

## Chapter 5

### Introduction of new or captured men during play

[In ordinary chess, all the men are on the board at the start, and a captured man takes no further part in the play. This chapter considers games where extra men may be added during play, and where a captured man may be put back on the board. Games where men are added only during a preliminary phase are considered in the chapter on games with unorthodox initial arrays.]

#### 5.1 Men are held or placed in reserve, and may be introduced during play

**Pocket Knight Chess**, also known as **Tombola Chess**. Origins unknown (late 19th-early 20th century). Before play starts both players take a knight 'in the pocket'. The piece may be the QN, the KN, or, more usually today, an extra knight. At any time during the game a player can drop the pocket knight on any empty square instead of making a normal move. Thereafter the knight behaves normally. Known as Tombola Chess in its earlier days and long a popular club game, there was a tournament in Amsterdam (1909) (QN removed) and another in Berlin (1910) (KN removed), the latter with 150 players and a further half-hundred spectators. The game has flourished in both the Netherlands and Germany (where two knights in the pocket is sometimes played; in this variant a knight cannot be dropped to give check), and the British Correspondence Chess Society has run Pocket Knight events with two restrictions: the knight cannot enter with check nor to cover a square that would prevent the opponent castling. V. N. Belov records that Boris Stechkin, who headed (1939) the gulag special laboratory designing diesel engines for Soviet aircraft, introduced Pocket Knight Chess to the other prisoners with whom it soon became a firm favourite - the game had 'a good influence on the prisoners' psychology and diverted them from sad thoughts' although players 'frequently forgot they had knights in their pockets'. Stechkin was later released and was awarded the Stalin Prize (1946), admitted to the Academy of Science (1953) and received the title of Hero of Socialist Labour (1961), though none of these distinctions, so far as is known, were rewards for his evangelical chess work. Hans Klüver has

suggested a tournament version in which players have a knight of each colour in reserve. In a suggested variation (Gring, 1947), each player is allowed to bring on an extra knight on a vacated corner square, Black first to compensate for moving second. In **Kleptomaniac Chess** a piece other than a knight is pocketed. (*British Chess Magazine*, February 1911, and numerous later references)

**Bennie Chess** (Bennie Prince, 1970s?) Instead of moving, a player may remove one of his men (not the king) from the board. Later it can be played to any vacant square (pawn on 1st or 8th rank excluded) instead of a move. Because it is advantageous for both players to remove most pieces from the board at the start of a game, two controls seem necessary. Two suggest themselves: a removed man must be replaced before another is removed, and an attacked man cannot be removed. (Manuscript notes presumably deriving from personal communication)

**Recycle Chess**, also known as **Robertschach** (R. Huber, 1999). A player may capture his own men (not the K) and later drop them back on the board. The variant has two advantages over games such as Chessgi and Hostage Chess as described below: forces are constantly reduced, and the K can capture men blocking his escape squares. (*Quadrature* 53)

**Sabbatical Chess** (Adrian Millward, 1998). Chessmen have usual point values: Queen 9, Rook 5, Bishop/Knight 3, Pawn 1. Captured men are placed off the board in front of the player. After moving, the turn player can claim 'sabbatical' for any one of his pieces on

the board other than a pawn, the king, or a piece just moved provided it is of the same or lesser value than the captured man or men in front of the player. For example, a player has captured a bishop and two pawns (total 5 points). After moving, he could now remove a rook, knight or bishop on sabbatical. If a rook, the captured pieces are henceforth out of play;

if a bishop or knight, the two captured pawns are retained. A piece on sabbatical can be dropped back on the board on an empty square at any time after a normal move, the two counting as a single move. A piece cannot return from sabbatical on the same turn that a piece is withdrawn on sabbatical. (*Variant Chess* 35)

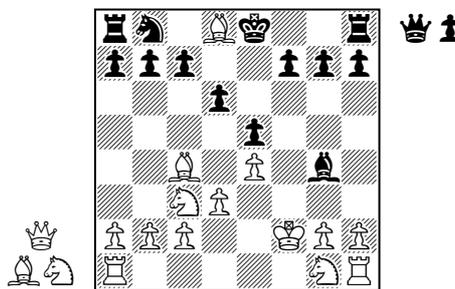
## 5.2 A captured man changes sides, and may be reintroduced by its captor

**The Double Chess Game** (*Archive der Spiele III*, Berlin 1821). Orthochess, except that a captured man may change colour and reenter the game. The rule is that it must be immediately placed on a vacant square corresponding to its rank in the initial array of the captor. If no such square is available, it is removed from play (the player may opt for this in any case). A queen may be placed on either the queen's or king's square, a bishop on its square colour if both bishops' squares are vacant, and if not, then on the vacant square regardless of colour, and a pawn on any vacant square on the 2nd rank. A very slow game according to Verney who suggested that a player who had five or more pawns should not be allowed to reenter a pawn.

**Reinforcement Chess** (Joseph Boyer, 1951). A captured man changes sides and is immediately replaced by the player making the capture on any empty square subject to two restrictions: a bishop must be placed on a square of the same colour as that on which it was captured, and a pawn cannot be placed on the opponent's first rank. Two sets of men are useful. (*Jeux d'Echecs Non-orthodoxes*)

**Chessgi**, also known as **Crazy House**, **Drop Chess**, and **Mad Mate**. Inventor unknown. Ralph Betza, who coined the name adopted by NOST and AISE, reported playing it in 1964 but its origins are surely earlier. As Reinforcement Chess, but there is no need to re-enter a captured man at once; instead, the captor may hold it in hand, and subsequently drop it on any vacant square instead of making a normal move. There is only one restriction: pawns may not be dropped on the 8th rank. A promoted piece retains its rank. The game is characterised by sharp sacrificial attacks, and endings, in the conventional sense, are

unknown. The initiative is of great importance and a player may, for example, sacrifice a queen for a knight in order to be able to reenter the knight at once. Knights and pawns tend to be a good deal stronger relative to the other pieces than in orthochess. A sustained attack against the king involving a series of sacrifices is common and often succeeds, but the defender thereby accumulates material and the tables can be turned dramatically. The danger to the defender is all too often the presence of vacant squares next to the king. An instructive win by Giovambattista Rizzo, reported in *Eteroscacco* 81: 1 e4 e5 2 Bc4 Nf6 3 Nc3 Bc5 4 d3 d6 5 Bg5? (sound enough at orthochess, but at Chessgi it appears to lose a pawn) Bxf2+! 6 Kxf2 Ng4+ 7 Qxg4 (moving the king would escape for a pawn down, but White thinks he can hold on to his extra piece) Bxg4 8 Bxd8 :



A simple recapture on d8 would indeed leave White a piece ahead, but Black's pawn and queen in hand give him something better. He drops the pawn at e3, giving check, and White is helpless; 9 Kxe3 is met by a mating drop of the queen at f4, 9 Ke1/Kf1 by a mating drop at f2, and 9 Kg3 by another drop at f4 with mate in two more moves.

George Dekle felt that in Chessgi the pieces were too powerful in attack and too weak in

defence, and proposed in 1986 that (1) pawns promote only to non-royal K, (2) promoted pieces when captured revert to pawns, and (3) a B has the additional power of moving and capturing one square orthogonally (*Nostalgia* 294). The changes found no support. In other versions, also not recommended, a man may not be dropped to give mate and a bishop must be dropped on a square of the same colour on which it was captured.

**Neo-Chess [Randolph]** (Proprietary game, 3M; Alex Randolph, 1972). A proprietary version, using the same rules of play. The pieces are small cylinders, not unlike cotton reels, of various heights. Each cylinder has a piece symbol stamped on one end and the same symbol on the other end in a contrasting colour (silver and gold). The men are placed initially in the normal chess array, one player with silver (white) men showing, the other gold (black). When a man is captured, it is turned over. Neo-Chess was endorsed by the USCF and was a great favourite of Edmondson. It was practised by a number of grandmasters including Larsen, Spassky and Petrosian. (Copy of manufacturer's publicity

leaflet, with manuscript notes apparently deriving from personal communication)

**Token Chess** (D. B. Pritchard, 1989). Two sets of chessmen (one used as a pool) and a bank of counters are required, the counters ideally in denominations 1 and 5. When a man is captured it is returned to the pool, and the player draws tokens of appropriate value from the bank: Q=18, R=10, N=8, B=6, P=2. At the start of a player's turn he may buy one man which must then be dropped on any empty square (no P on 8th rank, but P on 1st rank allowed and thereafter moves forward one square at a time). Men not available in the pool may not be bought. A less violent game forbids the dropping of a man on the turn in which it is bought. In this version, men in hand may be accumulated. (Author's manuscript)

**Armageddon Chess** (Harold Bohn, 1994). A combination of Chessgi with Hurricane Chess (see Chapter 1). A player can drop all the pieces captured on a turn on his next turn. (*Variant Chess* 15)

### 5.3 A captured man may be recovered by its owner

**Bankhouse Chess** (David Moeser, 1971). Each player starts with 25 1-point tokens (Q=9, R=5, B,N=3, P=1). During play each player retains captured men. At the start of a turn, a player may 'bribe' a captured man to change sides which he then places on a corresponding vacant square in his own starting array (e.g. captured B on c1 or f1; captured P on any second rank square). The bribe, equating to the man's value in tokens, is paid to the opponent. Alternatively, the player may bribe the opponent to surrender one of his own men held captive at twice its value, paying the opponent and entering the man in play similarly. Only one man may be reentered at a time, and that constitutes the player's move. The game may be won in the normal way or by bankrupting the opponent. (*Neue Chess* 3)

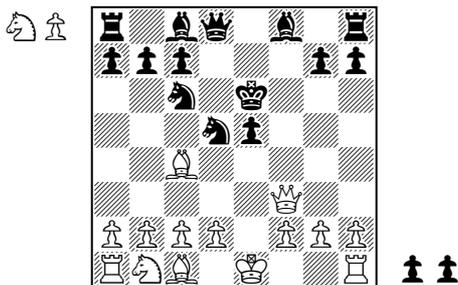
**Shazzan!** (Bruce Trone, 1970s). When a man is captured, all the men it captured are returned to their array squares if vacant. (*World Game Review*, issue not specified)

**Hostage Chess** (John Leslie, 1997). Each player has a prison and an airfield. A captured man is a hostage and is placed in the prison. On turn, instead of making a normal move, a player may elect to claim a hostage held by the opponent in exchange for a hostage of equal or greater value (Q>R>B=N>P). The man reclaimed must be immediately dropped on an empty square (a pawn not on the 1st or 8th ranks). The hostage released in exchange is transferred to the opponent's airfield. A man on an airfield can be dropped at any time, again instead of a normal move.

A pawn cannot promote unless there is a piece in the opponent's prison for which it can be exchanged. It follows that a pawn on the seventh rank does not check the opposing king unless it can promote. A pawn on promotion is transferred to the opponent's prison.

The game tends to favour the attacker. A game won by Peter Coast in a postal tournament started with the 'Fegatello' or 'Fried Liver' attack 1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 d5 5 exd5 Nxd5 6 Nxf7 Kxf7

7 Qf3+ Ke6 :



This line may or may not be playable for Black at orthochess, but at Hostage Chess it loses at once. The exchange 8 Bxd5+ Qxd5 gives White a knight to use as a bargaining counter, and he can exchange this knight for his imprisoned bishop and drop the ransomed bishop at f7, giving check and picking up Black's queen. Black could have tried a counterattack on the White queen at move 6, but it appears that White has a win in all lines. (*Nost-algia* 375, *Eteroscacco* 86-88, *Variant Chess* 32 and later)

#### 5.4 A captured man is replaced at once

**Replacement Chess**, also known as **Bhagavathi Chess**, **Canadian Chess**, **Madhouse Chess**, **Repeating Chess**, and at one time as **Bughouse Chess** though this last name is now used for a partnership game (J. E. H. Creed, 1930s, or perhaps much older). A captured man is at once replaced by the capturing player on any vacant square, subject only to the restrictions that a pawn cannot be placed on an end rank and a bishop must be placed on a square of its original colour. **Put-Back Chess** is Replacement Chess without these restrictions. Pawns replaced on starting rank regain their two-square option. One source states no castling. Since forces remain equal throughout, Replacement Chess is a game of position. The idea is to bury captured pieces and attempt to denude the enemy king of his defences. Positional constipation is a natural hazard, one reason why AISE, whose colourful name for the game was *Mangia-e-Sputa* (Eat and spit out), preferred to play it in Progressive form. Although in this form it is somewhat stereotyped and with a bias in favour of White, games have the merit of brevity. [The game has been described in numerous sources, but none appears to be contemporary with its presumed origin. I have put this back to '1930s' on the strength of a remark once made to me by David Hooper, who told me he remembered playing it with Jack Creed at that time.]

**King Chess [Miller]** (Donald Miller, 1950). A captured man (piece or pawn) is at once replaced on its start square. If this is occupied, the man goes to the start square of the

capturing man, and if this is also occupied, to the start square of the occupying man, and so on. A captured pawn replaced on the 8th rank is immediately promoted by its owner. A promoted pawn which is subsequently captured remains promoted unless promoted to its array square as a pawn. The object is to capture (not checkmate) the opponent's king. If the same sequence of moves is repeated twice, the player who initiated the sequence must vary.

There have been variations. In one, play continues after the capture of a king but hereon captured men are removed from the board, the object being to annihilate the opponent's forces. Unlike in King Chess, draws occur quite frequently. In another variant, after a king has been removed the capturer is granted an agreed number of 'free captures' (2-5 are usual) during which time the opponent is obliged to replace captured men as usual unless he succeeds also in capturing the king. (Inventor's rule sheet)

**Circe Chess [Montréal]** (Pierre Montréal, 1967). Named after the enchantress of Greek mythology. A popular problem theme, later played as a game. A captured man is at once replaced on its notional square of origin, unless that square is occupied in which case the man is removed from play. Kings cannot be captured; a Q is replaced on d1/d8; a R, B, or N on the array square of the same colour as that on which the piece is captured; a pawn on the second rank of the file on which it stands. Promoted pieces are treated as pieces, not pawns. A replaced pawn regains the two-step option; castling with a replaced R is permitted

if other conditions are met. A capture cannot be made if the replacement puts the player's K in check. Philip Cohen has suggested that a player should not be allowed a move that simply reverses the opponent's last move (for example, Qd1xBg4 putting B back on c8, Bxg4 putting Q back on d1). The game is rather slow but tactics can be entertaining. (*Oxford Companion to Chess, Nost-algia* 262)

**Circe Progressive Chess** (Roberto Gravina, 1979). A combination game that has acquired a separate identity as a result of many tournaments. A long-time favourite of AISE. Rules are those of Circe Chess and Italian Progressive Chess, with the difference that a captured man is replaced on its original array square and not on the square of the same colour or file as that on which it is captured. A promoted piece that is subsequently captured reverts to a pawn and is replaced on the pawn's starting square, where it regains its option to move two squares initially. Games are mostly short. The openings, which have been researched by T. Sala and others, tend to

be rather stereotyped. (*Eterosacco* 8 and later)

**Circe Vulcanici**. As played by AISE. A development of Progressive Circe. If a rebirth square is occupied, the captured man waits until it is vacant to be replaced. Another rule restores the original Circe requirement that a pawn is returned to the array square on the file on which it is captured, not necessarily its original square. This has permitted Cassano to win several games with a Fool's Mate: 1 e4 2 d5, dxe4(Pe2)? 3 d3, dxe4, Qxd8 mate. (*Eterosacco* 11 and later)

Circe's problem children have been many and various, but as a game it remains popular only in Progressive form.

**Transfer Chess** (Bruce Trone, 1991). A form of Replacement Chess in which a player making a capture moves the captured man in the manner of the capturer, choosing between alternatives, if any, as part of that move. Thus 1 e4 d5 2 exd5(Pd4). (Unprovenanced note presumably deriving from personal communication)

### 5.5 A captured man lies low, and re-emerges when the capturing man has moved on

**Ghost Chess [Dawson] or Phantom Chess** (Joseph Boyer and others, 1952-3, based on an idea of T. R. Dawson). A captured man is resurrected as a ghost on the square of its demise when the capturer moves away. The ghost assumes the same colour and rank as the piece captured but is itself immune from capture. It can capture an ordinary man but equally creates a ghost when moving away. First seen in two problems by Dawson published posthumously in *Fairy Chess Review* (December 1952), and developed as a game with an additional rule: where a series of captures is effected on a square, ghosts appear in reverse order of capture. Thus suppose 1 NxPf5 Bxf5 2 Rxf5. When the rook next moves, a black bishop reappears; when this bishop moves, a white knight; and when the knight moves, a black pawn. Games can be exciting. (*Nouveaux Jeux d'Échecs Non-orthodoxes*) [Text revised]

**Zombie Chess** (Philip Cohen, 1964). When a man which has made a capture moves again, a Zombie is created on the vacated square. This is of the same rank as the captured man

but is controlled by the capturing player. No man may alight on or cross a square occupied by a zombie, nor may a zombie capture or cross a man. A zombie thus operates as a mobile block, but may capture (by displacement) a zombie of the opposite colour. A zombie pawn promotes to a zombie piece. If a succession of captures takes place on a square, only the last-captured piece returns from the dead. When a zombie captures a zombie and the capturing zombie moves away, a Double Zombie appears on the vacated square. A double zombie acts as a block both to zombies and ordinary men (the double zombie can later become a triple zombie etc. without change of role). Since the number of men on the board can only be reduced by multiple captures on the same square, and the tendency is for pieces to grind into immobility, the game was later modified to Reincarnation Chess (see below). In another version, **Dying Zombie Chess**, ZxZ resulted in both ghosts disappearing.

**Reincarnation Chess** (Philip Cohen, 1960s). A development of Zombie Chess. If a

capture, or series of captures, takes place on a square, a Zombie is created when the capturing man vacates the square. The zombie is of the same rank as the (last) piece captured and belongs to the capturer. Zombies cannot capture nor move across normal men and vice versa, the two species acting as blocks to each other. Zombies can however capture enemy zombies. When this happens, after a single capture or series of captures, a normal man is

created on the square when it is vacated, adopting the rank of the (last) captured zombie and the colour of the capturing zombie. Zombie pawns promote to zombie pieces which retain their rank if captured or reincarnated; no e.p. at any time. Men reborn on their original squares regain usual privileges (pawn-two, castling). Best played with two sets of contrasting chessmen. (*Nostalgia* 156 and later, *Eteroscacco* 44)

## **5.6 Other reintroductions of captured men**

**Clockwork Orange Chess** (Fergus Duniho, 1999). Two sets of distinguishable men. When a man is captured it is replaced by a non-capturing counterpart of the same colour, and is returned to its owner who can later drop it back on the board instead of making a normal move. Similarly a non-capturing man when captured reverts to an orthodox chessman (so there is a strong incentive not to capture non-

capturing men). Pawns promote normally; non-capturing pawns to non-capturing pieces; no pawn may be dropped on the eighth rank and non-capturing pawns do not have the pawn-2 option. Inspired by the book and film of the title, where a young hooligan is released from jail after being conditioned to feel ill and nauseous at the thought of committing violence. (Chess Variant Pages) [Text revised]