loses (*Nost-algia* 327).

Unambiguous Three-Symbol Chess, also known as **U-Chess** (Mannis Charosh after Irving Chernev, 1953, though C. E. Swanson recalls playing a similar game under the name **Telegraph Chess** and thinks the origins may go back as far as World War I). The game is based on the Anglo-American descriptive notation. A move may only be made if it can

be expressed in that notation by three symbols or less. A dash (hyphen) does not count as a symbol, but 'x' (captures) does. The win is achieved by taking the king. As examples of ambiguity, if white bishops can go to both QB4 (c4) and KB4 (f4) and one of these moves is check, the move is considered ambiguous even though it might be transcribed as B-B4+. As an extension of this idea, the move would still be ruled ambiguous even if one of the bishops was pinned and unable to move. In the position WKb2 BRs a3,c1, neither rook can be taken but White can safely play Ka1 or Kc3. Pawn promotion is only by a non-capture move but PxK on the 8th ends the game for the promotion is then superfluous, and PxP will mean PxP e.p. as this is the only legal capture possible. Castles is always playable. Despite its artificial foundation, games have been described as 'extremely playable ... full of surprises'. U-chess is an established problem theme.

In the initial position, only the d- and e-pawns can move and it is possible for both players to suffer paralysis after only four moves. The usual endings work also in U-Chess; thus K+R v K and K+B+B v K are wins. (*Fairy Chess Review*, October 1953, also *Nost-algia* 223) [I cannot trace the Swanson reference, and presume it derives from personal communication.]

No-Retreat Chess (V. R. Parton and J. Boyer, 1954). All men move, capture and check forwards or sideways only. If the king can pass the major pieces it is usually safe. (*Nouveaux Jeux d'Echecs Non-orthodoxes*)

Simpleton Chess, also known as **Simpletonry** (V. R. Parton, 1961). A none-too-serious suggestion for simplifying the game for beginners who, lacking all judgment in the daybreak of their experience, have otherwise to choose between a plethora of moves. (1) A player must check if he can, but may choose between alternatives; (2) failing a check, a player must capture if he can, but may choose between alternatives; (3) if neither capture nor check is available, a pawn must be moved (presumably if no pawn move is available, the player has a free choice). The above

conditions are waived for a player whose king is in check. (*Chess - Curiouser and Curiouser*)

One-Way Chess [Jensch] (G. W. Jensch, 1969). A piece cannot exit a square from the direction it entered it. (Manuscript note presumably deriving from personal communication)

Checkers Chess [Multhopp] (Hans Multhopp, 1974). Men move forward only (no sideways movement) until they reach the eighth rank, when they revert to their normal moves; pawns unaffected. (*Neue Chess* 9)

Brickchucking (Alan Holloway and Gary Smith, 1975). Pieces move only forwards or sideways (K, Q, R) but check and checkmate are also effective backwards. A promoted piece can only move backwards or sideways, but can check in both directions. (Letter to *Pergamon Chess*, February 1990)

Monochromatic Chess, also known as **Mono-Chess** (origins unknown). Pieces can only move to squares of the same colour. Knights have a double leap. Pawns cannot move beyond fourth rank except by captures. Only the bishops are unaffected. There is an elegant Fool's mate: 1 f4 e5 2 fxe5 Qh4. Cedric Lytton suggests replacing the knights with 3-1 leapers. (Stone, also Krystufek, *100 mal Kniffel Schach*) [This is very much a problemists' notion and surely unplayable as a game, and I am surprised it was not one of the entries that David decided to drop. It has generated some fine 'how did we get here' problems, but in a true game White can use his white-square NQBR to attack f7 and Black can only bring up N and B to defend it; his queen runs on black squares, and his white-square rook only has access to ranks 2/4/6/8.]

Threat Chess (Alessandro Castelli, 1991). Except when giving check, a player accompanies each move with a threat, and the opponent's reply (and accompanying threat) must be such that this threat remains legally playable. Castelli gives the following example. Black, who can make a threat before White's first move, chooses to threaten 'd7-d5', and so White cannot open 1 d2-d4 'd4-d5' because it

would make Black's d7-d5 unthreatenable. White therefore plays 1 e2-e4 'e4-e5' and this prevents Black from replying e7-e5. Black replies 1...Ng8-f6 (there is no need actually to play what he threatened last time), and threatens 'Nf6-e4'. White continues with 2 e4-e5 'e5-e6' (he cannot threaten 'e5xf6' because Black's threatened Nf6-e4 will have taken the knight out of range), and after 2...Nf6-g4 'Ng4-e5' 3 e5-e6 'e6xf7' we see one of the salient features of the game: Black can neither capture on e6 nor advance his threatened pawn, since either will make White's threat unplayable. However, he can play 3...Ng4xf2 'Nf2-d1', and White cannot capture on f2 for the same reason. 4 Bf1-c4 'e6xf7' (the threat will now give mate) d7-d5 'd5xc4' 5 Qd1-f3 'Qf3-f7' (again the threat will give mate, but now Black can take on e6 since the threat is not with this pawn) f7xe6 'd5xc4' and there is a trap: if White plays 6 Qh5+ (check, so no accompanying threat), Black will reply 6...g7-g6 'g6xh5' and White will lose his queen. Instead, 6 Qf3xf2 'Nb1-c3' d5xc4 'e6-e5' and so on. (*Eteroscacco* 57) [Text editorial]

Banana-Skin Chess (Jaime Poniachik, 1995). All men except Ks and Ns move to the limit possible, thus White's first move of a pawn would be to the 6th rank. (*Variant Chess* 18)

Unambiguous Chess (Fabrice Liardet, 2004). It is illegal to move to a square that could be occupied by more than one of your pieces. For example, after 1 e4 e5, 2 Bc4 is illegal since 2 c4 would also be possible. This applies also to captures of the king, so kings can occupy adjacent squares. (*Quadrature* 56) [This is unplayable as a game because White has a forced win, as was demonstrated by the inventor, but it led to Ambiguous Chess, where a player pointed to the destination square of his move and his opponent chose which of the available men should go there. This is now usually played in the form 'Substitution Chess', where a player makes a provisional move and his opponent can substitute a different move to the same square if one is available, and it will be found in the chapter on games where a player can move his opponent's men.]