

# Variant Chess

Issue 11

Jul - Sep 1993

The magazine to expand your chess horizons, and with that your chess pleasure.

Subscription 1 year ( 4 issues) UK £7;  
Europe/Rest of World (surface) £8 (\$12); Rest  
of World (airmail) £9.50 (\$15).

Single issue (inc postage) UK £1.75;  
Europe/Rest of World (surface) £2 (\$3); Rest  
of World (airmail) £2.50 (\$4).

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The new problem editor from this issue will be Stefanos Pantazis, who edits the magazine *American Problem Bulletin*. We look forward to a long and happy collaboration.

Patrick Donovan is now 'Games Consultant' of *Variant Chess*.

## CHANCELLOR CHESS

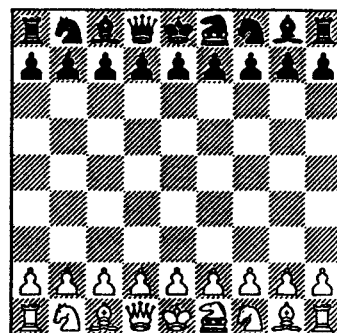
Following Ben Foster's book, *Chancellor Chess*, a piece with the movements of either a Rook or Knight is known as a Chancellor. However there have been other names for the same piece some of which are the Centauro, {Centaur}, used by Pietro Carrero in his book *Il Gioco degli Scacchi* in 1617; the Concubine used by the Duke of Rutland in 1747; the Marshall used by L. Tressan of Leipsic in 1840; the Guard used by H. Bird in 1874. In the problem world the R+N is an Empress. There may be other names also for this piece, but Chancellor it will be from now on.

Ben Foster's book *Chancellor Chess* was published in 1889 and attempted to popularise the use of the Chancellor. He says, (page 65), 'Quite a number of experts have experimented with the Chancellor and pronounce it a brilliant piece, and we have no doubt that the new game of chess will be adapted, not as supplanting, but merely as supplementing the old'. G. Reichhelm, the chess editor of the *Philadelphia Times* at that time said of the Chancellor, 'The new piece deserves a respectful hearing; if it's found to be heavy, it'll sink, if it wears well, it'll stay.' Well it obviously sank; but let us retrieve it from the deep and once more cast it upon the waters - maybe since that time the consistency of the liquid has been transformed into that of the Dead Sea. We can but hope.

### Ben Foster's Chancellor Chess

Mr. Foster's book from where I obtain this information is a small 80-page volume. It is dedicated to all Liberal-Minded Chess Players Throughout the World.

The game which is therein described is played on a 9x9 board, having a black square at each corner. The starting array for each player is as shown in the diagram following. (Chancellor = ♖)



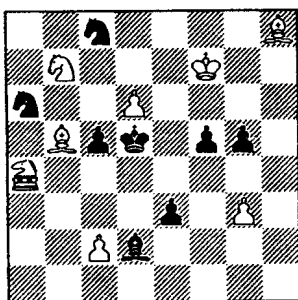
As can be seen the Chancellor fits in next to the King on the side away from the Queen; on the kingside the Knight and the Bishop change places so that a player's Bishops run along opposite colours; each player gets a ninth pawn which goes on the square immediately in front of the Chancellor. Castling on the Kingside is effected the same way as on the Queenside with the King moving 2 squares and the Rook 3 squares. All other rules apply as for orthodox chess.

Mr. Foster's lavishes much praise on his new form of chess which leaves one quite breathless. I give a few short extracts: 'With a new and powerful piece and a larger board, what grand, original combinations will result!.....some say that the old game is sufficient for the ordinary player. We answer that the same argument can be applied to the harpsichord by those who object to the piano-forte of to-day.....whether or not the fossil chess-players will adopt it does not matter.....we predict that ere long

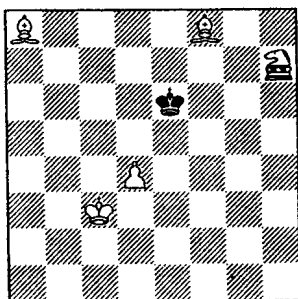
every problemist of note will be adding to his list of productions problems having the Chancellor.'

To champion the game, and 'develop the beauties and powers of the new piece', Mr.Foster organised a problem tourney with the stipulations that a Chancellor shall be used, the problems shall be 2 or 3 movers, they shall be composed for either an 8x8 or a 9x9 board. The judge was A.H.Robbins. There was also a solvers' tourney. The book is mainly an account of the results of these tourneys with most of the problems entered being given, plus some additional ones. In all the book contains 43 problems, (23 from the tourney, 20 'additional'.)

Nineteen people took part in the composing tournament. The winner of the tourney for 2-movers was John Keeble of Norwich, (under the motto 'Who are You'); second was Eugene Woodward of South Granville, NY. The winner of the tourney for 3-movers was L.H.Jokisch of Centralia, Illinois; second was C.Planck of London, (under the motto 'The Centaur'). I give the winning 2-mover and 3-mover problems. The solutions are given on page 48.

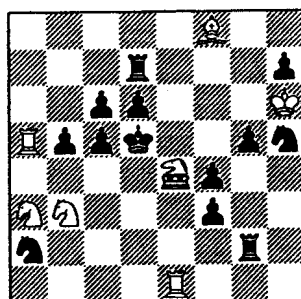


J.Keeble-White mates in 2 moves



L.Jokisch - White mates in 3 moves

One of those who contributed an 'additional problem' was Samuel Loyd. This is what he had to say: 'I solved the Chancellor problem(s) in two winks. I think very well of the plan, so far as problems are concerned, and perhaps in the matter of giving odds, or an occasional novelty game, until the public becomes acquainted with the use and power of the piece. The new piece might be made to become popular, but it will be a gradual process'. His problem is given below.



S.Loyd - White mates in 2 moves

Others were less charitable than Samuel Loyd about the new piece. Max Judd, (the chess champion of the west), gave vent to his feelings: 'There is no need of the Chancellor. The game as it is played is difficult enough for all ordinary people. If you are trying to get up a game for extraordinary minds, then of course I have nothing to say, why not add two Chancellors instead of one, or give the King the Knight's move?.....if they all approve of the change, it will lead me to think that our problemists of the present day are not what they used to be, in short, are lacking in imaginative powers'.

J.W.Miller of the Cincinnatti 'Commercial Gazette': 'Why gild pure gold or paint the lily?.....to alter its forces would be to disturb a world-wide pastime and sweep away existing chess literature'.

J.B.Redwine, (chess editor of the 'Sunny South'): 'We have no sympathy with it .....We do not believe (chess) is now sufficiently analyzed, and in our opinion never will be..... Incomparable Morphy.....must have

felt his utter inability to understand all of chess, and until we do, (and that will never be), let us be contented with old-fashioned Chess'.

The London *Chess Monthly* was more constructive in its criticism: 'Mr.Foster's board with its 81 squares may lead to a *very interesting game*, but it can hardly have much in common with chess. After the pawns advance on either side 2 squares, a free row of squares separates them still. How shall they get into fighting?.....his problem composer adopted his new piece, but constructed his composition on our old board of 64 squares'.

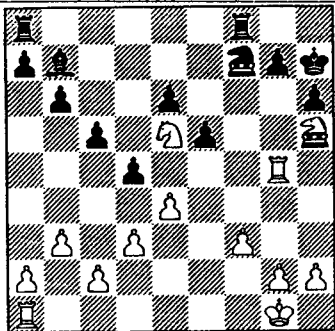
**Chancellor Games**

Mr. Foster gives five games of Chancellor Chess, played between various players between December 1888 and February 1889. The quality of these games is rather disappointing with too many pieces being needlessly given away. Although mainly lacking fireworks, and not free from error, I believe the following game to be the best played out of the five. It appears with the original short notes; I have added a few extra, which are in italics.

**A.H.Robbins - C.Juehne**

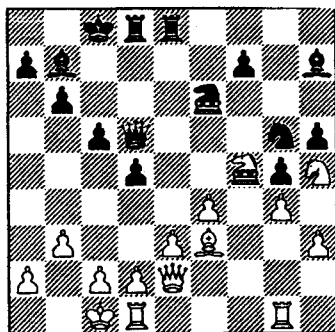
This was played on December 7th. 1888 at the rooms of the St. Louis Chess, Checker and Whist Club.

1.b3 (It appears so far from actual play that the development of the wings is stronger than that of the centre.) Nh7 2.Bb2 g7 3.e4 b7 4.f4 Nc7 5.g3 d6 6.Bf3 Bg8 7.d3 f6 8.Ne2 Ba7 9.Bd4 Bb8 10.Cf2 Ne6 11.0-0-0(K) Nxd4 12.Nxd4 Cd8 13.Kh1 e7 14.Ch3 0-0-0(K) 15.Nf5 Qe8 16.Nc3 c6 17.Ci3 Kh9 18.Bh5 g6 19.Nh6 i7 (*It is doubtful whether White has sufficient compensation after 19....gxh5*) 20.Nxg8 Qxg8 21. Bi6 Qg7 22.f5 Rg9 23.fxg Qxg6 24.Qh5 Ng5 25.Rf5 Nxi6 26.Cxi6 Qxh5 27.Rxh5 Cg8 28.Ne2 Ki8 29.Nf4 d5 30.Ne6



30...Bxg3 (Very well played and replied to) 31.Ng7+ hxg7 (31...Cxc7 seems better.) 32.hxg3 Rh9 33.i4 Rh6 34.Rxb6 gxb6 35.Kh2 dxe 36.dxe Rd9 37.Rg1 Rd2+ 38.Rg2 Rxc2+ 39.Kxg2 Kh7 (The fight is now between the Chancellors and well illustrates their powers.) 40.Ch4 i6 41.Kf3 Cg5+ 42.Kf4 e6 43.g4 e5+ 44.Ke3 i5 45.Ch2 Kg6 46.b4 b6 47.a4 a6 48.c3 Kg7 (If 48...Ci6 followed by Ch4, White can defend with Cg3.) 49.Kd3 Cg6 50.Ch5+ Kf7 51.Cf5 Ke6 (51...Cf4 is more interesting and seems to win. Eg. 52.Ke3, (if 52.Cxf4 exf4 53.Ke2 Kg6 wins), 52...Cxc4+, and if 53.Kf3, then Cf4+ wins. Best is 53.Kd2 Cxe4+ 54.Kd3 Cg5 55.Cd6+ Kg7 56.Cxc6, although I believe Black is still winning after 56...e4+.) 52.Cf2 Kd6 53.Cf5+ Ke6 54.Cf2 Cg8 55.Ch2 Cd8+ 56.Kc2 Cf7 Drawn.

The game between Ben.R.Foster and A.B.Hodges, (played on December 9th. 1888), had a good finish.

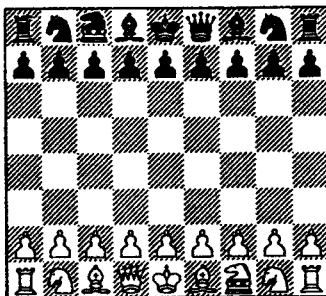


This was the position after Black's 21st. move. Black is a Bishop up for a pawn. Black now played: 22.Cxi6? (As Ben Foster said, 'this is bad because it gets the Chancellor out of play'.) 22...Qa3+ 23.Kb1 Bxc2+ 24.Kxc2 Qxa2+ 25.Kc1 Qa3+ 26.Kc2 d4 27.Qc4 Qa2+ 28.Kc1

Qa1+ 29.Kc2 d3+ 30.Qxd3 Qa2+ 31.Kc3 Rxd3+ 32.Kxd3 Qxb3+ 33.Ke2 Cxf4+ 34.Kf2 Rxe3 ('Played in fine style by Mr.Hodges'. - B.F.) 35.dxe3 Qc2+ 36.Kg3 Nf5 mate.

**Chancellor Chess on a 9x8 Board**

I have played two games of Chancellor Chess with Malcolm Horne by post, both games starting in September of last year. One game was drawn and Malcolm won the other. He has annotated his win and this is given below. The games were played on a 9x8 board with the starting array as given in the diagram.

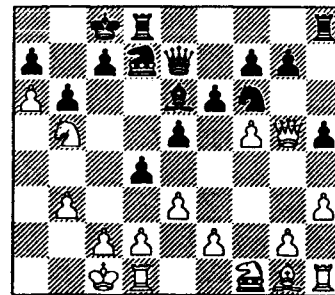


**P.Wood - M.Horne**

Postal Game - commenced Sept. 1992.  
Annotations by Malcolm Horne.

1.g4 Nc6 (Ed: An opponent of mine in a friendly postal game played here 1...f5? when after 2.gxf5 Qxf5?? 3.Cxc7+ White won the Queen), 2.Bg2 e5 3.Ng3 Ng6 4.Nc3 f6 5.e3 Cb6 6.a4 d5 7.a5 Cd7 8.a6 b6 9.b3 Be7 10.Nf5 i5 11.Nxe7 (On a larger board a Bishop's edge over a Knight is probably a little greater than usual.) 11... Nxe7 12.Ba3 Nh4 13.Bh1 Be6 14.g5 Qf7 15.i3 Nhg6 16.Qh5 O-O(Kc8) 17.O-O(Kc1)!? (Of course 17.Qxh7?? is met by 17...Rdh8, but White could have tried 17.d4 rather than castle into an attack.) 17... d4! (Ed: A very good and surprising move - I did not anticipate that Black would play this.) 18.Bxc7? (But this seems to be the real mistake, virtually losing the game. After 18.Qf3! {threatening mate on b7} the position is very unclear. Instead, the text move gives up White's strong bishop, and Black's

attack soon becomes overwhelming.) 18... Qxe7 (If 18...dxc3?! White plays 19.Bb4! {not 19.Bxd8? Qf8! and if then 20.dxc3 Qa3+ 21.Kb1 Bxb3! Black will win.}) 19.Nb5



(If White had tried 19.Qf3 here, then 19...Qa3+ 20.Kb1 Qxa6! deals with the mate threat, and Black is doing quite well.) 19... c6! (A nice pawn sacrifice, {stopping 20.Nxa7+ followed by 21.Nc6} which completely messes up the co-ordination of White's pieces.) 20.Bxc6 Cc5 (With both Chancellor and Queen pointing towards the white king it looks very bad for White. One feature of Chancellor Chess is that these two high-value pieces can combine in devastating fashion.) 21.Qxb7 (White could have tried 21.Nxa7+ here, hoping for 21...Qxa7? 22.Bb7+ trussing up the queen, but the simple 21...Kb8! keeps Black on top.) 21... Bxb3! (21...Cxc6 22.Qxg6 is less clear.) 22.Qh3+ (The obvious 22.Qxg6 falls foul of 22...Cxb5! with a huge attack. If White takes bishop or chancellor he gets mated.) 22... Kb8 (After Be6? 23.exd4! White is still alive.) 23.exd4 (23.Ce1 {protecting c2} is a better try, but 23...d3! looks terminal.) 23... Cxc2+ 24.Kb1 Qb4 25.Qc3 Ba4+ 26.Qxb4 Cxb4+ 27.Ka1 Cc2+ Kb1 28.Cxc6 White resigns. (0-1.) (His position is hopeless).

I would not want to say that this array is the 'best' necessarily. I think RNBQKBCNR for both sides is quite OK - but there is the possibility of an early swap-off of chancellors, (eg. 1.Cf3 Cf6 2.Cxf6), which would be a shame. It is difficult to say how often that would actually happen in practice. (M.H.)

Editor: The starting array used in the preceding game works very well and I think should be taken as the standard in (modern) Chancellor Chess. All credit should go to Malcolm Horne for proposing it. The 9x8 board I consider a big improvement on the 9x9 board as the opposing forces can get to grips with each other much quicker.

The correspondence games I have played in Chancellor Chess have been most enjoyable and although one feels that one is still playing chess, the combination of the extra

piece plus the extra file lifts one into uncharted and unexplored territory. The play can get very complex and I feel that an attacking approach to the game has more chance of success than a defensive one, although obviously more evidence is needed to confirm this. There are no laid-down 'rules' of tactical and positional play, and the endgame is virtually 'terra incognita'. Whoever plays Chancellor Chess can make his own 'handbooks'.

Correspondence Chess could be transformed overnight by substituting Chancellor Chess for 'orthodox

chess'. Why not! Nigel Short has said, (Daily Telegraph 5th September 1992), 'Artificial intelligence should ..... spell the extinction for that most slow-moving variant: correspondence chess. It is hard to devise a game where cheating is easier.' In the same article he also says, 'Chess is a game and not a science. It should be a struggle between two individuals.' Come on correspondence players of the world! Take a small step for mankind, and throw away your shackles - take up Chancellor Chess! You will never regret it!

### TORI SHOGI

(conclusion of an article commenced in VC10)  
by Ian Richardson

In VC10 there was an article on Tori Shogi which showed how to play this most interesting Shogi variant. There now follows one of the games from the leaflet produced by George Hodges which was mentioned in that article.

This game was played in 1830 when Black played down the board. (Ed. I have ignored this and Black plays up the board as is the practice nowadays in Tori Shogi.) If you have not a set, then you can use a modified Shogi board and set, or a Western Chess set, which has exactly the right number of pieces.

(Ed. I have 'translated' the convoluted Shogi notation into standard algebraic. The symbol \* means a drop. Please refer back to the original article to see how the pieces move. Although these movements may seem confusing at first please persevere, for as Ian Richardson says, it is a most fascinating variant. I used a 'modified' chess-board and normal chess pieces, which works quite well, although the promoted Swallows, (Geese), and Falcons, (Eagles), need extra, (and contrasting), pieces.

I should point out that when a Swallow or Falcon is dropped into the promotion zone, it is only transformed to the Goose or Eagle respectively, after it has moved within, (or out of), the zone.)

**Black**  
Pieces on Hand

**White**  
Pieces on Hand

Falcon  
Crane

Q	G	C	Px		P	Q
					C	
S	S	S	S	P	S	S
S	E	S	S	S	S	S
				Px		
Q				C	P	Q

Pheasant  
Swallow (1)  
Swallow (2)  
Swallow (3)

1.Sxe6 Sxc3 2.Fxc3 Sc4 3.Fb2 Fxe5 4.Se4 Fxe4 5.C(c1)d2 Sd4 6.S\*e3 Fd5 7.Sxd4 Fxd4 8.Px-e2 S\*d3 9.Cxd3 Fc3 10.Fc1 S\*d4 11.Cc2 Fxc2(E) 12.Fxc2 C\*d3 13.Fxd3 Sxd3 14.S\*d5 F\*b2 15.S\*c5 Fxb1(E) 16.S\*b6 Exb3 17.Sxb7(G) Sc3 18.P\*e5 Cf6

At this point see if you can work out a winning sequence - checking each move to mate. See Diagram.

19.C\*c6 Px-e6, (if 19...Cxc6 20.F\*d7 mate.) 20.F\*d7 Px.xe5 21.Fxc7(E) Px-d4 22.Sd6(G) Px-c4 23.C\*d5 Px-b4 24.Cxb5 mate.

### Progressive Tori Shogi

This has rules similar to Progressive Chess: the first player has one move, the second two, then the first player has three, etc.. If check is given, the series ends, and the next player must get out of check with the first move of his series. This game gives opportunities of using the pieces which tend to be neglected in ordinary games, at least in the early stages, as can be seen from the sample game. If drops are allowed of pieces taken DURING THAT SERIES, then the game is sure to be very short, so an extra rule must be that this is not allowed.

1.Sxc4 2.Sxe4, Sxe3 3.S\*f6, Sxf7(G), Gxf5, (Not 3.S\*d4, Sxd5, Sxd6(G), because of 4.S\*b2, Sxb1(G), S\*c3, Gxb3 mate.) 4.Px-c6, S\*b2, Sxb1(G), Gxb3 (If a drop is allowed in the same series, there is a mate here! - 5.Px-c2, S\*b4, Sxb5, S\*b4, P\*d7 mate. But with the extra rule forbidding this the game might proceed....) 5.Px-c2, P\*d4, Pxd6, Pxc5, Pxc7, 6.P\*d4, Pxd2, Pc3, Pxc1, Sd4, Px-d5, (The Phoenix is out in the open and cannot be attacked at the head with Falcon or Crane. But there is a mate none-the-less.) 7.Pd6, C\*e5, Px-c3, Sc5, F\*c6 mate.

The progressive game is an interesting and quite difficult game in its own right. The key to it, apart from finding a mate, is to find a balance between preparing a mate, avoiding mate, and taking pieces for use in future drops.

## MODERN COURIER CHESS

Paul Byway has sent some more information about Modern Courier Chess. It should be read in conjunction with his long article in VC8.

To remind readers: the Fers (♘) moves 1 square diagonally; the Courier (♙) is a monochrome Knight (on c3 it can leap to a1, a3, a5, c5, e5, e3, e1, c1). An unmoved Fers has the option of a Courier's leap on to a vacant square. An unmoved King may take a double step to a vacant square provided it can be expressed as 2 legal single moves, and he is not in check. All other pieces move as normal. Two pieces are 'concordant' if restricted to squares of the same colour; 'discordant' if on opposite colours.

1) A curious feature is that a Courier created by promotion is discordant with both originals, and may be exchanged with one of the opponent's Couriers.

2) A detail overlooked: a Fers created by promotion does not have the option of a Courier's leap, unlike the original pair of Ferses. This is a difference from mediaeval chess, where the created Fers did have this privilege. The reason? - the Fers is created at the choice of the player, who therefore takes it 'warts and all' whereas in mediaeval chess the player had no option.

3) In 'History of Chess' Murray says that in the Courier game the Bishop (Courier) was popularly believed to be the strongest piece. This is not as 'daft' as it sounds: the Bishop plays a major role right from the start after eg. 1.e4 and holds its importance into the farthest reaches of the endgame whereas the Rook does not usually come into play for quite a long time. When moving from Chess to Courier-board the Bishop has not one long diagonal but (3+2) giving (3x2) central squares from which a Bishop can cover 14 squares.

4) I have been looking at complexity with my friend and collaborator Roy Talbot, with the following results:-

The number of unique positions with White King + Black King for a square board of side S (S being even) is :  

$$(S^4 7S^2 + 6S)$$

For S=8 this comes to T=462, obtained by geometric reasoning, taking account of symmetry. Roy, using algebraical reasoning, derived a long formula, full of summations, which I shall spare you. He confirms the result - and at least he got it right first time!

For a rectangular board R(ranks) x F(files) {both even} we have:  

$$T=RF(RF-9) + (R+F)1$$
 which for R=8, F=12 comes to: T=2117

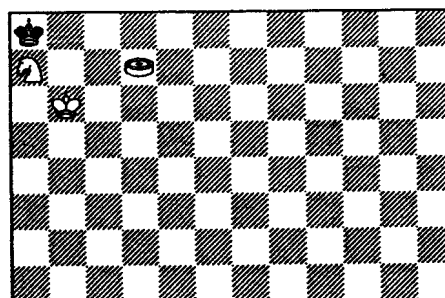
I find it curious that the result should be even in one case but odd in the other.

Editor: I do not pretend to understand the mathematics involved here, but George Jelliss has checked the figures and pronounced them correct.

Here are some MCC endgames and studies.

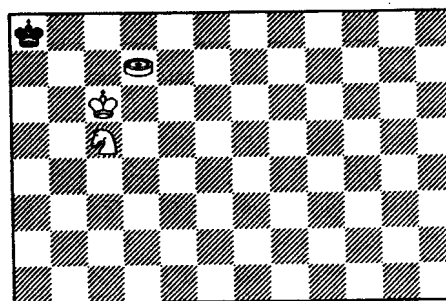
The first 3, (13, 14 and 15), summarise what Murray's 'History of Chess' has to say about the mate with Fers + Knight.

(13) (H.O.C. p.668 CB.179)  
**Mate with Knight and Fers.**



Mate in 8.  
 1.Nb5 Kb8 2.Nd4 Ka8 3.Nc2 Kb8 4.Nb4 Ka8 5.Kc7 Ka7  
 6.Fc6 Ka8 7.Fb7+ Ka7 8.Nc6 mate.

(14) (H.O.C. p.607 ASH.39)  
**Mate with Knight and Fers.**



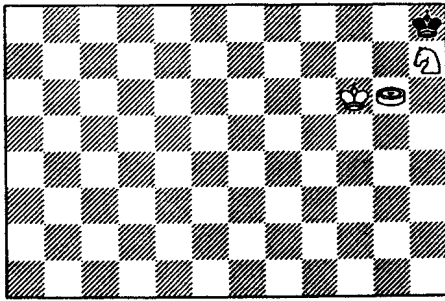
The position is taken from the Ashmole Manuscript. This has been dated as circa 1470 by a Mr.F.Madan. Murray says that 'The text is a little obscure'. As the solution given in 'History of Chess' is corrupt, I have re-solved the problem.

Black is to play.  
 After Black's first move, White mates in 9 moves at most.

1....Ka7 (i) 2.Kb5 Ka8 (ii) 3.Ka6 Kb8 4.Kb6 Ka8 5.Kc7 Ka7 6.Fc6 Ka8 7.Nd3 Ka7 8.Nb4 Ka8 9.Fb7+ Ka7 10.Nc6++  
 (i) 1....Kb8 2.Kb6 and White mates on move number 8.  
 (ii) 2....Kb8 3.Kb6 and White mates on move number 9.

(15) (H.O.C. p.595 K.30)

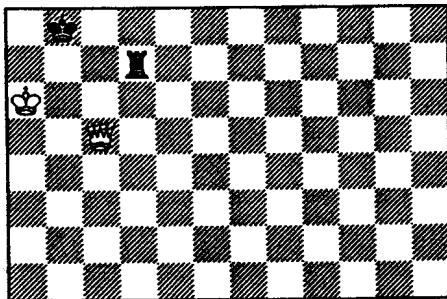
This shows there is no mate in the corner not controlled by the Fers.



1.Nk5 Kh8 2.Nj7 Kj8 3.Fi7 Ki8 4.Ni5 Kh8 etc..

Incidentally in ASH 39, (MCC 14), it is remarked that against good defence, from the centre of the board mate cannot be forced with F + N.

**(16)**  
**Queen versus Rook.**



This and number 20 are studies arising from an investigation of the ending Q v. R which of course cannot be assumed to be a win on the larger board without investigation. (This is currently incomplete.)

Black to play loses.

The piece configuration occurs in a study by Euwe 1958 but shifted one file to the right: in that study 1...Re1 is the only move, and loses to a check on the 'a' file followed by a fork, (or skewer). In the present study that method is not possible, but White wins with a manoeuvre on squares to the right, that do not exist on the 8x8 board. See Averbakh, *Lehrbuch Der Endspiele*, Vol. iv, p.149.

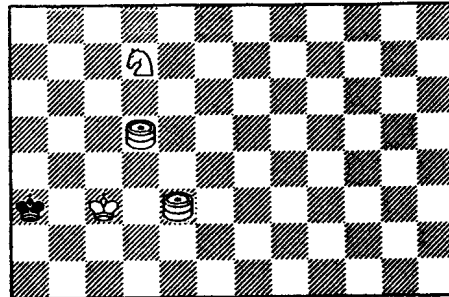
1....Rd1 (i) 2.Qe5+ Kc8 (ii) 3.Qf5+ wins. (iii)

- (i) 1....Ka8 2.Qc8#
- or 1....Ra7 (e7, d6, d5, d4) 2.Qa7 (e7, d6, d5, d4).
- or 1....Rb7 2.Qf8+ Kc7 3.Qe7+ wins.
- or 1....Rc7 2.Qe5 Ka8 (2....Kc8 3.Qe8#) 3.Qe8+ wins.
- or 1....Rf7 2.Qe5+ Rc7 (2....K~ 3.Qe8+) 3.Kb6 wins.
- or 1....Rg7 2.Qf8+ wins.
- or 1....Rh7 (i7, j7, k7, l7) 2.Qb6+ Kc8 3.Qc6+ Kd8 (3....Kb8 4.Kb6! wins immediately) 4.Qa8+ Kc7 5.Qb7+ wins the rook.
- or 1....Rd8 2.Qb6+ K~ 3.Qb7#
- or 1....Rd3 2.Qb5+
- or 1....Rd2 2.Qb4+

(ii) 2....Ka8 3.Qe8+ Rd8 4.Qd8#

- (iii) 3....Rd7 4.Kb6 Kd8 (4....Kb8 5.Qd7) 5.Qf8#
- or 3....Kc7 4.Qc2+
- or 3....Kb8 4.Qi8+ Kc7 5.Qc2+
- or 3....Kd8 4.Qi8+Kd7 (e7) (4....Kc7 5.Qc2+) Qj7+ wins.

**(17)**  
**King + 3 minor pieces versus King.**



This and the next study continues the investigation of K + 3 minor pieces v. K.

The black King may be checkmated in any corner.

White to play.

1.Cc5+ Ka2 (1....Ka4 2.Nb6#) 2.Kc2 Ka1 3.Nb8 Ka2 4.Na6 Ka1 5.Cc3+ Ka2 6.Nb4#

Black to play.

(a) 1....Ka4 2.Cc1 Ka5 3.Kb3 Ka6 4.Kb4 Ka7 5.Kb5 Ka8 6.Cc3 Ka7 7.Kc6 Ka6 (Ka8) 8.Kc7 Ka7 9.Cc5+ and now 9....Ka6 10.Nb8# or 9....Ka8 10.Nb6#

(b) 1....Ka2 2.Nb6 and now:

(b1) 2....Kb1 3.Kb3 Ka1 4.Cc3+ Kb1 5.Cd3#

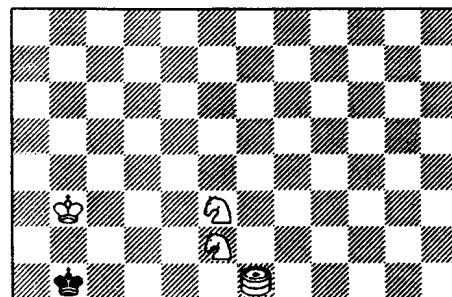
(b2) 2....Ka3 3.Cc5+ Ka2 4.Kc2 Ka1 5.Na4 Ka2 6.Nc3+ Ka1 7.Ca3#

(b3) 2....Ka1 3.Kc2 Ka2 4.Cc5 Ka1 5.Na4 Ka2 6.Nc3+ Ka1 7.Ca3#

**(18)**  
**King + 3 minor pieces versus King. (IV) (NNC)**

The board is asymmetric with respect to a single Courier: the two discordant corners differ only in the length of the sides, which on rare occasions may be relevant. There is a mate in each of the corners. The 'a1' and 'l8' corners are symmetric and there is a mate in each. The mates at 'a8' and 'l1' each occur in both corners. In general the cage is formed by K + 2 mp. while the third mp. manoeuvres to constrict the King.

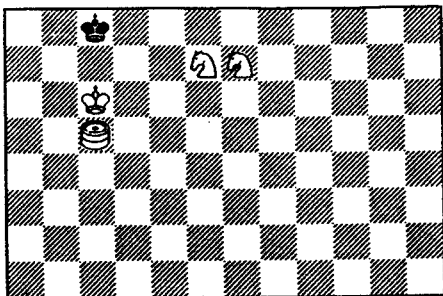
**(18a)**



White to play and win.

1.Ce1 Ka1 2.Cc3+ Kb1 3.Nd2# (This position is also a mate with 2 minor pieces + King {C+N})

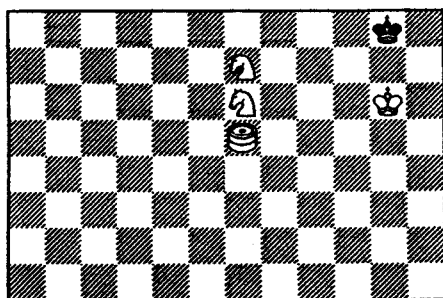
(18b)



White to play and win.

1.Nf5 Kb8 2.Ne7 Ka8 3.Kb6 Kb8 4.Ka6 Ka8 5.Nd6 Kb8 6.Nc4 Ka8 6.Nb6+Kb8 8.Nc6#

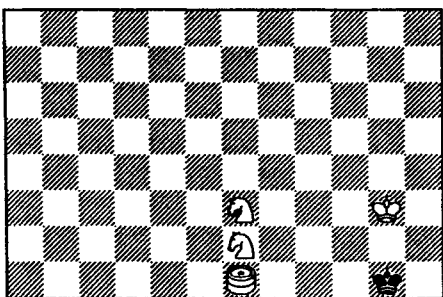
(18c)



White to play and win.

1.Ni5 Kj8 2.Nh7+ Kk8 3.Ni6 Kl8 4.Nk5 Kk8 5.Nj6+ and now: 5....Kl8 6.Nj7# or 5....Kj8 6.Ni6#

(18d)



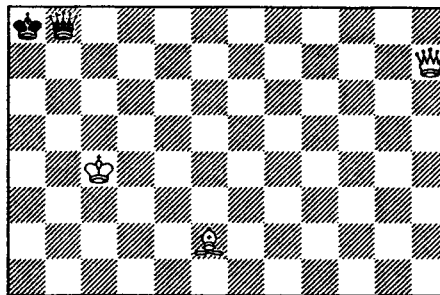
White to play and win.

1.Ni3 Kl1 2.Ni4 Kk1 3.Ci1+ Kl1 4.Nj2#

(19)

Queen + Bishop versus Queen.

After White's first move the endgame position also occurs in standard 8x8 chess. To me the interest here is that in the main line given here a mate is possible in Courier chess, but not in standard chess, however in the variation on move 4 (4.Qd8+) the situation is reversed: a mate is possible in standard chess, but not in Courier chess.



White to play and win.

1.Qg2+ Qb7 2.Qg8+ Qb8 3.Qd5+ Qb7 4.Qa5+(i) Kb8 5.Bg3+ Kc8 6.Qc5+ Kd7 7.Qf5+(ii) Ke8 8.Qi8+(iii) Kd7 9.Qh7+ Kc6(c8) 10.Qg6(g8)+ Kd7 11.Qf7+ Kc6(c8) 12.Qe6(e8)#

(i) In standard chess Centurini's mate is possible, but here it fails.

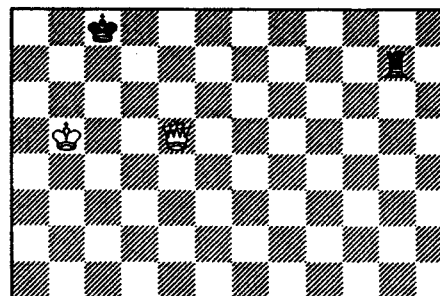
4.Qd8+ Qb8 5.Qa5+ Kb7 6.Qb6+ Kc8 7.Qe6+ Kb7 8.Kb5 Qi1!=, but not 8....Ka8+ 9.Bb6!; or 8....Kc7 9.Bb6+; or 8....Qc7 9.Bc5!; or 8....Qf4(h2) 9.Qc6+ Kb8 10.Ka6! wins.

(ii) Less direct is 7.Qd4+ Ke6 8.Qe5+ Kf7 9.Qh5+.

(iii) On the standard chessboard this move is not available, and thus Berger's mate is not possible.

(20)

Queen versus Rook.



White to play and win.

1.Qf5+ Kc7(i) 2.Qf4+ Kd7(ii) 3.Qg4+ Kd8(iii) 4.Qg5+ Kd7(iv) 5.Qd5+ Kc7(v) 6.Qc6+ Kb8(vi) 7.Kb6 wins.

(i) 1....Kb8 2.Qf4+ Kb7 (2....Ka7 3.Qf2+; 2....Ka8(c8) 3.Qj8+) 3.Qf3+ wins the Rook on any reply.

(ii) 2....Kc8(d8) 3.Qj8+ or 2....Kb7 3.Qf3+ etc..

(iii) 3....Ke7 4.Qh4+ or 3....Kc7(d6) 4.Qg3+ or 3....Ke8 4.Qc8+ etc..

(iv) 4....Kc8(e8) 5.Qj8+ or 4....Kc7 5.Qg3+ or 4....Re7 5.Kc6 Ke8 6.Qg8#

(v) 5....Kc8(e8) 6.Qa8+ or 5....Ke7 6.Qb7+

(vi) 6....Kd8 7.Qa8+



**PROBLEM PAGES**  
By *Stefanos Pantazis*

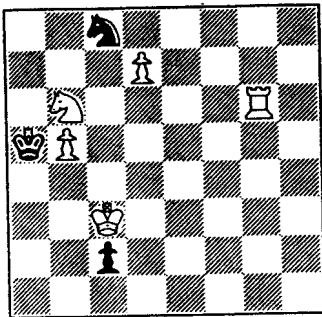
After more than 17 years of editorial work in the service of Fairy Chess, George Jelliss is taking a well-earned sabbatical to recuperate and concentrate on his book on Knight Tours.

George has encouraged the experimental in these pages, always taking the wide view of Chess, from the whimsical to the mathematical, in the best FCR and Dawson tradition. It would then be a great pity, were the artistic side of chess to become extinct in *Variant Chess*. With your help we can make sure this is not so.

**Composers:** Send me your fairy originals at 710 Dobson Street, #2, Evanston, IL 60202 (USA). Our supply is low and needs replenishing. As I also edit the *US Problem Bulletin*, you should specify that your problem is for VC (or for either).

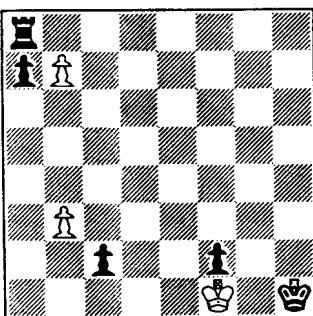
**Solvers:** Your work is especially important in a fairy column! Send your solutions, cooks, and comments on the originals. Let me know if you think I should start a new ladder.

19. Eugene A. DUGAS



Helpstalemate in 2; (b) Pc2→e2.

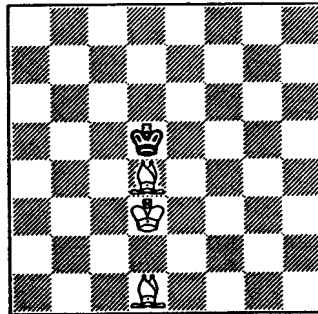
20. Michel OLAUSSON



Helpstalemate in 3; Duplex.

In the first two problems Black plays first and helps White to stalemate him. In a *duplex* the stipulation can also be satisfied with the colours reversed, i.e. in 20 White can help Black to stalemate him in three moves.

21. Edgar HOLLADAY

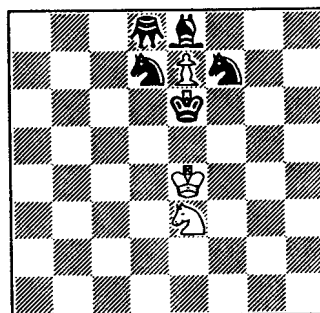


Stalemate in 5.

Add white Knights on: (a) a7/g7, (b) a8/g8, (c) g8/a7, (d) a5/f5, (e) g7/h7, (f) c5/f3, (g) e6/b3.

Here the aim is still stalemate, but the lone black King resists instead of cooperating. The diagram position is not for solving, which is just as well, since there are no less than seven parts (twins). Note in particular the *asymmetry* in the first two.

22. Joe C. YOUNGS & Newman GUTTMAN

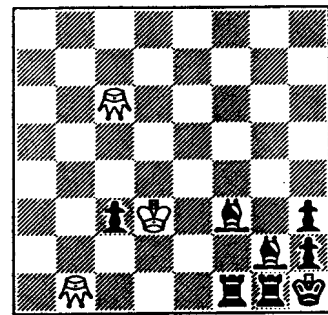


Helpmate in 2; Two solutions, Grasshopper d8.

The *Grasshopper* moves on Queen lines by hopping over the first man it meets (the *hurdle*) to the next square beyond (which must be empty, or occupied by unit of a different colour, which is thus captured).

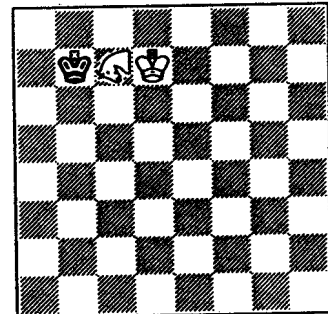
A cyclic twist could be given to the play of 23 by adding (b) Gb1→c2, Kd3→d4, Pc3→c4: h=4, 2 Solutions; but I prefer the diagram version.

23. Stefanos PANTAZIS



Helpstalemate in 4; Grasshoppers.

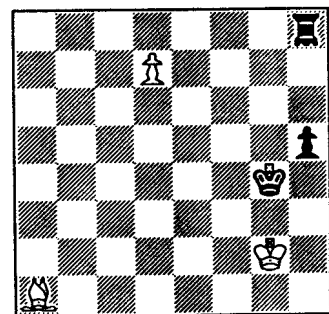
24. Edgar HOLLADAY



Mate in 12; Dragon c7.

The *Dragon* is a combination of knight and pawn (the pawn has no promotion powers, however). In orthodox chess mating with a single piece is a humdrum affair, but this problem shows the interesting possibilities of a weaker fairy piece that can still mate at the board's corner. As three-men databases seem within the personal computer's capabilities, perhaps a programmer amongst our readers can 'solve' the K+D Vs K ending (determine longest dual-free line, general outcome, maximum number of moves required to mate, etc.).

25. Michel OLAUSSON

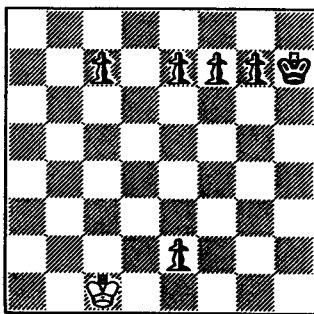


Selfmate in 3; Maxi, Circe. Empress (R+S) on h8. (b) Black Amazon (Q+S) on h8.



In Michel's 25, the *Empress* and *Amazon* are also combination pieces ('knighted' R and Q respectively). In *Circe* captured units are reborn on their game array squares, if vacant. (The colour/file of capture determining the specific square.) For fairy pieces the rebirth takes place, by convention, on the promotion square of the file they are captured on. In a *Maxi* (or *Maximur*) Black is constrained to play his longest legal move. (Distances are calculated between the centres of the squares.)

26. George P. SPHICAS

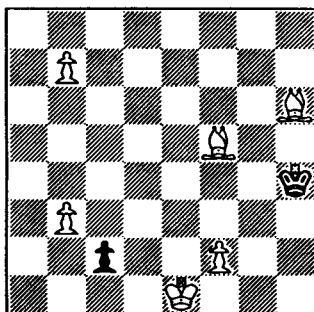


Series selfmate in 9; Neutral Pawns, Circe.

A *Neutral* man can be taken as white or black at the discretion of the side moving. (Thus, in particular, neither K can be left en prise to a neutral unit.) Neutral pawns promote to neutral pieces. When a neutral man is captured by White it is reborn as if it were black, and vice versa.

In 26 White plays the series, leaving Black in a position where he is forced to give mate on the move.

27. Erich BARTEL

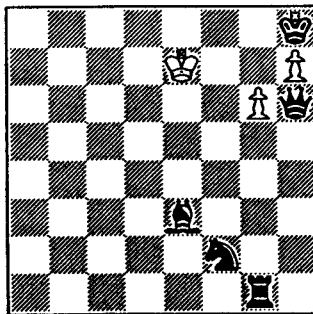


Helpstalemate in 2; Three Solutions, Anticirce.

In the increasingly popular *Anticirce* captured units disappear in the

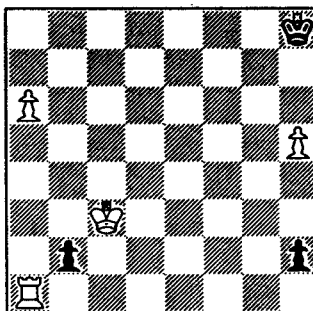
orthodox manner, but the capturer also vanishes to be reborn (following Circe rules). If the rebirth square is occupied the capture is illegal. Thus a piece occupying the rebirth square of an enemy unit which would otherwise be able to capture the side's K would be pinned. Pawns first promote and then are reborn accordingly. I have not seen the amusing possibility pointed out in 28 used before. Black plays the series enabling White to stalemate in one.

28. Erich BARTEL



Series helpstalemate in 4; Anticirce.

29. Valery A. NEBOTOV



Helpmate in 2; Shield Circe. (a) Remove Ph5, (b) Ph2→h7.

*Shield Circe* is my proposed name for a new Circe variant invented by Valery (he calls it *Brian-Circe*; but I do not understand what the reference is meant to be). When a capture gives check, the captured unit is reborn on any square where it can neutralize the check, at the discretion of the defending side. When this is impossible, and for all other captures, rebirths take place as in regular Circe. Thus with wKa1, Qb1, Pb2 and bKa7, Qg1; we would have 1.Qg2/8 Qg6 2.Qa8 Qb6≠ (Kxb6?? is self-check: wQ can be reborn on a5-7) or 1.Ka6 Qxg1 (Qd8) 2.Qa8 Qb6≠

Solutions to originals in VC 10

Some Cooks from VC 9:

1 Ian G. Richardson.

(b) 1.Qg4+ Qf3 2.Qb4 (or Qg2)

Ra8 3.Qd2≠

2 Ian G. Richardson.

(a) Short Solution: 1.Rg8

hxg8=R/Q (Qd8) 2.Qb8 axb8=B

3.Sh6 R/Qh8=

(b) 1.Rxa7 (Ra1) h8=Q/R+

2.Sh6 Rxa7 3.Kh2 Rh2+ 4.Kh1

R~2= (or Rg7-g2)

13 Michel Olausson.

(a) Short Solution: 3.Kxc4 (c2)

... 5.Kxc2 6.Kc1 ... 9.c2 Rb8=

VC 10 Solutions

14 Erich Bartel.

1.bxc1=B (Bf8) gxf8=Q (Qd1)

2.axb1=S (Sg8) hxg8=R (Rh1)=

15 Bartel. (a) 1.f1=B g8=R

2.Bxg2 (Bc8) Rxc8 (Rh1)≠

(b) 1.f1=S g8=Q 2.Sg3 Qxg3 (Qd1)=

16 Bartel.

N: Nightrider, C: Camelrider, Z: Zebra

1.Rf7 f4 2.Rxf4 (f7) f8=G≠

1.Re7 Cxh2 (Nh1) 2.Rxe4 (e7) e8=Z≠

1.Rd7 d4 2.Rxd4 (d7) d8=N≠

1.Rb7 b4 2.Rxb4 (b7) b8=C≠

17 Peter Wong. Let M = Moarider, and L = Lion+Jaguar. Then:

1.— Lc5 2.Mc2 Lc3 3.Ma1 Lb2=

1.— Lb6 2.Mb5 Lb2 3.Mh8 Lg7=

2.Me6 Lc6 3.Ma8 Lb7=

One of a series of four-corner echoes

by Peter using the Moarider.

18 G. P. Jelliss. In the first

two parts White has to arrange for a

'double' jump of the Overhopper (O).

Left: (a) 1.Kb2 Kc4 2.Oc2 Kd3

3.Oa2 Oe3 4.Ka1 Kc2≠

(b) 1.Og5 Ke4 2.Oa2 Kd3 3.Kb2

Oe3 4.Ka1 Kc2≠

Right: 1.Kf2 Oe1 2.Ke3 (or g3,

dual) g5 3.Kf4 Og7 4.Kf5 g4+

5.Kg6 Og3≠

Send originals, articles, musings, solutions, cooks & comments to S. Pantazis, at: 710 DOBSON STREET, #2, EVANSTON, IL 60202 (USA).

## Vinciperdi Openings

In Vinciperdi the opening is very important. A player should think very carefully before playing each move, because the game can be over 'in a trice' if an unwary move is played. This does of course apply to all phases of Vinciperdi - but in the opening it is difficult, (and folly), to play a few nondescript moves and then think about the position. It is then probably too late.

The aim of this article is to give basic advice about the openings, which, it is hoped, will lead the Vinciperdi player from committing the worst excesses. No *Variant Chess* reader would I hope do that.

The most popular opening move for White is 1.e3. Some other moves are playable, although less popular; other moves are 'unplayable'. Here are examples of 'unplayable' moves:

- 1.d3? g5 2.Bxg5 Bg7 3.Bxe7 Bxb2 4.Bxd8 Bxa1 5.Bxc7 Bc3  
1.d4? e5 2.dxe5 Qg5  
1.e4? b5 2.Bxb5 Nf6 3.Bxd7 Nxe4 4.Bxc8, (or 4.Bxe8 Nxf2 5.Bxf7 Nxd1 etc.), 4...Nxf2 5.Kxf2 Qxd2 6.Nxd2 f5. (1.e4 scored 0-5 in the 1st. Heterodox Olympics.)  
1.Nf3? e5 2.Nxe5 Ba3 3.Nxd7 Bxb2 4.Nxb8 Rxb8 5.Bxb2 Qxd2 etc..

Examples of 'playable' first moves are:

- 1.c3  
1.b3  
1.b4 is a difficult line when, 1...c5 2.bxc5 Nc6 may be best for Black.  
1.g3 is played quite often, and all three Italian players in the current Olympiad have played it against me. 1...g6 2.b3 c6 has been played by the openings expert Roberto Magari. I have played 1...g6 2.b3 g5, but the games are still in progress. However Black must not play 1...e6?!, when after 2.b4 Bxb4 3.Bg2 Bxd2 4.Bxb7, White wins.

To 1.e3, Black has many choices. I will analyse a)1...a6, b)1...Na6, c)1...b5, d)1...e6.

a) 1...a6 2.Bxa6 bxa6, when White has had good results with 3.Qe2, although 3.Na3 is also playable and a safe move. If 2...Rxa6, 3.Qf3 Rxa2 4.Rxa2 is good for White.

b) 1...Na6?, 2.Bxa6 bxa6 3.Qe2 wins because of the 'mobility' of the Bishop on c8. (Magari).

c) 1...b5. This, with 1...e6, is the most popular reply to 1.e3.

After 2.Bxb5 the two main replies are 2...e6 and 2...Ba6. Other options have their drawbacks.

i) 2...Bb7, (the Suicide Defence). This is a difficult line which has been extensively analysed. Roberto Magari indicates that White should get the upper hand. The main line is 3.Bxd7 Bxg2, (if 3...Nxd7, Kxd7 or Qxd7, then 4.Nh3 wins), 4.Bxe8 Bxh1 5.Bxf7 Qxd2 6.Kxd2 Bf3, (Black has also played here: 6...h5, and 6...Bd5), 7.Bxg8 Rxc8 8.Qxf3 Nd7, (forced), 9.Qxf8 Nxf8 10.e4, in which White has achieved good results.

ii) 2...Nc6? 3.Bxc6 dxc6 4.Qg4 wins.

iii) 2...Na6 3.Bxa6 Bxa6 4.c4 Bxc4 5.Qg4! Bxa2 6.Qxg7 Bxg7, (if 6...Bxb1 7.Rxb1 Bxg7 8.Kd1! Bxb2 9.Rxb2, and White should win), 7.Rxa2 Bxb2 8.Rxb2 is good for White.

iv) 2...e6 3.Bxd7 Nxd7 4.b4 Bxb4 5.Qg4 (a) Bxd2 6.Qxg7 Bxe3 7.Qxg8, (Black has had good results in this line).

(a) 5.c4 Bxd2 6.Bxd2 Nf8, (6...Qg5, 6...Qh4 and 6...a5 have also been played), 7.Nc3, (also playable is 7.Na3). This is a quieter line than 5.Qg4 and gives both sides chances.

v) 2...Ba6. Very popular. Both 3.Bxd7 and Bxa6 lead to positions which give plenty of scope for analysis.

i) 3.Bxd7 Qxd7 4.c4, (or 4.Qg4; a quieter line is 4.d3, eg. 4...Bxd3 5.cxd3 {also playable is 5.Qxd3 Qxd3 6.cxd3.} 5...Qxd3 6.Qxd3 and White has a small advantage, (Magari)) 4...Bxc4, (if 4...Qxd2 5.Bxd2 Bxc4 6.Qg4), 5.Qg4, when Black's best appears 5...Qxg4.

ii) 3.Bxa6 Nxa6 4.a4 (The main line). Now:

4...Qb8 5.b3 Qxb3 6.cxb3 is all right for White.

4...Rb8 5.b4 Nxb4, (if 5...Rxb4 6.Na3), 6.Bb2.

4...e6 5.Qf3 favours White.

4...c5 leads to an even game, (Magari).

White can also play 4.b4.

d) 1...e6 This is the other popular reply to 1.e3.

There is now a long forcing line that has been the subject of two long and complex articles by the late G.Dipilato in *Eterosacco*.

2.b4 Bxb4 3.Qg4 Bxd2 4.Qxg7 Bxe3, (4...Bxc1 5.Qxh7 Rxh7 6.f3 is good for

White, or 4...Bxe1? 5.Qxf7, (if 5...Kxf7 6.Ne2 Bxf2, 7.Be3 and wins), 5...Bxt2 6.Qxh7 Bxe3, (6...Rxh7 may be better), 7.Bxe3 Rxh7 8.Bxa7 etc..) 5.Bxe3 and now Black has either:

a) 5...b6 6.Bxb6 cxb6 7.Qxh7 Rxh7 8.h4 Rxh4 9.Rxh4 Qxh4 10.f4 Qxe1 11.f5 exf5, or:

b) 5...c5 6.Bxc5 Qc7, (better than 6...Qa5), 7.Bxa7 Rxa7 8.Qxh8 Rxa2 9.Qxh7 Rxc2.

The lines are complicated and critical. Roberto Magari has even suggested that this variation demolishes the 1...e6 defence.

White can avoid these well-analysed lines by playing: 2.Ba6 Nxa6, (2...bxa6 is also possible), 3.b4 (or 3.Qf3) Bxb4, (not 3...Nxb4 because of 5.Qf3 - Magari), 4.Qf3, (4.Qg4 or 4.c4 is playable here), 4...Bxd2 5.Qxb7 Bxe1 when both sides have chances.

### Solutions to Vinciperdi endgames in VC10

1) No-one is winning. White should promote to a King or Bishop. If a King, Black should answer by promoting to a King or Bishop; if a Bishop, Black should answer by again promoting to either a King or Bishop. In all these cases correct play will lead to a draw.

2) If White plays 1) a2-a4, he promotes one move in front of Black.

If White promotes to a Queen or Bishop, Black wins instantly by promoting to anything.

If White promotes to a Knight, Black can win by promoting to a Queen, Rook, Bishop or King, (but White wins if the promotion is to a Knight.)

If White promotes to a King, Black wins by promoting to a Rook.

If White promotes to a Rook, Black wins by promoting to a Bishop.

If White plays 1) a2-a3, he promotes one move behind Black, and as we have seen, the second player to promote wins the game. So White should play 1) a2-a3.

Original articles, letters, and comments will always be welcomed from readers. It would be helpful if anything submitted for publication could be printed.

# CHINESE CHESS



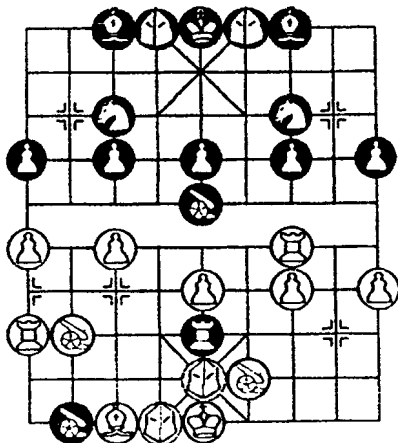
## UK CHAMPIONSHIP

This took place on September 4th in 'Poons', an up-market Chinese restaurant, (closed for the day), in the strikingly designed Mincing Court in the City of London. 12 players started the tournament which included 4 westerners and a Vietnamese, Tan Hoa Pham. It was a disappointingly low number. The time limit was 40 minutes per player per game. 5 rounds were played in all.

At the lunch break after the first two rounds, Guo Shulong and C.K.Lai were the only persons with 100% scores. Tan Hoa Pham, who looked a useful player, scored one point from his two games - and then withdrew from the Championship. It was said to me after the tournament that he had wagered a bet on a game; and apparently he lost. Whatever the truth of this, the man from Vietnam was nowhere to be seen for the rest of the day.

In the 3rd. round Guo Shulong drew against C.K.Lai, while the 4th. round proved crucial. Guo Shulong won against Kwok Wai Leung, while C.K.Lai was fortunate to draw against Michael Trent material down, but both clock flags having fallen.

The final round started with Guo Shulong, the clear leader with 3 1/2 points, paired against Li Tak Kuen who, after a first round loss against David Young, had won 3 consecutive games. C.K.Lai, the other player on 3 points, was paired against David Young, (2 1/2); Michael Trent and Kwok Wai Leung, both on 2 1/2 points, played each other. The crucial top board game was won by Li Tak Kuen, who, playing swiftly against Guo Shulong, (at one point he had 30 minutes left, while she had 8 minutes), seemed to unsettle her with his attacking style.



This is how the game finished. Black has 2 Knights and a Bishop for his Rook. Black is threatening mate in 2 moves.

1.Kf1 Rxe2 2.Cf7 (Possibly Cf3 is better.) 2....Rxe4 3.Rxg7 Nge9 (Good. If 4.Cxi7 then Black can play Nd7 sometime.) 4.Ch3? (A dreadful blunder. The Cannon on f7 is now lost.) 4....Rf4+ 5.Cf3 Nxf7 6.Rxf7? (A second blunder. This loses Red's Rook.) 6....Rxf7 7.Ke1 Gfe9 Red resigned in another 7 moves. (Notes by Patrick Donovan.)

This is the second year in succession that Guo Shulong, when leading the field, has made a bad blunder in the last round of the UK Championship. Last year she was a Cannon to a Bishop and pawn ahead on material when she let her opponent mate her on the move. This year she was very dissatisfied with her own last-round performance.

C.K.Lai beat David Young to finish with 4 points and become joint UK CHAMPION with Li Tak Kuen. Michael Trent beat Kwok Wai Leung to finish equal 3rd./4th. with Guo Shulong, on 3 1/2 points. A good performance by him.

Li Tak Kuen is 58 years of age and came to this country from Hong Kong 34 years ago in 1959. He lives in Pimlico in London. During his days as a young man in Hong Kong he played a lot of Chinese Chess for money stakes in cafes, (a hard training ground). He has a quick sight of the board, moves fast, and has an eye for combinations.

Compared with the January tournament in Gerrard Street, Chinese tea was now 'on tap', but alas cake had replaced the 'tasty snacks'. As usual the presence of C.K.Lai, (with able assistance from his daughter), was a guarantee that the tournament was run most efficiently.

## EXMOUTH

The Exmouth tournament was held from Sunday 12th. September to Friday the 17th. in the Red Cross Hall, an admirable venue giving plenty of space to the players with all facilities provided. The players included Uwe Frischmuth and Hans-Joachim Siewert from Germany, Jouni Tolonen and Raimo Lindroos from Finland, Xu Juemin from Norway, Carlo Alberto Veronesi from Italy, and leading the British challenge, Patrick Donovan, C.K.Lai, and Malcolm Horne. Miss Olga, (the Ogre computer), was also in the tournament so as to make the contestants

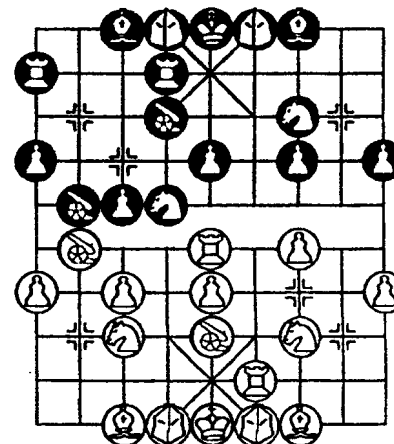
an even number. She was under the paternal eye of her creator, Allan Brown.

In the first round the strongest players on paper were drawn against the weakest. A couple of surprises ensued. The 'new improved' Ogre lost against Mike Pennell, while Carlo Veronesi beat C.K.Lai. Xu Juemin won against Jouni Tolonen, who, however, could possibly have achieved a draw by perpetual attack on a piece.

I am indebted to Patrick Donovan for most of the annotations to the games, and I have also included the many useful comments of Xu Juemin.

### Xu Juemin v J. Tolonen

1.Che3 Che8 2.Ng3 Nc8 (PD - The Knight is misplaced, being undefended by a Cannon. 2....Ng8 is better.) 3.Ri2 Ri9 4.Rd2 c6 5.Nc3 Raa9 6.Raa2 (PD - This seems a bit passive. The critical line is 6.Rd7 Rid9 7.Rc7 Rd8, when Red appears to have a good game.) 6....Rid9! 7.g5 Nd6! 8.Rd5 Cb6! 9.Rf2 (PD - Why not the simple Cxe7+?) 9....Cd8 10.Re5 Ng8 (Xu - 10....Ce8 =) 11.Cb5

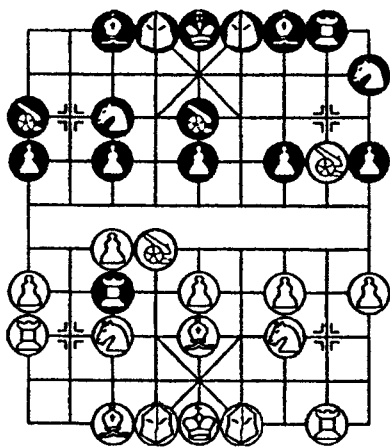


(PD - Now Black has a perpetual attack on the Rook with 11....Ce8 12.Rd5 Cd8 etc.. Under the UK rules this would be a draw. Both players were unaware of this. Red would have to give up a Rook if he wished to play on.) 11....Nxc4 12.Ref5 Gde9 13.Nh5! (PD - This is very strong. 14.Nxi7 is the threat. If 14....Nxi7 15.Cxe7+, and if 15....Be8, then 16.Rxf10 mate. If 14....Nxe3, then the simple 15.Nxg8, threatens Rxf10. This can only be satisfactorily parried by Cj8.) 13....e6? (Xu - Better is 13....Cc8, with the idea of Rd8 and Kd10.) 14.Rf7 Ce8? (Xu - 14....Rac9!) 15.Rxg7 Rd3 16.Rc2 Cxe4+ 17.Gfe2 Ra8 18. Cb3 Rd4 19.Cb4 Cg4 20.Rc7 Black resigns. (Black loses a piece, and his game is in disarray.)

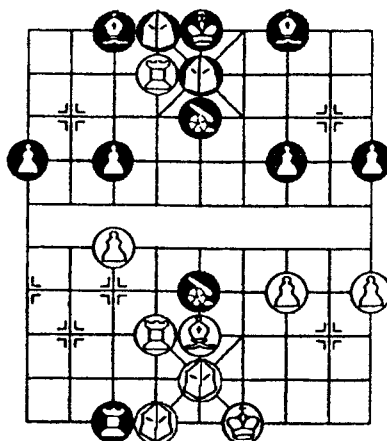
In round 2 Uwe Frischmuth drew a hard game against Xu Juemin which lasted 57 moves and was continued after an adjournment. C.K.Lai lost again, this time to Jouni Tolonen. Malcolm Horne beat Carlo Veronesi in one of the best games of the tournament.

### Malcolm Horne v Carlo Veronesi

1.Cbd3 Nc8 2.c5 Rb10 3.Nc3 Ca8 4.Bge3 Ce8 (Xu - Better is 4...Bge8 with Cf8 and Ng8 to follow.) 5.Ng3 Ng8 6.Rh1 Rh10 (Xu - Better is Ri9) 7.Ch7 Rb4 (Xu - Better is g6. PD - 7...Rb4 looks more natural.) 8.Cd5! Rc4 (Xu - Better is 8...c6! 9.cxc6 Rc4 =. PD - 8...Rc4 is very bad.) 9.Ra3 Ni9 (PD - A horrible move. Better is again c6, or Cf5.)

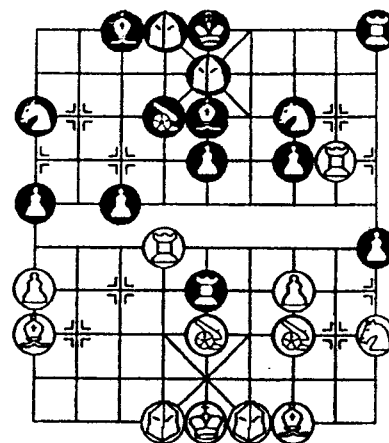


10.Cxe7+(Xu gives 10.Ch9 as better to the text continuation. The move actually played wins a Rook for two Cannons and leads to a most interesting duel. Theory says that a Rook is worth more than 2 Cannons, but Black has active pieces and was happy to go into this line as he thought he was winning. However Carlo Veronesi felt in retrospect that he should have been aiming at a draw in the ensuing play, as there proved not sufficient attack to press for a win.) 10...Nxe7 11.Rxh10 Nxd5 12.Rh9 Nxc3 13.Rxi9 Cxa4 14.Rd9 Nxe4? (Xu - 14...Cxe4! In this position the Knight must be better than a Cannon.) 15.Nxe4 Cxe4+? (Xu - 15...Rxe4 is better, with the idea of taking all the Red pawns.) 16.Gfe2 Rxc1? (Xu - 16...Cxi4!, with the same idea mentioned on the previous move. PD - Taking the Rook off the correct line.) 17.Rad3 Gfe9 18.Kf1



18...Ra1? (Xu - Better is 18...Rc4! 19.R3d4 Cxi4 20.Rxc4 Cxc4. Taking the 'i' pawn is important as in the endgame the remaining 'c' and 'g' pawns can be blocked by the enemy Bishops to prevent them crossing the river. PD - Black felt that on an exchange of Rooks he would lose any winning chances, and 18...Ra1 does avoid the exchange of his Rook; but Black is not winning!) 19.R9d7 Cf8 (PD - Looking to his defences. But this is inconsistent play. Why not Cxi4; although Red can play Rxc7 I would certainly play actively in this position.) 20.Rxc7 Bce8 (Veronesi - Probably better is 20...Ra6, sacrificing the Bishop to win a tempo. PD - Holding on to his Bishop, but here I would give it up for the 'i' pawn by playing Cxi4.) 21.g5 Ra6 22.Rd4 Rf6++ 23.Ke1 Ce5 24.Re4 Ce6 25.Rxc7 (PD - Probably better is Rxi7.) 25...Cb6 (PD - Better is a6 or i6. This would give Black more endgame chances.) 26.Rxa7 Rh6 27.Raa4 Rh1+ 28.Gf1 Cbf6 29.Gde2 Kf10 30.Rh4 Ri1 31.Ra6 Cf2 32.g6 Cg2 33.g7 (PD - 33.f7 is safer.) 33...Ke10 (PD - Why not 33...Cff2, threatening Cg1 mate?; although Red can play 35.Gf3, when his position is pretty solid.) 34.f7 Cfg8? (PD - This loses a piece. 34...Ci6 seems a reasonable move and may still give Black some drawing chances, although Red has good chances of a win in this position.) 35.Rg6 Black resigns. (An unfortunate end to a difficult and interesting game.)

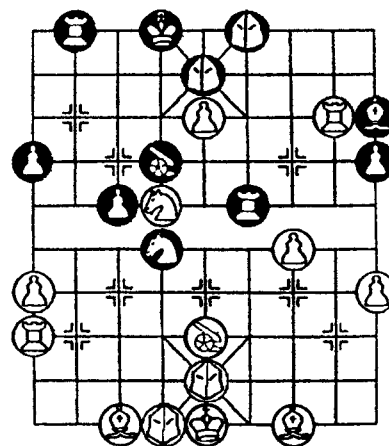
In round 3 Patrick Donovan did not have a good game against Xu Juemin, giving up pawns and then finding nothing to do against Xu's solid position which he had built up by accurate play.



In the end the game was shortened, when in this position Red walked into a mate. 19.Ce2 Rf4 20.Cge3 Kf10 Red resigns.

Xu was revealing himself to be a very strong player indeed. He has a phenomenal quick sight of the board, analyses at lightning speed, and can remember all the moves of even off-hand blitz games he has played. His comments and views on other people's games showed possibilities that put these in a new dimension. Xu, I learnt, was the Shanghai Junior Champion in 1979 when he was 17 years old. When in China he played in many tournaments. He has been in Norway for four or five years where he is employed as a cook, and playing opportunities have been limited. He is potentially 'grandmaster' class.

C.K.Lai was not having a good tournament and was fortunate to win against the inexperienced Peter Wood. At one time it looked as if he might even lose.



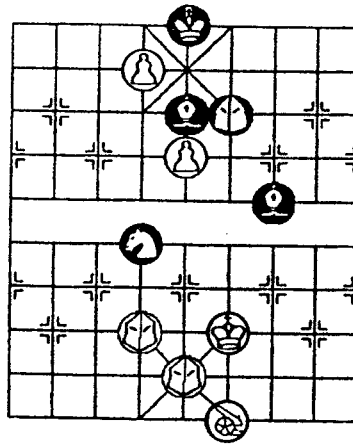
This is the position after Black's 22nd move. White now played:

23.Rxi8 (This is a bit dubious. Black should now take the Knight on d6; Red

would have 2 Bishops and 2 pawns in compensation. A good line for Black is 23...Rxd6 24.e8xe9 Cc7! 23...Rb8 24.Rxi7 Rb7 25 Rb3! (A flashy move, but what is the alternative? If 25.Cd3, then Re6 is all right for Black, although Red still stands better. However Red was in severe time pressure here: he had about a minute to make the next 15 moves. So it was all or nothing!) 25...Rxb3 (25...Rc7 loses to 26.e8xe9 Gxe9 27.Rb10+ Kd9 28.Rb9+ Kd10 29.Rxe9 Rf10 30.Rb9, and wins. If 28...Kd8, then 29.Rxe9 Rf8 30.Nf7- Ce8 31.Ri10, and wins.) 26.Rxd7+ Ke10 27.e8xe9+ Kxe9 28.Rc7+ (Not the best. 28.Nf7+ should win in all lines. Eg. a) 28...Ke8 29.Rd8 mate. b) 28...Ke10 29.Ng9+ Rf9, (if 29...Ke9 30.Rxd5 and Black has a lost ending), 30.Rd9 and if 30...Nxe3 31.Rxf9 Ng2+ 32.Rf2+ and wins. c) 28...Kf9 29.Cf3, (or the simpler 29.Nd8+, followed by 30.Rxd5), is good for Red.) 28...Kf9 (28...Kd9 is better.) 29.Rf7+? (Now Red has 29.Cf3+ which seems to win. If 29...Rbx3 30.Gxf3 Rxd6, 31.Rf7 is mate. So 29...Rxd6. Then 30.Gd3!!, (threatening mate), 30...Ne3! 31.Bgxe3 Ge9 32.Rf7+ Gf8 33.Rb7+ Rf6 34.Rxb3 Rxf3, and Red has good chances of a win.) 29...Rxf7 30.Nxf7 Nxe3 (If 30...Ge9 31.Cf3 Gf8, (if Nf6, 32.g6), 32.Gd3! and wins.) 31.Bgxe3 (Nd8+ followed by Bgxe3 is better), 31...Rb4 (31...Ge9 is better.) 32.Nd8+ (Red has 8 moves to make in barely a few seconds so is now moving practically instantly. In fact the game was broken off twice by the controller so that both players could make up their scoresheets and the number of moves could be verified. Red makes for the safety of a draw.) 32...Kf8 33.Nxc6 Rxi4 34.Nxa7 (Gf1 should be played. But even after the loss of the Guard the position is clearly drawn.) 34...Ri1+ 35.Gf1 Rxf1+ 36.Ke2 Rf6 37.Nb5 Ra6 38.Nc3 Ke8 39.Nd5 (Ke1 is simpler) 39...Rxa4 40.Nc3?? (Red has a number of safe moves. He finds a distinctly 'unsafe' one - on the move prior to the time control.) 40...Rc4! (The Red Knight is lost, and Black easily won the ending in another 8 moves. A game of high drama.)

The leader of the tournament was Hans Siewert with a 100% score, but in this round he had to face Xu. When the game was adjourned the result of the game was unclear, and Hans, after an afternoon's analysis, put up a most determined resistance when the game was resumed in the evening. In the end Xu won a very fine

ending indeed, the game going to 97 moves. The game itself was awarded the 'best game prize' after a vote among the competitors.



This is the position after Black's 89th move, Nb6-d5. White, over many moves, has got his pieces on to favourable points in his palace. Note in particular the flexibility of the Guards on their diagonal line, combined with the availability of e1 and d1 to the Cannon. Meanwhile the Red King prevents the Black King from moving away to the 'f' file. Here is how the game finished:

90.Ce1 Nc7 91.Cd1 Ge9 (Aiming for Gd8.) 92.Gf1 Gd8 93.Gde2 Ge9 94.d7 Na6 95.Gd3 Nb8 96.c7 Na6 97.Ce1 Black resigns. If 97...Nxc7, 98.d9xe9+ Kf10 99.Cd1+, and Black loses his Knight to escape the immediate mate.

Both Frischmuth and Donovan won, so the position was now: Xu and Frischmuth - 3 1/2 pts; Siewert and Donovan - 3pts.

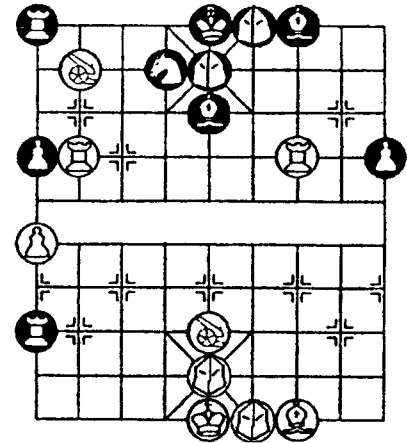
In round 5 Xu swept C.K.Lai aside, and became the sole leader as Patrick won an important victory against Uwe Frischmuth. After his efforts of the previous evening Hans Siewert lost against Jouni Tolonen.



In the sixth and final round Xu became the deserved tournament victor with a

comfortable win against Carlo Veronesi, while Patrick Donovan drew against Hans Siewert. As Uwe Frischmuth beat Jouni Tolonen he drew level with Patrick and shared second place. Hans Siewert finished in sole fourth position.

Here is the end of the game between Frischmuth and Tolonen.



This is the position after Black's 23rd move. Red has a Cannon and a pawn for a Bishop. He now finds a crushing move. 24.Cbxe9! Kd10 (If 24...Gxe9, then 25.Rcg10 mate.) 25 Cf9 (But here Red missed 25.Ce10! Ra9 26.Rgd7 with Rb10 to follow, winning immediately. The win was clinched in another 6 moves however.)

Xu was a well deserved winner as he played all the strongest players and did not need luck to win.

Of the rest of the players C.K.Lai was disappointing, but Jouni Tolonen had a good sound result, and has a serious approach to the game. Of the rest 'Miss Olga' did well, (she did in fact win one game against Patrick Donovan in the quick-play tournament), as did Allan Brown who scored 3 points, and won a prize for the best result among the 'inexperienced' players.

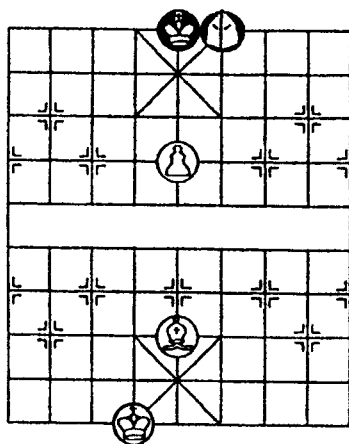
Evening events were arranged at another venue. During the week many chess variants were played, including Korean chess, Shogi, Progressive chess, Vinciperdi, and Ian Richardson's 'Super-pawn' game, (Ian may write on this for the magazine.) There were a couple of 'discussion' periods when views were expressed on a variety of topics including westernised Chinese Chess pieces and notation, and repetition rules. The policy of this magazine is to make Chinese chess more easily understandable and thereby encourage people to take up this

marvellous game; but C.K.Lai made the interesting point that if one takes away the Chinese symbolled pieces from the game then it becomes 'just another variant'.

In the quick-play knock-out tournament which was played at various times throughout the week, Xu lost to Patrick Donovan in the semi-final, who went on to win first prize, beating Hans Siewert in the final. A good performance by Patrick.

Congratulations and thanks must go to Malcolm Horne who almost singlehandedly organised the tournament, booked the accommodation, dealt with both accommodation problems and day-by-day running of both the main and the quick-play tournaments, as well as playing in the tournaments themselves. On one of the rare sunny afternoons he even led a lengthy 'Exmouth walk'. A phenomenal performance!

The competitors were split between three places, but the flat in town where 6 of the competitors stayed was a constant hive of chess activity and became a central meeting place for the majority of the players. Games and analysis were still going on up to one and two o'clock every night. C.K.Lai, throughout the week, tortured us all by producing this position which can be found in one of his books. Red to play and win. Xu did not get the solution right away, and I must reveal that even C.K. himself on one occasion had to resort to his own book when the winning method was forgotten. Solution in VC12.



It was a most friendly tournament, and I am positive that all players thoroughly enjoyed the week, and look forward to next year. Regarding Exmouth itself, Carlo Veronesi could not have put it better when on 'the Walk' he confided, 'this place shows every sign of high civilisation'.

## LETTER-BOX !

From Ken Whyld.

Re: Vinciperdi, I think it would have helped had you given the Spanish dictionary definition of *ganapierde*, which demonstrates that it is an established term for the losing game at draughts. This gives a basis for my theory that del Rio was using a term normally associated with losing all of one's material in the game rather than self-mate problems.

By co-incidence, yesterday I saw a letter in *The Observer*, 28th Oct. 1934, from Brian Harley discussing 'Freak Chess'. He described Losing Chess, essentially the same as VC9, adding 'Sir George Thomas, our present chess champion, is a practitioner of this.'

Koichi Masukawa's notes are most interesting, and I look forward to meeting him in Amsterdam in November. It is not clear to me if he is suggesting, page 21 note 2, that the 'oldest Shogi men' date from 710-784 AD.

*Ed: Mr. Whyld had previously sent me an extract from the Spanish Larousse dated 1913 which says: 'method of playing draughts in which he wins who is the first to lose all his pieces'. I did not mention this in the Vinciperdi article.*

*When I published extracts from Mr. Masukawa's letter on page 21, I was under the impression that the Shogi men were from the period 710-784, but I agree that they may be of a later date. All will no doubt be revealed in November.*

From Dr. K.G. Beauchamp

(Mr. Masukawa)...labours rather a lot in producing an English transcript of his papers...He can speak German rather well however and I have in mind asking him what are the possibilities of translation into German, which should make a more lucid presentation (of his works) and open the possibility of a translation of his books into that language.

*(Dr. Beauchamp has written a book on oriental board games which so far has not found a publisher).*

From Stefanos Pantazis

I found the material on 'Vinciperdi' very interesting; this is a possible area where players and problemists can interact and find overlapping interests:

endings in a chess variant, (fairy studies). By the way, why don't you use the term 'Maiden's game'? In the first edition of the Oxford Companion it is claimed that the Alfonso manuscript (c.1283) describes the game...the source of this information is no doubt Murray's 'History', (see page 459 for a translation).

*(The Must-capture or 'Maiden's game' that is mentioned in Murray is not Losing chess, as is made clear from page 459 of HOC. Incidentally Must-capture chess was featured in VC5, (page 55).*

*However the similarity of the must capture rule with that in Losing chess does make one wonder whether this small step in imagination was ever made before Campbell. If so I have not seen any concrete evidence of it. This is not to say it was NEVER made of course)*

From Jens B. Nielson, (Denmark).

I would like to see a (computer) program that plays one or more variants of chess. Perhaps I will make it myself some day...

Right now I am playing a postal game with a variant that I have invented myself: in TWIKNIGHT each player is allowed to move twice with a Knight, but only once in the game! This special move is considered as a *single* move, so after 1.d4 c6 2.Nd2 Qa5?? White is allowed to capture the Queen even though his King is in check from the first part of the move.

It becomes a little similar to Pocket Knight chess: should you use the power now to win (say) a Bishop and have to live with the threat of the opponent's hidden power for the rest of the game; or not?

If both players use their new weapons, the game becomes normal chess, and so what? Some inventors of new variants are afraid of this situation, and make rules that simply influences the game too much.

Torben Osted and myself have started two postal games of Twiknight. We consider if it is a too big advantage for White to play 1.Nc3, (threat Nb5 mate - not Ne4; it is covered by Ng8). Black cannot play 1...d5 2.Nb5+ Kd7 3.Nf3 mate, and 1...Nc6 2.Nb5+, Nc6-d4xb5 'only' gave Black a Knight for the doublemove and a bad position. Our first testgame ended 3.c4 Nd4 4.e3 Ne6 5.d4 d5 6.Nf3, Black resigned.

Our next game has started with the improvement 1...c6. 1.Nc3 c6 2.Ne4+ Ng8-f6xe4 3.d3 Nf6 4.Nf3 d6...We want to find out if the forced jumping twice is more worth than a piece. If it is we can prohibit a Knight to make the first move,

so each player has time to cover some dangerous squares.

As you can see Twiknight gives a complete new game right from the start!

I have (also) just invented a new, (to me), variant: once in a game each player is allowed to make a kingmove with any piece, (only interesting for N, R, B, and P). I wonder if this is fun to play!?

**From David Woo** (Editor of *Xiang Qi Review*)

On the Xie Jun interview I would like to make a couple of comments. The 'other champion' that Xie Jun referred to is undoubtedly 'Xiang Qi IGM' Xie SiMing, same surname and also of Beijing. Her comment that 'We don't have team championships in China only individual championships...' is not quite complete. China started its women's individual Xiang Qi national championship series in 1979, so Xie Jun is correct that there was no team event at the time when she was junior champion of Beijing. However, since 1982 the women's Xiang Qi team championships have been held annually. Other than that, I agree with most other comments she made.

**From Hugh Myers** (Editor of *The Myers Opening Bulletin*)

I would guess that you, or at least others in the British Chinese Chess community, are acquainted with Sam (Ismail.) Sloan, who wrote a book on the game, (*'Chinese Chess for Beginners' which is in fact recommended in Malcolm Horne's latest leaflet*). He is a very interesting and intelligent person, but also controversial..... He's in prison for trying to 'kidnap' his daughter, the custody of whom was given by a judge to an ex-'nanny', a non-relative. The mother, who is in Pakistan, abandoned her. Sloan became a Moslem years ago and it looks like the main reason his daughter, (who I know and who I think was happy and well-treated when I knew them in Dubai), was taken from him, is that he accumulated four wives while he was in Dubai, (I don't know if that includes the one who returned to Pakistan), and that made him look like an unsuitable parent to the US judge. Sam has a unique talent for irritating people, and he has a history of legal problems - but he's not what I would call a criminal. He might be in prison another 4 or 5 years, although I think that's unlikely.

(Sam Sloan).... doesn't want what has happened to him to be a secret - in fact he wants publicity. If anyone would like to

write to him, his address is: Ismail Sloan, # 204991, P.O.Box 670, Dillwyn Correction Center, Dillwyn, VA 23936, USA.

**From Bob Newman**

I offer an idea I had recently for a family of fairy pieces. It is based on the following view of castling in conventional chess: the rook moves towards the king, stopping one square short; the king then hops over it.

So the CASTELLAN moves and captures like a rook, but whenever it stops one square short of a piece, (of either colour, and whether or not a capture has been made), that piece hops over it onto the next square. So a castellan moving from 'a2' to 'a4' will automatically cause any piece on 'a5' to move to 'a3'.

There is a possible complication if the piece being approached is another castellan, whose hop would in turn cause a third piece to hop. Depending on the colour of the third piece, such a move is either illegal or suicidal. (It should be possible to devise a 'kamikaze' mate.) We also need to say whether a pawn returned to the second rank, (or indeed reaching the second rank via the first!), regains the right to move 2 squares. I think it should not, (which perhaps opens up new possibilities for retro problems). For consistency with conventional castling, we should also say that a castellan can never hop its own king out of check, or across check, (much as we would like it to be able to).

A queen with similar tendencies I call a REGAN, (very cultured), and the bishop equivalent is an ANGLICAN.

I have not yet played with these pieces, or devised any problems featuring them, but would be delighted if anyone else wanted to.

PS. There is also the PAWAN, of course, and even the KINGAN.

**From George Hodges**

One thought....occurred to me....How to define terms? Your magazine is called 'Variant Chess' and I take this to mean variants of chess.

I see a distinction between Variant of chess, which is a game using the normal chess board and the normal pieces or some of them, but with different rules, such as losing chess, progressive chess, Knight in the pocket etc.. Chess variant, on the other hand, is surely a game of chess using either other pieces and/or a different board from the 'normal' game.

Hence Middle Shogi is a Shogi Variant, but losing Shogi, (for example), would be a variant of Shogi. What do you say?

(Ed. I am inclined to agree with you, although I believe the distinction between the two is easily blurred by wrong usage. It shows what a good name the previous editor chose for the magazine when he picked 'Variant Chess,' which in its slight 'inexactness' can incorporate both the terms.)

What do readers think?

Patrick Donovan reports that a unusual form of Losing Chess has been spotted in Hastings. The normal rules apply except that the King must get out of check, and has to be the last piece to be captured. It sounds an interesting form of the game. So far I have had no sightings myself.

#### FOREIGN MAGAZINE ADDRESSES

**XIANG-QI REVIEW** - Probably the best Chinese Chess magazine in English.

Write to David W.Woo, P.O. Box 5305, Hercules, CA 94547-5305, USA.

**WORLD GAME REVIEW** - Includes chess variants and other 'brain games', including dice, card, board, mathematical games. Issue number 10 on chess variants is a 'classic', (no exaggeration!)

Write to Michael Keller, 1747 Little Creek Drive, Baltimore, MD 21207-5230, USA.

**ETEROSCACCO** - Highly recommended. Full of interest to lovers of chess variants. In *Italian*, (an odd article is sometimes in English), but do not be deterred.

Write to Alessandro Castelli, 62010 VILLA POTENZA (Macerata), Italy.

**THE MYERS OPENING BULLETIN** - No variants, although the off-beat openings could maybe delude you! Extremely interesting and honest editorials and book reviews. Very good on chess history. Recommended.

Write to Hugh E.Myers, 1605 E.12 St., Davenport, IA 5803-3801, USA.

#### PLEASE NOTE.

BRITISH SHOGI FEDERATION

The Membership Secretary is now:  
Richard West, 5 Weston Avenue,  
Royston, Herts. SG8 5DR.



# NEWS

## SHOGI TOURNAMENTS

20th November 1993 - Bracknell Shogi  
Tournament (3 rounds).

Contact Vincent West, 31 Simons Close,  
Tilehurst, Reading, Berks, RG3 6GA.

4 - 5th December 1993 - Kent Shogi - 10  
Year Anniversary.

Contact Steve Campbell, 9 Ian's Walk,  
Scabrook, Hythe CT21 5TT.

## 'Chinese Chess Explained'

Malcolm Horne has produced his 4-page leaflet on Chinese Chess. As one has come to expect from him it is well-produced with a wealth of information included. Anything that is needed to be known about Chinese Chess is here: history, how to play, some rudimentary opening and endgame knowledge, problems to solve, two annotated games, where to obtain sets, books, magazines, computers. Malcolm explains the chinese system of notation, but uses western algebraic for the games etc.. This, coupled with diagrams using normal chess pieces plus specially designed cannons and guards, makes the playing over of games and positions simple, and consequently renders the learning process very much easier to absorb than is the case when a beginner is confronted from the outset with chinese-style pieces and an alien notation. It is an ideal introduction to a game that is played extensively throughout the Orient, (it is estimated that over 200 million play it in China alone), and is becoming increasingly popular in western countries also.

The cost? Absolutely FREE\* if a large SAE or International Reply Coupon is sent to : **Malcolm Horne, 10B Windsor Square, Exmouth, Devon EX8 1JU, England.** (Tel: 0395-270280)

\* There may be a charge if bulk quantities are required, especially from outside the UK.

With Malcolm's permission, his piece designs are being used in this issue's Chinese Chess diagrams.

## SHOGI IN EUROPE

by Hiroyuki Iida

This is a well-produced 101-page glossy-covered softback published in Holland, where the author, a 5-dan professional Shogi player from Japan has been living for the past year. It is written in English.

All the 33 games in the book are handicap games. The handicaps used by Mr.Iida when he plays western Shogi players range from a Bishop or left Lance against a 6-dan; to a 10-piece handicap, (Rook, Bishop, 2 Golds, 2 Silvers, 2 Knights, 2 Lances), against a 10-kyu or weaker. The player giving the handicap gets first move. As Mr. Iida says, many strong Japanese shogi players learn important things from handicap games against a grandmaster where the disparate strengths of the players are compensated. He has hardly seen any people who know the opening theories of handicap games in Europe although they know the opening theories of even games very well.

Most of the games involve the author, although one of the few that doesn't is a very good win by David Murphy, (receiving a Bishop), against the 7-dan grandmaster A.Shima. All the games are annotated by Mr.Iida in a most informative manner which would repay careful study.

On page 12 it is most heartening to read this: 'In the conventional shogi books, Japanese and Chinese characters were used in all diagrams. However, in the author's view, it is very difficult for western people to recognize each piece in diagrams. Therefore, new figures for shogi pieces, similar to western chess piece figures, are used in this book.' How very true! It is a pity more western teachers have not thought along these lines. All that is wanted now is the further step of creating better designed 'international' playing pieces that are acceptable everywhere, (including Japan), for serious play. I personally would also prefer conventional western algebraic notation in game scores rather than the confusing Japanese notation. To me it is as plain as a pikestaff, or anything else you wish to name, that why so few westerners play Shogi, (this applies also to Chinese Chess), is because of the oriental logographs and the obscure notation. The diagrams in Mr.Iida's book are the best and most comprehensible that I have seen anywhere. It is a pity however that the lance is difficult to distinguish from the rook. A regular Shogi player has also

mentioned the similarity between the symbols for the Gold and Silver.

Chapter 4, 'How to become a Shogi Grandmaster' is only 8 pages long but is full of interest. I suggest that much of this chapter could be studied with advantage by ambitious orthodox chessplayers. The final paragraph of this chapter reads: 'Although much basic knowledge is available from shogi books, the advanced concepts of a shogi grandmaster can not be obtained in this way, due to the difficulty of expressing them'.

As can be guessed the editor thoroughly recommends this book. It has been distributed free of charge to all present members of the British Shogi Federation, (membership fee £4 per annum - address elsewhere on this page). Apart from this source the book is not freely available, although if there is a demand for it I understand that the BSF could perhaps contact Mr.Iida, (who is now back in Japan), to obtain further copies; if they did I do not know what the cost would be.

Philip Cohen reports in the July/August NOST magazine on 'Amazons', an invention of Walter Zamkaskas of the Argentine. The complete rules will appear first in Michael Keller's *World Game Review*, but Mr. Cohen says it has a territory-making feel to it like that of Go.

In brief, it is played on a 10x10 board with White having Amazons on a4,d1,g1,j4, and Black on a7,d10,g10,j7. At each turn an Amazon moves like a chess queen, then 'fires an arrow' a queen's move from its stopping square; both parts of the move being mandatory. Amazon and arrow cannot move over or onto an occupied square. The arrow's landing place becomes a permanent block to all amazons and arrows. The last player able to make a complete move wins. A NOST-Argentina match is planned

## POSTAL TOURNAMENTS

Competitors in the Italian Progressive Tournament, which was advertised to all UK readers, are Ian Richardson, Paul Archer, Jouni Tolonen, and Steve Boniface.

**The closing date for the Vinciperdi Postal Tournament is now 1st. NOV.**

**This is open to all.**

### Solutions - Chancellor Chess problems.

31.SLOYD - 1.RE3.  
BE5 mate!  
KXD5 3 CF6 mate. If 1...Kf5, 2.Cg7+ Kf63.  
21.L.H.JOKISCH - 1.BD6 If 1...Kxd6, 2.BD5  
11.J.KEEBLE - 1.Ce4.