

Variant Chess

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The first issue of our magazine has met with an encouraging reception and recognition in a wide range of chess media, even those that are normally immovably orthodox. New Variants in this issue are: Shoot Chess, Japanese Chess (Shogi), Cubic Chess and All-Mate Chess, plus more Original Problems, notes on Generalised Chess and games from Progressive Chess events. Subscription to four issues is £3.00(\$6) payable to G.P.JELLISS. For airmail add 50p(\$1) per issue. US\$ checks are acceptable. Write to us with your News, Views, Games, Problems, Articles.

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SHOOT CHESS

A Variant of Rifle Chess

By Patrick DONOVAN

The differences between ordinary Chess and Shoot Chess are two-fold: (1) The capturing piece does not actually move, but in effect fires a bullet to 'shoot' an enemy piece, which is then removed from the board. (This is the basic 'Rifle Chess' rule.) (2) If a player is able to make a capture then capturing is compulsory. If the player has more than one possible capture there is a free choice as to which capture is effected. (The 'Must-Capture' rule.)

In the game that follows, captures are indicated by the square on which the captured piece stood, followed by a colon.

The fact that captures are compulsory tends to lead to a tactical kind of game. Unfortunately White's advantage is often alarmingly large.

SAMPLE GAME

White: Patrick DONOVAN

Black: Ray BROOKS

Played by Post in 1986

1. e4 c6
A crucial line is: 1....e5 2d4 d4: 3d7: d1: 4g4!? g4: 5Bb5+ Ke7 6Bg5+ and White wins back the Queen with some advantage.

2. Qf3?!
Correct is 2.e5! with the terrible threat of c3, d4 and Bd3 ganging up on the h-pawn. But 2.d4? is bad after 2....e5 3e5: Qa5+ 4Ke2 a2: 5a5: d5 6a7: a1: 7d5: Bg4+ winning back the Q with an extra rook.

2. d5!
3. d5:
The other choice 3f7: e4: would cost White his Queen (since the Q has to keep taking while Black can bring round a Knight to win the Q, e.g. 4f8: Nd7 5d5: Ne5 6c6: f3:).

3. d2:
4. f7: Be6
5. f8: a2:
6. a7: a1:
Black, with Rook for Bishop, should have the advantage.

7. b4
So that 7....Ra1 can be answered by 8Bb2 b1: 9a1:

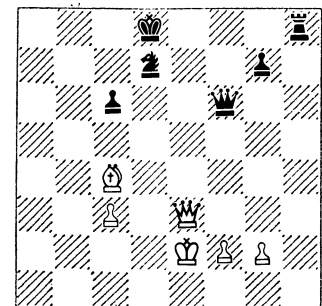
7. Qd6
8. h4
To save the Rook.

8. b4:
9. c3
Necessary defence to ...Qb4+
9. Nd7
10. Be2 b5
This move sets in motion a tactical sequence which is not totally convincing for Black. Instead I like 10....Ra4 threatening the e and h pawns, e.g. 11Qe3 e4: 12e6: h4: 13e7:+ Kd8 14h7: h1: with Black now two exchanges up, or 11c4 c4: 12Qc3 e4: 13g7: h4: 14h8: Nb6 15h7: Nd5 16c6: c3:

11. b5: Rb8
12. Qe3 b1:
13. e5 e5:
14. e6: Rb1
15. e7:+ Kd8
16. Bc4 c1:+
17. Ke2 g1:
18. b1:

Now after 18....Ngf6 chances are balanced. But Black makes a losing error -

18. Qf6?
19. g8: h4:
20. h7: h1:



21. Qc1! f2:
Or 21...c3: 22.Qf1!
22. Qa1! c3:
23. f6: Rh4
24. g7: c4:
25. Qd1 Re4+
26. Kf3 Re7
27. d7:+ Kc7
28. Qc2 Rf7+
29. Ke2 Re7+
30. Kf1 Rf7+
31. Kg1 Rg7
32. c6:+

Black resigns. 1-0.
He loses the Rook - 32...K move 33. Qb2 g2:+ 34.g7:

More on Rifle Chess p.24

SHOGI By David MURPHY

Shogi, the Japanese form of Chess, has, like Chinese Chess, been little known outside of its native borders up until quite recently. But now, 14 years after the foundation of the Shogi Association in England by George Hodges, the game has achieved a certain level of popularity in Europe, with organisations in England, France, Holland and Belgium, and even an annual European Championship, which is in its fifth year. Even so, as yet the number of those who play the game in the West is not great; the game has still to catch on in a big way. Yet those who have tried it have seen its potential. James Plaskett, an English Chess GM, has described it as "a splendid game" and forecasts "a big future for it in Europe" [writing in Playing to Win, Batsford, 1988].

The outstanding feature of Shogi is that captured pieces are not taken out of the game but simply change sides, to be re-entered on the board by the capturing side when desired. This, at a stroke, eliminates the big drawback of Chess, and indeed Chinese Chess, of drawn games resulting from lack of pieces left to mate with. In contrast to those games, Shogi is inherently geared towards a decisive result. Essentially one or the other player has to win by mating the opponent first. In fact draws in Shogi are such a rarity that achieving one becomes an event in itself! Of course the other side of the coin is the game's far greater complexity than Chess. It is a fact that in a great number of games of Shogi the advantage can change from one side to the other many times, even at the level of the top class players in Japan.

However, the game is not quite so mind-blowing as a person used to chess pieces might imagine from the above account. For there is no Queen in Shogi; the Rook (one on each side) is the strongest piece, though the Bishop (again one each) rivals it in power, and all the rest of the pieces are comparatively minor, as can be seen from the fact that the King is the third most powerful in mobility! The Knights in Shogi are certainly minor pieces, having only the ability to move directly forward, never back or sideways, something a chess player may take time to get used to.

Another excellent feature of Shogi (which it has in common with Go) is its facility to accommodate players of widely disparate strength through a handicapping system. The stronger player removes a number of his pieces (ranging from the smallest, a lance, to the 'Queen odds' of 6, or even 8, pieces). Thus the disparity of strength can be compensated for, and a player's strength can be assessed by the size of the handicap he requires to win from a stronger player. Here is an example of handicap play, a game which I was privileged to be able to play against a visiting top Pro, in fact a title challenger of some 15 years ago. Though rather short for a typical Shogi game it does illustrate how the major pieces (R & B) can combine with the minor ones to produce a winning attack. However, my undefended King on the centre file is usually to be avoided. Here it worked because the opponent lacked the time to exploit it.

In handicap Shogi it is the usual convention that removal of the pieces counts as the weaker player's first move. Note that the pieces removed are taken out of the game completely and not held in hand.

SAMPLE GAME
(Handicap)

David MURPHY v.
Noboyuki OUCHI
(conceding R & B)
Hythe, Kent, 5 xi 1989

- 1. Pass S7a-6b
 - 2. P7g-7f P5c-5d
 - 3. P4g-4f S6b-5c
 - 4. P4f-4e G4a-3b
 - 5. P3g-3f S3a-2b
- Possible, as No B on 2b.
- 6. S3i-4h K5a-5b
 - 7. P3f-3e G6a-7b
 - 8. S4h-4g P7c-7d
 - 9. P2g-2f G7b-7c
 - 10. P2f-2e G7c-6d
 - 11. P2e-2d P2cx2d
 - 12. P3e-3d P5d-5e
 - 13. P3dx3c ♠ S2bx3c
 - 14. P5g-5f P4c-4d
 - 15. P5fx5e P4dx4e
 - 16. S4g-5f S5c-4d
 - 17. G4i-4h K5b-4c
 - 18. G4h-4g P*5d
 - 19. N2i-3g G6dx5e
 - 20. S5fx5e S4dx5e
 - 21. N3gx4e S3c-4d
 - 22. P*4f S*3e
 - 23. P*3f S3ex4f
 - 24. G4gx4f S5ex4f
 - 25. R2hx2d G*3d

OUCHI (PPPP in hand)

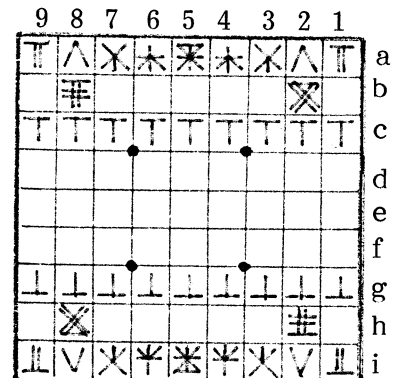
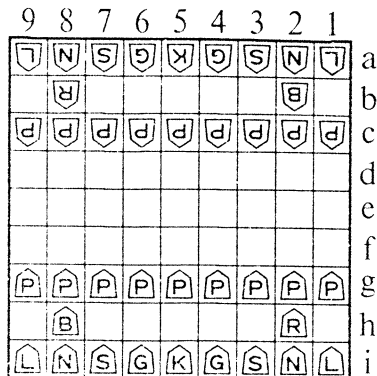
	9	8	7	6	5	4	3	2	1	
a	T	N						N	T	
b							⊙			
c	d	d		d	⊙			d		
d			d	d	S	⊙	R			
e					N					
f		P			S	P				
g	P	P		P				P		
h		B								
i	L	N	S	G	K				L	

MURPHY (GSPP in hand)

Now the Silver General parachutes in to decoy the K from defence of 3d.

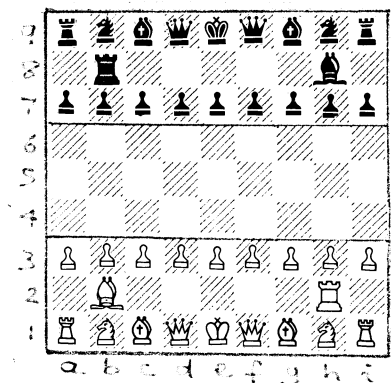
- 26. S*5b ÷ K4cx5b
- 27. R2dx3d S*4c
- 28. B8hx4d S4cx4d
- 29. R3dx3b ♠+ P*4b
- 30. G*7b Resigns

The Westernisation of SHOGI By George JELLISS



The first two diagrams here are reproduced from *Shogi World*, a bulletin published by Ishi Press International (1400 North Shoreline Blvd, Building A7, Mountain View, CA 94043 U.S.A. \$14 surface mail) in conjunction with the Japan Shogi Federation. The first shows how Shogi is presented in Japanese and the second is the westernised form used in *Shogi World*. Using a suitable typeface, in which inverted S and N are distinguishable from normal S and N, the little frames round the letters can be omitted, as in the diagram on the opposite page.

The third diagram represents the pieces by symbols formed of straight lines that indicate the directions in which they move. A doubled line shows the piece can move long-distance. Base or head lines are necessary for those with symmetrical powers, to indicate which side of the board they come from.



- King (Gyoku) ♁ Gold (Kin) ♁ Silver (Gin) ♁ Knight (Kei) ♁ Pawn (Fu) ♁
- Lance (Kyo) ♁ Rook (Hisha) ♁ Bishop (Kako) ♁ Promoted Rook (Ryu) ♁
- Promoted Bishop (Uma) ♁ Placement move * Promotion ♁ Check +

The fourth diagram indicates how the game might be further westernised, using the normal coordinate system, and with White moving first, and chess figures of two sizes (which are readily available). If the game is played with coloured figures then an extra supply is needed (so that captured men can be changed to the capturer's colour) and 'sashes' to show promotion.

Promotion normally occurs when a piece passes into the three ranks that are the opponent's domain - or makes a move in that domain in the case of a 'parachuted' piece - but it is also permitted to delay the promotion to (the end of) a later move. Pawn, Lance, Knight, Silver all promote to Gold. Rook and Bishop promote to King, but retain their R and B powers also. When captured, promoted pieces revert to their normal values. There are two restrictions on replacing pieces on the board: P, and L may not be placed on the far rank, nor N on either of the two farthest ranks (since they could not move) and you may not have two L in one file.

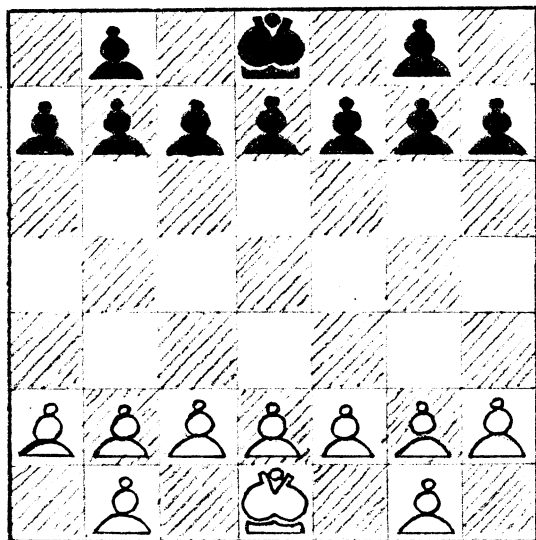
I have taken these details of the rules from *How to Play Shogi* by Japan Shogi Federation (Nihon Shogi Remmei) kindly sent to me some years ago by M.Hanazawa.

The British Shogi Federation: Vincent West, BSF Membership Secretary, writes to correct his address, given on page 12, which should be, in full: 31 Simons Close, Tilehurst, Reading, Berkshire RG3 6GA. The BSF, founded 1984, is the organising body for Shogi in Britain. It publishes a quarterly newsletter, *Shoten*, runs the British Championship and British under-18 Championship, organises postal tournaments, and so on. Subscription is £3.50 (or £2 for under 18). The BSF however does not supply playing equipment, books or magazines. (For these apply to G.F.Hodges, P.O.Box 77, Bromley, Kent BR1 2WT.)

CUBIC CHESS

Invented by Vladimir PRIBYLNEC
Described by Malcolm HORNE

The first version of Cubic Chess (then known as Gemini) was published in the Czechoslovakian magazine KVIZ in 1977 - but it was not until 1987, after many changes, that the rules were finalised. In Czechoslovakia the game has received publicity in the media (in print and on TV), and a patent has been taken out for it. Manufacture is to begin soon. In the meantime, a prototype set is available from the inventor: Dr V.Pribylinec, Marxova 460, 02743 Nizna, Czechoslovakia. The rules and the sample game which follow are based on the information which he kindly sent us.

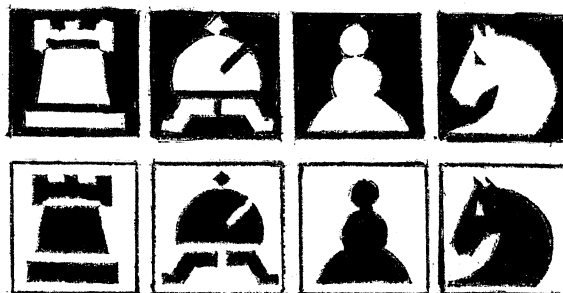


The Opening Position

THE RULES

All the pieces are cubes, which each have two blank sides (these face the two players), and four sides marked with chess symbols. The symbol on the upper side determines the movement of the piece. The starting position (on a 7x7 board) is shown in the diagram.

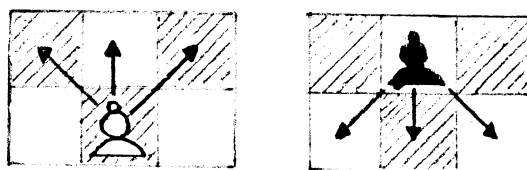
The king is an invariable piece (four sides of the cube are marked with a king symbol, with the other two blank), but all the other pieces, although starting life as pawns, may be transformed into either rooks, knights or bishops. Thus these cubes all have two blank sides, while the others are marked as pawn, rook, knight and bishop. There are no queens in Cubic Chess.



The Designs on the Cubes

A player can move a piece on his or her turn in the conventional fashion or, alternatively, can rotate a piece into something different (whilst keeping it on the same square). All the pieces move as in orthodox chess, with the exception of the pawn. It moves or takes by travelling one square forward, either diagonally or straight ahead. For example, on c2 a White pawn can move to, or take on, b3 or c3 or d3. Also there is no double pawn move at the start (and so no e.p. capture), and since a pawn can 'promote' on any square, reaching the far rank has no special significance. Having promoted, a piece can subsequently be transformed into a different piece, or indeed 'demoted' back to a pawn again if desired.

Draws are possible by agreement, or by stale-mate, or if by move 100 there has been no mate.



The Pawn's Powers

There is one final rule, which is unique to the game. This rule prevents a massive build-up of powerful material on both sides (e.g. nine rooks each!). Kings excepted, the pieces have values: pawn 0, knight 1, bishop 1, rook 2. The total value of a player's pieces must not exceed eight. Even when a piece has been captured it still counts in this equation. For example, if a player has had a rook and knight captured (total value three), and on the board has a rook and two bishops plus pawns and king (total value four), then the total used is $3+4 = 7$. So transforming a pawn into a rook would then be illegal, as it would take the total to nine. But the value can decrease again, e.g. bishop to pawn would bring the total down to six. It's fairly simple after a little practice.

SAMPLE GAME

- 1. b1=R e6=B
Black threatens the pawn on a2.
- 2. a2-a3 f7=B
- 3. f2=R f6-f5
- 4. b2-c3 d6=B
- 5. a3-b4

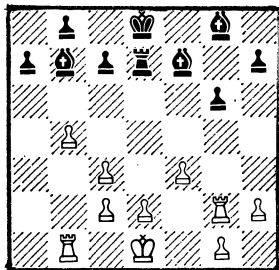
There is no point in a move like 5.Rb1xb6? Black would recapture with 5...b7xb6 and White would only be able to have pieces on the board up to a value of 6 instead of 8.

- 5. e2-e3 b6=B
- 6. e2-e3

White's last move protects the rook at f2, and the e-pawn is protected by the d-pawn. The value of White's pieces is now 4 (=2+2), ditto for Black (=1+1+1+1).

- 6. d6=R

Pinning the d-pawn, and thus threatening the e-pawn. See diagram.



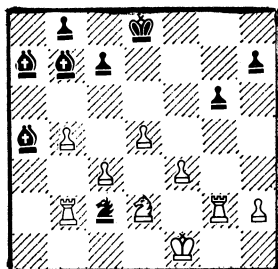
- 7. c3-d4 a6=B
- 8. c2-c3 Be6-b3+
- 9. Kd1-e1 Bb3-c2
- 10. Rb1-b2 Bf7-b3
- 11. d2=N

Better is 11. d2=R when maybe 11...b3=P.

- 11. e3=N Bb3-a4
- 12. e3=N Rd6-e6

Pinning the Knight. White's pieces now have a total value of 6, and Black the same.

- 13. f1-e2 Re6xe3
- 14. e2xe3 c2=N+



- 15. Rb2xc2

After 15. Ke1-d1?!, 15...Nc2xe3+ would be double check. See diagram.

- 15. Ba4xc2

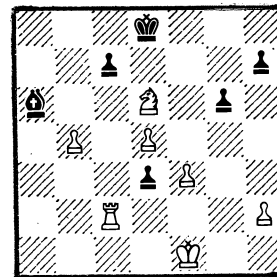
- 16. b4=N Ba6-d3
Protecting the threatened bishop, but retreating was a better idea.

- 17. Nd2-f3 c6-b5
- 18. Nf3-e5+ Kd7-c7
- 19. Nb4xd3 Bc2xd3
- 20. Ne5xd3 Bb6-a5
- 21. Rf2-c2

If White had played 21. d3=R?! Black's next would have been stronger.

- 21. b5-c4
- 22. Nd3-b4 Kc7-d7
- 23. Nb4-d5 b7-c6
- 24. c3-b4 c4-d3

See diagram. White now plays a surprise sacrifice.



- 25. Rc2xc6! Kd7xc6
- 26. d5=P+ Kc6-d7
- 27. b4xa5

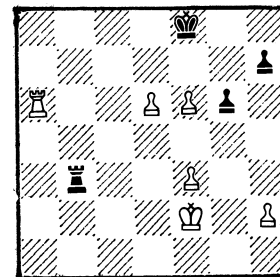
The captured White pieces total 6 (=2+2+1+1) in value, so White is limited to a value of 2 on the board. Black is in the same situation.

- 27. d3=R

Reaching the Black limit of 8 (but Black is allowed to decrease again by transforming the rook).

- 28. a5=R Kd7-e7
- 29. Ke1-e2 Rd3-b3
- 30. d4-e5 Black resigns (1-0)

Black can give a few checks, but after that cannot stop mate.



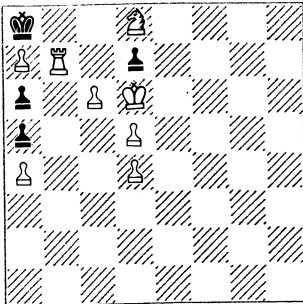
PUZZLE - 1. Chess Dice.

How many different Dice can be formed that have the six different chess symbols on their six faces?

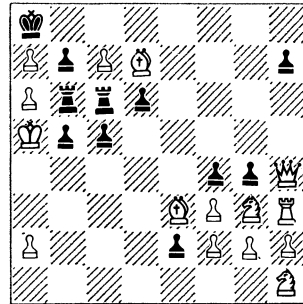
Original Problems to Solve

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

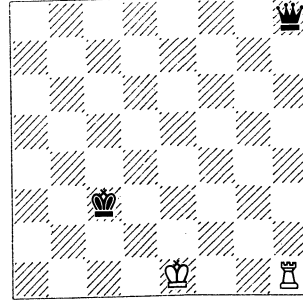
17. L.N.BORODATOV
Mate in 3. (b) - a5.



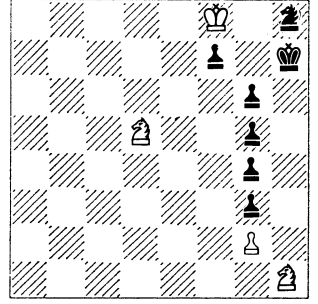
18. N.PLAKSIN
Mate in 2.



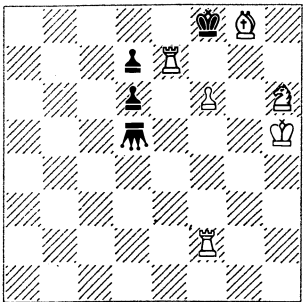
19. M.OLAUSSON
Maxi-S#4. (b)h8-d4.



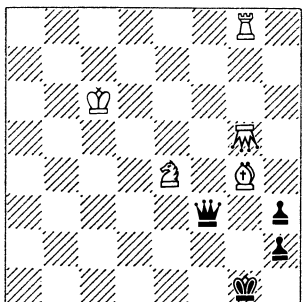
20. M.OLAUSSON
Zeroposition (see text).



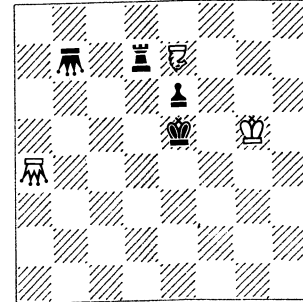
21. V.PRIBYLNEC
Mate in 2.
Grasshopper.



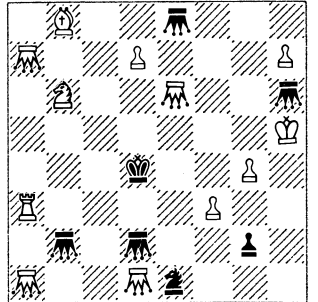
22. V.PRIBYLNEC
Helpmate in 2
2 solutions



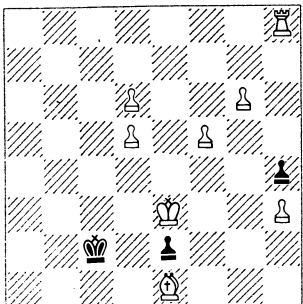
23. V.A.KRIVENKO
& J.V.BELOKON
Help#2 (b) b7-g7.



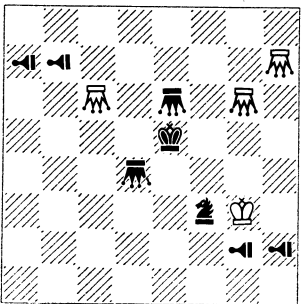
24. N.A.MACLEOD
Mate in 2.
Grasshoppers.



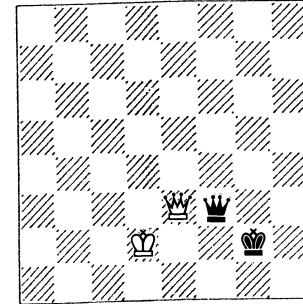
25. M.OLAUSSON
Chameleon Circe
Serieshelpmate in 16
(b) h8-f8.



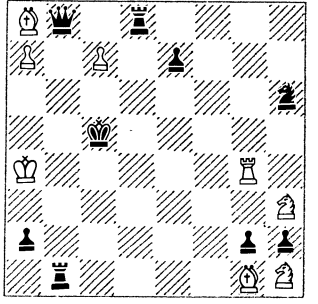
26. Erich BARTEL
Circe. Helpmate in 2
Grasshoppers
Neutral Pawns



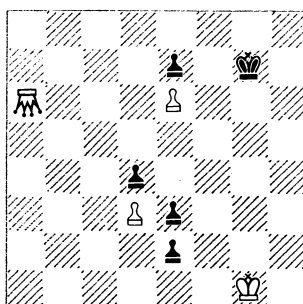
27. Erich BARTEL
Madrasi Rex Inclusive
Duplex
Helpmate in 2



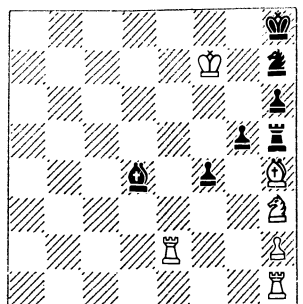
28. Erich BARTEL
Madrasi +
Circe Malefique
Helpstalemate in 2



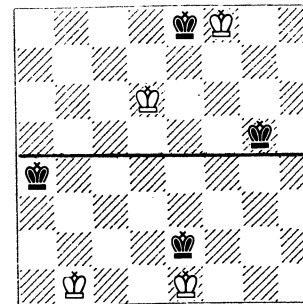
29. C.C.FRANKISS
Serieshelpmate in 23
Grasshopper



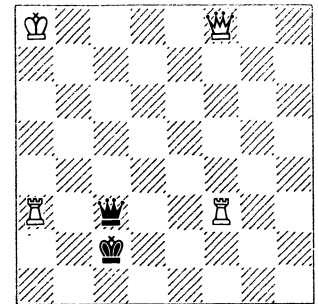
30. C.M.B.TYLOR
All Mate Chess
Mate in 1.



31. A.W.INGLETON
A. H(super)#2 duplex
B. H(super)#3 two ways



32. Alexander GEORGE
Circe (Rex Inclusive)
H#2 (b) c2-g2.



Notes for Solvers

The first and last problems are new versions of problems that appeared in Chessics.

In **17(b)** the Black Pawn a5 is removed. In this and **18** past play must be taken into account. In **19** Black must play his longest legal moves, and White, who has first move, must force Black to give checkmate. There are three problems in one in **20**. (a) Add Black Bishop g8 and Mate in 3. (b) Add BBe8 and Stalemate in 4. (c) Rotate board 180° and Selfmate in 5.

The second row problems use Grasshoppers, which move along Queen lines, but only by hopping over one man to the square beyond. Thus Gd5 in **21** has no move, Gb7 in **23** can capture NRe7 (but this would not be Helpful). Helpmate in 2 means that Black moves first, then W, then B, then W mates. Black helps in the search for the checkmate position. Night-rider moves like Rook or Bishop, but along straight lines of Knight moves.

The third-row problems show Variants. Circe Chess: captured men are replaced on their home squares if vacant. In the case of a Pawn this means the P home square in the file of capture. For a R or N it means the Rook or Knight home square of the same colour as the capture square. In Chameleon Circe however, the captured piece transforms, according to the cyclic sequence N-B-R-Q-N- before re-appearance, while in Circe Malefique the captured men reappear on the opponent's home squares (but do not change colour).

Neutral Pawns promote to Neutral pieces (including fairy pieces if any are present in the diagram). Neutrals may be regarded as White or Black by the player to move.

In a Serieshelpmate Black plays the series to reach a position where White mates in one. Duplex means there is also a solution in which the roles of Black and White are reversed. In Madrasi Chess, like pieces that attack each other are paralysed. Aim in **28** is stalemate.

All-Mate Chess is explained alongside. In it pieces are only removed from the board if they are 'mated' - no normal captures. In **31** the aim is 'supermate' with all BKs checked simultaneously and none able to escape - checks to only one K are ignored - Ks may not be captured. In **32** 'Rex Inclusive' means the Circe rules apply to Ks also.

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

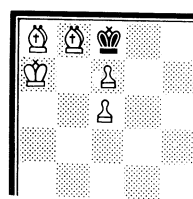
ALL MATE CHESS

By Dr C.M.B.TYLOR

This variant has the normal aim of mate, achieved through the destruction of the opposing forces. However, an attack on the king or any other piece carries no threat, provided that a move is available that will nullify the attack (by escape, intervention or capture) without reference to any effect the nullifying move (which is not actually played) might have on kings or other pieces. An attacked piece which has no nullifying move is mated and (unless it is a king) is removed from the board. Its removal may well expose another piece to mate, or else allow an otherwise mated piece a nullifying move. There are thus no captures [of the normal kind] in the actual play.

After each move, the player having moved must remove all mated pieces of either colour, having the choice of which of several simultaneously mated pieces to remove first. (If any mated piece is missed in an over-the-board situation, the opponent has the option of either removing it or leaving it.) A move leaving the player's own king mated would be legal (though inadvisable). Castling may be out of through, or into check (since checks have no significance), but may not be used as a nullifying move for an attacked K.

An example of play, in which everything goes wrong for White. Removals are denoted by asterisks. **1.** e4 d5 **2.** d4 Nc6*d4,e4 (but d5 has the nullifying move Nd4) **3.** Bc4 (now d5 has Pxc4) e5 **4.** Qg4*d5 Qd3 **5.** Nf3 (not seeing the threat) Nb4*c2,c4,b1 (and threatening Nc2 †) **6.** OO Nc2*f1 [the Rf1 is already attacked, the N move just completes its mate] **7.** Qf5*e5 Qf1 (threatening Ne3‡; note that this would still be mate if the White Q and R happened to be on c2 and c4, since although the BQ would then be mated, Black would elect to consider the WK mated first!) **8.** Bh6 Be7 (allowing White to play his next move without mating his own bishop) **9.** Ng5*f7,h7 Qe1*a1‡



Rules & Regulations

By Michel OLAUSSON
In this position, White neither mates nor stalemates. How? Why? How many ways according to FIDE Laws?

Notes on Generalised Chess By George Jelliss

Leapers + Riders.

Having looked at Leapers and Riders last time, we now look at additive combinations of them. Any combined piece whose components are of two or more different classes can be termed a Hybrid.

In view of its age, Ark seems an appropriate name for the Rook+Alfil in this example:

16. BONUS SOCIUS (c.1275)
R+Ae7, Fers h7. Mate in 2.

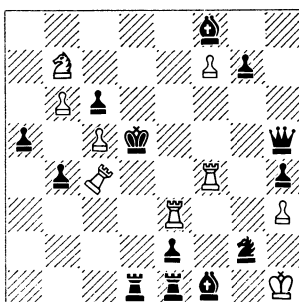


1R+Ae6 any 2.R+Ag8+

Knighted Chess.

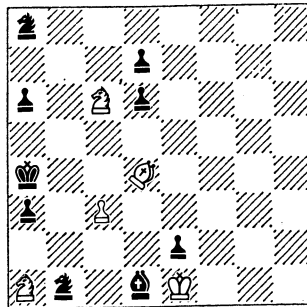
The idea of a Variant Chess using a widened board 10x8 with two extra pieces R+N and B+N was first proposed by Pietro Carrera author of Il Giuoco degli Scacchi 1617. This idea is re-worked every 50 years or so. Bird proposed a version in 1874 (in The City of London Chess Magazine) and Capablanca was credited with a version circa 1928 (in The Daily Mail by W.Hatton Ward I was told). The placing and names of the new pieces vary. Carrera called them Campione and Centauro, but they are now usually called Empress and Princess

17. T.R.DAWSON
Cheltenham Examiner 1913
Rook+Knight c4. Mate in 2.



1R+Ne4 with 12 R+N mates.

18. T.R.DAWSON
Cheltenham Examiner 1913
Bishop+Knight d4. Mate in 2.



1c4 with 8 mates by B+N

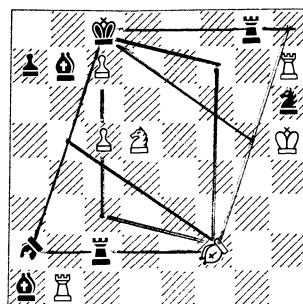
Knighted Queen.

Lucena, the first to write on modern chess (c.1475), noted Q+N as a transient state of a promoted pawn. Travellers' tales of the 19th century, and earlier, report chess with Q+N for Q customary in Russia and elsewhere, but I take these stories with a grain of salt. Q+N is now usually called an Amazon (or Terror). Dawson mentions a problem by G.C. Wainwright in which by using two Q+N the Black K is given EIGHT flight squares without a checking key (composed c. 1912). Does anyone know it?

The R+K(Ryu) and B+K(Uma) occur in Shogi as promoted R and B. (Of course Q+K=Q).

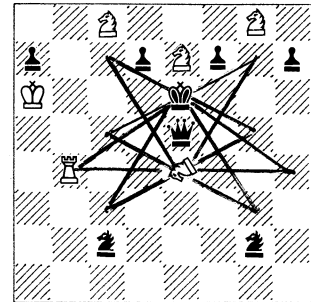
Next, two more elaborate composites, Camelopard & Lynx.

19. R.J.DARVALL. Mate in 2.
Camelrider+Fiveleaper f2,a2.
Fairy Chess Review 1949.



1c6 (threat cxb7+) Rb2/Bb2/
Rb7/Bb7/Xd1/Nf7 2X-c3/a2/
h8/g5/b5/f7+

20. C.R.FLOOD. Mate in 2.
The Problemist 1975.
Rook+Knight+Zebra(2,3) e4.

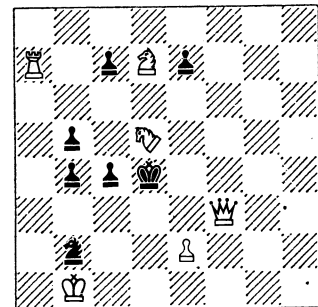


1Ra4 and 8 mates from Lynx.

Pawn Hybrids

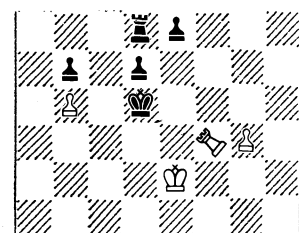
Pawns are neither Leapers nor Riders (though they do leap and ride) but belong to a class of their own. Here are a few examples of Pawn composites.

21. T.R.DAWSON
Reading Observer 1912.
Dragon(N+P)d5. Mate in 2.



1Ra2 c6(5)/e6(5) 2DxP(e.p.)
and 4 other Dragon mates.

22. T.R.DAWSON
Reading Observer 1914.
Ship(R+P)f3. Mate in 2.



1Kd2 R-/e5/Kc4 2S-f4/d3/c3+

23. W.E.LESTER
Fairy Chess Review 1933.
 Q+N+Pb6. Mate in 2.

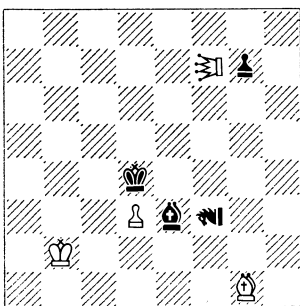


1QNPc5 b5 2QNPxPe.p.♯ etc.

Other Combination Methods.
 So far we have only examined one method of combination - the 'addition' of pieces to form Composites. Other methods of forming Combined Pieces also occur, as these examples show:

Chameleons.
 Pieces that take a sequence of different powers. Simplest are Alternators that move as X, then Y, then X, and so on. Tours by alternating Knight-Fers and Knight-Alfil were given by as-Suli (c.920AD). W.E.Lester Chess Amateur 1925 applied the name to a P-N-B-R-Q- cycling piece.

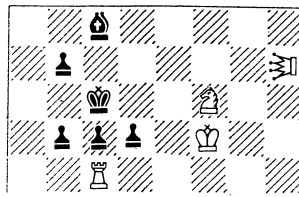
24. C.D.LOCOCK
70 More Chess Problems 1926
 Chameleons f3,f7.
 Helpmate 2.



1Ne5(=B) Qf2(=P) 2Bh6
 Pf4(=N)♯

Changeling.
 This is a curious chameleon-like piece that makes a R,B, N and P move (one of each) all in one go in any sequence, moving after each change, Kings being allowed to stay in check during the sequence.

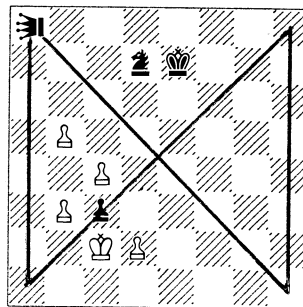
25. B.HARLEY
The Problemist 1928.
 Mate in 1 (sequence).



Note WK in check at start.
 1Q=N,Nf8;N=B,Bxc5;B=P,
 PxPe.p.++;P=R++,Re6♯.

Hunters.
 Pieces that move forwards (i.e. towards the opponent's side of the board) as X but backwards as Y. R/B & B/R Hunters introduced in 1943 by K.Schulz, according to Dickins (Guide to Fairy Chess)

26. E.HENKE Feenschach 1953
 Maximummer Selfmate in 4.
 (a) B/R Hunter (b) R/B at a8.

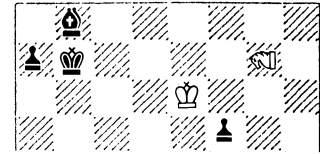


(a) 1Kxc3 Hh1 2Kd4 Hh8+ 3Kd5
 Ha1 4d4 Ha8♯ (b) 1Kxc3 Ha1
 2Kb4 Hh8 3Ka5 Hh1 4b4 Ha8♯
 Reversed corner-rattling path.

Transformers.
 Pieces that can change their powers in a given order, the 'transformation scene' counting as a 'move'. The first used were Turn-Symbol Pieces i.e. Queen-Grasshopper, Knight-Nightrider. (B.Formanek 1973). Two-value transformers in general are Jekyll & Hyde Pieces (Chessics 15 1983).

Querquisite.
 Has the power of the orthodox piece whose file it is in.

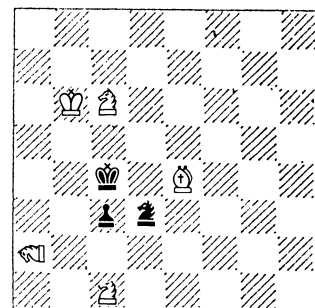
27. J.E.H.CREED
Fairy Chess Review 1947.
 Helpmate in 1½ (b) reflect left for right.



(a) 1Xe8(as N) Kc8 2Xd7(as K) mate (checking as Q). (b) 1Xd8 (as N) Kh8 2Xf6(as Q) mate (checking as B).

Snipers.
 Pieces that move like X but capture like Y. The orthodox combinations were used in a game called Thinktank Chess by Frank Maus in 1927 under the names Rookni, Knirroo, Biskni, Bishroo, Knibis, Roobis (Items in the BCPS Archive).

28. E.ALBERT
Fairy Chess Review 1952
 N/R Sniper a2. Mate in 2.



1Ne2 Kb3/N-/c2 2Bd5/Sb4/
 Sc3 (set 1...c2 2Sxc2).

The Pawn is a type of sniper, also the Chinese Cannon, and Mohammad Ali/Cassius Clay the former World Boxing Champion, since he "moved like a butterfly, stung like a bee"!

What happened to No. 11?
 It may yet turn up one day!

Solutions to Original Problems

1. Peter Wong (Australia). 1d3 d6 2Bg5 Bg4 3Bxe7 Bxe2 4Bxd6 Bxd3 5Bf4 Bf5 6Bc4 Bc5. Remarkable that each QB makes 4 moves - I usually avoid Synthetic Games, but P.W. keeps them short and his diagrams have solver appeal. [D.N.] Symmetry loosely interpreted, Qs not Ks after all! Symmetric play not so interesting. [S.P.] Symmetric play is an important theme in SGs [G.P.J.]

2. Edgar Holladay (USA). 1Nfe3 Kd3 2Nhf2+ Ke2 3Nh3 Kd3 4Kg3 Ke2/Ke4 5Nf4/Nhf2+ Triangle [E.H.] Stalemate all too easy with four Knights! [A.W.I.]

3. Ian Shanahan (Australia). (a) 1OOO Na6+ 2Bc4 Bg4+ (b) 1Bf8 Bh5+ 2Bf7 Re1+ Fine change of pinning and unpinning the Black Bs [E.B.] Bg7 prevents cook in (a) [I.S.]

4. Edgar Holladay (USA). 1...f1=R 2Nd3 Rf-d1 3Nf4+ 1Nd3 Kd1 2Kf3 f1=B 3Ne3+ 1Kh1 Kf1 2Nf3 Re2 3Nh2+ Pity no P=N. [A.W.I.] Quasi-symmetry. Model mates. [E.H.]

5. Edgar Holladay (USA). 1Bb5+ Kd8 2Bf4 Kc8 3Bc6 Kd8 4Bd7+ and 1Bg5 Kf8 2Bd3 (2B/Kf6? Kg8 3Bc4 Kh7!) 2...Kg8/g7 (Ke8? 3Be7=) 3Bh6/Ke7 Kh8/Kg8/Kh8 4Kf7/Bf6/Kf7 or f8=. Quasi-symmetry. [E.H.] Second solution an object lesson on how to make a hard problem with only four units. [S.P.]

6. Edgar Holladay (USA). (a) 1Rc3 Kxc3 2Ke3 Bg4= (b) 1Re1 Bh4 2Re3+ Pxe3= 1Rc2 Kxc2 2Ke2 Bg2= 1Rc4 Kxc4 2Ke4 Bg4= Ideal stalemates. [E.H.] Pleasing echoes. [A.W.I.]

7. Harald Grubert (East Germany). 1Black Nb1 Qd6+ 2Kc3 Kxb1. 1White Qc3+ Kxc3 2Nb3 Kxb3. New type with two fine ideal mates. [E.B.]

8. Peter Wong (Australia). Retract Bf5xN. Set 1Bd5 Qxf4+ Tries -Bf5-e4 1Rd4 Qxf5+, -BxQ 1Kxf6 d8=Q+, -Ba8xR 1Kxf6 Qxf4+, -Bf5xR 1Kxf6 d8=Q+, -Bf3xR 1Kd5 Qd4+, -Ba8xB/P 1Rfg5 Nf7+, -Bd5xB/P 1Rxe4 Nxc6+, -Bf5xB/P 1Bxd7 Nxd7+, -Bf3xB/P 1c1=N Qb2+, -Ba8xN 1Bd5 Nxc6+, -Bf3xN 1b5 Qc5+. Skilful construction but tedious verification. [A.W.I.] Interesting form! The tries and refutations are moves by the same side! [S.P.]

9. Hilmar Ebert (West Germany). (a) 1Kb1 c4 2Kb2 c3 3Ka3 c2 4Ka2 c1=N+. (b) 1Ka4 c4 2Ka3 c3 3Ka2 c2 4Ka1 c1=Q+. Could equally well be 'Helpmate'. [A.W.I., E.B.]

10. Hilmar Ebert (West Germany). (a) 1Kf2 Be2 2Kg1 Bg4 3Kf1 Bh3+ (b) 1Kg3 Bg4 2Kh4 Be2 3Kh3 Bf1+ Short COOK: 1Kg1 B various 2Kh1 B mates at f3, e4, d5 or c6. Note also that it is assumed that line pieces do not act through 'used' squares, else other cooks.

11. Michel Olausson (Sweden). 1Ke6(Rd5) 2Bd6 3Kd7 4Kc7 5Kb7(Bc7) 6Kc6 7Kc7(Bc6) 8Kc8 9Bc7 for Rd8+ and 1Kc5 2Bd6 3Kb6 4Kb7(Bd6) 5Kc6 6Kb6(Bc6) 7Kc7 8Kd8 9Bc7 for Re8+. COOK: 1Ke6(Rd5) 2Be5 3-7Kh1 8 Bh2 for Rd1/g4+ [D.N. and I.G.R.]

12. Michel Olausson (Sweden). Left: 1Kb3 (Bf1) 2Ka3 3-5b1=N 6-7Nf1(Rh1) 8-9Nh1(Qd1) 10-12Nb2 for Qa4 [Na4?(Nb1+!)]. Right: 1-6 Ka8 7-11g1=Q 12Qa7/Qb6 for Ra7(Nb8+)/Nb6(Nb8)+. Words fail me! [A.W.I.] The composer has found a rich new source of 'wenigsteiner' - see recent Springaren. [S.P.]

13. Kjell Widlert (Sweden). Castling is illegal! The last maxi-move was with K or R. Hence 1Qa4? Ra4(Qd1)! The key is: 1Qe3+ Ne3(Qd1) 2Qa4 Ra4(Qd1) 3Qa4(Ra8) OOO! 4Qc6+. White's 3rd move gives exact repetition of the position a move earlier, but now Black can castle with the newly created Rook. I would be curious to know if the composer provided a test game (Maxi-Circe) with the black K never moving. I keep wondering when I see problems of this type just how deep the retro-analysis could get. Any examples? [S.P.]

14. Edgar Holladay (USA). (a) 1Qgf3 Be3 2Qa2 (Qd3?) Bd3+ (b) 1Qbc3 Bd3 2Qg2 (Qe3?) Be3+. Two pairs of withdrawal unpins of WBs [E.H.] COOKS in (a): 1Qd1 Be2 2Qd4 Nd6+ 1Qbf3 Bc4 2d4 Nd6+ etc. [E.B.]

15. Harald Grubert (East Germany). 1Black Nd4 Kd2 2Kc4 Nf6 3Wc5 Wb4+ 1White Nd4 Kd6 2Kc4 Nf2 3Wc3 Wb4+ COOKS: 1Black Wa5 Na6+ 2Kb5 Nc7+ 3Ka4 Wb4+ 1White Wa3 Nf7 2Kb3 Nc1+ 3Ka4 Wb4+ [A.W.I.] also 1Wa5 Kc2 2Kb5 Ne2 3Ka4 Nc3+ and 1Wa3 Nd8 2Kb3 Nc6 3Ka4 Wb4+ [I.G.R.] If we move WN to h2 the reasons for the echo are apparent! [S.P.]

16. Slawomir Woszczyński (Poland). 1b4+? c5! 1d5? d1=Q or e6! Key: 1Nxd2 Ne8 2Nc4+ Nd6 3Rf2 Bg7 4Rf5+ e5 5Rxe5 Bxe5 6d5 d2 7b4+ c5 8dxc6 e.p.+ or if 6...c5 7dxc6 e.p. and 8b4+. But A.W.I. and I.G.R. have 5.Rf7 6Rxc7 7Ra7+ and S.P. has 5.b4+ c5 6Rf7 7Ra7+.

Solvers' Scores

		(Maximum 30)
S.Pantazis	30	One point scored
A.W.Ingleton	28	for each 'solution'
I.G.Richardson	21	whether the com-
Erich Bartel	19	poser's intention
D. Nixon	18	or a cook.

Double Maximuming: The diagram of John Beasley's double maximumer mate quoted on page 5 in VC 1 should have a Black Bf8; otherwise Black would have to play 5...OO (4-units) instead of 5...Qxf2+.

AISE International Tournaments

The Italian Association of Heterodox Chess announces the following International Correspondence Championships (deadline for entry):
 The 2nd N-Relay Chess Ch. (30 June 1990)
 The 3rd Progressive Chess Ch. (30 June 1990)
 The 4th Avalanche Chess Ch. (31 May 1990)
 Entry fee per person is US\$3 (or 'chess material of equivalent value') payable to:

Alessandro CASTELLI
 via Potenza, 11
 I-62010 Villa Potenza (MC)
 ITALY

Entrants will receive detailed rules. Progressive Chess was explained in VC 1 pages 10-11.

The basic rule of Knight-Relay Chess is that a man guarded by a Knight acquires added power of a Knight. The basic Avalanche rule is that after each move you must move one of the opponent's Pawns. But in each case there are further embellishments.

AISE Progressive Chess International Team Tournament

Notes by G.P.J.

Here is one of my games in this event that I had to win twice, due to a mistake!

George JELLISS v Manlio MANZINI
 1.e3 2.e5,f6 3.g4,Bb5,Nh3 (I recorded this as 3.a4,... which was my intention, but my handwriting must have been careless)
 4.Nc6,d5,Bxg4,Bxd1 (I wondered why my opponent wrote Bxg4 instead of Bg4, but carried on regardless with: 5.Ng5,Ra3,Rc3,Rxc6,Re6++ Mate, but Manlio now wanted to know how the Ra1 got over the P at a2! Fortunately a reply to the alternative P-move was available:) 5.Rg1,Rxg7,Bd3,Bxh7,Bg6. Mate. 1-0. Two nice mates too!

Manlio MANZINI v. George JELLISS
 Our other game was equally short, but not so lucky for me: 1.e4 2.f5,f4 (experimenting with a different opening idea) 3.d4,Bxf4,Nc3 4.d5,dxe4,Bg4,Bxd1 5.Kxd1,Nf3,Ne5,Bc4,Bf7. Mate. 1-0.

Will team members please note that it is a requirement of the tournament rules that the winner submit a score of the game when reporting the results (to me or to AISE).

A fuller report should appear in VC 3.

The Heterochess Olympics

Notes by G.P.J.

This ambitious event continues - it is due to carry on until 15 October 1991 - a print-out of the results to date, with game scores, has been issued by the AISE - though I must admit I find it difficult to assess the overall situation. At least all of the UK team have results to their names - not having heard direct from some team members I was worried that we might have defaulted. The Progressive variants are naturally those nearest to completion. Here are the six games between the leading players (all of Italy) in the Progressive Chess:

Deumo POLACCO v. Mario LEONCINI
 1.Nf3 2.e5,Bb4 3.e4,Bb5,Ke2 4.Qg5,Qxg2,Qxh1,Qxd1+ 5.Kxd1,a3,axb4,Rxa7,Rxa8 6.b6,Bb7,Bxa8,Bxe4,Ke7,Bxf3+ 7.Be2,Bxf3,d4,dxe5,Be3,Kd2,b5 8.h5,Rh6,Re6,Rxe5,Rxe3,Rxf3,Kd6,Kd5 White Resigns. 0-1.

Giuseppe DIPILATO v. Deumo POLACCO
 1.d4 2.d5,Nc6 3.Bf4,Bxc7,Bxd8 4.Kxd8,a5,e5,Bb4+ 5.Qd2,Qxb4,Na3,dxe5,Qd6+ 6.Bd7,Nxe5,Ra6,Rxd6,f5,h5 7.f4,fxe5,exd6,g3,Kf2,Nf3,Nd4 Black Resigns. 1-0

Giuseppe DIPILATO v. Mario LEONCINI
 1.d4 2.Nf6,c5 3.Bf4,Bc7,Bxd8 4.Ne4,Nxf2,Nxd1,Kxd8 5.Kxd1,dxc5,c6,ccb7,bxa8=Q 6.e5,Bb4,Re8,Re6,Rf6,Rxf1. Mate. 0-1.

Mario LEONCINI v. Giuseppe DIPILATO
 1.e4 2.d5,dxe4 3.d3,dxe4,Qxd8+ 4.Kxd8,c5,e5,h5 5.Bf4,Bxe5,Bxg7,Bxh8,Kd2 6.h4,h3,hxg2,gxh1=Q,Qxg1,Qxf1 7.e5,e6,exf7,fxg8=Q,Qf7,Be5,Bc7. Mate. 1-0.

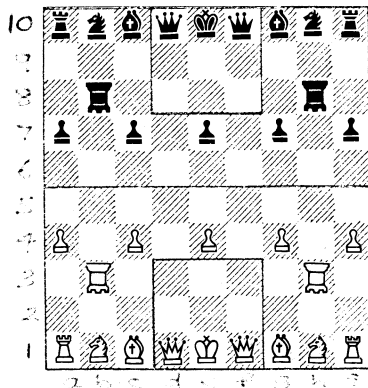
Deumo POLACCO v. Giuseppe DIPILATO
 1.e4 2.d5,dxe4 3.d3,dxe4,Qxd8+ 4.Kxd8,c5,e5,h5 5.Bh6,Bxg7,Bxh8,h4,Kd2 6.Bh3,Bxg2,Bxf1,f5,Nf6,Nxe4+ 7.Ke3,f3,fxe4,exf5,Nd2,Nxf1,Kf2 8.c4,c3,ccb2,bxa1=Q,Qxa2,Qd5,Qxh1,Qc6 9.Bg7,Bxf8,Bd6,Bxb8,Bxa7,f6,Nf3,Nxe5,Nxc6+ 10.Ke8,Kf7,Kxf6,bxc6,Rxa7,Ra4,Rxh4,Rd4,Rc4,Rxc2+. Draw. $\frac{1}{2}$ - $\frac{1}{2}$.

Mario LEONCINI v. Deumo POLACCO
 1.e4 2.e5,d5 3.d4,Nc3,Bb5+ 4.Qd7,Qxb5,Qd3,Qxd1+ 5.Kxd1,Nxd5,Nb6,Nxa8,Nxc7+ 6.Kd7,Kxc7,Bh3,Bxg2,Bxh1,Kd7 7.Bh6,Bxg7,Bxh8,Ke2,Nf3,Rxh1,Nxe5+ 8.Kc7,Nf6,Nxe4,Nxf2,Nxh1,Bg7,Bxe5,Bxh8. White Resigns. 0-1

The score in this little match is L3, D1 $\frac{1}{2}$, P1 $\frac{1}{2}$ each has won 10 other games L13, D11 $\frac{1}{2}$, P11 $\frac{1}{2}$.

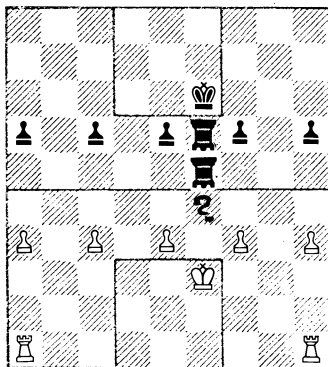
SHORT NOTES

Chinese Chess



This is what Chinese Chess looks like when given the 'fully westernised' treatment (see page 15.) The board now has the more familiar appearance of a football pitch! Here is an original retroanalysis problem in this notation:

Peter WONG
Original



What piece is on f5?

Refusal Chess

The statement that Alexander invented Refusal Chess was quoted from Anthony Dickins in *The Problemist* iii 1970, but David Pritchard writes: "I very much doubt this. Boyer and NOST credit Fred Galvin. NOST's rules ('Compromise Chess') are slightly different but Boyer's ('Echecs au refus') are unambiguous." 21 xii 89. And: "The reference ... is from neither of Boyer's books but the later (scarce) manuscript

addition (30 games). This is unfortunately undated, however it does offer the author's two books by post and quotes prices in old francs. Since the new franc was introduced in 1959, I must assume that the ms is 1959 or earlier./ Certainly Alexander never laid claim to the game in my presence - his preference was for Rifle Chess as I recall. I don't think Dickins is very reliable here. I recall that he credits Distler and Wade as variant players (he played with them in Mandrake days) but both were only occasional players, whereas there was a committed variant 'school' at the Gambit that Dickins fails to mention, presumably because he was unaware of it." 29 xii 89.

J.P.Boyer's two books, *Les Jeux d'Echecs Non Orthodoxes* (1951) and *Nouveaux Jeux ...* (1954) we have not seen, but would obviously find helpful - (will anyone sell/lend them?)

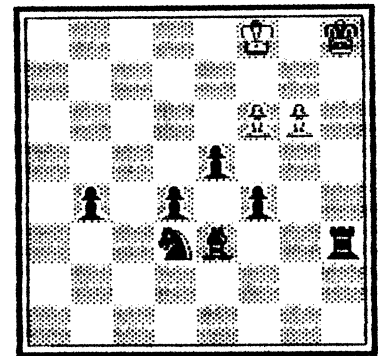
Rifle Chess

- (a) Rifle Chess was first described by W.B.Seabrook [not W.J. as several prominent sources say] in 1921.
- (b) But apparently there were earlier war-game experiments with rifle capture back to early 19th century.
- (c) Patrick Donovan's article, page 13, was originally titled 'Rifle Chess' but by coincidence Stewart Reuben mentioned the compulsory-capture variant under the name 'Shoot Chess' in *BCM* February 1990 - so we have adopted this name.
- (d) The *Oxford Companion to Chess* describes another variant of Rifle Chess in which check from Q, R, B that has just made capture cannot be answered by interposing a piece on the capture square.

Progressive Chess

Norman Macleod writes: "On Progressive Chess. I think we should adopt the Italian rule. A check before the last move of the series does not simply lose, it is an illegal move. As far as the game is concerned it makes very little difference, but for problems it opens up very interesting possibilities which would otherwise not exist. I enclose an example problem:

Norman MACLEOD
Mat 1985



Mate in 1/2/3
Progressive Play
(i.e. the progression starts at the diagram position)

Malcolm Horne reports that the start of the **Progressive Chess Postal Tournament** (VC 1 page 10) is delayed. To enter send him an SAE (address on title page) not later than 20th March 1990.

Solutions to Examples

Progressive Chess: 1Kf7!
... 2.Nc5,Nd7 3.Kc6:f7,f8=Q#
... 2.f3,Bh6 3.Ke7:f7,f8=Q#
... 2.Rh5,Rf5 3.Ke8:f7,f8=Q#
... 2.Rh6,Rxg6 3.Kxg6:f7,f8=Q#
allowing the last moves Cf4xCf6+, Chinese Chess: A Black Rook f5 Cannon f5(Cf4xCf6+ retrostale- mate). Maos blocked by Pawns.

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