

Chapter 15

New pieces (2) : Pieces with limited range

[This chapter covers pieces whose range of movement is limited, in the same way that the moves of the king and knight are limited in orthochess.]

15.1 Pieces which can move only one square

[The only such piece in orthochess is the king, but the 'wazir' (one square orthogonally in any direction), 'fers' or 'firzan' (one square diagonally in any direction), 'gold general' (as wazir and also one square diagonally forward), and 'silver general' (as fers and also one square orthogonally forward), have been widely used and will be found in many of the games in the chapters devoted to historical and regional versions of chess. Some other flavours will be found below. In general, games which involve both a one-square mover and 'something more powerful' will be found in the section devoted to 'something more powerful', but the two later developments of 'Le Jeu de la Guerre' are included in this first section for convenience.

One-square movers are slow and may seem to be weak, but even the lowly fers can be a potent attacking weapon. 'Knight for two pawns' is rarely a good swap, but 'fers for two pawns' is a different matter, and a sound tactic, when unobservant defence permits it, is to use the piece with a fers move to smash a hole in the enemy pawn structure so that other men can pour through. In xiangqi (Chinese chess) this piece is confined to a defensive role by the rules of the game, but to restrict it to such a role in other forms of chess may well be a losing strategy.]

Le Jeu de la Guerre [M.M.] ('M.M.', perhaps J. Mehler, 1770). Described as a 'refinement of the game of chess' and first published (in French and German) in Prague. It is important as perhaps the first game, with a slightly enlarged board and pieces expressed in military terms, to move away from chess and towards what were to become the kriegsspiels of the 19th century. Declared the author: 'the ridiculous denominations hitherto used for the pieces, and many other imperfections in the game of chess, appear to justify my risking their correction'. To-day the corrections themselves are open to ridicule. He added, wistfully, that the game 'will probably always be considered an idle and superfluous invention'. It appears however to have been fairly widely played in Europe, and particularly in Germany, for the better part of a century. Board 11x11, 25 men a side: 1 x King, 2 x King's Guard (moves as Q), 5 x Cannon (as R), 2 x Dragoon, Hussar (both as B), 2 x Cuirassier (as N), 11 x Fusilier (move one move orthogonally in any direction, capture one square diagonally in any directions). No castling. CaKCa centred on

ranks 1/11, CaHDCuGCaGCuDHCa on ranks 2/10, 11xF on ranks 3/9. Other arrangements may have been practised (*Easy Introduction to Chess* has pieces e1-g1 and e2-g2 transposed). (Photocopy of *Le Jeu de la Guerre*) [In my opinion, the first of the two games described as 'Kriegsfeld Chess' in the first edition is a German version of this. The extract from the secondary source preserved in David's files merely gives name, country of origin, board size, and additional pieces with their moves, and the board size and additional pieces tally exactly.]

Prussian National Chess (General Baron C. E. B. Freyherr von Hoverbeck, 1806). A junker up-date of M.M.'s. 'Le Jeu de la Guerre', dedicated to Friedrich Wilhelm of Prussia. Board 11x11 (a1 black), 25 men a side: 1 x King, 2 x Body Guard (moves as Q), 2 x Light Cannon (as R), 2 x Dragoon, Cuirassier (both as B), 3 x Hussar (as N), 2 x Battery (see below); 11 x Fusilier (as in *Le Jeu de la Guerre*). Note that the cuirassiers and hussars have changed roles. The battery moves as a rook up to three squares in any direction.

It captures similarly but need not move to do so; it cannot give check itself, but only with another piece. No castling; if a check is unannounced, the attacker is huffed. BaKBa centred on ranks 1/11, CaHDCuGHGCuDHCa on ranks 2/10, 11xF on ranks 3/9. (Photocopy of *Das preussische National-Schach* up to page 31, plus diagram showing the board)

Silberschmidt's Game (H. Silberschmidt, 1827). Described as 'New, Improved Kriegspiel', this is another development of M.M.'s 'Le Jeu de la Guerre'. Board 11x11, 27 men a side: 1 x King, 2 x Royal Guard (moves as Q+N), 2 x Guard (as Q), 4 x Hussar (as B), 2 Cuirassiers (as N), 5 x Cannon (as R), 11 x Soldier (move one square forward or sideways, capture one square diagonally forward). RKR e1-g1/e11-g11, CaCa on a1/k1 and a11/k11, CaHHCuGCuGHCuHHCa on ranks 2/10, 11xS on ranks 3/9. The preponderance of heavy pieces unbalances the play. (Photocopy of chapter 6 of *Das Schachspiel unter Zweien*)

Schachdame, also known as **Chess-Draughts [Richter]** (Heinrich Richter, 1883). A blend of chess and draughts, described as 'a new family game'. Board 8x8; a1 black. Each side has a Dame, a Ritter (literally: knight) and 6 pawns. Play is on the black squares only. The dame moves one square diagonally in any direction,

the ritter like a bishop. Pawns move one square diagonally forward, and promote to ritter. Capture is by displacement. The object is to capture the opponent's dame. Array (a1-g1/h8-b8 and inwards, black squares only) PRDP, 4xP. The rule book cost 3d in English, in German or Slovene (!) 4d. (Photocopy of booklet *Schachdame*, also notes apparently derived from a copy of the English edition in the British Library)

Nemesis Chess (Philip Cohen, 1973). Usual set-up but pawns on a, b, g, h files replaced by nemeses. A nemesis moves and captures like a king but only towards the opposing king. Marking time is not allowed. (Example: BKf4; WNeg2. Ne can move to f2, f3, g3, but not h3.) A nemesis can only be captured by Q, R, B, or N (knight). (Manuscript notes presumably deriving from personal communication)

New Chess [Bajon] (Michael Bajon, 1991). Board 9x9; extra piece is the King's Pawn (Pion du Roi) that moves like a king but never backwards. It has no royal powers except that the opposing K cannot occupy a square adjacent to it. Baseline (others have been tried) (a1-i1/i9-a9) RNBQKKpBNR (queens on d1/f9). (Manuscript notes in Elaine's handwriting, apparently a translation from an unspecified source)

15.2 Pieces which can move up to two squares

[The only such piece in orthochess is the knight, but several other such pieces will be found in the chapters devoted to historical and regional versions of chess. Particularly prominent have been the 'horse' (moves as knight but one step orthogonally and then one vertically, and the intermediate square must be empty), the 'fil' or 'alfil' (leaps two squares diagonally), and the 'elephant' (moves two squares diagonally and the intervening square must be empty). Some more flavours follow.]

Arch Chess [Piacenza], also known as **Piacenza's Chess** (Francesco Piacenza, 1683). Arch was a term given, according to the author of *Chess* (1784), 'to improvements and corruptions of chess'. Board 10x10 a1 black; extra pieces are a Centurion (leaps as N or two squares as R or B) and a Decurion (moves one square diagonally); baseline (a1-j1/a10-j10) RNBCQDBNR. Many authorities are unreliable. (*I Campaggiamenti degli Scacchi*)

[The D is of course the ancient fers; the C

may have originated with Piacenza, but it will reappear many times.]

Siege d'Anvers (J. A. Bordier-Marcet, 1833). Inspired by the capture of Antwerp by the French and intended to represent more accurately the military nature of the game. Board 10x10; 20 pieces a side, 1 x King, 1 x Marshal (moves as queen), 2 x Lunette (bastion, as R), 2 x Ensign (as B), 2 x Brigadier (as N), 2 x Bomb (two squares

orthogonally, can leap over any man but not over the king, 'out of respect', except to parry a check), 2 x Sappers (one or two squares diagonally in any direction, but captures like P) 2 x Grenadier (as P, but always has option of moving one or two squares), 6 x Fusilier (as P). Fusiliers and grenadiers promote to any piece lost, sappers do not promote. Array (a1-j1/j10-a10 and inwards) LBrBoEMKEBoBrL (kings on f1/e10), SGFFFFFGS. (Faidutti)

Decimal Chess [Obert] (Carl Obert, 1880). Board 10x10; extra pieces are Guardians, which move one square diagonally and capture one square orthogonally. In the starting position, the guardian can leap two squares forward (and may do so again if returning to the start square). On reaching the end rank, a guardian promotes to an Orderly which moves like a Q but captures like a R. Pawns move 1 or 2 squares initially (if 1, can then move 2 subsequently). In castling, K moves 3 squares to right or left. Baseline (a1-j1/a10-j10) RGNBQKBNGR. (*Brentano's Chess Magazine*)

Moody's Game (Francis Moody, 1895). Board 10x10; extra pieces are Squires (leap as N or two squares as R or B); baseline (a1-j1/a10-j10) RSNBQKBNSR. Pawns can move up to three squares initially. (Photocopy of patent application)

Neunerschach (H. Ranneforth, 1901). Board 9x9; extra piece is Marshall (moves as Q); the queen is a 'Hausfrau', which moves as Q but only two squares. Baseline (a1-i1/i9-a9) RNNMKHBBR (marshalls on d1/f9). (*Deutsches Wochenschach*)

Spy Chess [O'Flynn] (Proprietary game, George S. O'Flynn, 1907). Board 10x8; extra pieces are Spies, which leap two squares as R or B; baseline (a1-j1/a8-j8) RNBQSSKBNR. 'To thus ruthlessly separate the royal pair may be in questionable taste' (*American Chess Bulletin*, 1907).

Pinsard's Chess (J. Pinsard, 1919). Board 10x10; extra pieces are Piacenza's Centurions (leaping as N or two squares as R or B); baseline not recorded. (*Les Jeux d'Echecs Non-orthodoxes*)

Gérans World Chess (Proprietary game, Gérans Skaakbureau; G. Mensink, 1937). 84-square board made up of an inner 8x8 board b2-i9 plus four groups of five squares in an L (c1-a1-a3, a8-a10-c10, etc); two extra men a side known as Gerams. These additions, supposes the inventor, should satisfy those grandmasters (he mentions Capablanca and Lasker) who are striving to avoid draws. Usual array on inner 8x8 board, with the Gerams in the four outside corner squares. Once a G moves, its initial square disappears. The G moves two squares orthogonally, thus always staying on its original colour. However, when entering the inner board a single diagonal move is made. Thus Ga1-a3 and then either b2 or b4; or Ga1-c1 and then b2 or d2; Ga1-b2 is illegal. All pieces can enter the extra squares and pawns can promote there (example: b8xa9 promotes) but Gs are immune from capture except on the inner board. (Photocopies of author's rules booklets)

Arrow Pawn Chess (R. Persson, 1938). Usual array but all pawns are Arrow pawns. An arrow pawn moves one or two squares orthogonally in any direction and captures one square diagonally, also in any direction, but does not promote. En passant capture may occur on any two-step move. An AP of either colour on b2, for example, has a choice of six moves and can capture on any of the black squares around it. (*Fairy Chess Review*, February 1938)

Tank Chess [Drobnic] (Franjo Drobnic, 1935). Board 10x10; extra pieces are Tanks, which leap to second square as R; baseline (a1-j1/a10-j10) RNBQTKTBNR. Played in clubs and schools in Vienna at the time. (Photocopy of letter from the inventor addressed to the City of London Chess Club)

Greater Chess (W. Day, 1942). Board 10x10 (a1 white); extra pieces are Dukes, which move one or two squares in any direction; baseline (a1-j1/a10-j10) RNBDQKDBNR. Pawns can move up to three squares initially and can be taken e.p. on either the third or fourth ranks; K moves two squares in castling. William Winter, the British master, advocated the game pointing out that the weakness of Capablanca's Chess was that the heavy pieces

dominated the board, the light pieces being merely cannon-fodder, whereas the dukes' powers are sufficiently restricted to enable them to combine effectively with the minor pieces. A duke ranks between a B and a R but is stronger in the endgame. (*Chess*, November 1942)

Pacific Chess (Hawaiian game, 1960s). Board 10x10, 26 men a side; extra pieces are Castle (leaps as N or two squares as R or B), Fortress (moves one square diagonally or leaps to second square as R), Guard (moves as K but not subject to check), Nobleman (as orthochess Q), Q (as orthochess Q+N). Array (a1-j1/a10-j10 and inwards) C-F-GG-F-C, RNNobQKBNbNR, 10xP. (Correspondence between John Gollon and Philip Cohen)

Modern Courier Chess (Paul Byway, 1971 with later amendments). An attempt to reform the medieval Courier Chess by emulating the development of modern chess. Board 12x8; extra pieces are Fers (moves one square diagonally) and Courier (leaps two squares orthogonally or diagonally); baseline (a1-l1/a8-l8) RNCBFQKFBcNR. An unmoved fers has the option of a double move but not to capture (a later modification of the original rule, which allowed it a courier leap), and an unmoved K can do the same provided that it is not in check and does not pass through check. There is no castling. The weak points in the array are c2/7, j2/7; in consequence, the inventor believes the key central squares are e4/5 and h4/5. Openings and endings are being researched and a databank of games has been started. (*Variant Chess* 46)

[When playing this game, I find its most interesting features are the strategic implications of the wide board and the possibility of sacrificing fers for two pawns to smash a hole in the enemy position. The inventor has since suggested that a game closer to the spirit of the original would be obtained by reverting to the ancient 'man' (moves as king but is not subject to check) instead of the modern queen.]

Courier-Spiel (John Gollon, 1972 or earlier). Board 12 x 8; orthochess bishop renamed as Courier; extra pieces are 'Bishop' (one or two squares diagonally, may jump), Fool (as K but

not subject to check), Councillor (as N+K); baseline (a1-l1/l8-a8) RNBCrCnKQFCrBNR (kings on f1/g8). In castling, the king moves to the c or j file, and neither king nor rook may castle away from or over an attacked square. (*Chess Variant Pages*, based on a description in a Gollon manuscript; *Variant Chess* 37) [Text editorial]

Zgome (Proprietary game, Smurfet Group; J. B. McCarthy, 1975). Board 11x7, each player has 8 pieces: 1 x 'Z' (moves as king), 2 x '+' (as R), 2 x 'X' (as B), 2 x '0' (one space vertically or diagonally forward), 1 x '†' (as 0 but one or two spaces). The Z piece is placed in the centre of the first rank; the other pieces, whose identities are screened from the opponent, are placed at choice on designated spaces on the first two ranks. The aim is to capture the opponent's Z piece. Capture is by displacement. Concealed pieces move as 0s, but instead of moving a player can elect to expose a concealed piece which thereafter moves according to its power. A concealed piece reaching the end rank is immediately exposed. (Manufacturer's publicity leaflet)

Bear Chess, also known as **10x10 Chess [Sosnovsky]** (Mikhail Sosnovsky, 1985). Board 10x10; extra pieces are Bears, which leap as N or two squares as R or B; baseline (a1-j1/a10-j10) RNBBeQKBeBNR. Pawns can move up to three squares initially (e.p. permitted). In castling, K moves to c/h files. There are at least three sub-variations of the game, in all of which only the pawn moves and array are altered. Bear Chess received much publicity in newspapers and magazines in the U.S.S.R., and considerable interest in the game amongst the young was reported at the time, particularly in Central Russia. (Personal communication)

Balaklava Chess (Gianluca Vecchi, 1994). Mammoths (leap two squares as R or B) replace knights in the array, and all men except kings (but including pawns) may make non-capturing moves like orthochess knights in addition to their normal powers. (*Nost-algia* 364)

Kings Court (S. LeVasseur, 1997). Board 12x8; extra pieces are Chancellor (covers all

the squares of a 5x5 grid of which it is at the centre but cannot leap except to make a knight move) and Jester (moves one or two squares diagonally and can change its direction after the first); baseline (a1-l1/a8-l8) RCJNBQKBNJCR. K in check from C can move two squares. In castling, K moves up to 4 squares, R leaping it to adjacent square. (*Variant Chess* 37)

15.3 Pieces which can move up to three squares

[Here and elsewhere, a move described as an 'x-y leap' is like a knight's move but x squares in one direction and y squares in the other. The knight could therefore be described as a '2-1 leaper'.]

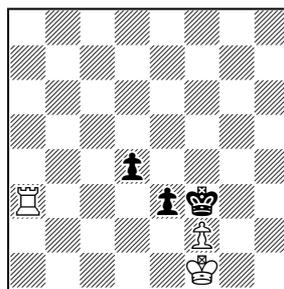
Paulovits's Game (István Paulovits, c.1890). Board 10x10; extra pieces are a General (moves as king or with a 3-1 leap) and a Pasha (as Queen but 1 or 2 squares only; may leap intervening square); baseline (a1-j1/a10-j10) RNBPaGQKBNR. Pawns move up to three squares initially. In the ending, K+Pasha wins against K+B or N, draws against K+Q; K+G only draws against K+B or N. A number of games were published. (Photocopy of pages 24-35 of a book *Dames de Paulovits*, noted by David as 'van der Linde #4809')

Arch Chess [Moody] (Frank Moody, 1898). Board 10x10, a1 white; extra pieces are Squires (move one square orthogonally and then a knight's move, or 'the second ring of its own base colour in any direction'); baseline (a1-j1/a10-j10) RSNBQKBNSR. Pawns have option of 1,2,3 squares initially (with e.p. on 2 or 3). In castling, K moves 3 squares (short) or 4 squares (long), rook on inside. (*British Chess Magazine*, July 1898)

Cavalry Chess (Frank Maus, 1921). All men have the additional power of a normal knight but pawns, as knights, can only move forward. In addition, the king can move two squares in any direction but only if the intermediate square is unoccupied; thus if a piece is flanked by the two kings, it is pinned. The knight is a powerful piece, moving as a knight or with a 3-1 or 3-2 leap; thus from the centre of a 7x7 board it would command all squares not commanded by a queen occupying the same square. Castling, e.p., promotion (to cavalry piece) normal. The game was played in the

Cannons and Crabs (David Short, 2001). Board 7x6; extra pieces are Cannon (moves as Q up to 2 squares, may leap but not to capture K) and Crab (pawn with option of moving one square diagonally forward); array (a1-g1/a6-g6 and inwards) RNCaKCaNR, PPCrCrCrPP. Promotion (crabs and pawns) to Marshall (R+N) or Cardinal (B+N). (*Chess Variant Pages*)

U.S. for several years in tournaments, matches etc. Fianchetto openings were commonly practised in early games. Later, the Gruer Attack (1 dd4, 2 Qe2), named after the Californian chess champion, and the Denton opening (pawns to d3/e3, knights to d2/e2), found favour. The principal endings were analysed with the outcome the same as in orthodox chess, K+R v K being one of the hardest.



An ending from actual play. White, in check and with his pawn pinned, was persuaded by a spectator to resign, only for his opponent to point out that he could have won: 1 Rxe3+ dxe3+ 2 Kd3! after which it is Black's pawn which is pinned while White's is guarded. The resulting K+P v K ending is book.

A later development, **Magic Chess** (Maus, 1925) differs only in the pawn move. The pawn advances one rank at a time, either on its own file or as a knight; it captures diagonally forward as usual, but also as a knight although only to an adjacent file. This slight change makes for an entirely different game according to the inventor, who comments, in an odd blend of deprecation and conceit, that Magic

Chess is 'deadly dull, lacking all the vivacity of Cavalry Chess'. (Author's pamphlet, also *Chess Amateur*, February and April 1925)

Jetan (variant made famous by Edgar Rice Burroughs in his novel *The Chessmen of Mars*, 1922). Board 10x10, chequered black and orange. Forces represent the Black Race of the south and the Yellow race of the north. 20 pieces a side comprising 1 x Chief, Princess, 2 x Throat, Odwar, Dwar, Padwar, Warrior, 8 x Panthan; array (a1-j1/a10-j10 and inwards) WPaDOCPaW, TPPPPPPPT. The pieces move as follows.

Chief: three squares straight or diagonally.

Princess: as chief, but may leap any number of occupied squares - known as 'the escape' - once in a game. The princess does not capture.

Throat: as knight but one step orthogonally followed by one diagonally, and the intervening square must be empty.

Dwar: three squares orthogonally.

Odwar: three squares diagonally, may leap.

Warrior: two squares orthogonally.

Padwar: two squares diagonally.

Panthan: one square straight or diagonally forward or sideways.

Pieces may change direction during a move, but they must move the specified number of squares and may not cross or alight on a square more than once during the move. Capture by displacement. Win by capturing the princess, or the chief by the chief; the game is drawn if the chief is captured by any other man (a fairly common result). The game is also drawn when each side is reduced to three pieces or less of the same value (?) and neither player can force a win within five moves. There is no advice as to what happens when a panthan reaches the 10th rank; it has been severally suggested that it be allowed to move laterally or backwards. The game was much played at one time by a national fantasy club in the U.S. Gollon describes it as 'very playable and entertaining'. [Text revised]

Dreadnought Chess (Max Rieck, 1929). Board 10x10; extra pieces are Dreadnoughts (3-1 leapers); initial position unclear. Promotion only to previously captured piece. 'Some interest in Cape Town chess circles' according to the inventor. (*British Chess Magazine*, December 1929)

Mefisto or **Mephisto** (Proprietary game, Stanislaw Hofmokl-Ostrowski, 1955). Board 10x10; extra pieces are Devils (3-1 leapers); baseline (a1-j1/a10-j10) RNBDQKDBNR. (Photograph of board and inventor's description, in Polish with an accompanying French translation, also Gizycki)

Cuban Chaturang (Germán A. Mentz, 1960). Developed over many years, the game reflects the ancient Indocuban civilization. Board 10x10; most pieces move as in chess: Cacique Nerey (N, as king), Dama Cacica (C, as queen), Semi (S, as rook), Behique (B, as bishop), Dog (D, as knight). In addition, there is a formidable piece, the Bat or Vampire (V), which moves as king or knight or with a 3-2 leap (e.g., Va1 can move to c4 or d3 as well as to a2, b1, b2, b3, c2). The Taino (T, pawn) has the option of moving 1, 2 or 3 squares on its first move and can be captured e.p. when moving more than one square. Promotion to any piece except nerey. Array (a1-j1/a10-j10 and inwards) SDBVNCVBDS, 10xT. Object is to checkmate opponent's nerey. Piece design is symbolic; for example, the semi is the protector idol and is represented as an asexual nude with arms crossed on the chest. Some opening research has been done. Played in Havana. (Personal communications, also *Nost-algia* 376)

Mexican Chess (Prince Joli Kansil, 1965). Board 10x10, a1 white; extra pieces are Conquistadors (3-1 leapers); baseline (a1-j1/a10-j10) RNCBQKBCNR. In keeping with their historical image, the pieces are mounted and carry long swords. Pawns move up to three squares initially; e.p. possible. Reviewed in *Chess Life*. (Personal communication, also leaflet 'Mexican Chess')

Chess II [Trone] (Bruce Trone, 1976). Board 12x12; extra pieces are Super queen, Super rook, Super bishop (Q+N, R+N, B+N), Super knight (as N or a 3-2 leap), Super pawn (can capture up to two squares diagonally forward); baseline RSrSbBQsqKQBSbSrR (kings on g1/g12), NNNNSnSnSnNNNN on ranks 2/11, PPPPSpSpSpPPPP on ranks 3/10. All pawns move initially up to 3 squares; up to 2 squares on second move if only 1 on first. No castling with Super rooks. Coherent strategy

about as manageable as in the great shogis. (*Nostalgia* 194)

Kaissa (Proprietary game, Port Kar Industries; Jeffrey Shaffer, 1979). The game originated from one described in a fantasy novel *The Players of Gor* by John Norman. Pieces (21 a side) and board (10x10) are red and yellow. Most pieces have moves corresponding to orthochess pieces, one exception being the Tarnsman (3-2 leaper). The Spearmen are pawns which can move up to three squares initially but apparently do not promote. The array fills the first two ranks of each side. A curious feature is that one piece, the Home Stone, is only entered on the 8th, 9th or 10th turn. (*World Game Review* 3)

Threespace Chess (quoted by Tony Paletta, 1980). The moves of the line pieces (Q, R, B) are limited to a maximum of three squares. (*Chess Spectrum Newsletter*)

Falconry (Boris Troschichev, Vasily Varkentin, Yuri Ribakov, Oleg Skaletsky, 1982). Board 10x10, a1 white; extra pieces are Dolphin (as rook but up to three squares only, may leap intervening men, Falcon (as bishop or 3-1 leaper), Prince (moves one square ahead either straight or diagonally, captures like an orthodox pawn, may promote to any piece, two-square option initially, e.p. permitted); array (a1-j1/a10-j10 and inwards, centred) DRNBQKBNRD, PPPFPrPrFPPP, PPPP. The new pieces are distinctly coloured, blue on the White side, red on the Black. This is to assist recognition, and, more obscurely, because together with white they are the colours of the Three Muses and also the national flag. No mention of castling. Notice that none of the new pieces challenges the power of the queen. The powers of the line pieces (Q,R,B) are increased and those of the N and P are diminished. Fool's mate is just two moves: 1 Fe5 f7 2 Fg7.

A little fantasy appears to have crept into the decision-taking. The Dolphin is described as a symbol of virtue and intelligence and we are reminded that the dolphin was a favourite of Athena, Goddess of Wisdom. The Princes, as children of the monarchs, rightly stand directly in front of them, whilst the Falcon is seen to have many virtues. Sokol, the Russian

word for falcon, is controversially described as 'the most beautiful word in the Russian language'.

Falconry has quite a pedigree. In 1982 it was demonstrated to the Tchigorin club in Leningrad by the co-inventors. Russian design patents 42591 (1995) and 54537 (2004) were approved for the game. Tournaments have been running for the past 15 years and in 2002 the Falconry Chess Club was founded in St. Petersburg. In 2004 the authors were honoured with laureates by the Russian and European Academies of Natural Sciences and were awarded the Pyotr L. Kapitsa and Albert Schweitzer medals. In 1987-1990 thousands of sets of Falconry were manufactured and reportedly exported to the U.K., Netherlands and other countries, but these have apparently disappeared without trace. (Personal communications)

Braithwaite's Game (D. A. Braithwaite, 1976). Board 10x8; extra pieces are Dames (3-1 leapers); baseline RNDBQKBDNR, kings on f1/f8. (Copy of U.K. patent application)

Cardinal Super Chess (Proprietary game, Cardinal Super Chess and Super Checkers, 1986). Board 10x10; extra pieces are Cardinals (move one square diagonally and then two squares diagonally at right angles or vice versa); baseline (a1-j1/a10-j10) RNBCQKCBNR. (Proprietor's rules leaflet)

Wildebeest Chess (R. Wayne Schmittberger, 1987). Board 11x10; extra pieces are Camels (3-1 leaper) and Wildebeest (N+C); baseline (a1-k1/k10-a10) RNBBQKWCCNR (queens on e1/g10). Pawns on either 2nd or 3rd rank may advance as far as 5th: e.p. possible if move is of more than one square. Promotion to Q or W. Castling under usual restrictions but with greater latitude: K may move up to four squares in either direction, R is brought over adjacent to it. Stalemate wins for the player giving it. Schmittberger, a former editor of *Games* magazine, wrote a paper describing his approach to chess variant design using Wildebeest Chess as a model. His method can be summarized: begin with an idea, then seek a chess context for it (the idea in Wildebeest Chess was to balance number and types of riders, such as R and B and Q, and leapers,

such as N, Chess and W). Start if necessary with a complicated game, then simplify it. Strive for symmetry and balance. (The extra ranks were to give more freedom to the camels, avoiding the 11x9 board which would place too much emphasis on the central square.) In the array, defend all pawns, avoid set-ups that lead to early piece exchanges, seek a set-up in which a variety of openings are likely to be equally good. Some research has been done on the openings, particularly those starting 1 f5. (*Nost-algia* 303 and later)

Omega Chess (Proprietary game, Somac Inc; Daniel Macdonald, 1988). Board 10x10 with four extra squares, one diagonally adjacent to each corner square, thus a1/a12, b2-k11,

l1/l12; extra pieces are Champion (moves one square orthogonally or leaps two squares like R or B) and wizard (moves one square diagonally or with a 3-1 leap); array (a1~l1/a12~l12, b2-k2/b11-k11 and inwards) W~W, CRNBQKBNRC, 10xP. Pawns can move up to three squares initially. (Cazaux)

Dukes Chess (Proprietary game, Northern Games; L. and N. Kucher, S. Geutsche, date unclear). Board 9x9; extra piece is a Duke (moves up to 3 squares in any direction, can leap 1st and 2nd and capture on 2nd or 3rd); baseline (a1-i1) RNBQKDNBR. (Photocopy of part of manufacturer's publicity leaflet with manuscript notes in an unidentified handwriting; only White's baseline given)

15.4 Pieces which can move four or more squares

The Game Of Mighty Men (Frank Maus, 1925). Usual board, array, rules, but the powers of pieces and pawns are exaggerated. Thus Mighty Ka1 commands 15 squares (bounded by d1-d4-a4), MQa1 27 squares (as Ka1 and the usual file/rank/diagonal extensions), MRa1 20 squares (rank/file and b3, b4, c2, c4, d2, d3), MBa1 13 squares (diagonal and b3, b4, c2, c4, d2, d3), MNa1 12 squares (b3, b4, b5, c2, c4, c5, d2, d3, d5, e2, e3, e4). Mighty pawns on their initial move have the additional power of a MQ, thereafter of a MN. A mini-game with monstrous men. (*Chess Amateur*, May 1925)

Victrix (A. N. Petrov, 1928). Militarised chess planned as a series of games. Published in Irkutsk and subsequently (1929) in Leningrad. Three games were definitely published: 'Draughts-Chess' (a 10x10 game with 58 pieces designed to familiarise beginners with infantry and machine-guns, other pieces being introduced gradually), 'Victrix' (the basic game as described below), and 'Civil War' (a four-handed version). Three further games, 'Multi-topographical' (map board with terrain and other features), 'Street Combat' (to include armoured cars, miners, engineers), and 'Strategy' ('main battle') were announced as 'in preparation', but so far as can be ascertained they were never published.

The basic game. Board 10x10; 30 men a side comprising 1 x Commander-in-Chief (K),

Chief of HQ (Q), Tank Division, Aeroplane, 2 x Artillery (R), Sapper (B), Cavalry (N), Machine-gun, 18 x Infantry (P). A machine-gun moves one or two squares in any direction except along the rank. It can only capture on diagonal movement. On reaching the end rank it is promoted to a piece previously lost or, if agreed beforehand, to a Chief of HQ (Q). The tank division moves as a K. If it reaches the end rank it does not promote but the player may place two additional infantrymen on any vacant squares in own half of board. If a tank is surrounded on three sides by hostile infantry, it can be huffed (removed from board) although this counts as a move. The aeroplane is a combined 3-1 and 4-2 leaper, passing over men of either colour. Infantrymen can move two squares if on 2nd or 3rd rank (even if previously moved from 2nd to 3rd). Promotion and castling (between Commander-in-Chief and Artillery, K and R) normal. Array (a1-j1/a10-j10 and inwards) TRNBQKBNRAe, MPPPPPPPPM, 10xP.

The four-handed game uses a 10x10 board with four 10x3 extensions accommodating an array identical to that of the basic game. General rules of play are unchanged. Partners face each other and, unwontedly, move consecutively. Aim is to mate both opponents. The pieces of a mated player are frozen; however they retain their power to check, and therefore to constrain opponents' kings. A

player whose king is released from mate resumes play. (Personal communication)

Helios (Proprietary game, The Polygon Corporation; Bert J. Bratt, 1938). 360-square board (20x22 with 8x10 centre removed). A blend of chess, astronomy, and Greek mythology. Aim is the 'total eclipse' (checkmate) of the sun-god Helios, who moves like a king or with a star move as described below. Other pieces are Mercury (leaps two squares in any direction), Venus (3 squares in any direction, no leaping), Earth (4 squares ditto), Mars (5 squares in a combination of 4+1, any directions), Jupiter (6 squares as 2+2+2 zigzag, any directions, or as Q), Saturn (as Q but limited to 7 squares), Uranus (as R but limited to 8 squares), Neptune (9 squares as 3+3+3 zigzag, any directions), Pluto (10 squares in any direction, or as K), the Moon (as R), and 2 Nodes (as K). Only Mercury may leap. In addition, squares a1/e9/f6/i5 and the corresponding squares in other quadrants are starred; Helios may jump from one baseline star to the other, and Mercury between any two stars. In the starting array, HeMeVEMaJSUNeP occupy alternate baseline squares from a1 and t22, with the moon at j3/k20 and the nodes at a3/t20 and s3/b20. Capture is by displacement, object checkmate. (Photocopy of chief part of rule book) [Text partly editorial]

Wehr-Schach (Rudolf Kuch, 1938). A war-simulation game which coincided with the rise of German militarism under Hitler and enjoyed considerable popularity in its early years. Sets were widely available; Dawson referred to 'Nazi chessmen', but failed to identify the game (*Fairy Chess Review*, December 1945). Booklets, including one on tactics by R. O. Schmeisser, ran to several editions. Board 11x11 chequered; a1 black; squares b5 and j7 rippled (lakes); diagonal a1-k11 is a highway, diagonal k1-a11 a river. Each side (Red & Blue) has 18 figurine pieces composed of a leader (hauptfigur), air forces (2 x fighter, 2 x bomber) and land forces (4 x artillery, 3 x panzer, 6 x infantry); Lf1, Fa1/k1, Be1/g1, Ab2/d2 and h2/j2, Pc1/f3/i1, Ia3/c3/.../k3, Black similarly.

All pieces can move in all directions. Infantry 1 square but up to 4 on highway;

leader up to 2 squares but confined to first three ranks; panzer up to 3 but up to 4 on highway; artillery up to 4; air forces up to 5. Air forces can fly over other pieces except enemy artillery and air forces. Lakes cannot be occupied and can be crossed only by air forces. Any piece can occupy or cross a river square, but only the air forces can move along the river. Capture by displacement but orthogonally only and only if a piece is twice attacked. The game is over if a leader is captured, or any of the five squares within a player's base area (first three ranks) are occupied by opposing land forces, or either player is reduced to five land-based pieces, or either player loses all six infantry. (Photocopy of booklet *Wehr-Schach*)

Chessers [Phillips] (Proprietary game, Phillips Publishers Inc, 1960). Board 8x8; 10 men a side composed of 1 x King; 2 x Circle; 3 x Triangle; 4 x Square; White array Ka1, Ca2/b1, Ta3/b2/c1, Sa4/b3/c2/d1, Black similarly in opposite corner. King moves as in orthochess, Circle one or two squares as Q, Triangle up to 3 squares as B, Square up to four squares as R. Capture by displacement, but a man may capture or check only at its maximum range (thus a square at d3 can capture only at h3 or d7); when capturing, though not when moving ordinarily, a man may pass over any intervening men. Win either by checkmate or by occupying array square of opposing K with own K. (Photocopy of publisher's rules leaflet)

Rangers Chess (V. R. Parton, 1973). Board 10x10; each side has 20 pieces of which one, 'ranger one', is the king and moves exactly like a king. All the other pieces move like queens but over a fixed number of squares, neither more nor less (no leaping), and are accordingly called ranger two, three, four. Array (a1-j1/a10/j10) 2233443322, (a2-j2/a9-j9) 2233413322 or 2233143322. (*Enduring Spirit of Dasapada*)

Superknights (Adam Sobey, 1988). The knights are allowed to make two consecutive moves instead of one, with two restrictions: the first move cannot be a check, and no double move is allowed if any knight is unmoved. Superknights are powerful pieces.

Created for a Christmas chess club meet where the game was applauded. (Note apparently reporting personal communication, also *Variant Chess* 16) [David's files also record a **Double Knight Chess [Sobey]**, invented by Adam Sobey for a Christmas club tournament, which differs in minor detail, but the index sheets do not include the cross-references which David normally inserted in the case of similar or related games and I suspect that the same game has crept in under two different names. If the games are distinct, it would appear from *Variant Chess* 16 that the rules given here represent the preferred form.]

Twiknight (Jens Nielsen, 1993). Once in a game, and not before move 3, a player may make a double move with a knight. The first part of the move may expose the player's king to check provided that the second part cancels it. In a variation due to Ian Richardson, a knight always attacks the enemy king with a double move even if the player's double move has already been used. Several further variations of detail have been suggested. (*Variant Chess* 16) [Text editorial]

Dodeca Chess (Michael Howe, 1994). Board 12x12; extra pieces are Archbishop (B+N), Marshall (R+N), Cavalier (4-3 leaper), Viscount (N+C), General (B+C), Duke (R+C); array (a1-11/a12-112 and in, centred) VGDV, RCNBAQKMBNCR, 12xP. (Author's rules document)

Big Battle (Proprietary game, Big Battle Games; Keith Morrison with input from New Zealand chess champion Sarapu, 1990s). Board 10x10; extra pieces are Princes (move as Q or N or can leap adjacent man to square immediately beyond, capturing if applicable); baseline (a1-j1/a10-j10) RNBPrQKPrBNR. King moves as N or can move up to two

squares in any direction, leaping if desired; queen moves normally but can also leap adjacent square, as Prince; a knight, on its first move, can make two orthodox moves, changing direction if desired but first square of leap must be vacant; rooks and bishops normal. A pawn, called a sol, can move straight forward 1, 2 or 3 squares at any stage, e.p. permitted. In castling, the king can move any number of squares towards the rook and the rook can move to any square beyond the king, and castling out of or through check is permitted. Prashant Mistry, *Guinness Book of World Records* chess endurance record holder, enthuses 'Big Battle is undoubtedly superior to chess in all respects'. (*Variant Chess* 24)

Toe-to-Toe Chess (Peter Aronson, 2002). Board 8x8 uncoloured; each side has 1 x king, general, 2 x chariot, elephant, horse, and 8 x pawn. King orthodox; general one or two squares as Q; chariot as R but maximum four squares; elephant one square diagonally in any direction or one square straight forward; horse as orthodox N; pawns one square at a time but if blocked by man of either colour may leap it (no capture) to square immediately beyond if vacant. Promotion on end rank to any piece previously captured, but the act of promotion counts as a move; hence the pawn moves to the 8th rank at one turn, and promotes at a later turn. Initially White's pawns are placed on squares a3-d3/e4-h4, Black's on squares a5-d5/e6-h6, and the players then take turns to put their pieces on the board behind their pawn lines: Black two pieces, White four, Black four, White four, and finally Black two. Each player, White starting, may now interchange any two of his men (including pawns if desired), and this is repeated three times (a player may interchange two like men). Loosely based on Burmese Chess (Sittuyin). (Chess Variant Pages)