

# Chapter 37

## Games for three

[Three-player chess has a long history. Marinelli's game of 1722 was seminal, and other early examples cited in the first edition were a triangular game (Regensburg 1765), Lallemond's game of 1802, and Wildt's Burgspiel of 1803. Thereafter three-player games appear fairly frequently, those below being amongst the best known or having enjoyed some favour. Nevertheless, they are arguably the most unsatisfactory of all multi-player chess games, because the disparity when two gang up against one is greatest. If three would-be players are present and it is not practicable for each in turn to look after the refreshments or to act as an umpire for Kriegspiel, the best fun may be had by trying one of the variants in this chapter and the next where the players have different roles.]

### 37.1 Rotationally symmetric boards based on triangles

**Noris Schach** (Proprietary game, Treugut - Bottcher; H. Koller and D. Stegmann, 1974). Three-player chess on a 106-triangle board formed by taking a hexagon with alternate sides of lengths 5 and 4, drawing a triangular mesh on it, and removing the middle five triangles (three up meshed with two down) from each of the long sides. The sides of length 4 now act as bases for the players, each player having 18 triangles for his array (four up meshed with five down forming the first rank, five up meshed with four down forming the second). Each player has 18 men; 9 pawns, the usual 8 pieces and a Cardinal. The cardinal (between KB and N in the array) moves as a queen but cannot capture. It can only be captured if attacked by pieces of both opponents simultaneously when the capturing piece (not a king) is also removed from the board. The rook and bishop each have six lines of travel, the queen 12. The king moves to any adjacent triangle which, away from the board edge, number 12. Castling, pawn promotion as orthochess. First checkmate wins game. If a player is stalemated, the game is drawn; similarly by agreement of all three players. Noris Schach was widely played, particularly in Germany, for several years. (Proprietor's rules booklet and publicity material)

**Tri-Chess [Dekle, three-player game]** (George Dekle Sr, 1986). 150-triangle board,

as for Noris Schach but formed from a hexagon with alternate sides of lengths 7 and 4 by removing the middle nine triangles from each long side. The sides of length 4 again act as bases. Each side has 18 men (no queen but Chancellor (R+N) and Cardinal (B+N) respectively on left and right of king, 9 pawns). If a pawn reaches the edge before attaining a back rank, it may move diagonally. A king in checkmate or stalemate is removed from the board and the remaining pieces are added to the army of the player delivering the *coup-de-grâce* (pawns do not change direction in consequence). (Inventor's rules sheets)

**Triangular Chess [Seaby and Lee]** (Proprietary game, D. A. Seaby and J. P. Lee, 1993). Three-player game on triangular chequerboard divided into 64 regular triangles plus three abutting 'home' areas of 8x2 triangles, one on each side of the main board. Usual chessmen in contrasting colours set up in home areas in orthochess array. Movement regular when moving into, out of or within home areas but some differences when moving wholly within the main board. A captured K can be ransomed and there is a rule intended to discourage two players combining against the third. Surviving player wins, or a time limit can be set when a scoring system based on men captured is used to determine the winner. (Proprietor's rule sheet)

### 37.2 Rotationally symmetric boards based on hexagons

**Three-Handed Hexagonal Chess [Wellisch]** (Sigmund Wellisch, 1912). Wellisch believed, with reason, that his three-handed game offered a considerable improvement over those of his predecessors, in particular in that the board and array ensure that no side is disadvantaged. Apart however from the weaknesses inherent in all three-player games, Wellisch dodges the problem of the extra bishop, necessary for complete coverage of the board, by doing without bishops altogether on the grounds that there are no diagonals. Pieces and board cells are coloured yellow, red and black. Each player has an extra knight. 91-cell hexagonal board as for Glinski's game, but the men are placed along the sides instead of being grouped around opposite corners; array (centred on three ranks) NRQKRN, PPPNPPP, PP (Qs always to left of Ks). R moves as in Glinski's game. K moves to any adjacent hex, changes place with R when castling. N moves in any direction to nearest cell of the same colour. Q = R+N; P moves one cell forward (two directions), captures in same manner (no pawn-two or e.p.), and promotes on end row to piece previously lost. A checkmated player may be released from checkmate or his king captured. The player capturing the king, who may or may not be the player who delivered checkmate, takes over the remaining pieces of the mated player. Pawns taken over keep their direction of movement. The object of the game is to defeat both opponents. (*Wiener Schachzeitung* 1912)

**Modern Chess [Perry]** (Proprietary game, Elizabeth Perry, 1918). Board of 64 hexagons in three colours arranged in a triangle. Set-up not known. (Collection of game rules under 'CUP 700.g.1', presumed to be a British Library shelfmark)

**Kokusai Sannin Shogi** (Tanigasaki Jisuke, c. 1930, revived by Maruo Manabu). Three-handed shogi. The board is hexagonal in shape and is made up of 127 cells (seven a side). The central hexagon, marked, is the Pleasure Garden. Each player has 18 pieces symbolizing political elements. Two players may form an alliance, for which there are elaborate rules, or the game may be all-

against-all. The pieces physically resemble those of shogi and many move in ways similar to those of the parent game. Promotion and drops also closely parallel those of shogi. A solo player able to move his king safely into the pleasure garden wins. (*Shogi* 35)

**Three-Handed Hexagonal Chess [Baxter]** (Joe H. Baxter, 1964). Hexagonal board of 217 regular hexagons (nine along each side) in three colours. Each player has a total of 19 men, the usual 16 plus an extra B and two extra Ps. The three sides are regularly spaced round the board, the array being identical in each case: 1st rank RNBKBQBNR, 2nd rank 10xP. When one player is mated he withdraws, his pieces remaining unmoved for the rest of the game but subject to capture by either of the remaining players. The K moves to any adjacent hex (maximum 6) but captures as in Glinski; castling possible. The P moves one cell at a time, with option of two on first move, in either of the two forward directions. The P captures forward one cell as a B (three options, with exception of perimeter pawns). Other pieces move as Glinski. (Photocopy of inventor's rules pamphlet, possibly produced as a patent application)

**Hyperchess [Groman]** (William Groman, early 1970s), three-player version. 97-cell board, obtained by taking a hexagonal board with alternate sides 8 and 5 and removing the middle two hexes from each of the long sides and the middle hex from the next row in. The 5-cell sides now form the bases for the players, with array BQBKB, R-NN-R, 7xP. In this game, the men of a mated or stalemated player are frozen but can be captured. Unique to a multi-player game (at least at the time) is the 'recovery move': the player delivering the coup-de-grace has the privilege of making another move immediately, effectively having two successive moves.

**Hexachess [Moeser]** (David Moeser, 1971), three-player version. 153-cell board obtained by taking a triangle of side 18 and removing a 6-cell triangle from each vertex, giving a four-cell baseline; each player's initial position as for the two-player game. The forces of a

player who is mated or stalemated are frozen, but can be captured by the other players. [Text revised. The array for the two-player has K facing K; I presume that the positions for the three-player game repeat by rotation, but the rules do not explicitly say so.]

**Hexchess [Hexchess Inc]** (Proprietary game, Hexchess Inc, 1975). Two or three players. 127-cell hexagonal board, normal men, corner-based array K, NQB, RBPNR, PPNPPPP rotating round. Moves as in Glinski except that the K's move is confined to adjacent hexes. Pawns promote on reaching an end hex; no e.p. or castling. In the three-player version, three objectives are offered: (1) winner is player who first checkmates an opponent, third player earns draw; (2) pieces of first player to be mated are frozen but can be captured by other players; (3) pieces of first player to be mated are frozen and cannot be captured. The absence of a third bishop and the pawn's long march to queen detract from the game. (Proprietor's rules booklet)

**Tri-Chess [Patton]** (Proprietary game, Anthony Patton, 1975). A survivor amongst three-player variants, where life is usually short and sour. Hexagonal board made up of 217 hexes in three colours. Each side has an additional bishop and two extra pawns, baseline RNBKBQBNR. K moves to any adjacent hex; other pieces as Glinski but a Q or B cannot pass between two occupied hexes; P moves one step as B (opening two-step permitted) and captures with a two-step R move. When a player is checkmated his forces are immobilized; the first player to capture the king then takes over the immobilized forces. The capture can be made by either of the remaining players. (Proprietor's rule sheet and publicity material) [Text revised]

**Szenario** (Proprietary game, Edelbert Wiedmann, 1977). Three players; hexagonal board (81 cells). Described, unoriginally, as the greatest game since chess, Szenario embraces the social spectrum. Each side has nine pieces (chess equivalent powers in parentheses): Capital (dollar sign, K), Military (R), Church (B), Intelligence (N), Politics (B+K), 2 x Worker (male and female) (P), Employee (P). The military can capture two

pieces in the same line in the one move. The winner is the State (player) whose capital (K) remains uncaptured. Promotion for a worker, employee or intelligence is on any one of the three central hexes when he or she becomes Culture (K). Disarmament and revolution can both occur during play but without doing much for the game. (Manuscript notes presumably deriving from a set in David's game collection)

**En Garde** (Proprietary game, Mynd Games; Herb Maretz, 1988). 165-cell tricorner board in three colours; each player has an extra bishop. Array RNBKBQBNR with 8 pawns in front. (Proprietor's publicity material)

**Astral Battle** (Proprietary game, Michel Boutin, 1989). Two or three players. Regular 61-cell board, 11 men a side if two players, nine men if three. One piece, known as 'the Vulnerable', moves one space at a time. It can neither attack nor defend and its capture is the object of the game. All other pieces, which can be rotated, carry directional markings determining both movement and vulnerability. Capture by displacement. (*Vers L'Education Nouvelle*, January 1990)

**Chesser** (Proprietary game, Per Halmo, 1989). 78-cell triangular board; usual pieces but only five pawns. Array from corner (centred) K, RR, BQB, PNNP, PPP. [David's Encyclopedia files contain only a photocopy of a board set up for play; the information regarding ownership presumably derives from a set he owned or had seen.]

**Triscia** (Proprietary game, Coruna; Edgardo Saronne, 1992). 111-cell hexagonal board; usual chessmen apart from knights. (Advance notice in unidentified Italian magazine)

**Hexanova** (George Jelliss, 1995), three-player version. Arrays as in two-player version, but Qs always to the left of Ks. The men of a mated side become neutrals (see chapter 21) but pawns thus neutralized continue to move in the direction appropriate to their original colour. The mated king is also retained; it may not be left in check, and the mating move must be retracted before play continues. An optional rule prohibits the immediate reversal of a

move just made by a neutral. (*Variant Chess* 18) [Text editorial]

**The Jester's Game** (Brain Sports Industries, 2000). 100-cell hex board; each side has 1 x K, Q, Jester, 2 x R, B, N, 9 x P. J moves as Q+N but does not capture; is captured only if attacked by both opponents, capturing piece also removed. First player to checkmate wins, both opponents lose. (*Variant Chess* 49)

**Diplomat** (Valery Trubitsyn, 2004). The three-player version of Hexofen (see chapter

22). 91-cell hexagonal board as before, but only 20 men a side: White Kf1, Qg2, Rd3/h3/h5/i4, Be2/f3/g4, Ne4/f5/g6, 9xP on c4-g8-j5. (Author's rules pamphlet)

**Chesh** (D. R. Hofstadter, 2005). 169-cell hexagonal board; baselines RBNQKNBR with PPPPBPPPP in front. [This was a very late addition to David's text, and I can find neither an index sheet for the game nor any source material. I will take responsibility for having altered an apparent typo in the inventor's name.]

### 37.3 Rotationally symmetric boards based on quadrilaterals

**Coqueret's Three-Handed Chess** (1837). 91-cell board obtained by taking three 7x6 boards and cutting upwards at 30 degrees from halfway along each side, discarding the top pieces, putting the rest together, and adjusting the cell boundaries where the cut hasn't quite gone through the corner. So, from each side, rows 1-3 are normal, b4-f4 and d5 are distorted squares, a4/c5/e5/g4 combine with the corresponding cells on neighbouring boards to form kite-shaped quadrilaterals, and d6 becomes part of a central triangle. This gives a board with 88 cells, and the number is made up to 91 by adding another kite-shaped quadrilateral at each inside corner. Usual men (White, Black, Red); players sit at the inside corners. K starts on the added quadrilateral, Q on the kite-shaped quadrilateral immediately in front of it, BNR to each side, 8xP in front. Bishops start on same-coloured squares but the nature of the board allows them to change colour in certain circumstances. Play as orthochess, including castling, e.p. etc. Rules adopted by l'Echiquier de Paris. (*Règle des Echecs à Trois Joueurs*, Paris, 1837)

**Waidder's Three-Handed Chess** (S. Waidder, 1837). 126-cell board obtained by applying the same treatment to three 8x8 boards (there is now no central triangle but a point where 6 irregular quadrilaterals meet). Board chequered in the usual way; the six kite-shaped quadrilaterals may be considered as either white or black or ignored. Players sit along the sides, usual array. Pieces on crossing a boundary line may change direction. The forces of a mated player are frozen until

released. A player wins by mating the other two. (Verney, also *Wiener Schachzeitung*, 1912) [In using the spelling 'Waidder', I am following Wellisch in *WSz*. He cites a work *Das Schachspiel in seinem ganzen Umfange*, Wien, 1837, and adds 'pseud. für Vincenz Lunzer'.]

**Demonchy's Three-Handed Chess** (Antoine Demonchy, 1882). Three 8x8 boards arranged in a triangle, corners touching. Arguably not three-handed chess but an arrangement for three players to play orthochess against two opponents. (Verney)

**Self's Three-Handed Chess** (Henry J. Self, 1895). 144-cell board obtained by taking three 8x4 half-boards and joining their sides by corridors of 4x4 quadrilaterals, the central triangular area not being used. In his *New and Improved Game of Chess for Three Players*, Self claims that 'In my game the pieces of any one of the players have not the slightest advantage so far as position goes over either of the remaining players'. To encourage aggressive play and 'to compensate the player delivering mate who may have had to sacrifice material to achieve this end would then find himself at a disadvantage with the remaining player' Self allows the player delivering the first mate to claim back any piece lost, which is replaced on its original square, or if occupied, on the nearest square, one on the board edge taking preference. Rules otherwise as in other three-handed games. Queens and rooks have enhanced power, knights best used for defence.

**Three-Player Chess** (Proprietary game, Carter Hall; Robert Zubrin, 1971). Board and placements identical to that of, and apparently pre-dating, Dreier-Schach below. (Copy of U.S. patent 3,652,091, also proprietor's publicity material)

**Dreier-Schach** (Proprietary game, Schmidt Spiele, 1970s). 96-cell board obtained by surrounding a central point with 6 quadrilateral kites having successive angles of 60, 90, 120, and 90 degrees, and then dividing each kite 4x4 into 16 quadrilaterals. The resulting board is hexagonal in shape with eight quadrilateral cells along each side, and every point apart from the centre is the meeting point of four cells. Normal arrays along three of the sides (Qs on left of Ks). Play as orthochess with promotion on back rank of either of adversaries. (Manuscript notes presumably deriving from a set in David's game collection)

**Interface** (Proprietary game, Ken Mobert, 1972). Board as for Waider's game above. The six kite-shaped cells are coloured red and are called 'transit points'. A player who delivers mate takes over his victim's forces. What gives the game its spice is forming shifting alliances and 'a taste for treachery' (*Time*, 8 January 1973)

**Yalta [Spindler]** (Pierre-Eric Spindler, 1975). Board design logically identical to that of Three-Player Chess and Dreier-Schach, but lines not passing through the centre are replaced by graceful arcs. A line piece crossing the centre point may change direction; thus a B moving from a corner square has a choice of three directions when reaching the centre. Pawns promote on baseline of either adversary. Player delivering mate assumes control of the mated player's pieces after removing king from the game. If a player is stalemated, his forces are withdrawn from the game. Last player wins. (Author's booklet *Prototype : Dossier*, Impensé Radical, Paris)

**Trio-Chess** (Proprietary game, Van der Laken; G. J. Buijtendorp, 1979). Gracefully curved board logically identical to that of Three-Player Chess and Dreier-Schach except

that a triangular island in the middle splits the central files. A rook on a player's a3 can go right across to h3, but a rook on a4 can go no further than d4; a rook on d1 can go up to d4 and then carry on into the next player's part of the board. (*Schaakbulletin*, June 1979)

**Third-World Chess** (Proprietary game, D. F. Thompson and Co, 1981). Three-handed orthochess using three 8x4 boards. (*World Game Review* 10)

**Three-Man Chess** (George Dekle Sr, 1984). Board and set-up identical to Three-Player Chess and Dreier-Schach. On reaching the 5th rank, a pawn becomes an Arrow pawn and may move one square orthogonally and capture one square diagonally, both in any direction, but may not re-enter its home territory (one-third of board). Queens and bishops change square colours when crossing the centre. First to checkmate wins. If one player stalemated, forces may not move (but can be captured) until and if released from stalemate. (Author's rules sheets)

**Allegiance Chess** (Proprietary game, Metaco Inc; John Doering and Ralph Placencia III, 1984). Triangular board, 43 rectangles a side (three ranks of 9, then one each successively of 7, 5, 3, 1 centred), 12 kite-shaped cells linking the boards, and a central triangular cell. Regular array for each side, the i-file being left vacant. Orthochess, but castling not mentioned. Pieces change direction when traversing linking cells (bishops do not change colour). A mated player's men are removed from the board. (Publisher's rules booklet)

**Neutral Zone Chess** (Proprietary game, G & M Mind Games, 1985). Board is three 8x5 areas touching at corners with a triangular central area known as the neutral zone which it is necessary to transit to enter an opponent's field. Movement is regular except in the neutral zone where it is modified. Pieces move freely in and out of the zone (two moves); those of a mated or stalemated player are removed from play. (Proprietor's rules pamphlet)

**Trischa** (Proprietary game, Dieter Kopp, 1988). Three-handed chess. The board design

is essentially the same as that for Three-Player Chess and Dreier-Schach except that in Trischa the hexagonal shape has been changed to that of a star. White and Black have orthodox set-ups; the third side, Piebald, can place the K on either side of the Q. Pawns promote on the first rank of either adversary but only to a piece already lost. The first player to mate one of his opponents wins the game. A French game that appears to have an identical board and set-up was illustrated in the Dutch magazine *Elsevier* in 1976. Euwe was one of the players. (Author's rules pamphlet)

**Ches3** (Proprietary game, Connection The Problem Solvers; Khia Rasmussin, 1990s). Board and set-up identical to Three-Player Chess and Dreier-Schach. First player to checkmate wins. The game attracted a lot of interest from the media, but little from players. (Proprietor's publicity material)

### 37.4 Circular boards

**Three-Handed Round Chess** (George Verney, 1884). 96-cell circular board consisting of 4 rings (files) and 24 sectors (ranks); three arrays PPPP, QBNR, KBNR, PPPP at regular intervals round the board (kings and queens on the inside ring, all queens on white squares). Pawns move only one square; no promotion; castling permitted (0-0 only). Two players cannot combine to mate the third. The pieces of a mated player are frozen; they are released into play if the mate is lifted. A player must mate both opponents to win. (*Chess Eccentricities*, also *Les Jeux d'Echecs Non-orthodoxes*)

**Tri-Chez** (Proprietary game, Donald Gebhart, 1970) is the three-player version of Chez (see chapter 38), played on a 96-cell circular board (24 sectors).

**Tri-Chess [Preston]** (Steve Preston, 1981). Three-handed game on circular board divided into eight concentric ranks and 24 files radiating from the centre. Each player has the usual eight pieces arranged RNBKQBNR from the centre, flanked by two rows each of eight pawns which move clockwise or anticlockwise as appropriate. A pawn

**III-Color** (Peter-René Töttger, 1992). Layout as for Demonchy's game above, but a player moving a man into his opponent's territory may choose on which of his opponent's half-boards to put it. The game ends when one K is mated: the mating player scores 2 points, the mated player 0 and the third player 1. (Inventor's rules booklet)

**Three-Handed Xiangqi**, also known as **The Game of the Three Kingdoms** and **San-Guo-Qi**. Xiangqi for three players; the game represents the War of the Three Kingdoms (AD 221-264). A number of board designs have been reported; all feature three normal half-boards set up in triangular formation, but the paths between them differ. Each side may have two extra pieces known as Banners or bannermen, which move two steps orthogonally then one diagonally. When one player is mated his general is removed and the mating player takes over his forces.

promotes on entering any square occupied in the initial position by an opponent's man. Two players cannot combine to checkmate the third. The pieces of a mated player are frozen or alternatively may be removed at once from the board. Another version has each player with two full complements of pieces facing in two directions and playing two games simultaneously, one against each of the other players. This is Demonchy's game above transferred to a round board. (Inventor's rules pamphlet)

**Geo Chess** (Proprietary game, Lordin Games; Rick French, 1992). Circular board of 30 sectors (files) and 8 concentric rings (ranks), giving basically 240 cells, but three pairs of adjacent cells in the inner ring are combined as double 'power cells' and so are the pairs in the outer ring that are midway between them. Additionally, there is a double-size 'king's square' adjacent to each inner-ring power cell. Each player has two sets of chessmen less one king; one set is set up on the inner ring, queen on the power cell, king on the king's square, the other (less king) is set up around the far outer-ring power cell. Rules as for orthochess; object is to eliminate other two players.

### 37.5 Boards in three dimensions

**Strix** (Proprietary game, David Priestley assisted by Jonathan Moody, 1986). The inventor's intention was to develop a true three-dimensional chess game (not a 3-D version of a 2-D game) that was original and also aesthetically pleasing. Three 7x7 chequered boards are joined at right angles to one another and mounted on an inverted tripod. The centre of each square is drilled to accommodate rods which are in three colours representing owls (hence the name), kites and ravens. The three black squares that form the junction of the boards are known collectively as the nest and the object of the game is to get one's owl into the nest. Strix is a three-player game (there are two-player versions), each player having three pieces (rods), one of each bird. The pieces are colour-tipped to denote ownership. The owl moves like a king with an alternative, long-range move known as 'wheeling', while the kites and ravens move like queens over one or more board faces. Owls and kites capture by displacement,

ravens by 'mobbing' (sandwiching) a victim; a raven plays either an active or passive role in mobbing. The main restriction on movement is that a piece cannot move to a square where its shaft is touching that of another piece. Strategy and tactics are difficult to visualize without a set. (Information from proprietor's rules booklet)

**Triplex** (Proprietary game, Peter-René Töttger, 1996). Three-player game on three transparent 8x4 half-boards set up on edge with little shelves for the men, files horizontal, ranks vertical. They are joined along the 4th rank, each board separated by 120 degrees (thus a Y shape seen from above). Usual array on each half-board; a player moving beyond his own half-board may choose which enemy half-board he moves to, but he may not move directly from the half-board of one opponent to that of the other. First player to deliver a mate wins. (Inventor's rule sheets) [Text revised]

### 37.6 Boards without rotational symmetry

**Triple Chess [Marinelli]** (Filippo Marinelli, 1722). Standard 8x8 board with three 8x3 extensions; usual array in each extension (Qs to left of Ks). Pawns promote on back ranks, hence black pawns have a shorter distance to travel but are penalized by having to march between two armies. White and red pawns do not promote in black territory, where they may be immobilized. Checkmate and stalemate can only be given by pieces of one colour. The forces of an eliminated player are static but may be captured, though not the king. A player must neutralise both opponents to win. The game is unbalanced but it was enthusiastically endorsed by Prince Eugen of Savoy. (*Triple Chess*, 1826) [I presume this to have been a translation of Marinelli's *Il Giuoco degli Scacchi fra tre* of 1722].]

**Alberti's Chess for Three** (J. J. Alberti, 1829). Essentially as Marinelli. Castling not forbidden but 'not in use'. Beaten player can advise either of remaining combatants (advice which, under the circumstances, might go unheeded). (Alberti, *Leichtfasslicher*, 1829)

**Tressau's Three-Handed Chess** (L. Tressau, 1840). Board and set-up identical to Marinelli. The game is similar with only minor rule changes. (Verney)

**Tesche's Three-Handed Chess** (Walter Tesche, 1843). Curious board and array, designed to give the players equal chances: from the top, 8x2, 10x4, 12x2, 8x2, ranks centred, c1 black. Normal Black array at the bottom (c-j files), Kf1, Qg1 (Q on own colour). White and Red arrays at the sides, Qs on rank 7, Ks on rank 6; pieces at the extreme ends of the ranks, pawns next to them except on rank 4 (KN) where the pawn is set forward one square. The board is described by the inventor, with no great geometrical accuracy, as an equilateral triangle with the apex removed. The vacant squares in the White and Red arrays arise from the need to avoid Black's exposure to immediate attack from his opponents' KBs. Pawns promote only to a piece already lost. If there is none when a pawn reaches the end rank, it remains immobile and immune from capture until a

piece becomes available when it is promoted. The pieces of a player whose king is mated or stalemated are frozen and cannot be captured, nor can a king stand next to a frozen king. A player released from mate/stalemate resumes play. Survival determines the winner. (Neumann, *Das Schachspiel und seine Abarten*, 1867)

**Kager's Three-Handed Chess** (Hermann Kager, 1846). Same board as Marinelli's game; the array differs only in that the positions of the kings and queens are reversed. Pawns move one square at a time and promote either on row farthest from them or on back row of either adversary. A player who mates both opponents wins, but curiously if he mates one opponent and is mated by the other, then the latter and the first-mated player (!) win the game, an invitation, when faced by a strong player, to be mated by the weaker one. (Verney)

**International** (V. Z. Kesselman, 1925). Socio-political game based on chess. Board 8x8; 32 men of which 16 large, 16 small. Three players: one plays the large black pieces, another the small, and the third the red pieces (large and small). The black forces (pieces) are imperialist powers, represented by lethal weapons, who pursue a war for booty (capture); the red forces (pawns) are the enslaved classes, casting off their chains. The eight types of men are: (Black): Chemical weapons (C), Small arms (S), Mechanical weapons (M). (Red): The People (P), First Proletarian Leader (F), Leader of Proletariat (L), Political Activist (A), Kulaks (K - not at that time a class enemy). Some pieces have familiar moves: Proletarian leader = K; Mechanical weapons = Q; Small Arms = 3-2 leaper; etc. Initial array: large pieces/black (a1-h1) MMSCCSMM; large pieces/red (a2-h2) FAAPKAAL; small pieces similar a8-h8 and a7-h7. At the start of the game the people are enslaved under their ruling classes. As soon as activists and leaders come into contact with peoples, the revolution is begun. At the end of the game the International is declared, and auxiliary pieces (red and black) are counted to determine the winner(s). (Kesselman, *Igra 'Internatsional'*, Leningrad 1925)

**Mad Threeparty Chess** (V. R. Parton, 1971). Three-player game on a 10x10 board. Each player has a standard set of pieces and an extra king but no pawns. The sets are distinctly coloured and one king of each set is marked, for example by a star. The board starts empty. Players take it in turns to place a man on any vacant square. Kings are placed last and must not be placed in check. Play in rotation with each player attacking the star king of the player on the right and the unmarked king of the player on the left. A player is forbidden to check a king that he is not attacking. First player to mate a king wins. (*Chesshyre Cat Playeth Looking Glass Chessys*)

**Triscacia** (V. R. Parton, 1974). Three-handed chess on 8x8 board. Each player has three pawns plus usual pieces. Blue Kd1, rest of blue pieces at player's discretion in area a1-a3-h3-h1 (24 squares); Green Kb7 and pieces within area a4-a8-d8-d4 (20 squares); Red Kg7 and pieces within e4-e8-h8-h4 (20 squares). Each player places a man in turn. Pawns do not move but can be captured; if queen is lost, a pawn is simultaneously crowned Q. Rotation of play is B, G, R. The first player to administer checkmate is the winner. An interesting feature of the game is that only Blue may attack the Green king, only Green the Red king and only Red the Blue king. The game is also recommended for the 10x10 board. (*Chessery for Duffer and Master*)

**Chess For Three** (Burt Hochberg, 1975). 8x8 board, normal array. Player A moves White's first, player B Black's first, C White's second, A Black's second, and so on. 'Useful if one player is weaker than the other two.' (*Chess Life*, December 1975)

**Megachess [McWilliams]** (Proprietary game, Mega Games Inc; Danny McWilliams, 1986). Three-player game with curious board and unbalanced array. Board 6x2, 8x2, 10x2, 12x2, 14x2, 10x3 (ranks centred), c1 white; White array on files d-k at the bottom, Qg1 (own colour), Kh1, other players at the sides of ranks 5-12, kings on rank 9 (no pawn advanced as in Tesche's game). Pieces move as in orthochess; pawns move orthogonally one square at a time in any direction and

capture diagonally, again in any direction. Pawns have initial two-square option, castling normal but no e.p. Promotion is on any square occupied by a piece of either opponent in the array. When two players have been mated, the survivor is the winner. Three options, one of

which must be agreed beforehand, determine the fate of the remaining men of the first player to be eliminated. Any stalemate draws the game for all three players. Endorsed by Yasser Seirawan, Walter Browne and other masters.

### **37.7 Games in which the players have different roles**

**Umpire Chess** (origins unknown). Two players and an umpire. The umpire composes a variant and secretly writes down the rules. If a player makes an illegal move he loses his turn. (*British Chess Magazine*, February 1990)

[The games in the corresponding section of the next chapter are also playable by three. Games of the 'Kriegspiel' family, where the umpire has a purely administrative role, are considered as two-player games.]