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Variant Chess

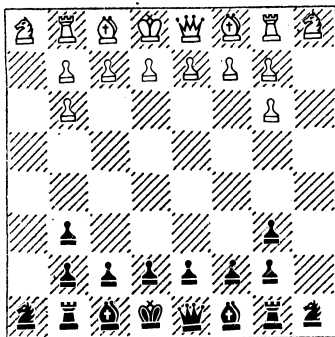
In this issue: Patt-Schach, Shatranj (Early Mediaeval Chess), Scotch, Chinese, Must-Capture, & Grid Chesses, Problems...
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Patt-Schach

by Erich BARTEL

Patt-Schach is one of a number of chess variants that I played about 30 years ago that may be of interest to readers of *Variant Chess*. In the new opening position, both players begin stalemated!



Since neither player can make a legal move, therefore both begin with an illegal move! (but no capturing and no mating!). After the first (illegal) move both play normal rules, except as regards Pawn promotion. Promotion may only be made if there is a captured piece (of the same colour) to take the place of the Pawn. If no such piece is available the Pawn has to wait, on the 7th or 2nd rank.

Here are the moves of four games played at that time. The first shows a danger to avoid.

Dr A. von Wilpert v EB

Game 160 o.t.b. 4 ix 1960

1.Nh8-c5?? Nh1-e5! White Resigns (2.Any Nc6 mate).

EB v Dr A. von Wilpert

Game 159 o.t.b. 4 ix 1960

1.Qe8-f5 Qe1-a7 2.Qxc2+ b3xc2 3.b6xa7 e1=Q 4.e8=Q (these are the two Queens just captured) Bd3 5.Nb6 Nb3 6.Bb4 Ra1 7.Ra8 Nd4 8.Bxd2?? Nc6 mate.

Dr A. von Wilpert v EB

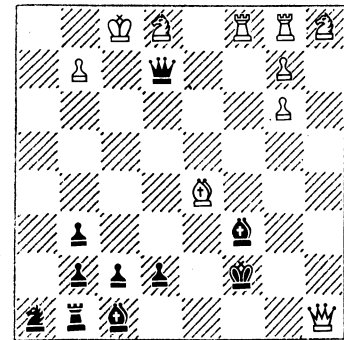
Game 161 o.t.b. 4 ix 1960

1.Nh8-d5 Qe1-d4 2.Rh8 Qxd5 3.g8=N (promotion to Queen is not allowed, only a Knight is available) Qxb7 4.Rxb7 e1=Q 5.Ra7 Qe4 6.Rh6 Bd3 7.g7 Ke1 8.Bb7 Qxb7 9.Rxb7 d1=Q (these rapid sequence captures and reappearances give the game a character quite different from any other) 10.c8=B Bxh6 11.Nxh6 c1=B 12.g8=R Nc2 13.Rc7 Ra1 14.Bb7 Nd4 15.Kc8 Be3 16.Bxg2 Rxg2 17.b7 Ba6 18.Rg6 Bxb7+ 19.Kxb7 Qf3+ 20.Rgc6 Nxc6 21.Rxc6 Ra7+ 22.Kb8 Qxc6 White Resigns.

Dr A. von Wilpert v EB

Game 180 o.t.b. 8 iii 1961

1.Na8-f3 Qe1-f4 2.Nxg1 Qxc7+ 3.Kxc7 f2xg1=Q 4.d8=N Qxb6+ 5.Kxb6 g1=Q+ 6.Kc7 e1=R 7.Qc6 g2 8.Bf5 Qh2+ 9.Kc8 Qxb8+ 10.Kxb8 g1=Q 11.e8=R Re2 12.Bc5 Qh2+ 13.Ka7 Ke1 14.Bd6 Qxd6 15.Rxe2+ Bxe2 16.Qxh1+ Kf2 17.f8=R Qa6+ 18.Kb8 Qd6+ 19.Kc8 Bf3 20.Be4 Qd7+!!



21.Kxd7 d1=Q+ 22.Kc7 (22.Qxd1 cxd1=Q+) Qxh1 23.Rxf3+ Qxf3 24.Bxf3 Kxf3 25.Rf8+ Bf4+ 26.Kb6 c1=Q 27.b8=Q Qe3+ 28.Kb7 Qe7+ 29.Ka8 Qe4+ 30.Qb7 Qxb7+ 31.Kxb7 Re1 32.g8=Q Re7+ 33.Ka8 b1=Q 34.Rxf4+ Kxf4 35.Qf8+ Kg4 36.Qxe7 Qh1+ 37.Ka7 Qxh8 38.g7 Qg8 (Qh7!?) 39.Qf7 b2 40.Qxg8 b1=Q 41.Qe6+ Black Resigns.

Upside-Down Chess!

Editor's Note

"Patt-Schach" is of course "Stalemate-Chess", but this suggests a game in which the aim is stalemate. "Stalemate-Start Chess" may perhaps be a more descriptive name.

A similar game can be played from the usual opening position, using "Upside-Down Pawns" - i.e. the White Pawns move down the board, and the Black up. In this legal moves 1.Na/c/f/h3 are available, but 1.Nc3 forces 1...Nf6 and 2.Nb5 forces 2...Ne4 to stop 3.Nd6#. 1...Nh6? 2.Ne4 and 3.Nd/f6#.

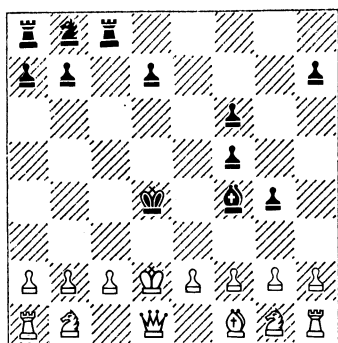
Scotch Chess in Holland

by GM John VAN DER WIEL

(from *Schaaknieuws* 194, 13 ix 1990)

In general grandmasters abhor aberrant forms of chess. So do I most of the time, but not in the case of Scotch Chess. The rules are not difficult: everything is as usual, except that White makes one move from the initial position, then Black makes two moves, then White three, Black four, and so on. When you check your opponent this automatically becomes the last move of the series allowed to you. The opponent has to get his King out of check with the first move of his series. Furthermore all moves must be legal, and if you mate on your last move this means that you win the game.

This Scotch Chess I consider to be a really nice game, during which one can sometimes get the most brilliant ideas. The game knows a number of very unusual motifs. The most spectacular of these is the "Coup Royal". An example: 1.d4 2.f5, Nf6 3.Bg5, Bxf6, Kd2 4.exf6, Kf7, g5, g4 5.d5, d6, dxc7, cxd8=Q, Qxc8 and Black strikes with 6.Ke6, Kd5, Kd4, Bd6, Rxc8, Bf4+!!



A curious situation. White must get his King out of check, but can only do so by immediately checking, which ends his series of moves! Black then simply mates in eight. What is funny is that the White response 7.e3+ is most easily taken advantage of with 8.Bxe3+!, which again forces White to check immediately, after which Black has no less than ten moves at his disposal. Note also that if on his fifth move White hadn't ended with Qxc8 but with Qxf8+, Black would have won with another Coup Royal, viz: 6.Ke6, Kd5, Kd4, Na6, Nc5, Ne4+! and then 7.Kc1+ 8.Ke5, g3, gxf2, fxg1=B, Nd2, Be3, Nb3++ mate as the prettiest finish (or 7.Ke1+ 8.Ke5, g3, gxf2 mate).

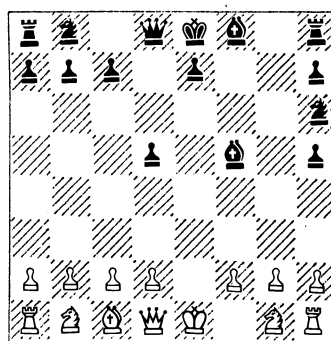
After a little experience some conclusions

can be drawn about Scotch Chess; the most important one is that here too White has the best chances. The reason for this I think is purely arithmetical. White is continuously the first to take a lead of one extra move, which can be seen as an average lead of half a tempo. A simple addition illustrates what I mean: after one move White has a lead of one move (w+1). Then after Black's two moves, Black has a lead of one move (b+1). It continues as follows: w+2, b+2, w+3, b+3, w+4, and so on. White is therefore always the first one to have the greater lead. [*Malcolm Horne, from almost 1000 AISE 1988 games, finds only 53.2% to White.*]

Other conclusions about the game are concerned with opening theory. The first conclusion is that here also 1.e4 is the best opening move. White threatens mate on f7 and this seriously limits Black in his responses. About responses to 1.e4 also a lot is known:

(a) 2.e6 in combination with most moves is bad because of 3.d4, Bg5, Bxd8; in combination with 2.Nf6 it's not so good on account of 3.Qf3, Qxf6, Qxd8+ [*but this may not be as strong as it looks – M.H.*]; in combination with 2.Ne7 or Be7 it's at least passive.

(b) 2.d5 in combination with most moves is weak due to 3.Qg4, Qxc8, Qxd8+; in combination with 2.Nd7 or Bd7 it's quite passive; as to the combination 2.d5, f5 the following example illustrates a general risk of f5. White answers 3.exf5 (ideas with e4–e5 are also strong), Be2, Bh5+!?. Now 4.g6, Bxf5, Bg4, Bxd1 would lose to 5.Kxd1, Nf3, Nh4, Nxg6, Ne5 mate, amongst other things. The question, though, is: how is White to meet 4.g6, gxh5, Bxf5, Nh6? Solution at the end of the article.



(c) 2.f5 is probably best combined with Nh6 or Nf6 (not with g6?: 3.Qh5, Qxh7, Qxg6 mate; after 2.f5, e5 3.d4, Bg5, Bxd8 is again awkward). As you can see, Black doesn't have

an easy game in Scotch Chess!

(d) At this moment 2.Nh6 combined with Nc6, c5 or a5 seems to be Black's best choice.

[Malcolm Horne's statistics show that in fact 1.d4 has been far more successful than 1.e4:

	win	draw	loss	%of pts won by W
1.e4	225	4	260	46.4
1.d4	242	5	135	64.0
others	35	2	46	43.4
Total	502	11	441	53.2]

Scotch Chess is a difficult game, don't let yourself be fooled. It calls for great imaginative powers (and may be a useful activity because of that) and continuously present is the shaky balance between the safety of one's own King and aggression or materialism. Here's an example game, in which this balance is disturbed almost unnoticeably.

1.e4 2.e6, Bb4!? in order to protect Qd8 **3.c3, cxb4, Nh3** dubious is **3.a3, axb4, Nh3** because of **4.a5, axb4, Rxa1, Qe7!** Not however **Nh6** instead of **Qe7** because of **5.Qf3, Qf6, d4, Bg5, Qxd8** mate! **4.Qf6, Qxb2, Qxc1, Qxd1+ 5.Kxd1, b5, b6, bxc7, Kc2** probably not an impressive idea by White **6.Na6, Nxc7, d5, dxe4, Ke7, e5** White now has all kinds of mating constructions in eight moves, such as **f4, fxe5, e6, exf7, Be2, Rf1, Bg4, f8=Q** or **d4, dxe5, e6, exf7, fxg8=Q, Bc4, Rd1, Qf7** but it seems to be impossible in seven moves. The knight on c7 nicely thwarts the idea **d4, dxe5, Bb5, Rd1, Rd8, Re8**. White now loses sight of caution. **7.a4, a5, a6, axb7, bxa8=Q, Qxc8, Qxc7+?** may look all right, but: **8.Ke6, e3, exd2, Nf6, Rb8, Rxb1, Nd5, d1=Q** mate! a beautiful mate would also have followed after **7.Nc3, Rb1, Rxb7, Rxa7, Rxa8, Rxc8, Rxc7+?: 8.Ke6, e3, e2, exf1=Q, Nh6, Rb8, Nf5, Nd4#**.

It's a hazardous game, as this example illustrates. It's clear that a King is safer the more room (flight squares) he has, but there's no such thing as complete safety. Once you get to be a bit of a natural at the game, it can very well be played with the clock, e.g. 15 minutes per player. Once you master the game even better, you would find out that a draw is a less unlikely result than one would expect at first glance. Have fun with Scotch Chess – but don't forget real chess!

Solution: White can mate by **5.Qe2, Qe6, Nc3, Nxd5** (or **Ne4, Nf6!**)

Scotch Chess in Germany

"Schottisch" was one of the games that Erich Bartel played nearly 30 years ago (see p49).

Erich Bartel v Joseph Boyer

Game 195 15 iii 1961

1.e3 2.e6, Be7 3.Nh3, b3, d4 4.c6, Qb6, Qxd4, Qxd1+ 5.Kxd1, Ng5, Nxf7, Nxf8, g4 6.b6, Ba6, Bb4, Nf6, Ne4, Nxf2#

Erich Bartel v W. Neukirch

postal 1962

1.e3 2.Nf6, Nc6 3.Bc4, Qh5, Bxf7#. This must have been played by most beginners.

Edmund Hoffmann v Erich Bartel

In a notebook dated 1962

1.e3 2.Nc6, e6 3.Qg4, Qg5, Qxd8+ 4.Kxd8, d5, e5, Bd7! (Not **Be7?** 5.Bb5, Bxc6, Nf3, Ng5, Nxf7#) 5.Ba6, Bxb7, Bxa8, Bxc6, Bxd7 6.d4, d3, dxc2, cxb1=Q, Qxa1, Kxd7 7.Ne2, Oo, b3, Bb2, Bxa1, g3, Kg2 8.h5, h4, hxg3, gxh2, h1=R!, e4, Bd6, R8h2#.

W.Neukirch v Erich Bartel

Game 223 postal 20 iv – 19 vii 1963

1.d4 2.d5, Nf6 3.Bf4, Bxc7, Bxd8 4.Bf5, Bxc2, Bxd1, Kxd8 5.a4, a5, a6, axb7, bxa8=Q 6.Ne4, Bc2, e6, Be7, Bh4, Bxf2#

Continuous Progressive Chess

The Continuous Tourney proposed in VC3 p35 has resulted in a few pairings being arranged. The idea is to provide U.K. players with practice – and we certainly need it! The following are some games already played:

Stephen Tavener v John Sturgess

(A) 1.e4 2.Nc6, d5 3.Qg4, Qxc8, Qxd8+ 4.Rxd8, dxe4, Nb4, Nxc2+ 5.Kd1, Kxc2, Ba6, Bxb7, Bc6+ 6.Rd7, g6, Bg7, e3, exd2, d1=Q#

(B) 1.e4 2.Nc6, d5 3.Ba6, Bxb7, Bxc6+ 4.Qd7, Qxc6, Qxc2, Qxd1+ 5.Kxd1, Kc2, exd5, d6, dxc7 6.a5, a4, a3, axb2, bxa1=Q, Qxa2+ 7.Kd1, Nc3, Nxa2, h4, Rh3, Rd3, Rd8#

John Sturgess v Stephen Tavener

(A) 1.e4 2.d5, e5 3.Qg4, Qxc8, Qxd8+ 4.Kxd8, dxe4, Nf6, g6 5.d4, dxe5, Bg5, f4, Bxf6+ 6.Be7, Bxf6, Bxe5, Bxf4, c5, Re8 (Stephen says that he mislaid the Pawn on e4! – with it one would think a mate should be possible, but it seems not. AISE rules do not permit 6.Kc8, exf e.p, Bh6, Rd8, Rd2, f2# since the e.p. capture must be made on the first move of the series) 7.h4, h5, hxg6, gxf7, Rxh7, bb5, fxe8=Q#

(B) 1.e4 2.d5, Nc6 3.Qg4, Qxc8, Qxd8+ 4.Rxd8, dxe4, Nb4, Nxc2+ 5.Kd1, Kxc2, Nc3, Nxe4, Bb5+ 6.c6, cxb5, e5, Nf6, Nxe4, Rc8+ 7.Kb3, d4, d5, d6, Bg5, Rd1, d7#

Shatranj **Early Mediaeval Chess**

by George JELLISS

A very full account of *Shatranj*, the chess played by the Arabs in mediaeval times, (thus also called Arab, Muslim, Islamic, or Muhammadan Chess) is given in six chapters, pp167–338, of H.J.R.Murray's *History*. It is on this that my brief account is based. The game is also identical in most respects with the forms of chess played in Europe in Mediaeval times to which Murray devotes a further seven chapters pp452–755, so it is quite an extensive subject.

Shatranj is the earliest form of chess for which accurate rules are known and for which the moves of actual games have been preserved. We also have endgame studies and problem compositions.

The Arabs adopted the game from the Persians, who called it *Chatrang*, and the Persians are generally thought to have got it from India where it was called *Chaturanga*, but unlike *Shatranj* these games have no literature of their own, so we cannot be sure about detailed points of law relating to them. We only know that they were broadly similar.

The Arabs acquired chess through their conquest of Persia in the decades following the death of the prophet Muhammad (632AD), and the game quickly prospered with them, perhaps because other games involving dice and gambling, were proscribed. The Muhammadan stricture against making images was complied with by using pieces of abstract design.

Among the early masters was an African Sa'id bin Jubair (665–714) who is the first known "blindfold" player – i.e. he played, without touching the pieces, his back to the board, the moves being told to him.

The famous caliph Harun ar-Rashid (763–809AD) is said to have favoured good players and granted them pensions.

The first books on chess were written from this time on, notably by Al-'Adli (fl.840), As-Suli (c.880–946) and Al-Lajlaj (–c.970). They do not survive complete, but extracts are quoted in manuscripts compiled later, such as that by al-Baghdadi (1140AD).

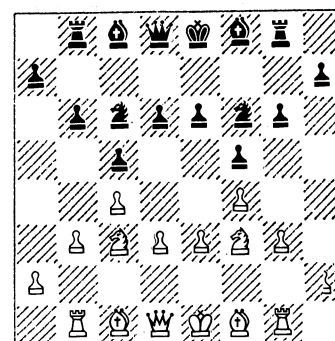
For our purposes the game can be played on the usual 8x8 board (at that time it was uncheckered) with the usual pieces and opening position. The usual moves of the pieces apply, except: King (*Shah*) has no castling privileges; the only move of "Queen" (*Firzan*) is one square diagonally; the only move of "Bishop" (*Fil*) is two squares diagonally, whether the intermediate square is occupied or vacant; and Pawn (*Baidaq*) has no double forward move (and so no e.p. capture) and can promote only to Firzan. The Knight (*Faras*) and Rook (*Rukhkh*) move as usual.

The only other difference in the rules is that, besides checkmate (*shah mat*), stalemate (*za'id*), and isolation (*mufrad*), are also wins. But if an isolated King can capture the last remaining opposing piece, this is a draw (*qa'im*).

As-Suli valued the pieces as: Rook 1, Knight 2/3, Firzan 1/3, Fil 1/4, Pawn 1/4 on centre files to 1/8 at edge.

The following games are given by Al-Lajlaj who was As-Suli's pupil. It is not clear whether they are moves of actual games or the result of analysis – probably a mixture of both. I use the "modern" names and letters for the pieces: King (K), Fers (F), Alfil (A), Knight (N), Rook (R), Pawn (P).

The custom seems to have been for the two players to play a series of 12 or more opening moves to build up a battle array (*ta'biya*) before engaging forces. In the games that follow both players use the "Wing" array (*Mujannah*):

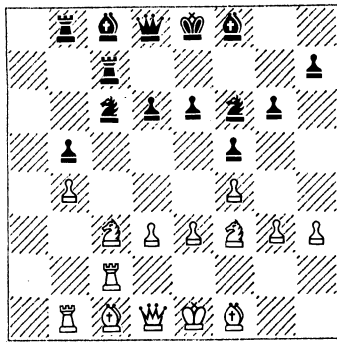


A player who wishes to try a game of *Shatranj* may get a better idea of what it was like by starting from this position instead of the usual array.

Game 1

13.h3 a6 14.a3 (or 14.Rb2 b5 15.bRf/g2 ignoring the counterattack on the F wing **15...bxc 16.bxc** followed by F–b3, Aa3, Na4 winning the cP **15...b4 16.Ne2! a5 17.h4 a4 18.Fc2! axb 19.Fxb3 Ra8!** but W can eventually bring his F–b5 **15...Na7** leaves W time to continue his attack on the other wing) **b5 15.cxb! axb 16.b4 cxb 17.axb Rg7** (17...h6 18.g4 fxg 19.hxg g5 20.fxg hxg =) **18.Rg2 Rc7 19.Rc2** (or 19.g4 e5 20.fxe dxe 21.d4 e4 22.Nd2!) **e5** (19...d5 **20.Ne2**

Ad6 21.Nfd4 Nxb4 22.Rxc7 Fxc7 23.Nc3 and Ndxb5 = 20.Ne5 Ne7 21.Aa3 and Ac5)



20.e4 (20.fxe? dxe 21.e4 fxe 22.dxe Ad6 23.Nd5 Nxd5 24.exd Nxb4 25.Rxc7 Fxc7 26.Nxe5 Nxd5 with a P more 20.else e4 21.Nd/h2 d5! 22.g4 d4 23.Na2! exd 24.Axd3 Ad6 winning Pb4 23.Ne2 dxe 24.Axe3 exd 25.Axd3 fxg 26.hxg Nxg4 and will win the Pb4 23.g5? Nxb4 winning) fxe (20...Nd4 21.Nxd4 exd 22.Ne2 Rxc2 23.Fxc2 fxe 24.Nxd4! exd 25.Fxd3!) 21.dxe exf 22.gxf Ah6 (22...Nh5 23.Nd5 with better game) 23.e5 dxe 24.fxe Nh5 25.Ad3? (correct is 25.Nd5 Rd7 26.Rxc6 Rxd5 and W has the advantage since his Ps block entry of the Black F) Nf4 26.Axb5! (26.Nxb5? Nxd3+ 27.K– Rxb5 with better game) Nxe5 27.Nxe5 Re7 28.Re2 Nxe2 29.Kxe2 Rxe5+ 30.Ae3 [Here the commentary breaks off.]

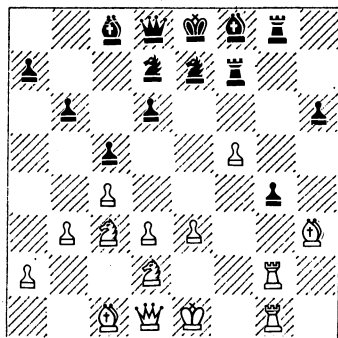
Game 2

13.h3 Rb7 14.Rb2 h6 15.g4 Rf7 16.Rbg2 Rh8 17.Nh2 Fc7 (or Pa6) 18.h4 fxg (18...any on F wing 19.h5 19...Ne7 20.hxg Nxg6 21.gxf Nh4 22.Rf2 Nxf5 23.Ah3 N– 24.f5 19...g5 20.gxf exf 21.fxg hxg 19...gxh 20.gxf exf 21.Ah3 with better game 19...fxg 20.hxg Rg7 21. Nxg4 Rxg6! 22.Nxf6+ Rxf6 and White

continues Ah3, Rf2, f5 with better game) 19.Nxg4 Nh5 19...Nxg4 20.Rxg4 Ne7 21.h5 (21.g5 fxg) gxh 22.Rh4 any 23. Rxb5 followed by Rh2, Rf2, Ah3, f5. If then Black plays e5 White replies Rfg2, but if exf then Rgf1 and Axf5 with better game 20.Fe2 Ne7 21.Nh2 (or Nf2) a6 (or other, but not 21...d5? 22.cxd exd 23.Nf3 with better game) 22. Ff3 a5 (or other) 23.Fg4 Nf6 24.h5 g5 (24...gxh 25.Ff3 d5 26.f5 or cxd! with better game) 25.f5! (25.fxg hxg) e5 (25...exf 26.Fxf5 sacrificing Ph5 for the better game) 26.Ne4 Nfg8 27.Ng3 Rg7 28.Ff3 g4 29.Ne4 following with Fxg4 and the superior game.

Game 3

13.h3 Rb7 14.Rb2 Rf7 15.Rf2 h6 16.g4 fxg 17.hxg g5 18.f5 exf (18...d5 19.fxe Axe6 20.cxd Ne7 21.Ne5! Nxg4! 22.Nxf7 Nxf2 23.dxe6 Nxd1 24.Nxd1 18...Fe7 19.Nd2 Rfg7 20.Fe2 d5 21.fxe dxc 22.bxc Axe6 23.Ff3) 19.gxf Nd7 (19...Ne7 20.d4 20... Nxf5 21.Nxg5 21...Nxd4/e3 22.Nxf7 Kxf7 23.Rxf6+ Kxf6 24.Rxg8 winning 21...Rxg5 22.Rxg5 hxg5 23.Rxf5 with better game 20...cxd 21. Nxd4) 20.Nd2 Ne7 21.Ah3! (21.e4 Nc6 followed by Rfg7, Kf7, and Black can establish F at d/f4 winning) g4 22.Rfg2



From this position three lines of play are given:

(a) 22...Nf6 22...Ne5 23.Fe2 23...Rh8 24.Rf2! gxh3 25.f6 25...Nc6! 26.Nde4 or Nd5 25...Ng8 26.Nd5 25...N7g6 26.d4 W has the better game 23...else 24.d4 cxd 25.exd N5c6 26.Rxg4 with the advantage 23.d4 Nd3+ 24.Kf1 24...Nxf5 25.Axf5 Rxf5+ 26.Nf3 (26.Ke2 Nxc1+ drawn) Rxf3+ 27.Ke2 24... cxd 25.exd Nf4 26.Rxg4 Rxg4 27.Rxg4 Nxb3 23.Nde4 Nxe4! 23...gxh3 24.Nxf6+ Rxf6 25. Rxg8 with the better game 24.Nxe4 h5 25.Fe2 Rh8 26. Ng5 Rf6 (26...gxh3 27.Nxf7 26...Rg7 27.Nf3 Rhh7 28.Nh4 gxh3 29.Rg5 W retains the advantage) 27.Ne4 Rfh6 (27...Rf7 28.f6 followed by Rf2) 28.Rf2 any 29.Af1 White will bring K to c3 for Pd4.

(b) 22...Rh8 22...Rfg7 23.Nde4! Kf7 24.f6 Nxf6 25.Rf1 Rg6 26.Rgf2 wins the Knight 23.Rxg4 Ne5 24.R4g2! 24.R4g3 Nxd3+ 25.Kf1 25... Nxf5 26.Axf5 Rxf5+ 27.Ke2! drawn (27Nf3? Rxf3+ 28.Ke2 Ne5 winning) 25...Nxc1 26. Fc2 followed by Kf/g2 wins the N Nxd3+ 25.Kf1 Nxf5 25...Ne5 26.Fc2 followed by Ke2, Q–d5, Nde4 winning 26.Axf5 Rxf5+ 27.Rf2.

(c) 22...h5 23.Nde4 Rh8 24.Ng5 Rg7 24...Rf6 25.Nce4 Rfh6 26.Rf2 gxh3 27.Nxh3 or Rh1 and Rxh3. White plays Nc3 and advances d–Pawn 25.Nf3 Rgg8 25...Rgh7 26.Nh4 gxh3 27.Rg5 followed by Ne4, Kc3, Pd4; if now Black takes dP White replies exd and then Ae3 to keep the Black F out of the game. Next Rh1, Rxh3 26. Nh4 gxh3 27.Rxg8 Nxg8! 28. Rh1 to follow with Fe2, Rxh3.

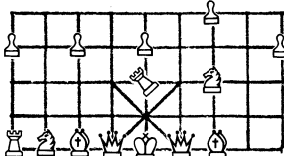
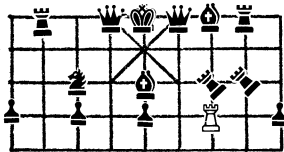
Chinese Chess

by Malcolm HORNE

These games are from the Newsletter Number 2 of the Chinese Chess Postal Tournament, issued in January. Entry fee is £4 (£2 in UK). There are 20 players participating (including a computer).

P.Blommers v V.Contoski

In this game Black's strong piece sacrifice at move 8 gives Red (i.e. White) too many problems. 1.Ch3-e3 Nb10-c8 2.Ng3 Ng8 3.Ri1-h1 Rh10 4.g5 Ca8 (usual here is 4...c6) 5.Cb8 Rb10 6.Cxg8 Cxg8 7.Rh7 Bc10-e8 8.Rxg7

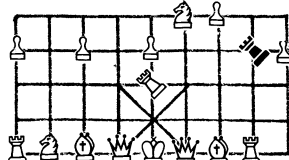
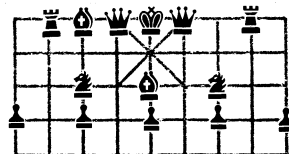


8...Rb2! 9.Rxg8 Rg2 10.Nh5 Rxg1 11.Ng7? (Ceding the h-file eases Black's task, but after say 11.Nc3 Ci8 Red is still in considerable trouble.) 11...Ch1! (Not 11...Rxg5? 12 Ch3! Ri10 13.Rxh8 when Red is back in the game.) 12.Ni8?! (12.Cd3 looks a better idea, but after 12...Rxg5+ 13.Ke1-12 Rh2+ 14.Ke3 Cg1 Red is struggling badly once more.) 12...Rh2 (A simpler path to victory is 12...Rxg5+ 13.Af1-e2 Rg1+ 18.Af1 Rxg8+ 15.Ae2 Rxi8) 13.Ng9+ Ke9 14.Rf8 Rxg5+ 15.Ae2 Rg1+ Red resigns. (After 16.Af1 Rxg9+ 17.Ae2 Rg1+ 18.Af1 Rg8+ it is all over.)

M.Horne v M.Nägler

This game is printed mainly to illustrate a problem with the UKCCA rules about repetition of moves. 1.Ch3-e3 Nh10-g8 2.Ng3 Rh10 3.Rh1 Ch4 4.g5 Ce8 5.Cb8 Nc8 6.Cxe8 Bg10xe8 7.Nf5 Rb10! (I found a game in a Chinese magazine which went 7...Ch3 and now Red played the very interesting sacrifice 8.Nc3

Cxc3 9.Rxh10 Nxh10 10.Ra3 Cc2 11.Ra2 Cc3 12.Nd6 Ra8 13.Rh2 and went on to win. Under UKCCA rules, used in the postal tournament currently, it is however no longer a sacrifice as Red could decide to chase the Cannon back and forth if content to draw! The problem is that in China, Hong Kong, Taiwan etc, different repetition laws are in force. The most important rule is that the chasing of an unprotected piece is not allowed - except in special circumstances. If we play to simplified rules, as at present, then a significant amount of opening and endgame theory becomes inaccurate for us. Unfortunately the two main Chinese Chess organizations in the Far East do not agree on the rules! One organization has a simpler set of rules than the other, but still rather complicated. In tournaments in China an experienced arbiter can decide, but this is not practical in the West for postal chess.)



8.g6 Cxc4 9.Rxh10 Nxh10 10.Nd6 Cc5 11.Bc1-a3 c6! 12.Nf7 Ch5 13.Ra2! (13.g6xg7 Rb2! threat ...Cb5) Rxb1 14.Rh2 Rb5 15.e5 Cf5 16.g6xg7! (16.Rxh10 regains the piece but after 16...g7xg6 Black looks well placed, so I preferred to sacrifice for active counterplay.) 16...Nf9 17.g8 Cf4 18.Rh4 Cf3 19.Bc1 Ad10-e9 20.g9 Ng7 (It is now quite hard for Black's Cannon and Knight to dodge attacks from the Red Rook, and the UKCCA rules allowing repetitive chasing increase the chances of a draw.)

21.Rg4 Nh5 22.Rh4 Nd6! 23.Ng5 Rxe5 24.Nxf3 Rf5 25.Af1-e2 c5 26.Ca3 Nc8 27.Nd4 Rd5?! (Admittedly 27...Rg5 28.Nf3 Rd5 seems to avoid the forthcoming repetition and Black might still hope to win.) 28.Cd3 Draw. (28...Rg5 29.Nf3 Rf5 30.Nd4 etc would follow. Under Chinese rules chasing the Rook repetitively would be illegal, and Red would have to vary!)

A.Brown v M.Horne

In this game Black establishes two united Pawns across the river and this eventually proves too strong. 1.c5 Bc10-e8 2.Nb1-c3 Nd9 3.Ra2! c6!? 4.c5xc6 Rc10 5.Rd2 Nf8 6.c7!? (6.Rd6!? expected) Rxc7 7.Nb5 Rc8 8.Cb3xb8 Rxb8 9.Nxa7 Rb4 10.Nc8 Rxe4+ 11.Ce3 Af10-e9 12.Ni3 Nh7! (Prevents 13.Rh1 and attacks the Knight at c8.) 13.Nb6 Rf4 14.Nd5 Rf7 15.Ri1-i2 Ri9 16.Ri2-f2 Ri9-f9! 17.Rxf7! (Not falling for 17.Cxe8+? Ad8 {17...Kf10? 18.Ca8!!} 18.Rxf7 Rxf7 after which the Cannon gets trapped.) 17...Rxf7 18.Ng2 e6 19.Nc3 e5 20.Ad1-e2?! (20.Rd4!?) g6 21.Cf3 g5! 22.Rd4!? (22.g4xg5!? Cg8! also awkward for Red) Rc7 23.Bg1-e3 g5-f5 24.Nb5 Rb7 25.Nd6 Re7 26.Nf7! Ch9 27.Rd6 e4 28.Rg6 Nf8 29.Ch3 Rxf7 30.Cxh10+ Af10 31.Re6 Ch1+ 32.Bg1 f5-f4 33.Rxe8+ Ad10-e9 34.Re5 Rh7 35.Cxh1 Rxh1 (Black has survived a tricky period but now life gets easier. Red's Knight is very awkwardly placed and he soon gives it up for counterplay against Black's King.) 36.Rc5 Rxg1 37.Rc10+ Ad10 38.Kd1!? Rxg2 39.Rxd10+ Ke9 40.Rxf10 Ng6 41.Rxg10 Rxg4 42.Rg7 i6 43.a5 Nh4 44.Re7+ Kf9 45.a6? Rg6 46.Rd7 (46.a7? Rd6+ and Black soon mates) Rxa6 47.Rd3 Rc6 48.Ba3 Ng2 49.Rg3 Rd6+ 50.Rd3 Rxd3+ 51.Axd3 Ne3+ 52.Af1-e2 f3! Red resigns. (One line is 53.Bc1 f2 54.Bxe3 e4xe3 55.Kd2 Ke9! 56.Ad1 Kd9 57.Ae2 f2xe2+.)

Must-Capture Chess

by Paul NOVAK

The rules are as for normal chess with the modification that you must capture if legally possible. If there are two or more possible captures any one may be played, but you are not obliged to make a capture that exposes your King to check since this is illegal.

It is therefore well-nigh impossible to do anything at all [*not much of an advert for the game!* – M.H.] as a developed piece can easily be made to sacrifice itself for a pawn.

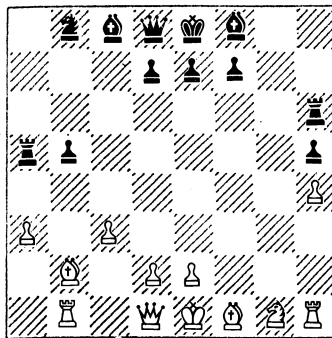
EXAMPLE GAME

Jed STONE v Paul NOVAK.

Correspondence 1988–9

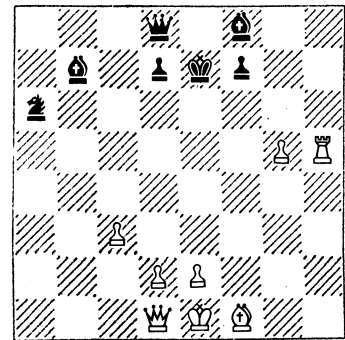
1.Na3 c6 Played to stop Nb5, Nxc7, Qxc7, g3!, Qxg3, fxg3+/- (Irrelevant moves in sequence not shown.) 2.c3 b5 3.Nxb5 cxb5 4.f3?! Played to allow e4 without having to worry about h5, Qxh5, etc, but weakening the e1–h4 diagonal. 4...g6 Hoping to be able to get Nh6 in, and then play e6, hoping for h4?!, Qxh4, Rxh4, Bd6, Rxh6, Bg3 mate! As virtually any move White plays stops this, it's hoping a bit! It may well have been better to play 4...a5, threat a4 – I felt it was a stronger move but had fallen in love with the dark-square diagonal cheapo plan, and thought I could make it work later if he didn't notice it. After 4...a5 5.b4 axb4 6.cxb4 Rxa2 7.Rxa2 Na6 8.Rxa6 Bxa6 it looks about equal. 5.b4(!) Now I can't play Bd6 ever – it must take the damned bP! 5...Nh6 Still trying. Now I pinned my hopes on play-ing Nf5 and keeping a straight face [not that it mattered, in a correspondence game!] hoping

he wouldn't notice: Ng3!, hxg3, Qc7, Rxh7, Qxg3 mate! 6.g4 Unfortunately these things don't happen in real life. 6...N×g4 7.fxg4 a6 to avoid Bg2 8.a3 h5 pinning his eP again 9.g×h5 gxh5 10.Bb2 Rh6 White is better; I was forced into contortions with my Rooks to avoid losing material to 11.c4 11.Rb1 Ra7 Welcome to the wonderful world of wood-pushing; "both sides lack chances" as Alekhine might have said. 12.h4 a5!? Losing patience. 13.bxa5 Rxa5



I expected 14.Ra1 (If 14.Rc1 Rxa3 15.Bxa3 Ra6! 16.Bxe7 Kxe7 17.Rc2) 14...Rxa3 15.Rxa3 Ba6 16.Rxa6 Nxa6 A piece down, it looks as though Black is lost ...but (A) 17.Bg2 Nc7! The threat of 18...Ra6 is hard to meet, e.g. 18.Nf3 (or 18.Bb7 Rb6! or 18.Bc1? Ra6! and White can't stop ...Ra4) 18...Ra6 19.Ba1 Rxa1 20.Qxa1 b4 21.cxb4 f6 etc, and black also has just b4, cxb4, f6, Bxf6, exf6 regaining his piece. ...or (B) 17.Nf3 and Black has the Petrosian-like 17...Nb8!! If 18.Rh3? Black now mates by force: 18...e5 19.Nxe5 Qxh4+ 20.Rxh4 Ra6! 21.Nxf7 Kxf7 22.Rxh5 Bd6 23.Rxb5 Bg3 mate. 14.Nf3 Rxa3 15.Bxa3 Rb6! 16.Rxb5 Rxb5 17.Bxe7 Kxe7(!) 18.Ng5 Rxc5 19.hxg5

Bb7 20.Rxh5 Na6 and so the smoke has cleared; White is a Pawn up.



21.Rh3 Qb8!? And still trying! Threat: 22...Bh1 Rxh1 23.Qg3 mate. White should now have forced the draw with: 22.Rh2 Qxh2 23.c4 Qxe2+ 24.Kxe2 Bg7! (not now 25.Ke3? Bc3!) 25.Qc2 or with 22.e4 Bxe4 23.Bxa6 Bb1 24.Qxb1 Qxb1+. 22.d3?? Spotting Bh1 but: 22...Be4! 23.dxe4 d6(!) 24.Qxd6+ Kxd6 25.Kf2 Nc7 White must be lost now but I didn't want to take any chances. 26.Rd3+ Ke5 27.Kf3 Bd6 28.Rxd6 Kxd6 29.c4 Ke5 30.e3 Ne6 31. White resigns.

Editor's Note

This variant is one of the games in the Alfonso X MS of 1283AD. According to Murray's *History* and Whyld & Hooper's *Oxford Companion to Chess* it was known as *Juego forçado* (Forcing Game) or *Juego de Doncellas* (Maidens' Game), attributed to the ladies of Ultramar (Morocco); i.e. it has the same Moorish origin as Alquerque (see VC4 p48).

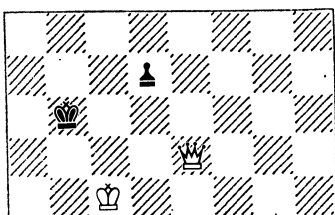
The Alquerque/Draughts rule is stronger: a player must continue capturing if able. Dawson applied the rules, to Black only, as long ago as 1911–12, in his "Black-Cap" and "Mad-Cap" Zigzag problems. The game in which the stronger rule applies (OCC attributes it to M.Charosh) is thus *Mad-Cap Chess*.

Original Problems to Solve

Judge for 1991-1992 Kjell WIDLERT

Thanks to Kjell Widlert for agreeing to be judge for the next two years compositions. The selection of problems this month has been put together in no particular order, so read the stipulations carefully. The solving should be easier this month since all the composers are economizing on pieces!

65. Michel OLAUSSON

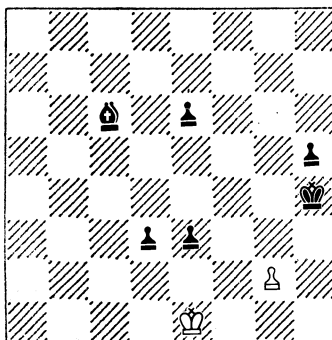


Serieshelpmate in 13
Chameleon Circe Chess

⊛ In Chameleon Circe, a piece when captured transforms into a different type of piece (in the order N→B→R→Q→N) before reappearing on the appropriate square of the base line.

⊛ In a Serieshelpmate in N, Black plays a series of N moves, never moving into check, and checking White only on the last move, to reach a position where White can mate in one move.

66. Erich BARTEL



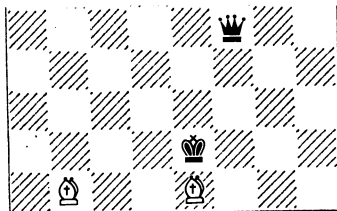
Seriesselfmate in 8
Circe Malefique Chess

⊛ In Circe Malefique, captured pieces reappear on the opponent's base line instead of their own.

⊛ In a Seriesselfmate in N, White plays a series of N moves, not moving into check and not

checking until the last move, to reach a position where any legal Black move checkmates White.

67. Michel OLAUSSON



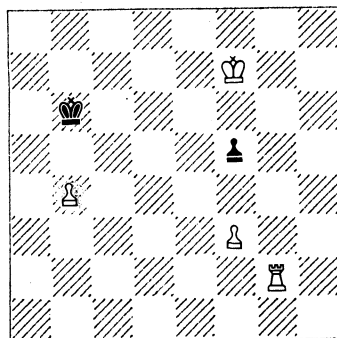
Circe Chess

Helpmate in 2½ (2 ways)

⊛ In Circe Chess captured men reappear at home, if the home square is vacant. Home square for Knight, Bishop, or Rook is the N, B or R home square of the same colour as the capture square. A Pawn reappears on the Pawn square in the file of capture.

⊛ In a Helpmate N the players co-operate in playing a series of N pairs of moves leading to a position in which Black is mated. (Thus here White moves first.)

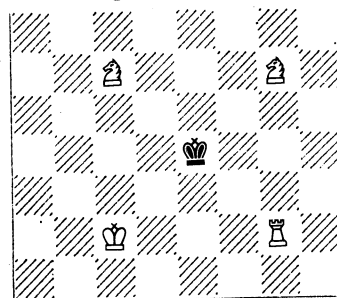
68. Adam SOBEY



Circe Chess

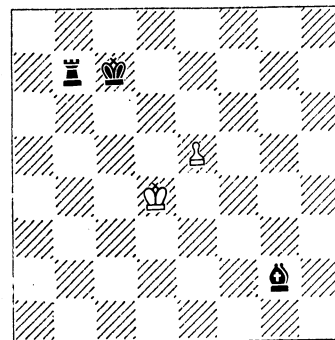
Serieshelpmate in 14

69. Edgar HOLLADAY



Helpmate in 2½ (3 ways)

70. Frederick M. MIHALEK†

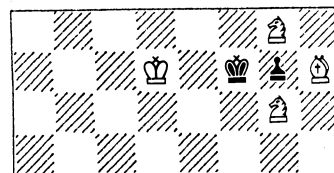


Helpmate in 3

(b) Black Princess (B+N) g2

⊛ Princess moves and captures as Bishop or Knight.

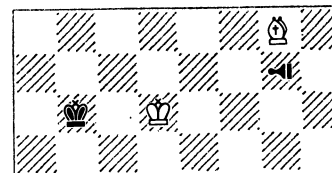
71. Frederick M. MIHALEK



Stalemate in 3

⊛ A Stalemate in 3 problem is like a Mate in 3 but with stalemate as the aim. White plays the first, key move, and must force stalemate of Black. The position here is stalemate already, but it is White to move so he must release Black before binding him again.

72. Michel OLAUSSON



Neutral Berolina Pawn g7

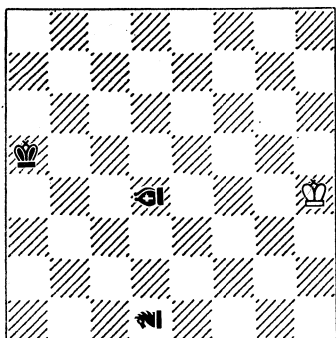
Series Check in 2 (4 ways)

⊛ This amusing minimanner goes with the comments on check problems (page 63). White plays two moves, the aim being simply to check Black.

⊛ A Berolina Pawn captures by a single step straight forward, and moves by a single step diagonally forward (i.e. the other way round from the normal P).

⊛ A Neutral can be regarded as White or Black by the player whose turn it is to move.

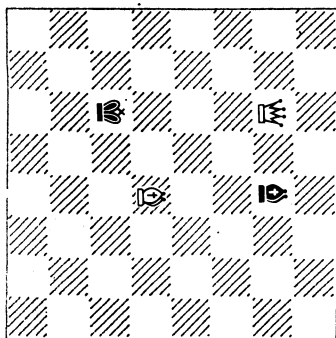
73. Michel OLAUSSON



Chameleon Chess
Neutral Knight & Bishop
Help-Interchange in 2
(b) d1 ↔ d4

⊛ In Chameleon Chess (a new variant?) when R, B or N moves to an R, B or N file it transforms to the piece designated by the file. [cf. "Querquisite" VC2, p21]
⊛ The stipulation requires two pieces to be interchanged. The result is somewhat paradoxical!

74. Peter WONG



Royal Bouncer c6, Bouncer g6
Diagonal Bouncers d4, g4
Helpmate in 4, (b) g6 → f2

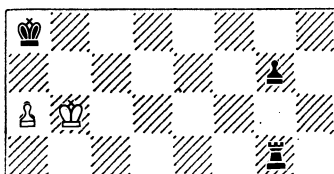
⊛ A Bouncer (VC3, p31), moving along Queen lines, doubles its distance from the edge, or from another piece in line with it. e.g. if Bo were at f6 it would be checking the royal Bo via a bounce from the h-edge (like bouncing from a piece at "i6").

⊛ Diagonal or Bishop-Bouncer is Bo restricted to Bishop lines.

[Solvers: please denote c6 by K, g6 by Q, d/g4 by B]

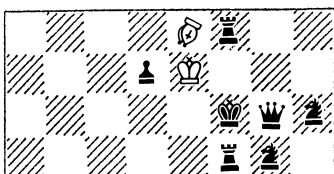
Solutions to G.P.J. (including No.55 from VC4) by 15th April.

75. George JELLISS



Serieshelpmate in 10
I sent this to Fred Mihalek for *Canadian Chess Chat* a few years ago but it seems it did not appear. It is one of a set with White King and Pawn only.

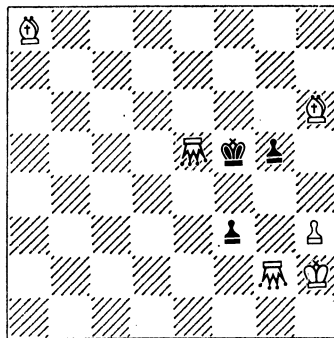
76. Nikita POKHIN



Bichromatic Circe, Alfil e8
Last 8 single moves?

⊛ I think Bichromatic here means that every move in the game was between squares of opposite colour. The author gives a series of twins according as the piece at e8 is (a) Alfil, (b) Bishopopper (c) Camel, (d) Dabbaba, (e) Equihopper, (f) Fers, (g) General (I take this to mean a Silver General from Shogi) and (h) Happy New Year! But since all of these, except the last, are monochromatic movers the solution is the same regardless.

77. Vladimir PRIBYLNEC

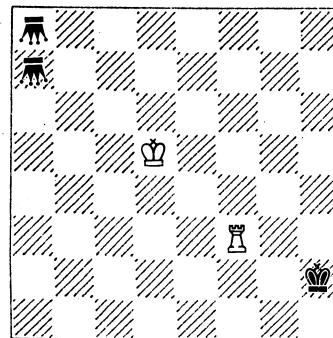


Grasshoppers
Helpmate in 3

(b) after 1st move of (a)

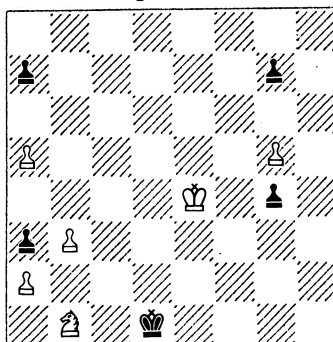
⊛ A Grasshopper travels and captures by moves along Queen lines to the first square beyond one piece which acts as a hurdle.

78. V.A.KRIVENKO

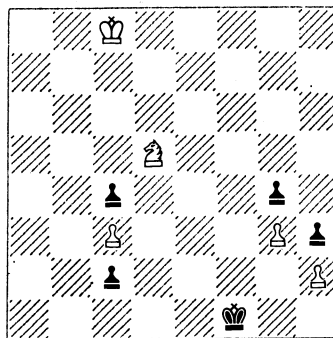


Circe. Zeroposition
Serieshelpmate in 10
(a) a7 → b8 (b) h2 → g1
The two parts of this look the same to me! – So only 1 point.

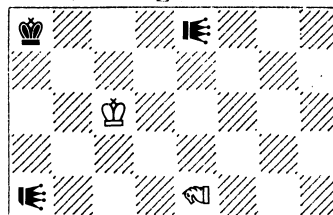
79. Ian SHANAHAN
"To Nigel Nettheim"



Serieshelpmate in 23
80. Ian SHANAHAN



Serieshelpmate in 17
81. George JELLISS



Giraffe & Equihoppers
Helpmate in 5. (8x7 board)
⊛ Giraffe = (1,4) Leaper. Equihopper hops over one piece in any direction to the same distance beyond. A companion for 69.

Solutions to Original Problems in Variant Chess 4

Due to last-minute rush I made a number of silly errors in the stipulations in VC4, viz: set play in 51; two solutions to 54, selfmate in 55, definition of orphan in 64. My apologies to the composers. Also, I did not give enough attention to testing the Circe RI problems. They jumped the queue because they fitted the "Royal" theme of the issue, and all are multiply cooked.

49. N.Plaksin (USSR). Three Black Bishop moves, namely Bc8–b7/a6–f3/e2–h5. Retract: 1.e7×Qf6 Qd6–f6 2.e5×Rf4 Qb8–d6 3.d6×Qe5 b7–b8=Q 4.a7–a6 a6×Rb7 5.Rb8/c7–b7 etc. Now take Rb8 back to g4 and Qe5 to h8 for h7–h8=Q and g5×Rh6. Now take Rf4 back to c8 for c7–c8=R and c2→c7, Ra8→g4, g4–g5, Rg8→h6, c7×Qd6, Qh8→d6, h6→h8=Q, h7xBg6, B–g6, Nh3→h4, Kh4–g3, N→g2, Q→f2, g3–g4, ???

50. M.Olausson (Sweden). 1–3.Kb8 4.Bc7 for Ra8# 1–3.Kd8 4.Bc7 for Rh8# and 1.Kxc6 2–4.Kf8 for Rh8# What is it? – 3 cooks? [E.B.]

51. H.Ebert (Germany). 1.Ke4 Ke1 2.Ke3 Qe5# and 1.Ke6 Ke3 Kf5 Bg4#, also set play: 1...Qf6 2.Ke4 Bf3# exact echo of second mate. Really good! [E.B.] Nice royal play and mate variation. [M.O.]

52. F.M.Mihalek (USA). (a) 1.Kf5 Nf7 2.Kg6 Kf3 3.Kh5 Nf4# (b) 1.Kf5 Kf2 2.Kg4 Nf6+ 3.Kh4 Kg2# Part (a), rotated 180°, was a part of a Mihalek 8–part composite which won an honourable mention in *Probleemblad* in 1973, but the newer part (b) with its nice battery formation makes this pair of twins an original [Edgar Holladay]. Two nice mates [E.B.]

53. V.A.Krivenko (USSR). 1.Gf5 Gb1 2.Gh5 Gf5 3.Gh1 Gh5 4.Gb1 Gh1 5.Ra2 Nd3# Circuit by Gb1. Cooks by BR→a2, WG→b5/6 for Nb3#. [A.E., A.W.I.] Also: 1.Ra2 Gg6 2.g4 Gd3 3.g3 Gh3 4.g2 Gf1 5.g1=B/N Nd3# [D.N.] Also: 1.Rd2 Gg6 2.Rd6 Gc6 3.Rd2 Gf3 4.Rg2 Gh1 5.Ra2 Nd3# [I.G.R.]

54. E.Bartel (Germany). "2 ways" was omitted from the stipulation. 1.NGe1 Kd3 2.NEe3 Kc2# and 1.NGb6 Kd2 2.NEe1 Kc1#

"Undiscovered" check [A.W.I.] Two neat and original ideal checkmates, well echoed. [M.O.]

55. M.Olausson (Sweden). The stipulation should of course be Maxi-SELF MATE in 15 (with set mate). So I will hold the solution over to next issue. The Grasshopper in this is Neutral only so that White can capture it, other ploys tried by the composer fail for various reasons.

56. Smook (Canada). 1.f4 MRg6 (via a3 and f5) 2.d4 RHc6 3.Kd6 MRa3 (via d5) 4.Ke5 e4# MR pins both BPs d4, f4. Cook: 1.f4 MRg6 2.f3 RHc6 3.Kd6 MRh8+ 4.Ke5 e4# [A.W.I.] Black RHg3 stops this.

57. M.Olausson (Sweden). 1.Kh1 (Bf1) Bg2+ 2.Kh2(Ng1) Nf3# and 1.Kh2(Ng1) Nf3+ 2.Kh1(Bf1) Bg2#. Alas also: 2.Kh3 Bg2# [E.B.] All moves reciprocated! [M.O.] Clever use of Circe to produce this solution–scheme so economically [A.W.I.] Possibly anticipated by V.Nebotov *Probleemblad* 1/88 (1314) [V.A.K.]

58. E.Bartel (Germany). (a) 1.f1=Q d8=N 2.Qh3+ Kxh3(d8 occupied) stalemate (b) 1.f1=B d8=R 2.Bd3 R×d3(c8 occupied) stalemate. AUW. Circe rule only prevents promotion–duals [A.W.I.] Our "AUW–Einstein" strikes again! As usual with utmost economy. [M.O.]

59. H.Ebert (Germany). 1.Kh2 Qb8(Rh8)+ 2.Kh1 Qa8(Bc8)+ 3.Nf3 Q×c8 4.Nh2 Q×h8 stalemate. Queen circuit, visiting files b,a,c,h, hence the dedication!

60. Frankiss (Brazil/UK). Note 9–rank board! Tries: 1.cb3(Pb8)+? bc7(Pc2)! 1.c8? Hd7 2.cb3(Pb8)+ Gc6(Pc2)! and similarly on the right. Key: 1.CRb7 (threat 2.CRd1#) CRb8 [for 2...CRc7(Bc1)] 2.cxb3# 1...CRh8 2.gxh3# 1...CRc3(Ng1) [allows 2...Kxd1] 2.Nf3# 1...CRg3(NRg9) [following the convention that fairy pieces reappear on the promotion rank] NRd3#. Alas, boycotted by solvers – stipulation too involved?

61. A.W.Ingleton (UK). 1.Bd4(Ra1) Re1(Ke8) 2.de1(Ra1)=R Re1(Rh8) 3.Kd8 Re4(e7) 4.Re8 Rd4(Bf8)# Cooks by d1=N→f2, P→e2, K→e8 for Rd1# or 1.Bd4(Ra1), Bf2, Rd1, Pe2 for Ke8# etc. [A.E., E.B.]

62. M.Olausson (Sweden). 1.Kc7(Ke1) Nc7(Ke8) 2.Kf7 Kf2 3.Kg6 Kg3 4.Kh5(h2) Kh4 5.g3 hg3(g7) 6.g6 Ne8# Ideal mate! (WN acts only as a block of e8). Cooks with WKg4, Ph3, BKh5 or h4 also WKg3, Ph2, BKh3 also WKf7, Pg6, BKf8 but not WKb7, Nc5, BKb8, Pg1=Q→e8, since Q just moves away. [A.E., A.W.I.]

63. A.W.Ingleton (UK). 1.Rb3 Nb3(Ra8) 2.d4 Nd4(d7) 3.Bc3 Nf5(f7) 4.Bg7 Ng7(Bf8) 5.Rd8 Ne8(Ng8) 6.Ne7 Nc7(Ke8)# and 1.Rd3 Nd3(Ra8) 2.f4 Nf4(f7) 3.Kd6 Nd5(d7) 4.Bc7 Nc7(Bf8) 5.Rd8 Ne8(Ng8) 6.Ne7 Nd6(Ke8)#. Cooks with BKd8, WKd7, Nc5/e5 [A.E.]

64. E.Holladay (USA). The composer omitted to define the Orphan, and my memory was at fault: Orphans only adopt the powers of pieces that ATTACK them. 1.Kg1 waiting Ke4 2.bxa8=B# 1...Ke5/Kf4 2.b8=B# 1...Ke6 2.g8=B# 1...Kg6/Kg5/Kg4 2.g8=R# 1...Kf6 2.g8=N# In the first four variations the Black Vulnerable King interferes with Orphans on f3, g3, b3 and g3, respectively. White cannot reply with Queen promotions since other Orphans would be activated.

Correction: 16. Madras RI, Mate in 8, Sławomir Woszczyński adds WBa6, BBb5. 1.Nxd2 Ne8 2.Nc4+ Nd6 3.Rf2 Bg7 (3...e6 4.Rxf8 d2 5.Rb8 d1=Q 6.Rxb5#) 4.Rf5 (threat 5.Rxb5#) e5 5.Rxe5 (5.b4+? c5 6.Rf7 d2! or 5.Rf7? d2!) Bxe5 6.d5 d2 7.b4+ c5 8.dxc e.p.# or if 6...c5 7.dxc. e.p. and 8.b4# Tries: 1.b4+? c5 then as solution, but 7.g5 d2 = ! 1.d5? (threat 2.b4+ c5 3.dxc e.p.#) 1...e5? 2.Nxd2 Ne8 3.Nc4+ Nd6 4.b4+ c5 5.dxc e.p.# 1...d1=Q or e6!

Solvers' Scores	1–3	4	T
Maximum	88	26	114
A.W.Ingleton	82	23	105
S.Pantazis	87	–	87
E.Bartel	50	14	64
I.G.Richardson	47	14	61
D.Nixon	46	14	60
M.Olausson	17	14	31
V.A.Krivenko	14	13	27
A.Etinger	–	18	18
C.C.Frankiss	10	–	10

Grid Chess

Grid Chess, invented by Walter Stead, first appeared in *Fairy Chess Review* August 1953, where it was the subject for the T.R.Dawson memorial tourney.

To play this variant a "grid" of lines is placed over the board, and the only modification to the orthodox rules is that every move must cross at least one grid line.

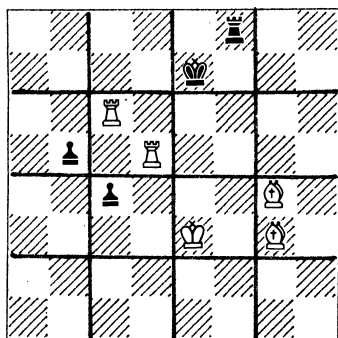
Any arrangement of grid lines can be considered, but the original and most popular type divides the board into 16 areas 2x2. With this grid the Kings can never get to the corner squares (unless put there by a problem composer), and at the edge the King's moves are reduced from 5 to 2, and away from the edge from 8 to 5, so that the K is less mobile and less force is needed to give mate.

A White Pawn can never get to a6 or h6, nor a Black Pawn to a3 or h3; and Pawns can only progress beyond the fifth rank by capturing. I think the game should be practical for play, but as far as I know it has hitherto only been used by composers.

Strange juxtapositions of pieces are possible, such as two Kings or King and opposing Queen, provided there is no grid line between them, since there are no actions within a grid area.

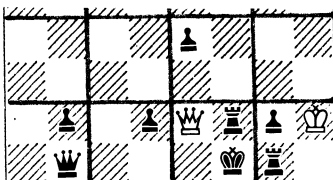
Here are some direct-mate two-movers, chosen for their clarity in illustrating some simple grid effects:

D.Nixon *FCR* viii 1953, #2



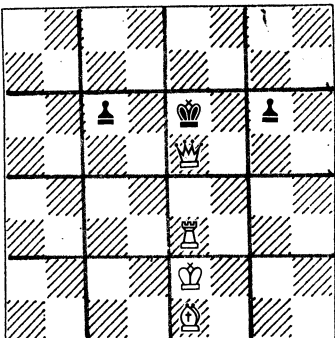
1.Be1 Rd8/Rf6/Kd6
2.Rd7/Re6/Bb4#

A.Chicco *FCR* ii 1954, #2



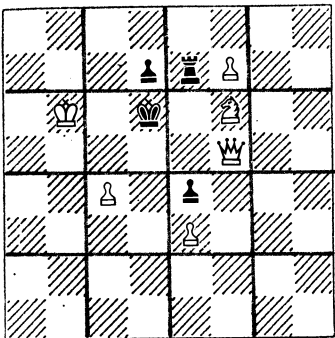
1.Qh5 Qe1/Qe5 2.Qb5/Qd1#
1...Rf3,4/5,6/7,8 2.Qf3/5/7#

C.E.Kemp *FCR* x 1954, #2



1.Bc3 Kd7/Kf7 2.Qd4/Qd5#

G.P.Jelliss *Chessics* 3 1977, #2
(corrected *Chessics* 7 1979)



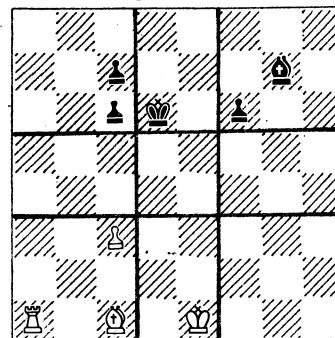
1.Nd5 Ke6,Re5/Ke5,Re6
2.Qg6/Qf4

Alternative Grids

Mannis Charosh (*FCR* viii 1955) noted that the number of arrangements of grid lines between pairs of squares is $2 \uparrow 12$ (including the cases with all square edges as grid lines = the normal board, or with none as grid lines = every position stalemate!). A more manageable number is obtained if a grid line must cross the board from edge to edge, this gives $2 \uparrow 14 = 16384$.

The following problem uses a minimal full-line grid that still allows all pieces to move from the normal opening position:

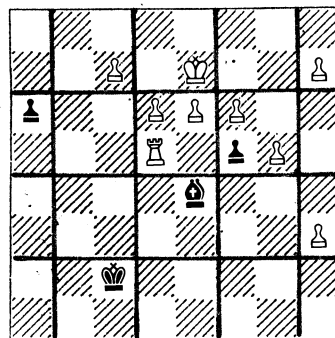
M.Charosh *FCR* 1955
Helpmate in 2



1.f5 Be3 2.Be5 Rd1#. Not OOO as Bg7 is fP promoted at e1.

The following "slipped grid" has no "dead" squares:

C.E.Kemp *FCR* 1956 version with J.G.Ingram. Autostalemate in 27

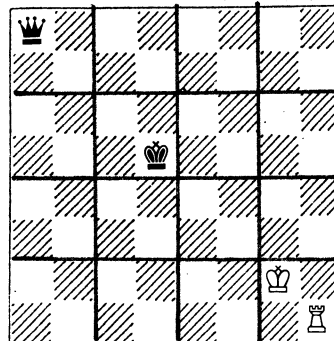


1.Kf7 17.Kd7 19.Rb8 24.Rf7
25.e7 26.Ke6 27.d7.

Review

R Qu 36 Gitterschach-aufgaben by Rudolf Queck. (Published by *Feenschach*, price unknown). This is a little collection of Grid Chess compositions, all by R.Q., but disappointingly containing no direct mate problems apart from three with special conditions.

R.Queck *Feenschach* 1981
SeriesH# in 5 (4 ways)



1.Qa3 2.Ke6 3.Ke7 4.Kd8 5.Qe7
Rh8#, 1.Qa4 2.Ke6 2.Kd7 4.Ke8
5.Qd7 Rh8# or same reflected.

What is a Chess Variant?

by David PRITCHARD

We all have a fairly clear idea of what is meant by a chess variant. The problem is that our idea probably does not coincide exactly with anyone else's.

There are a lot of games of course that all of us would agree on: Rifle Chess is a chess variant, Monopoly is not. The difficulty arises with those games that stand uncertainly on the periphery, having some genes that are indisputably of Caissic origin combined with others that are indisputably not.

For example, most people would I think agree that Draughts is not a chess variant, but one or two authorities think otherwise. They point out that Draughts was invented about the 13th century, probably as a sort of simplified chess, based on the standard chessboard and the fers, or queen, which at that period moved one square diagonally. I've even met Draughts players who considered Chess to be a Draughts variant, an aberration misguidedly supported by the Egyptian government who many years ago issued a postage stamp depicting Senet, the ancient game of the Pharaohs (the rules of which are unrecorded) and naming it Draughts.

So let's see if we can come up with a satisfactory definition.

What is meant by Chess is the first question, and an easy one: the game as laid down by F.I.D.E. (Even here we have to be a little cautious, for in Japan Chess is sometimes referred to as Western Shogi, whilst in China chess is the indigenous form of the game, Xiangqi. Still, our definition is watertight.)

Many attempts have been made to define a variant. David Hooper amongst others has suggested that the factor that distinguishes chess from other

board games is the vulnerability of the king. If each player's objective, or one of his objectives, is to attack (and defend) a mobile king, it is chess or a chess variant, otherwise it is not. Note the word "mobile". If this were omitted it would let in an avalanche of games far removed from chess.

J.J.Secker concurs but adds a second factor: the infinite move (as the Q, R and B in the orthodox game, where the board limits define the extent of the move). Another factor commonly advanced is that of pieces with different powers of movement and capture, a feature found in no other ancient game.

Jerzy Gizycki, the Polish lexicographer, advances a composite definition of a variant: (1) A board game between opposing forces, (2) The opponents make one move per turn, (3) The aim is to capture (checkmate) your opponent's principal piece. On the face of it a valid definition. But wait a moment: if we accept Gizycki's definition, we must drop Progressive and Mars-eillais chess for a start. And that requirement to checkmate your opponent's king - doesn't that effectively rule out Losing (Giveaway) chess as a variant?

Try again. I posed the question "What is a chess variant?" to Alex Randolph, the world's foremost and most prolific games inventor. "Any Game," he instantly replied, "that includes the knight". Facile perhaps, but worth considering. Mathematicians have long understood the concept of the knight's move outside chess, but in game terms the knight is, or at least was until quite recently, exclusive to chess. (Could this definition possibly disclose a prejudice? Alex is the inventor of Twixt, for the last 20 years a best-selling strategy game

which involves linking units spaced a knight's move apart. Twixt is arguably not a chess variant. He also invented Pferdapel (which decency prohibits me from translating) where two knights are moved around a chessboard according to certain simple rules. Pferdapel is arguably a chess variant.)

It would be possible to appoint a panel to rule on what game is, and what is not, a chess variant, but panel members, however distinguished, would have to agree some sort of criteria, which takes us back to where we were. No better would be some legal phrasing like "in the judgement of any informed and reasonable citizen".

If you don't agree, have a shot at drafting a definition that includes all games that you consider to be chess variants, and excludes all games you consider not to be. I wish you luck.

In the end, the only secure definition seems to be a subjective one: a chess variant is what you think it is.

D.B.P. 2 vii 1990

Editor's Note

This item by David Pritchard was sent before my article on "The Royal Game" appeared, and so covers some of the same area. Some further comments by him appear among the correspondence on the following pages.

Over the Christmas period I made a lot of progress in putting my untidy manuscript notes into the word processor to prepare a *Guide to Variant Chess* (on the lines of Anthony Dickins' *Guide to Fairy Chess*). I hope to publish it later this year, but there is much still to do. It seems that David's ambitious *Encyclopaedia of Chess Variants* will not appear until 1992 at least.

The following item is based on the "Variant Chess" entry.

Types of Variant Chess

by George Jelliss

By a **variant chess** we mean any type of (at least theoretically) playable chess differing from the orthodox. The change may be in just one rule: a **monovariant** (e.g. Grid Chess, Checkless Chess, Cylinder Chess, Must-Capture Chess, Rifle Chess – the list is vast, and provides the principal supply of material for the continued flourishing of our magazine) or the changes may be in almost all of the rules: a **multivariant** (e.g. Shogi, Chinese Chess, Ultima, Escalation).

The consequences of a rule-change can often be more far-reaching than may appear at first sight, and a single rule may need to be supplemented to account for new situations that can now arise that are not covered by the orthodox canon. For example, a question that often arises is what happens to a Pawn moved to a back rank? Does it have its usual single-step move and capture, can it make a double step, or is it simply a powerless Dummy, or does it promote? (Another case is where the King is given a long-range move: It may or may not be allowed to pass through check). There is no one "right" answer. Each possible interpretation leads to a different **subvariant**.

Some variants are not really practical games but may provide opportunities for problem or puzzle composition or theory. Gamers should not however dismiss them on this account; it may be that only a slight extra modification will provide a playable game (e.g. Reflex Chess is probably a much more practical game than plain Misère Chess, although Selfmate problems are well established – almost orthodox).

An important class of games are the **new-piece variants**. Any

new piece can be introduced into the orthodox game in several ways, thus producing a whole range of chess variants.

In the absence of any statement to the contrary, the assumption among problemists is that any fairy piece in a diagram has arisen as a result of promotion of a pawn (but this does not work in all cases, e.g. the Equihopper).

Gamers would probably prefer the new pieces to be present from the start of play. This can be done by substituting the piece for one or more of the orthodox men. This results in a New King, New Queen, New Rook, New Bishop, New Knight or New Pawn Chess. Alternatively the new men can be added to the usual forces.

Other methods of introducing new pieces are also possible, e.g. simply holding them in reserve and placing them when rules permit (as in Shogi or Pocket Knight Chess) or allowing them to materialize under specified conditions (e.g. Double-guard promotion).

Another major class of games are **promotion variants**, made possible by changes to the rules of Pawn promotion.

Questionnaire Response

The questionnaire sent out with VC4 resulted in a good response. A preliminary analysis shows: (a) All readers have played orthodox chess, but only 1/2 are currently active, mainly o.t.b, and only a mighty handful admit to a grade. (b) About 2/5 play variants, and 2/5 partake of problems (1/5 of these do both), what the other 2/5 do I'm not sure! (c) Every reader has his own special preferred variants that no one else wants to play. This makes pairing difficult! (d) There was a good vote pro more puzzles, hence page 64. (e) Only seven votes for a meeting, preferably near the voter's home.

Correspondence

"The Royal Game" VC4, p37–39, provoked much response, summarised here. (Also some further views on Draughts, following VC3, p36 and VC4, p48.) Sorry if I have cut some comments short, but space is limited. [*Editors responses thus.*]

By chance, I also came across some items on the status of stalemate in *British Chess Magazine* of 1940–41: In "The Stalemate Fallacy" (xii 1940, p390–1) T.H.Taylor advocated that the player who stalemates should win. L.Illingworth (ii 1941, p39) said that when he learnt the game the opposite rule that the stalemated player wins was still current in his family; and noted, as I did in my article, that if stalemating wins then capture of the King could just as well be the aim. J.E.Richardson (ii 1941, p40) proposed an interesting points system: 6–0 for checkmate, 5–1 for stalemate, 4–2 for material superiority against lone king, and 3–3 for draw.

Paul Novak: 27 vi 90. Draughts: is it a CV? I say no; it doesn't have, (1) a line of soldiers along one rank who move 1 step forwards, and promote, (2) A king, positioned in the middle of the first rank, who moves 1 step, and whose capture would forfeit the game, (3) Rooks (originally chariots) in the corners that move in a straight line (in Shogi this mutated a bit), (4) Next to them, horses who move one square orthogonally and then diagonally forwards.

Further: 8 x 90. It is a small point but I would take issue with your statement that Vinciperdi is more draughts than chess – to my mind this is rather like saying that a bat must be a bird because it flies. If you consider penguin, killer whale, shark and ichthyosaur, they all look rather alike (streamlined shape, black with white underbelly), have similar diets and could swim pretty fast. But one is a bird, one a mammal, one a fish and one a dinosaur. Their similarity in appearance is caused by their need to adapt to their environmental niche in the ecosystem – a tendency Darwin called "convergence". But they are still from different species. Thus, in my opinion, if you looked at

an "evolutionary tree" of boardgames, it might look like this:

(a) Main line:

```

Modern CVs
  |
Chess
  |
Mediaeval Chess Variants
  |
Shatranj
  |
Xiang-Qi---Chaturanga---Shogi
  |
[Protochess]

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(b) Branch line:

```

Hypercube      Draughts
9-Men's Morris  Alquerque
  |              |
Noughts & Crosses

```

(c) Another Branch:

```

Ludo      Backgammon
  |        |
Pachisi   Nard
  |        |
Egyptian/African Race Games

```

[Editor has added items, e.g. his game *Hypercube* from *Games and Puzzles Journal* 1987, p20, and has omitted a questionable connection from *Alquerque* to *Protochess*.]

It is after all unlikely that there was one original game from which all board games are descended. *Vinciperdi* has lost its royal piece but it is only convergence which makes it look like a draughts variant.

[Reply: 12 x 90. Your "evolutionary" arguments about games are interesting but there is a major difference between games and life-forms in that games cannot really become extinct - they can only go out of fashion, or be forgotten for a while - also they are more easily subjected to the equivalent of "biological engineering" - i.e. Dr Frankenstein can easily put together bits of Chess, Monopoly, Poker and Tiddlywinks to make up his latest *Monstrosity* for the games market. Games can converge to generate a new species of game; unlike biological evolution.]

Further: 8 xi 90. The reason for draughts being called "Jeu de Dames" in France is either that it was played by ladies a lot, in the same way that Must-Capture chess was known as "Maiden's Game", or Draughts was re-named in France after the chess piece whose move was the same as the promoted draughtsman. If it can be shown that it was "Jeu de Dames" before the Fers had become female my theory is wrong.

I do think it's useful to think of the development of games as evolution-

ary, survival of the best ideas. If a bird loses its power of flight, it is still a bird, because of its evolutionary pedigree. For this reason I wouldn't agree with you that "in general a royal piece can have moves of any kind, not just those of the orthodox king" - in all forms of chess the king has only ever been able to move one square.

David Pritchard: 9 x 90. Off-the-cuff comment on your editorial VC4: I am afraid I cannot concur with your view that the one essential element of chess is the presence of a royal piece. You define "royal" as a piece that cannot be left "en prise". This is to an extent academic; if we simply ended the game when the king was taken (as it was in chaturanga) then the only difference, as you say, would be that a stalemate would rank as a loss for the stalemated player - justice indeed, as many have argued. [As many have argued the opposite.] The rules of chess are indivisible; it is no more nor less a violation of these rules to leave your king in check than to move a knight like a bishop. [One is resignation the other desperation!]

To define a CV we need first to define chess. [Or the essence of chess common to all CVs.] Without getting bogged down in the argument as to precisely which chess we are defining (the FIDE version?) we can separate the principal elements of the game (there are others less important): (1) A perfect-information board game for two players who start with equal forces and who move one man each in turn. (2) The forces are made up of men with different powers of movement. (3) The object is to capture a nominated piece the loss of which entails the loss of the game. (4) The weakest men move in one direction only and are promoted at the end rank.

A chess variant then is a game whose elements differ in some way from those given above. For example, *Progressive Chess* breaches element (1) and *Losing Chess* breaches element (3). Alert readers will recognize that most regional chess games like *Shogi* and *Xiangqi* don't

meet the arrogant qualification (4). We also must apply some common sense. For example, *Fox & Geese* qualifies arguably under (2) and under (3), but I don't think anyone would contend that it is a CV.

It seems to me that any attempt to arrive at a more-or-less precise definition of a CV enters the absurd. After struggling for an acceptable definition for a couple of years, I cannot do better than advance the view thjat a CV is a game that is evidently derived from or inspired by chess. In short, judgement on whether a game is or is not a CV must ultimately be subjective. Inevitably there will be a penumbra of games on which no consensus can be reached.

Ken Whyld: 25 x 90. Your article set me thinking about the similarities and differences between your quest now and mine in *BCM* a year ago. I was trying to formulate a method of determining exactly when, in the course of the evolution that produced chaturanga, could we say yes, this is now proto-chess. You are trying to define the point at which a variant ceases to be chess. On the face of it, the answers to both questions ought to be similar, but I am not sure. I am afraid I took a cavalier attitude by saying that variants are chess if we say they are. Even so, I am not sure what benefit it is to decide if *Vinciperdi* is or is not chess. My purpose was to tackle the question of the originator of chess. It seems to me that some single person must have invented one feature which enables us to say that we are looking at proto-chess. My guess is that chess features appeared one by one, rather than the game of chaturanga appearing from nowhere.

Vincent West: In *Shogi* it is legal to capture the opposing King, and of course ends the game. So you can move your King into check and (if your opponent notices!) he can capture it. Equally, if your King is in check you may make a move which leaves you still in check and the opponent may capture your King. Kings do get captured in tournaments! [As noted above this implies there is no stalemate in *Shogi*.]

■ **Michel Olausson:** 26 x 1990.

I agree with separating royal-piece games from other "variants". I consider Circe the "essence" of chess. Anders Olson has also studied "checklock", with some interesting opinions on it. [*In Swedish he calls it "schackpatt" and classes it a draw. He gave a Hopchess problem with it in Tidskrift for Schack, 1977, that I quoted in Chessics.*]

Your article clarifies a lot, but I have some questions: If we have a "check in 2" problem and Bl checks Wh before Wh has fulfilled the stipulation, is it to be considered "unsolvable"? [Yes!]

If in a "stalemate in 2" problem, Bl stalemates both Wh and Bl on his move – what is that?! [*Also unsound – the fact that Bl would also be in stalemate if Wh "passed" is irrelevant.*]

If in a "stalemate in 3" problem Bl stalemates only himself on his first move, has he made the composition unsound? [No.] Wh's second move, to fulfil the stipulation, would have to break up the already achieved stalemate? [*If Wh has a move to maintain the stalemate then this is a short variation. If not, he must give Bl a move and stalemate him next move.*]

Is Wh allowed to stalemate also himself in a "stalemate in 2" problem? [Yes, he is also allowed to "stalemate" himself in a "mate in 2" problem, apart from the virtual move that captures the King – this is a "stalematemate".]

In a "mate in 2" he isn't. [*True, because self-check is illegal.*]

If Wh checkmates in a "check in 2" problem is that illegal? [No, checkmate is a special case of check.]

If in a "check in 2" problem Bl checkmates Wh can Wh then fulfil the stipulation by a last check (before Bl captures the WhK)? [No – since the "game" ends at the checkmate – any moves after are "virtual".] If Wh stalemates Bl on the first move of a "check in 2" can he then give check in move 2? [No – same reason.]

■ What are the most economical checklocks and deadlocks with fairy

pieces: (a) Wh Royal Bishop b7, Bl Royal Vao a8 = checklock, (b) Wh Royal Moa a8 and Pawn b7, Bl Royal Moa b8 = Wh in deadlock, (c) Interchange the Moas = Bl in checklock, (d) Bl Ka1, Pa2, Pb2, Vao or Moa b1, Wh K c2 = deadlock, (e) or with Wh Royal Knight c2 = checklock. [*Moa is Knight that makes its move as a diagonal step followed by an orthogonal step, obverse of Mao.*]

■ **Peter Blommers:** 12 i 91. You wrote in VC4 that you think that **royalty** is the crucial determining factor for chess-type games. In fairy chess problems one could go that far, but for actually played games to my mind no less than four conditions have to be satisfied: (1) Royalty (a target piece whose capture ends the game and determines the winner), (2) All men capture according to the replacement principle [*by eviction*], (3) Types of men with different ways of moving, (4) A row of pawns (all alike) that forms a buffer to both the opposing army and their own force.

■ I once asked Christiaan Freeling the Dutch games inventor to give me a classification of games, he too came up with (1) royalty (defined by him as **mate**) as the single defining factor for chess-type games. He then classified other games as: (2) when there is no royal piece, elimination of all pieces is the defining principle – Draughts; (3) when the pieces are fixed, domination of territory is the game object – Go; (4) games of connecting areas [*or making other formations*] – Twixt, Havannah (his own game); (5) when the board becomes a track, racing becomes the aim; (6) games without boards etc. The idea is nice in that one principle defines all categories.

■ [*Peter then makes the same point about Shogi as Vincent West, see above.*] If you have some experience with this way of play (as I have) it becomes very natural to regard this as the normal situation. In fact the Western rule looks artificial. The Japanese capture of the King allowance looks closer to the main object of the game. Yet it is a most essential point to know whether this was always the way with Shogi or

not. It could be a recent ruling.

■ The chess condition of a pawn row surely looks to be inessential, but I included it after Freeling once told me he improved on Ploy by reintroducing a pawn row in it. Ploy is a chess game in which the pieces are flat discs that can move along arrows depicted on the pieces themselves. At any one turn, instead of moving a piece it has the option of changing its direction of threat by rotation. Freeling felt something was lacking, then realized a pawn row was absent. Pawn rows seem to be responsible for a delay in immediate mutual attack, thereby making an opening possible that distinguishes itself in character from the middle game in which the actual fighting takes place.

■ A "fortress" looks to me like having a function comparable with that of a pawn row: the prevention of attack in the early stages. Chinese chess has both, but the pawn line isn't much in that game, it has "holes" in it. [*Enough to control the Maos – see Peter Wong's puzzle in VC2, p24.*]

■ My four-fold definition of chess is probably true for all historical and regional traditional variants of chess. A game is more than the sum of its elements, in that the interplay of the elements makes the game good or bad. Searching for an "essential" feature inevitably means stripping the game of the interplay of its components. In chess the definition of a crucial piece, the capture of which forms the goal of the game, almost calls for other pieces with different movements; both facets work splendidly together.

■ The more varied the game components, the easier it is to invent variant games. Hence the abundance in CVs.

Publishers Note

With this issue VC becomes A4 size. Back issues are also being reprinted in this size, and can be ordered for £3.75, or exchanged for the smaller VC1–4, if returned in good condition.

Preview of VC6

The Award in the Dawson Centenary Tourney is postponed now to VC6, to accompany articles on Nightrider Chess and on Games on larger boards (up to 10x10), including Wolf-Chess.

PUZZLE PAGE

The puzzles given here will usually be chess-orientated, but we may occasionally branch out into other realms of puzzledom.

Bouncy Queens

Puzzle 4 – Bouncy Queen.

One Bouncy Queen is sufficient to guard/occupy every square on the board! It can be placed anywhere except a corner square. At a corner it guards all the edge squares and the two long diagonals except for the square on which it stands. For example BQ b1 guards c5/e3 via b8–a7 or h7–a7, and g4/5 via a2–g8 or h7–g8. [Solved by I.G.R. at least. If other solvers will report their results a solving ladder can be introduced.]

Puzzle 5.1 – One-Bounce Q.

If we restrict the Bouncy Queen to one bounce per go then it leaves at least one vacant square unguarded. How many geometrically distinct ways (i.e. not counting rotations and reflections of a position as different) are there of placing two OBQs on the board in mutual unguard? [G.P.J.]

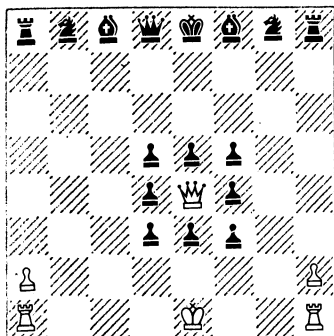
Synthetic Games

I've been putting my collection of Synthetic Games onto floppy disk with a view to publishing something on the topic (as promised some time ago in the "Chessays" series but postponed). The idea of a "synthetic game" is to find a shortest possible sequence of pairs of moves, alternately White and Black, starting from the opening position, to fulfil specified conditions. The play is legal, i.e. Kings do not ignore checks, but not adversarial, i.e. a synthetic game is a "help-play game".

Puzzle 5.2 – Surrounded Queen.

Play a shortest possible game to leave the eight pawns surrounding a queen of opposite colour. I dedicate this puzzle to Dr Ebert who is studying such "Nine-pin" positions (usually with the same

colour King in the middle of course), e.g. problem 39 in *VC3* p30. My solution (dated 5 i 1980 but apparently not published at that time) takes 17 pairs of moves to this position:



If you can play a game that leaves the Q on another square, or that leaves White with different pieces left uncaptured, that would also be an acceptable solution. If you can do it in one move less – ending say with BQ surrounded by WPs – that is even better!

The move sequence is not very tightly controlled, but the number of ways can be considerably reduced by asking for "Quick-Cap Play", by which I mean that a capture must be made at the first opportunity, otherwise the right lapses, e.g. if 1.d4 e5 2.dxe5 may be played now but not on the next move. (This condition may have retro possibilities, since it is time-conditional like the e.p. capture).

Maximumming Chess

In the maximumming section of my synthetic games collection I found that John Beasley's double-maximummer game, quoted in *VC1*, p5, was in fact first done 30 years ago by Eero Bonsdorff and I.Mäkihovi in *Ilta-Sanomat* 31 xii 1960!

In the book *Schach und Zahl* 1971, in which this result is quoted, Bonsdorff gives another double-maxi game, one move longer, ending in mate by Rook: 1.Nf3 Nf6 2.Ng5 Nd5 3.Nxh7 Nc6 4.Nxf8 Rxh2 5.Ne6 Rh8 6.Rxh8#.

Double-maximumming chess, known in German as *Doppel-längstzugerpartie*, seems to have been in vogue in the early sixties, since Erich Bartel records two trial games played by him at the time, the first ends in a similar Rook mate, the second shows that it is a very drawish game (it can easily terminate with endless repetition of the same moves):

Dr A. von Wilpert v. E.B.

Game 234 o.t.b. 11 ix 1964

1.Nc3 Nf6 2.Nf3 Nc6 3.Ng5 Ne5 4.Ne6 Nfg4 5.Ne4 Nxh2 6.Nxd8 Nxf1 7.Rxh7 Ne3 8.Rh1 Rxh1#

E.B. v Dr A. von Wilpert

Game 237 o.t.b. 11 ix 1964

1.Nf3 Nc6 2.Ng5 Nd4 3.Nxh7 Ne6 4.Nc3 Nf6 5.Nxf8 Rxh2 6.Nxe6 Rh8 7.Rxh8+ Ng8 8.Rh1 Nf6 9.Rh8+ Ng8 10.Rh1 Nh6 11.Rxh6 f5 12.Rh1 d5 13.Rh8+ Kf7 14.Rh1 Qh8 15.Rxh8 Bxe6 16.Rxa8 Bc8 17.Nxd5 Be6 18.Rh8 Bc8 19.Rxc8? (illegal as Rh1 must be played, but error not noticed) e5 20.Rh8 c5 21.Rh1 b5 22.Rh8 a5 23.Rh1 g5 24.Rh8 Ke6 25.Rh1 Kxd5 26.Rh8 draw.

Bonsdorff, in *Schach und Zahl*, also gives synthetic games ending in mate by Knight, but he in turn is effectively anticipated by T.R.Dawson (who invented the maximummer) in *Chess Amateur* 1923: Shortest game to mate by Knight, each player moving one Knight only: 1.Nf3 Nf6 2.Ng5 Ng4 3.Ne6 Ne5 4.Nxf8 Ng6 5.Ne6 Nf8 6.Nxg7 pure smothered mate. If Black is allowed to move both Knights the similar mate on the Queen-side is possible (given by Bonsdorff): 1.Nf3 Nf6 2.Nd4 Nc6 3.Ne6 Na5 4.Nxd8 Nc6 5.Ne6 Nd8 6.Nxc7 pure smothered mate. The underlined move is the necessary tempo-loss.

Puzzle 5.3 – Busy Bee.

To solve: Play a double-maxi game to mate by Bishop. I have found a mate on Black's 9th move. Can you do better?