

Chapter 17

Unorthodoxy relating to capture

[We have already met some unorthodox forms of capture in Chapter 3, but in that chapter the moves of the men were orthodox and the same altered capturing ability normally applied to all of them. The present chapter is much more general. The moves of some of the men may be unorthodox, the alteration in capturing power may be peculiar to the individual piece, and pieces with different powers may coexist in the same game. The chapter also covers some other unorthodox features relating to capture.]

17.1 Capture by leaping over the target piece

Leapfrog Chess (Bruce Zimov, 1976). A combination of chess and draughts (checkers) in which men move by leaping any distance in any Q-direction and capture by leaping to the square immediately beyond the screen. The king is vulnerable to a leap capture as well as to an orthochess attack, even though the latter cannot be executed since it doesn't involve a leap. (*World Game Review* 10)

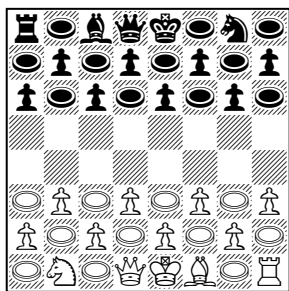
Airplane Chess (R. Wayne Schmittberger, 1981). Board 10x10; extra pieces are a Cardinal (B+N), a Minister (R+N), and two Airplanes which move like queens regardless of the number or colour of men on the line of movement. An airplane captures by moving to a vacant square immediately beyond its victim. Array (a1-j1/a10-j10 and inwards, centred) RACBQKBMAR, PPPNPPPP, PP. Pawns may advance directly to the fifth rank and can be captured en passant on any square they pass over. The king moves three squares towards either rook to castle. (*Nostalgia* 256)

Congo (Demian Freeling, 1982). Board 7x7, central rank is a river; men are 1 x Lion (royal piece), Giraffe, Ape, Crocodile, Zebra, 2 x Elephant, 7 x Pawn; baseline (a1-g1/a7-g7) GAELECZ. Lion moves as K and is confined to the middle three files on its own side of the river, but if it 'sees' the enemy lion either diagonally across the river or down a file with no intervening piece of either colour it may capture it. Ape moves as K, captures by moving two squares orthogonally or diagonally (may leap). Giraffe moves as K,

captures as an omnidirectional draughtsman with the right to multiple captures (captured pieces are not removed before the move is completed but no man may be jumped twice). Elephant moves one or two squares orthogonally, may leap. Zebra moves as knight. Crocodile moves and captures as K, and also as R towards or within the river. Pawn moves one or two squares straight or diagonally ahead and captures similarly, when across the river may move but not capture one or two squares straight back, promotes on the end rank to Superpawn, which has the additional power of moving and capturing sideways and can also retreat two squares backwards either diagonally or vertically. A piece other than a crocodile which ends its move in the river 'drowns' (is removed from play) if it does not leave the river on the following turn. Object is to capture the lion. (Personal communication)

Edgehog Chess [Stone] (Jed Stone, 1982). Normal array, but rooks are Edgehogs, knights are Nightriders, bishops are Reflecting Bishops and queens are Locusts. Kings and pawns are normal. An Edgehog in this game moves like a queen but if on a perimeter square must move to a non-perimeter square and vice versa (thus it cannot give a back-rank check). Nightriders move as a succession of knight moves but not over occupied squares; reflecting bishops can bounce off edge squares (RBc1-a3-f8-h6-c1); locusts move on queen lines but only to capture, and do so by leaping a hostile man to a vacant square immediately beyond. (Stone)

Byelorussian Cheskers (N. N. Grushevsky and P. A. Shkludov, 1984). A combination of chess and Russian draughts. Board 8x8, array

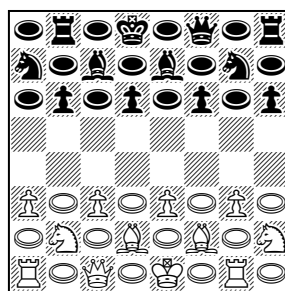


(eleven draughtsmen). Chess pieces behave normally; draughtsmen move and capture as Russian draughtsmen (move one square diagonally forward, capture by jumping forward or backward over a diagonally adjacent man to an empty square immediately beyond), promoting to Damka on end rank. A damka moves like a bishop and captures by leaping its victim to any empty square beyond. Capturing by a draughtsman or damka is compulsory but a player can choose between alternatives. A draughts capture takes precedence over a check. If a draughtsman, after making a capture, has another subsequent capture available, it must continue capturing. If a draughtsman promotes with a capture, it must continue to capture as a damka if able to do so. Chess pieces can capture draughtsmen and vice versa. In certain circumstances, kings can even mate kings. The object remains checkmate. (Personal communication)

Chivalry Chess (George Dekle Sr, 1986). Combination of halma and chess. In addition to their normal powers of movement, all pieces may make a leap or series of leaps over friendly men. Similarly, all pieces may capture by leaping over one or more enemy men. A compound leap (a leap or series of leaps followed by a capture or series of captures) can only be made by a king or knight. Knights leap like a king or queen: orthogonally or diagonally. Other pieces leap as they move; pawns diagonally forward only. Kings may not be leaped. Win by checkmate, occupying opponent's king square (e1/e8) or baring king. (Inventor's rule sheet)

Jesskers (Jesse Del Quadro, 1988). A marriage of chess and draughts (checkers). Set draughtsmen in starting arrangement on 8x8 board, then chessmen ditto. Half the chessmen will be on top of draughtsmen. All men move as in their respective games. A chessman and a draughtsman may occupy the same square if of the same colour, but both are captured if leapt by opponent's draughtsman or displaced by chessman. Object is to mate opponent's (chess) king. (*Chess Life*, January 1989)

Shashmaty (lit. Draughts-chess), also known as **Moscovitch's Game** (Alexander and Dimitri Moscovitch, 1989). A game that combines chess and draughts with a minimum of modification. Board 8x8; each side has 12 chessmen (four pawns) and 12 draughtsmen :



Draughtsmen move, capture and promote as in draughts (move one square diagonally forward; capture by leaping one or more men forward only; promote to draughts king that moves/captures as draughtsman but in any direction). Chessmen move and capture (including draughtsmen) normally, but only capture chessmen on black squares; however a king can be checked on either colour. Draughtsmen can capture both chess and draughtsmen and also give check. Capture between draughtsmen is compulsory, but a draughtsman is not obliged to capture a chessman. Pawns move one square only. A compulsory draughts capture that leaves one's own king in check loses. Strategy would appear to be limited on account of the inherent black-square weaknesses of both sides. (Inventor's rules sheets)

Jumping Chess (Peter Aronson, 2000). Board 10x10, but normal set of men and normal array on central 8x8 and perimeter squares

empty. Men capture by leaping as in draughts/checkers. Knights capture on either of the two squares crossed (orthogonal or diagonal, but not both) during a normal move. Bishops capture as a queen in international checkers (i.e., anywhere on the diagonal beyond the victim subject to the squares being empty). Rooks capture as a king in dama (like the bishop, but orthogonally) whilst the queen captures like either piece. The king and pawn can only capture an adjacent man. The perimeter squares may not be occupied except as the result of a capture. A piece on a perimeter square must capture if able to do so, even if his king is exposed to attack. Capture opposing king to win. (Chess Variant Pages)

Takeover Chess (Tony Quintanilla, 2001). 41-square board a3-a5, b1-f7, g3-g5; pieces move as in orthochess except that knights move one square orthogonally followed by one square diagonally and there are also Mirror-Knights which move one square diagonally then one orthogonally; RBKQB on b1-f1 and f7-b7, PMPNP on b2-f2 and b6-f6, further pawns on c3/e3 and c5/e5 (so opposing bishops and queens are at opposite ends of lines through the centre while opposing knights and mirror-knights are on the same file). As well as displacement capture, capture can be by leaping as in draughts/checkers (kings excepted) but only if the victim is undefended. A knight or mirror-knight,

exceptionally, may capture two men in one move, the first on the square over which it passes and the second on the square on which it alights. (Chess Variant Pages)

Quangtrung Chess (Vu Q. Vo, 1993 and subsequently). This game was developed through 12 editions, each a major revision of the previous one, and was finalized in 2003. Board 9x8 with inner 5x6 marked off; each side has 1 x General, 2 x Boat, Cannon, Elephant, 3 x Horse, 5 x Infantry. Sides Red (starts) and Blue, two moves per turn (Red's first turn one move only) but with different men (or both with the general) and only the second may capture. General one step diagonally on its first move (may not capture), one step orthogonally on its second, may not leave the inner 5x6 region. Boat as R but captures by leaping over the target piece and landing on the square beyond, which must be empty. Cannon 'slides orthogonally in odd number of paces while jumping over even number of paces'. Elephant leaps two squares diagonally or three orthogonally. Horse one step diagonally and then one orthogonally, may not jump. Infantry one pace diagonally forward provided that the position in front of it is not occupied, or one pace backward. Array (a1-i1/a8-i8 and inwards) C-E-H-E-C, B-H-G-H-B, I-I-I-I-I. To win, capture the enemy general or give stalemate. (Copy of author's rules sheet) [Text largely editorial]

17.2 Capture by attacking

Chess-Battle (A. S. Yurglevitch, 1933). Board 12x12 with 2x2 corners removed (128 squares). Men are military-oriented with logical movement and capture restrictions: HQ (flagpole symbol, moves as orthochess K), Aircraft (bomber symbol, moves along Q-lines and can leap one friendly man), Tank (tank symbol, moves one or two squares along Q-lines), Machine Gun (cartridge symbol, moves as K but captures by firing up to three squares along Q-lines, cannot fire over own men), Cavalry (knight symbol, moves two steps as R or B then one as R or B in a different direction, or one step as R or B then two as R, the second part always at an obtuse or right angle to the first, can leap own men but not enemy), Heavy Gun (projectile symbol, moves

as K and captures by firing up to five squares forwards, diagonally forwards, or sideways, can fire over own men), and Warrior (Red Army helmet symbol, moves as K with the additional option of two squares diagonally when on a white square, cannot capture when retreating either directly or diagonally or when making its two-step move). M/C/W cannot capture T, T/C cannot capture A. Array (c1-j1/c10-j10 and inwards) HCMAKMCH, WWWWTWWW, 8xW (ranks 3/8 centred). There is no promotion; instead, a W reaching the rank ('infantry breakthrough') is removed from the board and its owner is allowed to remove any enemy man except the K. Object is checkmate of HQ. Although the opening is slow and the infantry feeble, this is one of the

better kriegsspiels combining war and chess. (Letter giving an extract from *Voenno-shakmatnaya Igra*)

Novo-Schaakspel (L. J. Weijden, 1937). A kriegsspiel rather than a chess variant; board 12x8; 24 men a side, pieces are military units ranging from the General down through tanks, aeroplanes, submarines, spies and even the Red Cross. (Author's booklet *Handleiding voor het "Novo-Schaakspel"*) [This booklet runs to 32 pages and the translation which was being done for David was interrupted, but there is a reference to men being 'eliminated at a distance' and I have assumed that the game belongs in this section.]

Star Chess (Proprietary game, Videomaster; Peter Gebler, 1979). One of the first true computer variants, if not the very first. Usual set-up but the men are renamed: Commander (king), Destroyer (queen), Supercruiser (rook), Starcruiser (bishop), Superfighter (knight), Starfighter (pawn). Commander stands on square of its own colour in the array. The squares occupied by the Commander and Destroyer are known as the Star Base and may not be occupied by the opponent. The object of the game is to eliminate the opponent's commander. Pieces move as in chess except the starfighter which moves one square orthogonally. All men are armed with shields and a corresponding number of missiles: commander and destroyer 7; starfighter 2; other pieces 4. No promotion, castling or check. Capture is by displacement but missiles provide an additional, random factor. Instead of moving, a player may use a man to fire a missile, the probable hit factor depending on the distance between man and target. Results vary from a miss (launcher is damaged) to a hit with one or more shields damaged. When a piece loses all its shields it is eliminated and disappears from the screen. Pieces may rearm by staying a few turns in star base, but may not acquire extra shields. Pieces may also move into superspace when they disappear from the screen and return at random with an audible signal a few moves later. A piece returning from superspace can arrive on any square, and if occupied destroys its occupant, whether friend or foe. A championship, staged in London in 1979 with much publicity and

won by Peter Bond, was umpired by Harry Golombek. The game vanished shortly afterwards. (*Games and Puzzles* 75, also David's book *Brain Games*)

Warrior Chess [Stone], also known as **Assassin Chess** (Jed Stone, 1982). Pieces move normally but capture as in Rifle Chess (Chapter 3). Capturing is compulsory but player has choice between alternatives. Pawns move one square orthogonally in any direction but do not capture. Only kings and knights can capture pawns. King has no royal powers. Object is to capture all the opponent's pieces (pawns disregarded). (Stone)

Lazer Chess [DeFluiter and Ryan] (Proprietary game, Think Tank Games; Steve DeFluiter and Roger Ryan, 1986). Ordinary chess set but pieces are named after space ships with initial strengths ranging from 7 for the Deth Star (sic) to 1 for Starfighters. Pieces attack as in Rifle Chess. An attacked piece has its strength reduced according to the strength of its attacker and the distance between them. Pieces reduced to zero are eliminated. The object is to capture the enemy command vessel, value 0, but it can be protected by transferring power from friendly pieces. A game of attrition. (*World Game Review* 7)

Laser Chess [Duppong] (Proprietary game, *Compute!'s Gazette*; Mike Duppong, 1988). Software program that won first prize of \$5,000 in a *Compute!'s* programming contest. Board 9x9; each side has 18 pieces made up of 1 x King, Laser, Hypercube, Beam Splitter; 2 x Straight Mirror, Diagonal Mirror; 4 x Block; 6 x Triangular Mirror. Capture by displacement, but also if hit by laser beam on non-reflective surface. Two moves per turn (options are rotate piece, move piece one or two squares, fire laser). Moving the hypercube to an occupied square causes the man there to reappear at a random location; moving a man to the central square does the same. Elimination of king, which moves as in orthochess and has no reflective surfaces, wins the game. (Article in *Compute!'s Gazette* special 1988 issue)

Randomized Rifle Chess (George Jelliss, 1991). Untested variant inspired by scenes in

Western films where gangs shoot it out from behind improvised barricades. Players, whose men are confined to their own half of the board, move simultaneously behind a central screen. Rooks, bishops, and queens move by single steps only. Pawns, which represent the barricades, do not move independently but are pushed or pulled by pieces that move, for example Nb1-d2 pushes Pd2 to f3.

When the screen is raised, the shooting starts. Any piece in the sights of a gunman is assumed to be shot, and is removed from the board at the end of the turn. Rooks, bishops, queens shoot along their normal lines, knights along N-lines, kings along 3-1 and 3-2 lines. Pawns normally block shots, but a 'backed-up' piece (e.g. R in front of Q) can shoot through a single barrier P. The king is immune to a single shot, but is 'mated' (killed) by a double; pawns are invulnerable to single or double shots, but are knocked out by a triple. Like-shooting men, for example bishops facing each other along the same diagonal, successfully shoot each other, and both are removed at the end of the turn. If both kings are still alive, the players put back the screen and have another go. (*Variant Chess* 6) [Text largely editorial]

Outback Chess (Timothy R. Newton, 2002). 84-square board consisting of a 6x6 square with four 6x2 extensions, thus a3-b8, c1-h10,

17.3 Capture by moving as the target piece

Imitante Queen Chess, also known as **Mimotaur Chess** (V. R. Parton, 1971). Board 10x10; extra pieces are Imitante Queens or Mimotaurs; baseline (a1-j1/a10-j10) RNMBQKBMNR. A mimotaur moves like a

17.4 Destruction of men on nearby squares

Atomic Chess [Benjamin] (H. D. Benjamin, 1949). Benjamin adapted the atomic bomb for problem purposes to the 8x8 board, giving it a destruction range of root-8 from the square centre. Michael Solomon extended the idea in **Radiation Chess** (1970), in which radiation lingers for a while on the square of the explosion and less strongly in the surrounding region, and any piece alighting or remaining there is killed or subjected to various

i3-j8; men are Echidna (royal piece), Kangaroo, Platypus, Spearsman, Ranger, Bushman; PSKESP on c1-h1/h10-c10 (echidnas on f1/e10), RBBBBR on ranks 2/9, BBBB centred on ranks 3/8. Echidna moves as K, captures two steps away orthogonally and the intervening square must be empty. Kangaroo leaps as N or two squares diagonally. Platypus moves orthogonally, up to three squares forward or two to the side. Spearsman moves one square orthogonally in any direction; to capture, it moves one or two steps forward, no leaping, and then attacks and kills an adjacent diagonal man without further movement (so S at d4 can move to d5/c4/e4/d3, or move to d5 and kill a man at c6 or e6, or move to d6 and kill at c7 or e7). Ranger moves one or two squares as a bishop, no leaping, or leaps as a restricted knight: one square forwards and two to the side, or two backwards and one to the side. Bushman moves one square orthogonally forward or to the side, captures one square diagonally forward; initial two-step move permitted, no e.p. P and B promote on last two ranks; P becomes orthochess R, B gains all-round movement but still moves one square orthogonally and captures one square diagonally. It is only the Spearsman which has the unorthodox method of capture; all other men capture by displacement. (*Chess Variant Pages*) [Text editorial]

queen but captures in the manner of the piece it is taking. MxM is not possible, and a mimotaur must stand next to a king to give check. (*100 Squares for Chess and Damante, Enduring Spirit of Dasapada*)

debilitating effects. (*Fairy Chess Review*, August 1949, *Neue Chess* 11)

Bomb Chess (Duncan Suttles, 1973). Standard set-up but QRs (a1/a8) inverted to represent bombs. Bombs move like kings, one square in any direction. Instead of making a move, a player may detonate the bomb, which causes all men on surrounding squares, as well as the bomb, to be removed from play. The

best strategy is to escort the bomb forward to achieve maximum damage with what Suttles calls 'the bomb's rush'. (*Chess to Enjoy*)

Stratomic (Proprietary game, Robert Montay-Marsais, 1974, relaunched 1998). Board 10x10; extra pieces are Missiles which move and capture like kings but also have the power to launch to any square whether occupied or not. Any man on the square, and any on the immediately surrounding squares, are eliminated together with the missile, with the exception of kings who are immune. This counts as a move. A missile cannot however be launched until a piece (not a pawn) of either colour has been captured. A missile under attack from a hostile man is 'pinned' and cannot be launched. Array (a2-j2/a9-j9 and inwards, ranks 1/10 empty) MRNBQKBMRM, 10xP. (Proprietor's booklet)

Military Chess [Grachev] (V. P. Grachev, 1958) was a 12x12 game including ships and armoured cars. There are pictures of Soviet schoolchildren playing, and the game was possibly an update of Yurgelevitch's Chess-Battle (see section 17.2). It appears to have developed into **Military Chess [Mironov]** (V. A. Gracheva, V. Y. Grachev, V. A. Mironov, 1988), described as for 'older schoolchildren', which was publicized in newspapers and magazines throughout the U.S.S.R. and was displayed at the Soviet Exhibition of Economic Achievements (VDNKh). With a touch of irony, it was awarded a prize in its section of the 1989 Games for Peace competition. Board 12x12, central 8x8 area in contrasting colour; 24 pieces a side of 10 types. Six men have exact chess counterparts: HQ Staff (K), General (Q), Tank (R), Aeroplane (B), Horseman (N), Infantryman (P) (promotes to general). Shell moves like B but may jump, captures similarly but only at a distance of two squares; Armoured Vehicle like R similarly, captures at a distance of three squares; Rocket as Armoured Vehicle and Shell combined. Mine moves like K and destroys an enemy man on adjacent square. Array (a1-l1/a12-l12 and inwards) SAVTAeRGHqRAeTAvS, HoMIIIIIMHo. Object of game is to capture (mate)

opponent's HQ Staff (K). There is a merit scoring system which awards 1, 2 or 3 points for a win (based on material advantage when time is reached, mating the king on an edge square, or mating the king in the centre).

Conversion (V. A. Mironov and S. B. Smirnov, 1989) was a pacific metamorphosis with the slogan 'It is better to fight on a board than on a battlefield'. The dark squares of the 12x12 board shade from dark blue (central 8x8) to light blue (perimeter squares). The pieces are abstract in design but the game itself, including the names of the men engaged, moves, rules of play and the array, are for practical purposes those of Military Chess [Mironov] above, and the system of awarding 1, 2 or 3 points for a win is also similar. Amongst minor changes, the Horseman has become a Paratrooper and, in harmony with the game's concept, the Infantrymen (pawns) promote to Farmers (who still move like Generals). The game had favourable coverage in the Soviet Press. (Personal communications, photographs, cuttings, carbon copies, and photocopies) [Text revised. No details appear to be to hand for Grachev's 1958 game beyond a photograph of a tournament in progress and a close-up photograph showing one set of men. These appear to be Shell, Mast (?), Ship, Armoured Vehicle, Horseman, General, HQ, Aeroplane, Tank, and Infantryman, SlMSpAvHoGHqHoAvSpMSl fronted by AeTIIIIIIIT Ae. The source material for the later games is voluminous and somewhat confusing, and I will take responsibility for the moves of Shell, Armoured Vehicle, and Rocket, and for the array.]

Beirut Chess (Jim Winslow, 1992). Both players secretly attach a red dot to the bottom of any one of their pieces except the king. This piece is a bomb carrier. On any turn, instead of moving, a player may say 'Boom!' and turn over his bomb carrier. All men of both colours on squares adjacent to the carrier, and the carrier itself, are removed from the board. A player wins when the opposing king is checkmated or blown up. (Leaflet 'Beirut Chess' apparently emanating from the inventor)

17.5 Subversion and treachery

Fools' Chess (Proprietary game, Ida Games, 1994). Usual board and more or less usual men, but a player secretly nominates one of his opponent's four minor pieces to be a

traitor. At any time after the third move, he can claim this piece and take it over. Three of the pawns are also subject to special rules. (Proprietor's rules pamphlet) [Text editorial]

17.6 Other forms of capture

Chessenat (originator unclear, 1960s). An amalgam of chess and the ancient Egyptian game of senat (believed to be a race game, the rules of which are unknown anyway). Usual setup but each player has a line of kelbs on the 3rd/6th ranks. Kelbs move one square orthogonally and adopt the custodian capture (kelp either side of enemy piece). Slow moving, but apparently popular at Columbia University at the time. (*Nost-algia* 164)

Best Decimal Butter (V. R. Parton, 1970). Board 10x10; baseline (a1-j1/a10-j10) RRNBQKBNRR. All men move as in orthodox chess but capture is by butting, not displacement. A man butts another man when it moves to a square adjacent to it, either orthogonally or diagonally. The object is to annihilate the opposition. Kings are commoners and are treated like any other piece. (*Challenge and Delight of Chessical and Decimal*)

Tank Chess [Suttles] (Duncan Suttles, 1973). Standard set-up but QRs (a1/a8) inverted to represent tanks. A Tank moves as a king but does not capture. Instead, it pushes an adjacent man of either colour one square in the direction of movement. If further men are on the same uninterrupted line (no vacant squares) then they too are pushed one square; thus if White chooses to meet the Caro-Kann Defence 1 e4 c6 with the Two Knights variation 2 Nc3 d5 3 Nf3, 3...Ta8-b7 pushes his Rh1 off the board. (*Chess to Enjoy*)

Tank Chess [Paletta] (Tony Paletta, 1980). Standard set-up but Tanks replace knights in the array. A tank moves and captures as a king, but pushes a friendly man, and any other men of either colour in the same uninterrupted line, one square in the direction of movement,

the last man possibly being pushed off the board. Pawns may be pushed back to their starting rank (where they regain their two-move option) but not beyond. Promotion to tank possible. (*Chess Spectrum Newsletter*)

Custodian Chess (George Dekle Sr, 1986). In addition to orthodox displacement, men can be taken by custodian capture, orthogonal or diagonal. This ancient form of capture occurs when a man is flanked on either side by men of the opposite colour. It only applies after a move by the capturing side; on his own move, a man may move safely between two opposing men. Apart from checkmate, the king can be mated by custodian capture but only if all four orthogonally adjacent squares are occupied by opposing men, an unlikely death. (*World Game Review* 10)

Coordinator Chess (George Dekle Sr, 1986). Board 10x10; extra pieces are Coordinators which move as queens but capture in cooperation with the king; baseline (a1-j1/j10-a10) RNCBQKBCNR (kings on f1/e10). After a C move, any opposing man that stands on the same rank as the K and file as the C, or vice versa, is captured. (*World Game Review* 10)

Withdrawer Chess (George Dekle Sr, 1986). Board 10x10; extra pieces are Withdrawers which move like queens but capture adjacent men by moving away from them on the same line (Wb2 can capture a hostile man on a1 by moving to any square from c3 to h8); baseline (a1-j1/a10-j10) RNWBQKBWNR. A withdrawer on a corner square cannot capture. The piece derives immediately from Ultima (see later in the chapter), but its origins are in the Madagascan game Fanorona. (*World Game Review* 10)

17.7 Immobilization

Valentine's Chess (Ken Valentine, 1969). Board 10x10; 20 pieces and 10 pawns a side; Q renamed as Earl; new pieces are Cardinal (moves one square as R then as B, or as B then one square as R), Duke (R+N), Grand Chancellor (Q+N), Monk (to squares in a zig-zag, forward only, thus a1-b2-a3), Squire (non-retreating knight), Templar (B+N), Viscount (two squares orthogonally, may leap), Wizard (see below); array (a1-j1/j10-a10) and inwards RVDEGKGCTR, WNBSMMSBNW, 10xP. Wizard moves to any square in 5x5 sector around it; does not capture; immobilizes man on square it lands on, if enemy man, then both are immune from capture; if W and piece of same colour on square and are captured, W is removed and piece transported to array square of the attacker. Promotions on back rank: P to D, N, R, V only; S to E, G, T only; M to B, C, T only. A strangely-assorted company. (*World Game Review* 10, personal communication)

Gorgona Chess (V. R. Parton, 1970). Board 10x10; extra pieces are Gorgonas, which move like queens but do not capture. Instead, any enemy man coming under the G's gaze (i.e., along queen lines) is 'petrified' and has no

17.8 Interchange of pieces

Decimal Champion Chess (Proprietary game, T. A. Poppé, probably late 1920s). Board 10x10, a1 black; extra pieces are Champions, which move as kings or as 3-1 leapers and when leaping can capture a friendly man, except the K or Q, and can change places with a friendly pawn. Baseline (a1-j1/a10-j10) RCNBQKBNCR. Pawns can move up to three squares initially, e.p. permitted. A pawn on the first rank (as a result of an exchange with a champion) can only move one square, but then regains the 1-2-3 move option. Pawns promote on the 10th rank but a pawn moved there as a result of a champion exchange is frozen (and subject to capture) until released by another exchange. (Inventor's rule leaflet) [This leaflet is undated but includes a hope that the game 'will hopefully serve to enliven and update the classic chess as advocated by the great Capablanca'.]

power to move, capture or check, but only so long as the gaze persists. Gorgonas can therefore only be captured by knights. A petrified king cannot move to escape check. Hostile Gs petrify each other but continue to exert their influence over other men. Baseline (a1-j1/a10-j10) RRGBQKBGNR. (*Challenge and Delight of Chessical and Decimal*)

Demigorgon Chess (V. R. Parton, 1971) is an 8x8 version. Pawns are on the 3rd rank, the K and Q on the two central squares of the 2nd rank, and the gorgonas, renamed to demigorgons, in place of the K and Q on the 1st rank. (*Chesshyre-Cat-Playeth-Looking-Glass Chessys*)

Gorgon Chess (V. R. Parton, 1973) is the same as Gorgona Chess except that the extra pieces are Gorgons. These have the power of gorgonas, but can also capture and check like queens. (*Enduring Spirit of Dasapada*)

Immobilizer Chess (George R. Dekle Sr, 1986). Board 10x10; extra pieces are Immobilizers which move as queens but do not capture (hence do not check); instead, they paralyse adjacent enemy men. Baseline (a1-j1/a10-j10) RNIBQKBINR. (*World Game Review* 10)

Permutation Chess [Berthoumeau-Loiseau] (J. Berthoumeau and R. Loiseau, 1950s). The king may change places with a friendly piece up to four times in the course of a game following the strict sequence N-B-R-Q. The interchange counts as a move and may be made when in check. If a type of piece is no longer on the board, then that piece is skipped in the sequence and the number of possible interchanges is reduced. (*Nouveaux Jeux d'Echecs Intéressants*)

Chimaera Chess (V. R. Parton, 1969). Board 10x10; extra pieces are Chimaeras which move like queens but cannot capture or be captured; instead, a C can change places with an enemy man that it attacks. The tactics are curious, since a C will frequently elect to move away from a target piece in order to lure it afar, a traumatic experience if the piece

happens to be the king. Baseline (a1-j1/a10-j10) RNCBQKBCNR. Philip Cohen has suggested an 8x8 arrangement, deploying the men on three ranks: RCBQKBCR on rank 1, NN on c2/f2, 8xP on rank 3 (no two-step pawn move). The impact of the chimaeras tends to overshadow the actions of the other pieces, and as an alternative Parton proposed **Chimaerine Chess**, identical with Chimaera Chess except that chimaerines can be captured. (*Challenge and Delight of Chessical and Decimal*, also *Nost-algia* 182)

Exchanger Chess (Tony Paletta, 1980). Exchangers replace knights in the starting position. An exchanger moves and captures as a knight but may additionally change places with any friendly piece a knight's move away. The only exception is that a pawn may not be

17.9 Multiple forms of capture

Baroque (Robert Abbott, 1961). The name originally given by the inventor to Ultima (see below). In Baroque, the Longleaper can capture only one man in a turn, otherwise rules are those of Ultima. The dubious name change is credited to the original publisher. (Manuscript note presumably derived from personal communication)

Ultima (Robert Abbott, 1961, later revised). This complex and highly original game has long been appreciated by connoisseurs. Its origins lie in an observation of Abbott's that in strategy games pieces tend to have different moves but capture in the same way. Ultima reverses this: the pieces have similar moves but capture in different ways. The object remains checkmate. The normal board and men can be used, but it is necessary to distinguish between the rooks.

There are two versions of the game. In both versions, the kings move as chess kings, pawns move like rooks (in any direction), and all other pieces move like queens. In the earlier version ('old rules'), men can move as far as they like provided that the way is clear. In the later version ('new rules'), the number of squares moved by a man depends on the rank on which it stands. If on the first rank, it can move only one square; if on the second, one or two squares, and so on up to the

moved to the first rank. (*Chess Spectrum Newsletter*)

Compact Chess (M. Dean-Smith, 1988). Board 6x6; RNKQNR on a1-f1 and a6-f6, BPPPPB on ranks 2/5, PP on a3/b3/e3/f3 and a4/b4/e4/f4. There are two main rule changes. (1) A pawn may not capture if the square in front of it is blocked but instead may change places with the man attacked, called a 'shuffle'. Suppose White Pd3, Black Nd4/Pe4; White can shuffle (pawns change places), but Black cannot. (2) A piece (not P, nor K to get out of check) may replace an adjacent (including diagonally adjacent) pawn of the same colour, called an 'own shuffle' - in effect, an own-pawn capture. Curious tactics spell short games. Played in South Africa. (Inventor's rules pamphlet)

seventh and eighth ranks where a man has maximum mobility (up to seven squares).

It is the method of capture which differentiates the pieces, and this is the same under both the old and the new rules.

The King has its normal displacement capture.

The Pawn has the custodian capture common in strategy games of the ancient world: if a friendly man of any rank has an enemy man next to it orthogonally, and the square on the other side of the enemy man is vacant, then a pawn captures by moving to it such that the enemy man is sandwiched between them. It is possible for a pawn to capture up to three men simultaneously. It is axiomatic that a capture is made by the man that moves, so it is safe to move between two enemy men even if one is a pawn.

The Withdrawer captures by moving away from a piece to which it is adjacent (see Withdrawer Chess above).

The Longleaper leaps over its quarry to a vacant square beyond. If there are two or more successive vacant squares, it can move to any one, and it can capture more than one man at a time provided that they are on the same line and there is at least one vacant square between each. A longleaper cannot jump friendly men.

The Immobilizer paralyzes all hostile men it stands next to. A player on turn may, instead

of moving, elect suicide for a man (other than the king) that has been immobilized, the usual object being to disclose an attack on the immobilizer. Immobilized men recover their full powers if the immobilizer moves away or is captured. Adjacent immobilizers immobilize each other as well as any enemy man with which they are in contact. A king can mate an immobilized king.

The Coordinator captures in cooperation with its king (see Coordinator Chess above). After a C move, any opposing man that stands on the same rank as the K and file as the C, or vice versa, is captured. The coordinator inspired Coordinate Chess (see Chapter 12) and its countless offspring.

The Chameleon captures in the manner of the man it is capturing. A chameleon moving adjacent to an immobilizer paralyzes it and itself. The immobilizer continues to paralyze any hostile pieces adjacent to it but the chameleon has no such power. Chameleons cannot capture one another.

In the starting position the immobilizer (normally represented as an inverted rook) is on the left of the king under the old rules, on either side at the player's choice under the new rules. The complete baseline (a1-h1/h8-a8) is ILChKWChLCo (old rules) or CoLChKWChLI if preferred (new rules). Notice that the kings are on d1/e8. There is no promotion or castling, and a stalemate is a win for the player giving it. Some work has been done on the endgame but Ultima remains largely virgin territory for researchers. Draw by exhaustion is possible.

The inventor has contended that the game is flawed on two counts: defence is generally easier than offence (partly corrected by the new rules), and the game lacks clarity which inhibits planning in depth (*World Game Review* 8). (*Abbott's New Card Games*, plus numerous references in *Eterostacco*, *Nost-algia*, *World Game Review*, and elsewhere)

Ultima has generated several variants. In **Ulti-Matem** (Bruce Trone, 1967), the pieces retain their standard move, that of the queen, but there are five different types of pawn move (as if Ultima wasn't complicated enough). The pawns move like the chess pieces they stand in front of; e.g., pawns a/h files move as rooks. The exception is the king's pawn (d2/e7 in

Ultima), which is known as the Double Knight pawn, and which makes two knight moves in succession in any pattern as one move. Pawns retain their special moves when changing files, so must be severally distinguished. Capturing and other rules as Ultima. (*Nost-algia* 91)

Unorthodox Ultima (John S. Thayer, 1967) introduces two new pieces: the Neutralizer and the Repeller. The neutralizer is similar to the immobilizer but instead of paralyzing a man it moves next to, it deprives it of its power to capture. A neutralized man can therefore move away but not to capture. When no longer under the influence of the neutralizer, the piece regains its full powers. Following the Ultima principle that it is the moving piece that captures, a neutralizer moving next to an immobilizer deprives it of its power to paralyze but not to move, whereas an immobilizer paralyzes a neutralizer it moves next to. A repeller, in occupying a square orthogonally adjacent to an enemy piece, repels it along the line of movement as far as it will travel. If the piece cannot move, either because of the board edge or because the square immediately beyond it is occupied, it is captured and removed from play (note that this capture is identical to the pawn capture in Ultima). All other Ultima rules apply. The neutralizer replaces the longleaper g1/b8 and the repeller the chameleon c1/f8 in the array. (*Nost-algia* 86)

Renaissance [Monchalin], also known as **Baroque Renaissance Chess** (Matthew Monchalin, 1975) uses a 9x9 board with extra pieces Bomb, Resurrector, Pusher, Puller, and some renaming of the standard Ultima pieces; baseline (a1-i1/i9-a9) ILChWKBRPsCo, and players may have extra pieces by agreement in a queue awaiting entry. Captured pieces change sides and can be dropped back into play, and the four new pieces are transformed when captured; a Ps becomes a Pl, a R becomes a B, and vice versa. The game's origins are in Baroque and the moves and methods of capture of the other pieces are as in that game (in effect, as in Ultima to the old rules except that the L can only capture one man a turn). The four new pieces move, when not capturing, like a queen, and their actions when capturing are as follows.

The Pusher can push an adjacent hostile man one square provided the square it is

pushed to is vacant. A pusher cannot capture.

The Resurrector can change places with any adjacent man. When a resurrector moves to an adjacent empty square, the player may introduce any man in hand (i.e., previously captured) on the square vacated.

A Bomb can be exploded instead of moving, destroying all men on adjacent squares as well as itself. Men destroyed by a bomb cannot reenter play.

A Puller cannot capture, but can pull an adjacent hostile man with it when moving. If it pulls a hostile puller, this in turn pulls an adjacent man if on the same line, and so on.

A player must move if able to do so, but can pass if unable to move - a not uncommon situation due to the effect of the immobilizers. Some remarkable situations can occur. At the start of a game White may interchange the corner pieces (C and I), when Black has the same option, as in Ultima. (Manuscript notes presumably derived from personal communication, also photocopy of rules booklet as codified in 1994)

Bogart's Chess (K. Bogart, 1985) is a variant in which a Longleaper and a Chameleon are replaced by an Absorber, which acquires the added power of a captured piece, and a Golem, which moves two squares at a turn, captures by replacement, but must itself be captured twice to remove it from the game. Baseline (a1-h1/h8-a8) ILAKWChGCo, but IAGKWChLCo is suggested as an alternative. (Photocopy of personal communication)

Rococo (Peter Aronson and David Howe, 2002) is a modification originally designed to favour attack over defence. Board 10x10, new pieces are Advancer and Swapper, and the pawn move is altered; perimeter squares initially empty, array (b2-i2/b9-i9 and inwards) IWLKChLAS, 8xP. The Advancer captures by approach (hostile piece next to it on line of movement). A Swapper may change places with any man in its unobstructed path. Pawns move as a K, or leap adjacent man of either colour to square immediately beyond; if this square is occupied by a hostile piece, it is captured. Perimeter squares may not be occupied except as the result of a capture. Take the opponent's king to win. (Chess Variant Pages)

Maxima (Roberto Lavieri, 2003). 76-square

board, 8x9 rectangle a2-h10 plus goal squares d1/e1 and d11/e11; extra men are Mage and Guard, and K and P moves are altered. K moves and captures like orthochess N but can also move as if board is cylindrical (e.g., b to h file or vice versa). Mage moves one square diagonally and may continue moving orthogonally away from the starting square; it captures by displacement, and cannot be immobilized. Guard moves and captures as orthochess K. The Pawn moves as orthochess R, and takes by custodian capture. Array (a2-h2/h10-a10 and inwards, centred) M-KW-M, ChLCoILCh, GPPPPPPG (only six pawns). Win three ways: by checkmate, occupying both opponent's goal squares, or reducing opponent to bare king. (Chess Variant Pages)

Fugue (Mike Nelson, 2004). Extra pieces are Archer (captures by shooting but must have a friendly 'spotter' if the target is more than two squares away), Pushme-Pullyu (combines the powers of the Advancer in Rococo and the Withdrawer), Shield (does not capture but secures immunity for all friendly pieces adjacent to it); pawns move and capture as in Rococo; baseline (a1-h1/h8-a8) IPAShQLSw. The K and Q are as in orthochess. (Chess Variant Pages)

2000 A.D. (V. R. Parton, 1972). Described by Parton as 'the game for Future Players in the Next Millennium' and by Wayne Schmittberger, a former editor of *Games* magazine, as 'very good'. Board 10x10; 20 pieces a side (can be increased to 22). The feature of the game, possibly inspired by Ultima, is that all the major pieces move as a queen but each has its own method of capture. One piece behaves exactly like a Q: the Empress. The object of the game is to capture the opponent's Empress (there is no checking). The Gorgon moves and captures as a Q but also petrifies any enemy man, including an empress, it observes (attacks). The petrified man loses all power of movement so long as it is observed (an intervening piece for example would release it). Gorgons can petrify each other but even then do not lose their power to petrify. The Ximaera (Chimaera), Dragon, Capricorn and Mimotaur all move as a Q. The ximaera (a nonce-spelling, convenient for notation) can change position with any man it attacks. (If it switches with another ximaera,

the opponent cannot reverse the move on the next turn.) The dragon captures by leaping to a vacant square beyond the victim and can continue to capture (but not a gorgon, which freezes it) on the same line. The capricorn takes by moving to a vacant square adjacent to its victim(s). The mimotaur (presumably a minotaur that mimics) captures in the manner of its victim and similarly counter-petrifies a gorgon. The minor actors are puny by comparison. The Attendant has the king's move but without royal powers and serves as a screen for the empress. The Unicorn is a knight. The pawn moves a square at a time and can promote on crossing into the opponent's half of the board to any piece previously lost. The gorgon is the most formidable of the pieces since it can first petrify and then capture, and is itself only vulnerable to a capricorn or unicorn. Parton was relaxed about the array, proposing several of which one was (a1-j1/j10-a10 and inwards) DXGCEACGXD, MPPPUUPPPM. He also offered, as an optimum extra, two pawns on the centre files of the 3rd/8th ranks. Not content with this monstrous zoo, Parton proposed an alternative piece, the Fury, 'the supreme glory of my idea'. The fury combines the powers of all the pieces and replaces a gorgon in the array. (*My Game for 2000 AD and After*)

Royal Fury (V. R. Parton, 1974). Described by Parton as 'a futuristic game for 2000 A.D. and beyond'. Board 10x10; 24 pieces a side, made up of 2 x Capricorn, Dragon, Fury, Gorgon, Harpy, Jumper, Mimotaur, Ximera; 8 x Advancer. All pieces except A and J move (but do not capture) as queen. A moves one square forward (including

diagonally), capturing similarly; promotes to J on entering opponent's half of board. C captures by moving to a square adjacent to victim. D captures by leaping victim to vacant square beyond, may continue to capture on same turn provided no change of direction. F has additional move of J, captures as C, D, G, H, J, can interchange as X. G immobilizes all men it attacks; G can petrify G but both retain their immobilizing powers. H captures by displacement, but only by first leaping a man of either colour. J moves and captures as an orthochess knight. M mimics the capturing power of the victim. X does not capture, but instead can change places with any man it attacks. Furies are royal pieces. Array (b1-i1/b10-i10 and inwards, files a/j empty) GHCFCHG, MXDJJDXM, AAAAAAAAA. Object is to capture both furies; if each side captures one, the game is drawn. It may be no surprise that Parton loosely based his ideas for this game on the mad tea party in *Alice in Wonderland*. (*Chessery for Duffer and Master*)

Snowplow Chess, also known as **Multi-Capture Chess** (David L. Silverman, 1971) The linear pieces (Q, R, B) may capture any number of men on a line in a single move, occupying the square of the last piece taken. A multi-capture move is terminated by any friendly man, the opponent's king, the board edge or at the player's option (*Your Move*). Another version allows the N to capture like a nightrider (makes successive knight moves along a straight line as long as the road is clear) and gives the king no royal powers, the object being to eliminate the opposition (*Chess Spectrum Newsletter*).

17.10 Immunity from capture

Kristensen's Game (Ejnar Kristensen, 1948). A conscious attempt to restructure chess in order to give the game symmetry and balance. Board 9x9; extra queen, rooks have additional powers of knights; bishops can move, but not capture, one square forwards or backwards; pawns can move backwards. The e-pawn is known as the Barrier pawn as it serves as a block. It moves like a king but can only capture men of its own colour. It is itself immune from capture except by its own king

and the opposing barrier pawn. Baseline (a1-i1/a9-i9) RNBQKQBNR, c/e/f/g pawns advanced one rank; every pawn is protected by a piece, and every piece can move. Only the wing pawns (a/b/h/i) can move two squares. No castling or e.p. More radically, it is forbidden to resign (how, one wonders, is this enforced?) and to be stalemated or give perpetual check is a worse defeat than being mated (the victor collects an extra half-point). (*Les Jeux d'Echecs Non-orthodoxes*)

Star Wars (Marco Fabbri, 1987). Queen is Jedi; moves as Q and is immune from capture if within three squares orthogonally, a knight's move, or one square diagonally, of its own king. Suppose Ke1; jedi immunity zone

extends throughout the triangle b1-e4-h1. All pieces except K can move into hyperspace (parallel universe) but only one piece of each type allowed in hyperspace at a time. Return only to unoccupied square. (*Eteroscacco* 40)

17.11 Captured men change sides and can be re-entered

[Games which have 'shogi' as part of their name have been placed in chapter 28.]

Dragonfly, also known as **Shuttle Chess** (Christiaan Freeling, 1982). Board 7x7; baseline (a1-g1/a7-g7) RNBKBNR, later altered to RBBKNNR. Captured pawns are removed from play, but a captured piece changes sides and can be entered on any

empty square in place of a normal move. Pawns have no two-square move and promote to any piece the opponent has in hand. Promotion is not permitted if the opponent has no piece in hand. Castling is allowed. (*Variant Chess* 14)

17.12 Captured men can be recovered by their owners

Priséchec (Proprietary game, Ateliers de la Balme). Board chequered 10x8 but a1/2/7/8 and j1/2/7/8 in different colours. These are prisons. Usual baselines b1-i1/b8-i8 with pawns in front, and both sides have two extra pawns placed a3,j3/a6,j6. Orthochess except that a captured piece (not a pawn) is placed in the captor's prison (square of correct colour in case of bishop). If this is impossible (no room, or square wrong colour) the piece is out of the game. A player occupying two or more of the central squares (ef4/5) can move a prisoner back into play. A piece captured on a central square is removed from play. Prisons cannot be entered by active pieces. (Manufacturer's catalogue, undated)

and are replaced on starting squares. Victory by capture of enemy Company or bankrupting the opponent. (Photocopy of rules pamphlet) [The array above is as given in the rules pamphlet, and differs from that pictured in the first edition.]

Strategie 2000 (Proprietary game, Peri-Spiele; Forster and Muller, 1984). Curious adaptation of chess to the oil industry. Board 8x8 (unchequered); each side has 16 pieces: 1 Company (king), 1 Manager (queen), 3 Platforms (rooks), 3 Drill Rigs (bishops), 2 Pipelines (two squares in any direction), 2 Supertankers (ditto), 4 Storage Tanks (as K) and, in addition, 600,000,000,000 dollars (noughts are a necessary ingredient of oil). Array (a1-h1/h8-a8 and inwards) DDDQKPIPIPI, StSuSuStStPiPiSt. Two moves a turn but must be with different pieces. Each square moved costs a hundred million dollars, so a three-square move costs 300 million. Capture by displacement; captured men, other than Company, can be bought back

Chromopolis Simplified (Alexandre Muniz, 1999, editorial version produced for present purposes). Chromopolis is a variant in which captured men are not removed from the game, but are bound to the square on which they are captured and can be recovered later on (kings expected). The idea is that a man does not capture but 'applies force', and at the end of a turn any enemy piece subject to force from two or more of a player's men is captured (bound) and is out of play until subsequently unbound. Bound men remain inert on the square of capture and other men can occupy the same square (so flat discs will work better than figurines), but if at the end of some future turn a bound man is subject to force from two or more men from its own side, and is not subject to force from any enemy man, it is 'unbound' and comes back into play. If there are two or more bound men on the same square, the owner chooses which to unbind. The order of play within a turn is 'move, capture if possible, unbind if possible', and force from men just unbound does not count towards the unbinding of further men in the same turn. The game was designed to be played on a 7-file cylindrical board and it will

be found in its original form in chapter 24, but the basic idea seems just as applicable to conventional boards.

For a flat-board version, therefore, try a 6x6 board with King, Knight, Pawn (all of which move normally and apply force with their normal capturing move), Advocate (moves and applies force one square away orthogonally or two diagonally, leaping the intermediate square when moving), and

Prelate (moves one square diagonally, applies force one square away orthogonally and to squares a knight's move away), baseline (a1-f1/a6-f6) PANKAP. No pawn-two, and notice that since a pawn merely 'applies force' and does not physically move to capture it remains on its original file throughout the game. If this appeals, try the original cylindrical version as described later. (Chess Variant Pages) [Name and text editorial]