

## Towards *ECV 3*

John Beasley, July 2014, appendix added December 2015

In the final issue of *Variant Chess* (issue 64, August 2010), I collated the various corrections to *ECV 2* which had appeared in *VC*, and also listed the variants that had appeared in *VC* and were not in it. I also listed the variants (mostly problem variants) that were in the original *ECV* but were omitted from the second edition, together with a few variants which were in David Pritchard's files and were perhaps inadvertently omitted from both editions. The present paper repeats this collation with the addition of a few notes which have come to hand since, and the variants in divisions B, C, and E have been divided into sections as they would have been had they appeared in *ECV 2*.

I shall not myself be producing an *ECV 3* and anyone doing so may make use of what follows without further reference to me, but anyone wanting to attach David's name to a new *ECV* must obtain permission from his family. It is of course open to anyone to produce a new encyclopedia independently, but I hope that anyone making significant use of David's work (I do not see how a proper encyclopedia could now be written without making such use) will include a suitable acknowledgement.

### A. Corrections and amplifications to *ECV 2*

The corrections and amplifications to *ECV 2* that have appeared in *VC* are repeated or summarized below, and a few more are added.

**Double-Move Chess [Galvin]** (pages 24-25). On page 151 of *VC 27*, Peter Wood criticizes the rules on e.p. capture as given in the original *Encyclopedia*, and, as far as I can see, carried over into *ECV 2*.

**English Progressive Chess** (page 31). The rules as given in *ECV 2* (and in the original *Encyclopedia*) do not make clear that once every man that can move has done so and a new series has started, everything starts again; a man previously blocked, and hence unable to contribute to the series just finished, can be freed without being required to make catch-up moves. A game illustrating this point appeared in *VC 63*.

**Kriegspiel** (pages 33-36). At the end of page 143 of *VC 17*, there is a note by David Pritchard that R. C. Griffith, whom he knew and regarded as "very responsible", had played the game in 1890. The text I received for *ECV 2* did not mention this, and perhaps any future revision should. I put the invention of Replacement Chess back to at least the 1930s on the strength of a similar remark by David Hooper.

An eight-page typed pamphlet "Kriegspiel" by Fred Galvin, bearing no date but appearing on internal evidence to be from 1958-62, has the umpire automatically announcing the possibility of a pawn capture in the way I have always encountered when playing myself, but which David had apparently not met. Typically, the umpire says "No" or "Yes" to the player trying the move, and after "Yes" he says "White has moved" or "White has captured on ..." followed as appropriate by "Black is in check on the longer diagonal" (on the shorter diagonal, on the file, etc) and "Black has a pawn capture". A capture en passant is explicitly announced, but otherwise the identity of the man captured is not disclosed.

This rule, whether imported or independently reinvented, is now in my experience standard in France, and I think it excellent; it speeds up the game without significantly changing its nature. It is of course possible to construct positions where the original "Any?" rule leads to one result and the Galvin rule to another, but I don't think these happen often enough to be of importance.

For a fuller discussion, see *VC 55* page 2.

**Tripod Chess** (page 37). An article in *VC 39* (pages 114-6) gives some revised rules, with an example game.

**Scaci Partonici** (pages 42-3). Parton's booklets as cited on page 43 and perhaps elsewhere should be *Cheshire Cat Playeth Looking Glass Chessys* and *100 Squares for Chess and Damante* (not Diamante). The insertion of hyphens between the words of the former appears to depend on the view taken on the typography of the booklet's front cover.

**En Passant Chess** (page 43). The Ekstrom reference may have been to letters from Hugh Myers (*VC 12* page 63 and *VC 13* page 79). Some possible difficulties are explored in *VC 55* (pages 16-17).

**Koopa Chess** (page 45) is due to Ralph Betza (thus Philip Cohen, citing the Chess Variant Pages).

**No-Retreat Chess** (page 50). A promoted piece can give a backwards check from its promotion square, and

can capture or move backwards once. See *VC* 63 page 159.

**Reinforcement Chess** (page 53). The first edition included a statement that the basic concept “was suggested by L. Tressau of Leipzig as long ago as 1840”, but the details that followed appeared to be those of the “Double Chess Game” which now has a separate entry and I took the reference to have been to this game. There should have been a note to this effect.

**Replacement Chess** (page 55). There was a discussion in *VC* 56 (page 25) about whether passing checks should be permitted (the conclusion was that they should).

In respect of the **Single Box of Men** rule (page 58), Ronald Turnbull asks if a player who has lost a dark-square bishop can then promote to a second bishop on light squares. The natural answer would seem to be No, but Murray appears to be silent on the point. The term **Old Pawns** is used in *VC* 39 (page 118).

**Ambiguous or Substitution Chess** (page 62). Fabrice Liardet points out that on the Internet, where most games are now played, the original name and mode of play have been retained.

**Avalanche Chess** (pages 62-3). There are notes in *VC* 17 (page 155) that en passant was explicitly barred in the original rules, and that Alessandro Castelli’s suggested reversal of the Black K and Q will prove the most equitable form of the game.

**007 Chess** (page 63). According to a note in *VC* 63 (page 155), the inventor’s rule sheet has the spelling **Detante**.

**Reciprocal Chess** (page 64). *VC* 36 (page 61) has a suggestion that the Black king and queen be interchanged.

**Push Chess** (page 66). Fred Galvin tells me that the rules given in *Nost-algia* 232/242, and relied on in the *Encyclopedia*, are not quite his own rules. It is the owner of a pawn pushed to promotion who decides the piece to which it is promoted, and e.p. pushing is permitted (if a pawn makes a double step in a position where, had it made a single step, it could have been legally pushed by an enemy pawn, the opponent has the option of setting it, and any man that it may have pushed, back one square, and then pushing it with his pawn). He sends me an article “Schiebe-Schach” by Hans Klüver, from *Deutsche Schachzeitung*, August 1968 (pages 282-4), which gives his definitive rules.

Fred also points out that the “Fool’s Mate” 1 Bc4 (Pe2-d5) d6 2 Qb3 (Pc2-a4) f6 3 Qe6 (Bc4-f7) isn’t, because Black has 3...Kd7. Replacing 1...d6 by 1...Nc6 would fix it. That in the first edition, 1 Ra5 (Pa2-a6) Ke7 (Pe7-e6) 2 Ke2 (Pe2-e3) Qg5 (Ke7-h4) 3 Qf6, is valid. David’s files contained a letter from Fred, received just before his death, pointing this out, but I overlooked its significance.

**Actuated Revolving Centre** (pages 68-9) appears in *VC* 10 under the name **Quarter-Turn Chess**.

**All-In Castling** (page 70). *VC* 61 gives some examples under the name **Rokagogo**.

**Van der Linde’s Games [1] and [2]** (page 72). Given by Verney, but not mentioned in the *Encyclopedia*, is a further game with the pieces reduced to QR, K, KN only (8xP as usual). Verney cites “his book on Chess in Dutch, published in Utrecht in 1876”, and Jurgen Stigter confirms: “LN 973 Linde (A. van der). *Leerboek van het schaakspel*. Utrecht 1876. [973 A 29] On p. 265-266, he refers to van Zuylen and gives some diagrams, one of which has indeed QR, K, KN only (8xP as usual). Also, several other variants (pp. 138 and following) originate from Van Zuylen.” The latter is “LN560 (Zuylen van Nyevelt, P. J. van). *Het schaakspel*. Campen 1792. [972 D 38].” References “LN” are to the catalogue of the Royal Dutch Library in The Hague.

It would therefore appear that these should in truth be called **Van Zuylen’s Games**.

As regards the asymmetry of the h-pawns in game [2] (c), this was taken from Verney, and David was right to suspect that it was a mistake. Jurgen tells me that the h3 pawn should be on h2.

**Fischerandom Chess** (same page) is now accommodated within the FIDE Laws of Chess under the name **Chess960** (no space), and David Sedgwick tells me that this has been so since 1 July 2009.

In the **Heading to section 9.2** (page 73), “diametrally” should read “diametrically” (and in the list of contents).

**Free Programme Chess** (page 79). “Guraspasvili” should have been “Guraspashvili”.

**Losing Chess** (pages 86-89). I omitted to mention the Muff book (*VC* 15 page 115, *VC* 56 page 33).

**Alice Chess** (pages 93-95) is described in *VC* 59 (page 81) as being offered on a web site in two forms, the second differing in that the Black pieces start on Board B. This simple idea is not mentioned in *ECV* 2, at least not in isolation, though it is one of several elements to be found in Duo Chess.

**Co-Chess** (pages 100-101). A faulty edit took out a clarifying note that when a pawn promotes and so creates more than two men of a kind, subsequent moves by any of them cause co-squares to be formed with each of the others simultaneously.

**Transportation Chess** (page 102). The game very strongly favours White, and *Nost-algia* 343 reported the opinion of Alessandro Castelli, “not yet proven but plausible”, that 1 e4 gave him a forced win. NOST then adopted a rule that K + Q were no longer a pair for the purposes of defining a transportation rectangle.

**Polyactive Transportation Chess** (page 102). It appears from *Nost-algia* 233 that this was indeed dreamt up by Philip Cohen, though the context suggests that it was intended as little more than a joke.

**Buckzo’s Game** (page 112) should be **Buczko’s Game** (and in the index).

**Balbo’s Game** (page 116). A note from Ken Whyld preserved in David’s files suggests that the inventor was in fact “G.” Balbo, the source’s “M.” standing merely for “Monsieur”.

**Shrink Chess** (page 117). If a side’s promotion rank disappears, that side can no longer promote. The players may agree to start from move 15 or 20 of a master game, each taking each colour once. See *VC* 63 page 160.

**The Emperor’s Game** (page 121). The references “L. Tressau, 1840”, here and elsewhere, appear on the evidence of Verney to be to his book *Das Schachspiel, seine Gattungen und Abarten*, published that year in Leipzig. I haven’t seen this, but it would appear to have been largely a description of existing games, and here at least it would seem that Tressau should not have been cited as the game’s originator. The game appears to have been no more than “Das Kaiserspiel” of c.1815, possibly with a modified baseline. Not having seen the source material, I cannot say whether the slightly different baselines reflect a genuine change or merely an error in one source or the other.

**Introduction to section 15.1** (page 128). Other one-step movers besides the king, wazir, fers, gold, and silver appear in the chapters on historical and regional games (for example, the crane of Tori Shogi), and in line 4 the words “have been widely used and will be found” should have read “have been widely used, and they and some others will be found”.

**Courier-Spiel** (page 131). This entry should not have been included. Verney cites two descriptions of “The Courier-Spiel”, one by H. G. Albers (1821) of a game “played by the peasants at Ströphe (province of Halberstadt) from olden time” and the other by Tressau, and these are duly included in the “Courier Game” entry on page 245. The Gollon material behind the entry on page 131 appears to have been no more than a slightly incomplete description of the Albers game.

**Ninerider Chess** (page 140). From Philip Cohen, edited: “I’m almost certain this is my invention, but if I couldn’t find the original rulesheet in 1979 I’m not likely to find it easily now. I see Michael Howe attributes it to me and Wayne Schmittberger in the Chess Variant Pages, the RWS part being, I believe, just the K/Q interchange.”

**Bouncy Chess** (page 141). The rules are incomplete. Queens, kings, and bishops can bounce off vacant edge squares at 90°, knights at any angle, pawns and rooks not at all, and you cannot return to your starting position (*VC* 3 page 25).

**X-Ray Chess** (page 143). According to page 126 of *VC* 26, X-ray pieces as conceived by Dawson could act through any number of obstructing men (the version described in *ECV* 2 allows them only to penetrate one man).

**Star Chess** (page 150). There is a curious note in *VC* 18 regarding a randomised rapidplay event held in Budapest in 1995 at the home of fashion designer Laszlo Star, whose alleged winners as photographed were two young ladies whom David had met at the Star Chess championship in London in 1979, identically dressed and

looking not a day older!

**Cannon Chess** (page 164). *VC* 34 (pages 22-3) gives at least one further detail, that the players are at liberty, before moving, to interchange the positions of their Copper Generals and Copper Cannons on their left or right.

**An-nan Chess** (page 170) appears in *VC* 56 as **Southern Chess**.

**Centennial Chess** (page 190). On the evidence of the inventor's book *Meta-Chess*, this should be **Centennial Chess** (and in the index).

**Super Chess [Fort]** (page 197). Page 150 of *VC* 17 has a note that this was actually a checkers variant.

**Dragonfly [Hex]** (page 205). After *ECV* 2 had gone to press, some sheets of trial masters for the diagrams in the first edition turned up, and one of these, not used in the final book, shows the array for the hex version of Dragonfly. This has the same relationship to the square board array as that between the hex and square versions of Loonybird Chess: baseline RBBKNNR on b4-e1-h4, fronted by 9xP on a5-c7-e5-g7-i5.

I was most surprised to see this, because a hex game normally uses three bishops so that cells of all three colours can be covered, but the sheet had apparently been prepared by the game's inventor and it included an explicit claim to copyright in his name. It is true that the ability to reintroduce captured men means that a bishop covering the missing cells can be introduced later, but I would not expect this to be full compensation for the initial imbalance. A similar imbalance is to be found in the hex version of Loonybird Chess.

**Infinite Plane Chess** (page 220). *VC* 64 (page 234) reports a trial in which this was rapidly found to be impractical, and examination of Boyer's example games then showed them to hinge on blunders.

**Grayber's Spherical Chess** (page 223) should be **Greyber's Spherical Chess** (and in the index). See *VC* 63 page 159.

**Ecila** (pages 234-5) actually dates from 1957 or earlier, and was played at least once (article and picture in *The Birmingham Post*, 9 September 1957, quoted in *Abstract Games* 8).

**Regional and historical games** (page 237 and onwards). It should perhaps have been stressed that in the absence of an "official" body with authority over a game there can be no "official" rules, and where a game is widely played there may be considerable variation: certainly in minor detail (for example, in equivalents of the "50-move" and "three repetitions" rules), and perhaps even in the moves of the pieces. However careful foreign observers such as ourselves may be, we are inevitably limited by the knowledge of our informants, and the completeness and accuracy of this is not always easily judged. Western chess *does* have "official" rules, but how many players, encountered in a café or even in a chess club, could give a foreign observer a complete and reliable account of them?

**New Chess** (pages 241-2). *VC* 5 (page 61) carried a survey of some items in the *BCM* (December 1940 pages 390-391, February 1941 pages 39-40) on whether stalemate should be a win or even a loss, in one case suggesting a system giving different points for checkmate, stalemate, baring the king, and draw.

**OrthoChess** (page 242). The most recent change to the "50-move" rule dates from 1992, and does not postdate the first edition. However, Guy Haworth tells me that a further change, making the game automatically drawn after 75 successive non-pawn and non-capture moves even if neither player has claimed, is due to come into effect on 1 July 2014.

**Grande Acedrex** (page 244). The "second 12x12 game with unicorns attributed to the Alfonso MS", which was in the first edition as "Great Chess (III)" and which I relegated to an editorial note, can be found on pages 175-6 of Verney with source "Dr. Van der Linde, Berlin, 1881". But Verney's source can be identified as "LN 226 Linde (A. van der). *Quellenstudien zur Geschichte des Schachspiels*. Berlin 1881. [972 A 12]", and Jurgen Stigter tells me that the "Grande Ajedrez" on pages 265-266 of this is the "Grande Acedrex" of the second edition of the *Encyclopedia*. This is emphatically not the game as given by Verney.

So it would seem that the "Great Chess (III)" of the first edition was indeed a myth. It may have been faithfully copied from Verney, but Verney's copying from his stated source seems to have gone sadly adrift.

The details given in the second edition were taken from Murray, and this should have been acknowledged.

**Gala** (pages 245-6) appears not to have been a traditional game at all but to have been an 1930s invention.

Peter Michaelsen tells me that neither Arnold Meyer nor he has been able to find any trace of it in the region where it is alleged to have been played, and the earliest claim for its existence appears to have been in a book *Brettspiele* by Arbeiter and Ruhnke, published in Potsdam in 1937. Peter asked the curator of the Dithmarscher Landesmuseum in Meldorf about the game, but the latter had never been able to find any information about it and knew it only from references in books which games researchers had sent him. In essence, therefore, the sole authority for a game which is quite sophisticated and complicated, but is nevertheless alleged to have been played in ancient times by country peasants, is a book from the 1930s, and there is no corroborative evidence whatever. David's sources all postdate this book, the "Brettspiele" he cites being a later book by a different author, and they all appear to have relied on it either directly or indirectly.

**Korean Chess or Changgi** (pages 250-1). Peter Blommers and Peter Michaelsen have dictionaries giving the spelling Janggi. Peter Michaelsen draws my attention to a rule given in the book *Chinesisches Schach - Koreanisches Schach* by David Wurman, Frankfurt am Main 1991, whereby in some regions and provinces of Korea the players usually agree before the start of the game that there is no double or triple check. This means that, if a King is threatened by several of the opponent's pieces, the attacking player must announce by which man he intends to give the check, and his opponent need only defend against this man. Wurman recommends that European players should ignore this rule, and allow multiple checks as usual.

**Vietnamese Chess or Co-Tuong** (page 251). Peter Michaelsen draws my attention to the chapter "Chinesisches Schach in Vietnam" contributed by Pham Cong Thanh to the Wurman book mentioned above. According to this source, Co-Tuong is identical with Xiangqi except for a special rule which is followed only in some provinces of Vietnam. Under this rule, a Chariot is not allowed to move so as to attack a General from behind (active attack), though if a General moves into the line of fire of a Chariot standing behind him the attack is valid (passive attack). Suppose Red Gf3, Black Chariot (R) i1; Ri1-f1 (active attack) is not permitted. Now suppose that the Black chariot is already on e1, and that Black also has soldiers on g2 and g4; now the chariot passively attacks e3, which is valid, and he can mate by Sg4-g3 or Sg4-f4. This rule, which has been passed down only orally and is not recommended, appears in no Vietnamese rule book.

Peter also tells me, quoting further information from Lev Kisliuk, that the variants mentioned in the second paragraph were not historical games but modern creations. Apparently the inventor bewailed the absence of a chess game specific to Vietnam and produced three variants to fill the gap, later replacing them by the 10 x 10 variant described.

**Shogi** (page 252 and onwards). On page 253, below the diagram, "9xS" should be "9xP". The later statement that Black starts and plays down the board (on page 255, in the entry for Chu Shogi) is not correct. A 1995 book *First Step to Shogi*, published under the authority of the Oyama Memorial Museum, has the player who starts playing *up* the board, and Peter Blommers tells me that this is the normal convention.

**Tenjiku Shogi** (pages 256-7). Peter Blommers questions the statement that Tenjiku is "not related" to the other large shogis. "Tenjiku is 'not related' only in the sense that it is *later* than the foursome Dai, Dai-Dai, Maka-Dai-Dai, and Tai, which, in everybody's view, belong together. The larger shogis are all elaborations of Chu."

Peter also tells me that Tenjiku literally means Heavenly Bamboo, and was an old Japanese name for India. The name Exotic Shogi apparently derives from Hodges.

**Wa Shogi** (page 257). "Violent Stage" should be Violent Stag.

**Small Shogi** (page 258). Peter Blommers tells me that this is not modern, but is simply Sho Shogi (9x9 shogi) as opposed to Dai and Chu Shogi. There were two forms, a 42-piece form with just the Drunk Elephants and a 46-piece form with the Ferocious Leopards as well.

**Cannon Shogi** (page 258). Peter Michaelsen draws my attention to a minor inaccuracy: pawns move and capture as in Korean Chess. "The game is no doubt also playable with Chinese/Japanese pawns, but I chose to make them 'Korean' in order to get a better balance between the pawns and the new cannon pieces." The pawns promote to Gold Generals, exactly as in Shogi.

**Blind Shogi** (page 261). Peter Blommers tells me that this is Tsuitate Shogi (Screen Shogi) in Japanese. He thinks that the source is an early Hodges magazine, perhaps *Shogi 2*.

**Makruk or Thai Chess** (page 268). I should have recorded that David's principal source for the rules, and in particular for the various material-dependent equivalents of the "50-move" rule, appears to have been a letter of 4 June 1992 from the Vice President of the Thailand Chess Federation. So here, at least, we have something

more than the mere “travellers’ tales” on which writers about foreign games so often have to rely. The numbers of moves allowed to mate given in *VC 50* (page 84) are slightly different from those in *ECV 2*, and I think those in *ECV 2* may be more authoritative.

Further to my note about draws in contemporary master play, Peter Michaelsen quotes a Thai player named Poompat writing in the Chess Variant Pages: “Thai Chess gained much popularity in the 1990s, with 5-7 televised national events/year, but after lots of published analysis, the knowledge of Thai Chess techniques + strategies seem to have reached the peak. Sadly, almost all serious games between similar-level pros are draws. Now, they have to invent tie-break games called ‘Makpong’ (Defensive Chess) wherein the player who checks the opponent’s King such that he has to MOVE the King wins. BAD IDEA!”

**Cambodian Chess** (pages 268-9). In *VC 55*, repeated in *VC 64*, I reported what appeared to be independent evidence, including a photograph, for the existence of the game described by P. A. Hill, contrary to my scepticism in *ECV 2*. I have since been told by Yasuji Shimizu, initially through Peter Michaelsen and then directly, that this appeared to have been founded on misunderstanding. The set photographed was not a survival but a reconstruction based on the description in the first edition of the *Encyclopedia*, and all the information about the game also came directly or indirectly from the *Encyclopedia*. For further detail, see the note on Cambodian Chess on the “Chess Variants” page of [www.jsbeasley.co.uk](http://www.jsbeasley.co.uk).

It then occurred to me to see if the game described by Hill was playable, and I quickly found that it wasn’t; Black had a very simple defensive strategy which gave White the alternative of throwing away material or accepting a draw by repetition.

It therefore appears that David was indeed led astray by his source, and that the “Cambodian Chess” described in the first edition of the *Encyclopedia* has never existed.

**Shatira** (pages 271-2). In the diagram, the White array should mirror the Black (bishops on the third rank).

**The Jungle Game** (page 292). Peter Blommers tells me that this is Shou Dou Qi in Chinese, literally Animal Fighting Chess.

**Hexapawn** (page 293). Noam Elkies, confirming information in Wikipedia, tells me that Martin Gardner first described the game in his column in the March 1962 issue of *Scientific American* (page 138 onwards).

**Chessball [Kamzalov]** (page 299) should be **Chessball [Kamzolov]** (and in the index).

**Chaturaji** (page 311). This name may be due to George Jelliss.

**Chessapeak Challenge** (page 322). On page 50 of *VC 23*, a 1996 change to the knight’s move is recorded.

For **Fortress Chess** (pages 324-5) see the Appendix.

**Game of the Four Seasons** (page 342). The date 1031 which I query in my editorial note appears to have come from Verney (page 84), and to be due to a misunderstanding of a note in van der Linde’s 1881 book. Jurgen Stigter, citing pages 260-1 of this: “The Game of the Four Seasons [...] is from the Alfonso MS, 1283, a free interpretation of Al-Biruni’s Indian four chess (1031).” The latter is “Chaturaji” above.

On rereading the first edition’s note “Van der Linde gives the earlier date of 1031” in the light of this, I see that it was intended to refer to the game and not to the Alfonso manuscript. Even so, I cannot see more than the most superficial resemblance between the games, and to call the Game of the Four Seasons even “a free interpretation” of Al-Biruni’s game strikes me as mere speculation. On the evidence reported by Jurgen Stigter, I can see no reason to ascribe any date other than 1283 to the Four Seasons.

**Panzyk’s Four-Handed Chess** (page 346). Although this is correctly classified as an all-play-all game, the game credited to “a German doctor” was a partnership game and should have appeared in chapter 35.

**Boyer’s Nouveaux Jeux d’Echecs Intéressants**. The note on page 367 of *ECV 2* refers to Boyer’s earlier pamphlet *Quinze Nouveaux Jeux d’Echecs Intéressants* and not to the version actually cited (see *VC 62* page 135). The version cited is transcribed on pages 156-61 of *VC 63*.

In the index, **Ratushky’s Game** should be **Ratushny’s Game**.

## B. Variants which were omitted from ECV 2 through my error or misjudgement

### Section 8.1

I inherited no text for **Anywhere Chess** (first edition, pages 8-9), but according to a note in *Nost-algia* 325 (page 30) it used to be played at the Riverside chess club in California under the name Super Chess, and they also played it in Progressive form. This note is referred to briefly in the first edition, and in the light of it I think I should have reinstated the game. Any man may move directly to any vacant square (but a pawn not to the first or last rank, and perhaps a bishop only to a square of the same colour - this last appears to have been David's conjecture, *Nost-algia* being silent on the matter). Captures normal.

### Chapter 10

Given the many changes that have been made to the "50-move" rule over the years, there should perhaps have been a section devoted to ways of claiming or forcing a draw. In particular, I think any future *Encyclopedia* should include **Chess Without The 50-Move Rule**, which is the form normally adopted in exploratory endgame analysis by computer (for example, when finding the length of the worst-case win with particular material). Indeed, given that the "50-move" rule, although necessary in practice, is both artificial and arbitrary, this form of the game might reasonably be called **Pure Chess**.

Additionally, Emil Vlasák informs me of a development in respect of play by correspondence: from the start of 2014, once the number of men on the board has been reduced to six or fewer, either player may claim a win or draw as given by a definitive computer-generated table of results, the 50-move rule being ignored (so, in effect, the 50-move now applies in correspondence play only to positions with seven or more men). For details, which may evolve further as definitive tables of results with seven or more men become available, see the International Correspondence Chess Federation web site <https://www.iccf.com>.

### Section 12.11

The first edition included entries for **Blindfold Chess**, **Lightning Chess**, **Living Chess**, **Quickplay**, and **Simultaneous Displays**, but it seemed to me that these were really rather too "orthodox" for inclusion. I now believe this to have been a mistake, and suggest that any future *Encyclopedia* should include every variant, whether of substance or merely of presentation, which has achieved a measure of popularity. Furthermore, now that one of the rules for correspondence play has diverged from that applying to ordinary over-the-board play (see immediately above), **Correspondence Chess** should surely be acknowledged as a variant in its own right.

### Section 18.2

**Chameleon Chess (II)** (first edition, page 46) was omitted from the second edition as a result of a faulty edit by myself, David having retained it in the text I inherited. It is a problem theme: a captured piece mutates N-B-R-Q-N, and is reborn on its new home square. *VC* 1 (pages 6-7) has it as **Chameleon Circe**, a better name.

### Section 21.12

**Quantum Chess [Engel]** (first edition, page 244) was omitted from the text I inherited for the second edition, and because a new 'Quantum Chess' had appeared in its stead I did not notice the omission. *World Game Review* 10 gives its source as an article by Douglas A. Engel in issue 27 (Spring 1968) of *The Pentagon*, pages 99-103. Board and men at the players' choice; moves of the men determined by mathematical equations, also at the players' choice. Each side has a unit piece which moves like a chess king and whose capture is the object of the game. The game is highly artificial and its omission from David's text for the second edition was entirely understandable, but it appears just playable and I would have reinstated it had I noticed the omission.

### Section 29.1

A faulty edit took out intended references to Bhagavathi (Replacement) Chess and to **Radha-Madhava**, not mentioned elsewhere in the text, "in which the power of a captured piece is added to that of its captor" (as in Absorption Chess).

### C. Variants in David's files which were perhaps inadvertently omitted from both editions

David kept an index sheet for each chess variant known to him, and as part of the preparation for passing his *Encyclopedia* files to the Musée Suisse du Jeu I went through these and noted the section in *ECV 2* where the game was described. This disclosed over 150 variants which had not been included in either edition. The reason was normally obvious, but a few omissions were not readily explicable and may have been inadvertent.

#### Section 10.2

In **Royal Bishop Chess** and related games, the royal pieces are either agreed beforehand or nominated simultaneously by both players. In **Mysterious Royal Chess** each player writes down the name of his royal piece before the start of play, but does not reveal it until he is mated. A royal piece may not move into check, and must get out of check if threatened. Origins unknown. (Communication from Mike Fox, January 1993)

#### Section 11.1

**Neu-Schach [Merckenschlager]** was invented by Walter of that ilk in 1946. Two boards side by side, normal array on board 1, board 2 empty. Play as if the two boards formed a single 16x8 board, except that a king can be attacked or mated only if the opposing king is on the same board. Stalemate is possible if the kings are on separate boards. When a player is reduced to a single king, it cannot leave the board it is on. (Author's pamphlet *Neu-Schach*, van der Linde #4820)

#### Section 12.9

**Taxi Chess [Betza]** (Ralph Betza, 1996) takes place during a subway strike, forcing the pieces to take taxi cabs whenever they wish to move. This is expensive, and the players' budgets are limited. Specifically, each player starts with 16 guilders (or dollars, or euros, or whatever), and he receives 2 guilders before the start of each turn. Each move costs 1 guilder per square whether orthogonal or diagonal, knight moves cost 2, short castling costs 4, long castling 5; furthermore, when you capture a man you must pay to have it taken away (1 guilder from an edge square, 2 from a square next to the edge, and so on up to 4 from one of the four central squares). Promotion costs an extra 2 guilders, one to take the pawn away and one to bring in the new piece. You can of course lose by bankruptcy as well as by checkmate.

As regards strategy, the game '... is designed so that you won't have enough money. There will be a period when you are making short moves to build up your treasury; this will look boring to outsiders, but you will find it very tense.' (*Eteroscacco* 75)

This game might reasonably be placed in a separate section, "Games influenced by money or its equivalent", as discussed in division E below (see "Section 12.9" therein)

#### Section 14.4

In **Sniper Chess [Paletta]** (Tony Paletta, 1980) rooks move normally but capture like bishops, bishops move normally but capture like rooks, queens move normally but are limited to two squares and capture like knights, knights move normally but capture like limited queens. David thought that the game had been included under another name, but while the pairing of rook and bishop features in Parton's Semi-Queen Chess, I cannot find any game with this pairing of restricted queen and knight. (*Chess Spectrum Newsletter*)

#### **D. Variants in the first edition which were deliberately omitted from *ECV 2***

Where I inherited text for the second edition but decided to omit the variant, I normally inserted a note explaining why. The notes below list variants for which I received no text, plus one further variant which I decided not to include even though I inherited text. A few variants from the original edition are in the second under different names, and in the case of generic terms such as “Randomized Chess” or “Three-Handed Chess” some of the information in the original entry now appears within chapter or section headings. Page numbers refer to the first edition.

**Alphabetic Chess** (page 7), **Antipodean Chess** (page 8), **Barrier Chess (II)** (page 18), **Berkelian Chess** (page 21), **Brunner Chess** (page 29), **Cannibal Chess (I)** (page 38), **Clockwork Chess** (page 66), **Cologne Chess** (page 67), **Contact Chess** (page 70), **Duellist Chess** (page 96), **Drohwang Schach** (page 97), **Haaner Schach** (page 137), **Mirror Chess** (page 197), **Norwegian Chess** (page 210), **OrterSchach** (page 216), **Patrol Chess** (page 222), **Reaction Chess** (page 249), **Reichenbacher Chess** (page 252), **Tibetan Chess (III)** (page 314), **Traitor Chess (I)** (page 319), and **Wesirspiel** (page 341) were problem themes. Even so, the compiler of an *ECV 3* might well consider reinstating some of them, at least where they embody an idea which might also be suited to play (a game which at first sight appears unplayable may nevertheless work in Progressive form). No details are given here because it is assumed that anyone compiling an *ECV 3* will have access to the first edition as well as to *ECV 2*, but anyone reinstating Antipodean Chess (an invention of George Jelliss) should note that the description in the first edition is defective; the inventor’s definitions are in *Chessics 1* (page 8) and *Chessics 2* (page 6).

**Actuated Revolving Grid** (page 2) seems to have been included in the original edition by mistake. There is nothing under Grid Chess, which is the section referred to, nor could I find any relevant material in David’s files.

**Cat Chess** (pages 41-2) was described as a three-player variant not fully developed.

**Covert Chess** (page 74) was a proprietary computer game.

**Djambi** (page 90) was a politically-oriented proprietary game (the object was to seize power and eliminate the opposition, which seems fair enough).

**Feudal** (page 108) was a proprietary medieval war game with “only a slight resemblance to chess”.

**Koltanowski Chess** (page 163) was described as unplayable.

**Magician’s Chess** (page 183) was given in the first edition, but not in the text I inherited for the second, as an alternative name for Cavalry Chess.

**Suttles Chess** (page 296) did not in my opinion exist, David’s information having come from a correspondent who appeared to have misremembered and confused Suttles’s Bomb Chess and Tank Chess. Although I inherited text for the game, I took it upon myself to omit it.

**UnChess** or **Illegal Chess** (page 332) was presumably excluded from the text I inherited for *ECV 2* because David thought it too wild to be practicable.

Both forms of **Watergate Chess** (page 338) were sarcastic joke games invented in 1973 as comments on events of the time, and David decided (in my view rightly) not to perpetuate them in *ECV 2*.

## E. Variants mentioned in VC which are not in either edition of the *Encyclopedia*

Many of these have only problems (often help-play problems) as examples and appear to be unplayable as games, but for present purposes I have not thought it appropriate to be selective. The compiler of an *ECV 3* might well decide to omit them, but I don't think I should make the decision for him. Only the first occurrence is normally noted. Self-explanatory composite games such as "Progressive So-and-so" and "So-and-so 960" (indicating Fischer Random starting positions) are not normally given separate entries. Variants which are in one or both editions under another name are also included.

The classification system used in *ECV 2* has never been claimed as more than a convenient way of dividing a given set of material into reasonably homogeneous and digestible chunks (see note at top of page 361), and anybody compiling an *ECV 3* may well wish to refine it. I have indicated one or two possible changes in what follows, and no doubt others will come to mind.

Note that some of the games mentioned are proprietary.

### Section 1.2

**Doppelzugschach** (VC 46 page 23) is in *ECV 2* as Double-move Chess [Galvin].

### Section 1.5

**Progressive Chess.** A list on page 99 of VC 15 contains several variations on the normal sequence. **Parallel Progressive** has series lengths 1, 1, 2, 2, 3, 3 etc, and apparently gives White a large advantage. **Slow Scotch** has series lengths 1, 1, 1, 2, 2, 2, 3, 3, 3 etc ("Slow Progressive Chess" in *ECV 2* specifies "Italian Progressive" and has the increase at "every fourth turn"). **Cyclic Progressive** goes up and down subject to an agreed maximum, for example 1, 2, 3, 4, 5, 6, 5, 4, 3, 2, 1, 2 etc ("Progressive Cyclical Chess" in *ECV 2* concludes "... Black *n* moves, when the cycle is restarted"). In **Very Scotch Chess**, when a player gives check before the end of his turn, his opponent has one more move than the player giving check has just made, the lengths of the series then increasing again until another premature check is given.

In respect of the "Italian mate" (discussion at the foot of *ECV 2* page 30), an examination in 2011 of the 416 mating positions, 158 of them being "Italian mates", in the first and perhaps only edition (1996) of *I Manuali di Eteroscacco 5, Scacchi Progressivi / Matti Eccellenti* by Alessandro Castelli, showed that in only one case would the result have been different under the original rules, and even this involved a line in post-mortem analysis and not the line actually played (for details, see the Chess Variants page of [www.jsbeasley.co.uk](http://www.jsbeasley.co.uk)).

**Progressive En Passant Chess** (VC 14 page 93): a pawn can be captured e.p. in the normal way, and a piece landing on a square on which it was en prise and then moving on can be captured "e.p." on that square (though its subsequent captures remain valid). All such e.p. captures must be made at the start of a player's series.

### Section 2.1

**Cluiche na Cogadh** (VC 47 page 37) is (perhaps) Scotch Kriegspiel.

**Dark Chess** is in *ECV 2* (page 37), but according to VC 59 (page 81) it now exists in two forms. In one form, the object is to give checkmate, and the fact that the opponent has given check is disclosed; in the other, this is not done, and the game is won by capturing the opponent's king. **Dark CrazyHouse** (VC 59 page 81) also exists in two forms. Both employ the "checkmate" form of Dark Chess, but in one form a captured man may be dropped anywhere whereas in the second form it may be dropped only on a square the player can "see". **Dark Suicide** (VC 59 page 81) is a combination of Dark Chess and Losing Chess.

**Lao Tzu Chess** (VC 58 pages 58-60) is a computer-mediated combination of Dark Chess, Double Fischer Random, and Crazy House (Chessgi). Specimen game given, with another in VC 59. In Lao Tzu Chess itself, men may be dropped only on squares which the player can "see"; in **Sun Tzu Chess** (VC 59 page 81) this requirement is waived.

**Verve** (VC 50 page 91): a computer-mediated variant in which a player sees only what his own men can see and the players move independently in real time.

### Section 3.1

**Shoot Chess [Donovan]** (VC 2 page 13): as Rifle Chess, but capturing is compulsory. Specimen game given.

### Section 3.2

**Chess On Thin Ice** (VC 56 page 36): a move across or into and out of a square weakens it, and any subsequent move through it leaves a void.

**Loch Ness Chess** (VC 56 page 36): the diagonal b2-g7 represents the loch, and an unobserved man thereon is swallowed by the monster. Brief opening analysis given, plus four problems (two endgames, say whether this is mate, find the last move).

### Section 3.5

**Marine Pieces** (VC 37 page 82) move as Q/R/B but capture by hopping to the square beyond the victim. Problem given (mate in three). VC 37 (page 82) gives their names as **Siren**, **Triton**, and **Nereid** respectively, though I understand from Ronald Turnbull that the original name in English for the Q-mover was **Mermaid**.

**Mars Circe** or **Martian Circe** (VC 7 page 89): a piece can capture only by transporting to its home square and making the capture from there. Problems given (helpmate, helpstalemate).

### Section 3.6

**Zvolen's Chess** (VC 28 page 160): a unit guarded by its own side is paralysed, and loses all powers including that of paralysing. Kings neither paralyse nor are paralysed. Reciprocal or cyclic guards do not paralyse unless one of the units is also paralysed from outside the cycle. Problems given (three mates in two, autostalemate).

### Section 3.8

**Bicolores** (VC 25 page 97) are in ECV 2 as Bicolour Chess (page 45). VC 26 (page 119) uses the term **Sensitive Kings**.

### Section 4.1

**Must-Check Chess** (VC 49 page 77) is Patzer Chess without the win by "decimation" (giving ten consecutive checks). Refutation of 1 e4 given.

**Vögtlander Chess** (VC 35 page 46): White is in check if Black would be in normal chess, and vice versa. Problem given (mate in ten).

**Vulnerable King** (VC 4 page 45): the king cannot itself move out of check. Problem given (mate in two). A later reference (VC 17 page 155) under the name **Stationary King Chess** gives two forms, the king not moving at all or moving only when not in check. **Royal Dummy** (VC 25 page 98) is another name for the wholly immobile version.

**Zigzags** (VC 26 page 123): problems in which White does not check or capture and Black moves only to order. In a **Checking Zigzag**, Black moves only to give check; in a **Blackcap Zigzag**, only to capture; in a **Madcap Zigzag**, the same, but if a further capture becomes available he must make it as well, and so on.

### Section 4.2

**Immune Chess** (VC 23 page 56): a man (king excepted) may be captured only if its home square is vacant. Problem given (helpmate).

**Quick-Cap Play** (VC 5 page 64): a capture must be made at the first available opportunity, else the right lapses. One simple example given.

### Section 4.3

In **Double Maximummer Chess**, both sides must play their longest legal move at all times. There are a couple of games in *VC 5* (page 64), where the game is described as very drawish. *VC 36* (page 67) features a variant, **Double Maximummer Selfmate Chess**, where the object is selfmate, and this is described as at least analysable if perhaps not genuinely playable.

**Follow-My-Leader** (*VC 26* page 119): if Black can legally play to the square just vacated by White, he must do so. Problem given (selfmate).

**Maximumming by Squares** (*VC 9* page 10): maximumming by counting the number of squares passed over instead of using the length from square centre to square centre. Problem given (mate in three).

**Shrinking Men** (*VC 27* page 141) can never move further than they did last time. Problem given (helpmate).

**Single Combat** (*VC 27* page 141): if the piece that moved last time can legally move again, it must. This may be the game that is in the first edition as Duellist Chess, even though the description there is not quite the same.

**Stafettenschach (Baton Chess)** (*VC 9* page 11, also *VC 47* page 42): each man makes only a single series of moves, except that a player may move a previously expired piece to relieve check. An expired piece can give check (in **Strict Stafettenschach**, it can't). Problems given (series selfstalemate, proof games).

### Section 4.4

**The (Berlin) Wall Game** (*VC 6* page 79): an eight-section wall is initially placed across the middle of the board, and rules are given for moving it. This is the game mentioned in passing in the entry for Maze Chess in *ECV 2*.

### Section 4.5

**Alternative Grids** (*VC 5* page 59): Grid Chess with other than normal grid spacing (*ECV 2* has one option for this, Displaced Grid Chess, but the idea generalizes). Two problems given (helpmate, autostalemate).

### Section 4.6

**Attacked Mating Unit (AMU)** (*VC 28* page 159): the unit that moves to give mate must have been attacked on its departure square. Problem given (mate in two).

**Bichrome Chess** (*VC 63* page 164): each move must be from a light square to a dark, or vice versa. Problem given (proof game). The strictures that apply to Monochromatic Chess (*ECV 2* page 51) surely apply here also.

**Edge Chess** (*VC 27* page 144): all moves are confined to edge squares. Problem given (helpstalemate).

**KöKo (Kölnischer Kontakt)** (*VC 25* page 98): all moves must be to a square next to an occupied one. Problems given (helpstalemate, mate in two).

**One Way Chess** (*VC 27* page 144): no piece may leave a square in the same direction as it entered. Problem given (mate with retrograde analysis).

**Runaway Chess** (*VC 26* page 124): if any Black piece (not a pawn) moves on to one of the six central squares of either long diagonal, it must at once more to one end or the other of that diagonal, at the player's choice. If the second part of this compound move is illegal, the first must not be made. Problem given (mate in two).

### Section 5.1

**Handbag Pieces** (*VC 56* page 35): "a variation on Pocket Pieces for women players. These pieces have a fluorescent coating, so they glow in the dark, making them easier to find at the bottom of handbags. So when a Handbag Piece is deployed, the player doesn't waste so much time on the clock rummaging around for it."

**Recycle Chess [BrainKing]** (*VC 57* page 45) appears to differ from Recycle Chess as described in *ECV 2* only

in that there is no promotion. A pawn which reaches the last rank is removed from the board.

#### Section 5.4

**Alsatian Circe** (*VC 9* page 10): all positions must be legal in orthodox chess. Problem given (mate in two).

**Anti-Circe** (*VC 7* page 90): capture is permitted only if the capturing piece can reappear at its Circe home square, the captured piece vanishing. Problem given (helpmate).

**Circe Maléfique**, also known as **Mirror Circe** (*VC 2* pages 18-19): captured pieces reappear on the opponent's home square. Problem given (helpstalemate).

**Circe Parrain** (*VC 25* page 97): a captured man is reborn after the following move, transported from the capture square in the same direction as that move and by the same distance. Problem given (mate in five).

**Circe (Rex Inclusive)**, also known as **King Circe** (*VC 2* pages 18-19): as Circe, but "captured" kings also reappear. Problem given (helpmate).

**Clone Circe** (*VC 26* page 119): a man captured other than by a king takes on the nature, but not the colour, of its captor, and is reborn accordingly. Problem given (helpmate).

**Couscous Circe** (*VC 14* page 88): captured men are reborn on the capturing unit's rebirth square. Problem given (helpmate).

**Diagram Circe** (*VC 26* page 119): a captured man is reborn on its diagram square. Problem given (helpmate).

**Equipollent Circe** (*VC 27* page 143): a captured man is reborn on the square the same distance away in the same direction as the capturing move (so if Nb3 takes Bd4, the bishop is reborn on f5). Problem given (helpmate).

**Exchange Play**, also known as **Platzwechsel Circe** (*VC 1* pages 6-7): captor and victim change places. Problem given (series helpmate).

**Mirror Circe** (*VC 27* page 143): a captured piece is reborn on the home square of a similar piece of opposite colour. Problem given (helpmate).

**Mutant Circe** (*VC 7* page 89): the captured piece transforms to the rank of the capturing piece (king excepted) before being reborn. Problem given (mate in two).

**Optional Replacement Chess (ORC)** (*VC 12* page 62) is Replacement Chess except that the replacement is optional. Endgame study given. **SuperCirce** (*VC 48* page 58) is the same without the restrictions that a bishop be replaced on a square of the same colour and a pawn not on the first or last rank.

**Progressive Circe** (*VC 32* page 55) is in *ECV 2* as Circe Progressive Chess.

**Putback** (*VC 7* page 85) would appear to be "Put-Back Chess" as described in *ECV 2*.

**Shield Circe** (*VC 11* page 41): when a capture gives check, the captured unit is reborn on any square where it can neutralize the check, at the discretion of the defending side (other rebirths as normal). Problem given (helpmate).

**Strict Circe** (*VC 43* page 43): a capture is legal only if the rebirth square is vacant. Problem given (selfmate).

**Symmetric Circe** (*VC 38* page 100): a captured man is reborn on the square symmetrically opposite. Problem given (helpmate).

**Section 5.6** (needs to be retitled "Other introductions of new or captured men")

**Sentinels** (*VC 24* page 77): any move (unless from the first or last rank) leaves behind a pawn of the same colour. Problems given (series mate, series selfstalemate). **Enemy Sentinels** (*VC 36* page 70) are the same

except that the pawn left behind is of the opposite colour. **Angevin Sentinels** (*VC* 21 page 10) are the same again (same-colour pawn) but a move is legal only if the resulting position could have been reached in an orthodox game. Problem given (mate in two). **Sensitive Sentinels** (*VC* 26 page 119) appear to be merely a combination of Sentinels and Sensitive Kings (see section 3.8 above).

**Hydra-Promotion Circe** (*VC* 7 page 89): when a pawn promotes, a second piece like the promotion piece appears on the appropriate home square. Problem given (add men to create a position with a particular property).

## Section 6.2

**Fast Glasgow Chess** (*VC* 50 page 92): pawns promote on rank 7 and can move two squares at any time. Problem given (proof game).

## Section 6.3

**Super-Pawn [Richardson]** (*VC* 13 page 77): a combination of ordinary and Berolina pawns. Problems given (mates in eight, five, seven). The “super-rook” mentioned in the same article is simply R + K.

## Section 6.4

In **Passion Chess** as described in *VC* 63 (page 112), a pawn-two can be played at any time (no e.p. captures). A note in *VC* 64 (page 235) suggested that the rules were being revised.

## Section 6.5

**Reversible Pawns** (*VC* 26 page 125) can move straight backwards and capture diagonally backwards. Problem given (mate in two).

**Side-Moving Pawns** (*VC* 26 page 126) can move one step sideways as well as forwards. Problem given (mate in two).

## Section 7.1

**Riverboat** (*VC* 34 page 31): a player can either make an orthodox capture with one of his own men or an orthodox non-capture with one of his opponent's. Endgame study given.

## Section 7.2

**Reciprocal Refusal Chess** (*VC* 23 page 47) is Refusal Chess with only one player (initially Black) having the right of refusal, this passing to his opponent when used. Problem given (mate in two).

## Section 8.1

**Kangaroo [Original]** (*VC* 26 page 126) can spring to any square in its half of the board, either the lateral or the vertical half. Problem given, naturally from *The Australian* (mate in two).

**Messigny Chess** (*VC* 29 page 14): instead of a normal move, the player may swap two like pieces of different colours. The opponent may not immediately swap them back. Problem given (mate in two).

**Oscillating Kings** (*VC* 27 page 140): the kings change places either after each Black move, or after each White move, or both. Problems given (two mates in two, selfmate).

**Plus Chess** (*VC* 15 page 107): a unit on a central square can move or give check as if it were on any other unoccupied central square (in addition to retaining its normal powers). Problem given (helpmate).

**Progressive FTM Chess** (*VC* 49 page 83): experimental game given.

**Quantum Chess [Tavener]** (*VC* 25 page 106): a man or square is unobserved if it is not under attack by either side, and a pawn can either make an orthodox move or move an unobserved man to an unobserved square (so

Ra1-b4 is legal for White from the game array).

**Switching Chess** (*VC* 55 page 11, corrected on *VC* 56 page 29): instead of a normal move, a player can interchange any two of his men. Incident from play recorded in *VC* 56.

### Section 8.3

**Anti-Gravity Chess** (*VC* 62 page 135) is Gravitational Chess with the difference that men are pulled towards the opponent's baseline. **Political Chess** is suggested as an alternative name.

## Heading to Chapter 9

**Castling** (*VC* 27 page 138): a suggested reformulation of the castling rule so as to apply to all baseline arrangements and to reduce to the orthodox case under orthodox conditions (bring the king and rook together, moving the rook one square further if they are an odd number of squares apart, and interchange them). See also *VC* 60 page 95.

### Section 9.1

**All Queens** (*VC* 59 page 81): all rooks, bishops, and knights are replaced by queens.

**Fianchetto Chess** (*VC* 59 page 81) is Rooks and Bishops (*ECV* 2 page 71).

**Chess480** (*VC* 59 page 81) is Fischer Random with a different castling rule. **Symmetrical Fischer Random** (*VC* 59 page 81) is Fischer Random with rooks on a1/h1, kings and queens on d1/e1 or vice versa, bishops on b1/c1, b1/g1, c1/f1, or f1/g1, and knights on whatever is left, the normal game array being excluded. *VC* 27 (pages 136-7) gives six tournament games of **Progressive Fischer Random** played by e-mail.

**Fool's Chess** (*VC* 60 page 101) is played with baseline NBQRRKBN, and is so called because this is the only baseline with normal symmetries which allows White a Fool's Mate at move 2. Problems given (find game to specified last move).

There is a specimen game of **Randomized Progressive Chess** in *VC* 4 (page 42)

**Upside-Down Chess** (*VC* 5 page 49): White pawns move down the board, Black pawns up. Simple opening traps given. The game reappears, without a name and with colours reversed, on page 22 of *VC* 30.

### Section 9.2

**Corner Chess [BrainKing]** (*VC* 57 page 45) is a randomized variant in which Black's pieces mirror White's diametrically. Kings on h1 and a8, bishops on squares of opposite colour. There is no castling. **Fortress Chess [BrainKing]** is the same game with extra White pawns on fgh3 and extra Black pawns on abc6.

**Grauniad Chess** (*VC* 53 page 144) is Guardian Chess with kings facing queens.

### Section 9.3

**Double Fischer Random** (*VC* 59 page 81) is Fischer Random with the two sides assigned independently. **Tiszta Bolondokháza** (*VC* 59 page 81) means "crazier than ever house" in Hungarian, and is exactly that: it is Crazy House (Chessgi) with a Double Fischer Random starting position.

**Anti-Computer Odds Games** (*VC* 37 page 75): games at apparently ludicrous material odds which the computer may lose because it noodles around and refuses to give up even the tiniest bit of its material superiority in order to simplify things. However, this was written in 2001, and the massive increases in computer power since then would appear to make such games quite unrealistic today.

### Section 9.4

**Free Programme Chess** (*VC* 26 page 132): some alternative rules are suggested that do not appear in *ECV* 2. I do not know whether they have actually been adopted.

**Full House** (*VC* 59 page 81) is a variant of the placement games (*ECV* 2 pages 76-80) with the kings being set in their normal positions and the other men added one by one as the players choose, the only rule being that a player may not place a man so as to check his opponent's king.

**Modern Burmese Chess [Richardson]** (*VC* 61 page 113): kings and rooks set normally, pawns the same but c/d/e/f pawns advanced one square, other pieces placed behind the pawns alternately and wherever the players wish.

**Swedish Chess** (*VC* 53 page 136): the pawns are placed on rank 3, and the pieces dropped on top of or behind them as the player wishes (rooks only on the first rank, and if a piece is dropped on top of a pawn the pawn is relocated to a vacant second-rank square). Players drop alternately. No castling, and no pawn-two even if a pawn has been relocated to the second rank. Specimen opening play given. **Orphic Chess** (*VC* 53 pages 136-7) is a development. Pieces other than the king may be dropped on to any vacant square or friendly pawn, and a displaced pawn may be relocated to any vacant square on ranks 2, 3, or 4; if the king is the last piece to be dropped, it too may be dropped anywhere, otherwise it must be placed on the first rank; a piece or pawn already on the board may be moved, but until its owner's king has been dropped it may be moved only to capture. Specimen game given.

**Screen Chess [BrainKing]** (*VC* 57 page 45) is a version of the generic Screen Chess (*ECV* 2 pages 79-80) in which each pawn must be placed on a different file and the bishops must be on squares of opposite colour. **Crazy Screen Chess [BrainKing]** is the same game without the restrictions. A pawn placed on the first rank has a one-step move only, but on advancing to the second rank it gains its normal two-step power.

### Section 10.3

**Achères Chess** (*VC* 64 page 225): a player may not give check other than with his king, and the object is to place the kings in contact. Example given (endgame study), with a note that the game was invented for a blitz tournament in France.

**Benedict Chess** (*VC* 59 page 81) has no capturing. Instead, after a man has moved, all the opposing men attacked by it change colour, and become the property of the side which has just attacked them. The object of play is to attack the opposing king. If a player has no legal move, the game is drawn. Castling permitted, but for the purpose of attacking the opposition only the king is regarded as having moved. Opening analysis in *VC* 60, game with a "swap option" (after White's first move, Black can turn the board round and continue as White) in *VC* 61.

**Mate With A Free Field (MAFF)** (*VC* 27 page 145): in the "mate", the king must be in check, and there must be exactly one unguarded square in his field. **One White Unit (OWU)** (same page): in a mate of Black, there must be exactly one White unit in the king's field. In each case, the giving of a normal mate is forbidden. Problems given (mate in two).

### Section 10.4

**Capture Chess** (*VC* 59 page 81) is Scacia (*ECV* 2 page 83) with a normal array, and an additional rule that if one side cannot move the game is won by the side with more material.

### Section 10.9

**Chicken Chess** (*VC* 59 page 81) is a blend of Losing Chess with Benedict Chess as described above. When a piece is moved, it changes the colour of all the opposing men attacked by it, but capturing is permitted and indeed compulsory, and the objective is to lose all your men. The king is an ordinary man.

**Circe Losing** (*VC* 33 page 11): Losing Chess with Circe rebirths. Two studies given (both wins in six).

**Loser's Chess** (*VC* 59 page 81) appears to be essentially the same as one of the varieties of Les Echecs Battu-Battant listed by Boyer in 1951 (*ECV* 2 page 86). You must either get checkmated or lose all your pieces, and capturing is compulsory.

**Losing Chess [Hastings]** (*VC* 11 page 47). "Patrick Donovan reports that an unusual form of Losing Chess has been reported in Hastings. The normal rules apply except that the King must get out of check, and has to be the

last piece to be captured. It sounds an interesting form of the game.” This sounds like another of the varieties of Les Echecs Battu-Battant, but I have not checked in detail.

**Vinciperdi** is given in VC 9 (page 12) as the name of the version of **Losing Chess** where stalemate is a draw.

### Section 10.11

**Chess For One [Burkhart]** (VC 56 page 24): a position is set up using random or pseudo-random numbers, and the player has to get the men back home. Eight examples given. A **Duo Game** with the same rules is also proposed, where each player tries to get home first.

### Section 11.1

**Bug For Two** (VC 55 page 55) is Bughouse (ECV 2 pages 326-7) modified for play by two players (two boards, two sets, one clock). **Richmond Exchange Chess** appears to be the same game played by partnerships.

**Section 12.3** (heading needs to be altered to “Men changing sides other than by being captured”)

**Andernach Chess** (VC 18 page 168): a unit other than a king changes colour when making a capture. Problem given (helpmate). **Anti-Andernach Chess** (VC 23 page 55) is the opposite, a unit other than a king changing colour when not making a capture. Problems given (mate in two, helpmate).

**Hypervolage Pieces** (VC 27 page 143) change sides every time they move to a square of different colour. Problem given (helpmate).

### Section 12.9

**Bidding Chess** (VC 57 pages 42-4): each player has a stack of chips, and bids for the right to decide who makes the next move. The higher bidder makes the decision, and passes over the amount of his bid. There is a tie-break chip, and in the event of a tie its holder can exercise the right to decide this time and pass over the tie-break chip or concede the right and retain it. Victory is by capturing the king. Examples given (endgames, specimen game, analysis). **Capitalist Chess** (ECV 2 pages 285-6) uses a similar idea but with the players holding an auction instead of bidding blindly.

This and **Taxi Chess [Betza]** (see division B above) might reasonably be placed in a separate section, “Games influenced by money or its equivalent”, and the games **Token Chess** (ECV 2 page 54), **Bankhouse Chess** (same page), **The Game of Calculation** (page 77), and **Turbo Chess** (page 100) might reasonably be moved to it.

### Section 12.10

**Knight’s Tours** were a notable omission both from the original *Encyclopedia* and from the text I inherited for ECV 2. David no doubt thought that they constituted too specialized a subject for inclusion, but had I regarded the matter as within my remit I might well have inserted at least a definition and a brief historical survey (there is an excellent bibliography on George Jelliss’s “Knight’s Tour Notes” web site). For an example, the most suitable is surely the Jaenisch tour which appears on the front page of VC 57, a rotationally symmetric tour in which each row and each column adds to 260, the long odd diagonal and each parallel odd broken diagonal to 256, and the long even diagonal and each parallel even broken diagonal to 264. Jaenisch described this as “la solution la plus parfaite du problème du Cavalier”, and exhaustive analysis by computer has borne him out.

There is also a case for including the more common **Problem Stipulations**. Even “**Give Mate Within N Moves**” is a variation on the normal laws of chess, and **Selfmate**, **Helpmate**, and **Series Play** might reasonably be added. **Proof Games** and **Retrograde Analysis** are already in ECV 2.

**Check, Castles, Capture** (VC 63 page 164) is a game-reconstruction stipulation in which the nature of each move is specified, but no more. **Human, Animal, Pawn** (VC 55 page 17) is a stipulation in which the kind of man moving or captured is specified (K/Q/B, R/N, P) but no more. The classification of “rook” as “animal” harks back to the days when this piece was represented by an elephant.

**Editor’s Nightmare Chess** (VC 49 page 74) was not a game as such, but merely a name for a set of Proof Game problems where the White men were omitted from the diagrams because the editor had run out of Letraset.

### Section 12.11

**Fridgechess** (*VC* 39 page 120) is an amusing presentation of ordinary chess using fridge magnets with an invertible “Your turn” indicator. It can of course be used to play any variant using a normal board and men, or you can buy a second fridge and play Alice...

**Luftwaffe Chess** (*VC* 16 page 132). From the description given (origin 1942, boards represented German and English coasts, men were models of leading combat aircraft) this would appear merely to have been a different representation of ordinary chess.

**Quantum Chess [Internet]** (*VC* 30 page 22): computer-mediated play of ordinary chess at a time limit of five or ten seconds for the whole game.

**You Cut, I'll Choose** (*VC* 48 page 55). One player sets up an initial position, not necessarily balanced nor restricted to the standard set of men, and the other chooses which side to take.

**Stanley Random Chess** (*VC* 59 page 81) is complete and utter hokey (there are references to April 1 and to an official handbook consisting of 175 volumes “which have to be transported to tournaments by articulated lorry”).

Finally, **Unrated Standard Chess** (same page) is offered on a certain web site as a way of playing a casual game of chess with a friend without having the result held against you.

### Section 13.1

**Kazan Chess [Clayton]**. *VC* 44 page 56 carried brief notes on a 10x10 game with normal pieces on b1-i1, 10xP on rank 2, and twelve extra pieces (K, Q, 2xR, 2xB in red and again in blue) by the side of the board. No further information.

### Section 13.4

**Crazy Knights** (*VC* 40 page 121): a simple knight puzzle on a board of curious shape.

**Semi-Boards** (*VC* 8 page 109) are made by extracting the squares of one colour from an ordinary board, turning the result through 45°, and rechequering.

### Section 14.1

**Capablanca Random Chess** (*VC* 57 page 45) applies the ideas of Fisherandom Chess to Capablanca's 10 x 8 game with Archbishop (B+N) and Chancellor (R+N). The pieces are randomized subject to constraints (bishops on opposite colours, Q and A likewise, king between the rooks, every pawn guarded by a friendly piece, Black's pieces mirror White's on the file). Castling allowed subject to the usual constraints.

**Deca-Chess [Coby]** (*VC* 55 page 9) uses Duke (R+N) and Prince (B+N) on a 10x10 board with baseline RNBQKPrBNR; pawn can move one or two squares forward at any time and up to three squares initially, e.p. permitted throughout; castling moves the king three squares towards the rook. Endgame study given.

**Dragon** (*VC* 11 page 40) moves as N + P, but cannot promote. Problem given (mate in twelve).

**Embassy Chess** (*VC* 57 page 45) uses Marshall (N+R) and Cardinal (N+B) on a 10 x 8 board with baseline RNBQKMCBnr.

**Seirawan-Chess** (*VC* 55 page 9) uses Elephant (R+N) and Hawk (B+N) on an 8x8 board with the normal starting array. The E and H are brought into play when another piece makes its first move, being dropped on the square vacated (one only may be dropped when castling, but on either square). Endgame given (solution modified in *VC* 56), and two complete games given in *VC* 64.

**Wardens** (*VC* 31 page 39) was the name given by the problemist L. J. Webster and his brother to the pieces they used to represent R + N, two squat and sturdy rooks with knight's heads described as “fearsome-looking beasts which would terrify any intruder”. For B + N, they used knights with mitres which they called **Abbots**.

### Section 14.3

**Ship** (*VC* 26 page 125) moves as R + P, but cannot promote. Problem given (mate in two).

### Section 14.4

**Grosses Schach** (*VC* 44 page 56), on a 10x10 board with 30 men a side, was exhibited at the 2003 Essen Games Fair and “was expected to be in production early in 2004”. This immensely complicated game could be put almost anywhere in chapters 14-16.

**Snipers [Thinktank]** (*VC* 2 page 21) move like one piece but capture like another. Such men are in *ECV* 2, but the name “Snipers” is not.

### Section 15.1

**Clockwork Mouse** (*VC* 24 page 76) moves one square in the direction in which it is pointing, or can rotate 90 degrees to the right or left. Problem given (helpmate).

**Generalised Generals** (*VC* 25 pages 109-110): a survey of all 24 laterally symmetric one-step movers which have at least one forward move (diagonally or straight). Names are given or proposed (see also page 132 of *VC* 26). It is noted that the apparent Japanese convention of using “drunk” for a piece with a sideways movement and “blind” for one with no directly forward movement results in some “very odd” names such as “blind drunk elephant”.

**Soldier** (*VC* 7 page 87) moves one step forward or sideways (in other words, as a xiangqi “pawn”, which is “soldier” in the original Chinese, which has crossed the river). Problem given (mate in three).

### Section 15.2

**Chiral Knights** (*VC* 29 page 7): knights with half the normal moves (for example, Nd4 to c6, f5, e2, b3).

**Councillor Chess** (*VC* 37 page 79): board 12x8 with Elephant (moves like a bishop but one or two squares only) and Councillor (non-royal king), baseline RNBECQKCEBNR, pawns promote only to bishop or councillor, complicated rules regarding castling.

**The Courier Game Modernized** (*VC* 37 page 78): the original formulation of what became Modern Courier Chess, with Joker (non-royal king) and Courier (composite 2-0/1-1 leaper). Example game given. Further ideas appear in *VC* 53 (page 140).

**Kinghopper** (*VC* 23 page 54): leaps over an immediately adjacent man, orthogonally or diagonally. Problem given (series helpmate).

In addition to the horse, which is known (at least to problemists) as the **Mao**, there is also a **Moa** which takes the diagonal step first (so, standing on a1 and wanting to get to b3, a Mao can be blocked on a2, a Moa on b2).

### Section 15.3

The note at the head of this section might usefully be incorporated in the chapter heading, and the matter might be taken up in greater detail in a new section 15.5, “Generalised leapers”. This would provide a convenient reference point for later definitions of riders and hoppers, and an opportunity for an examination of theoretical questions such as which pairs of leapers, with their king, can force mate against a bare king (for this and for some other endings with variant pieces, see *VC* 60 pages 98-100).

The **Chinese Camel** has a similar relation to the ordinary camel (3-1 leaper) as the Chinese horse or Mao does to the ordinary knight. A horse wanting to move from a1 to b3 is blocked by a man of either colour on a2; a Chinese Camel wanting to move from a1 to b4 is blocked by a man on a2 or a3 (but apparently not by a man on b3 - see *VC* 36 page 71 and *VC* 37 page 84).

**Mammoth** (*VC* 17 page 150) moves like a knight, then one square as a bishop.

#### Section 15.4

**Hyper-Chess [Coby]** (VC 55 page 9) uses Wizard (Q+N), Duke (R+N), Prince (B+N), Squire (non-royal K), and three varieties of pawn: Hyper (can promote to any piece), ordinary (can promote to any piece except Wizard), and Squire (can promote only to S, R, B, or N). Board 12x12, baseline RNBPrDWKQSBNR, pawn row SpPHpHpPSpSpPHpHpPSp. Any pawn can move one or two squares forward at any time and up to four squares initially, e.p. permitted throughout; castling moves the king four squares towards the rook.

**Tak Tik** (VC 26 page 130), with or without a hyphen, appears to have been another name for Wehr-Schach.

#### Section 16.1

**Gutzwiller Bishops** (VC 24 page 68) move as bishops but only from one of the orthogonally adjacent squares.

**Jaguar** (VC 10 page 24) moves on Q-lines towards another piece, and stops on any intermediate square. Problem given (helpstalemate).

**Jibber** (VC 3 page 33) rides along Q-lines until it meets an obstacle, when it stops just short. Problem given (mate in two). The piece was subsequently reinvented as the **Hamster**, a name due to C. M. B. Tylor which I must confess I prefer (*Chessics* 9). The **Jabber** (VC 23 page 54) is the same but can move “through” an enemy unit and capture it. Problems given (helpmate, mate in two). The **Jabberwock** (VC 24 page 74), described as “a lethal sort of hamster”, has the added power of making a null jab against a unit it is already standing next to. Problem given (mate in four).

**Magic Bishops [Byway]** (VC 8 page 109) can land on the intersection points between squares, where they vanish.

**Woodworm** (VC 3 page 33) moves along R-lines but only between two men, one each side of the path. Problem given (mate in four).

#### Section 16.3

**Bouncer** (VC 3 page 31) moves along Q-lines until it meets either another man or the board edge, upon which it bounces back twice as far along the same line. Problem given (mate in two). **Diagonal Bouncer** (VC 5 page 57) is restricted to B-lines.

**Bouncy Chess** (VC 3 page 25) is in *ECV 2* (page 141), but see division A above. **Bouncy Queen** (VC 4 page 47) can move again on moving to an edge square, but not back in the same direction. Puzzle given. **One-Bounce Queen** (VC 5 page 64) is a further variant.

**Really Bouncy Bishop** (VC 14 page 93) bounces from the true board edge rather than from the centre of a square on the edge (thus d1-a4-a5-d8 etc). Other related pieces are given.

**Section 16.4** (heading needs to become “Other pieces which change or can change direction in mid-move”)

**Pivoting Pieces** (VC 26 page 126) can change direction half-way through a move, but only if both halves of the move, if extended to full length and made in their entirety, would have been legal. Problems given (two mates in one). (These were originally published as ostensibly orthodox problems with the stipulation “mate in two half moves”, a formulation which I prefer.)

**Ubi-ubi** (VC 15 page 109) makes an arbitrarily long sequence of knight moves. Problem given (find the last ten moves). It can capture only on the final move of the sequence.

#### Section 16.6

Although a vast number of hopping pieces have been invented over the years, most have been used only in problems, and David preferred to restrict himself to those few which had been used in games. The compiler of an *ECV 3* might well decide to follow suit. If he prefers to give a more general treatment, he will find a useful survey in *VC 3* (pages 32-33): ordinary **Hoppers**, which ride up to the hurdle, jump over it, and land on the next square beyond, capturing by displacement in the normal way (the hurdle may normally be of either colour, but

there are **Auto-hoppers** in which it must be of the same colour as the piece moving and **Oppo-hoppers** in which it must be of the opposite colour), **Equihoppers**, which jump on to a hurdle and then jump on the same distance beyond, **Contra-Hoppers**, where the hurdle must be adjacent to the piece moving but this can then ride on beyond, the **Lion** family, which can ride on beyond the hurdle, and some others. There are also the **Locust** family, which move like hoppers but capture the man jumped over, the **Chinese** family, which have the same relation to the corresponding riders as the Chinese cannon does to the ordinary rook, and **Marine** pieces, which move as riders but capture as locusts (we met these in Q/R/B form in section 3.5).

**Castellan** (*VC* 11 page 47): a rook which, whenever it stops one square short of a piece (of either colour, and irrespective of whether a capture has been made) causes that piece to hop over it and land on the square it has just crossed or left. There is also a **Regan** (queen), **Anglican** (bishop), **Pawan** and **Kingan**.

**Jump Chess** (*VC* 57 page 56, also *VC* 59 page 77): in addition to their normal moves, queen, rook, and bishop may jump over an immediately adjacent man (whether friendly or enemy) and land on the square beyond. Examples given (opening and endgame analysis, extracts from play).

**Kangaroo [Modern]** (*VC* 3 page 33) moves along Q-lines until it has passed over two men (which need not be contiguous) and then alights on the next square beyond them. Problem given (helpmate).

**Miller's Daughter Chess** (*VC* 52 page 115): a combination of chess and halma. Each player has a Miller's Daughter and eleven Princes; each has a step move like a chess king and a jump move or sequence as in halma, but in the case of a prince the net effect must be to move it forwards; the aim is to capture the miller's daughter. Specimen games and analysis in *VC* 53 (pages 138-9), *VC* 54 (page 161), *VC* 58 (pages 62-3), and *VC* 59 (pages 74-6), with some rule changes.

**Moose** (*VC* 17 page 147): a refracting grasshopper (deviates by 45 degrees when jumping the hurdle). Problem given (helpdoublestalemate).

**Overhopper** (*VC* 10 page 24) hops in straight lines, in any direction, over occupied squares only. Problem given (helpmate).

**Tiger** (*VC* 12 page 56-57) moves as a lion (as grasshopper but can continue any distance beyond the hurdle) but in any direction, not just along Q-lines. Problem given (helpmate).

## Section 17.9

There is a passing mention of an experimental Ultima variant **Prima** in *VC* 21 (page 6) which mentions that among its band of recruits is the delightful **Carthorse**, which, being unable to leap, "falls" on an opposing man and pushes it one square along. If the man happens to be on the board edge, this could prove fatal.

## Section 18.1

**Mutation Progressive Chess** (*VC* 32 page 49) is the same as Progressive Mutation Chess.

## Section 18.2

**Alternator** (*VC* 2 page 21): a piece which alternates between two natures each time it moves (so, given a Q~N alternator at b1 currently moving as N, the move Cc3 converts it to Q, and Cxc7 then converts it back to N and gives check). **Chameleon** (same page): a piece which cycles P-N-B-R-Q-P. Problem given (helpmate).

**Changeling** (*VC* 2 page 21): a piece which makes four moves at each turn, one as R, one as B, one as N, and one as P, in any order. The piece changes its nature before moving. Kings may stand in check during the sequence. Problem given (mate in one).

**Excel Chess** (*VC* 61 page 113): all men, pieces and pawns alike, promote to queens on reaching any square on the seventh or eighth ranks, and there is no en passant capture.

**Ice Chess** (*VC* 56 page 36). Pieces are made of ice, and demote to pawns after a certain number of moves because melting has made them indistinguishable.

**Inflation or Descent Chess** (*VC* 15 page 107: Einstein Chess (*ECV 2* page 163) with no increase in power on capturing. Problem given (helpmate).

**NorskACA** (*VC* 64 pages 236-7): a version of Norwegian Chess (*ECV* page 210, not in *ECV 2*) in which all captures are allowed and the changes B~R and Q~N occur on every move. Problems given (proof games).

**Relegation Chess** (*VC* 24 page 75): a piece which moves to its second rank becomes a pawn (ordinary promotion as usual). Problem given (proof game).

**Summa-Promoter** (*VC* 27 page 143) can change to N, B, R, or Q after each move, or remain unchanged. Problem given (helpmate).

**Transformers** (*VC* 2 page 21) are pieces which can change their powers in a given order, the transformation counting as a move. The earliest were **Turn-Symbol Pieces** (Q~Grasshopper, N~Nightrider), so called because the standard symbols for Grasshopper and Nightrider in problem diagrams are inverted Q and inverted N respectively. Two-value transformers in general are called **Jekyll & Hyde Pieces**.

### Section 18.3

**Fissile Pieces** (*VC* 41 page 15) divide in two before moving, each part then making a move of the same length. The resulting pieces are themselves fissile. Problem given (helpmate).

**Iceberg Chess [Fayers]** (*VC* 25 pages 101-2) is a version of **Augsburg Chess** (*ECV 2* page 166), and the changes are such as to bring into question the accuracy of the *ECV* definition. Also mentioned are **King-Augsburg**, **Augsburg-Both-Sides-At-Once**, and **Pawn-Iceberg**. Problems given (series mate, three helpmates, series helpstalemate, helpstalemate).

### Section 18.4

**Chameleon Chess** (*VC* 5 page 57): when a rook, knight, or bishop moves to a rook's, knight's, or bishop's file, it transforms into that piece. Problem given (to interchange two pieces).

**Querquisite** (*VC* 2 page 21) has the power of the orthodox piece whose file it is on. Problem given (helpmate).

### Section 18.6

**Orphan** (*VC* 4 page 45) has no powers of its own but moves like any piece attacking or guarding it. Problem given (mate in two).

### Section 19.1

**Fairy Kings** in general. A series of articles by Mark Ridley (*VC* 17 pages 148-9, *VC* 18 pages 169-70, *VC* 20 pages 210-1, *VC* 21 pages 12-13) gave extensive coverage with problems as examples: **Rex Multiplex**, **Siamese / Vaulting / Transmuting / Reflecting / Antipodean / Circe Kings**, **Royal Pieces**, **Protean / Symbolic Kings**, **K-Units**, **Camouflage / Ultimate Kings**, **Castle Chess**, **Nostalgic / Potentate / Neutral Kings**, **Brunner Chess**, **Anti-Kings**. Some are in *ECV 2*, some are not. There is an endgame study with Transmuting Kings in *VC* 62.

### Section 19.4

**Republican Chess** (*VC* 26 page 120): if a king of the side to move can be placed on a square where it would be mated, it is so placed. Problem given (selfmate). A subvariant, **Republican Chess (Due Process)**, appeared in *VC* 27 (page 139), in which the king is placed on the board first and then mated. Problem given (mate in two), plus two more (both mates in two) relating to the original formulation.

**Section 20.1** (this section might better be headed "The players choose by agreement")

**Chess Patience [Tylor]** (*VC* 1 page 5) is "a system rather than an individual game": play after the first move is largely or wholly automatic. Example game given.

**Chess Reactions** was the title of a booklet by C. M. B. Tylor reviewed on page 42 of *VC* 35. It investigates the chess variants arising from the different effects of a move to a square already occupied, dividing them into **Destructive Reactions**, where one or both pieces vanish, **Transitive Reactions**, where one piece moves on either under its own steam or otherwise (the four types of move possible are called Skip, Tag, Pass, and Kick), and **Combinative Reactions**, where the two pieces join forces in some way. Three examples were highlighted in the review: **Oppo-Surrender Chess**, where a piece (including a king) attempting a capture is itself removed from the board, **Free Pass Chess**, where the arriving piece moves on according to the posers of the other piece, and **Oppo-Additive Chess**, where the arriving piece may either capture its victim or stick to it permanently, each player then moving it according to the powers of his own component. Problems given (mate in six, mate in two, series helpmate). The booklet may represent a codification and perhaps extension of Reaction Chess as described in the first edition.

**Meta-Chess [Brown]**. A book review on page 87 of *VC* 24 gives four games not included in *ECV 2*: **Savant Chess**, **Jester Chess [Brown]**, **Grand Prince Chess**, and **Asian Shogi**.

**Mutations** (*VC* 14 page 93): a tournament suggestion. Before each round, one change to the normal men (for example, rooks replaced by lances or cannons) is chosen, perhaps by lot, from a specified list.

## Section 20.2

**Betza's Chess** (*VC* 47 page 43) is in *ECV 2* as Equal Armies (pages 186-7). **Chess With Different Armies** (*VC* 47 page 43) is an exotic extension. David Pritchard was not impressed: "Where different armies are matched, the players would be faced with memorizing the moves of eight different pieces, hardly conducive to forward thinking one would have thought, even for correspondence play."

## Section 21.4

**Antipieces** (*VC* 43 pages 46-7) can move to any square to which the corresponding orthodox piece cannot move. Problems given, also an attempted game array which in fact allows a mate in two.

**Protector** (*VC* 23 page 48): a rotatable piece which can block an adjacent square by pointing at it, subsequent landing on or passing through this square being forbidden. Several versions are suggested.

**Watchtower Pieces** (*VC* 26 pages 123-4) guard squares against the enemy king, but do not themselves move. Problems given (mate in eight with the watchtower piece, helpmate). Some specific names are mentioned: **Atlantosaurus** (K), **Dinosaurus** (Q), **Mammoth** (R), and clashing with the "Mammoth" described in section 15.3 above), **Brontosaurus** (B), **Hippopotamus** (N).

## Section 21.8

**Ice Age Chess** (*VC* 57 page 45): normal board and men, but at the start all 32 empty squares are filled with ice cubes. These act as obstacles, but can be captured. After Black's 20th move, 40th, 60th, and so on, there is an Ice Age, when any empty square which does not have a man immediately adjacent to it on every available side is filled with a new ice cube. If an Ice Age leaves a man surrounded by ice cubes in all directions, both orthogonally and diagonally, that man is "frozen" and is removed from the board. If a king becomes frozen in this way, its owner loses; if both kings become frozen, the game is a draw.

**Remanantes Schach** (*VC* 27 page 144): non-moving ghosts of pieces are left behind after each move. Problem given (series helpdoublestalemate).

**Shuuro** (*VC* 62 page 133): 12x12 board; the players choose their own armies, each man having a point value and the player having to keep within a given total, and after the armies have been chosen eight plinths are placed on the board at random. These can be occupied only by knights, and block the moves of all other men.

## Section 21.12

**Headbanger Chess** (*VC* 19 page 185). A tongue-in-cheek *cri de coeur* from Malcolm Horne: "for each separate game ... the players are called upon to select a cocktail of exotic pieces - and some of the most complicated, confusing and ambiguous rules - all taken from a recent issue of *Variant Chess*". In **Advanced Headbanger Chess** all issues of *VC* may be plundered, while **Supreme Headbanger Chess** allows the use of

ECV in its entirety. “When annotating a game of HC for VC, copious analysis should be provided, with a pile of sub-variations in nested brackets, and little or no paragraphing. Any explanation of what might be going on should be kept to an absolute minimum - it is for the headbanging reader to work this sort of thing out.” Kriegspiel and Progressive versions are also suggested.

**Nam Dinh Chess** (VC 61 page 167) is played on a 25-point Alquerque board. Each side has a king and 11 men; king and man each move one point in any permitted direction (horizontal, vertical, diagonal along the lines a1-e5, a3-c1, a3-c5, a5-e1, c1-e3, or c5-e3); king can jump over one friendly man and capture the piece on the point beyond, man ditto but cannot capture a king; win by mate or stalemate. As described in VC, the game was flawed (White had a forced mate in two from the game array), but the modified rules above, suggested by Robert Reid and drawn to my attention by Mats Winther, appear to rescue it, and Mats tells me that in this form it is a good game. Endgame analysis in VC 62.

### Section 22.1

**Polgar Superstar Chess** (VC 61 page 106) is played on a 37-cell hexagonal star with a forward rook move. Board a7, b6-8, c1-13, d2-12, e3-11, f2-12, g1-13, h6-8, i7; king can move to any adjacent hex, rook moves only on the file, bishop in the two other “Glinski rook” directions, queen as R+B (in other words, as Glinski’s rook), knight and pawn as Glinski, but pawn-two allowed only if the pawn has not previously moved, and no en passant. Promotion on the end squares of files c-g. Pawns set initially on c3-e5-g3 and c11-e9-g11, pieces then placed alternately as the players wish. Six endgame studies given, plus three games in VC 62 (pages 123-5).

### Section 22.4

**New Varieties of Hexagonal Chess [Jelliss]** (VC 8 pages 97-98). First version: 94-cell oblong board with a lateral rook move (so rows of length 9, 8, 9, 8, 9, 8, 9, 8, 9, 8, 9), array RNBQBKBNR, 8xP, -PPPPPP- (15 pawns), Black mirroring on the file, pieces as Glinski, pawns move one step forward (initial two-step allowed), capture one step diagonally forward. Trial game given. Second version the same but on a 127-cell hexagon, array RBQBKBR, PNPPPPNP, 9xP, also a three-player version of the latter.

**Rose Board Recipes** (VC 63 page 163): review of a book describing chess variants and other games on the “Rose” [Jameson] board (91-cell hexagon with a lateral rook move), the “Credo” board (169-cell hexagon less the six corner cells), and other boards in two or three dimensions.

### Section 24.1

**Horizontal Cylinder Chess** (VC 23 page 48): the board is assumed to be wrapped round a cylinder so that the first and eighth ranks are contiguous. Two starting positions are suggested.

**Vertical Möbius Strip** (VC 31 page 45): as Vertical Cylinder, but the board is given a half-twist before being joined up (so a3 is adjacent to h6). Problem given (helpmate).

### Section 24.3

**Spherical Chess [Kass]**. On page 175 of VC 18, there is a reference to U.S. Patent 3,359,003 filed by David Kass.

### Section 25.1

**Mapped Chess** (VC 54 page 151): three-dimensional chess on an 8x8x2 board, representing an 8x8x8 board condensed down to two levels; some addition to the rook’s power.

### Section 25.6

**Asimov Variants [Three-Dimensional]**. On page 126 of VC 40 is an extract from *Pebble in the Sky* referring to variants including a 3D game on an 8x8x8 board with a double set of men, the win coming only when both enemy kings are checked simultaneously. No details given.

**Zöllmer 3D-Schach** (VC 54 page 151): three-dimensional chess on an 8x8x8 board reminiscent of Miller’s realisation of Kogbetliantz’s game, with the normal pieces and two rows of pawns on each side.

## Section 25.8

An article on pages 52-3 of *VC 23* discusses three-dimensional chess in general terms, including at least one variant, **Cuboid Space Chess**, which appears not to be in *ECV 2*. This is played on an eight-level board which is effectively a 6x6x6 cube with a 4x4 square stuck on the centre of each face, using two distinguishable sets of men with different moving powers, and the objective is to capture either king or queen.

## Section 25.10

**Hyperchess [Joyce]** (*VC 61* page 109) is a four-dimensional game played on a 4x4 array of 4x4 boards. In general, a piece can make its normal move either on its present 4x4 board or between the boards of the 4x4 array (so, if the way is clear, a rook on cell b2 of board C3 can move to cells a2/c2/d2/b1/b3/b4 on board C3 or to cell b2 on boards A3/B3/D3/C1/C2/C4), but there are many exceptions; a bishop can make a one-step rook move to change colour, a knight slides two-and-one without jumping, and a pawn is allowed a sideways move and captures with its normal move. When a player moves his king to the same 4x4 board as is already occupied by his opponent's king, the latter is "held" and cannot leave that board.

## Part 4, Regional and historical games

**Chess History.** There are articles or snippets on historical forms of chess, including shogi, xiangqi, and related games, in *VC 5* (pages 52-3, shatranj and early medieval chess), *VC 9* (pages 4-7, shogi), *VC 10* (page 21, shogi), *VC 15* (pages 100-104, shogi), *VC 18* (pages 162-6, protochess in the orient), *VC 19* (pages 186-9, early chess games in general, and 194-5, protochess in the orient), *VC 20* (pages 204-207, a continuation of the first article in *VC 19*), *VC 22* (page 42, shogi, also rithmomachia), *VC 25* (pages 107-109, shogi), *VC 27* (pages 149-151, review of a book on the early history of chess, with follow-ups on *VC 28* page 173, *VC 29* page 9, and *VC 30* page 18), *VC 32* (pages 56-8, shogi), *VC 43* (pages 34-7, Burmese Chess), *VC 44* (page 55, shogi), *VC 47* pages 38-9, shogi), *VC 55* (page 11, early chessmen), and *VC 63* (pages 145-7, hnefatafl, and 162, note on the use of dice), and *VC 64* (pages 226-9, nard and ludus latruncularum, and page 253, a riposte on the use of dice). Some of this material already appears in *ECV 2* or influences its content, some may not.

## Section 26.3

**"Abagoren Chess"** and **"Bolyar Chess"** (*VC 55* pages 4-5): claimed historical games for which the evidence is unconvincing.

**Dablo** (*VC 64* pages 218-21): a game played by the Sámi people of Lappland, with modern developments.

**New section 26.5, The Americas** (the chapter heading needs to be changed to "The Near East, Europe, Africa, the Americas")

**Alaskan Chess** (*VC 26* pages 113-4): an article by Lex Kraaijeveld examining the evidence for indigenous forms of **Aleut** and **Yakutat Chess**. There were follow-up notes in *VC 27* (page 147) and *VC 29* (page 7).

## Section 27.2

**5 Tigers** (*VC 20* page 217): a xiangqi variant in which Red's chariots and horses are removed but his soldiers can make two moves instead of one (one soldier moving twice or two soldiers moving once only). Notes on strategy and tactics given.

## Section 27.3

**Oriental Chess [Byway]** (*VC 37* page 88): a chess/xiangqi hybrid on a 9x9 board. Baseline RNBQKQBNR, with P-P-P-P-P on rank 3; all pieces have their Chinese moves (thus N as Chinese horse, Q as guard but not restricted to the palace, B as elephant but not restricted to its own half of the board); pawn moves and captures forwards only, but also sideways in the middle third of the board and backwards in the last third; kings cannot stand unscreened on the same file; cannons initially held in hand, and dropped as required.

**Progressive Chinese Chess** (*VC 4* pages 42-3) is progressive xiangqi. Specimen game given.

### Section 28.3

**Progressive Shogi** (*VC* 24 pages 86-7): suggested rules, with two trial games.

**Section 29.3** (needs to be retitled to accommodate Laos)

**Laotian Chess** (*VC* 55 page 4) appears to be merely Makruk with Laotian terminology.

### Section 30.1

**Dice Chess [BrainKing]** (*VC* 57 page 45) uses a computer-generated die with 1 = P, 2 = N, 3 = B, 4 = R, 5 = Q, 6 = K, and “BrainKing does not roll the die to indicate an immobile piece”. If a pawn is about to promote, it may be moved even if the die does not show 1, but it may promote only to the piece shown by the die; if the die shows 1, it may promote to any piece.

### Section 30.2

**Behemoth Chess** (*VC* 57 page 45) is a variant of Piece-Eater Chess. A Behemoth initially occupies d4. After each move, it picks one of the eight orthogonal and diagonal directions at random, and moves a random number of squares from 1 to 4 in this direction, swallowing everything in its path. If this takes it off the edge of the board, it reappears on the far side. It cannot be captured. There is no check, and a player loses if his king is captured either by an opposing man or by the Behemoth. If the Behemoth captures both kings at the same time, the game is drawn.

### Section 31.1

**Chess Cards [Warne]** (*VC* 18 pages 175-6): cards with chess-themed courts. “There the similarity with chess ends. The card games suggested involve trick-taking.”

### Section 31.2

**Move It Or Lose It** or **15-Out** (*VC* 60 page 96) is played with ordinary men plus two sets of cards numbered 1 to 15. One card is placed under each man other than the king, the numbers being visible to both players. Each move has a number *k* which cycles from 1 to 15 and then round again. If you move anything other than a king at move *k*, you put card *k* under that man, and if card *k* was already under some other man that man is taken off the board. Castling causes the rook to get card *k*. Opening analysis given, plus the start of a trial game.

(This game might reasonably be placed in a separate section, “Using cards other than as a means of randomization”, Section 30.3 possibly being retitled to match.)

### Section 32.1

**Extendapawn** (*VC* 64 page 231) is Hexapawn (*ECV* 2 page 293) on a board of arbitrary width, and **Quadripawns** is Extendapawn on a board four rows deep. Some analysis of the latter given.

**Ghosts!** (*VC* 64 pages 200-1). Board 6x6 with exits at each corner; each player has four good and four bad ghosts, which move and capture one square orthogonally; the opponent doesn’t know which is which; the object is to capture all his good ghosts, or to lure him into capturing all your bad ghosts, or to play one of your good ghosts through one of the exits at his end of the board. Example game given.

**Hnefichess** (*VC* 64 pages 202-5) is a combination of hnefatafl and chess. White men on dark squares, Black men on light; men and kings alike move one square diagonally or two squares laterally; custodian capture; object is to capture the king or to play one’s own king to the far row. Two specimen games given.

### Section 32.2

“**Anne Watson’s Chess**” (*VC* 58 page 71) was merely an auctioneer’s description of the naval strategy game Straits (U.K. patent 20,614 of 1891). It is not a chess variant, and its originator did not claim it as one.

**Horsefly** (*VC* 48 page 57): the pieces have six of the eight moves of a knight, and the object is to be the first to get one to a set of winning posts.

**Wythoff's Game** (*VC* 48 page 57): a single queen is placed on a large board and the players take it in turn to move it any number of squares N, W, or NW, the object being to be the one to move it to the top left corner.

### Section 33.1

**Goats and Tigers** (*VC* 62 page 135) is not a chess variant.

**Kiwi Checkers** (*VC* 4 page 41): "a type of Draughts-gi". Not really a chess variant.

### Section 33.2

**Amazons** (*VC* 11 page 48): a brief mention of a game which was to be described in *World Game Review*. Not really a chess variant.

**Firdawsi's Nard** (*VC* 64 pages 226-30): a reconstructed historical game, with modern developments.

### Section 33.5

**Minotaur Chess** (*VC* 25 page 106): an extremely complicated game on which David decided not to spend space unless at least 25 readers demanded it. They didn't.

**Tick-Tack Chess** (*VC* 30 page 23): a three-in-a-line game using king, queen, and rook on a 3x3 board.

### Section 33.6

**Burglar and Policemen [7x7]** (*VC* 53 page 143): a version of the game in *ECV 2* (pages 306-7) with only three policemen, these however being allowed to move simultaneously.

**Hnefatafl**. *VC* 59 (page 80) gives the rules then currently in use on Shetland for a 11x11 board, and *VC* 63 (pages 145-7) suggests some rules for a 19x19 board (see also page 162). **Alea Evangelii** (*VC* 64 page 235) may have been another version.

**Kinggo** (*VC* 48 page 57): one player has a king in the middle of a large board and tries to reach the edge, and his opponent places or moves blocking stones so as to prevent him.

**Rugby Chess [Beasley]**: *VC* 63 (page 162) has a note on a four-against-four version.

*VC* 37 (pages 74-75) gives some one-against-many games which do not appear in the *Encyclopedia*, including **De cercar la liebre** from the Alfonso manuscript of 1283 (Murray, pages 568-9 and 616-7), in which ten to twelve men have to catch a hare on a 5x5 board, the well known **Fox and Geese**, where four geese have to surround and immobilize a fox, and **Tiger Hunt**, which is a version of **Maharajah and the Sepoys** (*ECV 2* page 264) where the stronger side lacks its queen.

### Section 33.7

**Chivalrous Attrition** (*VC* 27 page 147) is described as a "chess variant" but "really belongs to the Nim family", and a note by David in *VC* 29 (page 9) says that it is pre-dated by at least six published games.

**The Colchester Game** (*VC* 23 page 64): an article describing the fragmentary remains of a game discovered on a Roman site being dug in 1996, with deductions or speculations as to its nature. There is no evidence that it was a chess variant.

**Cro Prestige** (*VC* 23 page 51) was in David's June 2004 list of games to be included, but I inherited no text, and the only item in his files was a photocopy showing the board and men and giving the information repeated in *VC*. In so far as could be judged from the picture, it appeared to be a territory game rather than a chess game, and given the very limited information available I decided to omit it.

**The Destiny of Chess** (*VC* 23 page 60) is an article which writes in very general mathematical terms and describes a variant, **Time Chess [Déza]**, which appears to me not to be a chess game at all.

**Marineschach [Balasiewicz]** (*VC 55* page 11). A book with this title, published in Wien around 1936, described what appears to have been a sea battle game on an 11x11 board.

### **Section 35.1**

**Asimov Variants [Four-Handed]**. On page 126 of *VC 40* is an extract from *Pebble in the Sky* referring to variants including a four-handed chess on an 8x8 board with 8x8 extensions. No details given.

### **Section 38.11**

**SemiPenultima** (*VC 28* pages 165-6): a version of Penultima (*ECV 2* page 354) with just one referee and one rule change. Problems given (two mates in two, various things to be deduced). It is noted later that these are also valid as Eureka problems (same page).

## Appendix (added December 2015)

**Fortress Chess** (pages 324-5). An article “Russian four-handed chess: myths and misconceptions” by Georgi Markov (pages 41-9 of *Board Game Studies* 9, downloadable from <http://bgsj.ludus-opuscula.org>) draws attention to a couple of mistakes in the rules as presented in *ECV*: the knight’s move can be treated as either orthogonal followed by diagonal or vice versa, not just as the former, and although the game may sometimes have been played with kings and queens interchanged, Petrov, in his original paper (*Schachzeitung* 1850, pages 377-384), advised against this. There are also misconceptions regarding the popularity of the game. The statement that there was a London club devoted to the game in 1855 is quite wrong (David followed a 1987 book *Zug um Zug* by H. Machatscheck, who had apparently misread a reference to the club formed in London in 1885 to play four-handed chess to the rules of Verney and later of Hughes-Hughes), and the statement that both Tchigorin and Capablanca are recorded as players, although not challenged by Markov, is attributed in the original *ECV* to *Zug um Zug* and must now be regarded as suspect. According to Markov, a letter by Petrov to *Shakhmatny Listok* in 1862 described the game as having only a few players in St Petersburg, and there appears to be little if any evidence either for its subsequent spread outside Russia or for its survival even within Russia for any significant length of time after 1862.

The primary source for this game remains Petrov’s article in *Schachzeitung* 1850, a subsequent article by him in *Shakhmatny Listok* 1862 being described by Markov as “a nearly identical text in Russian”. Everything else has been derivative, and not always accurately so. However, Markov’s article provides an excellent English-language introduction to what he describes as “a rather enjoyable game”, and offers sensible suggestions for handling some situations where the rules are silent. It also proposes a couple of two-player versions.