

Variant Chess

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Welcome to the first issue of our Quarterly magazine devoted to all kinds of Chess Variants. In this issue we have articles on Refusal Chess, Chatty (4-Handed Partnership) Chess, Chinese Chess, Chess Patience, a page of Original Problems to solve, the first part of a series on Generalised Chess, and games of Progressive Chess and Progressive Circe Chess. Subscription to four issues is £3.00(\$6), payable to G.P.Jelliss. Write to us with your News, Views, Games, Problems, Articles.

Refusal Chess

By Paul NOVAK

Refusal Chess (also known as Rejection Chess or Out-law Chess) was invented by C.H.O'D.Alexander, who composed some problems but recorded no games to my knowledge. The only rule change from normal chess is that you may refuse one of your opponent's moves each turn (you cannot leave your King in check though and refuse opponent's piece takes your King).

Since its conception two very similar siblings have appeared; that the number of refusals is limited (which I have not played); and where two moves are proposed together on each turn, the opponent accepting one and refusing the other. This form is ideally suited to postal play as it saves a lot of time.

Different Pawn promotions count as different moves. Queens are much stronger than in normal chess, as they can munch through an opponent's position and not allow themselves to be taken. In the example game here the refused moves are bracketed. No refused move was given for the first White move.

Refusal Chess
Correspondence 1988
David Murphy v Paul Novak

1. (-)e4 (e5)c6
2. (Qf3)Qh5 (Qb6)Nf6
3. (Qxf7+)e5 (Nhx5)g6
4. (ef)Qf3 (Bg7)Qa5!

Not now 5.Qxf6?? when
5...(ef)Qxe5+ wins WQ.

5. (ef)Nc3 (Qxe5+)Bg7
6. (ef)Bc4 (Qxe5+)d5
7. (ef)ed,e.p. (Qe5+)OO

A thematic position from this opening: Black is under pressure but develops quickly.

8. (de)Nge2 (ed)Nbd7
9. (de)d4 (ed)e5!
10. (Be3)de (Nxe5)Qxe5

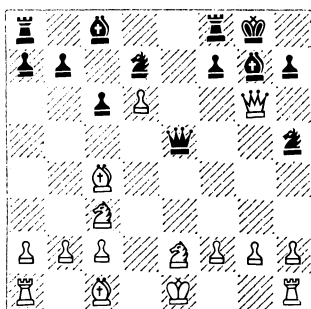
An active square for the Q

11. (Bf4)Qg3 (Qc5)Nh5!

Spotting a combination.

12. (Qxe5)Qxg6?

Apparently a crushing move as 12...hg is refused, but actually a trap.



12. (hg)Qxe2+ winning a piece.
13. (Nxe2)Bxe2

The main line, which David did not play, was:
13.(Nxe2)Kxe2/(hg)Nf4+
14.(Bxf4)Kf3/(Nxc6)Ne5!
15.(Kxf4)Kg3/(Nfxg6)Nexg6!
16.(Bxf4)d7/(Bxd7)Nh5+
17.(Kh3)Kg4/(Bxd7+)Ne5+
18.(Kxh5)Kh4/(Bxd7)Nxd7
When Black is a safe piece up.

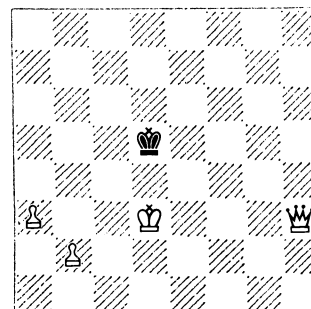
13. (hg)fg
14. (Bc4+)OO (Nh6)Ne5
15. (d7)Bxh5 (gh)Bg4!

Another surprise, trapping the Bishop.

16. (Bxg4)Re1 (gh)Bxh5
17. (Rxe5)Bg5 (Nf3+)Rxf2!
18. (Kxf2)d7 (Raf8)Rxc2+
19. (Kxc2)Kh1 (Bf3!)Rxc5
20. (d8Q)d8R+ (Rxd8)Bf8

and White resigned, 0-1
He would soon be mated.

C.H.O'D.Alexander
The Problemist
F77, March 1970

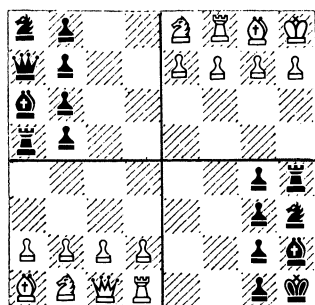


Refusal Chess. Mate in 2.
(The refusal rule continues to apply in the mate positions.)
SOLUTION on page 12.

Chatty Chess By Ian RICHARDSON

Introduction. As the name of this variant implies, (a) it is a four-handed game (Cf. Chatty Bridge) for partners, (b) there is some verbal communication between the partners, although in the game as described here this is strictly formalised, and (c) it is in some sense derived from Chaturanga, the old Indian four-handed game.

The layout of the pieces at the start is similar to Chaturanga, but there are not four Kings on the board - in fact, the game is played with a normal chess set, and normal board. A possible starting position is shown in the diagram. But this is only one of many possible placements of the pieces, which provides great variety and complexity, as in Chaturanga.



The aim of the game is for the partners, working together, to checkmate the opponents' King. The names 'White Attacker', etc. are for convenience only, and do not imply that any player is restricted to attack or defence.

Procedures and Rules. (i) Decide partners and who will be 'Attacker' (i.e. have the Queen) on each side. (ii) Toss for colour - White starts. (iii) Setting up the Pieces. The Pawns are always on the same squares: see diagram above. White Attacker decides first on his or her arrangement of pieces on the four squares behind the Pawns. Then Black Attacker, and so on clockwise round the board. The Defenders, who can be very vulnerable, must be careful in positioning the King and other pieces in relation to other players' pieces. For example, in the diagram above, if the Black B and N on h2 and h3 are interchanged White has an immediate mate. Note that both Bishops on one side can be on the same colour squares. Partners may consult on the placing of pieces.

(iv) The Moves. The Pieces move as in normal chess. The Pawns move forward and take diagonally, but they cannot move two squares in one move, and each player's Pawns have to stay on their own 4x8 section of the board, e.g. White Attacker's Pawns operate only on the a,b,c,d files, and Black Defender's Pawns only on the 5,6,7,8 ranks. Thus a White Pawn on d4 cannot capture on e5. This rule avoids ambiguity of direction of movement of Pawns - each player's Pawns move forwards on his or her 'side' of the board. There is no 'En passant' rule, and no 'Castling'. All other rules, such as Promotion of Pawns, Perpetual check and Repetition of moves, are as in normal chess, except where stated otherwise.

(v) Starting the Game. White Attacker starts, and play proceeds by turn in a clockwise direction (as setting up). For the first four rounds each player moves his or her own pieces only, except when check is given, when the player whose turn it is must get out of check, and to do so any piece of the relevant colour may be used. From round five onwards, a player can move any piece of his or her colour. At the start of the fourth round White Attacker must announce that this is the last restricted round, for the change to unrestricted play means that a double-move situation arises, in which for example the same piece could be moved twice to attack and perhaps take the Queen. This can be countered by a check. (In trial games played with these rules, there was no great difficulty in dealing with this matter.)

(vi) The Chatty Element. It is intended that this be formalised in a game among good players, but as in Chatty Bridge this is a matter for the players to decide. The formal communication between partners can be along these lines: a player in doubt about his or her move makes the move and says "Shall I?". The partner can say "Yes" or "No". Alternatively, when a move is made, the partner can take the initiative and say "Think again". In either case the final decision rests with the player of that move. It follows from this that the usual 'Touch and move' and 'Let go, move over' rules do not apply until the player has reconsidered.

Strategy. Attack can develop very quickly, and if partners combine well, then this can be blistering. It is interesting to consider the possibilities of two Bishops on the same colour. As in Chaturanga and normal chess the four central squares are especially important. In the early stages of the game the Black King is particularly vulnerable and must be carefully protected. If the game reaches a K&P ending, with the Ks remaining close to their starting positions, White has a definite advantage in a race for promotion, as a White Q on a8 covers all the queening squares of the opponent on the a-file. Black must be aware of this in advance.

Sample Game. Played during the 'Deviant Chess' week at Bournemouth in April 1989. Starting position as in the diagram above.

Players:

WA: Patrick Donovan BA: Ian Richardson
WD: Paul Novak BD: Ray Brooks

	WA	BA	WD	BD
1.	a3	c6	Nf6	Nf4
2.	d3	Qc5	h6	f2
3.	Qd2	Qxe7	Re8	Rxh6+
4.	Bh7	Qxf7	gxf6	Nh5

In the four restricted rounds, Black has already launched an attack, involving a Rook sacrifice, and maintains the initiative throughout the game.

- | | | | | |
|----|------|-------|------|-----|
| 5. | Nxh5 | Qxe8+ | Kg7 | Ra4 |
| 6. | Qg5 | Nc7 | Bg8 | Rd4 |
| 7. | Nf6 | Qe7+ | Kh8 | Rd8 |
| 8. | Nd2 | Ne6 | Qg6 | Nf4 |
| 9. | Qg7 | Qe2 | Qxg4 | Kg2 |

A respite for White at this stage, but it doesn't last long.

- | | | | | |
|-----|------|-------|-----|------|
| 10. | Qxe2 | Nxe2 | b3 | c7 |
| 11. | a4 | c5 | a5 | d7 |
| 12. | Nde4 | e7 | Ng4 | f7 |
| 13. | Ngf6 | d5 | Nc5 | f3 |
| 14. | Nxa6 | e5 | Nc5 | exf6 |
| 15. | Bxf6 | Rxg8+ | Kh7 | Nf4 |

and White resigned: 0-1

Although Black has a strong attack, perhaps White underestimated the potential of the a-Pawn (the Black P on b8 cannot interfere). It is a close-run thing. Play might have proceeded:

- | | | | | |
|-----|-----|------|-----------------|------|
| 16. | a6 | Nh5 | Bd4 | d6 |
| | | | (threat of Be5) | |
| 17. | Nd7 | c8 | a7 | cxh7 |
| 18. | Ra1 | Be5 | Bxe5 | dxh5 |
| 19. | Ra6 | Nf6+ | Rxf6 | exf6 |
| 20. | h5 | Kg3 | h4 | Kxh4 |
| 21. | b4 | Rg5 | a8(Q) | Rh5# |

The author hoped that this game might be used as an introduction to chess for beginners, but was assured by the players at Bournemouth that it is too difficult. He is currently working on a simplified version. Players are welcome to try out variant rules. Suggestions are invited.

Chinese Chess By Malcolm HORNE

It can be argued that Chinese Chess lacks the variety, and even the profundity, of orthodox chess, but it is undeniable that it is frequently a more exciting game. It is actually hard to obtain the kind of symmetrical or blocked positions which can send both players yawning towards the draw. Moreover, the passive and uncreative player is much more readily punished in Chinese Chess, and that is perhaps how it should be.

Chinese Chess, unknown by many chess players, is beginning to gain just a little popularity amongst westerners. In Europe there are now groups in Britain, West Germany, France and Holland. The Germans are the most advanced, and they number GM Robert Hubner among their players. In Britain, the recently formed UK Chinese Chess Association (for details send a large stamped self-addressed envelope to Malcolm Chandler at 88 Charterhouse Avenue, Sudbury Town, Middlesex HA0 3DB) issues a small magazine, and runs tournaments, etc. From the same address you can also purchase an excellent new book, Chinese Chess for Beginners (Ishi Press 1989), written by an American, Sam Sloan. It's £5.50 including postage.

One major factor probably inhibiting the growth of Chinese Chess in the West is that the playing pieces usually consist of discs bearing Chinese characters, and books and magazines may give diagrams in Chinese and/or make use of a cumbersome notation. This notation is frequently different from one book to another, and many of the pieces will have different names too. Thus the beginner often has to confront not merely the rules of the game, but also a small dose of the Chinese language, and perhaps a peculiar notation. It is no wonder that

many people don't look further. Actually it is not that hard to learn to recognise a few characters and to decipher a new notation, and it is a pity if this is the reason for ignoring what is an excellent and very tactical game.

There is in fact disagreement amongst Chinese Chess players on the question of how to present the game, and this is partly responsible for the lack of standardisation. In France there have been experiments with western style playing pieces, using conventional Rooks, Knights, Bishops, Pawns and Kings, and just adding new figures for the Cannons and Aides. The Aide, by the way, is variously known as Guard, Assistant, Mandarin and Counsellor, which serves to illustrate the lack of standardisation! I personally favour the westernisation of the game in order to extend its appeal, but in the UK Chinese sets are preferred at present, and Chinese diagrams and a Chinese style notation too.

Here is a game (using western algebraic notation) from a tournament in London in 1988, in which I was quickly flattened by one of the stronger German players.

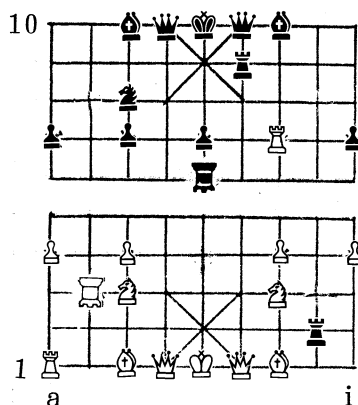
London 1988
 Malcom Horne v
 Boris Mirnik
 1. Ch3-d3
 The Cross-Palace Cannon
 Opening, slightly unusual.

1. Cb8-e8
 2. Nh1-g3 Nh10-g8!?
 3. Cd3-d8

This wins a piece - the only drawback is that it allows my opponent a dangerous attack!

3. Ce8xe4
 4. Cd8xh8 Ce4-e6
 This Cannon on the central file makes it very awkward for me to develop normally.
 5. Ri1-h1 Ri10-i9

6. Ch8-h9 Ra10-a9
 7. Rh1-h8 Ri9xh9
 8. Rh8xg8 Ra9-f9
 9. Nb1-c3 Rh9-h2
 10. Rg8xg7 Nb10-c8

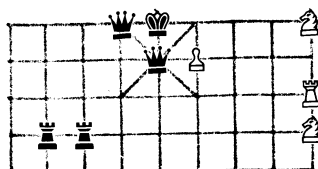


11. Rg7xg10? Rf9-f2!
 Black will follow up with
 12...Rf2-e2 mate and
 there is no intelligent way
 of stopping it. At move 11
 I should have played
 Rg7-g6 to meet 11...Rf9-f2
 with 12.Rg6xe6, although
 this still leaves me in
 some difficulty.
 12. Resigns. 0-1.

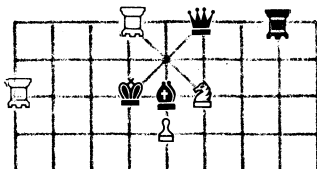
Finding partners for Chinese Chess is a problem. One answer is computers: Novag have one which sells at about £50, also available is a program called OGRE (only £5) which runs on a Spectrum 48K.

POSTAL TOURNEY. Another answer is postal chess. I've just started up a 'CONTINUOUS' Postal Tournament, based on gradings, with players of all strengths (including beginners) from both the U.K. and abroad. You can join at any time and play one or several opponents. SAE to Malcolm Horne.

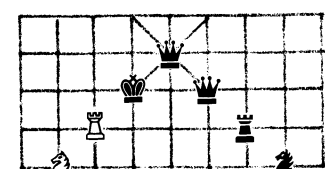
Chinese Chess Problems. These problems are quoted from Chinese books or magazines. Apart from standard problems such as the first two here, the Chinese are also keen on problems in which the pieces create a visual pattern (often the shape of a Chinese character). All the problems are: Red (i.e White) to play and Mate in the specified moves.



A. Mate in 4.



B. Mate in 5.



C. Mate in 12.

Solutions on page 12.

Hint for C: Red repositions the Rooks with a series of checks over the first six moves, then comes a sacrificial mating sequence.

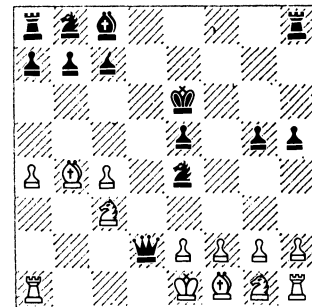
Chess Patience By Dr C.M.B. TYLOR

Chess Patience, like Card Patience, is a system rather than an individual game. It involves playing through a normal game using special rules to determine the sequence of moves. [On the same principles as 'Parallel Time-Stream Chess'.] Various sets of rules can be used, and the game started by a random move (or series of moves). There are two general ways of playing. In an inflexible game the rules determine the moves unambiguously; the player simply plays the game through to discover its outcome. In a flexible game the rules allow a small element of choice of moves; the player uses it to try to steer the game towards a particular outcome.

The best way of getting interesting play without too much difficulty seems to be to choose the piece to be moved on the basis of the opponent's previous move, and then to choose its destination on the basis of the overall position. The choices depend on the chosen piece having a legal move, and its move to the chosen destination square being legal. It will generally be necessary to have subsidiary rules to decide between equally favourable pieces and between equally favourable destination squares.

One fairly straightforward set of rules for inflexible play is as follows. The piece to be moved is that which is (i) geometrically closest to the 'antipodean' square at a (4,4) leap from the arrival square of the opponent's previous move, (ii) furthest from the 8th rank, (iii) furthest from the line between the d and e files. The destination square is that which is (iv) nearest the opposing King, (v) nearest the 8th rank, (vi) nearest the line between the d and e files. Promotion is to Queen or Knight, depending on which could make the best move according to rules (iv) to (vi).

Games are likely to be long and end in repetition of moves, but it so happens that this Antipodean Chess Patience leads to a short decisive game from the opening move 1c4. It is given with the antipodean square shown in brackets after each move: 1c4(g8) Nf6(b2) 2b4(f8) g5(c1) 3Ba3(e7) e5(a1) 4Nc3(g7) h5(d1) 5Qa4(e8) Ke7(a3) 6Bb2(f6) Ne4(a8) 7Qxd7+(h3) Kf6(b2) 8Ba3(e7) Bxb4(f8) 9Qxf7+(b3) Kxf7(b3) 10Bxb4(f8) Ke6(a2) 11a4(e8) Qxd2#. For flexible play, rules (iii) and (vi) would be omitted. In the above game, the player could then deviate by 10Nd5, or 8...Qe7 or 2...e5.

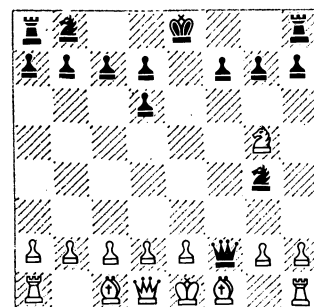


Final position. Mate

Some alternatives to rule (i) are that the piece moved is that closest to (a) the line of action of the previous move, (b) the line through the piece's arrival square perpendicular to its line of action, (c) the 'target' square that would have been reached had the last piece made a further move of the same length in the same direction. For the knight move b1-c3, these would be (a) the line b1-e7, (b) the line a4-g1, (c) the square d5. These would result in different styles of play, but could require more complex calculations, sometimes involving squares outside the board. Rules (iii) and (vi) could be taken before (ii) and (v). Rule (iii) could relate to the distance from the opposing King, and (iii) and (vi) to the distance from the centre point of the board. A further, more drastic, change would be to switch from normal chess to some other known variant.

Of interest in relation to the above article is a note on 'Double Maximuming' in John Beasley's Some Flights of Chess Fancy (see review, page 7). He asks for the shortest game to mate, both players being obliged to make their longest legal moves. "We must start with Knight moves: 1Nc3 Nf6 2Nb5 Ng4 3Nd6+. Black must now get out of check, and his two legal moves are equally long; let him play 3...exd6. This releases the Queen, and after 4Nf3 Qh4 5Ng5 Qxf2 we have the position shown ... this is indeed mate, even though Qh4 is longer than QxK. ... I believe this to be the only mating position which can be reached within five moves.

J.D.Beasley The Problemist 1984

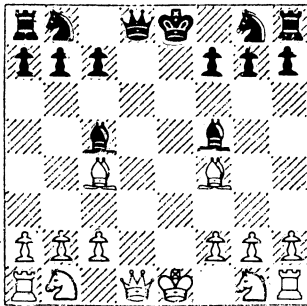


Final position. Mate

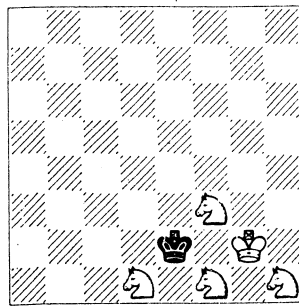
Original Problems to Solve

Judge for 1989-1990 (including G&P Journal) Denis BLONDEL

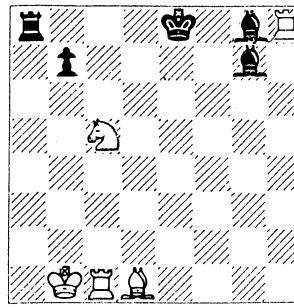
1. Peter WONG
Position after
Black's 6th move.



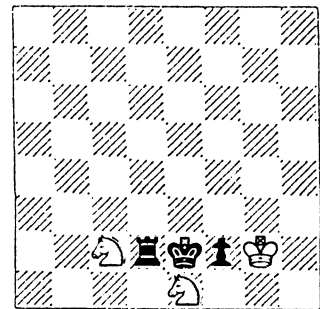
2. E.HOLLADAY
Mate in 5
(4 W Knights)



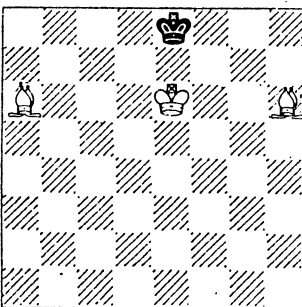
3. Ian SHANAHAN
Helpmate in 2
(b) a8 to d8



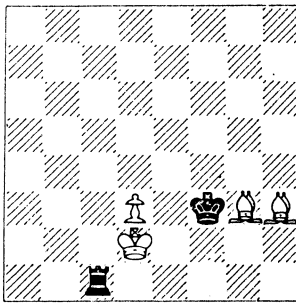
4. E. HOLLADAY
Helpmate in 2½
set play + 2 solutions



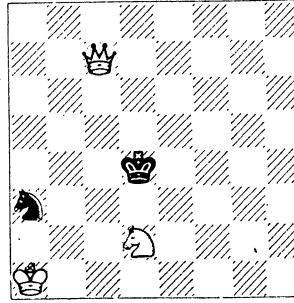
5. E. HOLLADAY
Stalemate in 4
2 solutions



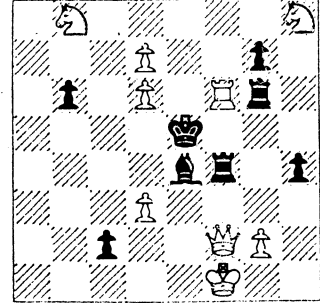
6. E. HOLLADAY
Helpstalemate in 2
(b) d2<->d3 (3 ways)



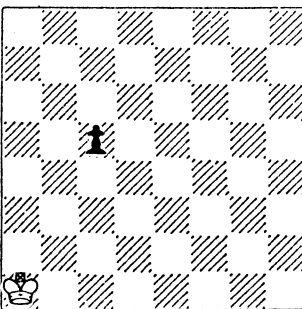
7. H. GRUBERT
Helpstalemate in 2
Duplex



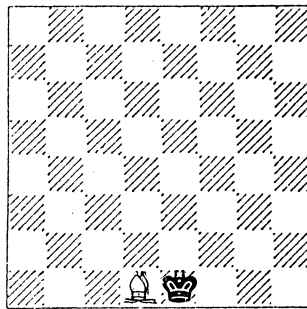
8. Peter WONG
Retract B-move to
leave no H≠1



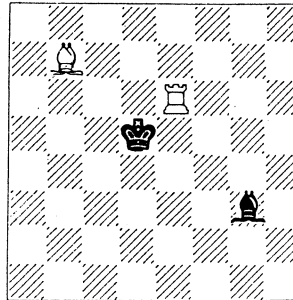
9. Hilmar EBERT
Haaner Play
Reflexmate in 4
(b) a1 to a5



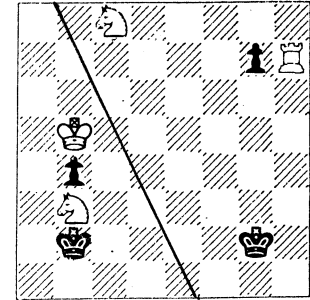
10. Hilmar EBERT
Haaner Play
Helpmate in 3
(b) e1 to h2



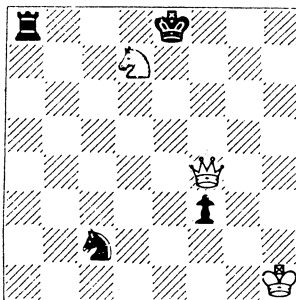
11. M.OLAUSSON
Serieshelpmate in 9
2 solutions
Exchange Play



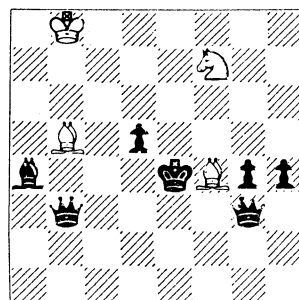
12. M.OLAUSSON
Serieshelpmate in 12
2 problems (see text)
Chameleon Circe



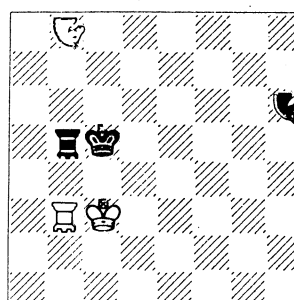
13. Kjell WIDLERT
Maximummer
Mate in 4
Circe



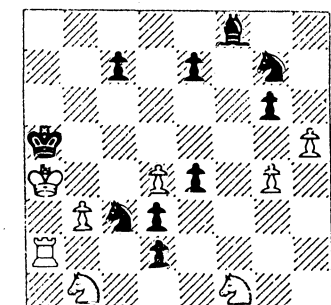
14. E.HOLLADAY
Helpmate in 2
(b) e4 to d4
Circe



15. H.GRUBERT
Helpmate in 3
Duplex
Nightriders & Wazirs



16. S.WOSZCZYNSKI
Mate in 8
Madrasi Chess
Rex Inclusive



Notes for Solvers

1 is a 'synthetic game'. You are required to reconstruct the play. It claims the record for the shortest unique game where the final position has 'biaxial' symmetry.

In help-play problems pairs of moves are counted and the Black King is the victim, thus in a $H\pm 2$ there are 4 single moves B-W-B-W and Black moves first, but in a $H\pm 2\frac{1}{2}$ there are 5 single moves W-B-W-B-W. Set play is what happens if the first player is allowed to 'pass' on the first move. 'Duplex' means that the roles are reversed and the White King is the victim in the second solution. In 6 there is one solution in (a) but three in (b) after swap of WK & WP. 3 is dedicated to Norman Macleod and Byron Zappas (cf. the recent Problemist 'Twins' tourney). In 8 you have to find the right Bishop retraction, e.g. retracting Bf3xP still allows the help-mate c1=Knight, Qb2 \ddagger .

In Haaner Play (9-10) no piece may revisit a square previously occupied during the play. (The stipulation 'Haaner Chess' would mean that this rule was in force from the start of the game, but 'Haaner Play' only begins at the diagram position). In Reflex Chess (9) either player must mate-in-one if able (but since White has only a WK the rule only affects Black here) - White must play so that Black is obliged to checkmate the WK.

'Exchange Play' in 11 is my translation of 'Platzwechsel Circe', meaning that the capturer and the captured unit change places (e.g. if Kxe6, WR reappears at d5). This is not really 'Circe', which should be applied only to replacement variants based on the initial game array.

In 'Chameleon Circe' a captured piece transforms, according to the cyclic sequence N-B-R-Q-N- and is reborn on the home square corresponding to its new status (e.g. KxNb3, N reappears as B at f1). Pawns are reborn as in normal Circe. The second of these Serieshelp-mates in 12 has two variations on the last move of the series.

13 and 14 are normal 'Problem Circe' (see page 12 for a note on the difference between Problem and Game Circe). e.g. if QxPf3 the BP reappears at f7 regardless of past history, since there is no evidence to show, uniquely, where the BP began, and if BKxNd7 the N reappears on the white square b1 (the same colour as the capture square d7) not at g1.

The 'Maximummer' condition means that Black must make only his longest moves (if in check, this means the longest move to counter the check). OOO is a 5-unit move.

In 15 Wazir is (0,1)L and Nightrider is (1,2)R. See pages 8-9 for a full explanation.

In Madrasi Chess, like pieces that guard one another are paralysed, thus the Knights at b1 and c3 cannot move and WK is not in check. Rex Inclusive means the rule applies to Kings also, so the Ks a4, a5 are mutually paralysed, thus to checkmate you need only to check.

SOLUTIONS (to G.P.J.) by 15th February please.

Review

Some Flights of Chess Fancy by John BEASLEY (£3.95 from the British Chess Problem Society, R.C.McWilliam, 'Amizome' Moor Lane, Brighthelmston, Isle of Wight, PO30 4DL). A 42-page A5 ring-bound booklet, containing a selection of John's compositions ranging from orthodox two movers, through endgame studies to fairy chess, with instructive insights into the thinking that led to many of the results, clear explanations of the fairy ideas, and step-by-step guidance through the solving processes. Of interest to 'Variantists' is Chess in Disguise in which the back-row pieces (except Ks) are randomised and disguised as Draughtsmen and are only revealed in the course of play, by their moves or when captured. This idea can obviously be applied to any Variant - the example given is of Knighted Chess, using R+N and B+N in place of one R and one N on each side, in a retro-analysis proving a Draw by the 50-move rule!

Notes for Composers

In view of the title of our new magazine, in future preference and priority will be given to compositions in Variant games - rather than variant play in normal chess. The Variant need not necessarily be a practicable game for players - many ideas lend themselves to illustration in problems, such as helpmates or maximummers, but need modifications before they will work in direct-play bias-free conditions.

As a concession to players we will use the 'N for Knight' convention instead of the problemists' 'S for Springer' and in case of confusion will use NR or (1,2)R for Nightrider - or simply identify a man by the square on which it stands.

Our aim is to bring problemists and players interested in variants together.

Notes on Generalised Chess By George JELLISS

Introduction

Generalised Chess is another name for 'Fairy Chess', but with emphasis on the mathematical approach rather than the fanciful. The name Fairy Chess was coined by Henry Tate, chess columnist in The Australasian in 1914, for all variations from the normal laws of chess. The name was adopted by the problemist T.R.Dawson (1889-1951) who studied the subject systematically and promoted it vigorously, notably in his magazine Fairy Chess Review. We celebrate his centenary.

Leapers

Generalised Knights, called Leapers in Dawson's terminology, were studied by the mathematician Edouard Lucas in his Recreations Mathematiques 1894 (and probably by others earlier). An (r, s) Leap carries a piece to a square r ranks and s files away (or r files and s ranks). Most of the shorter leapers have acquired names (some dating back to mediaeval times). e.g.:

- (0,1)L = Wazir (W)
- (1,1)L = Fers (F)
- (0,2)L = Dabbaba (D)
- (1,2)L = Knight (N)
- (2,2)L = Alfil (A)

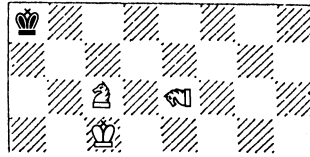
Composite Leapers, capable of two or more different leaps can also be defined. The best known of course is:

$$(0,1)L+(1,1)L = \text{King}$$

Since 35 different leaps are possible on the 8x8 board, ranging from (0,1) to (7,7), $2^{35}-1$ leapers, simple or composite, are possible in all (since each leap can be selected or not, but at least one must be). This works out to 34,359,738,367. It is thus not worth attempting to name them all! Some assorted examples follow.

1. T.R.DAWSON

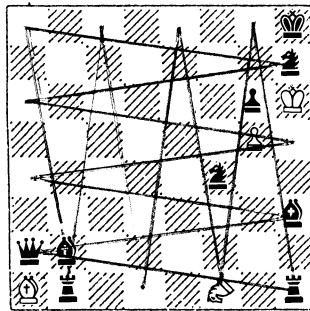
Cheltenham Examiner 1913
(1,3)L = Camel e6. Mate in 6.



1Ne7 Ka7 2Kb5 Ka8 3Ka6 Kb8 4Kb6 Ka8 5Cb5+ Kb8 6Nc6‡ Showing that N&C can force mate (N&N cannot)

2. Th.STEUDEL

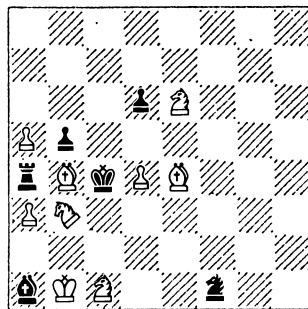
Feenschach 1958
(1,7)L. Seriesmate in 15.



1Lf1-g8 ... 14Le8-f1 15Bxb2‡

3. J. OUDOT

The Problemist 1968
(0,1)L+(1,2)L b3. Mate in 2.

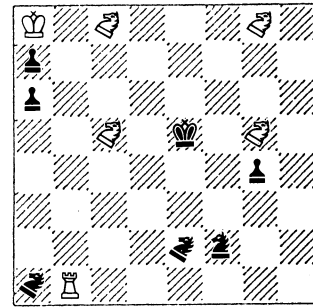


1Na2 and 8 mates by Lb3.

An alternative method of describing leaps is by their length. The length of an (r,s) leap is $\sqrt{r^2 + s^2}$ thus Knight is Root 5 Leaper. Different patterns of leap may have the same length - the first two cases are the 5-Leaper and the $\sqrt{50}$ -Leaper shown here. The first triple-pattern fixed distance leaper is the $\sqrt{325}$ -L or (1,18)L+(6,17)L+(10,15)L, too large for the 8x8 board!

4. W.KARSCH

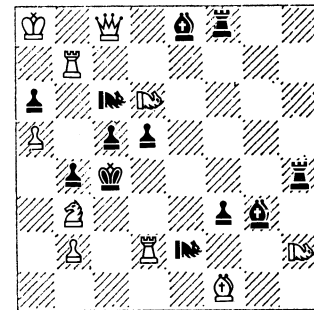
Fairy Chess Review 1939
(1,2)L+(1,3)L Gnu. Mate in 2.



1Rb7 (thr. Re7‡) Le2-d4/e4/d5/e5 2L-e2/d2/e7/d7‡

5. P. MONREAL & F. CALVET

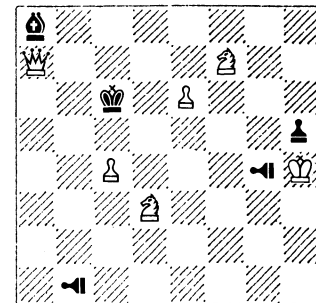
The Problemist 1974
(1,3)L+(2,3)L Bison. Mate in 2.



1Rb8 (thr. Qxa6‡) Lxb3/Ld3/Lf4/Lf7/Lelse/Bxd6/d4 2La7/Rc2/Rd4/Lf5/Qxc5/Le1/Qe6‡

6. W.E. LESTER

Problemist Fairy Chess Supplement 1932.
(0,5)L+(3,4)L Fiveleaper. ‡2.

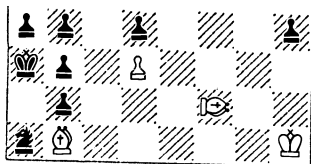


1Qb8 Bb7/b1-b6/b1>/g4-c7/g4> 2Qd6/Nfe5/Nfe5/Qb5/Nfd8‡ (set Qc5/Qd7/Nde5/Ndb4/Ndb4‡) Pendulum mutate.

Notations: ‡ Mate (in)
> Moves anywhere (else)

7. T.R.DAWSON

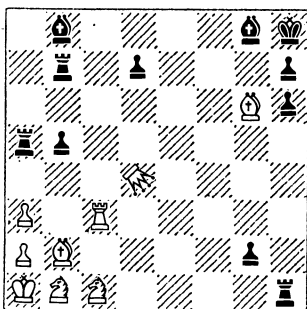
Eskilstuna Kuriren 1922
(5,5)L+(1,7)L Rootfifty L. ≠4



1La7 Nc2/h3 2Lh8/Lh6 any
3Lg1/La5 any 4Lf8/Lh4≠

8. N.KOVACS Mate in 2.

Fairy Chess Review 1937
(0,2)L+(1,2)L+(2,2)L Squirrel.



1Rc7 with 14 discovered and
1 direct mates. Square 'wheel'.

Many of the problems shown
are the earliest published
examples of the pieces.

Riders

The second main family of
pieces studied by Dawson
are the Riders. An (r, s)R
can make any number of
(r, s) leaps in a straight line
in one turn of play, capturing
only on the last move
(i.e. any squares passed
through must be clear).

Those corresponding to the
first five leapers listed are:

- (0,1)R = Rook
- (1,1)R = Bishop
- (0,2)R = Dabbabarider
- (1,2)R = Nightrider
- (2,2)R = Alfirider

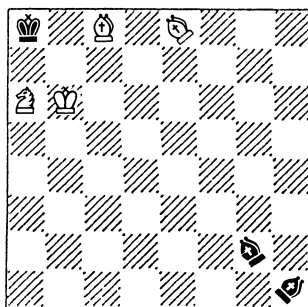
On the 8x8 board there are
nine such Riders capable of
a ride of at least two leaps,
namely those derived from
leapers with r and s < 4.

These combine to produce
2⁹-1 = 511 compound riders,
of which the best known is:

(0,1)R+(1,1)R = Queen

9. T.R.DAWSON ≠2

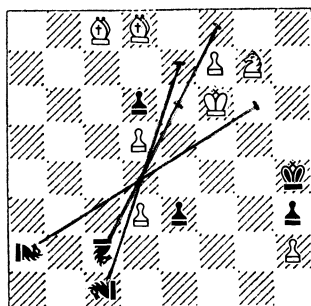
Chess Amateur 1927
(2,2)R e8, g2; (3,3)R h1.



1e8-a4 (g2-e4 or h1-b7
2Bb7≠) (h1-e4 or g2-c6
2a4-c6≠) 'Grimshaw'
on one line!

10. T.R.DAWSON

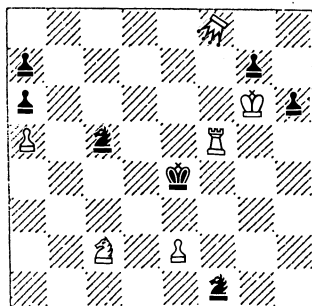
Chess Amateur 1927
(1,2)R c2; (1,3)R c1;
(2,3)R a2. Mate in 2.



1d4 c2/c1/a2xd4
2Kg6/f8=(0,1)R/Kf5≠
Triple 'Novotny'

12. W.KARSCH

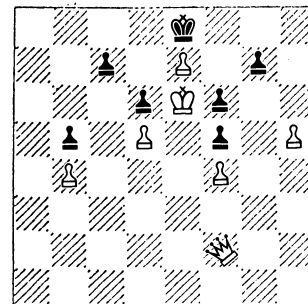
Fairy Chess Review 1952
(1,2)R+(1,3)R. Mate in 2.



1f8-d4 Nc>/Nf>/h5 2d4-b3
(set f8-d7)/d4-g3(set f8-d1)/
d4-g5(set f8-g5)≠

13. W.KARSCH

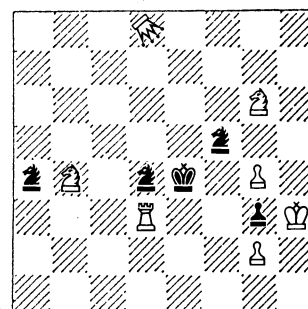
Fairy Chess Review 1952
(1,2)R+(2,3)R. Mate in 2.



1f2-d3 c>/g> 2d3-b6(set f2x
d6)≠/d3xf6(set f2-h6)≠

14. W.KARSCH

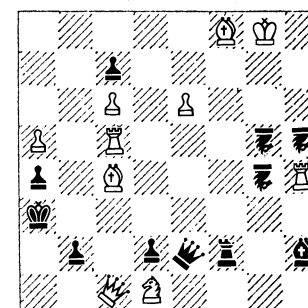
Springaren 1951
(1,3)R+(2,3)R. Mate in 2.



1d8-e5 Na>/Nd>/Nf> 2e5-b6
(set d8-b2)≠/e5-b3(set d8-b5)
≠/e5-h6(set d8-g7)≠

15. T.R.DAWSON ≠2

Marchenschachzeitung 1932
(0,1)R+(1,1)R+(1,2)R, c1, e2
(1,2)R g4, g5, h5.



1Rh3+ e2-c/d/e/f/g3
2c1-a/b/c2/Re/f5≠ etc.
'5 PS-cuts' i.e. Grimshaws.

Readers of my former magazine Chessics and of The Games and Puzzles Journal will know that I was hoping to publish a glossary of 'fairy pieces' called All The King's Men, but this got out of hand and has now evolved into this Introduction to Generalised Chess, which will appear here in serialised form.

Progressive Chess By Malcolm HORNE

The first (U.K.) postal Progressive Chess tournament ran from October 1988 to April 1989, and was a double-round all-play-all between five players. Patrick Donovan emerged as the champion, with a score of 7 out of 8, followed by Malcolm Horne 6, David Murphy 4, Eddie Fierek 2½, and Paul Novak ½.

The rules adopted were as follows: (1) As orthodox chess, except White one move, then Black two, White three, Black four, etc. (2) Any check terminates a sequence immediately - likewise a player must move out of check immediately. (3) En passant is only possible if the double pawn move has not been continued further forward, and the en passant capture has to be made on the first move of the next sequence. (4) A draw by stalemate is possible if player has no legal moves, or runs out of legal moves, e.g. W: Kb6, Rb7 and B: Kb8, Black to move plays Ka8, runs out of moves, and draws.

Progressive Chess is ideal for postal play. The obvious reason is that it is short, and games rarely last long (less than half the games in the tournament reached move 7, and the longest game reached only move 13). The other reason is that it needs time and care not to get mated, and hastily played moves can lead to an immediate demise!

David Murphy discovered this for himself in his White game with Patrick Donovan: 1.d4 2.d5, Nf6 3.Nc3, Nf3, Bg5 4.Ne4, Qd6, Qg3, Qxf2 mate! He allowed an almost identical beginner's mate against me, but recovered well with some much improved play thereafter. Against Eddie Fierek, David (playing White) delivered my favourite mate of the tournament: 1.d4 2.d5, Nh6 3.Nc3, Nf3, Bxh6 4.Bg4, Bxf3, Bxe2, Bxd1 (4.Bf5, Bxc2, Bxd1, plus one, looks a better idea) 5.Nb5, Bc4, Bb3, Ba4, Nxc7 mate.

Progressive Chess calls for some quite exact play and it could be said that it combines competitive play with something of the precision of problem solving. Apart from the need to avoid being mated, the material balance can also be important, and it is vital to make life as hard as possible for your opponent. Pawns threatening to queen are a constant danger, and blocking pawn advances becomes a vital tactic in the later stages.

A couple of other games from the tournament:

Paul Novak v Patrick Donovan
1.e4 2.e5 Nh6 3.d3, Bg5, Bxd8 4.d6, Bg4, Bxd1 Kxd8 5.Nc3, Nb5, Nxc7, Nxa8, Rxd1 (better is 5.Nc3, Na4, Nb6, Nxa8, Rxd1, leaving the c-file closed) 6.Kd7, Be7, Rc8, Rxc2, Bh4, Bxf2 0-1.

Patrick Donovan v Malcolm Horne
1.e4 2.e5, f6 3.f3, Be2, a4 4.b6, Ba6, Bxe2, Bxd1 5.d4, Bg5, Bxf6, Bxd8, c4 (taking queen and bishop would allow mate) 6.Ba3, Bxb2, Bxa1, a5, Kxd8, Ke7 7.h4, Nh3, Kd2, Rxd1, c5, Nf4, Nd5+ 8.Ke6, Nh6, Rf8, Rf4, Rxe4, Kxd5, Kxd4, Re2+ (see diagram, next page) 9.Resigns. 0-1. White is forced to give an immediate check, thus instantly ending his turn. Mate next move is inevitable. (Under Italian rules (see next page) the diagram position is Mate).

A bulletin containing all 20 progressive games (with notes) from the 1st postal tournament is available from me for 2 15p stamps. Address on page 1.

PROGRESSIVE CHESS 2nd UK Postal Tournament To start February 1990

The tournament will go ahead provided at least four players enter (two games against each opponent). If eight or more enter there may be a split into two groups, with winners playing off.

There will be no formal time limits, but players are asked not to take too long over their replies - within a week unless some exceptional situation prevents it. (If anyone feels unable to play at this sort of speed, it might be better not to enter.) If you would like to play, the closing date is

31st January 1990

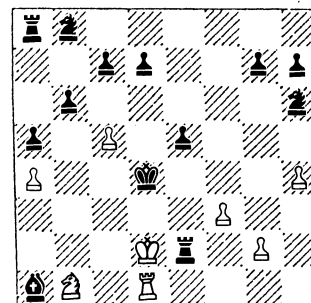
Please send a stamped and self-addressed envelope for me to contact you in February. Please give brief details of your experience, if any, in Progressive Chess.

For address see page 1.

The centre for Progressive Chess is Italy. Everywhere else, it seems, the game has only been played very spasmodically - but in Italy it is the mainstay of A.I.S.E. (Associazione Italiana Scacchi Eterodossi) and their quarterly magazine Eteroscacco. A book (in Italian) has been published on the game, and a collection of about 5000 Progressive Chess games on IBM compatible floppy disks is in preparation. The Italians have also organised a postal International Team Tournament, in which two British teams of three players each are currently taking part.

However, there is a very slight difference in rules between us and Italy. This concerns rule (2), given at the beginning of this article, "... any check terminates a sequence immediately". Under Italian rules any premature check loses immediately, the logic being that you have not completed the requisite number of moves. Thus, in the diagrammed position (my game with Patrick Donovan), it would in fact be "mate" in Italy. In 19 games out of 20 the result would not be affected - if your turn is reduced to just one move you would almost certainly be mated next turn anyway. However, it is not impossible that the premature check you force your opponent to give you would actually mate you by U.K. rules. Or, more likely, that despite forcing this immediate check, you cannot mate next turn - perhaps due to shortage of material.

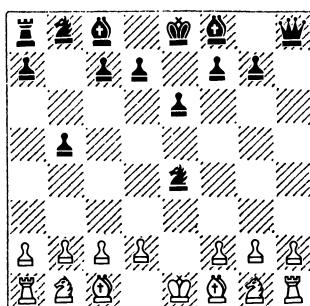
P.Donovan v M.Horne



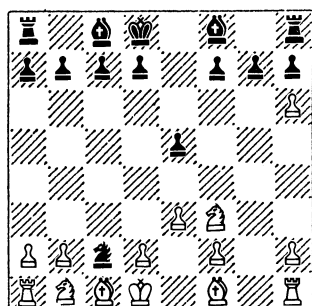
Final Position.

The current U.K. rule seems to apply in some other countries, and it is also the rule mentioned in the few books or compendiums that I have seen - where Progressive Chess is often known as Scottish Chess. On the other hand, the game is undoubtedly more advanced in Italy than anywhere else and there is a strong argument for standardising our rules with theirs, even though the Italian rule, to some of us, appears less satisfactory. Any thoughts on this would be most welcome.

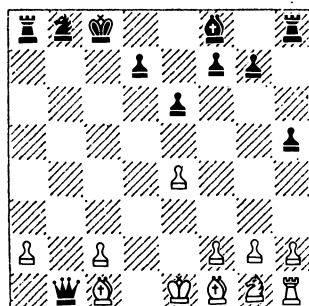
Progressive Chess Problems. The following four problems (given in order of difficulty) are taken from recent postal games. The basic methods are probably, but not necessarily, unique.



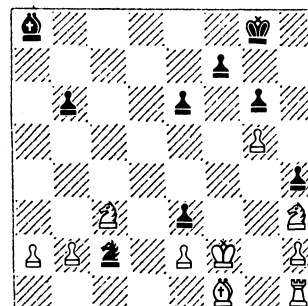
A. White (5 moves)



B. Black (6 moves)



C. White (7 moves)



D. White (9 moves)

In all the problems the player to move gives mate in one series. Solutions on page 12.

First Results of the AISE Progressive Chess Team Tournament

Notes by G.P.J. - Having a few dollars to spare I paid the fee to enter two UK teams in this event - only to find one UK team (or at least the first two players in each) playing the other. UK 1: 1.P.Donovan, 2.J.Sturgess, 3.J.Stone, UK 2: 1.G.P.Jelliss, 2.R.Brooks, 3.S.Boniface.

P.Donovan (UK 1/1) v G.P.Jelliss (UK 2/1)
 1.e4 2.Nc6, d5 3.Ba6, Bxb7, Bxc6+ (this is a common opening) 4.Qd7, Qxc6, Bg4, Bxd1 5.exd5, dxc6, Kxd1, Ke2, Nc3 6.e5, Ne7, Nxc6, Bb4, Bxc3, Bxb2 7.Rb1, Rxb2, Rb6, Rxc6, Rxc7, Rxa7, Rxa8+ (not apparently leaving Black with much - but the e5 Pawn can get through) 8.Ke7, f5, f4, Rd8, e4, e3, exd2, e1=Q mate.

G.P.Jelliss (UK 2/1) v P.Donovan (UK 1/1)
 1.e3 2.e5 Nh6 3.Nh3 a4 Bb5 (a development-delaying pin) 4.Ng4, Nxf2, Qh4, Nxd1+ 5.Kxd1, a5, Ra4, Rxh4, Ke2 6.Be7, Bxh4, a6, axb5, Ra6, Ke7 (both players defending against the threat of Pawn promotions) 7.g3, gxh4, d4, dx e5, c4, cxb5, bxa6 (trying to eliminate all the threats)-but 8.d6, dxe5, Rd8, Nxa6, Nc5, Ne4, Rd1, Bg4 mate. Honours exactly even!

Progressive Circe Chess

Notes by M.H., P.D., & G.P.J.

Progressive Circe is of course a combination of Progressive and Circe chesses. In Circe chess, when a piece is captured it is replaced on its exact starting square if that square is unoccupied (should it be occupied, however, then the piece is permanently removed as usual). If replacing the piece gives a check to one's own King then the capture is illegal.

Problemists in particular should note that the special conventions adopted in Circe chess problems of replacing Rooks and Knights on the home square of the same colour as the capture square, and of replacing a Pawn on its home square in the file of capture, do not apply, since the actual home squares are known (provided the players have kept a careful eye on the Knight, Rook and Pawn moves!)

Another interpretation different from problem Circe is that a promoted Pawn when captured is demoted and replaced on the Pawn's starting square.

Patrick Donovan organised a postal tournament in Progressive Circe which ran from April to July 1989, and won it himself with 5 points from 6 games. Then came Malcolm Horne 4, Ray Brooks 3 and Ian Richardson 0. The longest game went to move 9 - with most of the pieces staying in circulation, there is not much chance of an endgame in Circe! Indeed, around move 5 or 6 it can be extremely difficult to stay alive if you do not yourself have a mating sequence.

A couple of games from the tournament follow. The starting square of a replaced piece is shown in brackets. [For a bulletin containing all 12 games (with notes) send two 15p stamps to Patrick Donovan at Flat 2, 85 Enys Road, Eastbourne, East Sussex BN21 2DX.]

Ray Brooks v Patrick Donovan

1.e3 2.d5, Qd7 3.Bb5 Qf3 Ke2 4.a6, ab(f1), Nc6, h5 5.a4, ab(a7), d4, h4, Nd2 6.Ne5, Qc6, Qxc2, Qxc1, Bf5, Bd3# 0-1.

Ian Richardson v Ray Brooks

1.a4 2.Nh6, Nc6 3.e3, Qf3, Ke2 4.e5, d5, Bg4, Qd7 5.Ra3, Rd3 Rxd5, Rxd7(d8), Rxd8+ 6.Rxd8(a1), Rd4, Rf4, Rxf3(d1), Nf5, Rxe3#

Solutions to the Examples

REFUSAL CHESS

1.Qd7+	1.Qe6+
(Ke5)Kc5	(Kxe6)Kc5
2.(b4#)Qc6#	2.(b4#)Qc6#

Note that the refusal element is present in the mates as well: the Black King's escapes by Kb5, Kb6 or Kxc6 are refused.

CHINESE CHESS

A. 1f10+ Kxf10 (not Axf10 because Ks may not face each other) 2Rf8+ Axf8 3Nh9+ Kf9 4Nh8#.

B. 1e7xe8+ Kd9 2e9+ Kd8 3Nd9+ Cxd10 4Nb8+ Rxa8 5Nc6# (attractive N-tour).

C. 1Rc8+ Kd9 2Rc9+ Kd10 3Rc10+ Kd9 4R3c9+ Kd8 5Rc8+ Kd9 6R10c9+ Kd10 7Rd8+ Axd8 8Rc10+ Kd9 9Rd10+ Kxd10 10Nc8+ Kd9 11Nb10+ Kd10 12Ca10#

PROGRESSIVE CHESS

A. 5.d3, Bg5, Nc3, Nd5, Nxc7# (this mate was actually missed in the game, and Black went on to win!)

B. 6.d5, d4, d3, Bh3, Bxf1, Be2#

C. 7.h4, Rh3, Bc4, Rc3, Ke2, Bg5, Ba6#

D. 9.Kg1, Nf4, Nxc6, Nxc4, Nf5, g6, g7, Nd5, Nf6#

Short Notes

Shogi Variants. G.F.Hodges writes that the (U.K.) Shogi Association was wound up in Nov. 1987, but that he still supplies Shogi sets, and claims to be the only supplier in the world of some Variant Shogi games. P.O.Box 77, Bromley, Kent BR1 2WT.

For details of the Shogi (and Tori Shogi) Postal League send SAE to Phil Holland, 11 Honeyway, Royston, Herts SG8 7ES.

The British Shogi Federation organises tournaments: Secretary Vincent West, 31 Simms Close, Tilehurst, RG3 6GA.

Draughts. Should Draughts (Checkers) be counted as a Chess Variant? True it does not involve check and checkmate, but it does have 'Pawns' that promote - one of the essential ideas of Chess. The English Draughts Association, founded 1897, is still active and publishes the quarterly English Draughts Journal. Sub. £10, EDA Treasurer, Mrs J.Caws, 54 Mayfield Road, Isle of Wight, PO33 3PR.

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