

Variant Chess

Journal of the British Chess Variants Society

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UK Variant Championships (Postal Play)

As a result of the responses received on the entry forms circulated with the last issue we now have sufficient entries to start championships in three variants. The main interest is predictably in Progressive Chess and I have separated the players into two four-player sections; those who score three or more points in each section to go on to the final round.

The starting date for all these games is 1st July 1997. Since several players are taking part in two variants this should not present too much of a burden — in fact it will save postage. The main difficulty I find in playing several variants with one correspondent is remembering to play according to the appropriate rules! If this schedule presents difficulties to any entrant, would they let me know. The Alice games of course should go on for considerably longer than the Progressive and Extinction games. (The AISE allow a year for Progressive games and two years for Alice games, though I would hope that our games, all being within the UK, would in fact all be finished well within four and twelve months respectively. Extinction Chess is as yet an unknown quantity, but should be somewhere in between.)

Progressive Chess (Italian Rules)

- (1) P Coast, T. Howes, D. Richardson, P. Wood
- (2) S. Boniface, P. Byway, D. Pritchard, D. Tremayne

Extinction Chess

G. Jelliss, R. Reynolds, D. Richardson, I. Richardson, D. Tremayne

Alice Chess

P. Coast, T. Howes, G. Jelliss, D. Pritchard, D. Tremayne

Randomised Chess was the only other game with four votes. There were three votes for Avalanche and Xiangqi and two for Chancellor, Circe, Cylinder, Hexagonal, Losing and Marseilles, but many of these were 'second choice' votes. We may start a randomised tourney in October.

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The BCVS Special and Annual General Meetings

The Special General Meeting on May 10 adopted the proposed constitution and the subsequent AGM confirmed the subscription rate and adopted the 1996 accounts, there being no vote against in any case. The elections of the existing four officers were confirmed.

Quick-Play Tournament

Following the excellent buffet lunch provided by Elaine and David Pritchard, we proceeded to a quick-play all-play-all tournament involving eight players, which ended in a triple tie between John Beasley, Peter Horlock (Godalming), and David Pritchard; Peter Wood, who was fourth, was brought in to make up a knock-out play-off which was won by John Beasley.

Mike Adams (Guildford), Bill Lowe (Farnham), Adrian Millward (Aldershot), and George Jelliss also took part. We intend to hold another such tournament after next year's AGM, and we hope more members will be able to take part.

The tournament was played in seven rounds in each of which a different variant was played, being chosen from the list issued by David Pritchard for the Guildford C.C. Variants Day and the BCVS entry form for the postal play tournaments.

The variants chosen were: Avalanche, Static, Extinction, Progressive, Coin, Cylinder and Marseilles chesses in the main round and Triplets in the playoff. Most of these are familiar to our readers, so it may be sufficient to explain two.

Static Chess (more a type of Nim than Chess) begins with a clear board, the men being added one at a time where they do not attack and are not attacked, the winner being the player who last enters a man.

Coin Chess uses a single coin which marks a square that may not be entered (but can be passed over). After each move the player may move the coin to any vacant square.

Each game was played to a finish in five or ten minutes, as specified by the player who chose the variant.

ITALIAN PROGRESSIVE CHESS

Variant Chess Postal Tournament 1996

by Peter Wood

This tournament commenced in the Autumn of 1996. Final results:

1. Peter Wood 5pts
2. Ari Luiri (Finland) 4pts
3. Steve Boniface 2pts
4. Peter Coast 1pt

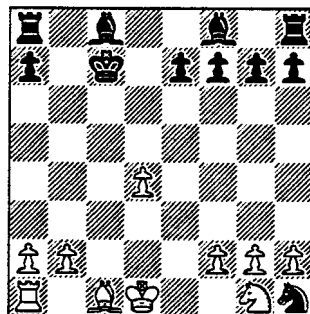
The notes are by Peter Wood, with extra comments by Patrick Donovan, Peter Coast and Steve Boniface.

Steve Boniface - Peter Coast

1. e4 | 2. Nc6 d5 | 3. Ba6 B:b7 B:c6† (A common alternative to 3.Qg4 Q:c8 Q:d8†.) 4. Qd7 Q:c6 Q:c2 Q:d1† 5. K:d1 Ke2 Nf3 d4 Rd1 (A popular line of late is: 5.K:d1 Ke2 d4 e:d5 h4. White's continuation is new, and works out well in this game. PD: But Black had 6. e5 Bb4 Nf6 N:e4 Bd2 Ba6†) 6. d:e4 e3 e:f2 f1(R) R:d1 Re1† | 7. K:e1 b4 b5 b6 b7 b:a8(Q) Q:c8† (1-0) (PC: Not an impressive effort by me.)

Steve Boniface - Ari Luiri

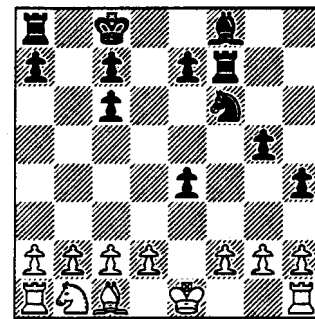
1. e4 | 2. Nc6 d5 | 3. Ba6 B:b7 B:c6† | 4. Qd7 Q:c6 Q:c2 Q:d1† | 5. K:d1 d4 Nc3 N:d5 N:c7† (Played about 8 or 9 years ago — with poor results for Black; replacing d4 by Kc2 or Ne2 have been played too.) 6. Kd8 K:c7 Nf6 N:e4 Ng3 N:h1 (A good continuation. Black's King position is safer than White's.)



7. Bg5 B:e7 B:f8 B:g7 B:h8 a4 Be5† | 8. Kc6 Kd5 Ke4 Kd3 Rb8 R:b2 R:f2 R:f1† (0-1) (SB: A lovely King-march to d3 which I 'almost enjoyed'.)

Peter Coast - Ari Luiri

1. e4 | 2. Nc6 d5 | 3. Qg4 Q:c8 Q:d8† | 4. K:d8 d:e4 Nf6 h5 (PC: I had expected this, and prepared the following reply.) 5. Bb5 B:c6 Nf3 Ng5 N:f7† (White's continuation has been played a few times in the past; Luiri's reply is new.) 6. Kc8 b:c6 g5 h4 Rh7 R:f7

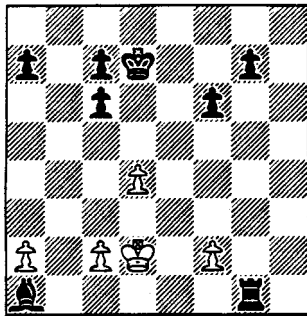


(PC: This turns out to be very strong, mainly because Black has two fairly active Rooks and passed pawns which I must neutralise. I thought for a long time that 7. g3 g:h4 h:g5 g6 g:f7 Nc3 Ke2 (or a variant) would be OK, but it fails to 8. e3 e:d2 d:c1(Q) Ng4 N:h2 Kb7 Rd8 Qd2†. I went through several permutations and ended up with.... 7. g3 g:h4 Rg1 R:g5 Rf5 R:f6 R:f7unfortunately Luiri played....) 8. a5 a4 a3 a:b2 Ra3 Rd3 R:d2 b:c1(Q)† (0-1)

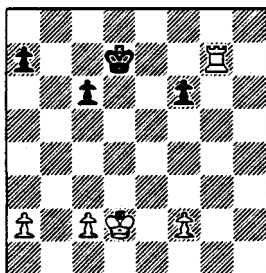
Peter Wood - Ari Luiri

1. e4 | 2. d5 Nc6 | 3. Qg4 Q:c8 Q:d8† | 4. K:d8 d:e4 Nf6 h5 | 5. Nc3 N:e4 d4 Bg5 B:f6 (An attempted improvement for White in this ever-popular line.) 6. e:f6 Kd7 h4 h3 h:g2 g:h1(Q) | 7. Bg2 B:h1 Ng5 N:f7 N:h8 Kd2 B:c6† (I thought for a long time on this sequence. At the time I thought it not too bad, however, PD: White has 7. a4 a5 a6 a:b7 b:a8(Q) Q:f8 Nc5†.) | 8. b:c6 Ba3 B:b2 B:a1 R:h8 R:h2 Rg2 R:g1 (PD: Black misses 8. K:c6 Kd5 K:d4 Re8 Re1Bb4†. PW: But now a most interesting position has arisen.

I thought my sequence 9 to be the only one that avoided loss; but after Black's reply this is clearly not so.)



9. d5 d6 d:c7 c8(R) Rb8 Rb1 R:a1 R:g1 Ke1 (I rejected R:g7† instead of Ke1 because I thought Black's continuation 10. Ke8 Kf8 K:g7 Kg6 Kf5 Ke4 Kd4 c5 c4 c3‡ would win, but, as Malcolm Horne has pointed out, White can himself win by 11. Ke2 Kf3 Kf4 Kf5 K:f6 Ke6 Kd6 Kc6 Kb5 Kb4 Kb3. On his sequence 13 White can win one of Black's isolated pawns, with an easy victory. Has Black anything better?)



He has. If Black (after taking the Rook and moving the King to d4) positions his pawns at a7 and c5, he saves the game. White's best is 11. Ke2 Kf3 Kf4 Kf5 K:f6 Kf5 Kf4 Kf3 Ke2 Kd2 c3†, when Black draws by: 12. Ke4 Kf3 K:f2 Kf3 Ke4 Kd5 Kc4 a5 a4 a3 Kb5 c4. Black can try to improve matters further by positioning his pawns at a5 and c4. Then, after White's 11th sequence in the previous line, he can play 12. Kc5 Kb5 Ka4 Ka3 K:a2 Kb3 a4 a3 a2 a1(Q) Qf1 Qf2† winning. However White can improve, and wins himself by 11. Kc1 Kb2 Ka3 Ka4 K:a5 Kb4 a4 a5 a6 a7 a8(Q).

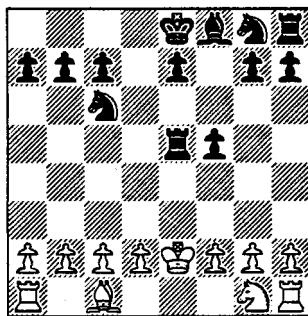
If the pawns are on f3 and c5 Black can also draw. The best that White can do is 11. Ke1 Kf1 K:g1 Kh2 Kg3 K:f3 Ke2 Kd1 Kc1 Kb2 Kb3,

after which Black takes the f2 pawn, brings the King back to b5, and plays a5 and c4†, with an easy draw.

So R:g7 instead of Ke1 saves the game for White. With correct play a draw is the right result.) 10. g5 g4 g3 Ke6 Kf5 Kg4 Kh3 Kh2 K:g1 g:f2†. White Resigns. (0-1) (White can do nothing to save the game with his 11 moves.)

Peter Wood - Peter Coast

1. e4 | 2. Nc6 d5 | 3. Qg4 Q:c8 Q:d8† | 4. K:d8 d:e4 Kd7 f5 (In the M. Tal Memorial postal tournament organised in the Ukraine, both Anna and Andrej Neboca played something similar to this sequence — 4. K:d8 Kd7 f5 f:e4. Against Anna I found the sequence 5 I tried here. In passing I would point out that games against 4 Ukrainian players were unfinished in this tournament, including one against the tournament director who has not answered any enquires regarding unsent moves, or as to the result of the tournament.) 5. Bb5 Nc3 N:e4 Ke2 Nc5† | 6. Ke8 Rd8 Rd5 R:c5 R:b5 Re5†

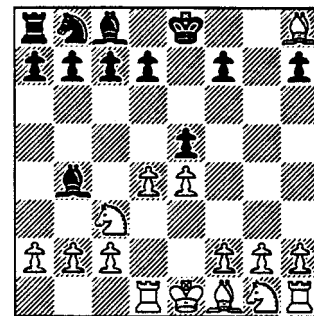


7. Kf3 g4 g:f5 f6 f:g7 g:h8(Q) Q:e5 (If Kd3 instead of Kf3, Black can mate by 8.a5 a4 a3 a:b2 a:a1(Q) Q:e5 b5 Nb4†) 8. Bg7 B:e5 B:b2 B:a1 Nf6 Ng4 N:f2 N:h1 (My opponent said he spent a lot of time on this move. Regrettably for him, it was time spent in vain.) 9. d4 d5 d:c6 c:b7 Ke4 Kf5 Ke6 a4 b8(Q)‡ (1-0)

Ari Luiro - Steve Boniface

1. e4 | 2. e5 Nh6 | 3. d4 Bg5 B:d8 | 4. Ng4 Ne3 N:d1 Bb4† (It is more usual to take the Bishop (K:d8) than playing Bb4†. Bb4† looks a useful innovation.) 5. Nc3 R:d1 Bf6 B:g7

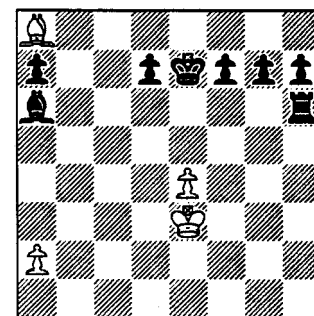
B:h8 (This allows Black to mate; it does not really test Black's innovation.)



6. d5 Bg4 d:e4 e3 e2 e:d1(R)‡ (0-1)

Peter Wood - Steve Boniface

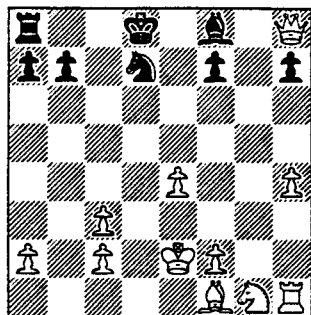
1. e4 | 2. e5 Nh6 | 3. d4 Bg5 B:d8 | 4. Ng4 N:f2 N:d1 K:d8 | 5. Ba6 B:b7 B:a8 K:d1 Kd2 (Kd2 has been played by Roberto Cassano as an alternative to the rather more obvious Ke2.) 6. e:d4 d3 d:c2 c:b1(Q) Ba6 Bb4† (An improvement on Rolf Sicker's sequence against Cassano: 6. Ba6 e:d4 c5 h5 Bd6 Bf4†.) 7. Ke3 R:b1 Rc1 R:c7 Rb7 R:b4 R:b8† (It is difficult for White. This was played after considerable thought.) 8. Ke7 R:b8 R:b2 R:g2 R:g1 R:h1 R:h2 Rh6



(Instead of Rh6 in this sequence, Ke6 would win for Black. As played, White can mate.) 9. e5 e6 e:d7 d8(R) Bc6 Ke4 Ke5 a4 Re8‡ (1-0)

Steve Boniface - Peter Wood

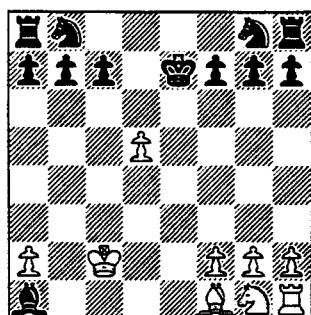
1. e4 | 2. d5 e5 | 3. d4 Bg5 B:d8 | 4. K:d8 Bg4 B:d1 e:d4 | 5. Nc3 R:d1 R:d4 h4 R:d5† (A popular sequence is 5. Ba6 B:b7 B:a8 K:d1 Ke2. It has been difficult for Black to find a satisfactory response to this.) 6. Nd7 c6 c:d5 d4 d:c3 Nh6 | 7. g4 g5 g:h6 h:g7 g:h8(Q) b:c3 Ke2



(A dangerous place to leave the King! But if Kd2 (instead of Ke2) Black can mate by 8.b5 b4 b3 b2 b1(Q) Q:f1 Ne5 Nc4, as pointed out by my opponent.) 8. Kc7 Kc6 Kc5 Kc4 Ne5 Rd8 a5 Rd2 Italian mate. (0-1)

Ari Luiro - Peter Wood

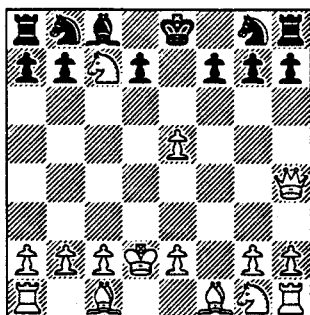
1. e4 | 2. d5 e5 | 3. d4 Bg5 B:d8 | 4. Bg4 B:d1 B:c2 Bb4† (Rarely played. It has not really been tested.) 5.Nc3 Kd2 K:c2 d:e5 e:d5 (We are in unknown territory.) 6.B:c3 B:b2 B:e5 B:a1 K:d8 Ke7



(This is good for Black.) 7. h4 h5 h6 h:g7 g:h8(Q) Q:a1 R:h7 | 8. Na6 Nf6 N:h7 Rg8 R:g2 R:g1 R:f1 R:a1 (Winning easily.) W Resigns. (0-1)

Ari Luiro - Peter Coast

1. d4 | 2. e5 Ke7 (PC: This was an attempt to get out of the book.) 3. d:e5 Nc3 Nd5† (In fact the 'book' shows that Black has a 100% record — one game: Mazza v Arno 1987. But both Mazza and Ari Luiro missed 3. e4 Qh5 Q:e5†!) 4. Ke8 Qh4 Bc5 B:f2† (PC: It is difficult for Black to find any sequence that does not allow mate.) 5. Kd2 Qe1 Q:f2 Q:h4 N:c7† (diagram) 6. Kf8 g5 g:h4 Na6 N:c7 Ne6 (PC:I missed Black's next. Maybe f5



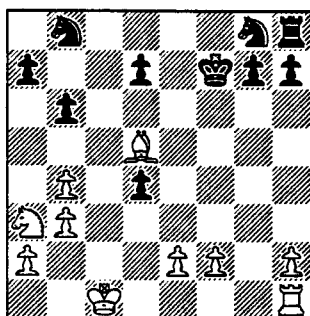
Kf7 Nh6 instead of Na6 N:c7 Ne6 in this sequence?) 7. e4 Bb5 B:d7 Nf3 Ng5 Rf1 R:f7† (1-0)

Peter Coast - Steve Boniface

1. d4 | 2. d5 Nf6 | 3. Bf4 B:c7 B:d8 (3. e4 e5 Bb5† is the popular alternative.) 4. Bf5 B:c2 B:d1 K:d8 (4. K:d8 Ne4 N:f2 N:d1 is a better way to take the Queen. But Black is not alone in choosing this sequence. PR Base gives 5 other instances — from which White only twice found the sequence-5 mate!) 5. g3 Bh3 Na3 Rc1 Rc8† (1-0) (An alternative is: 5. Nc3 Na4 Nb6 Rc1 Rc8†.)

Peter Coast - Peter Wood

1. d4 | 2. e5 e:d4 | 3. Bg5 B:d8 Q:d4 (This is called the Kustrin Attack by Dipilato in his 1. d4 opening book — there have only been a handful of games with this sequence. Two popular alternatives are: 3. Bg5 B:d8 f4, and 3. e3 e:d4 Qe2†.) 4. K:d8 c5 c:d4 Bb4† | 5. c3 c:b4 Nf3 Ng5 N:f7† | 6. Ke7 K:f7 b6 Bb7 B:g2 B:h1 (Moving the King to c7 is a possibility, although 6.Kc7 d5 Bh3 B:g2 B:h1 b6 loses to 7.e4 Ba6 e5 e6 e7 e8(Q) Qc8†) 7. Bg2 B:a8 Na3 000 R:h1 b3 Bd5†



8. Ke8 Ke7 Nh6 Rf8 R:f2 d3 d:e2 e1(Q) Italian mate. (0-1)

REVIEW

Is Anyone Out There?

The March issue (no. 6) of this occasional newsletter (if that's the right word) has the usual collection of outrageous games. It starts with a hybrid: U-Chessgi, a combination of Unambiguous Chess and Chessgi.

There follows a conglomerate horror: Mecklenbeck Camel Avalanche. This, if you are curious, is Avalanche chess with camels replacing knights and mandatory promotion on the sixth rank. Is this a good game? I haven't the faintest idea and too little of life left to find out. However, the editor/printer/publisher applauds Alessandro Castelli's contribution to Avalanche Chess: reverse the Black K and Q to negate the value of White's opening threat of mate with 1. e4/f6. And so do I.

On to Progressive Gravitational (for Gravitational, see ECV p.131.) [In Gravitational Chess the piece moved, other than pawn and king, must be able to drop back one square towards its home base. Both parts of the move can be captures, though that effect does not come into play in the example game; nor does the fact that it was Scottish Progressive. GPJ]

Here is a game (from LAOT): Cian Geoghegan v D. Mildenberger
1. d4 (recall that Ps and Ks are not affected by gravity) 2. f5, N(f6)f7 3. B(h6)h5, B(xf7)f6, B(h4)h3 4. d5, f4, B(xh3)h4, B(f6)f7? 5. e4, Q(h5)h4, Q(f6)f5, Q(xf7)f6, Q(xe7)e6†! (B or Q cannot intervene as gravitational square is occupied by BK.)

Next: Bichrome Chess (units must move to squares of the opposite colour to those on which they stand) plus Shogi pawns and Gutzwiller bishops (which move as bishops but only from any of the orthogonally adjacent squares, thus GBd4 can move to b1 or a2 but not to a1 or b2).

We are then offered Alternating King/Squirk Chess (squirk is squirrel + rook). This is followed by Cannibal Co-Chess and finally a problem page. Write to John J. McCallion, 42-65 Kissena Boulevard (Apt. 324), Flushing, New York NY11355 USA.

David Pritchard

ALICE CHES

by George Jelliss

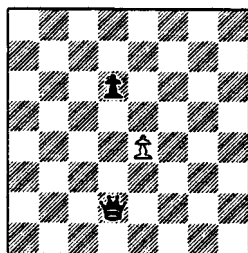
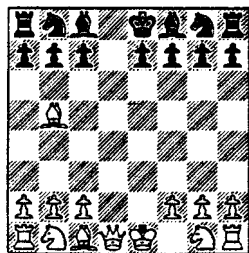
Since this is one of the games nominated for our Championship Tournaments, and is one of my favourite games (though my results indicate that this is not because I'm successful at playing it), I was surprised to find that we haven't featured anything on it since VC7 five years ago, so I decided to remedy this omission immediately.

Perhaps I can quote from two recent letters in support of my view of the game. David Pritchard: "an undervalued variant in my opinion". Paul Byway: "I think it a superb game. A single, simple change with profound consequences. The best sort of variant," unfortunately for my case he goes on to say "but maybe too difficult for me. I've only played one game and that gave me nightmares!" It does take one into a chess dream-world where the logic is disturbingly different from normal and space is strangely distorted. The variant was of course inspired by Lewis Carroll's *Through the Looking Glass* and what Alice found there and is very appropriately named.

There is essentially only one rule-change from orthodox chess: (1) *A second board is used, initially empty, and after a move, on either board, the moved piece is transferred to the square with the same coordinates on the other board.*

There are some supplementary rules to clarify the interpretation of this basic law: (a) *A move must be legal on the board on which it is made.* In particular the king cannot escape to the other board by a move through check.

There is a fool's mate game that illustrates this: 1. e4 d6 2. Bc4 Qxd2?? 3. Bb5 mate (1-0). I actually made this mistake against Alessandro Castelli, AISE Grand Prix 1995, on coming back to the variant after a long break, thinking that the king could escape to d8 on the second board, but d8 is controlled on the first board by Qd1, so Kd8 (or d7) would be a move through check. Note that the knight b8, bishop c8 and pawn c7 cannot stop the check by interposing, since they are immediately whisked off to the second board, and the black queen cannot interpose at d7 since its move is blocked on the second board by the pawn d6.



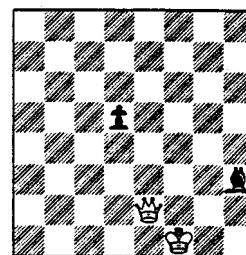
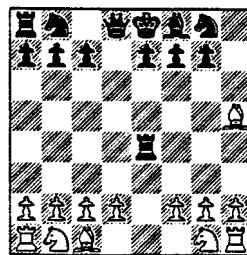
Black is checkmated!

(b) *A move cannot be made if its destination square on the other board is occupied.* The occupant may be of either colour.

Some cases of this are illustrated in the following game, which David Pritchard describes as 'none-too-brilliant', from the tournament mentioned in the Isolated Pawns section: J. Rincon v G. Horn, Geneva CV Tournament, December 1996. 1. d4 Nf6 (this reply to d4 is practically forced because of the threat 2. Qxd7 ... 3. Qa4/b5/c6 mate) 2. Be3 Ne4 3. Qd3 d5?? 4. f3?? (Qb5 is mate! — it is only too easy to miss an Alice mate because it often just doesn't look like a mate at all) 4...Qd6 (although the d rank is clear on the first board Q-d5/4/3 are not allowed because d5/4/3 are occupied on the second board) 5. Qb5+ Kd8 (Q-d7/c6 from the second board to the first stop the check but lose the Q) 6. Qg5+ (the queen takes the underpass through d5) 6...Ke8 (Here the interpositions N/Pf6 would be valid defences) 7. Bf4? Qb4+ 8. Kd1 Qxb2 9. Bxc7 Nf2+ 10. Ke1 Qc1 mate (0-1). (Nf2 'guards' f2 against WK by its mere presence.)

(c) *En passant capture is abolished.* The inventor of Alice Chess, V. R. Parton, said nothing about the rule for en passant capture, but since the rule for orthodox chess can be interpreted in at least two different ways (does the capturing pawn have to be on the first or second board?) and is subverted by the fact that the square passed over may be occupied on the other board, it is usual to forgo it.

Having given 'fool's mate' here is 'scholar's mate': Gabriele Cornacchini v George Jelliss, AISE Grand Prix 1996. 1. e4 h5 2. Be2 Rh4 3. Bxh5 Rxe4+ 4. Kf1 d5 5. Qe2 (thinking of 6. Qb5 mate) 5... Bh3 mate. (0-1). Superimposing the two boards shows an orthodox position where the Bh3 is attacked twice, its diagonal is blocked at g2 and the WK has a flight at e1; but the Alice interpretation is quite different.



White is checkmated!

Here are two other shortish games.

Aldo Kustrin v George Jelliss, AISE Grand Prix 1995. 1. d3 Nf6 2. Bg5 Rg8 3. Bf4 g6 4. Nf3 Na6 5. Rg1 d6 6. e3 Qd5 7. Kd2 Nc5 8. Nc3 Qf5 9. Bxc7 Qxf2+ 10. Be2 Nb3mate (0-1).

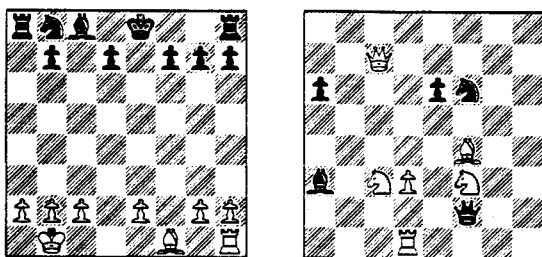
George Jelliss v Aldo Kustrin, AISE Grand Prix 1995. 1. g4 d6 2. Bg2 Qxd2 3. Qd7 Qxg2? (White can now force draw by perpetual check) 4. Qb5+ Kd8 5. Qb6+ Kd7 6. Qb5+ Kd8 (6...Ke6? 7. Qf5+) 7. Qb6+ Draw by perpetual check (½-½).

In the AISE Information sheet for the 1996 Grand Prix every move is followed by /A or /B to indicate which board the moved piece ends up on, and some players also do this, but I consider it unnecessary. It does however help in some cases where pieces are moved back and forth between the two boards quite often. In the following longer games I use a compromise notation, putting in only /A to indicate the moves back to the first board.

Carlo Alberto Veronesi was the 1993 and 1994 AISE champion in this variant and has an AISE/ELO rating of 2183. Since Aldo Kustrin's rating is 1974 my own will probably be about 1980. The following are the four games I have lost to C.A.V. in the 1995 and 1996 AISE events, and my four games against Paul Yearout of the USA, who doesn't seem to have an AISE rating yet, but I think has played Alice Chess in NOST.

C. A. Veronesi v G. P. Jelliss, AISE Grand Prix 1995.

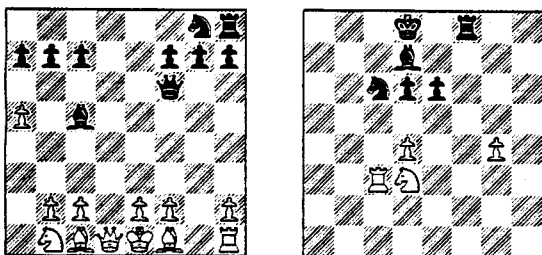
1. d3 Nf6 2. Nc3 e6 3. Qd6 Qg5 4. Qe5/A† Kd8 5. Bf4 (guarded by Qe5/A) 5...Qf5/A (guarded by Pe5/B)
6. Qxc7† Ke8 7. 000 a6 8. Nf3 Ba3† 9. Kb1/A Qxf2 (building up a nice attack, but should be defending)



10. Bd6/A Nd5/A 11. Qe5/A† Resigns (1-0) (11...Kd8)
12. d4/A† or 11...Be7/A Bxe7†

G. P. Jelliss v C. A. Veronesi, AISE Grand Prix 1995.

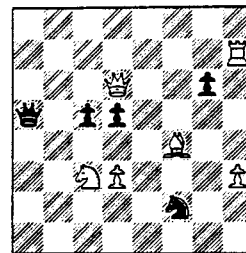
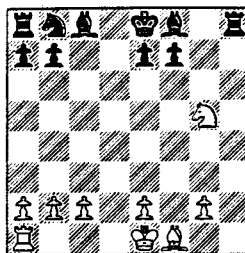
1. g4 e6 2. a4 Qh4 3. Ra3 Nc6 4. Re3/A† Kd8 5. d4 d6
6. Nf3 Bb4 (If 7 N×Q Ba5/A†) 7. a5/A Qf6/A 8. Ne5/A (for 9. Qd7†) 8...Bd7 Nd3 9. Bc5/A 10. Rc3 Rf8



11. h4? Bxf2 12. Rb3/A Q×Bf1 13. N×Bf2/A Qg2/A
14. Rh2 Rf1/A† 15. Kd2 R×Qd1† 16. K×Rd1/A h5
17. R×b7 Kc8/A 18. Rb4/A Qg3 19. Rg2/A Rh1
20. Kd2 Qe1/A 21. Nd3 Ne5/A 22. Rf2 Nc4†

C. A. Veronesi v G. P. Jelliss, AISE Grand Prix 1996.

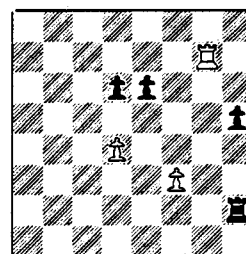
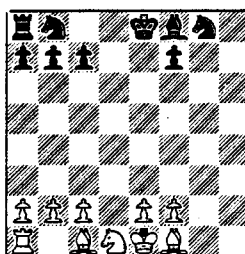
1. d3 Nf6 2. Nc3 c5 3. Qd6 Ne4/A 4. Bf4 d5 5. Nf3 Nxf2
6. h3 g6 7. R×h7 Qa5 8. Ng5/A (Now Black should defend, but tries an illusory attack — diagram)



- 8...Qb4/A† 9. Bd2/A (forced) Q×Bd2 (If the BQ could get back to b4 it would be mate, but the move is irreversible!) 10. Ne6 (for 11. Qd8†) 10...Bd7
11. R×Bd7/A N×Rd7 12. Nc7/A† Kd8 (forced)
13. Q×Nd7/A Re8 (stops both 14. Ne6† and 14. Qe8†)
14. Na6 Rh7 15. Qd6† Kc8 (forced) 16. Qc7/A† (1-0)

G. P. Jelliss v C. A. Veronesi, AISE Grand Prix 1996.

1. Nf3 d6 2. Rg1 e6 3. Rg3/A Bg4 4. R×g7 B×Nf3/A
5. g×Bf3 h5 6. Nc3? R×h2 7. d4 Q×Qd1 8. N×Qd1/A



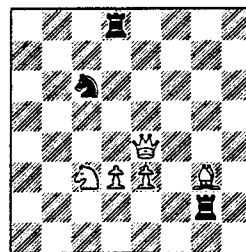
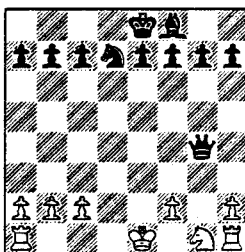
- 8... Bb4 (threat Ba5†) 9. a3 a6 10. a×Bb4/A R×Ra1
11. Bf4 Rhh1 12. Rg4/A Nf6 13. Rg6 Ne4/A 14. Rg8†
- Ke7 15. R×Cb8 R×Bf1 16. Resigns (0-1).

G. Jelliss v P. Yearout, AISE Grand Prix 1995.

1. g4 d6 2. Bg2 Nf6 3. Bf3/A d7 4. a4 N×g4/A 5. h3 Nxf2 6. c3Qf5/A 7. Bc6 Be6 8. d4 d5/A 9. Bg5 f6 10. Bh4/A h6
11. Nf3 g6 12. B×e7? R×Rh1 13. Bb5/A† Kf7 14. R×a7 Rg1/A† 15. Kd2 R×Qd1† 16. Ke3 Ng4/A† (0-1).

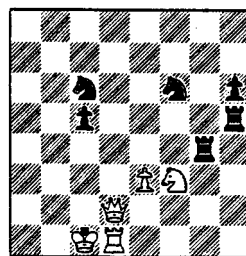
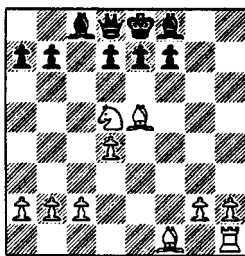
P. Yearout v G. Jelliss, AISE Grand Prix 1995.

1. d3 Nf6 (guarding d7/B against Q×d7) 2. Bg5 Rg8 3. Bh4/A Nc6 (guarding e7/B against B×e7) 4. Qd6 d5 5. e3 Be6 (anticipating the need for a guarded interposition at d7 after a White check along the a4-e8 diagonal) 6. Bb5Rg6
7. Ba4/A† Bd7/A 8. B×Bd7 N×Bd7/A 9. Q×d5/A Qc8 (guarding against Q×Nd7 and Q×b7) 10. Nc3 R1×g2!
11. Bg3 (trapping the R, but he is happy to stay where he is) 11...Rd8 12. Qe4 Qg4/A (13. Q×Rg2/A? Q×Qg2)



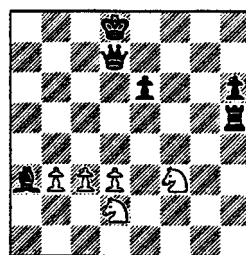
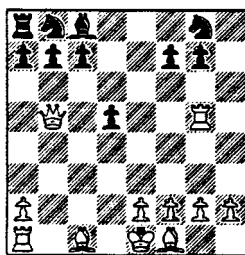
13. Rb1 (only the BNs prevent mates at b8 and a8) Rd4/A
 14. b4? Rdd2! 15. Resigns (0-1). (threat 15...Rd1†
 though after 15. Ra/c1 Rde2† 16. N×d2 R×d2† the result
 seems by no means clear.)

P. Yearout v G. Jelliss, AISE Grand Prix 1996. 1. d3
 Nf6 2. Nc3 c5 3. Qd2 Nc6 (To give a direct check to the
 king the checking piece must come from the other board,
 so it is necessary first to transfer forces to the other
 board) 4. d4/A Rb8 (This way of developing Rooks is
 common in Alice chess) 5. e3 g5 (This prevents the Bc1
 coming to g5 or f4) 6. f4 Rb8-g8/A (guarding Pg5 on the
 other board) 7. Nd5/A h6 8. Nf3 g×f4/A (Inconsistent
 play on my part. Ne4 now looks better to me) 9. B×f4 Rg4
 10. Be5/A Rh5 11. 000 (Perhaps judging that the
 activated Black force now being on the second board the
 king might be safer there. The BQ is now effectively
 'pinned': 11...Q-c7/b6?? 12. Qd8 mate)



11...Ne4/A 12. Bc7 Ra4/A 13. Ba6 Bg7 (The idea is
 14...Rc4† 15. c3/Sc3 B×c3†) 14. Bb5/A Rc4† 15. Kb1/A
 Rf5/A 16. Ba5/A (Desperate measures now needed to
 save the 'pinned' queen) 16...R×Nd5 17. Q×Rd5/A
 Q×Ba5 (Threatening 18...Qa1 mate) 18. a3 Qd2/A
 19. Q×d7† Kf8 (I put these two moves in as an if...then
 clause, but it seems Paul may not have noticed the
 discovered check, so perhaps I should have kept quiet!)
 20. Q×g7/A Qc3 (stops Qh8 mate) 21. Rd8 Resigns
 (1-0). (if 21...Bd7/Be6/Nf6 22. Qg8/Re8/Qh8 mate)

G. Jelliss v P. Yearout, AISE Grand Prix 1996.
 1. Nf3 d6 2. c3 Qd7 3. Rg1 e6 4. Qb3 d5/A 5. d3 h6
 6. Qb5/A† Kd8 7. b3? Ba3 8. Nbd2 Rh5 9. Rg5/A



9...Rc5/A! 10. Qb6† Ke8/A 11. Qe3/A† Qe7/A
 12. Ne5/A R×Bc1 13. b4 (to stop Bb4†) 13...Nc6 14. d4
 Bb2/A 15. Rd1 Rb1/A† 16. Rc1/A B×c1†

I hope these games give some idea of the possibilities
 of Alice play, though they are far from perfect.

GRAND CHESS

The Yerevan Games

by Malcolm Horne

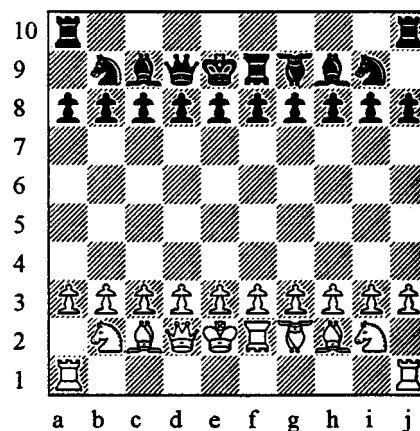
Between the 19th and 29th of September last year 24
 players (11 from Armenia, 7 Malaysia, 2 Singapore, 2
 Faroe Islands, 1 Myanmar and 1 Mozambique) took part
 in the Grand Chess 'Yerevan Games', held alongside the
 FIDE Chess Olympiad in Armenia.

Although not a full-scale tournament (several players
 completed just one or two games), a total — or grand
 total? — of 34 games were played. White came out on top
 17-16 incidentally, with just one game drawn. The
 players were all in the 2250-2350 Elo range, and the best
 scorers were Vardan Melkonyan (Armenia) with 12/12
 and Tan Wei Sin (Malaysia) with 5½/7.

Digital game timers were used in Fischer mode, with
 15 seconds additional time per move (and presumably
 little or no basic time to start off with?). Although an
 admirable event, it is a pity that the time limit was so fast,
 especially bearing in mind that the players had little or no
 previous experience of the game. Fast time limits may
 provide excitement, but they generally produce bad chess.
 Most of the games were spoilt by very elementary tactical
 errors, and 15 seconds extra per move really makes it very
 difficult to have any grand insights. Nevertheless here are
 three of the games which rose above the crowd.

Rules of Grand Chess

10×10 board. Starting position as illustrated.
 Rotated symbols indicate added knight powers.



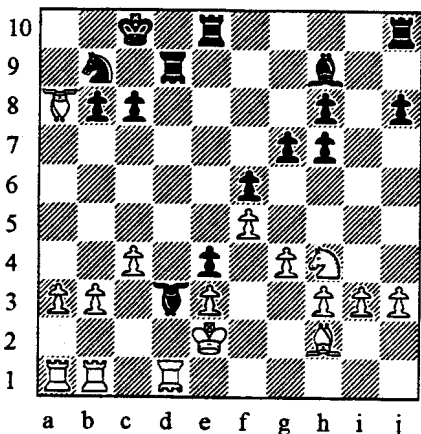
The double pawn move option is as usual, including
 en passant capture, but pawn promotion is only to a piece
 that has been lost and is on any of the back three ranks —
 optional on the first two, compulsory on the last (similar
 to Shogi). There is no castling. (See also VC19, p. 181.)

In the game scores that follow the R+N is denoted by
 C for Chancellor and the B+N is denoted by A for
 Archbishop. (The inventor, Christiaan Freeling, calls the
 pieces Marshall and Cardinal respectively. ECV p.129)

Game 1

ARMAN HAIRAPETYAN v. VARDAN MELKONYAN
(both Armenia)

1. Nh4 This was the second most popular opening try (7 games). Commonest was e5 (12); also d5 (6), f5 (4), b4 (2), g5 (1), e4 (1) and Rae1 (1). Strangely no Nc4. 1. ... Nh7 2. Nc4 f6 3. d5 g7 4. g4 Rae10 5. Bf5 Kd10?! 6. Nb6 Winning a pawn, although in Grand Chess a mere pawn is not necessarily vital. 6. ... d7 7. Nxa8 Ac5 8. Rjb1 e6 9. Bxh7 i×h7 10. Nxc9 Kxc9 11. dxe6 dxe6 12. Qxd9† Cxd9 13. f5?! e5 (13. ... e×f5!?) 14. Aa8† Kc10 15. c4 e4!? 16. Cd1? Necessary is 16. Rd1, so that d3 is covered three times rather than just twice. 16. ... Ad3† (diagram).

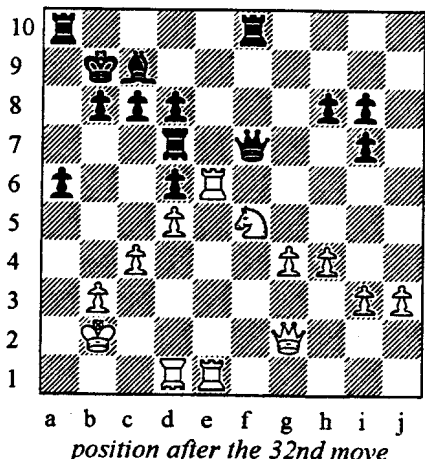


17. Kd2 Unfortunately 17. Cxd3? allows 17. ... e×d3 and Black promotes to a queen! 17. ... Axb1† 18. Kc1 Cxd1† 19. Kxd1 Ac3† 20. Kc2 Axa1† White Resigns (0-1).

Game 2

AYAKYAN YEGISH v. TAN WEI SIN
(Armenia and Malaysia)

1. d5 f6 2. Rae1 Axa3!? Winning a pawn, but arguably losing too much time. 3. Nc4 Ag9 4. Kd1 Kd10 5. g4 Nh7 6. Nh4 g7 7. Bd6 e7 8. Ba3 Nc7 9. Bg6 Bf7 10. Bxf7 Qxf7 11. f4 Kc10 12. Kc2 Nb5 13. Bb4 Ae8 14. e5 fxe5 15. Nxe5 Qg8 16. Nc4 g6 17. f5 Rf10 18. Cd1 gxf5 19. Nxf5 Ag6 20. Kb2 Ai7 21. Ae3 Ng5



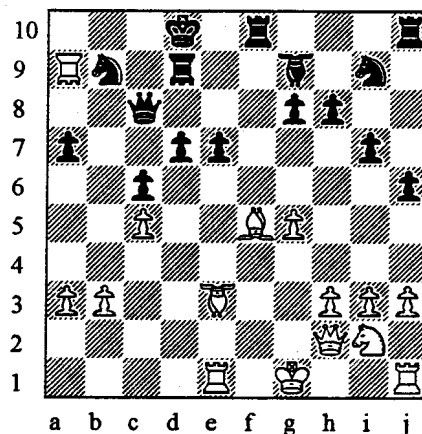
position after the 32nd move

22. Qg2 Kb9 23. Rjf1 Ce9 24. h4 Nf7 25. Axi7 jxi7 26. Ne5 Nxe5 27. Rxe5 Cd7 28. Rfe1 a6! The start of an interesting idea. White's problem is that his king is more vulnerable than Black's. 29. c4 Nd6 30. Bxd6 exd6 31. Re8 Qf7 32. R8e6 (diagram) 32. ... a5! 33. Rxd6 a4! 34. bxa4 If 34. Rxd7? Black promotes to an archbishop on a3 giving check. So instead the dangerous pawn has to be removed ... leaving Black with an irresistible attack. 34. ... Cc5 35. Qc2 Rxa4 36. Re4 Qb7† 37. Kc1 Ra1† 38. Kd2 Rxd1† 39. Kxd1 Ra10 40. Re9 Ra1† 41. Ke2 Qb4 White Resigns (0-1).

Game 3

MOK TZE MENG v. TAN TZER EN
(both Malaysia)

1. f5 b7 2. e5 i7 3. d5 Bb8 4. g5 j6?! This looks rather inappropriate. 5. Ae3 Bj7† 6. Kf1 e7 7. Re1 Rah10 8. Ce4 Kd10 Here 8. ... h6!? would be logical after Black's previous move. 9. Ca4 a7 10. e6 Qc9 11. c5 f7 12. Nc4 Bg10 13. d6?! Loses a pawn. 13. ... fxe6 14. Kg2 exf5 15. Bxf5 Cd9 16. Cb4 Bc6† 17. Kg1 Rf10 18. Ne5 d7 19. Nxc6 dxc6?! Better is 19. ... bxc6, stopping White's next. 20. d7! cxd7 21. Cxb7 Bxh2† 22. Qxh2 Qc8 23. Ca9 (diagram)



23. ... Qe8?! The alternative 23. ... Qb8? loses to 24. Ca10†! but 23. ... Qc7 looks OK, trying to dilute White's attack. Instead White soon begins to pose too many problems. 24. Nh4 h7 25. Ac4 e6 26. Aa6 Cc9 27. Ab8 Axc5† 28. Kh1 Qxb8 29. Qxb8 Kd9 30. Cxb9 Rc10 Not much better is 30. .. Cxb9 here. 31. Qd8† Ke10 32. Cxc9† Rxc9 33. Qxc9 Ng10 34. Bxe6 dxe6 35. Qxc6 Axa3? 36. Qa6† Black Resigns (1-0).

(We were hoping to publish a larger selection of the games from this tournament, but the quality of play was poor, probably, as Malcolm Horne notes above, because of the time limits and lack of preparation. The complete set of games (plus a few others) can be found on the internet. The website address of Christiaan Freeling and Ed van Zon is: <http://www.mindsports.net/> and Grand Chess can be found at this address followed by *Arena/GrandChessIntroduction/*. Info. from Hans Bodlaender.)



PROBLEM PAGES

conducted by *Ronald Turnbull*
 Highland Cottage, Gatelawbridge, Thornhill
 Dumfriesshire DG3 5EA, Scotland



In the captions to last issue's originals I drew attention to the legality or otherwise of various diagrams without explaining why I cared. 'Problems in Fairy Chess are beginning with the diagram!' wrote Erich Bartel, and such of you as commented on my stickliness for legality agreed.

Legality means that the diagram position could have arisen from the game array, with the fairy stipulation applying right from the start, and fairy pieces getting onto the board as promoted pawns. In some fairy forms this is impossible — on an Anchor Ring Board, adjacent kings make the game array illegal. In others, to ask for legality is unreasonably restricting — in Strict Circe, legality would require all 32 units still on the board.

Where it is reasonable to do so, I desire (I don't require) legal positions, for two reasons:

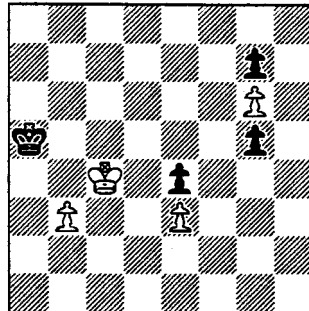
- * it acts as a restraint on excessively congested settings
- * it opens the possibility of hidden retro play: e. p. keys, Black can't castle, etc. See 155 in the last issue, and (D) in this issue in the tourney announcement (page 77). I like these things, and it'd be a pity to have to blow them by putting 'RETRO' in the stipulation.

An appeal to composers: if your composition is in some fairy form that hasn't been in *VC* recently, please give a complete specification (including moves of pawns on the 1st rank, castling conventions, etc). I'm more ignorant than you think!

Original Problems To Solve

Problem 171, though long, is your 'easy starter'. Black makes 19 successive moves, after which a White move gives mate.

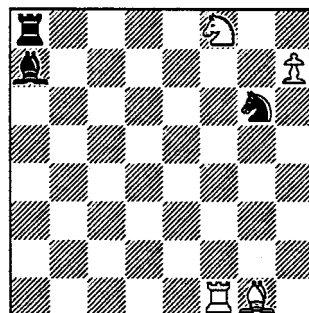
(171) A. GRIGORYAN



Serieshelpmate in 19

172 has been either 'debugged' (stripped down) or 'debugged' by our previous problem editor (SP) from a more congested version. [N.B. the solution isn't 1 h8S Rxf8 stalemating White — wrong one stalemated. (After these moves the position is a 'double stalemate': Black would be stalemated if it were Black's turn to play; but it isn't, so he isn't. GPJ)

(172) A. ZARUR

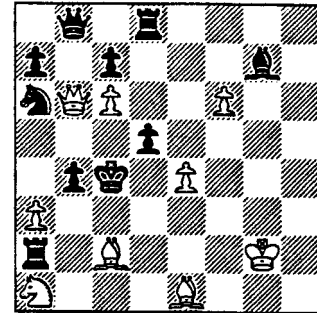


Madrasi Chess. Stalemate in 2

Circe, the goddess who pours out strange intoxicating drinks and turns people into pigs, has pride of place in our problem column this month.

In Circe Chess (173) a captured unit is immediately reborn on its game-array square, if vacant. Pawns: game-array square on file of capture. S,B,R: game array square of same colour as capture square. Reborn rooks may castle.

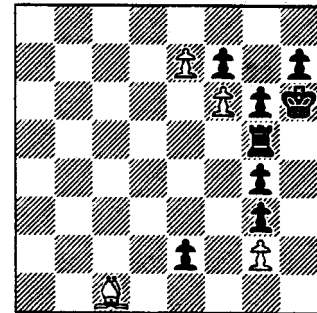
(173) John RICE



Circe Chess. Mate in 2

In Circe Malefique (174), captured units are reborn on the game-array square of the other side. So if we captured that BR on g5, it'd be reborn on a1. In 174, White moves once, then Black moves four times, then White can stalemate.

(174) Erich BARTEL

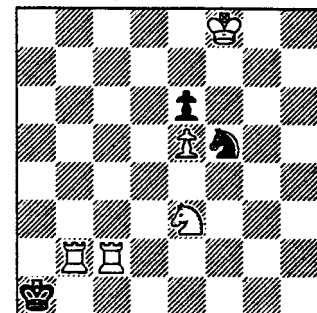


Circe Malefique. White moves then Serieshelpstalemate in 4.

(b) White Knight f6

In Anti-Circe (175) captured units disappear, but the captor is reborn. If the rebirth square is occupied, the capture is illegal. This is interpreted to mean that a unit may capture from, but not on, its own rebirth square. So in 175, 1 Rb1 doesn't give check. 175 is after R. Bedoni who composed the last two moves of the main variation(s).

(175) Stephen EMMERSON



Anti-Circe. Mate in 4.

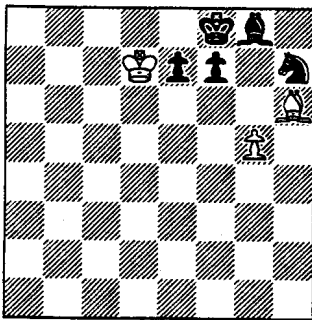
In lighter vein is the same composer's 176. At the start of a game each player has in pocket an extra bishop, which may be deployed onto a vacant square in stead of one normal move. White retracts, then Black retracts: then Black plays so that White can mate. There are two variations: after White's retraction, two different Black retractions lead to Helpmate in 1. In a retractor problem the diagram must be legal, as must all positions retracted to.

The Lion is the king of beasts, but this month presides over a very mixed menagerie: the Rose is a plant; the Jabberwock doesn't exist at all.

Looked at in Darwinian terms, the Lion's simply a Grasshopper that kept going ... it moves and captures on queen lines to a square beyond an intervening piece. Lion h8 (178) can move to h3, h2, h1 and c3, b2, a1, while Lion e7 can capture on h4 but has no other move.

The Jabberwock is a lethal sort of hamster. Or: Jabberwock moves and captures along queen lines to a square immediately before another unit: with added power to make a null jab against a unit it's already standing next to. So in 180, JW d7 can capture e6, move to d5, f7 or stay at d7. Play could commence 1: JW d7-d7 JW e6-e6, 2: JW d7-d7, etc. (This raises an obvious question about the Rose.)

(176) Stephen EMMERSON



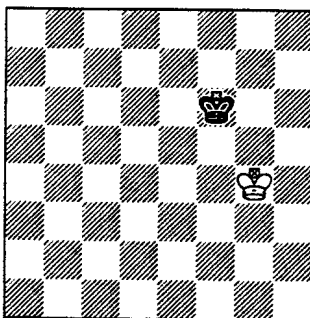
Pocket Bishop Chess.

White and Black retract one move for Helpmate in 1 (2 variations)

The previous two problems, by revealing the mentality of the judge of our theme tourney (announced on page 76), could I suppose help prospective entrants. What will he make of 177?

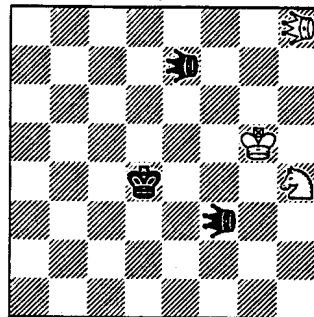
In Sentinels a piece (not pawn) moving (not from 1st or 8th rank) leaves an own-colour pawn on the departure square (unless there are already eight own-colour pawns on the board). In Angevin Sentinels a move is illegal if the resulting position would be illegal under orthodox rules. [See 129, VC 21.]

(177) Ian RICHARDSON



Angevin Sentinels Helpmate in 3

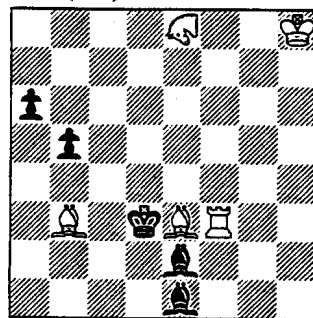
(178) Juraj LORINC



Lions. Helpmate in 3, 2 ways.

The Rose is a bent nightrider which moves around a circle: in 179, Ro could move through d6 and e4 to g3; move BK to c3 and the Ro would pin Pb5 and Be2, as well as giving check! Solvers (and composers) will find the Rose a prickly plant to handle.

(179) Paul RAICAN

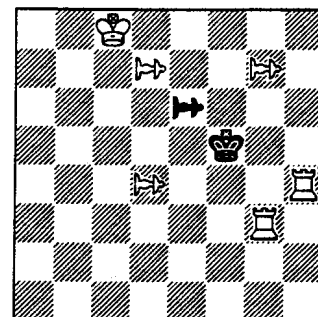


Rose. Helpmate in 2, 2 ways.

Disappointingly, Jabber problems have not flooded in. I really thought the Jabber was to be the Grasshopper for the next millennium, but it seems this was too grandiose a hope.

The Hamster (C. M. B. Tylor *Chessics* 1980) is a Jibber (non-capturing Jabber) with added power of making a pathetic null-jab against an adjacent fence.

(180) George JELLISS



Jabberwocks. Mate in 4

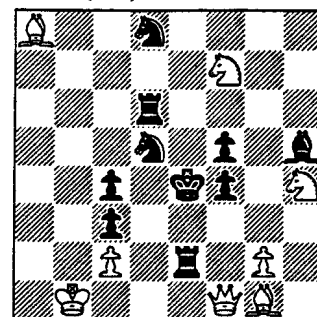
With no clever rule-bending, 181 and 182 are just nice classic fairy chess. (Why does anyone still persist with worn-out orthodox?)

(The editor wonders who was the first author to express this sentiment? And invites arguments for or against the proposition. GPJ)

Note how the composers have not shrunk from obvious constructional difficulties to bring you solving pleasure. Several unsatisfactory settings will have been humanely put to death on the way to these two diagrams.

Anti-Andernach (181): unit that moves without capturing changes colour.

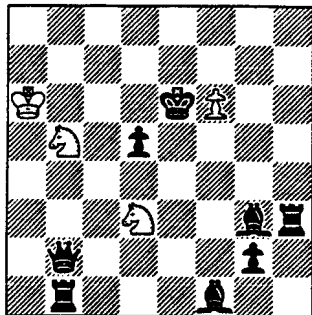
(181) John RICE



Anti-Andernach Chess Mate in 2

No captures (182): captures are illegal, except capture of enemy king.

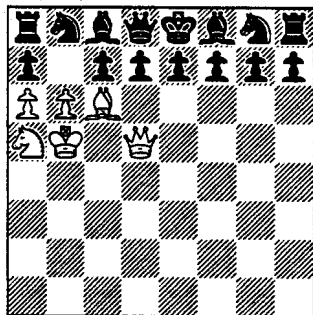
(182) Juraj LORINC



No Captures.
Helpmate in 2, 2 ways.

In 183 White plays twelve moves, after which Black is compelled to give stalemate.

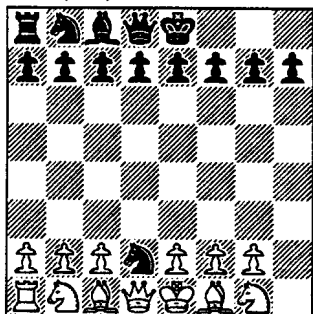
(183) Ian RICHARDSON



Seriesselfstalemate in 12

In Relegation (184), a White piece (not king) that moves to the second rank (or a Black piece that moves to the seventh rank) becomes a pawn. (The normal promotion of pawns to pieces isn't affected.)

(184) Erich BARTEL



Relegation Chess
After Black's 5th. Game so far?

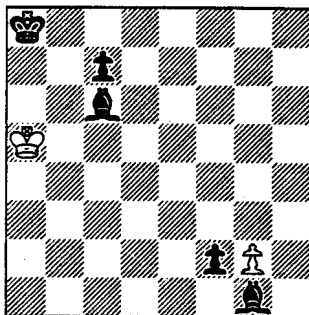
Finally, a couple of hard ones before we enter the realm of the Spirits. Though not as hard as last month's hard ones, I don't think.

Einstein Chess (185) hasn't been used much in Britain so I give a full description. A unit that captures gains mass-energy along the chain P-S-B-R-Q-Q (Qs unchanged). A piece that moves without capturing loses mass-energy along the chain Q-R-B-S-P-P (Ps unchanged). So Black has 1 ... Ba4 (=S) or Bxg2 (=R). Kings are not affected.

There is no pawn-promotion of the normal sort, and pawns on the promotion rank have no power of movement. Pawns on the back rank can capture normally and move forward one, two or three squares. They can be captured e.p. on both intermediate squares. So WP on e1 could capture on f2 (becoming S) or move to e2, e3, e4; with possible e.p. capture on e2, e3.

Castling only with game-array rook (no degraded queens). It is easy to compose Einstein Chess problems that are very hard to solve. Composers please beware of this tendency.

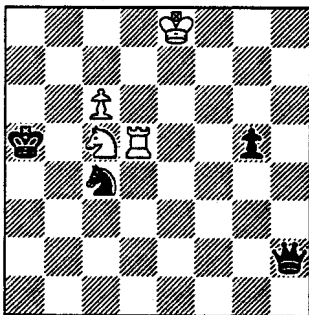
(185) M. VELUCCHI



Einstein Chess. Helpmate in 5

In Maximummers, Black always chooses a geometrically longest move (measured between square centres).

(186) Paul RAICAN



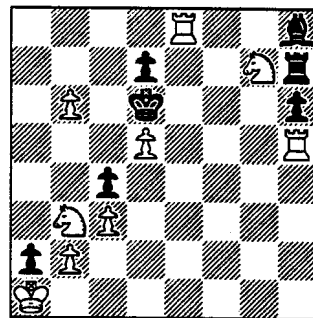
Maximummer. Selfstalemate in 7

So unless White's first move obstructs or gives check, Black will start 1 ... Qb8†. Note that White's aim is to get stalemated.

Knight-Spirits were explained in full in the last issue. Composers have been finding them inspiring (!) but difficult to pin down. However, by means of darkened rooms and sensitive thermocouples, we have:

187, which reassures me that the form is capable of at least one good honest two-mover.

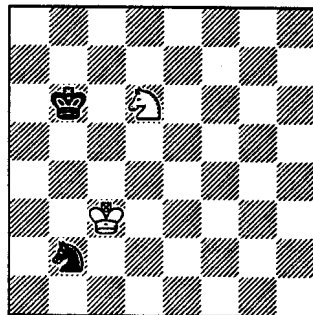
(187) Juraj LORINC



Knight Spirits. Selfmate in 2

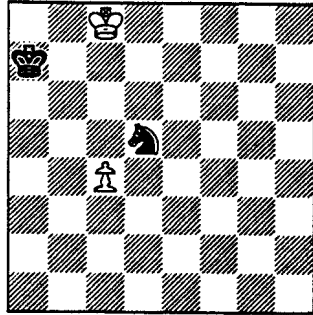
188 (a version of 169) has the decency to offer, as respectable helpmates should, two solutions.

(188) Stephen EMMERSON



Knight Spirits
Helpmate in 3, 2 ways.

(189) Ronald TURNBULL

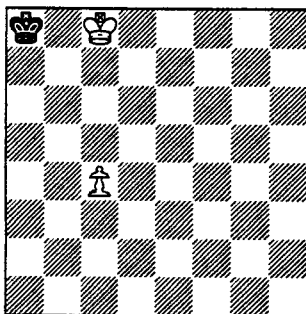


Knight Spirits
Helpmate in 2½, with set plays

189 looks rather like 190, being me not managing to solve the latter. Set-play: as well as the solution where White moves first to mate on his third, there is another with Black moving first, for mate on W's second.

Knight-Spirit Retro Rules: In general, Knight-Spirit play starts from the diagram. However, where 'RETRO' is specified, we assume diagram has been reached from game-array, so that there must be four knights or else a Knight-Spirit on the board. This applies also where RETRO is self-evident, as in 190 (no knights on board). Now: no non-knight may make a knight move unless history of diagram, or play already played, mean that it has to be the inspired unit. (Technically, this is the manifestation in this context of 'Prove it by Doing It' or 'Post Factum'. Ceriani Ethics would say, rather: 'in diagram, each unit must be considered as possibly inspired unless retroanalysis can show otherwise'.)

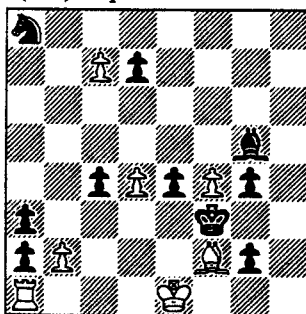
(190) Peter FAYERS



Knight Spirits
Helpmate in 2½, 2 ways.

Finally an Emmerson 'Eavy-weight.

(191) Stephen EMMERSON



Knight Spirits
Maximummer. Selfmate in 5.

WR and WK suggest castling, so let's clear up: W will be prevented from 000 if Kd1 would be self-check (e. g. WK inspired; BPc3; b2, e3, f2 vacant).

And we might as well sort the other thing — an inspired pawn moving knightwise will capture e.p. So place inspired BP on a5 and let White play b2-b4. Black can play \$a5-b3 (takes WP e.p.) and cannot play \$b3 without such capture.

Thanks to composers who by sending so much fine stuff have made my work this month hard, but enjoyable (like many of the problems themselves!) I've plundered the treasure-house pretty bare, trusting in your creativity to refill it in time for VC 25.

Variant Chess Theme Tourney 1 Two (or Fewer) Pieces

Judge: Stephen Emmerson
Closing date: 31 December 1997

Entries to: Ronald Turnbull,
Highland Cottage,
Gatelawbridge, DG3 5EA

Over the years I have gained inspiration and delight from theme tourneys set in various magazines. Here in *Variant Chess* I thought it would be best to start in a small way. VCTT1 is for: **Problems of any sort with two or fewer pieces.**

I intend to publish the prizewinners and award in the Summer 1998 issue (VC 28).

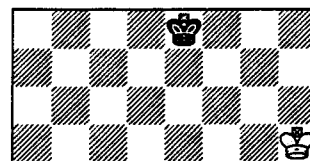
Problems published in this and the next two issues (VC 24, VC 25 and VC 26) will be considered in the tourney. Please indicate if submissions are offered for publication, or for the tourney only.

Stephen writes: "I hope I get to judge more chess than ingeniously contrived stipulations," and adds, on one-piece problems or 'Einsteiners': "If we don't allow these, we may

open the door to all sorts of horribly uneconomic settings!"

Thanks to Stephen and to George Jelliss who have supplied (or composed) many of the following examples. We start with a real classic (A): economy of force, but also economy of stipulation — it's almost orthodox. And it's got a theme too. Do attempt this before turning to the solutions.

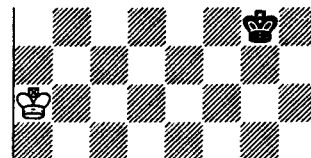
(A) J. SUNYER
Chess Amateur 1923



W & B retract one move
for Helpmate in 1

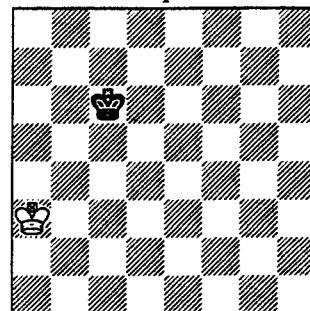
Sentinels are an obvious way of getting some extra force onto the board — see also the problem by Ian Richardson in this issue. (B) is straightforward; (C) combines small force with big difficulty. (Here White plays seventeen moves, after which Black is compelled to give mate.)

(B) M.KERHUEL & J. DUPIN
Rex Multiplex (?) 1992



Sentinels. Seriesmate in 9.

(C) M.CAILLAUD
Rex Multiplex 1992

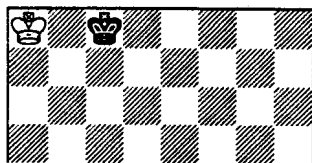


Sentinels. Seriesselfstalemate in 17

Pocket Pieces are an even simpler way of filling the empty board. After we'd exchanged a few letters about 152 (VC22) and related

problems, Peter Fayers composed and sent to me problem (D) — sadly for Peter, the day his letter reached me was the day (D) appeared in the *Problemist* — with my own name above it! Each player has in his pocket at start of game a third rook. This may be deployed onto any vacant square in stead of a normal move. So W could play 1 Add Rc1†.

(D) R. TURNBULL
Problemist 1997

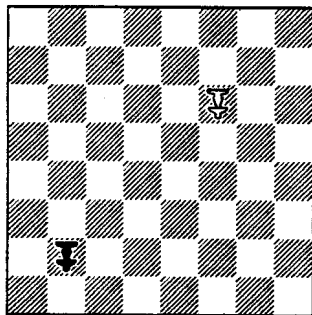


Pocket Rooks.
W retracts for Helpmate in 1½
(b) BK to e8

A Royal unit moves as normal, but suffers check and checkmate as if it were a king.

The **Five-Promoter Pawn** (E) is one of T. R. Dawson's many worthwhile inventions: it promotes to R, B, Nightrider, Camelrider or Zebrarider only. (In other words the five simple straight-line movers that can function on an 8×8 board.)

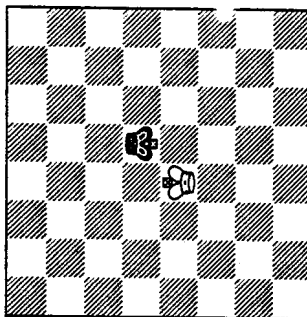
(E) R. TURNBULL original
& G. JELLISS Chessics 1980



Royal five-promoter pawns.
Helpstalemate in 3
(b) f6 to g6.

The **Clockwork Mouse** (F) moves one square in the direction it's pointing, or rotates 90° to right or left. So the one on d5, pointing East, can move to e5 or turn to point North or South. The one on e4 points West and can move to d4 or turn to point North or South. These are royal mice.

(F) G. JELLISS
Chessics 1980

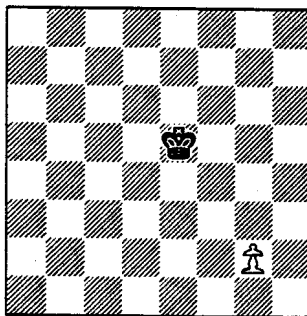


Clockwork mice. Helpmate in 5.
2 ways, with set play.

I'm not really helping prospective jousts when I disclose that the judge considers (G) and (H) to be excellent: it'd be difficult not to be impressed by their natural stipulations and genuine problem content.

In **Haaner play** (G), after each move the vacated square becomes a hole that cannot be moved onto or ridden over.

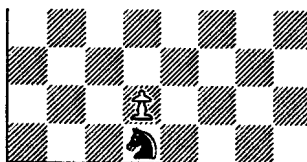
(G) H. EBERT & H. WINTERBERG
Feenschach 1980



Haaner play. Helpstalemate in 4½
with set play.

In **Losing Chess** (H), either side that can capture must, king's aren't royal, pawns may promote to king and the side to lose all his force wins.

(H) J. BEASLEY
Problemist 1993



Losing Chess.
Win. (b) d2 to b2

The tourney judge economises on board size as well as force to offer (J). **Double stalemate**: in the final position Black is in stalemate and White, were it his move, would also be in stalemate.

(J) S. EMMERSON, original



Helpdoublestalemate in 1
with set play

I won't use up diagrams for the following two **Einsteiners**:

(K) R. TURNBULL, *Problemist* 1997: Neutral king h3. Sentinel play, with neutral pieces depositing neutral pawns. Helpstalemate in 3½.

(L) G. P. Jelliss, *Chessics* 1980: A clockwork mouse placed anywhere on the 8×8 board visits every square twice (i.e. enters and turns or enters twice), ending where it starts. See (F) for definition.

Quibbles: An imitator will count as a unit. 'Add an unknown piece on g3' or 'Add a WK somewhere on the board' — the pieces to be added count as given. Newly invented stipulations, pieces, boards, etc. will be considered on their merits.

Solutions to these Tourney Examples are on page 79.

Solutions to the Originals in VC23

Comments by Erich Bartel, Vlaicu Crisan, Stephen Emmerson, Aubrey Ingleton, George Jelliss, Juraj Lorinc, Stefanos Pantazis, Paul Raican, Ian Richardson, Mark Ridley, Ronald Turnbull.

153 S. Emmerson. 7 Kf6 8 KHe7 9 Ke6 11 KHe3 15 Kd2 16 KHc1 17 Kd1 18 KHe1 29 Kf1 30 KHg1 41 Kh1 Kg3†. Mate obvious, but not how to get there, with several false trails taking 42 moves. (MR). Nice switchback (VC).

154 G. Jelliss. Add WKg6 for 1 Kd6 Jd7† 2 Kc5 Jb5† 3 Kd4 Jd3† 4 Ke5 Jf5† 5 Kd5 Eh5†. One mate reachable in eight ways (K starts N, S, E or W, then goes clockwise or anti). Very geometrical (AI).

155 R. Turnbull. (a) 1 000 (2 Rd8) 00 2 Rg1. (b) 1 Rd1 00?? Black can't castle, no previous move by Jabber or anything else. 1 000? Jd2! (c) 1 000. 1 Rd1? Jd2! (d) 1 Rd1. Jabber a3 can only have promoted on a1, White can't castle. (e) If Black can castle, his previous move was Ja4-b5, this jabber promoted on a1 and White can't castle. So 1 000! proving that Black can't 1...00. [Part (e) controversial, full point for (a) to (d) only.] Great jabbing — hope you won't stop here! (VC)

156 N. Vasyuchko. 1 R×g7 Be4 2 Rb7 Ge3 and 1 G×e5 Bg2 2 Gc3 Gg1. Ah, switchbacks! They don't really add to the interesting White strategy, but enhance the geometry. (SE) As usual Zilahi problems: rich Black strategy and poor White play. (VC) Two switchbacks are a bit too little. (JL) Interestingly inconsistent comments! (RT)

157 N. Vasyuchko. (a) 1 R×d3 NRHf8 2 Rd6 d4 (b) 1 KA×d2 NRHf7 2 KAd7 d4. As this has two extra types of fairy, it may be classed as heavier than 156, but it was fun to solve. (MR) An engaging (? it could be 'annoying') mating move that brings three pieces into play. (IR) Again switchbacks, but here they are essential to the point, as the absent Black piece can't function as a hurdle. (SE) Pieces d6,d7 could be Lions, with reversed solutions. (SE and SP)

158 E. Bartel. 2 Kd2 3 Nd3 g8N and 2 Kd6 3 Gd5 g8Z and 2 Kg3 3 Zf3 g8KA and 2Kg5 3 KAf5 g8G. Carnival of the animals! Tricycle of blocks and mates by KA, G, Z but N unicycle. (GJ) Least that can be expected is a cycle of self-blocking pieces and promotions; as it is, far too slight and uneconomical with unused White force in each part. (SE) Crossed star and fairy Auw, all are only possible in 'the Edinburgh Zoo'. (VC)

159 V. Peretyatko. 1 d5 Kb8 2 d4 c4 (2... Kc?? 3 MR b6 c4 4 d3??) 3 MRb6 Kc7 4 d3 Kd6 5 d2 K×c5 6 d1MR Kb4 7 MRb5 c×b. Set to demonstrate Madras e. p. rule. However, as I under-stand it, after 3... c4 it is the White pawn, standing en prise to BPd4, that is paralysed for the single following move. BP is mobile, can play 4 d3 or indeed 4 d×c3 e. p. (This is the accepted rule, though I dislike it myself as a spurious complication.) MR substituted for N at proof stage to eliminate cooks, but was insufficient: 1 MRd4 Kb8 2 MRb3 Kc7 3 c4 Kd6 4 c3 c×b 5 c2 b4 6 c1MR Kc5 7 MRa5/b5, (SE, IR) And similarly with 2 MRb4. (SE)

160 S. Emmerson. 1 Se×d5. Not check, as S is spiked between the two queens. But now 1...Qc8?? etc selfcheck. Random move of WQ gives chck from WS (back-to-front battery) but no threat as 2 Q-† Q×S and 2 Qa5†/Qd2† Qe5/Qd6! re-spiking. 1... Qf7/Qg8 2 Qa5/Qd2. 1... c2/f2/Ke7 2 Qb2/Q×f2/Qa3 (check from WS, while after 2 ... Q×S??, Black is in check from WQ). 1... Be7 2 Sc8. Other moves of BQ, BB are selfcheck. Battery openings by WQ, with WS protected by unspikable reguard after BQ moves and Isardam Q-pin otherwise. But perhaps I was wrong to class this among the 'easy ones'. (RT) I could solve only after re-reading article in the *Problemist*. (VC) Beautiful. (PR)

161 P. Raican. (a) 1 b×c5=w B×e7=b 2 B×g5=w Bh4. (b) 1 S×g5=w S×d3=b 2 S×c5=w Se4. Good models, if slight mismatch in keys. Unused WPs mopped up in play! (SE) However, it was still a good solve. (MR)

162 J. Rice. (a) 1 Q×h7=w e×fS=b 2 S×g6=w Sh4 (b) 1 Q×e7=w h×gB=b 2 B×e6=w Bg4. Neatly done: I imagine the Qs are very dangerous. (SE) Interesting change of Andernach battery. (EB) Unexpected batteries and not easy at all. (VC) A beauty. (IR)

163 J. Rice. 1 b4=b (2 S×b4) 1... cBd3/eBd3/cSe6/fSe6/b3/Sd3=w 2 B×e3/B×c3/S×f4/S×c7/b×c/Sd×b4. Five variations with same defensive motives. (SE) For Anti-Andernach directmate simply to exist is enough — but here we have elegant countercaptures too. (RT) Every piece well used. (GJ) Sure hand of master — my 164 in comparison is like a beginner's work! (VC)

164 V. Crisan. 1 d1S=w c8Q=b 2 Qa6=w S×c3. (b) 1 d1B=w c8R=b 2 Rc6=w B×f3. How to do Auw: simply and perfectly. (SE) Nicest of the four enjoyable 'lucid little 2-movers'. (AI)

165 E. Bartel. 1 a1=S/B/R/Q ... 3 S/B/R/Qd2 e5. Unit on d2 is 'pinned' by the WPe5 — only if it moves does the pawn give check. Similarly BR pinned by WB. Hmm. (SE) This could be done more economically. (VC) Composer apologises: already published, *Sahova Skladba* 1996.

166 V. Nebotov & A. Khandurin. (a) 1 Q×a3 R×a3 2 Kc8 R×a8. (b) 1 Qh7 Rb3 2 R×a3 Kb7. (c) 1 Kc8 Rb3 2 Ba1 Rb8 and 1 Qh7 Kb6 2 Qh1 Rc8. Interesting play, 1 Qh7 is good both times, esp. in (b). (SE) Rough stuff. (GJ) Like mud-wrestling: messy (no theme, repeated Qh7) but enjoyable. (RT) No connection between the solutions, but this is not a criticism! I really liked it. (VC)

167 C. Frankiss, J. Lorinc, M. Ridley, & B. Stephenson. Not quite so tough as it looks. To mate WK, e1 must be blocked by black unit or else white unit that can't move away, and WK himself is obvious candidate. He will arrive there by being captured, and we note that on c6 he could be captured no less than 8 times. Hardest part may be finding the threat ... (NB fairy units are reborn on the enemy home rank, since they are considered to have appeared by promotion). 1 Kc6 threat 2 K×b7 (Pao b1) V×b7 (Ke1)‡. All defences capture WK to e1. 1...L or Re ×c6 2 e4 L×e4 (e2) 1...d×c 2 S×c6 R×c6 1...R×c6/Pao×c6 2 Sd3/Sf3 Lb4/Lh4 (S×L??) 1... S×c6/B×c6/V×c6 2 a×b/b×a/g×f.

Eight excellent variations, in two of which S×L is forbidden, nice captures on e4, and the very funny line 1...d×c6 where all moves follow the key-piece to c6, miles from e1! Incredible construction in which most pieces pull their weight. (SE) I'd prefer less congested and legal setting with slightly fewer variations, though composers showed restraint in not adding further Leos c8, e8. (RT)

168 P. Raican. Various cooks found before publication, but too late to make substitution. But much fun cook-finding: 2 points for any six solutions. (a) 1 RBSb2† Qd2 2 Rb8 Qd8 (SE) is shortest. (b) 1 RBSa4 Qh1 2 BSd1† Q×d1 3 Ra7 Qd8 (GJ) 1RSb1/d7 or RSBd4 Qh1 2 RSd1† Q×d1 3 Ba7 Qd8 (RT) 1 RSB2† Qd2 2 Sd1(or d3)† Kgl(or g3) 3 Ba7 Qd8 (SE) (c) 1 RBS b7 Qh1 2 BSf3 Qa1 3 BSd1† Q×d1 4 Kb8 Qd8 (composer) 1 RBSa5 Qh1 2 Kb6 Qa8 3 Ka6 Qh1 4 BSc6 Q×c6 (composer) (d) 1 RBSa7 Qh1 2 RBSPg7 Qa8 3 RBSg6 Qh1 4 BSh4† Q×h4 (composer) dual 3 BSPg6 (SE) 1 Rg6 Qh1 2 BSD3†! Kf3 3 BSf4 Qa1 4 Bg5 Qh8 (GJ) Lots of interesting play. (RT)

This is an irregular Augsburg, as Black Q should really be separable into R+B, giving Black 1...Bh1! Total account of Augsburg next issue, I have it just about sorted now.

169 P. Fayers. 1 Sc3 K×c3\$ 2 Ka4\$† Sb2\$† 3 Ka3 Sc4\$3† but SE finds two more solutions, one with duals, and offers improved correction as 188.

170 P. Fayers. 1 Sg5 f×g\$ 2 Kd6 f7\$d6 3 \$Kf5 f8Q. Really nice mate (SE), who adds: 'the article was excellent: a good idea and lots of nice problems'. I see what you mean by astonishing! Well worth the effort at solving and comprehension. (GJ) Lovely! (AI) Nowadays helpmates with one solution are often considered as nothing (JL) who

adds: "The article about Knight-Spirits caught my heart immediately after reading. But trying to compose anything interesting proved that it is extremely difficult to keep the problem sound".

Solutions to the Tourney Examples

| SOLVERS SCORES | | |
|----------------|------|-------|
| | VC23 | Total |
| V. Crisan | 18 | 107 |
| M. Ridley | 9 | 102 |
| A. Ingleton | 17 | * 57 |
| P Raican | 13½ | * 42 |
| S. Emmerson | 20½ | 37 |
| G. Jelliss | 15½ | 20 |
| E. Bartel | 11 | * 7 |
| J. Lorinc | 6 | 6 |
| I. Richardson | 11½ | * 2 |

Asterisk (*) indicates a ladder ascent of 150 points. Congratulations to Erich Bartel and Ian Richardson who are the latest to reach the top. Other scores: A. Ettinger *4, V. Krivenko 87, M. Olausson 70, P. Fayers 24, R. Cassano 17, H. Bodlaender 15, G. Vecchi 9, P. Wood 3. Late score VC22: L. Vitale 2.

Scoring: 1 point each. 1 point for cook (cook + intention 2 points). Half-point for keymove, or for all-but-one lines in helpmate. Scores rounded down to nearest full point.

Maximum for VC23 was 19 (2 pts for 168) plus two cook bonuses = 21.

Composers: you will be given solving points for your own compositions. I may be reluctant to award bonuses for any cooks you find in them ... No bonuses for cooks found by computer, but we're grateful to know about them — well, fairly grateful.

Cooks and Corrections

Augsburg: detailed specifications to come in next issue.

Knight-Spirits. Stephen Emmerson has modified the solving program POPEYE to include Knight-Spirits (also Jabbers) — composers beware! He finds all sound in Peter Fayers' article except problem C (VC23 p. 57). move WPa5 to a4 and add BP a5 to prevent 1 e×d6 \$ 3 \$c3 4 a2\$c1 5 \$Bd2 6 Bb1\$a3 7 Be7\$c6 \$Be5. Problem A in the article: suggestion that this becomes invalid after development of the rules was an editorial misunderstanding in fact the problem remains sound.

(A) If you're lucky enough not to have seen this before, I'm not going to spoil your pleasure by solving it for you!

(B) 5 Kf7 6 Kg6 7 f8Q 8 Qf2 9 Qg3. The five surplus pawns on a2 to e6 do spoil the economy a bit. (*Optional Sentinels, that create pawns only when they choose to, may make a playable game, but give dualled problems.* GPJ)

(C) 1 Kb2 2 Kc3 3 Kc4 4 Kb3 5 Ka4 6 Ka5 7 Kb4 10 a8R 11 Rf8 12 Rf7 13 Rb714 f8B 15 Bc5 16 Bb6 17 Ba5 K×b7 (BPC6). Too hard for me!

(D) (a) Retract Ka7 (no capture): 1 Kb6 Add Rd7 2 Add Ra8. (b) Retract Kb7×Ra8: 1 Kc6 000 2 Add Ra8. The fact that Black can castle implies that the Ra8 was a newly arrived pocket one, so that Black can't now interpose a pocket rook at b8 to stop the mate.

(E) (a) by RT: 1 b1ZR f7 2 ZRe3 f8R 3 ZRc6 Rf3 = (b) by GJ: 1 b1CR g7 2 CRc4 g8B 3 CRd1 Bd5 =.

(F) 1 ... d4 2 N N† 3 d6 d5† 5 d8 d7† and 1 N d4 2 W c4 4 b5 a4 5 a5 N† and 1 S S 2 d4 e3 5 d1 E†.

(G) 1 Kf6 g3 2 Kg7 g4 3 Kg8 g5 4 Kh8 g6 =, and 1... g4! 2 Kf4! g5 3 Kg3 g6 4 Kh4 g7 5 Kh5 g8S =.

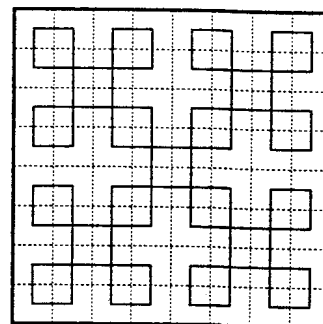
(H) For the full theory see the December 1996 issue of *British Endgame Study News*. (Reviewed in the next column.) (a): Try: 1 d3? 6 d8B Sd3! (wherever B now goes, S can give itself up). Play: 1 d4! Black cannot sacrifice S to advancing P, and 5 d8S! wins with BS on light square. (b): Try: 1 b4 Se3 2 b5 Sf5 3 b6 Se7 4 b7 Sc8. Play: 1 b3 6 b8B Sb3 7 Bg3 h2.

(J) The '1000 dollar theme' (the \$8000 theme was double knight excelsior on the full-size board) — so extreme 'economy' of theme too! Set: 1...a×bS=/= Play: 1 b1S a2S=/=.

(The *Quibbler in Chief* makes it a \$2000 or \$1600 question, pro rata, and wonders how a position with white piece(s) only can be a double stalemate. In fact I would argue that only a royal piece can be stalemated: if all moves are physically impossible the situation is 'deadlock' — views on this invited. GPJ)

(K) White moves first: 1... Kh2 2 Kg2† Kg3† 3 h1B K×h3† 4 g1R Rg2= Black cannot now play Kg4 or R any, both check to king, considered as Black, from newborn neutral pawn. (More interestingly paradoxical if I'd managed to set a direct mate. But I didn't.)

(L) See diagram.



Clockwork mouse tour

—| REVIEW |—

British Endgame Study News

This periodical was started by our Secretary in 1996 and published four issues plus four special numbers during the year (64 A5 pages).

To subscribe for 1997 write to **John Beasley, 7 St James Road, Harpenden, Herts, AL5 4NX.**

The Special Number 4, published in December 1996, is devoted to *Endgame Theory and Studies in Chess Variants*, and John has very generously offered to make it available to Variant Chess subscribers from him, on request.

There are four articles:

(1) 'Elementary Duels in the Losing Game' — more two-piece studies to go with our example (H)!

(2) 'Vaclav Kotesovec and Two Generalised Knights' — reports results by Kotesovec from *Pat a Mat* 1994 showing that King and two single-pattern leapers can force mate against lone king in seven cases; one solution is Wazir {0,1} plus Knight {1,2}; the other six cases are found by replacing one of these by Camel {1,3}, Giraffe {1,4} or the as yet unnamed {1,6}-leaper. These results indicate that the Wazir is not such a feeble piece as seems at first sight.

(3) 'Studies in Modern Courier Chess' — reporting the work of our Endings Editor (see the next page).

(4) 'The Dummy Pawn revisited' — including a composition by John Beasley in which promotion to dummy pawn is necessary to win!

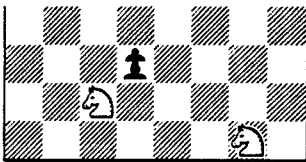
George Jelliss

THE END IS NIGH
by Paul Byway
20 The Finches, Hertford
Hertfordshire SG13 7TB

Losing Chess

My rash words in the last issue concerning Losing Chess studies met with a swift response in the form of #20 by John Beasley which was published in the January *Problemist*.

#20. J. D. Beasley



Losing chess. White to play and win

John writes as follows: 1. Ne2 (it can be shown that nothing else wins) and now there are two lines:

A) 1... dxc2 2 Nc3 c1B 3 Na2 wins but not 2 Nd4 c1B 3 Nc6 Bh6 and Black wins.

B) 1... dxe2 2 Nd4 e1B 3 Ne6 wins but not 2 Ne3 e1B 3 Ng2 Bh4 and Black wins.

What a neat idea! It seems to be a kind of internal twin study, with try and solution exchanged in the two main lines — a wonderful application of symmetry.

The Internet

For those with access to the Internet I can recommend the 'Chess Variant' pages of Hans Bodlaender. A lot of good stuff is to be found there, but of particular relevance to this column I pick out 'Endgame Statistics with Fantasy Pieces'. Hans writes "Dave McCooey has carried out an extensive computer analysis of endgames with two kings and two pieces, on an 8x8 board, that involve at least one fantasy chess piece, taken from a set."

The definitions of 'simple' and 'fortress' draw leave something to be desired — but Dave has recognised this himself in the article. Here I abstract some information of interest for several recognised variant games.

(A) **Knighted Chess.** First I consider 10x8 chess with R+N and B+N, variants of which are credited to Carrera, Bird and Capablanca. Janus, Grand and Chancellor chess can also be counted here. The table shows the expected value of a four-man endgame on the 8x8 board. The figures are expected to range from 50% for a certain draw to 100% for a sure win: they should be a reasonable guide to the larger board.

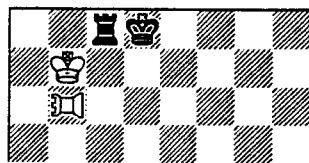
| | Q | R+N | B+N | R | B | N |
|-----|----|-----|-----|----|----|----|
| Q | 50 | 52 | 57 | 82 | 93 | 94 |
| R+N | | 50 | 57 | 65 | 93 | 95 |
| B+N | | | 50 | 54 | 94 | 95 |
| R | | | | 50 | 59 | 64 |

Notice that B+N draws comfortably against anything and easily defeats a minor piece, and R+N v R is a general draw.

(B) **Nightrider Chess** (Type II in *ECV* — nightriders replace knights in the game array). The nightrider proves to be a typical minor piece, losing easily to a queen but drawing with a rook. The data show it to be slightly stronger than a bishop: two nightriders can force checkmate.

(C) Mediaeval Courier Game.

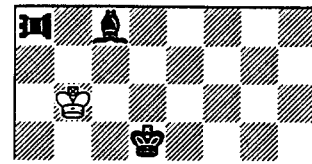
(i) As expected rook defeats fers or wazir: there is a draw by repetition: (diagram: wazir b6).



1 Wc6 Kd7 2 Wd6† Kd8 3 Wc6= This draw also occurs one file to left.

(ii) Bishop (courier) and wazir or fers of opposite colour can win:

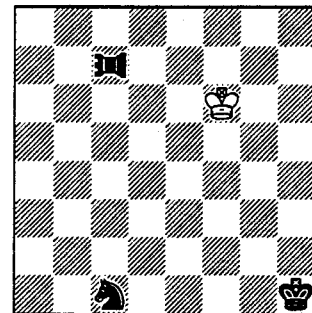
there is a unique draw by repetition.



1 Kc7 Ba6 2 Kb6 Bc8=

(iii) W + W, F + F or W + F can only draw, but White wins 0.9% of cases with wazir + fers, when the Black king is already trapped in the right corner. Black can also draw against knight + fers, but in this case 2.4% of positions are won.

(iv) Unlike case (iii) knight + wazir is a general win, with an unusually large 4.3% of positional draws: here is a simple example.

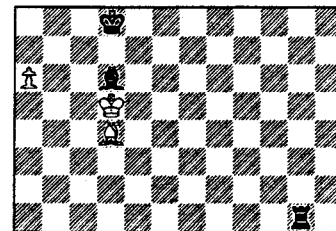


1 Ke6 Nb3 2 Kd6 Wb7 3 Kc6 Na5 4 Kb5 Nb3 5 Kc6=

Modern Courier Chess

I finish with a study in MCC: another case where the theoretical result, B + P v B, differs from Chess.

#21 P. Byway



White to play and win

Solution: 1 a7 (1 Bf6† Kc8 draws) Rk5† 2 Kc6 (2 Kxd6 Rk6† 3 K any Ra6 draws) Ra5 3 Bb6† Kc8 (playing for stalemate) 4 bxa5 Bb8 5 a8C mate (5 a8Q or R is stalemate: 5 a8N, N or F is answered by Bh2 drawing.)

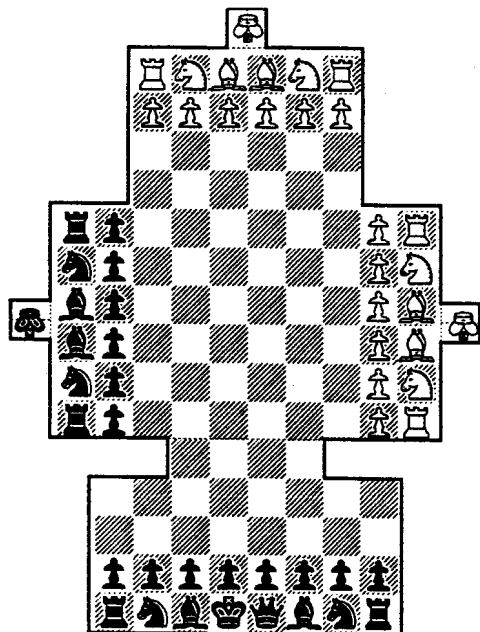
GAMES GALORE!

by David Pritchard

Badgers Wood, Hascombe Rd., Munstead,
Godalming, Surrey GU8 4AA.

KÖNIGSRITTER. This game, described briefly in the *ECV*, has proved to be something of a survivor amongst CVs, again attracting players at the Essen Games Fair last October. For this reason, and because it has some unique features, I deem it deserving of fuller treatment.

For a start, the board is remarkable in itself (see illustration of starting position) — the three protruding squares are of dual colour [half-white, half-black, not shown here]. Even more unusual is the play because, unique amongst four-player games to my knowledge, three players are pitted against one (having played the one, I would opt to be one of the three next time).



The South (black) array, it will be seen, is orthodox. The arrays of W, N & E (respectively white, red and yellow) are identical. Black (the defender) is opposed to the other three colours (the attackers). The unfamiliar piece [shown here as upside-down king] is the eponymous Königsritter, a combination king and queen. The Königsritter moves and captures like a queen but may not move into check (thus it cannot capture a defended piece) and if in check can only move like a king. A Königsritter can be checkmated.

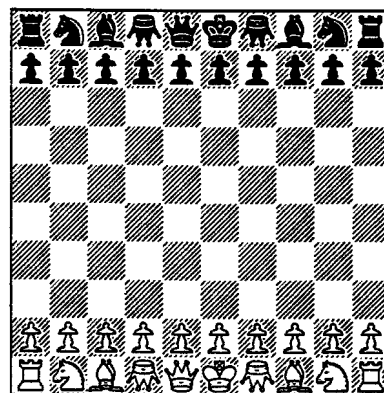
The pawns, alone of the orthodox men, have a distinct move. A pawn advances normally one or two squares initially but thereafter may move either forward or sideways, one square at a time, capturing diagonally forward only. Thus a black pawn which moves sideways

may still only capture NE or NW, never SE or SW. A black pawn promotes on the back rank of any of the attackers. Promotion is to a captured piece. Similarly if an attacker's pawn reaches Black's back rank. However, an attacker's pawn that reaches the baseline of another attacker does not promote. If an attacker is eliminated, the pawns of the remaining attackers cannot move in that direction. Confused? Hardly surprising.

The aim of an attacker is to be the first to checkmate the defender's king thereby winning (only one player wins). This will not please the other attackers who therefore are likely to intercede, if only temporarily, on the side of the defender. The aim of the defender is, well, to defend, since the alternative is to eliminate all three attackers which, bearing in mind how the Königsritters move, seems highly unlikely. (But then again, my German being what it is, there could be something I've missed?) There are variations of the game for two or three players. Königsritter was invented by Albert Buttner in 1993. His address is: Kirchfeldweg 4, D82544 Egling, Germany (Tel/fax 08176-7487)

BIG BATTLE. This proprietary game was displayed at the annual London Toy Fair at Olympia in January. It was brought over from New Zealand where the inventor, Keith Morrison lives. It has been developed over a period of years with some input from Ortvín Sarapu, many times New Zealand chess champion.

The board is 10x10 with two extra pieces, called Princes, and their accompanying pawns, on each side. The starting position is shown. Notice the board rotation, designed to keep the kings and queens on their proper colours.



The Prince moves like a queen or a knight but can also leap over an adjacent piece to the square immediately beyond, capturing if applicable.

Of the regular chessmen, only the rook and bishop are orthodox. The king can move one or two squares in any direction, including a knight's move, and may leap an occupied adjacent square. The queen has its usual move but can leap over an adjacent man to the square

immediately beyond, like the prince. The knight can, on its first move, make a double leap with two orthodox knight moves, changing direction if desired. The only requirement is that the first square of the leap is vacant.

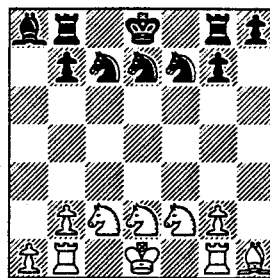
The pawn, called a Sol in Big Battle, can move one, two or three squares straight forward and not just on its initial move. Capturing and en passant (in reply to a double or triple advance) is normal.

Castling is novel to say the least. The only restrictions are that neither the king nor the rook has moved, that the squares between them must be vacant and the king must not end the move in check. However, a king can move out of or through check. The king can move to any square between it and the rook and the rook can move to any square inside the king provided the line is vacant. For example, Ke1, Rh1 back rank otherwise clear. White could castle by moving Kf1 and Ral.

The game plays well despite the enlarged board and greatly increased power of the armies even if, like me, you don't have much idea of what you are trying to do at the start. However, the fact that a pawn can promote (to prince usually) in just three moves, given the opportunity, transforms the endgame, which can be tactically exciting.

The manufacturers do not suffer from shyness. The game is described as "The most challenging, most exciting, and most addictive board game in the world today!" They go on to quote Prashant Mistry, the Guinness Book of World Records chess endurance record holder: "Big Battle is undoubtedly superior to chess in all respects." I doubt if even the most hard-line activist of the BCVS would go as far.

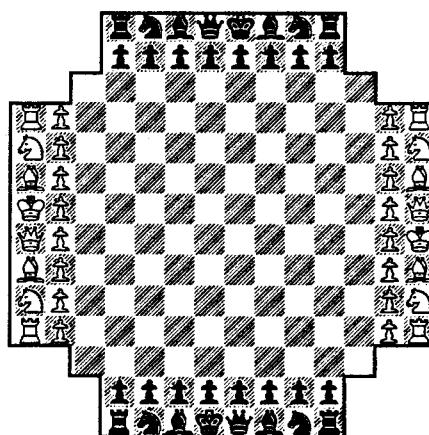
Write: Alastair Duhs, Big Battle Games, P.O. Box 47-515, Ponsonby, Auckland, New Zealand.



Starting position

The game has been repackaged in an attractive box. It is being displayed at the *Ideal Home Exhibition* by 'Connection - the Problem Solvers' along with their three-handed chess game, *Königsritter* and *Big Battle*. Write: Dr. V. Pribylinec, Zavodna 460, 027 43 Nizna, Slovakia.

DIKEL CHECKMATES. Dikel Checkmates ® is a four-handed variant recently imported from South Africa, where it has been on sale for a number of years. The inventor is (probably) Arthur C. Rogers. The game is alas unoriginal, if you discount the 164-square board and the quixotic slogan: 'for 4 to 2 players'. It's a case of all-play-all according to the rules, but the press release mentions partnerships as an alternative. Usual men per side with the rule 'The queen must always be positioned on the right hand side of the king' although the accompanying diagram shows exactly the reverse. I concluded that someone either didn't know left from right, or the king from the queen. In my interpretation (starting position) I have made the perhaps unwarranted assumption that whoever is responsible actually does know left from right.



CUBIC CHESS This game, described in the *ECV* and earlier in *VC* issue 2, has undergone a seachange. To start with, it is renamed *Virtual Chess* which the inventor, Dr Pribylinec, believes will improve its image. The board and men remain the same except that alternate faces of the kings are marked with three small dots.

There are two major rule changes. In the starting position the kings are placed with the plain side (no dots) uppermost. The kings are said to be in the minus position. The first time a player rotates a piece a quarter turn he must decrease its power (thus R to B or N to P). The player's king is then simultaneously rotated a quarter turn to what is known as the plus position (dots uppermost). Next time the player rotates a piece it must be upwards (e.g., P to B), when the player's king is again rotated, now to a minus position, and so on.

The second change affects the pawn move. It can move straight forward only, one square at a time, capturing in the usual manner. In the old game, the pawn could also advance in the manner in which it captures. As might be expected, the starting position is quite different and highly irregular (illustrated).

The players (clockwise from south) are Green, Red, Blue and Yellow. Four pawns in a bag decide who starts. All the men of a checkmated player (unable to escape from check on his/her turn) are removed from play. Last survivor wins. Moves, including castling and e.p. are regular with promotion on an opponent's baseline (hence between 3 and 12 moves) 'to any piece of its own colour

that has been taken during the game, or alternatively for an additional queen'. The folding board is perfectly adequate, but the small hollow plastic pieces are rather nasty. Beneath the title on the box lid is the advice 'Will be appreciated when played without comments or interference from bystanders or players throughout the duration of the game'. Obtainable from **George Barrett, Connection – the Problem Solvers, Lower Level Suite, 28-29 Tidy Road, Brighton BN1 4EL**. (Note new address, the old address was given in VC20.) Price unknown, but I wouldn't pay much for it. Dikel have a web site: (<http://www.fastnet.co.uk/checkmaes>).

ISOLATED PAWNS

by David Pritchard

55. THREE-HANDED CHESS This game, described under its title Ches3 in the *ECV*, has suddenly hit the headlines. In the course of a day or two I had enquiries from *The Times*, *The Daily Mail*, a Scottish radio programme and Canadian television. Michel Boutin has also sent me a couple of cuttings from the French press. It was demonstrated at the *Ideal Home Exhibition* in front of TV cameras and is due to be displayed at Birmingham and other trade fairs. The game was invented (or if you like, re-invented) by Khia Rasmussin when allegedly snowbound with two other chessplayers in Scotland. It is said to have cost £40,000 over an 11-year period to develop. There are two models, the standard at £29.99 and the super at £39.99. If you can't get it, write: 'Connection Problem Solvers', 21 Southover St, Brighton BN2 2UA.

56. MIND SPORTS OLYMPIAD The 30-odd games for this event, to be held at the Royal Festival Hall, London 18-24 August 1997 and for which I am Games Director, include chess, shogi and xiangqi. These are five-day events, (18th–22nd August: Monday–Friday) each of one playing session a day. Chess (3 games per session: 30 minutes per player for all moves) and shogi (same conditions as chess) are 10:00–14:00hrs whilst xianqi (2 games per session: 60 minutes per player for all moves) is played in the second session, 16:00–20:00hrs; so you can play in two events provided xiangqi is one of them. The entry fee for any of these games is £25, junior (under 16 on 18 August) £10. Medals (Gold, Silver, Bronze) and other prizes, including a return flight to New York by Concorde for chess. There is also the xiangqi European Open Championship on 23rd and 24th August (Saturday and Sunday), both sessions, 60 minutes per player for all moves; with entry fees £17.50 adults / £7 juniors. In addition there are quick-play events for both chess (4) and shogi (2); with entry fees £12.50 / £5 for each event. Five minute chess 23rd (morning session) and 24th (afternoon session); ten-minute chess 23rd (afternoon) and 24th (morning). Fifteen-minute shogi 23rd (afternoon) and

24th (morning). Also many side events. A list of reasonably-priced accessible accommodation (starting at around £12 a night) is available on request. For details and entry form contact: **D. N. Levy tel. 0171-485-9146 (or 44 171 485 9146 if outside UK), fax. (same preamble) 482 0672.**

57. AVALANCHE CHESS. Here is another game from the variants tournament organised in Geneva by Fabrice Liardet last October: White L. Li, Black J-P. Vegh. 1. e3/f6 e5/f3 2. Nc3/g6 f5/h3 3. g3/g5 Nf6/b3 4. Bb2/e4 Bd6/d3 5. f4/g4 Bb4/d4 6. a3/b6 Nd5/a4 7. Qd2/d6 Bxc3/b4 8. Bxc3/a6 Qf6/b5! 9. Bc4/a5? Nxc3/h4? (Black misses 9... Nxc3/d5) 10. Qxc3/h6 Nd7/h5 11. Be2/c6 cxb5/d5! 12. Qxf6/b4 Nxf6/c3 13. c4/b3 Ba6/c5 14. cxd6/b5 Kd7/- 15. Rb1/b2 bxa4/- 16. Kd2/a3 Bxe2/- 17. Rxb2/a2 a1(Q)/- (0-1).

58. SCHEMA. Michel Boutin has sent me a page or two of the first issue of a magazine called *Schema* (from the Greek for 'form', σχήμα) which is, or rather was, devoted to games. The cover depicts a chessboard with the challenging question: Is chess becoming extinct? Page 10 has an article 'The Next Stage in the Evolution of Chess' with the by-line 'a new form of the classic game throws open the doors of possibility'. This turns out to be 'Pre-Chess', a form of Randomised Chess credited to Bronstein. *Schema* was apparently a bi-monthly published in Chicago, but there is no record of it having survived past the first two issues (in mid-1981).

59. GENEVA CV TOURNAMENT. Last time (IP49) I mentioned a CV tournament organised by Fabrice Liardet to be held in Geneva last December. Entrants (14) voted the games they wanted to play from a suggested list. Their choices are of interest: in were Alice, Double-Move, Extinction, Frankfurt, Losing, Push and Atomic chesses; out were All-mate, FTM, Synchronous and Triplets. Pascal Horn was the clear winner followed by Laurent Bartholdi and Jacques Sauvin. Here is a game from the event: **Extinction Chess** [See the last issue for rules and other examples. GPJ]: White R. Francey, Black D. Bucher. 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. d3 Nf6 5. Bb5 h6 6. bc6 dc6 7. Nxe5 Qd4? 8. Nxf7! Kxf7 9. Qf3 (1-0). [For an Alice Chess example from this event see the separate article in this issue GPJ]

60. TURNCOAT CHESS. This variant was invented by John Leistiko and Frank Truelove in about 1990. Usual array. Two eight-sided dice are used, one to indicate the files, the other the ranks. After each (orthodox) move the player rolls both dice to indicate a square. If the square is occupied, the piece or pawn on it changes colour, provided there is a previously captured man of the same rank available to replace it (if none, nothing happens). Truelove admits to once having been mated on the back rank by his own turncoat queen!

SHOGI NEWS

by Peter Wood

EVENTS

13 September 1997 — Royston Congress. Shogi, Tori Shogi, and Mini Shogi events. Contact: **Phil Holland, 94 Green Drift, Royston, Herts. Tel: 01763-244497.** (Write to the same address for the Postal Shogi League — new players are welcome.)

18-24 August 1997 — Shogi events will take place on every day of the Mind Sports Olympiad. Contact **Davy Levy.** (See *Isolated Pawns* 56)

BRITISH OPEN SHOGI CHAMPIONSHIP

This 6 round event took place on the 5th and 6th of April. This year's champion is 4-dan **Mike Sandeman** who won all 6 of his games. Susumu Hara (who sounds suspiciously like a Japanese) was second with 5 points, while Stephen Lamb on 4 points was in third spot. **Albrecht Heeffler** won the Kyu Group with 6 wins out of 6.

BRITISH SHOGI FEDERATION ANNUAL GENERAL MEETING

This took place before the start of the Open Championship.

Les Blackstock is standing down after 5 years as President of the BSF. Phil Holland takes over. Mike Brewer is now the sole editor of *Shoten*.

An important development is that it was agreed that in UK tournaments all games involving a player of 4 kyu grade or above will be 'even'. This is because the ELO grading list is only based on 'even' games, not handicap.

The annual subscription remains at £5 and includes 4 issues of *Shoten*. To join write to **Mike Brewer, 11 St. Donatt's Rd., London SE14 6NU.**

~~~~+ += ΔΔΔΔ = + + ~~~~~

**Shogi Notation:** In the example games on the following pages: ` indicates a 'drop' from hand; + or = after a move indicates whether the promotion (which is optional) is taken or not; + before a piece symbol indicates that it has its promoted value; Δ in analysis denotes a threat.

| BOOK REVIEW |

**The Art of Shogi**

(by Tony Hosking)

(The Shogi Foundation, P. O. Box 172, Stratford-upon-Avon, CV37 8ZA. £14.99, softback, 288 pages, 725 diagrams.)

There is so little literature in English on Shogi (Japanese Chess to the uninitiated) that any new book is to be welcomed. Previously the aspiring player has had to rely on John Fairbairn's *Shogi for Beginners* and two bilingual books in which the original Japanese is accompanied by an English translation by Fairbairn. These were excellent as far as they went, but Tony Hosking's new book *The Art of Shogi* is the first in English to give a comprehensive guide to the intricacies of the game for both beginner and advanced player.

The first part opens with a good historical account of the development of the game, followed by a clear description of the rules, and then a very useful comparison of Shogi with Chess. After that comes a thorough explanation of the strategy and tactics needed to play to a reasonable level, and finally a section on handicap schemes which make Shogi unique amongst contemporary chess games.

Absorbing all this information should make the reader a good *kyu*-level player, but the meat of the book is Part II which should appeal to anyone aspiring to become (or already) a *dan*-level player. Here we find the entire range of known openings explained in great detail, with 58 games of professional players given with full annotations. Understanding professional games is admittedly difficult, even for experienced amateur *dan* players, but there is a wealth of material in this book to repay hours of patient study, which should enable anyone to conquer what lowly heights Shogi has so far reached in the West.

The book is well presented, has a detailed index and contains numerous photographs. Heartily recommended!

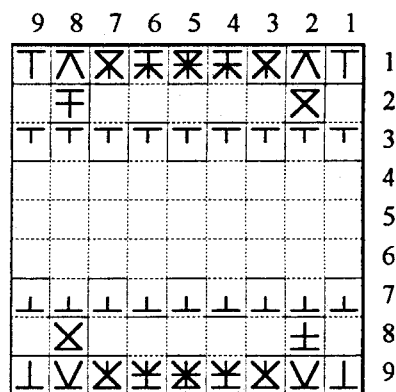
Les Blackstock

Also available is a very attractive portable Shogi set, similar to a 'Portland' chess set, at £6.99. (Postage: Add 10% UK, 15% Europe, 35% elsewhere.)

The following example games, selected by Les Blackstock, are from page 161 and pages 252-3 of *The Art of Shogi*. We give the diagrams using a graphic system which we feel will be more readily comprehensible to our readers, who are not Shogi specialists. In the book the diagrams use Japanese ideograms, which need considerable study, and good eyesight, to comprehend readily, though Roman letters are used in the text.

**SHOGI GRAPHIC SYMBOLS**

The following diagram shows the opening position, using the graphic symbols designed by George Jelliss in 1990 (*VC2*, p.15), slightly simplified and now drawn using the Lotus AmiPro computer software on which *Variant Chess* is produced. It is possible to move the piece symbols about the board by clicking on them with the mouse, so that the game can be played through on the screen. The captured pieces are converted to the other side by using the 'inversion' icon in the drawing program.



**Key:**

|   |        |   |        |
|---|--------|---|--------|
| ↑ | Pawn   | ⊗ | Bishop |
| ↓ | Lance  | ⊗ | Silver |
| ∨ | kNight | ⊗ | Gold   |
| ⊥ | Rook   | ⊗ | King   |

R and B promote to R+K and B+K, (shown by a circle added to the symbol). S, N, L and P promote to G. Captured men revert to original value.

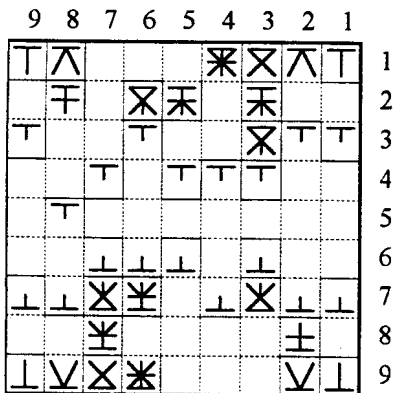


**EXAMPLE GAME 1**

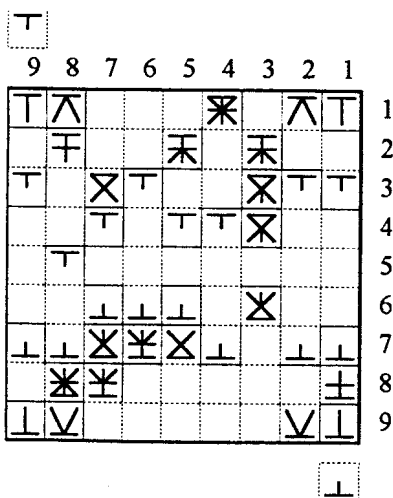
During the 1994-95 season Habu achieved the unprecedented feat of winning the first Six Crowns (major professional titles: Meijin, Ryu-O, Oi, Oza, Kio, and Kisei), and went on to challenge Tanigawa for the Seventh (and last) Crown.

The best of 7 games Osho match reached 3-3, and Game 7 was drawn by repetition of moves (see note below). The position in the next diagram was arrived at:

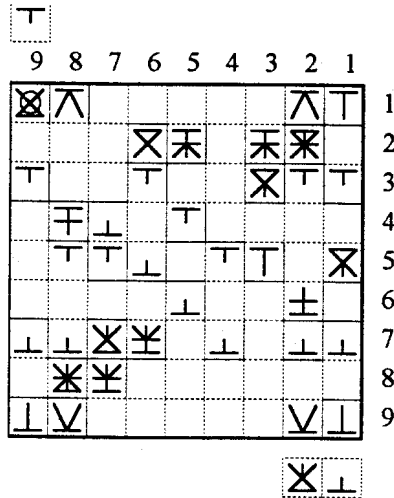
**Tanigawa (Osho) - Habu (Meijin ~ Ryu-O), Game 7 (replay) Osho 1995**  
The actual move order being: 1 P76 P84 2 S68 P34 3 P66 S62 4 P56 P54 5 S48 S42 6 G(49)58 G32 7 G78 K41 8 K69 P74 9 G(58)67 G52 10 S77 S33 11 B79 B31 12 P36 P44 13 S37 P85 - thus without P26, ... G(52)43 played.



The rest of the game now follows (with the notes based upon variations given in *Shogi Magazine*): 14 P35 B64 15 Px34 Sx34 16 R18 S53 17 B57 K31 18 K79 B73 19 K88 S42 20 S36 S(42)33 (diagram)



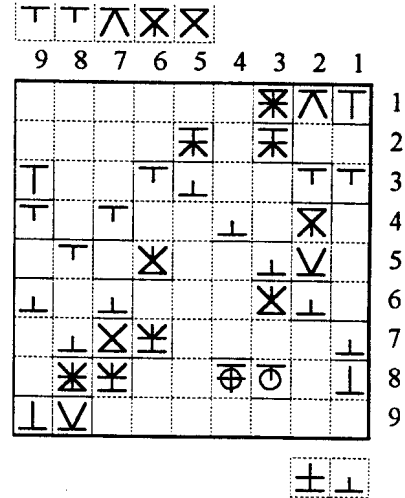
(Remarkably the first Game 7, with colours reversed, reached this position by exactly the same move order! That game continued 21 P75 Px75 22 P'74 [The P 'parachutes' in.] B62 23 P65 K22 24 R38 R84 25 B46 P45 26 Bx91+ [the B promotes, to B+K.] P'35 27 Sx35 Sx35 28 L'37 P'36 29 Lx36 Sx36 30 Rx36 L'34 31 P'35 Lx35 32 R26 S'15 33 R25 S(15)24 - if 33...S(33)24 then 34 Rx15 Δ S'41 - 34 R26 S15 35 R25 S(15)24 36 R26 S15 37 R25 S(15)24 38 R26 S15 draw by *sennichi-te*. [The text here refers to another page for explanation.



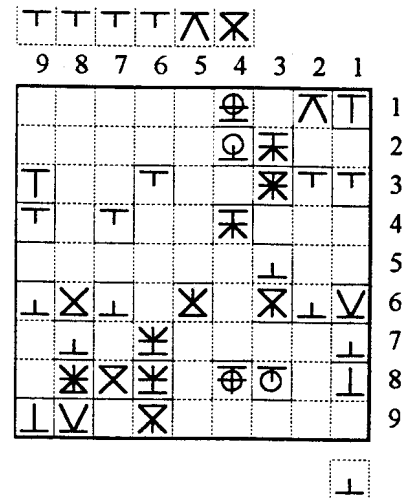
[We diagram the drawn position.]

Returning to the replayed game: 21 P'35 S(34)43 (avoiding misplacing this silver by 21...S45 22 Sx45 Px45 23 P75 Px75 24 P65 S'74 25 P34 Sx34 26 B66 P'33 27 B44, or 24...S'28 25 B66 Sx19= [not promoting] 26 R58) 22 P46 G(52)42 (22 ...G53 Δ 23...P55 24 Px55 G64 is playable) 23 P26 P55 24 Px55 Bx55 25 B68 R52 (Δ 26 R58 P86 27 Sx86 Bx66, or 27 Px86 Bx66, or 27 Px86 N73 Δ ...N65) 26 N37 B64 27 P96 N73 28 R38 P94 29 L18 L93 (for a possible edge attack after ...R92) 30 N25 S24 31 P65 Nx65 (not 31...B53 32 P45) 32 S66 P'57 (Δ 33 S47 Sx25 34 Px25 N'55, or 33 P'59 Bx46; not 32...S54 33 P34) 33 Sx65 P58+ [promotes to Gold] 34 B77 +P57 [i.e. P now moves as G] (not 34...Bx46 35 S47 B57+ [promotes] 36 Sx58 +Bx58 37 P'53 Δ Rx58) 35 G66 Bx46 36 N'55 B19+ [promotes to B+K] 37 P'45 +B46 38 Nx43+ [promotes to G] G(42)x43

39 S'55 P'37 40 Px44 G(43)42 41 Sx46 Px38+ [promotes to G] 42 B'34 R'58 43 Bx52+ [= B+K] Gx52 44 Sx57 (to secure Black's king and activate the bishop) 44...Rx57+ [= R+K] 45 G(66)67 +R48 [using promoted power] 46 P'53 (diagram)



46...Gx53 (White misses 46...G(52)42 planning 47 R'51 G41 48 R61+ P'51 49 P52+ Gx52 50 P'53 B'69, or 47 P43+ G(32)x43 48 Bx11+ S'22 49 +B12 B'69 50 P'68 G(43)x53 47 R'51 N'41 48 P'54 Gx44 49 P53+ S'69 (or 49...B'69 50 G(67)68 Bx78+ 51 Kx78 G'57 52 +P42) 50 G(78)68 B'78 51 S56 Sx25 52 +P52 K22 53 Rx41+ P86 54 Bx86 Sx36 55 +P42 K33 (or 55...P14 56 N'25) 56 N'16 resigns (56...G22 57 +R31 P'32 58 +Px32 Gx32 59 B42+ mate). Thus after a very close match Tanigawa retained the Osho title.

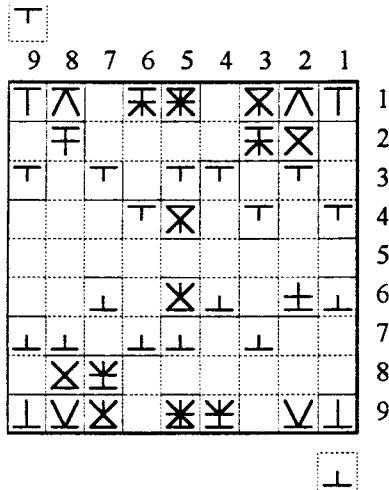


[We give diagram of final position.]

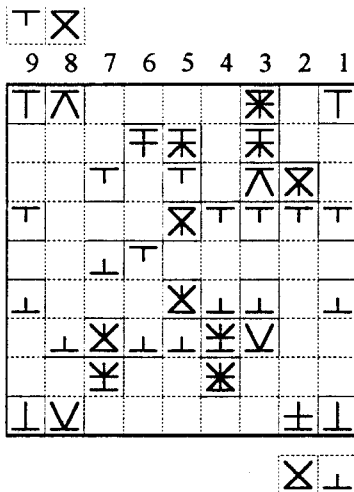
**EXAMPLE GAME 2**

Sato (Ryu-O) - Habu (Meijin)  
Game 1 Ryu-O, Paris 1994

1 P26 P84 2 P25 P85 3 G78 G32  
4 P24 Px24 5 Rx24 P'23 6 R26 S72  
7 P16 P14 8 S38 P64 9 P76 P86  
10 Px86 Rx86 11 P'87 R82 12 P46  
S63 13 S47 S54 14 S56 P34 (diag)

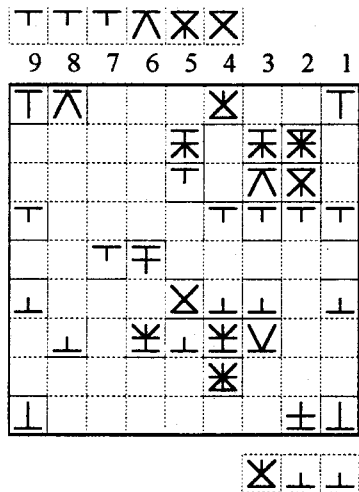


15 K68 B33 (or 15...P44 16 B77 Δ S88, P86, S87; instead Shimizu (Ladies Meijin) - Nakai (Ladies Osho) Game 3 Ladies Meijin 1996 went 15...G52 16 G58 K42 17 P36 P65 18 N37 R62 19 P45 P66 20 Px66 Bx66 21 Bx66 Rx66 22 P'67 Rx56 23 Px56 P'88 - Δ 24 Sx88 B'46 - 24 B'46 Px89+ 25 P'24 Px24 26 R'71 and Shimizu retained her title 3-0, nonetheless 26...N'65 maintains the attack) 16 Bx33+ Nx33 17 S88 S22 18 G58 P24 (Δ 19 Rx24 P'25 and 20...S23; not 18...G52 19 P15 Px15 20 P'12 Lx12 21 B'21) 19 P36 (Δ P35, ... Px35, P'34) 19...S23 20 S77 K42 21 N37 P65 (preventing S66-55) 22 G47 G52 23 P96 P94 24 K58 R62 25 P75 (for S76) 25...P44 26 R29 K31 27 K48 (diagram - next column) (an unusual right-side king position for Black) 27...K22 28 S76 (Δ N77) 28...P66 29 Px66 Rx66 30 S(76)67 R62 31 N77 (also possible is 31 P'64 Δ 31...Rx64 32 B'82) 31...P'66 32 S76 P74 (Δ 33 Px74 P45 34 Px45 B'82 or even 33...P'75 34 Sx75 B'67) 33 P'64 Px75 34 S(76)65 (again not 34 Sx75 B'67) 34...Sx65 35 Nx65 S'67 36 Sx67 Px67+ 37 Gx67 Rx64 38 S'41 (if 38 P'66 then 38...G(52)42 Δ ...R84; however, an alternative



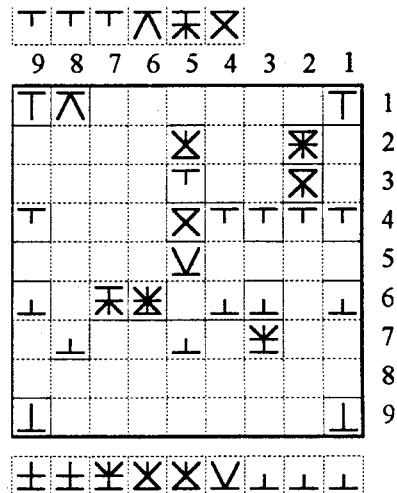
[position after move 27]

given in *Shogi Sekai* is 38 S'56 G(52)42 39 P'25 Px25 40 S'55 R84 41 B'62 Rx87+ 42 Nx53+ +R78 43 P'68) 38...Rx65 39 B'56 (diagram below) - not 39 P'66 R62 Δ ...N'55 -



39...Rx67+ (White sacrifices the rook to continue the momentum of attack; 39...R62 would allow 40 Sx52+ Rx52 41 S'41) 40 Bx67 N'55 41 P'25 (activating the rook; not 41 B85 G(52)42 42 S52+ N67+, whereas 41 Sx32+ Kx32 - if 41 Sx32 then 42 Bx34 - 42 R'82 G42 43 B56 is answered by 43...S'67) 41...Nx25 (if 41...Px25 then 42 P'24 Sx24 43 Bx34) 42 Nx25 Px25 43 Rx25 (43 P'24 now allows 43...Nx47+ 44 Kx47 N'55) 43...Nx47+ 44 Kx47 P'24 45 Rx75 P'65 (if 45...P'74 then 46 N'35) 46 Rx65 (not 46 N'35 N'55 winning) 46...B'83 47 P'74 Bx74 48 Sx32+ Kx32 (48...Sx32 fails to 49 P'23 Kx23 50 N'35, or 49...Sx23 50

G'21, or 49...K12 50 G'56 Bx65 51 Gx65) 49 B56 Bx65 50 Bx65 S'54 51 S'41 (or B'41 Kx41 52 R'21 S'31 53 N'33 K32 54 G'22 Sx22 55 Bx54 Kx33 - moves given in *Shogi Sekai*) 51...K22 52 N'55 R'27 53 G'37 R28+ 54 Sx52= S'56 55 Kx56 Sx65 56 Kx65 +R68 57 B'66 B'54 58 K75 +Rx66 59 Kx66 G'76 60 resigns (60 K56 B'65 mate).



[As a check for our readers we add a diagram of the final position.]

**Progressive Shogi**  
by Derick Green

Over the last 12 months it has been a little project of mine to work on a set of rules that would work for Progressive Shogi. Most of the following rules I had worked out, but there were several problems that my limited knowledge of Shogi could not solve. But after some discussion with Ian Richardson, an experienced Shogi player, and two trial games by post, we settled on the following set of rules.

The game is a modified English Progressive, with 8 to 10 series possible. Within a given series: (1) Each piece can move only once. (2) Exception: pawns can move several times. (3) A dropped piece or pawn cannot be moved. (4) A captured piece or pawn cannot be dropped. (5) A promoted piece cannot be moved again. (6) A promoted pawn can be moved once as the gold.

Ian and I have played two postal games, one I lost through my own bad play on series 5, where I left too many gaps, and the other was unfinished due to Ian's illness, but I believe it would be unlikely to last until series nine. I have also played a few face-to-face games, all finished on series 8 or 9. It would possibly be best if players with more experience in Shogi play-tested the rules. I have only fairly recently taken any serious interest in the game. The scores of the games with Ian may however serve to make the rules clearer. (*Notation altered to conform with that used in the preceding Shogi games.* GPJ)

Derick Green v Ian Richardson  
(1) P76. (2) P34, B×B88. (3) S×88, S48, P26. (4) P64, P65, N33, G42. (5) P66, P65, G68, B'66, P96. (6) P54, P55, P56, P×57(G), B'77, G×68 mate.

Ian Richardson v Derick Green  
(1) G68. (2) P84, G42. (3) P56, P55, R58. (4) P85, P94, P64, K52. (5) P86, P×85, P84, P83, P×82(G). (6) S×82, P65, P66, P×67, P34, P×68(G)† unfinished game.

—| BOOK REVIEW |—

## **Meta-Chess**

### *Adventures Beyond The Bounds of Chess*

by John William Brown

*Meta-Chess*, printed by the author himself in a small quantity, counts around 300 pages, is spiral bound, printed on good-looking paper, with several pages in colour. This review is based on the first edition of the book (a second edition has now been produced in which some changes will have been made based on readers comments).

The book consists of three parts; the first, longest, and for me the most interesting part, gives an introduction to 'The Meta-Chess System' and gives the rules of several chess variants. The second part describes how one can make equipment for playing these games oneself; and the third part shows the 'theory' behind the system.

'Meta-Chess' is not itself a chess variant, but a way to make chess variants, and to have the materials to play the variants directly at hand. Brown plays chess variants with his friends; and they often play new variants made by themselves. This book gives clear guidelines on how to do this.

A problem when playing chess variants is usually to get good pieces to play the games with. For this Brown has invented a method to make counters which have a graphical display showing in an abstract way the movement of the piece.

Brown also has solutions for the different boards needed for the variants, and even a quick way to find the pieces needed for a particular variant. Perhaps the main message of the book is in the guidelines for inventing ones own chess variants.

He describes several chess variants with his own terminology and shows the respective counters. These are a few historic chess variants and a few new ones, invented, or 'composed', by John Brown and by Thomas Havel:

**Prince Chess** — players have two princes that both must be mated — an old idea in somewhat new form.

**Hand Shogi** — a shogi variant that goes very quickly because players start with many pieces in hand.

**Centennial Chess** — a variant on a 10×10 board.

**Savant Chess** — a variant with many new pieces on a 12×12 board.

**Jester Chess** — named after the Jester, which imitates the last piece moved by the opponent — this is also on a 10×10 board.

**Grand Prince Chess** — a form of Prince Chess on a 9×10 board with several new pieces.

**Asian Shogi** — a shogi variant with new pieces on a Korean chess board — pieces may only be dropped while the king is in his 'citadel'.

In the second part of the book Brown describes the flat markers he uses, which display in a graphical way the moves of the pieces, thus modifying the shogi style of pieces by using move-representations instead of

characters or names. This helps one to remember the moves of the pieces.

He explains how markers can be made from card stock, poster board, bristol board and plastic based materials, with detailed instructions. He also discusses how to make boards, a storage system for the markers, and a patented way to quickly get the types of piece one needs for a particular variant.

The third part of the book describes moves of more chess pieces, names them in a systematic way, and gives a way to calculate the relative values of the pieces.

The book is well written, and Brown has an excellent way of expressing himself in English, although, especially in the later parts, he is at times a little too formal. The book has many figures, which are clear and well drawn; a few are in colour. Also it comes with four coloured sheets of thick paper with pieces imprinted on them — readers can use these for playing the games described in the book. Overall it is a book which I liked, and would recommend for chess variant enthusiasts.

Orders to: J. W. Brown,  
Kronschild Publishing, 2108 Spruce  
Street, Lewisville, AR 71845, USA.  
\$24.95 plus \$4.95 shipping. E-mail:  
jwb@infogo.com)

Hans Bodlaender

### VARIANTS ON THE INTERNET

Hans Bodlaender has very kindly sent us print-outs of some of his web-site pages on less familiar chess variants. This is a massive pile of material from which David Pritchard hopes to give excerpts, in 'Games Galore' or 'Isolated Pawns', starting next issue. (WWW: <http://www.cs.ruu.nl/~hansb/d.chessvar/>).

Hans writes that the *Progressive Fischerandom* competition is still going on. A second competition is planned to start towards the end of this year. All games will be played by email. Players wanting to participate should email: (hansb@cs.ruu.nl).

# Xiangqi

by Peter Wood

There have been a few UK Xiangqi events since the UK Championship in December, reported in VC 23. On 9th March there was the 3rd Shanghai Cup tournament in Hastings. This had an encouraging 16 competitors, with in addition several interested spectators.

Chen Fazuo, proprietor of the Shanghai Restaurant, won the event with 4½ points out of 5, beating C. K. Lai in the last round. He conceded his one half point against La Khan Hoa. David Young, who never quite does enough to get a first prize, lost to C. K. Lai in round 2, but gained 2nd place with 4 points after grinding out a win in the endgame against Shi Jun Zhi in the final round. Wang Shunqi took 3rd spot, also with 4 points — his loss was against the tournament winner in Round 4. Chris Hann of Bexhill well deserved the Non-Asian prize, beating Paul Byway, and the ever-cheerful Li Tak Kuen (who won the UK Championship in 1993) in the final round.

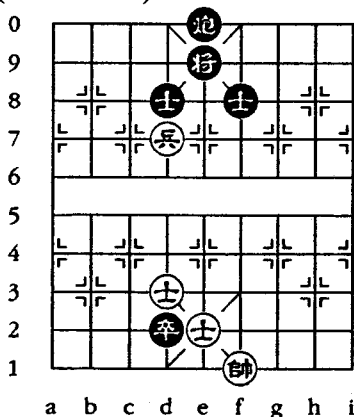
On Sunday 20th April there was the Bank of China Tournament held at the headquarters in Cannon Street in London. There were not the lavish prizes and gifts as there were in 1995, but the lunch-time banquet was impressive, and the playing conditions were absolutely first class. It is the best organised of all Xiangqi events in the UK. 32 players took part in the event, with Raymond Keene's publicity in *The Times* attracting several new players.

Chung Wen Sung of Northampton won this strong event. This follows his victory in last year's Shanghai Cup competition. He reeled off 4 straight wins, and then drew with Wang Shunqi in the 5th and final round to take first place on 'sum of opponent's scores'. Chen Fazuo was second, also with 4½ points. It was unfortunate that the first two did not play each other. Wang Shunqi was third with 4 points, easing out Li

Tak Kuen on 'sum of opponent's scores'. The latter started with a loss, but then won his last 4 games, including one against La Khanh Hoa, who has been just outside the prize list recently, in the final round.

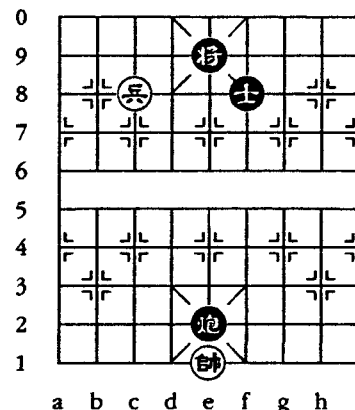
Chen Fazuo's dropped half point was against Voon Sinn Lieu, a pleasant 24 year-old, who is studying 6 months for a master's degree in engineering at Coventry University. He revealed he has a deep knowledge of the game, which is not surprising as he was once under 20 Champion of Malaysia. He was short of match practice — otherwise he might well have caused a surprise in the tournament. He was easily winning against Chen Fazuo for much of their game in round 3, and Chung Wen Sung told me he was fortunate to beat him in round 4.

The Voon v Chen game was dramatic. Voon won a piece and was coasting to victory. Short of time Chen hung on, and when Voon faltered he won the piece back, and then after another blunder, another piece as well. Short of time Chen agreed to split the point in a position which most onlookers agreed was drawn. Here are the final moves of the game from the diagram below (Voon is Red).



1....Pd2:e2 2.Gd3:e2 Ce0:e2 3.Kf1-e1 Ce2-e5 The game was here agreed drawn. However I thought that after 3.Pd7:d8, then 3....Ce5-e2! would actually win, as after 4.Kd1 4.Ci2 5.d9+ (5.Ke1 Ci8) Black can play 5....Ke8, and afterwards win the pawn without his own Guard being in danger. (It should be pointed out that K+C+G v. K is a win, whereas K+C v. K is only a draw. Red's plan is to

take the Black Guard with his pawn). But Malcolm Horne has pointed out that 4.c8! draws. Let us verify this.



(a) 5....Ce5 6.d8 Ce4 7.Ke2 Kf9 8.e8, and wins the Guard. (b) 5....Ke0 6.d8 Ce9 (If 6....Ce5 7.e8 Ci5 8.Kd1 and draws) 7.Kd1! and Black cannot stop e8 except by losing the Cannon after 7....Kd0 8.e9+. If instead of 7.Kd1 Red plays 7.Ke2 (7.Kf1 Cf9#) Black can win by 7....Kd0, i.e. (i) 8.Kd2 Ci9 9.Ke2 Ci8; (ii) 8.Ke1 Ce0. Then 9.Kd1 Ci0; or 9.Ke2 Ge9; or 9.Kf1 Cf0+ 10.Ke1 Ge9 11.e8 Ce0.

On Sunday May 11th, the annual Xiangqi tournament took place at the Donnington Road Sports Centre in Willesden, North London, as part of a wider Chinese Sports Day. Fewer strong players took part in this 4-round event than usual, although there were quite a few enthusiastic young players in 'Division 2'. Wang Shunqi won with 3½ points, his only dropped half point being against David Young. Chen Fazuo was second with 3 points — he lost a vital game against Wang in round 2. Shi Jun Zhi was 3rd with 3 points, just in front of David Young who had 2½ points. One of the players on 2 points was John Shao. He almost caused a big upset in the last round when he had real chances of victory against Wang. He got short of time however, and Wang's fighting spirit saw him through to a win that gave him top spot instead of Shao. As is usual the prize winners had to wait in a blustery wind for their turn to mount the rostrum and collect their cups.

Former UK Xiangqi champion, Robert Aw, also won a cup at Willesden — for badminton!