

NOT IN ECV 2

David Pritchard 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 sheets and noted the section in *ECV 2* where the game was described. This disclosed over 150 games which had not been included. In nearly every case the reason was obvious, but two games were omitted through my error, and four of David's omissions do not seem readily explicable and may have been inadvertent. I reported my omission of the Indian game Radha-Madhara in "ECV 2 footnotes" in *VC 55*; the others are described below. It cannot be claimed that any except perhaps the last is of particular interest, but I think they should be reported as a matter of completeness.

Quantum Chess [Engel] was in the first edition but was omitted from the text I inherited for the second, 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 to be playable - just - and I would have reinstated it had I noticed the omission.

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)

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)

In **Sniper Chess** (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 I cannot find it though some of the ideas are certainly present elsewhere. (*Chess Spectrum Newsletter*)

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, 0-0 4, 0-0-0 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 be checkmated by bankruptcy.

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*)