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Variant Chess

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Randomised Chess

by Malcolm HORNE

Even if, like me, you find chess opening theory quite stimulating, it does make an interesting change to throw all theory to the winds by randomising the position of the back rank pieces at the start of a game.

Human opponents for chess variants tend to be few and far between, but with this variant there is a tidy solution – you can play it against a computer. The machine I have is NOVAG FORTE which, when playing at tournament speed, is realistically graded at just under 160 BCF or 1880 ELO (as usual somewhat short of the manufacturer's claims!). This grade is slightly above my own.

I decided to play a short four-game quasi-postal series of Randomised Chess with the computer, giving it 15 minutes per move and playing at approximately the same speed myself. (I had earlier played a longer series, at 30 minutes per move, of orthodox chess against it which I very nearly won but ended in a 6 – 6 draw. Such quasi-postal speeds undoubtedly benefit human rather than computer, as given more time the human is less likely to fall foul of the surprise tactic that computers so greatly rely on.)

For the first two games I randomised the position of the White pieces and then made the Black pieces mirror the chosen set-up. Note that it's best to make sure that each side has Bishops of opposite colour, and that castling will only be possible if King and Rook happen to occupy their normal squares.

Game 1

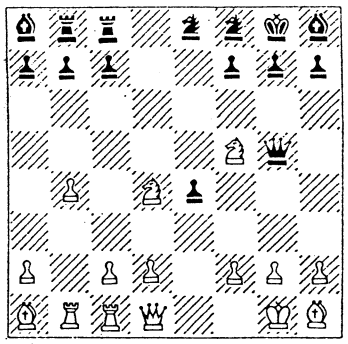
Malcolm Horne v Novag Forte

a1–h1 (& a8–h8): BRRQNNKB

1.e4 e5 2.b4 d5 3.exd5 Qxd5 4.Ne3 Qe6 5.Nf3 e4 6.Nd4! Qg6?

An awful start for the computer. It has to make yet another Queen move and, although avoiding 6...Qxa2? 7.Bc3 (with 8.Ra1 to follow), it now blunders. Given longer time it would have found the more satisfactory 6...Qa6.

7.Nef5 Qg5



Mate on e7 was threatened (7...Qf6 fails to 8.Nc6!)

8.Qg4! h6 Black has nothing significantly better. taking the Queen allows mate in one, as does 8...Qd8 9.Nh6 mate, while 8...Qf6 9.Nc6 and 8...Ne6 9.Nxe6! are both terrible.

9.Qxg5 hxg5 10.Ne7+ Kh7 11.Rb3 g4 12.Nxc8 Rxc8 13.Rg3 Black has no compensation for the exchange and I won the game with little difficulty.

Game 2 was fairly even, but I scraped an endgame victory.

For the next two games I randomised the pieces completely (i.e. Black's pieces no longer mirrored White's) and in **Game 3** Forte got on top after my unsound Pawn sacrifice, but it then lost concentration (if that is the right word), ran into some unpleasant tactics, and had to resign.

The final game turned out to be the most interesting of the series.

Game 4

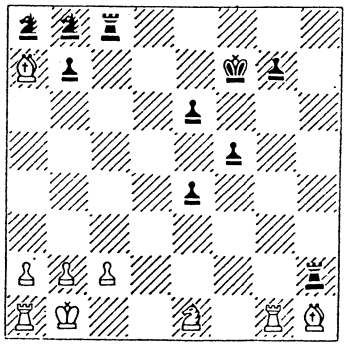
Novag Forte v Malcolm Horne

Black a8–h8: NNRBQKBR
White a1–h1: RKBQNNRB

1.g4 c6 2.d4 d5 3.e4 e6 4.f4 h6 At this stage I was wondering how I was going to develop my Bishop on g8 and Rook on h8 without undermining the defences around my King. White's development looked much easier to arrange (e.g. b3 and Kb2 freeing the Rook). However, Forte's next move helped me solve the problem.

5.g5? hxg5 6.fxg5 Bh7 7.exd5 cxd5 8.Bf4 Bc7 9.Qf3 Qa4!? 10.g6! Bxg6 11.Rxg6 I had overlooked White's sharp tenth move. Now 11...fxg6 12.Bxc7+ Kg8 13.Bd5 (or indeed the retreat 10...Bg8 one move earlier) leaves me with awkward defensive problems. So instead I decided to sacrifice a Piece for two Pawns.

11...Qxd4! 12.Be3 Qe4 13.Qxe4 dxe4 14.Rg1 f5 15.Bc5+ Kf7 16.Bd4 Rh7 17.Bxa7 Bxh2 18.Nxh2 Rxh2



An interesting position: White has a slight material plus, but Black's four-Pawn wedge looks frightening. Against another human I might have been unsure as to who was better, but against a computer I felt reasonably confident - I did not think it would "understand" the position.

And so it turned out to be. Developing the Rook on a1 should be a priority for White, but it remains an imprisoned spectator. Moreover, White's next locks in another of its pieces.

19.Bd4? Rd2! 20.Be3 Rd1+ 21.Bc1 Nc6 22.Nf3 R×g1 23.N×g1 Rh8 24.Bg2 Rh2 25.B×e4! The lesser of two evils (although it would have been preferable a move earlier). The alternative 25.Bh3 (25.Bf1 is similar) allows 25...Rh1 26.Be3 f4! 27.Bc5 e3 etc.

25...f×e4 26.Bf4? Another misjudgement. Better 26.a4 to unglue White's Rook.

26...Rf2 27.Bc1 Nd4 28.Nh3 e3! 29.B×e3 Rf1+ 30.Bc1 Ne2 31.b3 R×c1+ 32.Kb2 R×a1 33.K×a1 The g-Pawn marched up and White soon resigned.

Tim Harding, in *The New Chess Computer Book* (Pergamon 1985), recommends Randomised Chess (with the Black pieces mirroring the White pieces at the start) as something to play against your computer to handicap you if you're too good for it at ordinary chess. He reasons that most humans know a lot more about openings than computers, and that this built-in advantage now disappears. It will all be the same to the computer, but for the human it's a strange new world. This sounds reasonable, but my experience is that (at least at slower speeds) it's a handicap to the computer: it finds it more difficult than the human to solve unusual problems of development.

Edward Brace in his *Illustrated Dictionary of Chess* (Hamlyn 1971), mentions the very similar Baseline Chess. With two humans playing, each of them chooses the arrangement of his or her back-rank pieces without knowing the opponent's formation. Apparently the game was "growing in popularity" and a tournament was held in Brighton in 1976. Does anybody have further details, or know of any subsequent developments?

Editor's Notes

The Oxford Companion to Chess says that Baseline Chess, under the name Screen Chess (a screen being placed across the board while each player sets up his pieces), was pioneered by two French players, Delannoy and Ordonneaux, as long ago as 1825.

Erich Brunner in *Cahiers de l'Echiquier Français* (1928) gave a version in which the back row pieces are placed one at a time, White placing a piece, Black placing the similar piece opposite and then placing another piece, White copying this and placing a third, and so on.

For archival interest, Erich Bartel sends the following game of "Freischach nach System Brunner" played 30 years ago:

Erich Bartel v Otmar Gänsler

Game 131, o.t.b. 27 i 1960
a1-h1 (& a8-h8): NKRBNRBQ
1.f4 f5 2.Rf3 g5 3.f×g5 e5 4.e4 B×g5 5.Be3 f4 6.Bf2 d5 7.Qg1 Nb6 8.Bc5 Rf6 9.exd5 B×d5 10.Rh3 Nd6 11.Nf3 Qg8 12.Nxe5?? Bxa2 mate - just as it was beginning to get interesting!

Curtains!

by George JELLISS

The mention of Screen Chess reminded me of this Randomised Rifle Chess variant that I devised but have not previously published. It was inspired by those scenes in Westerns, such as "Gunfight at the OK Corral", where two gangs shoot it out from behind improvised barricades. Each player's pieces are confined to his own half of the board. Unlike any other chess variant that I know of the moves of the two players are made simultaneously!

A screen (or curtain) is brought down across the centre-line of the board while each player makes his move. Then the curtain is raised and the shooting begins. Any piece in the sights of a gunman is shot down (removed from the board). It is necessary to note all the shot pieces first before removing any. A pair of like-shooting gunmen, e.g. two Bishops on the same open diagonal, can shoot each other.

The Pawns, representing the barricade, have no moves of their own but are pushed or pulled by other pieces, e.g. Nb1-d2 pushes Pd2-f3. Only one Pawn can be pushed or pulled at a time. Pawns are invulnerable to single or double shots, but can be removed by a triple shot.

The King is also invulnerable to a single shot "check", but is "mated" by a double shot. The King moves (and pushes or pulls) as usual but has the added power of shooting (but not pushing or pulling) along camelrider {3,1} and zebrarider {3,2} lines.

Rooks, Bishops and Queens are reduced to single steps for moving but shoot long-range as usual. Knights move as usual but shoot like Nightriders. A "backed up" piece (e.g. Rook in front of Queen) can shoot through a single barrier Pawn.

Enlarging on Chess

from notes by Malcolm Horne, Erich Bartel
George Jelliss and David Pritchard

Introduction

Is standard 8×8 chess the ideal size for the game, the perfect balance between simplicity and complexity? Even if the answer is yes, it is still very interesting to take a look at, and try out, one or two of those variants which expand the board and add new pieces. The field, obviously, is limitless. But in these notes we look at variants which are close to the flavour of the orthodox game and make only modest alterations.

The board is widened by one or two extra files, or lengthened by one or two extra ranks, or enlarged all round to 9×9 or 10×10. A Shogi board comes in useful for any 9×9 game, and Continental Draughts boards, 10×10, are apparently readily available in France, though unknown in the U.K. Best of all, draw yourself a board of appropriate size and shape with colouring pens on a sheet of card.

The new pieces most used are the Rook + Knight and the Bishop + Knight, which combine the powers of the two pieces in just the same way that a Queen is a Rook + Bishop. The R+N and the B+N both repeatedly turn up under a bewildering variety of names, all of which, to avoid confusion, we will dispense with as far as possible.

Some improvisation is called for in making up the extended chess set. Pieces borrowed from a larger set are probably the simplest answer. David Pritchard has a set with specially made-up pieces (knights surmounted by turret or mitre) which he says are easily made if one is prepared to sacrifice pieces from an old set: just cut and glue. In our diagrams the R+N is shown as a slanted Rook and the B+N as a slanted Bishop.

The following listing of variants, in order of increasing board dimensions and date of publication, has been collated from various sources, most of which are cited in the text. For some of the information we are indebted to David Pritchard (from the material collected for his proposed *Encyclopaedia of Chess Variants*). Some of the historical details are sketchy, or even contradictory, however, and David is still therefore "examining the evidence". His list has at least 120 games in this category, not including proprietary games or multi-player games, the vast majority of which only ever received local recognition.

To avoid giving repeated diagrams of opening positions it is assumed that the usual White and Black pieces are arranged along the back ranks in their normal sequence RNBQKBNR, King in same file as King, so that only the files on which the new pieces are inserted need then be stated.

In describing rectangular boards it is usual to give width × depth, thus the 8×10 for Wolf Chess has ten ranks, while the 10×8 for Carrera's game has ten files. It is convenient to use the same board for each of these games, but if you rotate a chequered 8×10 board, with a1 black, to use for a 10×8 game, then a1 will be white, so the orthodox regulation requiring a1 to be black is uneconomical. On 9×9 chequered boards it is usual to have all corners white, so that black pieces on black squares are reduced to a minimum, for clarity of printing.

On the other hand a more elaborate colouring could be used. For his 10×9 game the editor has made a four-colour board, with the dark diagonals alternately blue-green and the light diagonals alternately yellow-orange!

8×9 and 9×8 Boards

The editor notes that just adding an extra rank to give an 8×9 board does not seem to have occurred to anyone before, but it is just as effective in cancelling orthodox opening theory as more elaborate modifications. And giving the Pawns an extra move to reach the promotion square may also have a significant effect on Progressive Chess.

Bird's Rook + Pawn Game

In his 1874 article on the 10×8 game (see later) H.E.Bird incidentally suggested an alternative game using a 9×8 board, with Rook + Pawn as the extra piece. "In case it should be found in practice that the two new pieces on each side form too great an addition to the power of the forces".

Malcolm Horne wonders if a 9×9 board is the best bet for Chancellor Chess (see below), since the pawns start the game rather aloof from their opposite numbers. It may be better on a 9×8 board.

9×9 Board

Foster's Chancellor Chess

"Chancellor Chess", played on a 9×9 board and adding only the R+N, was described in a book by Ben R. Foster published in 1889. The R+N starts on the f-file and the King's Bishop and Knight swap positions, so that the Bishops still run on different colours. Kings castle two steps right or left as usual.

Malcolm Horne suggests that the line-up for Chancellor Chess could perhaps be further improved: R,N,B,Q,K,B,C,N,R for White would not only look more natural, but would also give the right-hand Bishop more choices for development. He would also be inclined to switch the Black Chancellor to the other side of the board (i.e. a9 to i9: R,N,C,B,K,Q,B,N,R), lessening the chance of an early swap-off of Chancellors.

Here is a game in a version of Chancellor Chess. The starting line-up was not the official version, due to lack of information at the time.

Andy SKINNER v Malcolm HORNE

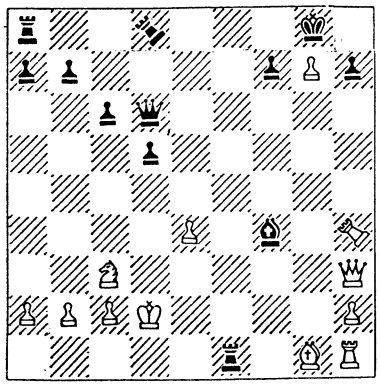
Postal, 1987 - 1990 [Notes by M.H.]

a9-i9:R,B,N,C,K,Q,B,N,R

a1-i1:R,N,B,Q,K,C,N,B,R

1.e4 f6 2.b3 e6 3.Bb2 d6 4.f4 Ng7 5.d4 Bf8 6.Nc3 a6 7.Nge2 Qe8 8.Qd3 OO(Kg9) 9.OO(Kc1) b6 10.a4 c6 (The Six Pawns Attack?) **11.i4 b5 12.Bi2 Bd7** (12...Qxi4? 13.Bxe6 is not healthy for Black) **13.Bg4 c5 14.dxc dxc 15.Bh5! Nxh5 16.ixh i7 17.Qh3 bxa 18.Nxa4 e5 19.Qi4 Cb8** (With White's attack looking threatening, e.g. C→i3 via g3, it is vital to counterattack quickly against the Black King. The last move threatens 20...Bxa4 21.bxa Rb9! with mate on b1 if the Bishop vacates.) **20.fxe**? (Either N to c3 was advisable, although Black has 20...c4!? The game move may be good for White after 20...Bxa4 21.Cxf6! Instead, however ...) **20...Bh6+! 21.Rd2** (The alternatives are not too attractive: 21.Kb1 Bxa4 22.bxa Rb9, or 21.Nf4 fxe.) **21...Bxa4 22.bxa Rb9 23.Cd1 Cb4!** (Not the only good move.) **24.Nc3** (24.Nf4 fails to 24...Ca2+ 25.Kb1 Qxa4, mate on a1.) **24...Rd8** Resigns **0-1.**

Attacking the opposing King with a Chancellor can be quite enjoyable! The diagram position comes from a practice game:



Black won with 21...Cf9! 22. Cxi8 Cf2+ 23. Ke3 Cxc2+ 24. Kd3 Cxb2+ 25. Kd4 Cc2+ 26. Kd3 Cxc3+! 27. Kxc3 Qc6+ 28. Kd3 Qa6+ 29. Kc3 Qa3+ 30. Kc4 Rc1+ 31. Kd4 Qc5+ 32. Kd3 Qc3#.

Kristensen's Symmetric Chess

The Danish writer Ejnar Kristensen proposed a well thought-out alternative 9x9 chess in *Arbejder Skak* in 1948. He adds an extra Queen, on the other side of the King, to give a symmetrical layout (like Chinese Chess). He also gives the Rooks added Knight power (abolishing castling), and allows the Bishops to change the colour on which they run by a single non-capturing step forward or backward. He moves the c,d and f,g pawns forward one rank initially, so that every Pawn is guarded and every back-row piece can move in the opening position, and gives the Pawns a single-step backward move. He also replaces the King's pawn by a piece ("pion de barrage" - i.e. Barrier) that moves like a King but cannot be captured, and cannot capture opposing pieces, but can capture pieces of its own side! [Source, Boyer, 1951].

Maura's "Modern" Chess

The name "Modern Chess" (which can mean any form of chess current since the middle ages) was appropriated for a very close relative to 9x9 Chancellor Chess, using the B+N (under the name of Prime Minister) in place of the R+N, which surfaced in Puerto Rico in 1965, the idea of Gabriel Vicente Maura. A "World Federation" with players from 16 countries was established, and a World Championship was held in Puerto Rico in 1974. But is it still alive and kicking? The answer is probably No. The order of the pieces is R,N,B,B+N,K, Q,B,N,R. (The Q is said to be placed to the right of the King. If this applies to both players then each Q would be in the same file as the opposite B+N). [Anne Sunnucks, *Encyclopaedia of Chess*, 1976]. Malcolm Horne comments that in this game, having all four Bishops patrolling the same colour squares is dubious (though admittedly the B+N can travel on either colour), and that the interchange of a pair of Bishops and Knights as in Chancellor Chess, if a trifle ugly on the eye, seems the better choice.

8x10 and 10x8 Boards

Carrera's Knighted Chess

It was as long ago as 1617 that DOM. Pietro Carrera, in the last chapter of his book on chess (*Il Gioco degli Scacchi*) suggested for the first time a 10x8 game with addition of the two knighted pieces. The R+N (Centauro) on the b-file, and the B+N (Campione) on the i-file. [H.J.R.Murray, *History*, p827]

This was reinvented by H.E.Bird in *The City of London Chess Magazine*, [1874, p111-114], except that he placed the R+N (Guard) on the d-file and the B+N (Equerry) on the g-file. His diagram shows the squares d1, d8, g1, g8 blank and he says: "Two blank squares remain to be filled up, and as to the name, form and powers of the two pieces to be placed thereon, some diversity of opinion may reasonably be expected."

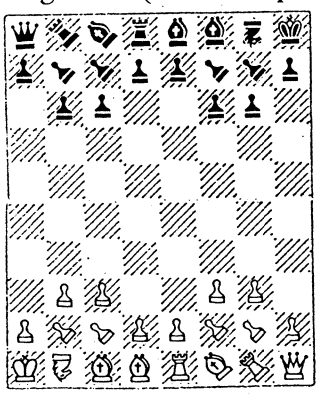
According to Edward Lasker [*The Adventure of Chess*, 1949, quoted in John Gollon's *Chess Variations*] Capablanca also proposed a 10x8 game (a cut-down version of his 10x10 game: see later). He placed the R+N (Chancellor) on the h-file and the B+N (Archbishop) on the c-file.

Nikita Plaksin has sent a retro-composition in a 10x8 variant (see the originals for solving).

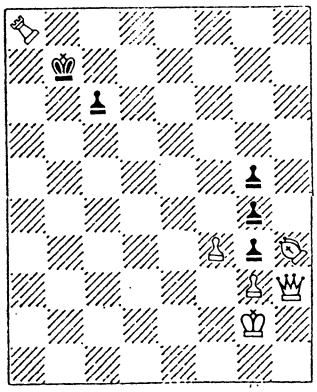
Von Wilpert's Wolf Chess

Erich Bartel has sent us a copy of a booklet on "Wolf–Schach", invented by Dr Arno von Wilpert, and published (by Kommissions–Verlag Heinz Loeffler, Bad Neuheim) in 1959. This adds two extra ranks to the board, making it 8×10. An R+N ("Wolf") takes the place of one of the Rooks, while a B+N ("Fuchs" = Fox), and a Nightrider replace the Knights. The sequence of the pieces on the back row is also revised, and four extra–powerful pawns ("Vogt", translated as Sergeants or Inspectors) are added. The opening position is illustrated.

Wolf (g1, b10) is R+N, Fox (f1, c10) is B+N, Nightrider (b1, g10) rides like Rook or Bishop but along straight lines of Knight moves, Sergeant (b2, c2, f2, g2, and b9, c9, f9, g9) is Orthodox Pawn + Berolina Pawn, except that it does not have the double diagonal step of the Berolina, and cannot make e.p. captures (though it is subject to e.p. capture by ordinary Pawns). Pawns and Sergeants can promote to Q, R, B, N–rider, W, or F. Also, Pawns (but not Sergeants) promote to Queen + Nightrider (called "Elephant"). Castling is abolished.



Opening position



Mate in 3

The problem alongside, by Wilhelm Sieber and Erich Bartel, from the booklet, is the only one composed till now. [Solution: 1.Ff5 (all three officers en prise) 1...g×h3+ 2.F×h3 K×a10 3.F×c8#, 1...g×f5 2.Qh10 c7 3.Qc10#].

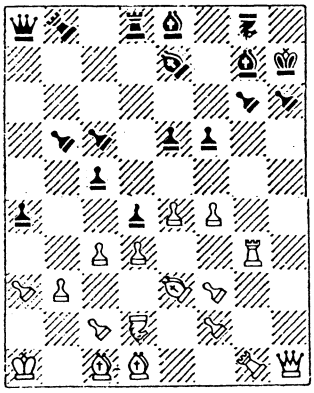
The following sample game is given:

Jaques Berthoumeau v Arno von Wilpert

By correspondence 1955–57

(between Charenton–le–Pont & Augsburg)

1.d2–d4 d9–d7 2.e2–e4 e9–e7 3.h2–h4 c8–c6 (Pawn has double move even though already on an advanced square) 4.h4–h5 b8–b6 5.g3–g5 a9–a7 6.f3–f5 Sb9–b7 7.h5–h6 Sc9–c7 "Black plays the Neanderthal Opening" 8.g5–g6 a7–a6 9.g6–g7 h9–h7 10.g7×h8 (e.p.) Sg9×h8 11.e4–e5 b6–b5 12.Nb1–d2! a6–a5? "Black is clueless" 13.h6–h7! Kh10–h9 (g8 is pinned by the Nightrider d2) 14.h7×g8+ Sf9×g8 15.c3–c4 b5–b4 (for S–b6–c5, S–a6–a4) 16.a2–a4 b4×a3 (e.p.) 17.Sb2×a3 f8–f7 18.Re1–e4 d7–d6 (threat Q×f5) 19.Ff1–e3 Bf10–g9 20.Sg2–f3 d6–d5 21.Re4–g4 Fc10–e9



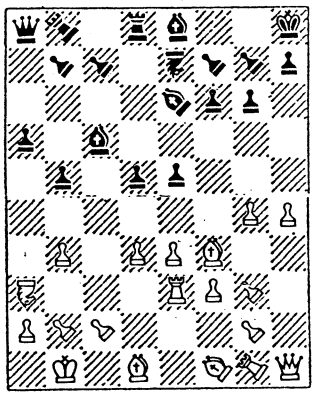
22.Rg4×g8! Be10×g8 23.Nd2×g8 Fe9–f8 (F×g8? Wg7+ and W×g8#) 24.Fe3–h6 Ff8×h6 25.Qh1×h6 Ng10–a7 26.Wg1–g7+ Kh9–g10 27.Ng8–e9+ Black resigns. (If 27...Na7×e9 28.Q×h8 wins. If 28...Ne9×b3+ 30.Sc2×b3 Rd10–d9 31.Qh8–e8+)

Here is another game against the inventor:

Erich Bartel v Arno von Wilpert

Game 132. o.t.b. 7 ii 1960

1.h4 e7 2.h5 d7 3.g5 c6 4.e4 Bc7 5.d4 Ne9 6.b4 b6 7.Na3 Fe8 8.Sf2–g3 (Berolina–type move) d6+ (revealing check from the Nightrider e9) 9.Kb1 c5 10.Bf4 c5×b4 11.c3×b4 a7 12.Re3 e6



13.Fb5 Sb9–c8 (second guard on c7) 14.F×F Sf9×Fe8 15.Nb5 e5 16.Ra3 e5×Bf4 17.N×a7 Sc9–d8 18.Ng4 Q×R 19.S×Q f4×Sg3 20.N×Se8 N×g5 21.N×R W×N 22.We2 Ne6 23.Sg2×g3 (Berolina capture) Wa10 24.Kb2 Na4+? 25.Sa3×N W×Sa4+ 26.Kb3 Bf9 27.Wc3 Wa8 28.f4 Black resigns.

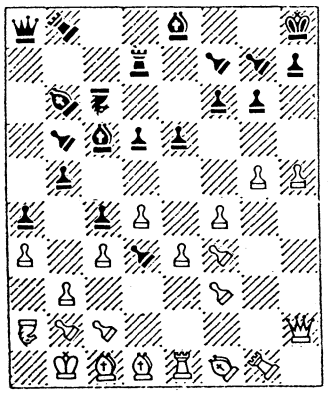
In addition to the printed booklet Erich has a handwritten booklet, dated 1962, in which is mentioned what he believes may have been ***the first ever international match over the board in variant chess***! The results were: First match, Rossi 0 Bartel 1, Boyer ½ Gänsler ½, Rossi 1 Wilpert 0, Boyer 0 Bartel 1 (Paris 1½ Augsburg 2½). Second match: Rossi ½ Wilpert ½, Choisseau 0 Gänsler 1, Boyer 0 Bartel 1 (Paris ½ Augsburg 2½).

The following is the text of the only surviving game from this event.

Joseph Boyer v Erich Bartel

Game 165, o.t.b. Paris 25 ix 1960

1.h4 b6 2.e4 a7 3.c4 c6 4.f5 a6 5.g5 a5 6.a4 Sb9-b7 7.Nc3 d7 8.g6 e7 9.Kb1 Sc9-c7 10.h5 Sc7-d6 11.d4 c5 12.d5 Sd6-e5 13.Qh2 Bc7 14.Sf2-f4 Se5-d4 15.Na2 Nc8 16.h6 Fb8 17.Sg2-f3 Rd9



18.Sb2-c3 Sd4xSc3 19.Sc2xSc3 Sb7-a6 20.Be2 Fa7 21.Be3 Rb9 22.Wh3 Bd9 23.Nc1 Be8 24.h7 g7 25.h8 Sg9-g8 26.Kc2 d6 27.Wg5 Nd10 28.e5 Bxa4 29.b3xa4 NxQ 30.Fxh2 b5 31.c4xb5 Sxb5 32.Bxb5 Rxb5 33.a4xb5 Fxb5 34.We4 Fa3+ 35.Kd1 Wb2#

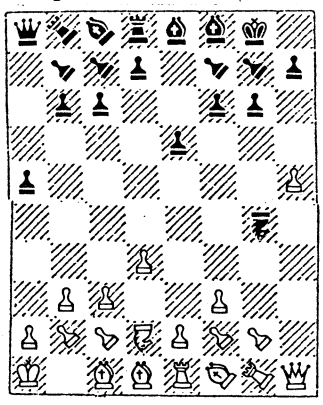
Here is a later game, from the same booklet:

Erich Bartel v K.H.Achatz

19 i 1964

1.d4 e7 2.Nd2 Ne9 ("Standard" Opening, Ns pinning Ps g8 and b3) 3.h4 a7 4.h5 a6 5.h6 Kg10 6.g5!! Nxg5?

7



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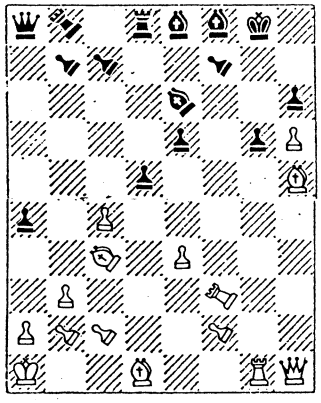
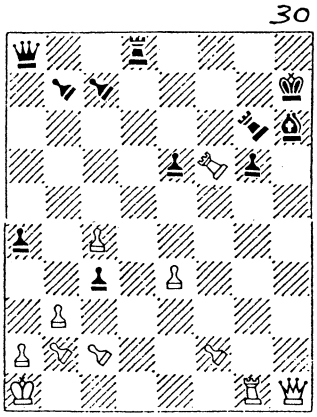


7.Nxg8! (the g-file is now open) Nxf3 8.Wxf3 Sg9xg8 9.Sg4 d7 10.Sg5 c6 11.e4 b6 12.Fd3 c5 13.d4xc5 b5 14.c4! d6 15.h7 Sg7 16.Sh6 b5xc4 17.Fxc4 a5 18.SxSg7 f8xSg7 19.Rg1 h8 20.Bh6 Fe8 (see diagram) 21.Bxg7 h8xg7 22.Wf5! Bh8 23.Bh5 d5 24.BxFe8 d5xFc4 25.Wf8!+ Kg9 26.Wf7+ Kh9 27.BxSf9 Wc8 28.Bg8+ Bxg8 29.h7xg8+ Wxg8 (see diagram) 30.Wf9+ Kg10 31.WxBh8+ Wxh8 32.Qxh8 Kf9 33.Qxg7 Qc10 . 34.Qxe7 Qg6! (35.RxQ?? Rd1#) 35.Rh1 Rd9 36.Sb2-c3 c4xb3 37.a2xb3 Sd8 38.Qh7+ Qxh7 39.Rxh7 Kg8

30



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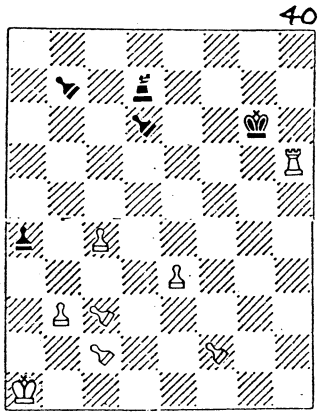


40.Rh3 Rf9 41.Rf3 Re9 42.Sc2-d3 Se7 43.Sc3-d4 Sc8 44.e5 Se6 45.Rf6 Sd7 46.Sc4 Re7 47.Kb2 Rf7 48.RxRf7 Kxf7 49.Sf4 Kg6 50.Sd4-d5 Kh5 51.Sd5xSe6 Sd7xe6 52.c6 Kg4 53.c7 KxSf4 54.c8 Sxe5 55.c9 Sd4 56.c10=E+ (Queen + Nightrider!) Ke3 57.Ec5! a4 58.b3xa4 Kf2 59.ExSd4+ Kg2 60.Ee3+ Kh2 61.Ef3#

9x10 and 10x9 Boards

Chinese Chess and Korean Chess of course use, in effect, a 9x10 board. Here is a new 10x9 variant:

Jelliss's 21st Century Chess

With the idea that pieces on larger boards need to move more quickly, the editor proposes making all the back-rank pieces, except the King, riders: Nightriders in place of Knights, and the two added men, Rook + Nightrider and Bishop + Nightrider.

The King is given the added power of an Equihopper, and is allowed to hop through check, and castling is abolished. (The pieces may be arranged on the back row in standard order with R+NR on d-file, B+NR on g file, or Randomised.)

The Pawns are moved forward to the third and seventh ranks, so that the second and eighth ranks can be occupied by a row of Hoppers. The hopper placed in front of each rider is analogous to it: Rookhopper for Rook, Bishopper for Bishop, Nightriderhopper for Nightrider, Grasshopper for Queen, BH + NRH for B + NR, RH + NRH for R + NR, and a Lion as the King's Hopper (see *VC3* p32-33 for definitions of hoppers).

Opting Pawns are used, that may make the double step from any square (including from 7th to 9th or 3rd to 1st) always subject to e.p. capture (i.e. if the square passed over is guarded by an opposing Pawn it may capture there next move as if only one step had been taken). These Pawns promote upon reaching either of the two back ranks of the enemy. Promotion is to the rank of the piece that occupied the promotion square initially, except for promotion on the King square, which is to Q + NR.

The inventor feels that these ideas all fit together quite well, but he could be biased! The

scheme was originally devised for a 10x10 board, but this suffers from the serious flaw that both Kings start in check from Nightriderhoppers!

10x10 Board

The 10x10 board is mentioned in old Indian sources dating to "long before the Christian era" under the sanskrit name "dasapada" (as opposed to "ashtapada" for the 8x8) but the board was probably used for race games at that time. [Murray, *History*, p33].

Decimal Shatranj

Various 10x10 versions of Shatranj are mentioned in the mediaeval manuscripts. The earliest recorded seems to be that of al-Khalil b. Ahmad (c.718-791) who (according to al-Masudi, writing about 950) added "Camels" at either end of the back row (presumably with the corresponding Pawns in front of them), though it is not known what their move was. Firdawsi (writing about 1000) describes a version with "Camels" c1, h1, that are {0,2} leapers. Al-Baghdadi (writing 1140) has two "Dabbabas" d1, g1, that move like Kings but are non-royal. The Alfonso X manuscript (1283) mentions a game with two "Judges" added, but does not give their moves. [Murray, *History*, p341, 348].

Piacenza's Arch-Chess

The 10x10 mediaeval variants were obviously the models for a 10x10 chess proposed by Francesco Piacenza in his book *I Campeggiamenti degli Scacchi* (Torino 1683). David Pritchard, who has seen a photocopy of the relevant parts of the book says he named the game Arch-Chess ("a term given to improvements and corruptions of chess" according to the author of *Chess*, 1784). His extra pieces are a {0,2}+{1,2}+{2,2} leaper (Centurion), and a {1,1} leaper (Decurion). The same idea was reinvented by Pinsard in 1919, who used two Centurions [Boyer, 1951, p60].

Deccan Decimal Chess (Atranj)

A manuscript dated 1796-8 (now in the Bodleian Library, Oxford), written by Shir Mohammad-khan for Hussainaddin-khan Bahadur who was in the service of the Nizam of Deccan (Central India) contains 12 problems in a form of Decimal chess. [John Gollon, *Chess Variations* 1974, describes this game under the title "Turkish Great Chess", but on what authority he does not state].

This has B+N ("Wazir") g10 and Q+N ("Zurafa") f10, plus two R+Ns ("Dabbabas") e9, f9, with the e and f Pawns moved to e8, f8. The White forces reflect the Black in the centre point, i.e. Kf1, e10, Qg1, d10. Pawns do not have the double step.

An almost identical game, called Atranj or Qatranj, but with Knights e3, f3 and "Armed Female Attendants" (moving like Chinese Pawns) e2, f2, in place of R+Ns, and different names for the pieces: B+N as "Bukhshi" = "Paymaster" or "Kotwal" = "Chief of Police", Q+N as "Prince", is given in a later Indian book by Lala Raja Babu (1901). [Murray, p181 and p346-7]. The rules of indigenous games in India apparently vary considerably from place to place and time to time. [D.P.]

Capablanca's Decimal Chess

David Pritchard writes that J.R.Capablanca did not get the idea for his 10x10 game after losing the World Championship to Alekhine in 1927 (a popular myth, this) but after the match with Lasker in 1921, and he voiced his opinions well before the 1927 match. See for example the article "Is Capablanca a Revolutionary?" in the November 1925 *American Chess Bulletin* in which the 10x10 board with the two extra pieces are specifically mentioned. Admittedly however, it was not until 1929 that the general public took notice, and Capablanca demonstrated it at Selfridge's in London that year to good press coverage. A heated world-wide debate ensued and in *The Times* alone there were 25 letters on the subject!

In this game the initial pawn moves can be one, two or three squares forward, with en passant capture applied to the triple as well as the double step. In V.R.Parton's account of the game in his booklet *100 Squares for Chess + Damante*, he names and places the new pieces as in the 10x8 version mentioned above, but according to Joseph Boyer's *Nouveaux Jeux D'Echecs Non Orthodoxes* the B+N (called Chancellor - just to be even more confusing!) goes on the d-file and the R+N (Herald) on the g file!

Schulz's Falcon/Hunter Chess

In a similar game proposed by Karl Schulz the two extra pieces are B/R (Falcon) and R/B (Hunter) (invented by him in March 1943) able to move forward as the first-named piece and backward as the second-named (for an example problem see *VC2* page 21). These are placed to either side of Queen and King. The Pawns can move 1, 2 or 3 steps initially, as in Capablanca's game, and in addition the Knight is also given the option of an initial (2,4) leap (e.g. from b1 to d5 or f3). In castling, the King moves three squares left or right (i.e. Ki1, Rh1 or Kc1, Rd1). [Source, Boyer 1954].

Parton's Half-Queens Chess

V.R.Parton in *100 Squares for Chess + Damante* describes a similar game to Schulz's, using instead R/B and B/R "Snipers" (invented by Frank Maus in 1927 - see *VC2* page 21) which move as the first-named piece and capture as the second-named. He called these "Half-Queens" or "Roshop" and "Bick".

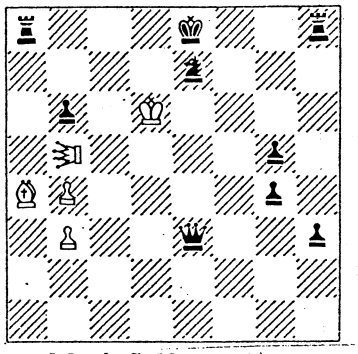
Original Problems to Solve

Judge for 1991 - 1992 Kjell WIDLERT

Notation: I have gone back to the old-style signs † for check and ‡ for checkmate, since they are available on my word-processor. So ≠ (not equal to) and # (number) can revert to their more usual meanings.

Sorry I can't seem to get #55 right. Let's try again:

55. Michel OLAUSSON



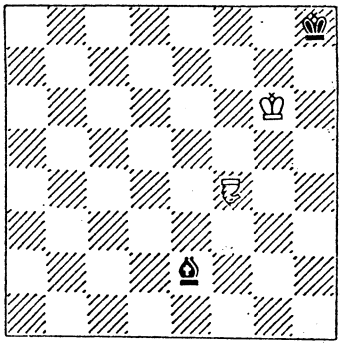
Maxi-Selfmate in 15
with set play
Neutral Grasshopper b5

☼ In a Maximummer Black can make only his longest legal moves. ☼ In a Selfmate White moves first and tries to manoeuvre Black into a position where he is forced to checkmate. ☼ Maxi-Selfmate combines both.

☼ A Grasshopper moves along Queen lines to the first square beyond one man.

☼ A Neutral is regarded as Black or White at the choice of the player who has the move.

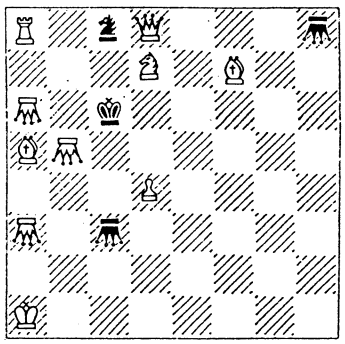
82. Edgar HOLLADAY



Helpmate in 2
(b) Black Pawn e2
(c) White Nightrider e2
with 2 variations

☼ In a Helpmate Black moves first and helps White to give mate. ☼ A Nightrider moves in straight lines of Knight moves.

83. George JELLISS

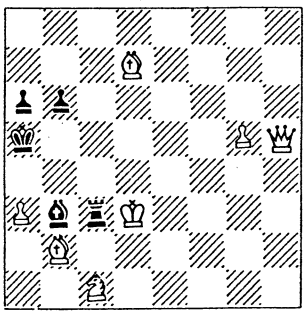


Mate in 2, Grasshoppers

This one arose from trying to compose a problem with BKc6 and flight-giving key Ra7-a8; a composing challenge set by John Beasley who took over the *BCM* "Problem World" in February, but as usual with my attempts at orthodox problems it ended up different from expected.

☼ In a (Direct) Mate in *N* White moves first and checkmates Black on the *N*th White move against Black's best defences.

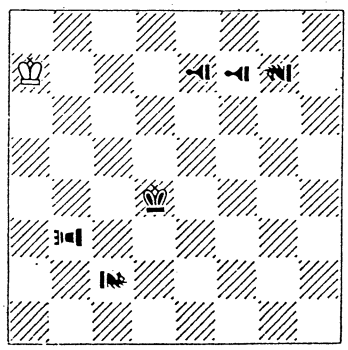
84. Valery NEBOTOV
& Chris TYLOR



All-Mate Chess, Mate in 2

☼ In All-Mate Chess there are no normal captures, instead a piece is removed if, treating it as a royal piece, it is mated. Thus 1.Bc8 "mates" the BPa6 which is removed (R×c8 is not permitted). [The rules of All-Mate Chess were given in detail in *VC2* p19, but Dr Tylor does not now permit a move mating one's own King!]

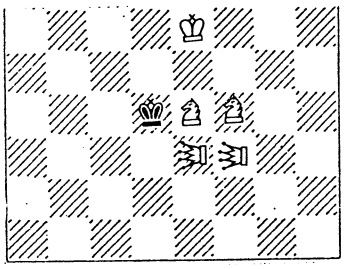
85. Erich BARTEL



5 Neutrals: Rook b3, Pawns f7,e7
Nightrider c2, and Zebra g7.
Circe. Helpmate in 2 (2 ways)

☼ A Zebra is a {2,3} mover.

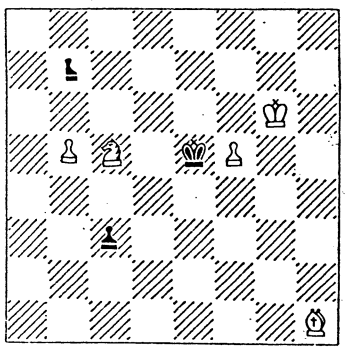
86. Erich BARTEL



Lions e3,f3. Circe.
Helpmate in 2 (set play)

☼ A Lion travels and captures along Queen lines to any square beyond one man. ☼ In Circe Chess a captured piece reappears on its "home" square. In the case of a fairy piece the home square is taken to be the promotion square in the file of capture.

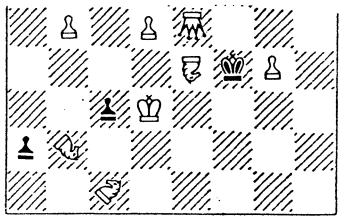
87. George SPHICAS &
Stefanos PANTAZIS



Serieshelpmate in 15

☼ In a serieshelpmate Black plays a series of moves, White not moving at all, to reach a position where White can mate in one.

88. Erich BARTEL



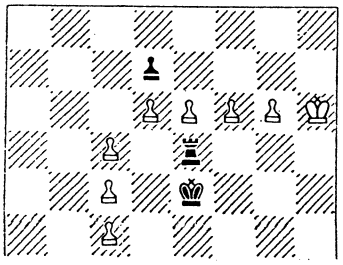
Giraffe b2, Antelope c1
Nightrider e4, Grasshopper e5
Circe Malefique
Serieshelpmate in 2 (4 ways)

☼ In Circe Malefique captured White Pawns reappear on the seventh rank. [For fuller rules see previous issues, but this is all that is needed here I think.]

☼ A Giraffe is a {4,1} mover.

☼ An Antelope is a {4,3} mover.

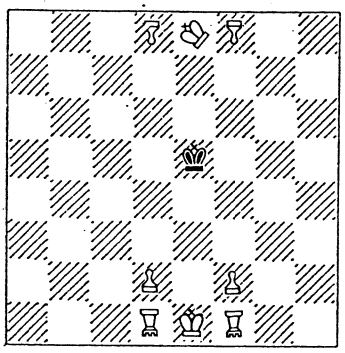
89. Ian G. RICHARDSON
"The Cocked Pistol"



Commit Suicide in 16 moves
Single Series Play
(i.e. Serieshelpmate in 16)

☼ Single Series Play (see also p.80) means that no piece makes more than one series of moves.

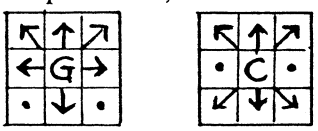
90. Ian G. RICHARDSON
"Hands Across the Sea"



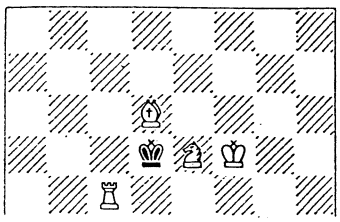
(a) Chinese Cannon d1, f1
Chinese Pawns d8, f8; Gold e8.
Mate in 5.
(b) Clear 8th rank and
add Crane e7. Mate in 7.

☼ Chinese Pawns only move sideways on the promotion rank. Cannon move like R but capture like Lion along Rook lines.

☼ The Gold and the Crane are from Shogi and Tori Shogi.They are like Kings but with two moves prohibited, as shown here:



91. Hilmar EBERT

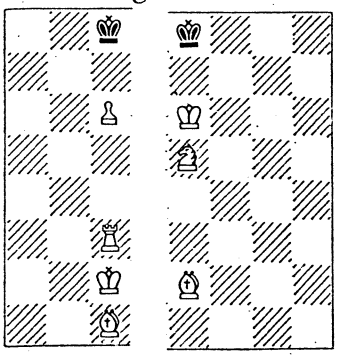


(a) ‡3 (b) ‡4 exactly

☼ In a Mate in *N* "exactly" White can mate in less but has to delay.

Please note: the next five problems end in STALEMATE.

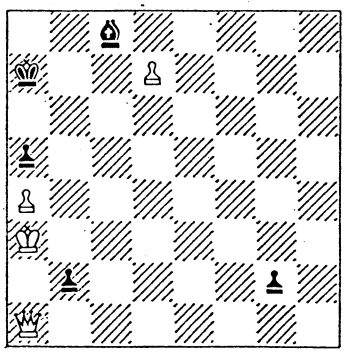
92 & 93. Edgar HOLLADAY



92: Stalemate in 3 (b) c1→c5.
93: Stalemate in 4.

☼ In a (Direct) Stalemate in *N* White plays first and forces stalemate of Black on or before the *N*th White move.

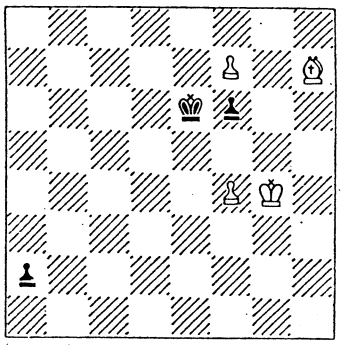
94. Michel OLAUSSON



Helpstalemate in 2, Duplex

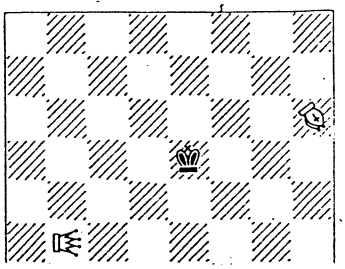
☼ In a Helpstalemate, Black moves first and helps White to stalemate him. ☼ In a Duplex Helpstalemate there is also a solution in which White moves first and is stalemated.

95. Fred. M. MIHALEK



Helpstalemate in 3

96. Peter WONG



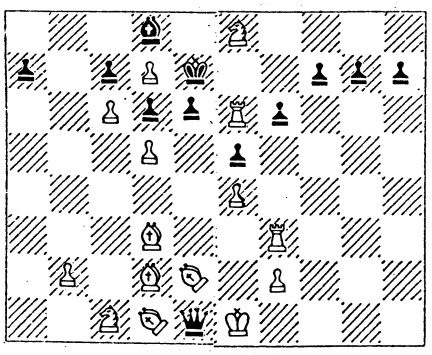
Royal Alfil h6, Bouncer b3
HP4 (b) h6→g4
(c) h6→b1 (d) b3→d7

☼ An Alfil is a {2,2} mover.

☼ A Royal piece may not move into, or be left in, check.

☼ A Bouncer (see *VC3* p.31 for full details) moves along Queen lines by doubling its distance from a piece or board edge; e.g. Bob3 can bounce off the board edges to d1, d3, d5 or b6.

97. Nikita PLAKSIN



Board 10×8. Superschach.
Bishop + Knight d1, e2
Last 9 single moves?

☼ "Super–Schach", described in *Europe Echecs* #24 1979 p.163 has two B+Ns (called Janus) on each back row.

Solutions (to G.P.J.) by 1 Sept.

Solutions to Original problems in Variant Chess 5

65. M.Olausson (Sweden). 1.d6 2.de5(Q→Ng1) 3-6.e1=N! 7-8.Ng1 (N→Bc1) 9-10.Nc1(B→Ra1) 11.Na2 12-13.Ka4 for Ra2(N→Bc8)‡ Not 6.e1=B? 8.Bg1(Bc1) 10.Bc1(Ra1) 11.Ba3 13.Ka4 for Ra3(Rh8) as Ka3(Qd1)! [A.E.]

66. E.Bartel (Germany). 1-5.g8=Q 6.Qe6(Pe2) 7.Qc6(Bf1) 8.Qg2 for d2‡ (Black's only move). Witty and beautiful switchback. [M.O.] Quiet last move - I like that in ss‡. [S.P.] 8...B×g2(Qd8) is selfcheck. [A.E.]

67. M.Olausson (Sweden). 1.Bd3+ Ke1(Bc1) 2.Be2 Qf2 3.Bd2‡ and 1.Bd2 Kd1 2.Bc2+ Qc2(Bf1) 3.Be2‡ Wonderful Circe-specific echo! [E.B.] Elegant leastform. [S.P.] Trivial. [A.E.]

68. A.J.Sobey (UK). 1-2.Kb4(Pb2) 3.Kb3 4.Ka2 5.Kb1 6-9.Kf1 10.Kg2(Rh1) 11.Kg3 12.Kf4 13.Kg5 14.f4 for Rh5‡ Well known. [E.B.] Try: 5.Kf3(Pf2) 6.Ke4 9.fg2(Rh1) 10.g1=Q 11.Qh2 14.Kh6 15.Qh5† Rh5(Qd8)‡ [S.P.]

69. E.Holladay (USA). 1.Kc3 Kf3 2.Nd4† Ke3 3.Re2‡ 1.Kb3 Ke3 2.Re2† Kd2 3.Nf4‡ and 1.Kc1 Kd3 3.Ng×e5† Kc3 3.Rg3‡ Quincunx. Quasi-symmetry. Mates ideal but for single doubly-guarded square. A beauty! [I.G.R.] Well hidden. [D.N.]

70. F.M.Mihalek (USA). (a) 1.Kc8 e6 2.Rc7 e7 3.Bb7 e8=Q‡ (b) 1.Rb6 e6 2.B+Nb7 e7 3.Kc6 e8=B+N‡ Promotion to B+N not allowed in (a) by the convention that promotion is only allowed to Q,R,B,N or fairy pieces present on the board initially. Excellent promotion-change. [M.O.] An outstanding "find". [D.N.] All solvers liked this one. S.Pantazis suggests: (c) R+Nb7 for 1.Bc6 e6 2.Kd6 e7 3.R+Nd7 e8=R+N‡ (serendipitous if sound!).

71. F.M.Mihalek (USA). 1.Kd6 Ke8 2.Kc7 Kf7 3.Kd7= Asymmetry. Triangulation to lose a tempo. As you were! [A.W.I.] A "genre" of its own where Holladay's ‡5 (*VC1* problem 2) has the lead. [M.O.] Not everything that is "ideal" is also good! [A.E.] Erich Bartel notes this is the so-called "theme zero" and quotes the following which may be the oldest known example:

Dr E.J.van den Berg
Aachener Anzeiger 1931

stalemate in 3 (with set stalemate)
1.Bh5! Kg8 2.Bg6! Kf/h8 3.Bf7/Kf7=

72. M.Olausson (Sweden). 1.NBPf8=NN/NR 2.NNd7†/NRb8† 1.NBPh8=NB/NQ 2.NBd4†/NQb2† Not P=Qf8 or Qd4, selfcheck. (Only scored as 1 point). Fine AUW. [E.B.]

73. M.Olausson (Sweden). (a) 1.nBb2=nN nNc3=nB† 2.nBd4 nNd1. (b) 1.nNf3=nB nBb3=nN† 2.nNd4 nBd1. The pieces interchange but nothing appears changed! Plus ça change, plus c'est la même chose. [A.E.] In (a) there is a duplex solution: 1.nBb2=nN nNf2=nB† 2.nBd4 nNd1, but not in (b). Selfchecks must be avoided.

74. P.Wong (Australia). K=royal bouncer, Q=bouncer, B=Bishop-bouncer: (a) 1.Kf6 Bb2 2.Be6 Qg3 3.Bh3 Qf3† 4.Kc3 Qf6‡ (b) 1.Be2 Bh8 2.Bc4 Bg7 3.Bf1 Qf3† 4.Kf6 Qc3‡. Found difficult by solvers. Several could find the mate but could not reach it.

75. G.P.Jelliss (UK). 1.Rc5 2-6.g1=B 7.Bh2 8.Bb8 9.Rc7 10.Rb7† for P×b7‡. Profundior (Black excelsior) and minor promotion followed by sacrifice makes 5 pieces few. [M.O.] Not bad! [A.E.] Fine determination of key. [E.B.]

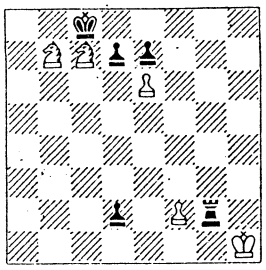
76. N.Plaksin (USSR). Last moves: 1.Rg8×Af8 f7-f8=A 2.Rh8×Ag8 g7-g8=A 3.Rg8×Ah8 h7-h8=A 4.Ng4-h6 h6-h7 etc. Looks impossible until you see the trick. [S.P.]

77. V.Pribylinec (Czechoslovakia). (a) 1.g4 Gdg5 2.Ke5 Be4 3.Kf4 Ge3‡ (b) with g5→g4 1.f2 Ggg5 2.Kf4 Gd5† 3.Kf3 Gg2‡ but also (a) 1.Kf4 Ge4 2.f2 B×g5† 3.Kf3 Gg2‡ and (b) with Kf5→f4 1.Kf5 G×g5 2.Ke5 Be4 3.Kf4 Ge3‡ [A.W.I.] This pair could be a second solution. But cook: 1.g4 - 2.Kg6 Be4† 3.Kh5 Bg5‡ reducing to short solution to (b) [A.E., S.P.]

78. V.A.Krivenko (USSR). (a) 1.Gc8 2.Gd8 3.Ge8 4.Gf8 5.Gg8 6.Gh8 7.Gh1 8.Ge4 9.Gg2 10.Gg1 for Rh3‡ (b) 1.Ga6 2.Ga5 3.Ga4 4.Ga3 5.Ga2 6.Ga1 7.Gh1 8.ge4 9.Gg2 10.Gh2 for Rf1‡ Photographic echo. [M.O.] This kind of symmetry isn't very interesting. [E.B.] Not original; first published in *Springaren* #38 September 1989 [6543] but without the twinning. [S.P.]

79. I.Shanahan (Australia). 1-3.g1=Q 4.Q×g5 5.Qc1 6-10.g1=B 12.B×a5 13.Be1 14-16.a×b3 17.b×a2 18.a1=R 19-20.Rd2 21-22.a1=N 23.Nc2 for Nc3‡ AUW. Many cooks, shortest: 1-3.K×a2 6.g1=Q 7.Q×g5 8.Q×a5 9.Qc1 10.Qa1 13.a×b3 18.g1=R 20.Rb2 for Nc3‡ [E.B.] A.Ettinger quotes this beautiful doubling of the theme (not AUW).

J.Lois *Feenschach* 1984



Serieshelpmate in 14
(b) Black N g2
(a) 1.d×e6 5.e×f2 6.f1=B 7.d1=R 8.Rd7 10.B×b7 11.Kd8 12.Bc8 14.Re8 for Ne6‡ (b) 2.N×e6 3.Nd8 8.e1=B 9.d1=R 11.R×c7 12.B×f2 14.Bb8 for Nd6‡

80. I.Shanahan (Australia). 1.c1=Q 2.Q×c3 3.Qe1 4-6.c1=B 7-8.B×g3 9.B×h2 10-12.g1=N 13.Ne2 14.Bg1 15-16.h1=N 17.Nf2 for Ne3‡ One to trick those looking for AUW! But numerous cooks, with BK mated a8, h5, h3 or f1. [A.W.I., M.O., A.E.] Shortest:1.c1=R/B 10.Ka8 12.R/Ba7 for Nb6/c7‡ [A.E., E.B.]

81. G.P.Jelliss (UK). (7-rank board) Specify "oppo-equihoppers" (hop only over opposing pieces) then: 1.Kb7 Gd7 2.Kc7 Gc3 3.Ee3 Gg2 4.Kd7 Kd5 5.E3c7 Gh6‡ Asymmetry. Without the "oppo" condition there are mates with Ka6/b7, e.g. 3.Ea7 Gg2 4.Kb7 Kb5 5.E4c7 Gf6‡

Solver's Scores	1-4	5	T
Maximum	114	22	135
A.W.Ingleton	105	20	125
S.Pantazis	87	22	109
E.Bartel	64	16	80
I.G.Richardson	61	14	75
D.Nixon	60	13	73
M.Olausson	37	15	52
V.A.Krivenko	27	14	41
A.Ettinger	18	21	39

Corrections

57. M.Olausson. Composer removes WK, adds BPg3. Solution as before.

61. A.W.Ingleton. Composer moves WKb7→a8 and adds WNa7, WNh1, BPc7. Solution as before.

63. A.W.Ingleton. The cooks claimed by A.E. are invalid, but the composer finds another flaw and so moves BKc7→d6, Ba5→g3, Rh3→f3 and deletes Pc5. Solutions now: 1.Rb3 Nb3(Ra8) 2.d4 Nd4(Pd7) 3.Kc7 Nf5(Pf7) 4.Bd6 Nd6(Bf8) 5.Rd8 Ne8(Ng8) 6.Ne7 Nc7(Ke8)‡ 1.Rd3 Nd3(Ra8) 2.f4 Nf4(Pf7) 3.Bh4 Nd5(Pd7) 4.Bf6 Nf6(Bf8) 5.Rd8 Ne8(Ng8) 6.Ne7 Nd6(Ke8)‡

Grid Chess (VC5, p59). Erich Bartel finds a cook in my ‡2 by 1.Ne8+ Ke6 2.Qg6/Qd5# 1...Ke5 2.Qg5#. To correct: move Nf6 to f4.

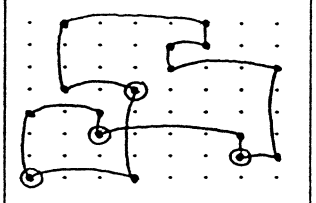
Knight's Tour News

In 1985–6 the editor published special issues of *Chessics* on the Knight's Tour, Magic Tours and Theory of Leapers, and aimed to complete a book on the subject. This work continues, and quite a lot of material has been accumulating from various sources; some is summarised here. If there is sufficient interest, it may be possible to produce a newsletter (with the *KTN* title) that gives more detail.

Magic Rook Tours

In *Chessics 26* p.181 a method of constructing magic tours with double axial symmetry was explained. This is only possible with pieces that have a Rook-wise move capability. [Note for new readers, I use "magic" to mean that the rows and files add to a constant sum. If the diagonals also add to the same sum the tour is "diagonally magic".] The following is a Diagonally Magic Rook Tour that I found in 1986:

63	6	26	62	35	7	27	34
44	45	25	24	9	8	52	53
22	46	50	23	10	47	51	11
(64)	5	(49)	4	29	(48)	28	(33)
(1)	60	(16)	61	36	(17)	37	(32)
43	19	15	42	55	18	14	54
21	20	40	41	56	57	13	12
2	59	39	3	30	58	38	31



47	54	10	46	19	55	11	18
28	29	9	8	57	56	36	37
6	30	34	7	58	31	35	59
(48)	53	(33)	52	13	(32)	12	(17)
(49)	44	(64)	45	20	(1)	21	(16)
27	3	63	26	39	2	62	38
5	4	24	25	40	41	61	60
50	43	23	51	14	42	22	15

This tour has the property that the renumbered form shown in the lower diagram, 1 at 17, 2 at 18 etc, is also diagonally magic, and furthermore the numbers on the diagonals remain the same. Each quarter tour is a "bisatin" with two entries in each diagonal also.

Magic 5-Leaper Tours

The Five-leaper's {5,0} move is Rook-wise, so magic tours by it with double axial symmetry are feasible. Tom Marlow has been studying such tours. He has found 18, however none is diagonally magic. Here is one of them:

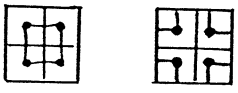
10	(49)	60	3	30	37	(48)	23
21	58	13	(64)	(33)	20	39	12
56	15	46	25	8	51	18	41
31	36	27	54	43	6	61	2
34	29	38	11	22	59	4	63
9	50	19	40	57	14	47	24
44	7	52	(1)	(32)	45	26	53
55	(16)	5	62	35	28	(17)	42

With his computer he has also investigated magic tours with a single axis of symmetry, and finds a further 40 (geometrically distinct). Two of these proved diagonally magic (as reported in *The Problemist* in March) one being open and the other closed. I have noticed that some of these tours have the 16–17 link and the 48–49 link as skew leaps instead of rook-wise leaps, for example:

14	53	58	19	38	15	4	59
41	30	(17)	2	55	40	43	(32)
(64)	11	8	23	34	(49)	62	9
37	26	21	60	13	36	47	20
28	39	44	5	52	29	18	45
(1)	54	57	42	31	(16)	3	56
24	35	(48)	63	10	25	22	(33)
51	12	7	46	27	50	61	6

Perhaps there is a clue in this example on how to transform a Rook-linkage to a Knight-linkage so that the biaxial method can be applied to Knight's tours (such as on a 12×12 board).

Since the 5-leaper has four moves at every square, it follows that in a closed tour the unused moves are also two to every square, and therefore form either a tour (is this possible?) or a pseudo-tour (i.e. a set of closed circuits). To use network-theory terminology, this would be a pair of Hamiltonian tours that together form an Eulerian tour. A trivial example of this is provided by the moves of a Wazir on a 2×2 torus:

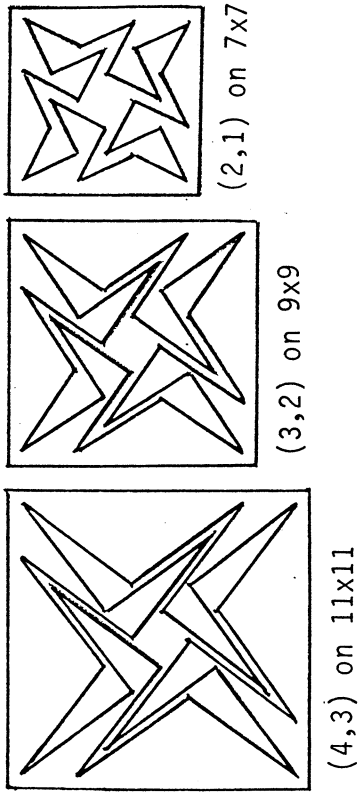


Chronological Bibliography

Last year I produced a 30-page draft bibliography on Knight's Tours and other Chessic Paths, which I sent to interested parties. A few copies are still available for any who can help to improve it or to trace copies of the many references that I have not yet seen. The Koninklijke Bibliotheek in the Netherlands has been very helpful in providing copies of the key works by Collini (1773) and de-Hijo (1882).

Non-Intersecting Paths

This branch of the subject has been receiving intensive study by Robin H. Merson. He has given solutions for open and closed Knight paths on square boards up to 24×24, together with some general enumerative results. The most symmetrical cases are these amusing "tetraskelions":



T.R.Dawson Nightrider Tourney

The award for this is postponed yet again due to lack of space. It will certainly appear in *VC7*.

PROGRESSIVE CHESS

Paul Novak finds another solution to van der Wiel's problem in *VC5* p50–51: 5.c4, Nc3, Nb5, Qa4, Nd6#.

Malcolm Horne notes that in the Tavener–Sturgess game (B) in *VC5* p51 Black missed: 6.Be6, B×a2, Rd8, Rd3, Re3, Bb3 mate.

In the "Continuous Tournament" several two-player Progressive Chess matches have been played by Stephen Tavener against John Bosley (NZ), George Jelliss, Ian Richardson, and John Sturgess, as reported here and in *CV5* page 51. Others may have been played, but results not reported. It is now proposed to replace this scheme by more formal 3 or 4-player tourneys, once the current events are over. More details next time.

Continuous Tourney: Scottish Rules

(On the nth turn n or less moves may be played, and if a check is played the series must end.)

George Jelliss v Stephen Tavener

(A) 1.e3 2.d5, e5 3.Qg4, Q×c8, Q×d8+ (looks good, but is it?) 4.K×d8, Bc5, Nh6, b5 5.B×b5, b4, b×c5, Nc3, N×d5 6.a6, a×b5, c6, c×d5, R×a2, R×a1 7.Ke2, Bb2, B×a1, B×e5, B×g7, B×h8, Bf6+ 8.Kd7, Ng4, N×h2, b4, b3, b2, b1=Q, Qf1# **(0, 1)**

(B) 1.d4 2.d5, Nf6 3.Nc3, e3, Nf3?? (careless, must play Nh3) 4.Ne4, e6, Qh4, Q×f2# **(0, 1)**

Stephen Tavener v George Jelliss

(A) 1.e4 2.e5, f6 3.Bb5, Nc3, d4 4.f5, Qg5, Q×c1, Q×d1+?? 5.R×d1, d×e5, R×d7, Nd5, N×c7# **(1, 0)**

(B) 1.e4 2.d6 Be6 (experimental) 3.Bc4, B×e6, Bb3! 4.a5, a4, a×b3, Nh6 5.a×b3, R×a8, R×b8, d4, R×d8+ 6.K×d8, Ng4, N×f2, N×d1, Ne3, N×c2+ [Malcolm Horne notes a missed win here: 7.Kf2, Nf3, Ne5, Nc3, Bd2, Ra1, Ra8#] 7.Kd2, h4, h5, h6, h×g7, g×h8=Q, Q×f8+ 8.Kd7, Ke6, N×d4, Ke5, c5, Kf4, h5, N×b3+ 9.Resigns (e.g. 9.Kd1+ 10.d5, d4, d3, h4, h3, h×g2, g×h1=Q, Q×g1#) **(0, 1)**

John Sturgess v Stephen Tavener

1.e4 2.e5, Nh6 3.d4, Bg5, B×d8 4.d5, Bg4, B×d1, K×d8 5.Ba6, B×b7, B×a8, B×d5, K×d1 6.Bb4, g5, g4, g3, g×f2, f1=Q# **(0, 1)**

Stephen Tavener v John Sturgess

1.e4 2.e6, Nh6 3.d4, B–g5×d8 4.K×d8, N–g4×f2×d1 5.K×d1, B–a6×b7×a8, h4 6.Bb7, B×e4, B×g2, B×h1, h5, Nc6 7.B×c6, d5, d6, a4, Ra3, Rb3, Rb8# **(1, 0)**

Ian Richardson v Stephen Tavener

1.e4 2.e5, d5 3.Qg4, Q×c8, Q×d8+ 4.K×d8, d×e4, Nc6, h5 5.d3, d×e4, f3, h4, Bg5+ 6.f6, f×g5, Ba3, B×b2, B×a1, Ke7 7.Bb5, B×c6, B×b7, B×a8, h×g5, R×h5, R×h8 8.Nf6, N×e4, N×g5, Nf7, N×h8, Bd4, B×g1, Bh2 9.Nd2, Nf1, N×h2, Ng4, N×e5, Nf7, N×h8, Be4, Ng6+ 10. Resigns **(1, 0)**

Stephen Tavener v Ian Richardson

1.e4 2.e5, d5 3.d4, Bg5, B×d8 4.K×d8, Bg4, B×d1, e×d4 5.f4, Nc3, R×d1, R×d4, R×d5+ 6.Nd7, Ngf6, N×d5, N×c3, Bc5, B×g1 [Malcolm notes a missed win: 7.e5, e6, e×f7, h4, Rh3, Re3, Re8#] 7.b×c3, R×g1, Bb5, B×d7, Bc8, B×b7, B×a8 8.g5, g4, g3, g×h2, Rg8, R×g2, h×g1=Q# **(0, 1)**

Cumulative Scores: Richardson 2/2, Sturgess 3/6, Tavener 6/12, Jelliss 1/4.

Continuous Tourney: NOST Rules

(No piece moves twice in a sequence unless every mobile piece has moved)

Stephen Tavener writes: "I think I prefer NOST rules to "normal" Progressive – it makes for a more challenging game, much more strategy involved. I wasn't sure in these games whether you had to make all your moves or not, so I played safe. It caused a bit of trouble in JB vs ST, since I couldn't play ...N×f3, ...Q×g1# I had to move the Q before the last move, which meant I'd prevent it from moving again!

Stephen Tavener (UK) v John Bosley (NZ)

1.e4 2.e5, f6 3.Nh3, Nc3, Bc4 4.Bb4, Ne7, d5, Qd7 5.N×d5, c3, d4, a4, Qf3 6.N×d5, e×d4, Bc5, c6, Qe6, OO 7.OO, e×d5, c×d4, Bd2, Rae1, Qg3, Nf4 8.c×d5, g6, f5, Qb6, B×d4, Kh8, Rg8, a5 9.Re7, B×d5, Bc3, b3, Kh1, Rfe1, f3, Qh3, g3 10.g5, h6, Rg7, Kh7, B×c3, Be6, Nd7, Rag8, Qd8, b6 11.b4, Bc4, Re8, Ra×e6, Nd3, Kg2, f4, g4, Qh5, h4, Q×h6# (The Q can move twice here since every movable piece has moved once, and now gets a second chance.) **(1, 0)**

John Bosley (NZ) v Stephen Tavener (UK)

1.d4 2.Nf6, Nc6 3.Bg5, Nf3, e4 4.N×e4, f6, e5, Bb4+ 5.c3, Bc4, Qd3, Be3, OO 6.d5, Bg4, f5, Bd6, Qf6, OOO 7.d×e5, Bd4, B×d5, Qe3, Re1, h3, a4 8.B×e5, R×d5, B×f3, N×d4, N×c3, Re8, Qg6, c5 9.N×c3, Kh1, g×f3, h4, b4, a5, Qf4, R×e5, Rg1 10.a6, b5, c4, N×f3, Rd1, R×e5, Kb7, Qh6, g6, R×g1# (Again, everything else that can move has moved!) **(0, 1)**

3rd UK (Scottish Rules) Postal Tourney

Malcolm Horne writes that seven entries have been received for this event: only two from the UK (George Jelliss and Stephen Tavener), three from Italy (Mario Leoncini, Aldo Kustrin and Vito Rallo), one from Yugoslavia (Mirko Babić) and a late entry from the USSR (Vladimir Trusov) so it's more an International than a UK event this year.

AISE International Team Tournament

In *VC4* page 47 I reported the best UK results against the Italians. Here are some other games that contribute towards the discussion of whether the capture of the Queen at turn 3 is advisable or not:

I.Wingert v Steve Boniface

1.e4 2.e5, Nh6 3.Qg4, Qg5, Q×d8+ 4.K×d8, Ng4, N×f2, N×h1 5.h4, h5, h6, h×g7, g×h8=Q 6.d5, Bg4, Kd7, Bc5, Bf2# **(0,1)**.

George Jelliss v Vito Rallo

1.e3 2.d5, e5 3.Qf3, Q×d5, Q×d8+ 4.K×d8, Nf6, Be6, a5 5.d4, d5, d×e6, a4, Ke2 6.Ra6, Rd6, Rd1, Bb4, e4, Re1# **(0,1)**.

Steve Boniface v Walter Sorana

1.e4 2.d5, Nc6 3.Qg4, Q×c8, Q×d8+ 4.K×d8, d5×e4, Nf6, h5 5.Bb5, Nf3, Ng5, B×c6, N×f7+ 6.Kc8, b×c6, Kd7, Ke8, K×f7, g6 7.g4, g5, g×f6, f×e7, e8=R, R×a8, R×f8+ 8.R×f8, Ke6, R×f2, Kf5, Kf4, Kf3, R×h2, R×h1# **(0,1)**.

John Sturgess v Roberto Cassano

1.e4 2.Nc6, d5 3.Qg4, Q×c8, Q×d8+ 4.K×d8, d×e4, Nf6, h5 5.d4, d5, d×c6, c×b7, b×a8=Q+ 6.Kd7, Nd5, Nc3, Rh6, Rd6, Rd1# **(0,1)** John played an identical game in the same event, against Angelo Mapelli.

AISE 3rd International Progressive Championship

This event attracted 36 players in four eliminators. I was the only UK entrant, among 17 from Italy, 6 Lithuania/USSR, 4 Poland, 3 Czechoslovakia, 3 Germany, 1 Yugoslavia, 1 Georgia/USSR. Here are my games from elim D. How many go through to the final I'm not sure. My score of 8/16 (including two points claimed by default) may not be enough to qualify. I fell into several 5th move traps that may be worth noting to avoid. [*I am trying out a more condensed way of writing the series-moves here: When a piece moves repeatedly its symbol is only mentioned at the start, and its moves (–) and captures (×) follow without a comma between.*]

G.J. v Petr Pensimus (CZ)

1. e3 (I am still persisting with this opening, which few others play. My results as White have been better than as Black, but whether this can be ascribed to the opening is doubtful.) 2. d5, Nc6 3. Qg4×c8×d8+ 4. K×d8, a5, Nf6, h5 5. b4–5×c6×b7×a8=Q+ 6. Kd7, g6, Bg7, R×a8, Ng4, B×a1 7. Bc4×d5×a8, h3×g4, R×h5–h7 8. Resigns. None of the BPs can get through to promote! **(1,0)**

Petr Pensimus (CZ) v G.J.

1. d4 2. d5, Nf6 3. a4, Bg5×f6 4. e×f6, Bf5×c2×d1 5. Nf3–g5×f7 ×d8, Kd2 6. B×e2×f1, Na6, R×d8, Kf7, Bb4+ 7. Kc2, R×f1–e1–e8 ×d8×h8×h7 8. Nc5, Bd2, f5–4–3 ×g2–g1=Q, Qc1# **(0,1)**.

G.J. v Valeri Tokarev (GA)

1.e3 2.d5, Nc6 3.Qg4×c8×d8+ 4. K×d8, Rb8, h5, Nf6 5.h4, Bb5×c6 ×d5×f7 6.c5–4–3×b2, g5–4 [M.H. notes 6.Ne4–g3, Rh6–f6×f2–f1# or Rc6×c2×c1#] 7.B× b2–e5, Nc3, Be8, Rb1×b7×b8# **(1,0)**.

Valeri Tokarev (GA) v G.J.

1. d4 2. b5, h5 3. Bf4×c7×d8 4. Rh6–d6×d4×d1+ 5. K×d1, g4–5 –6×f7+ 6. K×f7, Bb7×h1–g2×f1 ×e2+ 7. K×e2, c4×b5–b6×a7×b8 =Q, Q×a8 8. Resigns. (I can see no way to avoid mate next turn, since White's pieces are too well spread out to eliminate. The best I found was: 8. g5–4–3×f2×g1 =Q, Q×b1×a1×b2+ 9. Ke1, Qc6, a4–5–6–7–8=Q, B×e7, Q×f8#)

G.J. v Z.Woronowicz (PL)

1. e3 2. e5, Nh6 3. a4, Bb5, Nh3 4. c6, d5, Bg4×d1 5. K×d1, Ra3–c3×c6–e6# **(1,0)** Zbigniew falls into one of my own traps.

Z.Woronowicz (PL) v G.J.

1. e4 2. e6, a5 3. d4, Bg5×d8 4. Ra6–d6×d4×d1+ [Here Zbigniew missed: 5.K×d1, Bf6, Nc3, Nb5, N×c7# M.H.] 5. K×d1, B×c7 ×a5–b4×f8 6. K×f8–e7, Nh6, e5, d6, Bg4+ 7. f3×g4–g5×h6×g7 ×h8=Q, Q×h7 8. Nd7–f6×h7, f5–4 –3×g2×h1=Q 9. Nf3–g5, c4–5–6–7–8=Q, Nc3–d5# **(1,0)**

G.J. v Vito Rallo (IT)

1. e3 2. Nh6, e5 3. Qg4–g5×d8+ 4. K×d8, Ng4×f2×h1 5.Bc4, Ke2, Nf3×e5×f7+ 6. Ke8, d5×c4, K×f7, Nc6, Bg4+ 7. Kf1, a4–a5, Ra4×c4×g4, Ke2 8. Be7–h4, Ke8, Rf8–f1, Ne5, –, Re1# **(0,1)**

Vito Rallo (IT) v G.J.

1. e4 2. e6, h5 3. d4, Bg5×d8 4. Nf6×e4×f2×d1 5. Bf6, Bc4, d5×e6 ×f7# **(1,0)** Trap one!

G.J. v Tiziano Sala (IT)

1. e3 2. Nh6, e5 3. Qg4–g5×d8+ 4. K×d8, Nc6–b4×c2+ 5. Kd1×c2, a4, e4, h4 6. d5, Bg4–e2, Bb4, Nf5–d4# **(0,1)** Here 5...e4 is inconsistent with the opening e3.

Tiziano Sala (IT) v G.J.

1. d4 2. a5, d5 3. Bf4×c7×d8 4.K×d8, Bf5×c2×d1 5. Na3, g3, Bh3, Rc1–c8# **(1,0)** Trap two!

G.J. v Luca Bertello (IT)

1. e3 2. e5, Nh6 3. Qg4–g5×d8+ 4. K×d8, d5, a5, Bb4 5.c4×d5–d6, Ke2, d×c7+ 6.K×c7, B×d2×c1×b2 ×a1, Kc6 7. Nh3–g5×f7×h8, Kd2, a4, Bb5+ 8. Kd5–e4, Bb2–a3, Na6, Bg4, Rc8, Bb4# **(0,1)**

Luca Bertello (IT) v G.J.

1. d4 2. d5, Nf6 3. e4–e5, Bb5+ 4. Qd7×b5, Bg4×d1 5. c4×d5–d6 ×c7–c8=Q# **(1,0)** Trap three!

G.J. v Marco Picasso (IT)

1. e3 2. e5, f5 3. Qg4–g5×d8+ 4. K×d8, f4×e3×f2+ 5. K×f2, b3, Ba3×f8×g7 6. d5, c5, b6 Ba6×f1, Kd7 7. Nh3, b4×c5×b6–b7×a8=Q, Q×d5+ 8. Kc7, B×g2×h1, Nh6, Rg8×g7, B×d5, Rd7 9.c4×d5, Na3 –c4–d6, Ng5–f7, Rb1–b7# **(1,0)**

Marco Picasso (IT) v G.J.

1. e4 2. c5, Qa5 3. f3, b4×a5 4. a6, Nc6, e5, Nh6 5.Ba3×c5×f8 ×g7, Ke2 [M.H. notes 5.d4, Bg5, Na3–b5–c7#] 6.Ke7–d6–c5–c4, Nf5–d4# (coup royale) **(0,1)**

Scotch Chess in the USA

Michael Keller: wrote 6 iii 91: The Scottish article was very interesting – though the expert Italian players would disagree with most of van der Wiel's conclusions on openings. As Malcolm Horne noted, 1.d4 has been a much more successful opening than 1.e4 (and only slightly less popular). AISE's magazine *Eteroscacco* gave some statistics in 1987: By far the most common response to e4 at that time was 2.e5,f6 (62%). This scored 54% for Black, and four less common defences were even more successful: 2.d5,d4; 2.d5,d×e4; 2.e5,Nh6; and 2.d5,Nc6. On the other hand, White scored over 60% with d4! The three move series (White's second) ending with the Queen being captured are not feared by Black. Incidentally, the passive opening 1.e3 (used in most of Bartel's samples, and often seen in older NOST games) appears NEVER to be used in AISE!

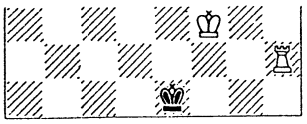
Incidentally I would argue [against] Malcolm Horne's statement that Progressive Chess has been played only "spasmodically" outside of Italy. Granted, the AISE players have taken to it enthusiastically, but AISE was founded in the mid 1970s, and Scottish Chess has been a NOST mainstay since the early 60s! Phil Cohen's 1987 statistics show 238 matches and 15 tournaments up to that point, by far the most popular (all-time) chess variant in NOST. [US] Scottish is the same as the progressive form being played in the UK tournaments – except that NOST forbids en passant capture.

UK v Italy Match

Paul Novak got together with Alessandro Castelli to start a friendly team match in June. The UK team is M.Horne, P.Donovan, P.Novak (captain), G.Jelliss, S.Tavener, I.Richardson and the Italy team M.Leoncini, V.Rallo, A.Castelli (captain), G.Buccoliero, R.Salvadori, S.Figura. It is being played in three 2×2 groups so that each participant will play four games. Thanks to Alessandro and the AISE for help organising this.

Correspondence

Keith Naylor: *Our only correspondent from Africa so far writes, from the Republic of South Africa*: 22 x 89: Over the last few years the Roosevelt Park Chess Club has set aside one night for "alternative" chess. We had the variation selected by Black. I dominated the first few events with the aid of Putback Chess. People were confused by early "sacrifices" of heavy material in order to open up the King side. More recently players have realized finally that the pieces are not "lost". This, combined with the arrival of a large number of "miniaturists" who like Progressive Chess has resulted in the "all rounder" crown going elsewhere. *Keith enclosed a copy of "Octal 100", an A5 magazine edited by him, Vol 1, No.1 dated Jan/Feb 1987. Page 11 item F is*: Is there a Mate? Some years ago, in a "fun" tourney I reached the position: White to move.



I was unable to give mate, and a draw was agreed; in a brief post-mortem after the game nobody could find a forced win. So is there one, or is it a draw? Oh yes, I almost forgot: we were playing Cylinder Chess. (No corners, the King keeps going!) *Further*: 18 ii 90: As to Octal-100, I'm afraid it didn't survive its second year. I finally got fed up with the total lack of cooperation from tournament organizers, clubs and even the Federation. None of which made the slightest effort to send me results, games, or even names of winners to whom I had offered free subscriptions. [*A familiar story, alas.*] ... My club has decided to change the format of our annual "Alternative Chess Night" into a three-night, six-round Swiss (30 minutes each) instead of the old round robin 15 minute event. The other major change which might be of interest to any club holding this type of event is to use a grid:

	A	B	C	D
1	Chess	Alice	Rifle	Fairy chess
2	Two-move	Shogi	Cylinder	Putback
3	Progressive	Pole	Hsiang Chi	Refusal
4	Pre-Chess	Protean	Kriegspiel	Shatranj
5	Capablanca	Combination	Pocket-N	Prohibition

White would choose a letter and Black a number and play whatever appears at that intersection. This should be more satisfactory than our old method of Black picking the variant to be played. If B5 is picked then both players pick both a letter and a number and play the combination - A1 and B5 may not be picked. Combinations of B2, C3, D4 and D1 cannot be picked. A combination of A5 and one of B2, C3, D4 means that the two extra pieces are added to that game. For D1 various Fairy Chess pieces are chosen: the King and Pawns are as normal. A grid for selection of pieces is:

	A	B	C	D
1	Dragon	Grasshopper	Nightrider	Archer
2	Locust	Boyscout	Hippogriff	Prince
3	Berolina	Griffin	Mermaid	Joker
4	Archbishop	Hunter	Chameleon	Cannon
5	Falcon	Chancellor	Diamond	Wheel

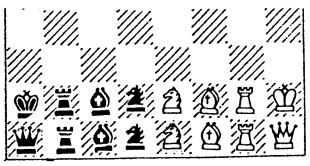
Further: 6 iv 91: During July my club will be holding a "Set Variation" event. Rounds 1 & 2 - Alice, Rounds 3 & 4 - Cylinder, and Rifle for the last two rounds. I will let you know if anything interesting happens.

Mirko Babić: 7 viii 90: I'm on the Management of "Groteka", the World Council for Games [*sounds impressive!*], and Director of one part: the International Correspondence Games Club (ICGC). The ICGC organizes tournaments in Go, Shogi and its variants, Renju, Five-in-a-row, Penta, Othello and Progressive Chess. Fee per player per tournament is US$10. Write to: Mirko Babić, Zagrebačka 47, 41320, Kutina, Yugoslavia. Also through ICGC you can play other Chess variants [*types not stated*], Xiang-Qi, Hexagonal Chess, Chess-Draughts, Aabalone, and Fanorona. I'm also interested in exchanging stamps, old money, cards, badges, or other collectables. [*More details about variants, and moves of VC games played, please Mirko!*]

Francis Fahys: 5 xii 90: Also organizes International Postal Go. 7-person tournaments or individual matches on 9, 11, 13 or 19-line boards. Apply to: Francis Fahys, c/o GASC, La Fontaine de Valescure, 83700 St Raphael, France. [*Surely postal Go must take centuries to play!*]

John Bosley (New Zealand): 5 i 91: Alice is a lot of fun. I play it with my neighbour. But however many games we play we always return to Dynamo, the King of boardgames. What I like about Dynamo is the enormous number of possible moves at any time. You have to play by instinct. Computers are trying to have it banned. [*We hope to feature Dynamo Chess in VC soon. Moves of recent games would be welcome from any source.*]

If you like something simple, how about Racing Kings? 28 i 91: Racing Kings is just a bit of fun really, but quite tricky. From a special starting position:

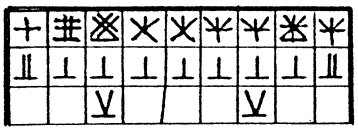


All pieces move and capture as normal. Players race to get their Kings to the eighth rank. Kings cannot move into check, and pieces may not check the King. If White gets his King to the 8th rank first, Black has one "catch-up" move to draw.

▌13 iii 91: A couple of points re *VC5*. First of all Patt–Schach. I like it. I like games which introduce a new concept. You can keep your "fairy" pieces. Anyway, I don't understand this controversy regarding checkmating a King (sorry! a royal piece) and capturing it. Surely a checkmate is only a capture one move previously. What's the difference? Also! what is a CV? Who cares? Is Racing Kings a CV or Ultima? I realise when you are publishing a magazine called *Variant Chess* it is important to know what to include, but the difference between a VC and an NCG [*Non–Chess Game*] is purely academic. I am a gamer. I just like to play. 28 iii 91: I like *VC*. I think it fills a hole. I find some pontificating correspondents a little verbose and diffuse, but I guess that is the pommy way. I should know; I spent the first 20 years of my life there.

▌***Philip Cohen*** 23 iv 1991: On what makes a CV: I think it's clear from the discussion that no airtight definition is possible; one has to give a set of criteria, with games getting less CVish the more criteria they violate. Curious that one of the most important criteria (in my opinion), replacement capture, was only mentioned by Peter Blommers. [*Eviction capture, is preferred term – replacement suggests Circe type 'capture'.*] Others I think are important are perfect information, royalty, and variety of pieces. Two players and a Pawn row are somewhat less important. I'd put variety of pieces even above royalty; Vinciperdi is much chessier to me than a variant with, say, K+8P on each side.

▌You say that capturable Kings imply there is no stalemate in Shogi. Not so; stalemate is inability to move, and royalty doesn't come into it. In Shogi, for example, one can take advantage of the fact that promotion is optional to construct a stalemate on the 7th to 9th ranks:



Here the initial game array and nothing else is present, except that two Pawns have promoted to Golds to fill the back row. The remaining Pawns, Lances and Horses are all on squares whence they could still move further if unblocked, so they don't have to have promoted in the past. If you don't care for that, capture 16 enemy pieces, use them to fill in ranks 7–8, turn everything into a promoted piece, and fill the 6th rank with Pawns. There may be something in the rules to forbid this, but not in any rules I've ever seen; the possibility is so ridiculously remote in standard play that I doubt there's ever been any push to handle it in the rules. [*I should have said stalemate is impossible except as deadlock.*]

New Ideas for Variants

Under this heading we will describe new variants that are proposed but have not been tried out in practice. Criticisms or suggestions for improvements are invited, as are details of any test games played or problems composed as illustrations. The following related ideas all appeared about the same time.

Maze Chess by Stephen Tavener, viii 1990.

In Maze Chess the board is converted into a maze by placing a number of 'walls' between adjacent squares. Knights are not affected by walls. If a wall lies between two squares no piece may pass from one of those squares to the other, or make a move which takes it through both squares. If two walls meet, a Bishop or Queen may not move through the junction. The initial positions of walls can be determined by agreement or by each player placing a number of walls [say 6] so that the squares that are separated both lie in his half of the board, or so that each wall has a mirror image in the other half.

The (Berlin) Wall Game by George Jelliss, ix 1990.

I felt that fixed walls are contrary to the spirit of the times, and so propose movable walls. Initially there is a wall of 8 sections across the middle of the board. A wall guarded by a Rook and with no obstruction behind it may be pushed to the other side of the square (away from the Rook). A wall guarded at one end by a Bishop can similarly, if not obstructed, be rotated 90 degrees (not towards the Bishop). A King, Bishop or Pawn, guarding both ends of a wall can slide it aside (but not off the board). A Queen can bring about any of these types of wall move. A wall move counts as a turn of play, and once done may not be reversed by either player. A wall once moved against an edge of the board thus offers no further obstruction, and cannot be reactivated.

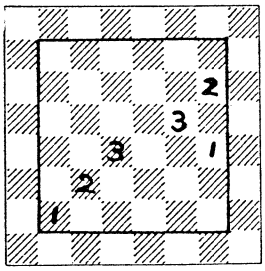
Mirrors by Jens Baek Nielsen, 19 x 1990.

One of several new pieces he describes, Jens' Mirror is two square–sides long and can be White or Black. Each side starts with two placed 'vertically' between the c/d and e/f files and across the second and third ranks. They are captured by placing two enemy pieces of the same kind next to them. The mirror works as a barricade for Kings and Pawns and does not affect the Knights. Diagonal line pieces reflect off the mirror at right angles. Orthogonal line pieces impacting the mirror deflect at right angles to either side. With two parallel mirrors two reflections in one diagonal move are possible. Mirrors meeting at a corner prevent passage along the diagonal. A mirror may slide one or two units lengthwise, or may rotate about its centre or move bodily one unit, provided the cells are vacant. It cannot capture another mirror, but can block its moves.

PUZZLE PAGE

Answers

5.1: One–Bounce Queens.
There are three ways of placing two OBQs on the board in mutual unguard: b2, g4; c3, g6; d4, f5.



Thus one of the OBQs can be placed on any square in the central 6x6 (the position of the other is then either fixed or has a choice of two squares). No OBQ can be placed at the edge since all OBQs guard or occupy all the edge squares wherever they are placed. An off–edge OBQ "observes" an edge OBQ not in direct Queen–line with it without being observed in return.

5.2: Surrounded Queen.
A shortest game to surround a Queen with 8 pawns of opposite colour was asked for. The following solution uses Quick–Cap Play, i.e. a capture must be made at the first opportunity.
1.b4 h5 2.b5 g5 3.Nc3 f5 4.Na4 e5 5.Bb2 d5 6.b6 axb6 (the first quick–cap) 7.Nc5 b×c5 8.Qb1 b5 9.Bd4 cxd4 10.e3 dxe3 11.g4 hxg4 12.f4 g5xf4 13.Nf3 gxf3 14.c4 bxc4 15.Qe4 c5 16.d4 c5xd4 17.Bd3 cxd3. (length 17).

5.3: Busy Bee.
A shortest double–maximummer game to mate by Bishop was asked for:

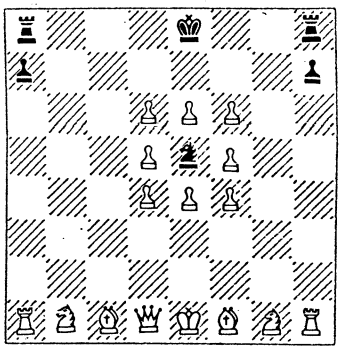
My 9–unit solution was: 1.Nc3 Nf6 2.Nf3 Nd5 3.Ne5 Nf4 4.Ng4 Nh3 (This N can also guard f2 from h1, but not from d3, e4 or f4) 5.Nf6+ gxf6 6.Nd5 Bh6 7.Ne3 Bxe3 (not OO which is of length 4 = √16, whereas this is of length √18) 8.b4 Bb6 9.Ba3 Bxf2 mate.

John Beasley beat this most ingeniously in only 7½ units by: 1–3.Ng×f7 Nb×e2 4.Ng5 Nf6 5.N×h7 Nf4 6.Ba6 Nd3+ 7.B×d3 Ng4 8.Bg6 mate.

But Peter Wong shows how to save another two moves: 1.Nf3 Nc6 2.Ng5 Nd4 3.Nc3 N×e2 4.Nb5 Nf4 5.Qh5 N×h5 6.Bc4 Nf4 7.B×f7 mate. It's simple when you know how!

Questions

Puzzle 6.1 – Horse Box.
The problem to play a shortest game to surround a piece with the eight pawns of opposite colour can be solved in one move less (i.e. 16½ pairs of moves) if the piece is Knight instead of Queen, e.g. to this position:



In this case the move–sequence can be made more precise by the *"Single–Series Play"* condition: No piece makes more than one move or one series of moves.

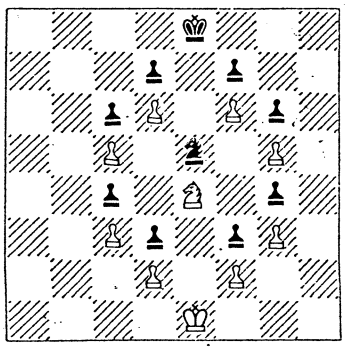
Puzzle 6.2 – Fools' Mates.
Synthetic Games were originated by Sam Loyd in *Le Sphinx* 1866, where he gave his famous shortest game to stalemate, and several other results. The only earlier example I know of is the simple "Mate at two Draughts, a Fooles Mate", which (according to Murray's *History*, footnote p832) was so described by Arthur Saul in his book *Famous Game of Chesse–Play* published in 1614.

A "Fool's Mate" (i.e. a shortest game ending in check–mate) can be sought in any Chess Variant – I tend to regard the existence of a good one as a test of potential in a game.

You are invited to look for fools' mates in the Enlarged Chess variants described in this issue. Some simple examples are: In 8×9 chess (just add an extra rank): 1.f4 d6 2.g4 Bh4 mate, very similar to the orthodox. In Wolf Chess, equally short is: 1.e4 f6 2.Be2 N×c2 mate.

Puzzle 6.3 – Two–Ring Circus.
The idea of games in which Black imitates every move of White also originated with Sam Loyd in 1866. He gave a symmetric game to mate: 1.c4 c5 2.Qa4 Qa5 3.Qc6 Qc3 4.Q×c8 mate, and to selfmate: 1.e4 e5 2.Ke2 Ke7 3.Ke3 Ke6 4.Qf3 Qf6 5.Ne2 Ne7 6.b3 b6 7.Ba3 Ba6 8.Nd4+ P×N#.

Here is a more elaborate symmetric game. Another way to surround a Knight with eight pawns of course is to place the pawns at the ends of the spokes of its "wheel". In fact there are just enough pieces to capture to enable us to form two encirclements in one position:



The puzzle is to play a shortest game to this position, or to any similar position showing two Knights encircled by Pawns, (a) every Black move imitating White, (b) without this condition – how many moves can be saved?

Puzzle 6.4 – Sadness of Ravens
Five Queens are needed to guard or occupy all 64 squares, e.g. on c6, d3, e5, f7, g4. Surprisingly only four R+NRs (Ravens) are needed (this was solved by T.R.Dawson). How many B+NRs are needed? And (much more difficult) how many solutions are there in each case?