

Chapter 14

New pieces (1) : Combination pieces

[The most usual way of 'developing' chess is to introduce one or more new pieces, possibly with an alteration in the board size. The result has been a vast amount of duplication and reinvention, and even when a piece embodies some new point of detail the amount it adds to the game is all too often negligible. It is therefore not claimed that every eccentricity or minor variation which inventors have dreamed up will be found in this book. The present chapter covers pieces which can move like either of two ordinary men, for example as a knight as well as a rook or bishop. Other new pieces appear in the next two chapters. In particular, pieces making two knight moves in succession appear in the next chapter, and pieces making an unlimited sequence of knight moves, or a king move followed by a rook or bishop move, appear in Chapter 16.

As before, only the baselines of game arrays are normally given, and a full second row of pawns on each side is always to be assumed unless something else is explicitly stated. Only games apparently derived from modern orthochess are given in these three chapters; games from other traditions appear in the chapters on historical and regional games.]

14.1 Pieces with added knight movement

[One or two games in this section also involve new men of other kinds, but these appear to play only a minor role and the games appear best classified here.]

Amazon Chess (originator unknown, 16th century). According to *The Oxford Companion to Chess*, the Amazon (Q+N) was first described in 'a 16th-century manuscript now in Perugia', and it was sometimes used in the next three centuries as a substitute for the orthodox queen. Carrera mentions it ('la Donnacavallo') at the start of the 17th century. It was known in 18th century Turkey and was widely adopted in Russia (as the Absolute Q or Empress), it was still used in Georgia in 1874 (Murray), and it is found in several games on larger boards. Its use was to be suggested yet again in 'Empress Chess' (*British Chess Magazine*, February 1891). Capablanca experimented with it when formulating his new game, but rejected it as likely to lead to draws. An earlier commentator had observed 'the harmony of the men is destroyed and the game is clumsy'. Philidor also condemned it. [Text revised]

Carrera's Chess (Pietro Carrera, 1617). Describing the result in his *Il Gioco degli Scacchi* (1617) as a 'new game', Carrera created two pieces in the Champion (R+N) and the Centaur (B+N), both much favoured

by later variant inventors. Board 10x8; baseline (a1-j1/a8-j8) RCeNBQKBNChR. Carrera's game, according to a contemporary, 'appeared to have died with its inventor', and Ercole del Rio observed unkindly that Carrera 'was more versed in Sicilian antiquities than in chess'.

Indian Chess. Several Indian games using composite pieces are described in chapter 29.

Das Kaiserspiel (Peguilhen, c.1815). Board 10x10, a1 black; two additional pieces: General (Q+N) with a round hat, and Adjutant (B+N) with a pointed hat. Baseline (a1-j1/a10-j10) RNBQKGABNR. Pawns could move up to three squares initially and the kings moved three squares to the left or right when castling. One authority thought that the board should be enlarged to 11x11 with an additional piece, the Admiral (R+N), on the grounds that the original game gave short-change to orthogonal-moving pieces. This appears to have happened. (*Archiv der Spiele*, 1821)

Silberschmidt's Game (1827) includes a Royal Guard (Q+N), but it relates more

naturally to M.M.'s 'Le Jeu de la Guerre' and appears in the next chapter.

Gustav III Chess (credited to the Swedish monarch, c. 1838). 68-square board consisting of a normal 8x8 region b1-i8 (b1 black) plus squares at a1/j1/a8/j8; each side has two adjutant-generals (Q+N) as well as the normal men; baseline (a1-j1/a8-j8) ARNBQKBNRA. (*Handbibliothek för Sällskapsnöjen*) [David's text said 'doubtfully credited' and I share his distrust of attributions to prominent persons, but the source is quite explicit.]

The Emperor's Game (L. Tressau, 1840) appears to differ from the 10x10 version of Das Kaiserspiel (above) only in having baseline (a1-j1/a10-j10) RNBGKQABNR. **The Sultan's Game** (Tressau, 1840) may be similarly related to the 11x11 version. Extra pieces are General (Q+N), Adjutant (B+N), and Marshal (R+N, the Kaiserspiel Admiral); baseline (a1-k1/a11-k11) RBNMGKQABNR; king moves next to rook when castling; pawns presumably can move three (four?) squares initially. (Verney) [References to 'Das Kaiserspiel' added editorially]

Bird's Chess (H. E. Bird, 1874). First published in the *City of London Chess Magazine* and subsequently modified. Initially, Bird suggested that the board be expanded to 10x8 with two extra pawns a side which would, without affecting the principle of the game, add greatly to the number of eligible openings. Bird left blank squares in the array either side of K and Q, commenting that 'as to the name, form and powers of the two pieces to be placed thereon, some diversity of opinion may reasonably be expected'. He proposed that a Guard (R+N) be placed next the Q, an Equerry (B+N) next the K, offering as an alternative a board 9x8 with one extra piece a side, combining, curiously, rook and pawn, 'In case it should be found in practice that the two new pieces on each side form too great an addition to the power of the forces'. Writing later of the guard and equerry, Bird remarked that, following tests, '...it immediately became apparent that the force of each of them was so great as to affect the game to an extent not to be desired...' Interestingly, he noted that 'scarcely two

leading players' could agree on the relative values of Q, G, and E.

Bird later proposed a 9x8 board with an extra piece, the Queen's Guard, placed between R and QN. He was flexible here, too: '... the combatants can place the new piece on the centre square, between King and Queen, or on any other square they please' adding that he thought his choice the best. The QG moves like a knight but 3-1 instead of 2-1 (QGb1 can leap to a4, c4, e2). The inventor concluded: 'In short, my object is to place the game on such a footing that originality of conception, and calculation, should exercise greater, and book-knowledge a lesser, influence than at present'.

A contemporary report, undoubtedly referring to Bird's Chess but perhaps reflecting an earlier idea, noted that 'a celebrated English player has patented a new equipage (chessboard 10x8) and the great novelty in the men is to be a new piece, uniting the powers of a rook and pawn, to be called the Chancellor. The first notion was to endow this novel warrior with the qualities of a queen and knight, but that idea is now definitely abandoned. Had this tremendous piece been called into existence, it would probably have been called the Octopus. As to the utility of any reform in the game we entertain strong doubts...' (*Illustrated London News*, 9 May 1874).

Van der Linde's Q+N Game (A. van der Linde, 1876). White has sixteen pawns on 2nd/3rd ranks against a Black Ke5 with powers of all men combined (Q+N) on e5 (White should win). An earlier variation on the same theme, **The Maharajah and the Sepoys**, appears in the chapter on Indian chess. (*Geschichte und Literatur des Schachspiels*)

Chancellor Chess [Foster] (Benjamin R. Foster, 1887). 9x9 board (a1 black); extra piece is the Chancellor (R+N); baseline (a1-i1/a9-i9) RNBQKCNBR (notice that the positions of B and N are reversed on the king's sides in order that bishop pairs are on opposite coloured squares). First publicised in the *St Louis Globe-Democrat* (12 February 1887), the game is described by its inventor as having 'created a furore in the chess world heretofore unknown'. A booklet on the game

by Foster, *Chancellor Chess*, was published in 1889 'dedicated to all liberal-minded chess players throughout the world'.

Angel Chess (Louis P. D'Autremont, 1918). Board 9x8, a1 white; extra piece is an Angel (Q+N); baseline (a1-i1/i8-a8) RNBQKABNR (angels on f1/d8); notice that opposing bishops cannot meet. Pawn promotion to A on e-file only. In castling Q, K goes to N's square; in castling K, to B's square. There is an important extra rule: an angel may not be taken if the player's angel will be captured on the following move (thus banning an exchange of A's). There is also a 'supplementary (optional?)' rule: an A cannot check from a square threatened by any of the opponent's men except the K. (Photocopy of leaflet 'Angel Chess', also *British Chess Magazine*, May 1934)

Capablanca's Chess (J. R. Capablanca, 1920s). Following his World Championship victory over Lasker (1921), Capablanca expressed concern that chess could be played out within a short time - the 'draw death' foreseen by Lasker a few years earlier. A malaise in the international game had prompted a number of leading masters to voice a need for reform: Lasker (abolish castling), Réti (grade draws), Marshall (ballot openings). In a series of talks, interviews, articles and letters to the Press, Capablanca outlined his proposal: a new, enlarged game that did not change the existing rules. Board 10x10; two extra pieces, the Marshall (R+N) and the Chancellor (B+N); baseline (a1-j1/a10-j10) RNBMQKCBNR; pawns could move up to three squares initially. Soon afterwards 'marshall' was amended to 'marshal', and later, confusingly, the pieces were renamed Chancellor (R+N) and Archbishop (B+N) with the board reduced to 10x8. The change to the smaller board, which has the effect of speeding up the game and earned Capablanca's approval, was the result of experimentation between Capablanca and Edward Lasker in which different boards and arrays were considered. At one stage, for example, the new pieces were set between Bs and Ns. (Edward Lasker, *The Adventure of Chess*, also correspondence between John Gollon and Philip Cohen)

Neo-Chess [Legler] (Hugo Legler, 1923). Nb1/b8 replaced by Archbishop (B+N), Ra1/a8 by Chancellor (R+N). Leander Turney subsequently suggested putting the Archbishop on the King's side to give a more even distribution of the heavy pieces across the board. (*American Chess Bulletin*, April 1923)

Universal Chess (Bruno Violet, 1928). Board 10x10; new pieces are an Admiral (R+N, flag symbol) and a Pilot (B+N, aircraft). There are two arrays, one curiously asymmetrical, either of which is admissible; as the inventor observes, 'this gives variety to the game'. Baselines (a1-j1/a10-j10): RANBQKBPNR, RBNAQKPNBR (kings on own colour). According to Gizycki, another very similar game, this time with a Tank (R+N) and Aircraft (B+N) on either side of the Q and K, was invented by an Austrian shortly before World War II, the only difference being that K/Q positions were reversed. (Photocopy of booklet *Das Grosskampfschach oder Universalschach*)

Green Idol Chess (Lord Dunsany, 1948). 'Black has been playing with a Green Idol, now on a8. White discovered in the course of a difficult game that it moved as R+N...' (*Fairy Chess Review*, August 1948, notation converted). White solves the problem by promoting to GI, of course, doing it on two different squares in two different variations. [Text editorial. David's files also contain a reference to a Dunsany short story *The Small Green Idol* which I haven't seen. The adjacent diagram in *FCR*, also by Dunsany, is of a problem which appears hopelessly unsolvable until you notice that it is illegal as a chess position; treat it as English draughts (checkers), and all becomes clear. This inspired my 1992 April Fool problem in the *British Chess Magazine*.]

Power Chess (Proprietary game, D. Trouillon, 1953). The manufacturer claims that Power Chess has no one inventor but is 'the culmination of the efforts and researches of famous chess grandmasters, experts, and mathematical scientists'. Board 10x10; extra man is Commander (Q+N); baseline (a1-j1/a10-j10) RNBQKCBNR (two queens each

side). Pawns can advance up to three squares on first move (e.p. possible on move of 2 or 3), king moves three squares either way when castling. Two international tournaments were held in Times Square, N.Y., in 1953 and 1954 with several chess masters competing. (Photocopy of manufacturer's publicity leaflet, also correspondence between John Gollon and Philip Cohen)

Modern Chess [Maura] (Gabriel Maura, 1968). Board 9x9; extra piece is a Prime Minister (M) which moves as B+N; baseline (a1-i1/i9-a9) RNBMKQBNR (ministers on d1/f9). Note that bishops operate on one colour only. Later, the inventor, responding perhaps to criticism, suggested that if both players agree, one bishop may, during play, change places with one of the pieces adjacent to it provided neither have moved, such exchange counting as a move. The suggestion was not well received. In castling, the K moves two squares towards the R. Promotion to M permitted. Maura, in his booklets on the game (first edition in English 1968, second edition 1974; also editions in Spanish and French), stresses the mathematical basis, which in his view is the justification of Modern Chess. The optimum mobility of each man, expressed in terms of squares (e.g., King 8) is added together. Each side sums to 162 (pawns being allocated the doubtful value of 2), exactly twice the number of board squares.

The game initially attracted a fair following, especially in the inventor's native Puerto Rico, where a club for the game was opened, but also in Spain and in Central and South America. Sets were manufactured and numerous events were organized. In 1972 the first international match (between Puerto Rico and the U.S. Virgin Islands) was played, and a controlling body, the Federación Mundial de Ajedrez Moderno (FENDAM), was formed with delegates representing 16 countries. Also in 1972 the first national championship of Puerto Rico was held and was won by Fernando Martinez (he won his country's orthochess championship the same year). The first World Championship was held in Puerto Rico in 1974. In the years that followed, a number of tournaments took place in Spain, Puerto Rico and Mexico but organized events ceased in 1983 and FENDAM was dissolved

following Maura's serious illness in that year. The World Correspondence Championship of Modern Chess was held in the years 1976-1983. Champions were: Emillio Garcia (Spain) 1976-80; James Bowen (USA) February-November 1980; Fernando Martinez 1980-1983. Martinez gave his name to the first opening recognized by FENDAM (1 e4 followed by 2 Mg4).

Maura, in his booklet on the game, concludes modestly, 'We invite you to give the new system your backing and push ... (but) if you have reached the conclusion that such a change (from orthochess to Modern Chess) is not feasible, acceptable or necessary we beg your help in driving us from our error'. (Booklet *Mathematical Thesis of Modern Chess*, also correspondence and miscellaneous papers)

Amazon Queen (originator unknown, perhaps 1960s-70s). Rooks and bishops are replaced by knights in the array, and in addition the queens have knights' powers. (Manuscript note presumably deriving from personal communication)

Knights Chess (C. G. Lewin, 1970). Standard game except that all pieces (not pawns) have additional move of knight. (Manuscript note presumably deriving from personal communication)

Wyvern Chess (V. R. Parton, 1970). Board 10x10; additional pieces are Wyverns (Q+N); baseline (a1-j1/a10-j10) RNWBQKBWNR. (*Challenge and Delight of Chessical and Decimal*)

Sava's Game (Stephen Sava, 1972). Board 10x10; extra pieces are Chancellor (R+N) and Commander (Q+N), and the knight has a 3-1 leap as well as its ordinary 2-1 leap; baseline (a1-j1/j10-a10) RNBChCKQBNR (kings on f1/e10). (Correspondence between John Gollon and Philip Cohen)

Supercapablanca Chess (Savio Cagliostro, 1973). Board 12x8; the extra pieces are two Archbishops (B+N), a Chancellor (R+N) and a General (Q+N); baseline (a1-11/a8-18) RNBACQKGABNR. The king can move like a knight once in game, even out of check, or

he can castle, but not both. In castling the king can move 2, 3 or 4 squares towards the rook. (*Nost-algia* 178)

Almost Chess (Ralph Betza, 1977). OrthoChess except that the Q is a Chancellor (R+N). (*Nost-algia* 205 and later)

Tutti-Frutti Chess (Ralph Betza and Philip Cohen, 1978). OrthoChess except that Ra1/a8, Qd1/d8 and Bg1/g8 all have the additional powers of a knight. Has been played with black king d8. (Manuscript note presumably deriving from personal communication)

Janus Chess (Proprietary game, Werner Schöndorf; Rudolf Lauterbach, 1978). Board 10x8; extra pieces are Januses (B+N); baseline (a1-j1/a8-j8) RJNBKQBNJR. In castling, K moves to b/i file, rook c/h file. The game has proved popular with regular tournaments attracting many strong players including grandmasters. Korchnoi is quoted as saying 'I like playing Janus Chess because one can show more creativity than in normal chess.' The game was originally marketed as **Super-Chess**. (Booklet *Janus Schach*, also photocopy of original manufacturer's publicity material)

Mixture Chess (Philip Cohen, 1979). Board, king and pawns normal; pieces include all possible couplings. Baseline (a1-h1/a8-h8) R+N, N, B, Q+N, K, Q, B+N, R. Short and long castling legal, promotion to any piece. (Manuscript notes presumably deriving from personal communication)

Grand Chess [Freeling] (Christiaan Freeling, 1984). Board 10x10; extra pieces are Marshall (R+N) and Cardinal (B+N); rooks on a1/j1 and a10/j10, NBQKMCBN centred on ranks 2/9 (kings on e2/e9), 10xP on ranks 3/8. Pawns promote optionally on moving to 8th or 9th ranks, compulsorily on moving to 10th, but only to a piece already lost (if none lost, the move is illegal). No castling, e.p. allowed. The game was featured in *Games* magazine (January 1987). The array allows the rooks free movement from the outset and the promotion rule compensates in part for the

weakness of the pawns in the face of the major pieces. A tournament in Yerevan (1996) attracted 21 chess masters, and Grand Chess is also fertile ground for problemists and endgame composers. (*Nost-algia* 299 and later, also personal communications)

Lilliputian Chess (George Dekle Sr, 1986). Board 6x6; new pieces are Archbishops (B+N); baseline (a1-f1/a6-f6) RAQKAR. Castling either side; Ps move one square only; promotion to A or any orthoChess piece. (*World Game Review* 10)

Chancellor Chess [Horne] (Malcolm Horne, 1992). As Chancellor Chess [Foster], but on a 9x8 board with baseline (a1-i1/i8-a8) RNBQKBCNR (chancellors on g1/c8). A progressive version has been tried, as witness the following brevity won by Ian Richardson: 1 d4 2 b5, c5 (setting a trap) 3 dxc5, c6, cxd7+ (falling into it) 4 Nxd7, Cc3, Ba5, Cd3 mate. (*Variant Chess* 11/19)

Super Chess [Scorpion] (Mike Calkovics and Jeff Knight, 1993). Board 16x8; extra piece is Superqueen (Q+N); baseline (a1-p1/a8-p8) RNBRNBQSKQBNRBNR (2 x Q, 4 x R, B, N). King moves two squares when castling and can castle with any of the four rooks subject to the usual restrictions. Promotion to superqueen allowed. (Manuscript notes presumably deriving from a set in David's game collection)

Deca Chess (Michael Howe, 1994). Board 10x10; extra pieces are Archbishop (B+N), Chancellor (Q+N), Marshall (R+N); baseline (a1-j1/a10-j10) MBAMCKQABR, NN on d2/g2 and d9/g9, 10xP on ranks 3/8. In castling, K moves any number of squares towards rook, R hops over as usual. Ps have two-square initial option; e.p. possible. (Cutting 'Deca Chess')

Gothic Chess (Ed Trice, 1998). Board 10x8; extra pieces are Archbishop (B+N) and Chancellor (R+N); baseline (a1-j1/a8-j8) RNABQKBCNR. A Gothic Chess Association is based in Philadelphia. (*Nost-algia* 379)

14.2 Rook and bishop combinations

Spanish Chess (originator unknown, 1739). Board 10x8; extra pieces are two Archers, which move forwards like rooks and backwards like bishops; baseline (a1-j1/a8-j8) RNBAQKABNR. Said to be 'currently practised in Spain' (*Palamedes Redivivus*) though this is considered unlikely by Faidutti. It was recorded in Germany 'at the coffee and chocolate house of Herr Lehmann' in Leipzig.

Falcon-Hunter Chess, also known as **Schulz's Chess**, **One-Way Chess [Schulz]**, and **Meso Chess** (Karl Schulz, 1943). The game has two extra pieces, the Hunter, which moves like a rook forwards and a bishop backwards, and the Falcon, which moves like a bishop forwards and a rook backwards. Neither piece has lateral movement. Falcon-Hunter chess has three forms:

(1) Board 66-squares (8x8 board a2-h9 plus extra squares e1/e10). The kings occupy the extra squares which can at no time be entered by other pieces. Hd2/d9, Fe2/e9; no queen but pawns can promote to any piece including H, F, and Q.

(2) Standard array; H and F not on the board. When a piece (Q,R,B,N) is lost, H or F can be placed on any subsequent turn on an empty square on first rank, this counting as a move (placement can give check). When a second piece is lost, the remaining H or F can be similarly introduced.

(3) OrthoChess but promotion only to H or F.

According to Boyer, many thousands of games of Falcon-Hunter Chess had been played up to the early 1950s.

The F and H rarely enter play in the opening. It has been argued that in Falcon-Hunter there are two games in progress at once, one visible, the other invisible. The invisible game is the engineering of open lines in preparation for the introduction of the F and H, hence the name Meso Chess.

The F and H can reach any square from any position on an empty board in three moves. Both pieces can de-activate themselves; example: WFa1, Ph7; play 1 Fh8 and both F and P are immobile. K+H v K is a forced win. Schulz proposed without, one imagines, much

hope of support, that when playing orthoChess draws could be dramatically reduced if, in a position agreed drawn by the players, it was mandatory for each to introduce a F or H (as previously agreed).

The game was later renamed **Hunter Chess** with an additional rule: the queen as well as the king can castle with a hunter. The rule is designed to facilitate development of the hunters. (*Les Jeux d'Echecs Non-orthodoxes, Nouveaux Jeux d'Echecs Non-orthodoxes, Nouveaux Jeux d'Echecs Intéressants*)

Decimal Falcon-Hunter Chess, also known as **Great One-Way Chess** (Karl Schulz, 1950s) is an enlarged version. Board 10x10; baseline (a1-j1/a10-j10) RNBHQKFBNR. The knights initially have the option of a 4-2 leap as well as the normal 2-1 leap, thus Nb1 has additional choice of d5 or f3 even if c3/d2 are occupied. The king moves three squares in either direction when castling; pawns can move 1,2 or 3 squares initially, no e.p. (*Nouveaux Jeux d'Echecs Non-orthodoxes*)

Lateral Chess (Tony Paletta (1980). Kings and pawns have usual powers, other pieces change theirs according to direction moved. Rook: right like a bishop, otherwise normally. Bishop: right like a rook, otherwise normally. Queen: left or vertically like a queen but limited to two squares, right like a knight. Knight: right like a (limited) queen, otherwise normally. Castling 0-0 permitted for White, 0-0-0 for Black. (*Chess Spectrum Newsletter*)

Quadrant Chess (Tony Paletta, 1980). The 8x8 board is considered to be divided into quadrants of 4x4 squares. Pieces have usual powers within quadrants, except queens, which cannot move more than two squares. When crossing to another quadrant, whether to move or capture, the powers of the pieces change: thus rooks move like bishops, bishops like rooks, (limited) queens like knights and knights like (limited) queens. Kings and pawns are unaffected. Castling is normal. Example: Rd4 moves to a4, b4, c4, d1, d2, d3, a7, b6, c5, e3, f2, g1, e5, f6, g7, h8. (*Chess Spectrum Newsletter*)

14.3 Other combinations

Duke of Rutland's Chess (3rd Duke of Rutland, 1747). Board 14x10; new pieces are a Concubine, sometimes euphemistically referred to as a Princess (R+N), and a Crowned Rook (R+K). Baseline (a1-n1/a10-n10) RCrNNBBQKCBBNCrR. Unmoved pawns can advance up to three squares. A leading protagonist of the game was Sir Abraham Janssen ('who delighted much in it'). He introduced it to Philidor on the latter's visit to England (1747). In less than a month Philidor could give the odds of a knight to Stamma and other leading players. After the death of Janssen (1763) the game fell into disuse. As a correspondent (*British Chess Magazine*, April 1940) observed, 'it is not surprising that even the recommendation of the Duke of Rutland failed to popularise a game which could give rise to so questionable a move as Bishop takes Concubine'. (*Easy Introduction to Chess*, 1806)

Burtsev's Game, also known as **Russian Symmetrical Chess** (F. I. Burtsev, 1957). Board 9x9, a1 white; extra Q and P on each side, baseline RNBQKQBNR. The central

14.4 Move as one piece, capture as another

Enlarged and Improved Chess (originator unknown, 1696). Board 10x10; extra pieces are Guards, which move like rooks but capture and check like bishops, and Ensigns, which move like bishops but capture and check like rooks; array (a1-j1/j10-a10 and inwards, centred) RNBGKQGBRN, PPPPEEPPPP, PP (kings on e1/f10). The game is allegedly given in a Dutch edition of Greco (*Palamedes Redivivus*) which Faidutti has been unable to trace. It is interesting that so sophisticated a variant should be recorded at such an early date.

New Zealand Chess (originator unknown, 1903). Rooks capture as knights, knights as rooks. Rook and pawn endings described as 'bewildering'. (*British Chess Magazine*, September 1903)

Thinktank Chess (Frank Maus, 1927). Q-side pieces are respectively (l to r) Rookni, Kniroo,

(5th) rank is neutral. A pawn passing into opposition territory can move one square straight forward (as usual) but also one square diagonally forward or one square sideways. Capturing normal. Once in a game one bishop can move to an adjacent square of the opposite colour. The two queens and the enhanced pawn strength favour the attack. (Photocopy of official certificate 112692 acknowledging the inventor's rights)

Microchess [Dekle] (George Dekle Sr, 1987). Board 7x7; standard array with queens omitted. Bishops (on the same-coloured squares to start) may also move one square orthogonally. Pawns have no two-square move but may promote to queens. Short castling permitted either side. (*World Game Review* 10)

Superchess [Zaitsev] (Igor Zaitsev, 1991). R, B, N can also move as K, but not to capture; Ps move one square forwards, diagonally forwards, or sideways, but again capturing must be orthodox; no castling. A grandmaster tournament in 1991 was won by the inventor.

Biskni and K-side pieces Bishroo, Knibis and Roobis. Pieces move as the first part of their name, capture and check as the second part. Maus recommends tying a ribbon round K-side pieces to differentiate them. K,Q,P are unaffected. **Allthought Chess** (Maus, 1927) is the same except that pawns are Berolina pawns (move diagonally, capture straight). (Author's leaflet 'Thinktank Chess')

Semi-Queen Chess, also known as **Half-Queen's Chess** (V.R.Parton, 1970). Board 10x10. Two half-sisters of the queen are introduced, the ugly-named Biok and Roshop. The Biok moves like a bishop but attacks as a rook, the Roshop moves like a rook and attacks as a bishop. Baseline (a1-j1/a10-j10) RNBRoQKBiBNR. An extension of the game (1974) gives two of each piece to a side, but no extra pawns; array (a1-j1/a10-j10 and inwards) RBiRoBQKBRoBiR, PPPPNPPPP. (*Chessery for Duffer and Master*)

Loonybird Chess, also known as **Dragon Chess [Freeling]** (Christiaan Freeling, 1983). Board 7x7; baseline (a1-g1/a7-g7) RbNrBnKRnBrNb, where pieces move like the first letter but capture like the second (thus a1 moves like a rook but captures like a bishop). Pieces are flat and those other than the king and pawns have the same pieces on the reverse side but with colour changed. Captured pieces are retained by the capturer, and can be turned over and re-entered on any empty square instead of moving. Pawns move one square at a time only and when captured

are removed from play. The king can castle only with his corner rook, moving two squares towards it and moving the rook either two or three squares towards the centre (0-0 or 0-0-0). Draws are rare. (*Nost-algia* 354, *Eteroscacco* 78)

Asymmetric Chess (Michael Howe, 1993). Queens move as kings but capture as Qs or Ns, other three pieces move normally but capture like either of the other two. Kings, pawns and other rules orthodox. (*Eteroscacco* 66)