# Chapter 38

Games for four or more

[This final chapter covers all-play-all games for four or more. Many of the four-player games could also be played as partnership games, and their appearance here rather than in chapter 36 is likely to reflect the slant of their publicity material rather than their intrinsic nature. Please note that a game described as for (say) '2-4 players' does not normally have a separate mention in the appropriate two-player chapter.]

38.1 Games based on capturing the king, square or rectangular board

Game Of The Four Seasons. Attributed to 'wise men of the past', the game is described in the Alfonso manuscript of 1283. Each player represents a season, an element, a humour and a colour: Spring, Air, Blood, Green; Summer, Fire, Choler, Red; Autumn, Earth, Melancholy, Black; Winter, Water, Phlegm, White.
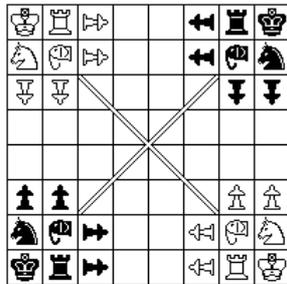
Board 8x8 with an X across the central group of 16 squares (does not affect play), a1 reddish brown, h1 yellow; each player has K, R, Alfil (leaps two squares diagonally), N, 4 x P; Green Kh1, Rg1, Nh2, Ag2, Pf1/f2/g3/h3, others similarly by reflection (White Ka1/Rb1, Black Ka8/Rb8, Red Kh8/Rg8). Play is clockwise, starting with Green. Pawns move parallel to nearest side, and promote to fers (moves one square diagonally). Each player attacks succeeding player and defends against preceding player. Murray states that a player delivering mate appropriates the forces of the mated player and Faidutti that the king of a mated player is also annexed as a non-royal piece, whereas Verney says that a mated player's forces are frozen. Faidutti further states that whereas a player can capture any

man, he can only be checked (and mated) by the preceding player, checks by other players having no effect. The survivor wins. The game can also be played with a die to determine the man to be moved. [Text revised. I have taken the colours from the illustration in the delightful book *Libro de Ajedrez, Dados y Tables de Alfonso X El Sabio* (Madrid, 1977), where it is Plate 17. The plate actually has Black and White at the bottom of the page, but it appears from a comparison with other plates in the book that we are looking at the board as from the side. It is curious that the four arrays do not follow each other by rotation, but the illustration is quite clear. David wrote in the first edition that van der Linde gave the earlier date of 1031, but I have not seen this anywhere else and find it difficult to credit. The Madrid book (page 8) refers to 'la era de 1321 (año 1283)', which I take to reflect a reckoning according to a different calendar, but whether '1031' started as 1321 and got garbled somewhere along the line, or whether there was some other explanation, I do not know.]

Seven-Handed Xiangqi (13th century). An old form of xiangqi based on the Warring States period (403-221 BC). Each of the seven kingdoms has an army of 17 men, arrayed 7-5-3-1-1 from the edge of a 19x19 board, and in addition there is a single central piece symbolizing the powerless king (chou) of the period, who is immobile and immune from capture. Each side includes a General that moves like an orthochess Q, a Diplomat or Liaison Officer which has similar movement but cannot capture or be captured, and an

Adjutant-General (moves as B). A state (player) is eliminated when its general is captured or it loses more than half its complement. When less than seven play, alliances are made. Before the game starts the leader of an alliance must take an oath: 'If either of the states under my command is lost, it will be through my own carelessness'. The imbalance in the array must reflect on the play (assuming that the game was ever played), and can perhaps be attributed to the fact that a weiqi board rather than a bespoke board was used. The existence of pieces moving as Q and B at least two centuries before their introduction into orthochess is a phenomenon few will credit. (Leventhal, *Chess of China*)

Diplomatic Chess (Mark Larzelere, 1974). An attempt to marry Diplomacy and orthochess. Four players, board 8x8, orthodox K-side array rotated round the board (KBNR on e1-h1, a4-a1, etc, with 4xP in front). Each side's pawns move ahead, one square at a time, and promote on the 8th rank. Play follows Diplomacy procedure. For each move 'season' there is a negotiation period when simultaneous orders are written, and these are then resolved according to a predetermined procedure (for example, all P moves are adjudicated first). Object is to capture opponents' Ks. The units of a player whose K is captured are removed from play. When the game is reduced to two players orthochess rules apply and the aim is checkmate. (Inventor's rule sheet)

Galactic Chess (Matthew Duggan, 1982). Four players, board 12x12 arranged cornerwise. Each player has 16 men: 1 x King, Queen, 2 x Rook, Archbishop (B+N), Knight (which may also by agreement move one square orthogonally), 8 x Pawn. Pawn moves one square orthogonally, captures one square diagonally, but may not move behind its start square nor reenter the array quadrant; two-square first-move option, no e.p. A pawn reaching a square behind an opponent's pawn chevron promotes to any piece. Array: K, NN, RQR, PAAP, PPP, PP, P. A reusable missile (disc) is placed under each piece (not K) and the centre pawn of the fifth row. A missile is fired in the manner of the host piece, which does not move. An abandoned missile cannot

move, be taken or be crossed. Kings must be captured to win. (Inventor's rules pamphlet)

Sceptre 1027 A.D. (Proprietary game, Horizon Games Inc; Sam Soranno & Dave Cross, 1987). Chess in the Dark Ages. Players 2-4; chequered board 24x24 built up from nine 8x8 boards overlaid with terrain features. Usual chessmen which move normally over open ground except that knight's move is extended to three squares in any direction. Restrictions and prohibitions when encountering other features (e.g., king prohibited from crossing river or entering castle ruin; bishop moves one square at a time through forest). (Proprietor's publicity material, also reviews in *Games*, *World Game Review*, and *Die Pöppel-Revue*)

IQ96 (Proprietary game, Lyckplay AB, 1990). Players 2-6; teams if desired. Board 24x18; each player picks a base (4x4 squares coloured overlay) and set of pieces (16) of same colour. A base may be placed anywhere on the board, coincident with the board chequering, provided it is at least five squares from any base already laid. A player's pieces are disposed freely on the 16 base squares. The pieces are Soldiers, Lieutenants, Captains, a General and a President. The first three move as B, R and Q respectively but to a maximum of five squares; the General moves as a queen and the president up to three squares in any direction but must stay in the base. Capture by displacement. If a player's president is captured it is removed from play and the capturing player takes over the player's turn but must move a captured piece on that turn, not one of his own. Object is to eliminate everyone else. If six play, there are 96 men on the board initially, hence the name (also because game is advertised as suitable for ages 6–96 perhaps?) A well-known games player pointed out that it is 'an IQ less than average'. (Proprietor's rules brochure)

Superchess [Bajon] (Michael Bajon, 1991). A four-player version of Bajon's New Chess (see chapter 15). Board 11x11; same men x 4; no castling; pawn-two allowed at any time.

Feudal Chess [Calkovits and Knight] (Proprietary game, Scorpion Games; Mike

Calkovits and Jeff Knight, 1993). Four players, all-play-all. Board 9x9 (a1 black); each player has usual 16 men arranged in 4x4 corner Ka1; Qb2; Ra2,b1; Bb3,c1; Na3,c2; Pa4,b4,c3,c4,d1,d2,d3,d4. Arrays of other players similar. Pawns move ahead one square, capture on diagonal (Pd4 moves to d5 or e4, captures on c5, e3 or e5); promote on baseline of opponent diagonally opposite. Object is to capture opponents' Ks and to be sole survivor. The men of a player whose K is captured are removed from the board. Pawns worth twice orthochess value according to inventors. [Information presumably deriving from a set in David's game collection]

Bastardo (R. Finelli and others, 1996). Four players; board 8x8; each player has 1 x K, R, B, N, 4 x P arranged in a corner: Ka1, Rb1, Na2, Ba3, Ps d1, c2, b3, a4; others similar. A number of variants are offered. (*Eteroscacco* 78)

Diplomacy Chess (João Neto, 1996). Four-player game on 8x8 board, standard array. Simultaneous movement: if two pieces are ordered to the same square, the stronger captures the weaker; if of equal strength, neither moves. The inventor suggests playing it as a progressive game. (*Eteroscacco* 75)

Yonin Shogi, also known as **Four-Handed Shogi** (Proprietary game, Kitami Hovendo; Ota Mitsuyasu, 1993). Standard 9x9 shogi board; each side has nine men, 1 x K, R, 2 x G, S, 3 x P; SGKGS centred on back line, PRP centred in front of them, P in front of R. All-play-all or partnership. Players move in turn clockwise. Moves and play, including capturing, re-entering, promotion etc., as in shogi. A check must be answered immediately, any intervening players thereby losing their turn. A mated king is turned over and henceforth acts as a block. The checkmating player takes over the defeated player's pieces, including any in hand. In all-play-all, the game continues until two players remain when the game is decided on point count. In a partnership game, the first mate decides. (Rules leaflet 'Four-Handed Shogi' by George Hodges)

Card Chess [10x10] (Proprietary game, Cardchess International, 2002). Board 10x10; each player has 16 cards representing usual 16 pieces. Players (2, 3 or 4) shuffle their cards and place them unseen and face-down on the eight central squares of the two ranks in front of them. A move consists of turning over an own card and then moving a face-up piece according to usual chess rules. Face-down cards play no part and can be landed on or crossed. A face-down card that is covered cannot be exposed. A version called the memory game has all cards shuffled initially and then laid out in a predetermined pattern. A turn is as in the above game except that if the card turned over belongs to an opponent it is put back face-down. An interesting feature is that you can turn over a card that might favour you (e.g., one that is a knight's move away from the opponent's queen). The player whose king is turned over first is usually at a disadvantage. (*Variant Chess* 44)

38.2   Games based on capturing the king, hexagonal board

Hex Chess [Kirkpatrick] (Ronald Kirkpatrick, 1970). Players 2-6. Hexagonal board composed of 150 equilateral triangles alternately coloured light and dark. Each player has 16 men: 1 x K, 2 x Q, R, B, N, 7 x P. Orthogonal movement (called basal) is parallel to the bases of triangles (six directions); diagonal movement (called pexal) is through apexes of triangles (also six directions). In both cases, the colours of the triangles alternate, so a bishop, for example, changes its cell colour when moving an odd number of triangles. A knight always moves to a triangle of the opposite colour. In the board centre the piece has a total of 15 possible moves, omitting the three opposite-coloured triangles with which it shares a side. Pawns move one pexal at a time (or two initially) and capture diagonally (i.e., one basal then one pexal) or immediately ahead (a further pexal). Promotion is at any board boundary to the highest-ranking piece previously lost. Castling under orthochess conditions involves K and R changing places. The last player who can legally move his king wins. The array utilises the two rows of triangles nearest each player,

omitting the corners; baseline NRBQKQBRN, with the pawns in front. A feature of the game is that a checkmated player may continue to participate but cannot threaten the pieces of the player who checkmated him, overcoming the objection of elimination of players in multi-player variants. [Text revised.]

Cross Chess [Dekle] (George Dekle Sr, 1982). Untested multi-player game. Six hexes a side of quasi-hexagonal board. (*World Game Review* 10)

Chexx (Proprietary game, Gene-Sys Co; William S. Glazier and Talbot Uehlinger, 1983). Regular 169-cell hexagonal board, central cell coloured. Players 2-6 with orthochess sets. Regular moves adapted to hex board. Pawns have toothpicks stuck through them to indicate direction of movement and promote in centre cell. 'People are going to think chess mundane after this,' comments one of the inventors, 'it's going to open up chess to everyone'. (Cutting from the *Hartford Courant* or an associated paper, 24 July 1983)

Shaolin Sovereign Chess (R. Planesi, 1996). 2, 3, or 6 players, normal men, hex-based board with lateral rook move. For two players, 69-cell laterally symmetric board of 11 ranks with lengths 8, 7, 6, 5, 6, 5, 6, 5, 6, 7, 8; RNBQKNBR on rank 1, wing pawns only on rank 2, 6xP on rank 3 (two bishops only at outset). Pieces as Glinski; pawn moves one step as R (two-step initial option, e.p. permitted), captures one step as B. Additionally, a pawn within a defined central 31-cell area (not more than an N-move from the centre) can move and capture one single space in any direction (though not to leave the area backwards), and if it can occupy the central hex the player can enter a third bishop on the cell which his K occupied at the start (it must be empty). The three-player version uses a 94-cell board with rotational symmetry (take a 127-cell hexagon and remove 4 cells from one end of each of three diameters, the adjoining 3 cells from the two adjacent rows, and the three remaining outside corners), the six-player version a 271-cell hexagon. (Originator's rules brochure) [Text editorial]

38.3   Games based on capturing the king, circular board

Chez (Proprietary game, Donald Gebhart, 1970). 128-cell circular board consisting of 4 rings (files) and 32 sectors (ranks); four arrays PPPP, QBNR, KBNR, PPPP at regular intervals round the board (kings on the inside ring) but men are renamed Bank (K), Commander (Q), Air Force (Rs), Navy (Bs), Marines (Ns), Army (Ps). Object: to capture opposing players' banks. Capture by displacement, including banks; no check, checkmate, double pawn move, e.p. or castling. Pawns promote on either left-hand or right-hand opponent's baseline. Play is clockwise. A player whose bank is captured retires from the game and his forces are removed from the board. The last surviving player is the winner. **Imperial Chess [Gebhart]** (Gebhart, 1970) is the same but the aim is checkmate. A player whose king is in check must respond at once, but cannot capture other than with his king if he is playing out of turn. Normal turn sequence is

then resumed, continuing with player on left of checking player. Castling permitted under usual rules. (Proprietor's rules leaflet)

Astro Chess (Proprietary game, Seira Enterprises; Joe L. Wilkins, 1974). A fusion of chess and astrology. Players 2-4; multi-coloured circular board (6 concentric ranks = orbits; 216 spaces); each player has 18 pieces (equivalent chess piece in parentheses): Moon (K), Sun (Q), 2 x Venus (R), 2 x Mercury (B). Six planets are in pairs: Mars & Pluto, Jupiter & Neptune, Saturn & Uranus. All move like a K but only capture diagonally; the last two pairs have limited jump moves in addition. There are six nodes (P). A node moves 1, 2 or 3 spaces initially in the same orbit but in either direction, thereafter one space; captures one space diagonally. Object of the game is to eclipse opponents' moons (a moon under attack is 'in aspect', when checkmated it is 'in eclipse'). (Proprietor's rules booklet)

38.4 Games based on capturing the king, board with extensions

Grosses Konigs-Spiel (Christoph Weickhmann, 1664). The first modern multi-player chess game. In his *Neu-erfundenes Grosses Konigs-Spiel*, Weickhmann illustrated boards for two, four, six and eight players, respectively of 195, 217, 415 and 697 spaces (small circles linked by orthogonal and diagonal lines). The two-player board is a simple 13x15 rectangle; the four-player a 7x7 square with 7x6 extensions; the six-player a hexagon of complicated internal structure with 7x7 extensions; the eight-player a 19x19 square with two 7x6 extensions at each corner. The 14 different playing pieces represented various civil and military ranks. In the four-player and eight-player games, each player had 30 pieces composed of 1 x King, Marshal, Colonel, Major, 2 x Adjutant, Chancellor, Chaplain, Counsellor, Courier, Herald, Knight, 3 x Pikeman, Light Infantry, 6 x Soldier; in the two-player game, a full double set less only the second king and one pikeman (58 men a side). A respected book with fine engravings but forgettable games. [Text revised]

Demonchy's Four-Handed Chess (A. Demonchy, 1856). Extensions 8x2; Qs on left of Ks; all-play-all. King of mated player is removed from board. Alternatively, all the mated player's men are removed. Surviving player wins (partnerships also suggested). (Verney)

Tri-King Chess (Yun Gee, 1946). Four-handed game on 8x8 board with 8x4 extensions; each player occupying an extension with usual array. The central (8x8) board, called a 'diamond bridge', is crossed in one move to enter any of the three other fields. (Personal communication citing a patent D-173-066-152)

Panzyk's Four-Handed Chess (L. Panzyk, 1984). All-play-all game sponsored by Chess in Friendship, Lübbenau. Extensions 8x3; Qs on left of Ks; no check or checkmate: pieces of player whose king is captured are inert but can be taken. Another off-beat German game, credited to 'a Berlin doctor' (G. Lutze?), has 8x3 with royalty facing like-royalty in the initial position and mated kings removed from the board. (*Nost-algia* 282/3)

Chessnuts (Proprietary game, Halcyon; James McCord, 1986). A collection of seven four-handed variants played on a 128-square board (central 8x8, four 8x2 extensions); pieces as orthochess. All the games are named after various kinds of nut. Five games are for individual play, two for partnerships. Objectives vary but are mostly royal survival. In two games the aim is to score the most points by capturing enemy pieces (K=12, Q=9, etc). A novel feature of some games is that loss of the king does not eliminate the player. (*World Game Review* 7)

Plex (Proprietary game, Wickett Works; John Wickett, 1987). Multi-player (2-6) chess on a 229-cell hex board in the shape of a six-pointed star (169-cell regular hexagon with two extra 5-cell chevrons at each vertex). Cut-throat possible, but two-player or two-team recommended. (*Games*, June/July 1989)

Vendetta Chess (Proprietary game, Deak, 1987). Four-player chess on 8x8 board with 8x4 extensions. Usual array but with kings facing queens. In partnership play, aim is to capture both opponents' kings; in all-play-all, last surviving player wins. (Proprietor's publicity material)

Dikel Checkmates (Proprietary game, Arthur Rogers, early 1990s). Four-player game (usual men) on 10x10 board with four 8x2 extensions. A checkmated player's men are removed from play. Survivor wins. (*Variant Chess* 24)

Bishops (EJW Consulting, 1991). Four-player game. Board 8x8 with four 8x2 extensions; usual set-up. Players must mate player on their left (can be supported by the other players). Off-beat rules. (*Nost-algia* 373)

Chessy-Quattro (Proprietary game, Design Studio M. Hofer; Martin Hofer, 1991). A compendium of games for 2-4 players: Chessy-Classico (four versions), Centro, Castello, Vario. Four boards all 8x8 with 8x2 extensions on each side (128 squares) but with

different markings and coloured squares. Chessmen are standard (four sets) and there are four dice with piece symbols (two types). Men move as in orthochess; games from standard four-handed to strategy/chance variants. (Manuscript notes presumably deriving from a set in David's game collection)

Imperial Chess [Scorpion] (Proprietary game, Scorpion Games; Mike Calkovits and Jeff Knight, 1993). Four-handed all-play-all. Board 8x8 with four 8x4 extensions. Usual array in each extension, kings facing kings. Pawn behaviour normal except that a P which captures into an extension then moves towards the back rank of that extension. Promotion on any back rank; castling, e.p. normal. No checking; a player whose K is captured is out of the game, and his men are removed. Last survivor wins. Players can make pacts during play but are not bound by them. (Manuscript notes presumably deriving from a set in David's game collection)

Bosworth (Proprietary game, Out-of-the-Box Games, Mark Osterhaus, 1998). Board 6x6 with corner squares removed. Each player (2 or 4) has a set of 16 cards distinctively coloured representing the usual chessmen. The four squares facing each player are his field camp (thus a 4x4 central area). To start, each player puts four pawns face up in his camp, shuffles the remaining 12 cards and takes the top four into hand. When a square is vacated in the camp, a card from hand must immediately be played, face up, onto it and a replacement card drawn from those remaining. Usual chess moves except that there is no pawn promotion and the king can be captured like any other piece. The men of a player whose king is captured are removed from play and the victor takes his queen as a reward. Aim is to be the last king left on Bosworth Field. The game is accelerated mayhem, entertaining rather than demanding. (*Variant Chess* 30)

Chess Empire (Proprietary game, Empire Chess LLC, 2003). Board 14x14 plus four 14x3 extensions. Four players (two or three possible) each having 28 men: 1 x K, Q, 4 x R, N, 2 x B, Spy (leaps two squares orthogonally or diagonally), 14 x P. Play is orthodox but Ps can always move 2 squares. Arrays in extensions, baseline SRRNNBQKBNNRRS. (Proprietor's publicity leaflet)

Schach4, originally known as **SchachRevolution** (Proprietary game, Michael Stetter, 2005). Board 8x8 with 8x3 extensions; 2-4 players sitting in the corners; array (a4-d4-d1 and so on round) BRQNKBR fronted by PPPPNPPPP. All-play-all or team play in various combinations. (Proprietor's publicity leaflet)

38.5 Games based on capturing the king, planar board of other or unknown shape

Doppel-Schach (Proprietary game, Leonore Sienkiewicz, 1938). For '3, 4 to 8 or still more' players. The army of a mated king is either removed from the board or added to partner's forces. Play without a partner is also possible. (Proprietor's publicity leaflet) [It seems odd to start by talking about 3 players and then to give precedence to playing with a partner, but this is what the leaflet says.]

Multiplayer Chess (Ralph Betza, date unknown). Any number can play. Each player has a half-board and the usual array (men must be distinctive). Orthochess but kings are captured, not mated. The turn player sets his half-board against any other, and makes a legal orthochess move. Subsequently, a player on turn may move on any half-board where he has a man. A player capturing a K takes over the loser's army and also his turn. Last survivor wins. Described by the inventor as 'working very well'. (Inventor's rule sheet)

Four-Zone Chess (Proprietary game, Four Zone Games; M. P. Elliott, 1981). Four-player game. Board is made up of four zones each of 29 chequered squares plus 12 yellow squares that separate the zones. Each player has 1 x K, 2 x R, B, N, 6 x P, also a Q which cannot be brought into play until a pawn is advanced to the centre square, which also serves as a barrier. Men behave as in chess, but pawns outside their zones move and take in any direction. Object is to checkmate all

opponents. The forces of a mated player are removed from the game. In a partnership game, the first mate decides. Where three or more are engaged, a player unable to move on turn loses. When reduced to two the normal rules relating to stalemate, perpetual check etc., apply. (Proprietor's publicity material)

Shahmot (Proprietary game, Britton Enterprises; Tony Britton, 1982). Two- or four-player game on tesselated board of 116 squares. The game for two has an extra queen and two extra pawns a side; the game for four has six pawns and two queens but no rooks. (Manuscript notes presumably deriving from a set in David's game collection)

Superchess [Jacobson] (Proprietary game, Green Island Games Inc; Rolf W. Jacobson, 1989). Four-handed game (also for 2 or 3 players). Novel board of 148 squares: 14x14, less eight squares (typically a1-a3, b1-b3, c1-c2) at each corner, less the central 4x4. Usual chessmen (four sets distinguished by colour) but the players sit cornerwise and there is an extra pawn a side. A number of alternative arrays are offered, one of which has (c3) K, (a4-d4-d1) RBNQNBR, (a5-e5-e1) 9xP, other sides by reflection. An unusual and attractive feature for a four-player game is that rival pawns meet head-on as in orthochess. A number of scenarios are given; for example, first checkmate decides game, a mated player's men are frozen, the men change sides, etc. An enlarged game, Superchess II, uses a modified board of 176 squares with an extra knight and three extra pawns a side. (Proprietor's publicity material)

Königsritter (Proprietary game, Albert Buttner 1993). Four-player game with curious features. Unorthodox board and array. Red, White, and Yellow are attackers, Black, whose prospects appear dim, is a defender. Black has a normal half-board with his normal array. There is then a four-square waist, followed by a 6x10 area with two 6x2 extensions at the near end, and each extension, and the far end of the board, has an extra square abutting the two middle squares. These areas are occupied in order by Red (to Black's left), White (at the far end), and Yellow. The extra square hosts a Königsritter, which moves and captures as a Q but as a K when in check (and can be checkmated); the rest of the array is RNBBNR with 6xP in front. Pawns move initially one or two squares forward, thereafter one square forwards or sideways. Attackers' Ps promote on Black's back rank, Defender's Ps on any attacker's back rank. Promotion is to a piece already captured. The object of an attacker is to mate the black king. Black's lame aim is to repulse the attackers. In the a three-player version, the Black and White men are played by the same player; in a two-player version, so are Red and Yellow. (Proprietor's rules sheets) [Text revised. The game seems to make little sense, since the attackers acting in concert can quickly overwhelm the defence, but I suspect that it is really an all-play-all among the attackers with a victory for the defender if they fight themselves to a standstill.]

Multischach (Udo Sprute, 1997). A series of chess games for any number of players from two (orthochess) upwards, based on boards which are generalizations of those used for Three-Player Chess and Dreier-Schach (chapter 37) and Doubles Chess (chapter 35). Suppose *n* players; then the board is a polygon with 2*n* sides made up from 2*n* kite-shaped quadrilaterals each divided 4x4 into 16 quadrilaterals. Boards are illustrated up to Siebenerschach (14 sides, 224 cells). (Inventor's definition booklet) [Text editorial]

Tile Chess (Proprietary game, Steve Jackson Games; Jason Wittman and Hilary Moon Murphy, 1999). Up to six players. Each player has a set of chess men in the form of 16 cardboard tiles. Players take it in turns to place a tile on the table, in any order except that the kings must be placed last. Each tile after the first must be placed orthogonally or diagonally adjacent to an existing tile. When all tiles are placed, players move as usual. A turn may consist of the repositioning of a tile or a capture, but at all times the tiles must remain connected. Pawns move one step at a time but may capture either forwards or backwards. Pieces move normally and can also jump over friendly pieces. Object is to capture the opponent's king or to be the last survivor. (*Variant Chess* 36) [Text editorial]

38.6   Games based on capturing the king, three-dimensional board

Chess[3] (Proprietary game, Innovative Dimensions Corp; Robert Baldwin, 1975). 2-6 players; three normal boards joined three-dimensionally along the edges leading from one of their white corners (playing area on the outside), bent back along their long black diagonals, and rejoined at the far white corners; 3 x normal array arranged cyclically around each cluster of white corners. (Manufacturer's publicity material) [Text revised]

Taliesin, also known as **The Wizard's Game** (Proprietary game, Wildone Ltd/Taliesin PLC; Ron Astle, 1982). Described as the world's most expensive game (about $800,000 a set in gold and platinum but somewhat less for popular versions). Design Centre (London) award. Game for 2-8 players. Board is circular and on three levels with a 'black hole' in the middle to allow passage between the boards. Rules vary slightly according to numbers playing: Aesir rules (2 players), Traveller's rules (3-4 players) and Wizard's Circle rules (5-8 players). There is also a single board version, played to Druid's rules. There is an odd mix of pieces: a Life Force (which moves like a king and whose loss decides the game), Taliesin (moves like a queen), King Arthur, Centurion, Henge (all move like a rook but with differing limitations on vertical movement); White Goddess, Shogun, Warlord (moves like a bishop, with similar vertical movement restrictions) and the Fighting Piece (moves like a king). The game was energetically marketed with the help of some doubtful mythology: 'Played according to ancient Druidic rules, Taliesin introduces the player to a fast-moving attacking game which influenced the martial arts centuries ago'. The claim that 'Taliesin is unlike anything else in the world or any other' is probably true. (Proprietor's publicity material)

Es (Proprietary game, Hartmut Hoppe, 1986). A complicated game for 2 to 20 players featuring six chessboards formed together as a cube with magnetic men. Play proper is on the top board; the other boards are deployment areas where there is movement but no capturing. Each player has 3 x king, queen, 6 x rook, bishop, 15 x pawn, the bulk of which are initially accommodated on the deployment boards. Pawns move and capture as kings but not backwards. A player loses when his last king is mated or when he has lost all his pawns and queens. (Proprietor's rules pamphlet) [The participation of 20 players scarcely seems practicable, but the words 'für 2 bis 2o Spieler' (sic) are in the source.]

38.7   Annihilation games

Jeu du Tournoi (Edward Loysel, 1855). Presented at the Universal Exhibition, Paris 1855. Two or four players; board 6x6 for two, 9x9 for four. Pieces have romantic names but mundane moves. The weakest, Page (one step orthogonally) and Dwarf (ditto diagonally) promote, the latter to Chief Constable (king move or two steps orthogonally). All men have numerical values and capture by displacement. Object is to annihilate the opposition when the margin of victory is calculated by totalling the point value of the winner's remaining men. A spinner determined the piece moved, so skill was at a discount. (Loysel, *Nouveau Jeu du Tournoi*)

Chameleon (Proprietary game, VSK; Wolfgang Grosskopf, date unclear). Players 2-4; 8x8 board with squares in four colours and with moveable borders. Pieces are cubes in four different woods; each player has four pieces of the same wood. Each piece depicts four symbols, each symbol in a different colour corresponding to the four board colours. A set of four pieces therefore has every combination of symbol and colour. The symbols are Beetle, Butterfly, Caterpillar and Chameleon which correspond to B, N, R, Q respectively. Array (4 players) is a1/b1/c1/d1, h1/h2/h3/h4, h8/g8/f8/e8, a8/a7/a6/a5. All pieces start as butterflies (knights). On completion of a move, the piece is rotated to show the square colour uppermost. The piece then equates to the symbol on that colour. Players are eliminated on losing all their pieces; last player left wins. When an edge file

or rank becomes vacant the border is moved in, thus as play proceeds the board contracts. [Information presumably deriving from a set in David's game collection]

Cirondo (Proprietary game, Cirondo Games Co; Angus Wright, 2002). Two or four players; circular board of 8 concentric rings (ranks) divided into 32 sectors (files), central area also used. In the two-player game, each player has 16 moons, 16 planets and four solar systems (moons and planets are halved in number for the four-player game). Moons are pawns but without the two-step move, the planets are bishops, whilst the solar systems, which are placed intitially in the central area known as the Void, are queens which only come into play when pawns are promoted. The aim is to reduce the opposition to a single piece. (*Variant Chess* 44)

38.8   Games to reach a goal in the opponent's territory

Remy (Proprietary game, Butehorn Spiele, 1979). Players 2-4; board 4x4; men in four colours. All men are identical in appearance. They move as P, N, B or R according to the squares on which they stand which are influenced by dice rolls. Object is to get own men across board to Remy square. Capture is by displacement and compulsory but men on start or Remy squares are safe from capture. Captured men are returned to start squares. (Photocopy of manufacturer's rules pamphlet)

Escort (Proprietary game, Stephen Agassiz, 1994). Board 18x18 (four-player game) with central area 12x12 (two-player game); each player has 1x K, 2 x Q, R, B, 8 x P based on one of the corners, array K, QQ, RPR, BPPB, PPPPP. K can move up to three squares in any direction; Q, R, B orthodox but not more than four squares. Pawns move sideways or forward, including diagonally forward, up to three squares on their first move, thereafter up to two squares. Capture by leaping as in draughts (checkers) with further captures if available. The king is non-royal; aim is to be the first to get it into the diametrically opposite corner. Pawn promotion not mentioned. (*Variant Chess* 20)

Mutabor (Proprietary game, Dr. F. Hein Spiele, F. Hein, 1995). Game for 2-4 players; 52 individual tiles assembled at random giving millions of possible boards. Each player has four tokens which move as Q/R/B/N/K according to the square they stand on. Win by occupying opponent's base. (*Fairplay* 32)

38.9   Games to reach a goal in neutral territory

Moncrieff's Game (J. A. Moncrieff, 1899). A four-player extravaganza requiring four chessboards representing Europe, Asia, Africa and America, with positions for artillery between the boards and four central squares representing a city, the purpose of the game being to capture or 'checkmate' the city. Each player had 26 men in a wood (walnut, mahogany, ebony and boxwood) representing each of the four continents. The forces were made up of a king (which moved like a queen), 12 infantry pieces composed of 2 generals (rooks), 2 colonels (bishops), 2 captains (knights) and 6 men (pawns), together with 8 cavalrymen and 5 artillerymen. 'It will be seen,' declares the applicant, 'that this game, while resembling chess, possesses an advantage over chess, seeing that it embraces all the moves in chess and a considerable number additional'. (U.K. patent 10,857 of 1899)

Mock Chess [Hudd-Smith] (A. E. Hudd-Smith, 1947). Curious board of 129 linked cells (squares and circles). Each side has one K, Q, B, Lord Mayor (moves one cell orthogonally), Judge (as B) and 5 x policeman (as N: some spaces barred to policemen). Object is to occupy centre cell for one turn with principal piece. Order of seniority: K-Q-LM-B-J; thus if K and Q lost, LM is principal piece etc. (Hudd-Smith, *Transportation Games*, British Library shelfmark 7919 b.18)

Yalta [Hegedus] (Alexandra Hegedus, early 1950s). Four players (no partnerships); board 16x16 with an 8x2 entension in the middle of

each side, but the middle 8x8 is absent from the central 2x2. Normal array in each extension (K/Q placings at the option of the player), and each player also disposes of 15 loose squares (8 white, 7 black or vice versa). Pieces move normally but there is no castling. Pawns move one square orthogonally (forwards, sideways, backwards) and capture diagonally forward. Promotion rules are unrecorded but probably superfluous. The object is to advance the king to one of the four central squares. To do this it is necessary to lay a path of squares from the existing board across the void to the centre. Every time he checks a king a player lays five squares in the void area, always respecting the alternate colour sequence linking the board to the centre. After three checks his tiles are exhausted. On every subsequent check he either takes a square from any of the other players or plays a square so taken into the void.

The first player is determined by lot after which the turn passes anti-clockwise. On a turn, a player makes eight moves, one with each of eight men (or all men if he has eight or less remaining). If he checks an opposing king and in consequence lays one or five squares or takes a square from an opponent, he forfeits one move. A player may also, at the cost of a move, slide the two ranks on which his men were arrayed at the start of the game four squares to the left or right (i.e., to the board end). A check must be answered immediately but does not count against the eight-move entitlement when the checked player's proper turn comes round. A mated king is simply returned to its start square whilst the player delivering mate is awarded two 'checks'. A piece moving from the main board to the central area must first move to a perimeter square within it. Subsequently it can move freely within the area though only over squares that have already been placed. Movement to or over an unfilled square is never allowed. An elaborate game of unplumbed merit. (*Les Jeux d'Echecs Non-orthodoxes*)

Crown Chess [Adams] (Proprietary game, John Adams Toys, 1974). 2-4 players; circular board of 32 cells (8 radiating sectors of 4); each side has 1 x Prince, 2 x Baron, 2 x

Viscount. There is a crown which a prince seizes to become king; reach a perimeter cell to win. All pieces move as a K in chess but in addition a prince moves any distance on a rank, likewise a baron (but clockwise only), and a viscount (counter-clockwise only). The king alone can capture (though not a prince, which cannot be forced to move) and as a result the game can get blocked. (Bell, *Discovering Chess*, also *Games and Puzzles* 30)

Steeple Chess (Proprietary game, Ravensburger; Alex Randolph, 1976). A race game for 2-4 players. Each player has three tokens which circuit the four-track board by means of chess moves, the roll of a die determining which chessman dictates the manner of movement. A choice of moves is available to a player rolling the king. There are two permanent obstacles and one movable which a knight alone can jump, thereby justifying the punning title. The first player to get all three of his tokens across the line is the winner. Little skill but a lot of fun. (Copy of proprietor's rules leaflet)

Nimmar (Proprietary game, Nimmar; Eldon MacCuspic, 1984). Game for 2-4 players; 11x11 board on six levels arranged like a regular low-elevation step-pyramid (apex at f6). Each side has 16 men; 1 President (moves like K); 2 Senators (Q); 2 Temples (move like B, or like R on same level only); 2 Dukes (2 squares in any direction, including knight's move); 9 Admirals (1 or 2 squares on rank or file, 1 vertically or 1 diagonally; captures only 1 square diagonally onto next higher plane; no backward movement). The pieces represent the different divisions of power within society as defined by Bertrand Russell, respectively corporate, governmental, religious, monarchical and military. Win either by getting President to f6 or eliminating Presidents of other players. In the multi-player game, the pieces of an eliminated player stay on the board. They serve as blocks but may be captured by any player. Array: a5-a1-e1 ADTSPrSTDA, b5-b2-e2 7xA, other corners similarly. (Proprietor's publicity material)

Centrepoint (Proprietary game, Checkray Ltd, 1987). Circular playing area of 229 cells,

handsome playing pieces. Each player (2-4) has 19 men: 1 x Standard, General, 4 x Archer, Lance, Runners, 5 x Scout. The object is to get the standard, which moves like a king, from the perimeter to the centre point. Runners (pawns) promote to any captured piece, including a standard. Loss of the standard and all runners loses the game. (Proprietor's publicity material)

Centrum (David Douglas, 1987). Four players (all-play-all); board 16x16 with a small red circle (Centrum) in the middle of the board divided into quadrants by the central squares. Each player has a fleet of 15 pieces (chess equivalents in parentheses): 1 x Commandship (K), 1 x Starship (Q), 2 x Battlecruiser (R), 2 x Fighter (B), 2 x Death Star, 7 x Scout. Death Stars make two moves like a king (may reoccupy start square); scouts move as king but may only take diagonally. Object is to be first to occupy centrum with commandship (K). If checkmated, player's fleet is removed from game. A Scout can occupy Centrum but for one move only. Pieces set up diagonally in the corners of the board (left to right): C, BF, FStB, SDDS, SSSSS. (Notes presumably deriving from a set in David's game collection)

Battlefield (Proprietary game, Stracheck; Serge Brochet, 1989). Four players (alliances allowed). Board 16x16; array squares are respectively e1/e2-l1/l2, o5/p5-o12/p12, e15/16-l15/16, a5/b5-a12/b12. The dark array squares of each side are colour-distinguished and the four central squares bear the same four colours. The object is to get the king to the central square of the player's start colour. Usual men but in addition there are 24 neutral pawns which start life in the board corners, can only be repositioned when a queen lands on a central square, and can never be captured, hence serve as blocks even to knights. If a king is mated it is removed from the board and the remaining men of the player immobilized. (Proprietor's rules booklet, jointly with Cavalcade below)

Cavalcade (Proprietary game, Stracheck; Serge Brochet, 1989). Race game, 2-4 players. Each player has two tokens. The four-track board circuit is chequered black and white,

with red squares (about 10% of the total) acting as barriers. A player on turn may decline to move, or elect to move his two tokens once each, or one token once, or one token twice. A chess die is rolled, the piece shown determining the manner of movement. If an opponent's token is captured, it is returned to the start. (Proprietor's rules pamphlet)

Cosmic Chess (Proprietary game, MMH Imports, 1990). Players 2-4; board 17x17 with Earth as central square and 44 regularly-disposed squares designated 'astroids' which act as barriers to movement. Six pieces a side (chess equivalents in brackets): 1 x Command Ship (K), Juggernaut (Q), 2 x Megatank (R), Starfighter (B). Object is to 'neutralise' (mate) opponent's command ship(s) or occupy earth with own CS. Pieces start at board edges. A handicap system (Warp) allows a weaker player to move his CS two or three spaces once in a game, though not if in Red Alert (check). (Proprietor's rules leaflet)

Winchester (Proprietary game, Rostherne Games; David Watts, 1990). A race game for 2-5 players. Each player has up to five tokens which are raced round a four-track circuit by chess moves. There are 24 obstacles whose positions on the circuit are predetermined by dice rolls, and hence change for each game. Only knights can jump obstacles. A chess die is rolled on each round, all players moving one token in turn in the manner of the piece rolled. If a 'capture' is made, the tokens concerned change places - a novel touch. There is a scoring system based on the order in which tokens cross the finishing line. The player with the most points is the winner. **Chessington** was a related race game from the same stable. [Information presumably taken from sets in David's games collection]

Chummy (Proprietary game, DLJ Manufacturing, 1991). Players 2 or 4; board circular, centre cell highlighted; usual 16 men per player. Win is by taking opponent's king(s) or using own king to capture and control central cell. The game name is an awesome acronym: Challenging Highly Unusual Minds Mainly Yours. (Advertisement in *Chess Life*, November 1991)

Quattro-Schach (Proprietary game, Meteor, date of origin unknown). Four players. Playing area 8x8 with four 8x3 extensions, set-up as for Verney's Four-Handed Chess. In a corner by each player is a further 3x3 square, three squares in each of the opponents' colours. Also, the central four squares of the board are in the players' colours. The winner is the sole survivor or the player who gets his K to the centre square of his own colour. A captured man is placed on the square of appropriate colour on the capturer's 3x3 board. If all nine squares are occupied, they are removed and the player receives a card marked 2. This allows the king to move two squares at a time, passing through check if desired. If the same player now captures two each of his opponents' men he gets a card with a 3 which entitles the king to move three squares at a time. (Information presumably deriving from a set in David's game collection)

38.10 Point-scoring games

Astro (Proprietary game, Weltraum Brettspiele; Rudolf Lauterbach, 1976). Four players. Board 76 squares, each illustrated with a constellation. Pieces (7 a side) are meteors, planets and stars (14 different); unique moves and captures. (Proprietor's rules booklet)

Quadular (Proprietary game, HPH Development; Nelson Hart, 1985). Players 2-4; board 7x7 with a 13-square extension on each side (rows of 5, 5, 3 squares) and a large triangular 'throne' giving access to each square in the last row. The three rows constitute a player's Domain. Each side has the usual eight pieces plus a Prince and five pawns: king on the throne, then QBPr, RNBNR, 5xP. The arrays rotate round the board.

The prince moves like a queen but only 1 or 2 squares. On entering an opponent's domain, a prince is crowned (plastic top-knot) and is promoted to queen; however, if her consort is checkmated, the queen at once undergoes a second sex-change, this time to king. Pawns normal but promote in an opponent's domain only to R, B, N. A scoring system designed to eliminate draws gives K=15, CPr=13, Q=7, Pr=5, R=5, B=3, N=3, P=1. (Proprietor's publicity leaflet, also *Die Pöppel-Revue* 1989).

Four-Man Chess (Proprietary game, Quest Board Games, 1987). Four players; board 16x16; each side has 1 x K, Q, 2 x R, 4 x B, N, 9 x P (21) assembled initially in the board corners. Each piece is given a points value and the object is to be the player with the most points at the end. A player giving checkmate takes the remaining men of that side. The knight can make multiple captures, like a draughtsman. (Proprietor's rules leaflet)

Quatréchec (Proprietary game, Action Sociale Missionnaire, 1993). Board 14x14. An orthochess array in the middle of each side (kings opposite kings) belies an unusual objective: to get as many men as possible to the end rank opposite. A man reaching the end rank is at once removed from play and retained by the player, scoring points appropriately: K=30, P=6, N=5, B=4, R=3, Q=2. The normal rules concerning check apply but kings can be captured. A player whose K is checkmated or captured continues to play but a player unable to move is eliminated together with any men remaining to him. The game ends when there is but one player left, when his remaining men are assumed to have attained the end rank. The player with the most points wins. (Proprietor's rules pamphlet)

Martian Chess (Proprietary game, Looney Industries; Andrew Looney, 1999). Players 2 or 4, partnerships possible. Board 8x8; each player has 9 men in the form of cones, three each representing queens, drones and pawns; queens on a1/a2/b1, drones a3/b2/c1, pawns b3/c3/c2, and similarly in the other corners. As in Monochrome Chess (chapter 33), all men are the same colour; you only control pieces in your quadrant. Play and objectives as in Monochrome Chess, with point values Q=3, D=2, P=1. (*Variant Chess* 39)

38.11   Games in which the players have different roles

Eureka, also known as **Induction Chess [Richardson]** (Ian Richardson, 1989). Three or more players. One player (the Ruler) writes down a not-too-difficult secret rule (e.g., play a pawn every third move). He then plays out a game as both White and Black. When another player believes he has discovered the rule, he calls out 'Eureka!' and takes over one side. After five more moves, another player is entitled to cry 'Eureka!' and so on. A player who takes over and subsequently plays an illegal move drops out and scores 0; otherwise, there are points for guessing the rule correctly and for winning the game, and a separate schedule by which points are awarded to the Ruler. Inspired by Robert Abbott's induction card game Eleusis. (*Variant Chess* 3)

Penultima (M. Greene and A. Chalcraft, 1994). Game for up to 8; 2 players, the rest 'spectators'. The spectators allocate rules to the pieces which they keep secret. When a move is made, the appropriate spectator allows the move, modifies it or disallows it. The aim remains checkmate. (*Variant Chess* 28)

According to Pritchard (Jaime Poniachik, 1998). A game for a convivial evening. Any number can play. One player selects the name of a variant from the *Encyclopedia*, and the others, if none of them recognises it, have to think up rules to fit the name. They then compare the result with the rules as given, and perhaps they find that they have invented something new. (Letter to David from the inventor: 'Last night we played with a group of friends a cheerful new Chess Variant...') [Text editorial. David seemed uncertain whether this should go in, but it was shaped as a compliment and I am happy to take the responsibility.]

38.12   Divinatory games

Enochian Chess. Name derived from the Old Testament prophet Enoch 'who walked with God and was not' . The system from which the game emerged dates back to the Angelic language formulated by Dr John Dee in the 16th century (Dee, who at one time was engaged in espionage, was allegedly the original '007', being so referred to by Queen Elizabeth on account of the shape of his spectacles). Enochian Chess, primarily a divinatory game, was practised by initiates of the Golden Dawn, including W. B. Yeats (who was a keen player) and Aleister Crowley (who was not: he preferred chess) (*Games Monthly*, November 1988). The instructions for Enochian Chess, outlined in volume 4 of Regardie's definitive work on the Order, were never codified, hence subsequent attempts to evolve a game system.

  Enochian Chess [Nichols] (Proprietary game, Aztral Games; Steve Nichols, 1982). The divinatory game, played with a die, uses four 8x8 boards, every square divided into four regular triangles, coloured red (fire), blue (water), yellow (air), black (earth), each colour dominating one of the boards (112 triangles out of 264). The basic game, known as **Astral Chess**, is for 2-4 players and uses a single 8x8 board with 36 men, nine on each side (K, Q, R, B, N, 4xP). The pieces, which represent the operation of the spirit, are Egyptian gods and are linked to the elements: K = Osiris, Q = Isis (Water), R = Nephthys (Earth), B = Aroueris (Air), N = Horus (Fire). The pawns are the four sons of Horus which assume the elements of the pieces they stand in front of and have their base coloured accordingly (e.g. NP = fire = red). The Q leaps two squares in any direction. Pawns move straight ahead, one square at a time and capture normally. (Strictly, men are not moved but 'rayed'.) The four sides (players) correspond to the four elements. In the array, the K (Osiris) shares the corner square with the piece whose element is that of the player. The game has a small cult following in Europe and America. The publisher cautions that 'the full understanding of Enochian Chess requires a working knowledge of Hermetic Magic to the level of Adeptus Minor', regrettably beyond the scope of this book. The retail price of £50 (1988) was '...designed to discourage under-16s from buying the game'. (Proprietor's publicity material)

Enochian Chess [Barr and Eschner] (Anreas Barr and M. D. Eschner, 1983). Another interpretation of the game, described in considerable detail in the book *Das Henochische Schachspiel*. In its basic form, this is a four-handed partnership game similar to the game above. However, the array is regular: K and B share the corner square, followed by Q, N and R in that order, with the pawns in front. A die can be used to determine the man moved, the actual move being 'the personal choice of the player and his spirit': 1 = K or P 2 = N 3 = B 4 = Q 5 = R 6 = P. Moves of Q and P as above; pawns promote to 'pieces they serve' (i.e., file they stand on). Play follows general rules of Four-handed Chess: the army of a mated player is frozen, and both partners' kings must be mated to win.

I-Ching Chess (Mario Sanchez, 1978). In his book *I-Ching Xadrez* (1983), the author links the ancient Chinese divination system based on the concept of yin and yang with chess. Briefly, the I-Ching identifies eight trigrams, which are all possible combinations of three unbroken (Yang) or broken (Yin) lines set one above the other. (Trigrams can be determined by tossing a coin three times, substituting heads for Yang and tails for Yin.) The trigrams, which are associated with elements expressed in pairs, are equated to the player's eight pieces: K heaven, Q earth, KR mountain, QR lake, KB fire, QB water, KN thunder, QN wind. The 64 hexagrams of the I-Ching (corresponding in number to the squares of the chessboard) represent all possible combinations of two trigrams. Eight hexagrams are composed of two identical trigrams and therefore only represent one piece, but the remaining 48 hexagrams combine two pieces; thus No. 56, known as Lu (the Wanderer) is composed of Mountain and Fire and hence relates to both KR and KB. Each hexagram of the I-Ching carries a philosophical dissertation which the enquirer must interpret. The system enables a game of chess to be used for divination purposes or the I-Ching can be interrogated, normally by drawing three cards (hexagrams) and interpreting each in turn, to determine play.

38.13 Games of unclear nature

Astronomical Chess. A game mentioned in two Arabic manuscripts, and thought by Murray to be possibly identical with the game Los Escaques mentioned in the Alfonso manuscript (seven men move at different speeds around a circular board, and points are won from another player by landing at certain positions relative to him). It would appear to have nothing to do with what we now understand as chess. [Text revised]