

# Variant Chess

Journal of the British Chess Variants Society

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ISSN 0958-8248

## CHESS IN KOREA

by Malcolm Horne

It isn't easy to extract information out of Korea about Chang-gi (Korean Chess). Books on the game (especially game collections) seem to be scarce, and it appears that Koreans prefer to play Go rather than any type of chess. Neither South nor North Korea is, for example, a member of FIDE.

I was delighted, therefore, when Peter Wood let me see a book of Korean Chess games that Bob Wade had obtained from a friend in Japan and lent to him. It turned out to consist of most of the games from a 16-player master strength knock-out tournament played in South Korea, 7-9 December 1990.

Paper and printing must be cheap in Korea! This book is almost 300 pages long but consists merely of a few pages of preamble (probably not too important, but as it's in Korean I couldn't say), and then 28 games with no notes whatsoever, but a large diagram after exactly every seventh pair of moves — regardless of position! In reality the whole thing, with fewer and smaller diagrams, could have fitted inside a rather small booklet.

Some of the games (average length 59 moves) are not too interesting, others have their moments, and a good few are fascinating — what you might expect from any chess tournament in fact. There are blunders too (I suspect a fast time limit was used).

Korean Chess is a very close relative of Chinese Chess, and can be played with Chinese pieces and board. Just ignore the river — it does not exist in the Korean game. In recent years I have rather neglected Chinese Chess in favour of Korean Chess, and one of the main reasons is that Korean pawn play is far more interesting. Overall, though, the game has quite a different feel to Chinese Chess. See my article in *Variant Chess* issue 17 for a more detailed account of the game.

### Subscription rates for 1 year (4 issues)

UK £8, Europe airmail £9  
Rest of World surface £9/\$16  
Rest of World airmail £11/\$20  
Single issue (inc post) UK £2  
Eu airmail & RoW surface  
£2.25, RoW airmail £2.75  
Cheques payable to 'British  
Chess Variants Society'.

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Full rules are given in the previous article, but here is a résumé of the basic moves, as compared to Chinese Chess:

(a) Rooks and knights as usual (knight being blockable on the adjacent orthogonal point).

(b) The bishop is an elongated knight: it moves one point orthogonally, then two diagonally, e.g. Bg1 to d3 or e4 or i4 (like a fairy chess 'Zebra', except that the two points in between must be vacant)

(c) Kings and guards are confined to the 3×3 castle but both have the same move within it — one point orthogonally or diagonally along a marked line.

(d) Cannons leap to capture as in Chinese Chess, but here they also leap to make a non-capturing move. And leaping another cannon is banned, as is C×C.

(e) Pawns move or take one point forwards or sideways (just like the Chinese pawn across the river).

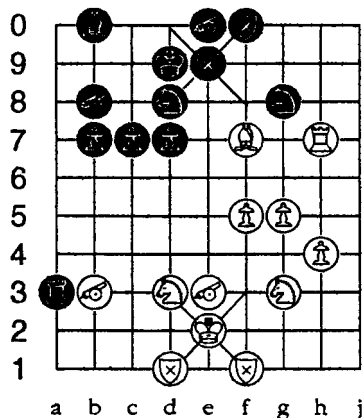
Here are two games from the book; the first is a nicely played positional game, the second features an excellent rook sacrifice. The starting position is as in Chinese Chess except that the kings begin on e2/e9 and knights and bishops can be interchanged. In both these games the knights start on c1/c0/h1/h0 and the bishops on b1/b0/g1/g0 (where 0 denotes the tenth rank). The first player has the Green (or Blue) pieces, and the second player Red.

**Game 7.** 1. a4-b4 i7-h7 2. Nh1-g3 Nh0-g8 3. Ch3-e3 Ch8-e8 4. e4-f4 e7-d7 Not check as a cannon cannot leap another cannon.

5. Bg1-e4 Nc0-d8 6. Ril-h1 Bg0-e7 7. Ral-a5 Ke9-d9 8. Bb1-d4 Ri0-i6 9. Nc1-d3 Korean openings are undeniably slower than Chinese ones. More like Western Chess.

9... Gd0-e9 10. Ra5-g5 Ri6-f6 11. f4-f5 Rf6-c6 12. Be4×g7 Netting two Ps for a B — a good swap.

12... h7×g7 13. Rg5×g7 Ce8-e0 14. g4-g5 Be7×c4 15. b4×c4 Rc6×c4 16. Rh1-h4 a7-b7 17. Bd4-f7 Rc4×h4 18. i4×h4 Ra0-a4 19. Rg7-h7 Ra4-a3! (Diagram).



Seizing the initiative. The threat is ...R×b3 (the Ce3 is currently pinned). 20. f5-e5!? Perhaps 20. Kf2 is a better chance. 20... Ce0×e5 21. Nd3×e5 Ra3×b3 22. Ne5-d3 Rb3-b5 23. Ng3-e4 Cb8-e8 24. h4-g4 Ce8-e0 25. Nd3-c5 Rb5-b6 26. g4-f4 Ng8-f6 27. Rh7-i7 Nf6-d5 28. Ce3-e5 d7-e7! Heralding a central pawn breakthrough.

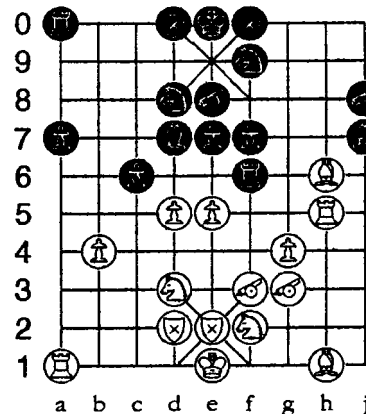
29. Bf7-i5 e7-e6 30. Ce5-e3 Nd5×e3 31. Ke2×e3 e6-e5 32. Ke3-f3 (If 32. Nc3 then 32... d4† wins the other knight.) 32... e5×e4 33. Nc5×e4 Bb0-d7 34. g5-f5 Bd7×f4 35. Ne4-c5 Rb6-h6 36. Bi5-g8 Rh6-h3† 37. Kf3-f2 and resigns (0-1).

The guard at d1 is en prise and the king is too exposed to survive long. And Green is of course a cannon and pawn down.

**Game 21.** 1. a4-b4 i7-h7 2. Nc1-d3 Nh0-g8 3. Ch3-c3 Ch8-e8 4. Ke2-e1 Not 4. C×c7? d7† and the cannon disappears.

4... Nc0-d8 5. Cf1-e2 c7-c6 6. c4-c5 Ri0-i6 7. c5-d5 Bg0-i7 8. g4-f4 Ri6-g6 9. Cc3-g3 Bb0-d7 10. Bb1-e3 g7-f7 11. i4-h4 Cs8-i8 12. h4-i4 Cb8-e8 13. e4-e5 Rg6-h6 14. Bg1-e4 Rh6-g6 15. Ril-i3 h7-h6 16. Nh1-f2 Rg6-f6 17. Be3-h1 So that the knight now protects f4, but Green remains under pressure.

17... h6-h5 18. f4-g4 Ng8-h0!? 19. Ri3-h3 Nh0-f9 20. Rh3×h5 Ci8×i4 21. Gd1-d2 Ci4-i8 22. Cb3-f3 Ke9-e0 23. Be4-h6? (Diagram)

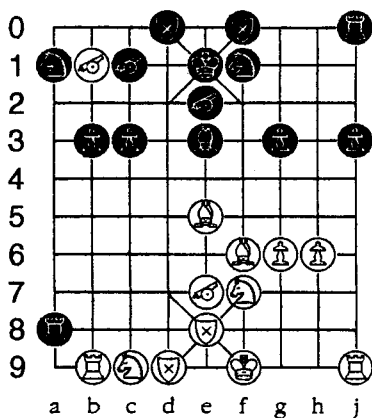


23... Rf6×f3!! A very smart rook sacrifice — although it seems to me it may have been better on the previous move! 24. Cg3-g0†?! It may be that 24. G×f3?! Ci1† 25. Ke2 C×a1 26. B×f9 B×f9 is the lesser evil, when Red (the second player) only gains C and B for N. As played he gains a whole cannon.

24... Ke0-e9 25. Ce2×f3 Nf9-g7 If 25... Ci1†? Green blocks with 26. Cg1, so instead Red attacks the Rh5 and prevents Cg1.

26. Cg0-g6 Ci8-i1† 27. Cg6-g1 Ng7×h5 28. g4-h4 Nh5-f6 Green struggled on for another 40 moves but eventually had to concede (0-1).

I have been playing a pair of postal games with an inexperienced but naturally gifted French chess player Marc Genevy, who lives in Guadeloupe in the French West Indies. He is a colourful and interesting character who writes me long letters in imperfect but poetical English. His chess hero is Tal, and sometimes it shows.



In this position I had just played my bishop from c4 back to e7 and, with two pawns for a bishop, felt I had an advantage. I expected him to shift his threatened cannon back to b3, but instead he played 18. Cb9-b2! (threat Ci2 hitting both rooks). I had thought this impossible due to 18... Cxc1† 19. Rxc1 Rxb2 winning a piece, but only now did I notice the snag. I played 18... Cc9xc1† anyway (couldn't see anything better), then came 19. Ce3-e1! and, with Ci2 imminent, I had to give the material back with 19... Ra2-a4 20. Rb1xc1, soon reaching a more or less level position. I spent ages looking at a rook sacrifice line 19... Bc4?! 20. Ci2 ih7 21. Rxc1 (21. Cxa2? Rxi1† and the Ce1 is pinned) 21... Bxe1 22. i4! Rxi4 23. Ci9† Rxi9 24. Rxi9 but was ultimately unconvinced.

There is a nice balance between tactical and positional play in Korean Chess, and the game merits close attention from anyone interested in regional variants. One of the very best I'd say.

Readers wanting more detail about Korean Chess can send a stamped addressed envelope or international reply coupon to me: **Malcolm Horne 10<sup>B</sup> Windsor Square, Exmouth Devon EX8 1JU, England**, for a copy of my earlier article. A leaflet giving more games and information is also available. I know of two software programs, and if you are interested in postal play please contact me too.

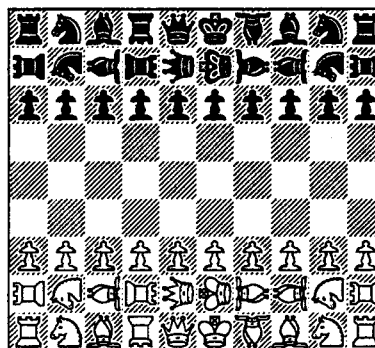
*The font used for the diagrams, courtesy of Peter Wood, is 'Beijing Western' apart from the diagonals.*

## Not for the Faint-Hearted

by George Jelliss

### Twenty-First Century Chess

Having a column to fill, and this being my last issue as Editor, I thought I would revisit my proposals for a new version of chess for the next century and millenium. The basic idea of it is to employ all the R, B, and N-line riders and hoppers. An account of this game first appeared in the composite article 'Enlarging on Chess' in *Variant Chess* issue 6, page 70. No diagram was given there, so here it is for the first time. The board I made for the purpose has four different colours for the cells, the dark cells being alternately blue and green, and the light cells alternately orange and yellow, but normal chequering is sufficient.



The back-row pieces are riders, thus the knights represent nightriders, the inverted rooks represent rook+nightrider, and the inverted bishops represent bishop+nightrider. A pawn promoting on the king-square becomes the remaining combination: queen+nightrider, which would be shown as an inverted queen.

The second-row pieces, shown by the same symbols as the riders but rotated 90° anticlockwise, are corresponding hoppers of the grasshopper type (i.e. moving to and capturing on the first cell beyond the first piece in the line of movement). Note that the grasshopper in front of the queen is shown by a sideways symbol, not by the usual inverted queen.

The King is the only piece (apart from pawns) that is neither rider nor hopper, and the piece in front of the King is an equihopper (originally these were lions, which sound more poetically appropriate but are too powerful).

The pawns are given the option of making the double forward move at any time, not just on their first move, and this move is always subject to en passant capture if it takes the pawn over a cell guarded by an opposing pawn. Pawns promote on the two far ranks and promotion is to the value of the piece that occupied the promotion square initially, except for promotion on the king-cell as mentioned above.

The files can be randomised. Castling is of kings with rooks (not other rook-movers) and follows the rules explained in my article on Fully Randomised Chess.

# Knight-Relay Chess

by George Jelliss

The original form of **Relay Chess** was invented by the US problemist Mannis Charosh and first published in the last full year of *Fairy Chess Review*, April 1957. It permits the powers of any piece to be relayed to any other piece it guards. This proved to be a difficult stipulation to get sound problems from, since the number of possibilities were so great.

From the start pawns were not allowed to use a relayed move to reach the first or eighth ranks, since "without this rule there would be many cooks by long-distance promotion".

For playing purposes (in 1972 according to *ECV*) Charosh developed the simplified form of **Knight-Relay Chess** in which only the knights relayed their powers. This has proved a popular variant ever since, though through further playing experience, in *NOST* and *AISE*, the rules have been further refined. The rules described here are those currently played in *AISE*.

The refinements are that (a) the knights can no longer capture directly, but only by relaying their powers, (b) the knights cannot be captured, and can thus act as blocks to opposing pieces, (c) the knights do not relay knight moves, (d) the kings cannot relay knight moves, this is mainly to prevent kings escaping mate too readily, and (e) there is no e.p. capture.

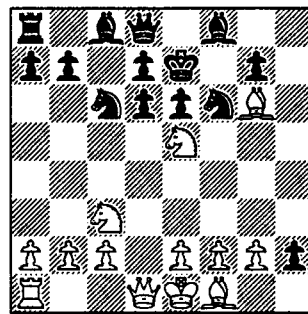
Here is a short game ending in mate to illustrate some of the rules. A relayed move is shown by ®.

George Jelliss v Aldo Andreotti

AISE Grand Prix 1996

1.Nf3 Nc6 2.h2-g4® f6 3.d2-e4® f6×g4® 4.Nc3 Nf6 5.Bg5 (this B

can be taken by h7×g5® but this would permit R×Rh8) 5...e6 (missing the double attack on h7) 6.R×h7 R×h7 7.Bg5×h7® g4-h2® 8.Bh7-g6† Ke7 9.e4-d6®† c7×d6 10.Cf3-e5† (The knight's check is relayed via Bg5. Black cannot escape by Ke7×Bg5® because Kings do not relay.)



MATE!

The alternative 8...Qd8-f7® is interesting—: after 9.B×Q, K×B 10.e4-g5®† Kg8 11.Ne4 h1=Q is prevented since 12.f2×h1®, and 11...Ng4 does not threaten 12...h2×f1®=Q† since pawns are only allowed to promote by a normal pawn move.

Here is a well-played game between seasoned campaigners:

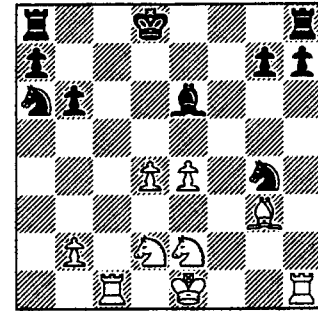
Alessandro Castelli v Paul Yearout

AISE International Knight-Relay Championship (1993).

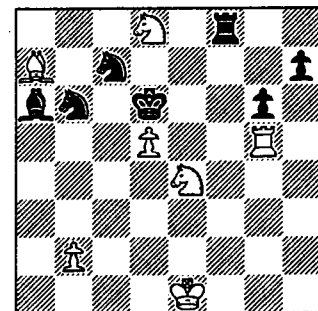
*Italic notes by Paul Yearout*

1.h3 e5 2.h3-f4® c6 3.f4×e5 c6×e5® (White spends three tempi to exchange an outside pawn for a centre pawn, leaving Black ahead in development. 3...d7×e5® could have been better for Black, opening up his second bishop.) 4.d4 Nh6 5.d4×e5 f7×e5® 6.e4 d7-f6® 7.Q×d8† K×d8 8.c3 Ng4 9.Bd2 Be6 10.Bd2-b3® B×b3 11.a2×b3 f6×e4® 12.c3×e4® Na6

13.Nd2 b6 14.f3 Bb4 15.Bf1-g3® e5×f3® 16.g2×f3 Bb4-c2® (Threatening Na6-b4†) 17.Rc1 B×b3 18.Ne2 Be6 19.f3-d4® (White's two centralised and knighted pawns are very powerful and adequate compensation for a lost pawn.)



19...Rc8 20.R×c8† B×c8 21.Be5 Nf6 22.Bb8 Bb7 (This begins a plan to trap White's bishop.) 23.d5 Nd7 24.Rh5 b6×d5® 25.e4×d5 Nc7 26.B×a7 Nb6 (Ah, ha! Did it!) 27.Nd4 Kd7 28.Nc6 Ba6 (Perhaps the price is too high. Black's bishop and both knights are tied up in restraining White's bishop.) 29.Ne4 g6 30.Rg5 Kd6 31.Nd8 (Good move. I thought my rook would get his bishop.) 31...Rf8 (I was thinking of the pawn exchange, but hoping also he might think of 'gaining' the rook because of my supposed carelessness. But I gain a pawn.)



32.Rg5-e6®† (Rg5×h7® would likely have led to a draw.) 32...K×d5 33.Re6×f8® Ba6-b4®† (Black's prospects have brightened considerably. White's inactive bishop will trouble him,

though he uses his resources to give an admirable defence against the pair of Black pawns.) 34.Ke2 B×f8 35.b3 Kc6 36.Nb7 g5 37.Ne4-c5 (Aiming to get his pawn and king in front of Black's two pawns.) 37...h5 38.b3-d2@ h4 39.d3 Bd6 40.Kf1 Ne8 41.Kg2 Kd5 42.d3-f2@ Ke4 43.Nd3† (from Pf2) Kf4 44.Nb7-c5 Ng7 45.Ne6 Nf5† (from Ph4) 46.Kg1 Kf3 47.Nd4 h4-g2@ 48.Nb5 (White finally gets his bishop free, but has concentrated on that to the exclusion of Black's attacking potential. 48.Nf4 would have prolonged the game, which still could be a draw.) 48...Bh2† 49.Resigns (0-1). (49.K×h2 K×f2 50.Ba7-c6@ g1=Q† 51.Kh3 g4†)

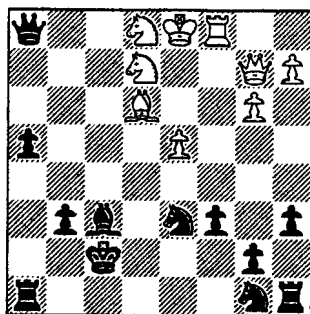


The next game shows the power of pawns relayed towards the promotion rank and stonewall defence by the white knights.

Paul Yearout v George Jelliss  
AISE Grand Prix 1996

1.d4 f6 (with the idea of building up an attack on f2 via g4 by relay.) 2.f3 h5 3.c3 f6-g4@ 4.Qc2 d7-f6@ (5.Qg6† is guarded against by N-relay from Pe7) 5.e4 c6 6.Be2 e5 7.h3 e5×d4 8.h3×g4 f6×g4@ 9.f3×d4@? (The Black g-pawn remains a thorn in White's side. White seems to have over-estimated the danger from the d-pawn. 9.f3×g4 looks good for White.) 9...Nh6 10.Qd3 g6 11.e5 Bf5 12.Qd1 Be7 13.Nf3 Bh4† 14.Kf1 Bf5-g3@ 15.Be3 g4-h2@! 16.e5-f7@† Kf8 17.R×h2 B×R 18.Bd3 Nf5 19.Ke2 Bh4×g2@ 20.Qd2 Bg3† (by relay) 21.Kd1

Qh4 22.c3-e4@ Qh1† 23.Ne1 B×e4 24.B×e4 Bg3×e4@ 25.b3 K×f7 26.Nc3 h4 27.Ne2 Nd6 28.Qb2 Be4-f6@ 29.Rc1 a6



30.Kc2 Qe4† 31.Nd3? (I was expecting Rc1-d3@ guarding Be3) 31...Q×e3 32.Resigns (0-1).

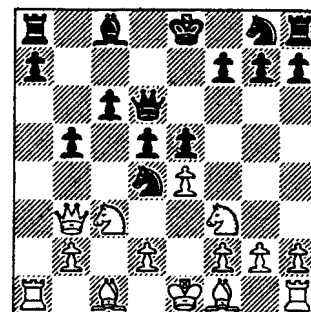
Now some amusing pattern play.

Michele DeGiglio v George Jelliss  
AISE Grand Prix 1996

1.Nf3 d7-e5@ (occupying a cell in an opposing knight's field reduces its scope for mischief) 2.e4 Na6 3.d2-c4@ Bd7 4. Be3 e7-c6@ 5.Nbd2 Ne7 6.c4×e5@ c6×e5@ 7.c4! (reloading the knight's slingshot) 7...Nc5 8.c4×e5@ Be6 (Didn't like the look of 8...Bd7×e5@ 9.Qa4† or Bb5†) 9.e4-g5@ f5 (no e.p. capture!) 10.g5-f7@† B×f7 11.e5×f7@† K×f7 12.Bc4† (recharging the slingshot again!) 12...Ke8 13.Bg5 Ne6 14.Bc4-e5@ (once more unto the breach...) c6 15.Bg5-f7@† Qd8×f7@† 16.Be5×f7@† K×f7 (completing the repeat performance) 17.00 g5 18.Ne4 Bg7 19.Nd4 h5 20.f3 g5×f3@ 21.Q×f3 Resigns (1-0). The threat of Qf3-g5@† seems decisive.

George Jelliss v Michele DeGiglio  
AISE Grand Prix 1996


1.c3 Nc6 2.c3-e4@ Nd4 3.Nc3 e5 4.Qb3 Be7 5.a2-b4@ c6 6.b5 d5 7.e4-d6@ B×d6 (the threat is 7...B else 8.b5-c7@ with connected passed pawns.) 8.b5×d6@ Q×d6 9.Nf3 b5 10.e4 (threat e4×d6@)



10...d5×e4 11.d2×e4@ Be6 12.Q×b5! (this gives back B for 2Ps again, but after 12.e4×d6 B×b3 the Ra1 and Bc1 are forked and d6 difficult to support, while retreat allows Black to build Q-side attack) 12...c6×b5 13.B×b5† Qd7 (13...Bd7 14.Bb5× Qd6@) 14.B×d7† K×d7 (equal). The rest of play is anticlimax: 15.00 Ne7 16.Nd5 Rhc8 17.b4 Nec6 18.Ng5 a7-b5@ 19.b4-a6@? (R×R) Rcb8 20.e4-c5@ Rb8×a6@ 21. Resigns (0-1).


Andrea Mori v George Jelliss  
AISE Grand Prix 1996

1.e4 d7-f6@ 2.c3 f6-g4@ 3.Nf3 f6 4.Bc4 c6 5.Qb3 h6 (relays guard to f7) 6.h×g4@ f×g4@ 7.d4 Bd7 8.e5 c×e5@ 9.d4-e6@ Bd7-e5@ 10.Nf3-d4 (Ns cannot be captured) Nb8-d7 11.e×Bc5@ (backward captures by Pawns are easily missed) e5×Bc4@ 12.Q×c4 b6 13.c5×b6 Q×b6 14.Qe2 Bf8-g6@ 15.b4 Nd7-e5 16.Bd2 g4×f2@† (premature, Qf6 perhaps) 17.K×f2 h6-g4@† 18.Kg1 R× Rh1† 19.K×Rh1 Qf6 20.g3 (if 20.Qb5† Nc6 for a7-b5@) Qf6-h5@† 21.Kg1 Nf6 22.Bd2 -e4@ B×Be4 23.c3×Be4@ Nd3 24.e5 e6 25.Nb1-d2 Qh3? (premature again) 26.Qg2! Qh5 27.Q×a8† Kf7 28.Qb7† Nd7 29.Qe4 Nf2 (threat Qh3†) 30.Qf4† Ke7 31.Ne2 Qh2† 32.Kf1 Qh1† 33.Ng1 Qh3† 34.Ke2 g4-h2@ 35.Ng1-f3 Qh3×Qf4@ 36.g×Qf4 Nd1 37.Rc1 h1=Q 38.e5-c6@ Qh2† White resigns (0-1)



# PROBLEM PAGES

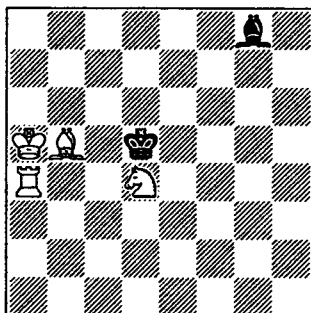
conducted by *Ronald Turnbull*  
Highland Cottage, Gatelawbridge, Thornhill  
Dumfriesshire DG3 5EA, Scotland



**ORIGINAL PROBLEMS  
TO SOLVE**

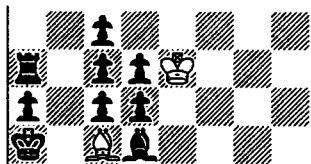
I was tempted to put this **Helpstalemate** (244) at the end; it's an after dinner mint of a problem, and shows how, only just outside the boundary of the exploited Orthodox ground, there are new problems of arresting sparkle and simplicity. Skip this one, and come back to it when something tough and awkward, further down the column, is getting you down.

(244) Arthur WILLMOTT



Helpstalemate in 2½  
3 solutions

(245) Arthur WILLMOTT

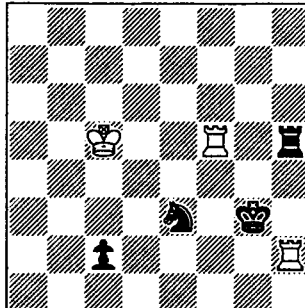


Serieshelpstalemate in 12

Actually, these simple-looking problems can be the toughest solving: the position gives no clues.

In **Reciprocal helpmate** (246), on the third move Black can either give mate, or move to allow White to mate.

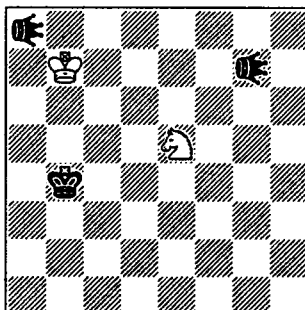
(246) Luigi VITALE



Reciprocal Helpmate in 3  
Circe (b) e3 → f3

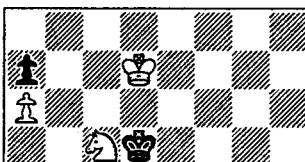
It's a year or two since I defined **Kangaroo** (247): moves as grasshopper, but over two hurdles. Series could start 1:Kc3 2:KAb2.

(247) Frank MÜLLER



Serieshelpmate in 18  
Kangaroos (b) e5 → d4

(248) Paul RÂICAN

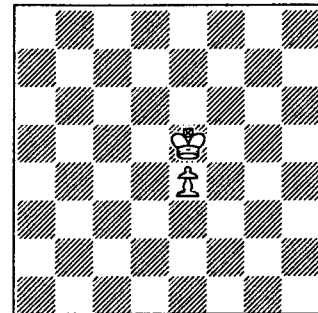


Helpmate in 2½  
Sentinels, 2 solutions

The two-piece problems are proving tough to judge, and the award in our Tournay is not yet ready. Meanwhile, here are some

that were too late, and that show that the solving, also, can be tough.

(249) Vlaicu CRISAN

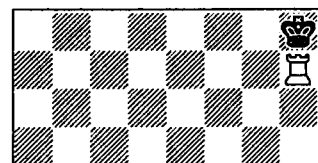


Helpstalemate in 3  
Circe Sentinels  
Neutral K, 3 solutions

If seven-piece settings give few clues, two-piece ones give no help at all! (249) was set as a one-piece problem "H=4, 0,1,3,1,1..." with neutral Ke4. I have given the first White move, common to all three lines, simply to make it easier.

In (249) the **Neutral king** leaves pawns of the side moving [the convention "neutral unit leaves neutral pawns" is also used — but not here]. Black can't start 1:nKf5(+bPe5)?? self-check.

(250) Paul RÂICAN

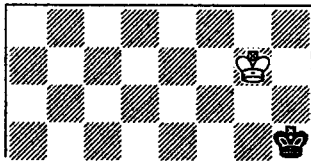


Add ♔♚♛ for illegal cluster  
Alice Chess  
(a) Board A (b) Board B

**Alice Chess** (250): there are two boards, the A-board, on which the normal game-array is placed, and the B-board, initially empty. A player moves a unit on either board — move may be a capture but must not be self-check. The moved unit is then transferred to the corresponding square on the other board, which must be empty.

**Illegal cluster** (still 250): a position which is illegal (could not have arisen by legal moves from game array) but which becomes legal on removal of any unit apart from Ks. In 250 (a) the B-board is blank: but in part (b) the board diagrammed is the B-board and the A-board is blank.

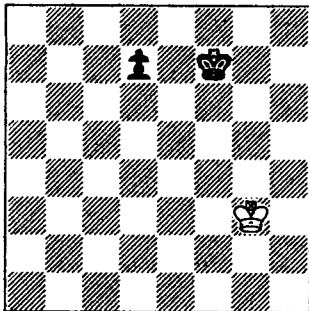
(251) Paul RÂICAN,  
Vlaicu CRISAN &  
Ronald TURNBULL



Helpstalemate in 1½  
Ghost Chess, 2 solutions

In **Ghost chess**, a captured unit remains hidden, and when the captor moves away it reappears as a "ghost" that can move, capture and obstruct but cannot itself be captured. Diagram (251) is clearly insoluble, so we permit ourselves to suppose necessary pieces lurking underneath.

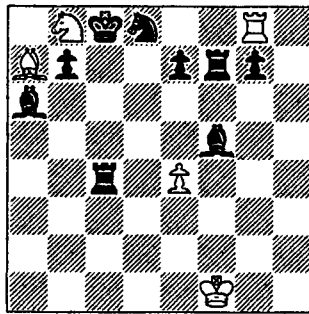
(252) Vlaicu CRISAN



Helpstalemate in 2  
Ghost chess, zeroposition  
(a) wK → c3, (b) bK → e6

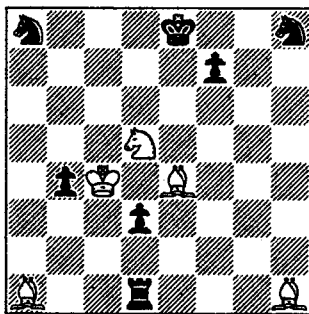
(252) takes the same liberty with the stipulation, and zero-position as well, for a serious purpose. The next three have more complex settings, but simpler stipulations: easier solving?

(253) Alexander SHVICHENKO



Helpmate in 2  
Andernach Chess  
(b) ♖ b8 → ♔ b8

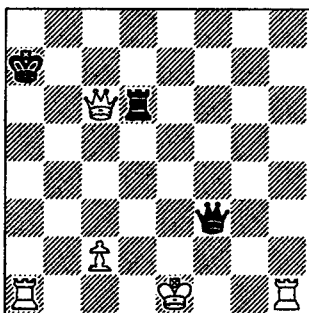
(254) Alexander SHVICHENKO



Helpmate in 2  
Andernach Chess (b) e4 → e5

**Follow-my leader** (255): if Black can legally play to the square just vacated by White, he does so. See p.163 for an example.

(255) Ian RICHARDSON

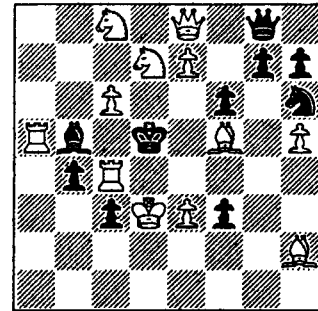


Selfmate in 4  
Follow-my-leader

Our new tourney judge has another new stipulation: **Attacked mating unit (AMU)**: the unit that moves to give mate must be attacked on its departure square.

Mating move by unattacked unit is illegal. 1:R×b5?? is illegal as this rook is not attacked by Black.

(256) Miroslav BRADA

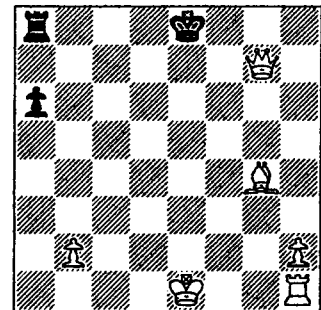


Mate in 2 (tries), AMU

A guide through the pattern-play: there is a keymove and two tries. There are two important black replies, the same two in each line: one is a strong advancing move and the other is a capture. The two tries are both refuted on the same square.

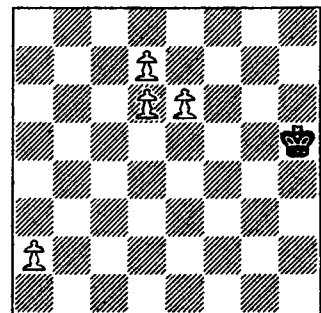
For **Zvolen's chess** see the tourney notice on the next page.

(257) Ronald TURNBULL



Mate in 2, Zvolen's chess

(258) Ronald TURNBULL



Seriesselfstalemate in 7  
Zvolen's chess (b) remove a2



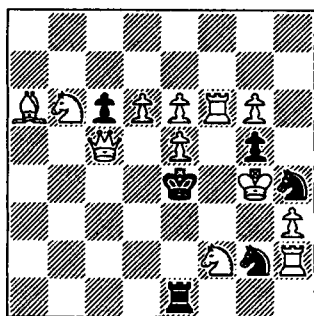
THEME TOURNEY TWO  
OF VARIANT CHESS  
❖  
ZVOLEN'S CHESS

ZVOLEN'S CHESS is an invention of Miroslav Brada (*Zvolen is a place-name*). At first glance it seems another stipulation designed for the presentation of Miroslav's pattern-play 2-movers. However, further inspection shows that it is also capable of subversion to other problem purposes.

A unit guarded by its own side is paralysed, and loses all powers including that of paralysing. Ks neither paralyse nor are paralysed. Reciprocal or cyclic guards do not paralyse (unless one of the units is also paralysed from outside the cycle).

Judge: Miroslav Brada. Entries to me, by 1 Jan 1999. Any orthodox or semi-orthodox stipulation (e.g. reflex, series, 'add a W unit for...', retros, illegal cluster). No additional fairy stipulation.

(A) Miroslav BRADA  
*Nedelna Pravda* (version)



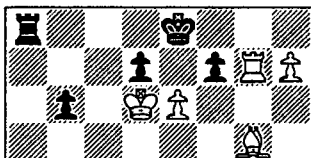
Mate in 2

(A) is a straightforward example. wSf2 does not give check as it is paralysed by wQ. Further, wQ paralyses wPe5, and so this pawn does not itself paralyse wR. There is therefore a second paralysis of wS from f6. We also note a potential third paralysis from h2.

Try 1:Rf7 (paralysing itself) but 1...Sf4. (Only bS is free to

move) Try 1:Qc3 (still guarding flights, but removing the Q-paralysis) but 1... Se3! Key 1:Rh1 and 1...Sf4/Se3 2:Qc3/Rf7

(B) R.T. original

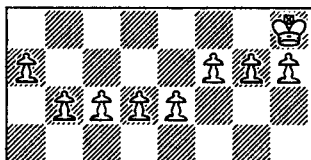


Mate in 2

(B) has no pattern play! h7 wants to promote but is paralysed. 1:Rxf7? paralyses wR so frees wP, but 1...d7xe6! (wP paralysed again.) More subtly, 1:Bf6? paralyses wR but 1... f7xe6! and there is a flight on f7. Key 1:Bh6! 1...Kf8 2:h8Q† and 1...f7xe6 2:h8R†! Now wB is paralysed, wR g7 is unparalysed, and f7 is guarded! (After 2:h8Q, wB is paralysed, but wR is still paralysed, directly by wQ).

BUT: 1:Bh6 allows 1...0-0-0! No, it doesn't! If B can castle, his move leading to the diagram was Pb7-b6 (not Pc7xb6, illegal check, and not Pa7xb6, illegal move of paralysed pawn.) But, in the game array, all units are paralysed except b-pawns and f-pawns. Black has no move to start the game!

(C) R.T. original

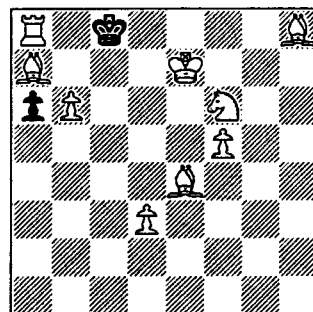


Autostalemate in 11

In Autostalemate (C): White makes 11 moves, after which there is no further move. In the diagram, two pawns are paralysed. The solution, which I hope is sound, runs: 1:b7 a8R Rg8; 4:c7 b8R Rf8; 7:d7 c8R Re8; 10:e7 d8R. In a line, starting from h7, each pawn

paralyses each rook, and each rook does not paralyse the next-along pawn. Introduce a Q at g7 and cyclic guards do not paralyse, and so free the final rook.

(D) R.T. original



Mate in 2

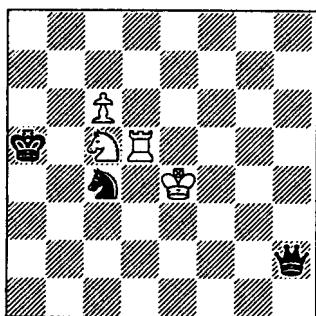
The final problem (D) explores this aspect. Remove bK and we have a guard-ring wR → wBh8 → wS → wBe4 → wR. Because this ring has an even number of members, bK can enter its lines. Verify that bK has a flight 1...Kb7! Key 1:Kd6 threatens 2:Ke6 (unparalysing wR). 1...Kb7 (unparalyses wR, wS, paralyses wBs) 2:Rf8. 1...Kd8 2:b7, and the guard-ring now has 5 members, so bK is in check along the back rank.

ANOTHER THEME TOURNEY

The Problemist announced (last November: sorry!) the Bob McWilliam Memorial Tourney for problems featuring the *Schiffman Configuration*. "A pin and a battery are both directed at the same K. The front piece of the battery can cross to the pin-line, discovering check, and the unpinned piece can cross to the battery-line, interposing." Configuration may arise in actual, set, virtual, or dual avoidance. Judges: Fairies John Rice, orthodox Zoran Gavrilovski. Entries, by 31.3.99, to Mark Ridley at 59 Otterburn Avenue, South Wellfield, Whitley Bay, Tyne & Wear NE25 9RQ England.



**CORRECTION**  
(186v) Paul RĂICAN



Selfstalemate in 7  
Maximummer, (b) e4 → f6

Paul Raican corrects his (186):  
(a) 1:Sd7+ Kb4 2:c7 Qxc7 3:Sb8 Qh2 4:Rd6 Qa2 5:Kd5 Qh2 6:Rb6+ Scb6+ 7:Kc6 Qxb8= and  
(b) 1:Sa6+ Kb6 2:Sb8 Qxb8 3:Ke7 Qh2 4:Rd6 Qa2 5:c7+ Sxd6 6:c8S+ Scx8+ 7:Kd7 Qg8=

**Solutions to the Originals in VC27**

Comments from: E. Bartel, S. Emmerson, P. Fayers, A. Ingleton, C. C. Lytton, I. Richardson, R. Turnbull, L. Vitale.

226 (Richardson) 1:Qe2 Calm before the storm - SE. But SE cooks 1:Qd4 and corrects by bPa4 becomes bBh1, losing set play 1...Kb5 2:Qc5. Reasonable give-and-take key leads to 3 echos, with only 5 units, not bad at all - CCL.

227 (Beasley) 1:Qa3? Qb1 (+ Ka2)! 1:Qa2 (2:Qa8 + Kc8). Universally enjoyed for simplicity, pointedness and switchback threat made possible by "due process" interpretation. PF points out that under regular Republican, position illegal; why didn't Black just + Kg1? (This still didn't let him solve 229, though!) SE indicates that under "Legale Matzet", 1:Qa2 also fails, to 1...+ Kb1, Qc1! "Due Process" would seem preferable, as more natural.

228 (Emmerson) 1:Re6? Rh2 + wKh4! 1:R×d3, with counter-mate refutations: 1...Rg1 + Kd1 2:Se3 + Kf1! and 1...Rf7 + Kd8 2:Se6 + Kf8!

This is the interpretation of Republican favoured by its inventors, but also arrived at independently by SE. I gave only the faintest of hints, wishing to see if solvers, too, might arrive at it. They didn't. The try doesn't give enough B mates! - SE

229 (Turnbull) 1:Qe6? (2:Qg6, or else 2:Qf4) Qg2 + Kh4! 1:Qf5? Qg2 + Kg4! Why didn't Black end previous move with + Kh4? It can only be because his previous was g7-g5 so that W can escape this apparent mate by e.p. capture! Thus key 1:h×g6 e.p! Apologies to solvers for a mean trick, and to readers: in the absence of solvers, I have to praise this one myself... 6 mates, 3 to White (including the one that doesn't happen) and equals my economy record for e.p. key. (Previous one was in Maxi).

AI points out that his comment "artificial" last issue was "aimed at the concept of Republican Chess and not at Paul's problem, which was an elegant demonstration. But as for artificiality, MAFF really does take the biscuit!"

230 (Emmerson, Turnbull) 5:b8Q 6:Kb1 9:Sa2 10:Qb3 11:Kb2. I swapped a P-march for Stephen's K-march, which he was kind enough to consider an improvement, but the first 4 W moves are forced.

(Equals M. Kerhuel, *Phénix* 1995: wKa8, Pa7; bKh3, Bg4. Mars Circe Seriesmate 11. Solution p.162.)

Amusing in Mars and Anti-circe, that W units can block bK - CCL.

231 (Willmott) 1...Kd5 2:Kb2 Kc4 3:Ka3 Gd5 4:Ka4 Sb5 and b) 1...Sd5+ 2:Kd2 Gd1 3:Kd3 Nc4 4:Ke4 Nd2 Disappointed not to get mid-board mate in (a) - SE. Very clever and well-organised. BK paths joined up form W for Willmott. That and excellent twinning are sufficient unity in two different solutions - both 2-pipe problems - CCL. I see what you mean about long helpmates - non-solver PF. Only hard to solve, no thematic connection - EB. AI offers wK to d7 in (b), 1...Sb5† 2:Kb4 Kc7 3:Ka5 Gd5† 4:Ka6 Kc6, a nice twin with discovered mate.

232 (Bell) (a) 1:c4 (or Rf6†) but duals 2:d4, Rb5, Se4 and Popeye

cleverly finds 1:Rf6† with two king-forks to follow. (b)1:Sd1 K↔K Kd5 2:Se3 K↔K. (c)1:Sh1, Sd1, Se4 for 2:Rb5 (cooks by Popeye via SE) but why didn't Popeye find the intention 1:Se4 for 2:Sf4? For the matter of that, why doesn't (b) work here also? All jolly confusing. But the next one works very nicely - RT. An awkward but interesting form - SE

233 (Bell) 1:Qd4 Be5 K↔K 2:Qd5 B×d5 K↔K Impressive: open board, B pieces free, quiet play, yet masterful wQ forces exact bB play. Gives me composer's itchy fingers - CCL.

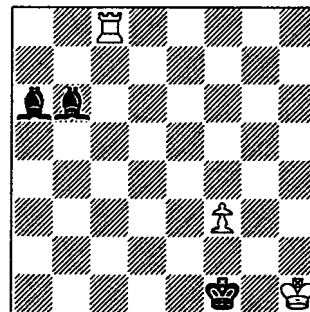
234 (Turnbull) 1:Qc1 Ke3†/Se3 /g5 K↔K 2:Kd4/Q×e3/Qc6. AI, SE cook 1:Sg1,d4 mate and SE corrects Se2 to h1. Brilliant surprise key, with Q still covering h6 - AI. Pity no 2:Qh1; otherwise good variety, O-K possibilities, economy - CCL.

On the alternative versions: 234's seems more natural than 232's - SE.

235 (Velucchi) 1:Be7 2:Bd6 3:B×e5 4:Bf6 Be5 5:B×e5 Sf6. 1:B×e5 4:Bf6 Be7 5:B×e7 Sf6 Rundlauf in both directions, minimal because of bR. Nice straightforward miniature - SE. Twice merry-go-round, a good idea, but Pe5 is a great pity - EB. Really a masterpiece! - LV.

In response to this and the following problem Cedric Lytton cites his own very interesting joint Follow-my-leader composition:

Hansjorg SCHIEGL &  
C. C. LYTTON  
2nd H.M. *The Problemist* 1973



Selfmate in 11  
Follow-my-leader  
(b) c8 → c5

Solution at end of page 162.

236 (Richardson) 1:Sf5 Bd4 (Qd4? 2:b4) 2:Se3 Qf5 3:Sf1 Be3† 4:Sd2 Another elegant and instructive miniature, strategy even better - SE. But LV and AI offer, instead, 1:Se2 Bd4 2:Sc3 3:Sb1 4:b4 Q,B b2 - where B has two moves but both mate! EB finds both, and asks in perplexity: which one is the cook? Relabel as two solution.

237 (Liskovets) 1:Kd7 0-0-0† 2:Kc8 Rhe1 3:Rhc7 R×e8, and 1:Kf7 0-0† etc. Under normal conventions, these are two solutions, which happen to be mutually incompatible (W can't still castle both sides). With "PRA" called for, they are two parts of a single solution - which part is correct depends on the history of the position. But note that there is still no requirement to account for the case "W cannot castle on either side". b) 1:Ke5 a3 2:Kd4 0-0-0† 3:Kc3 Rd3. (If "PRA" still called for, part b) has no solution, as case "W can 0-0" unprovided.) Distressing symmetry in a); b) good asymmetric apart from bystanders - CCL. Three times castling, well done - EB. IR acknowledges psychic help from his non-chessplaying wife Peggy. "I asked her to help with part (b), and she circled c3. The next day, I was struggling with part (a). Peggy pointed to the bK and bB and moved her finger up and down between them (she doesn't even know which is the K!). I am inclined to think this is more than coincidence." Remarkable (however, I have allowed IR his solving point).

238 (Fayers). 1:Kf5 Qd2 2:f6 e4, (b) 2:Kg4 Qg5. Even as they wizen and grow old, bK and wQ rediscover the magic formula of youth! - SE. (Starting from a dk-sq in b), bK recovers diagonal power.) Hmm - not sure I want to wake up and find I can go no further than my wine-cellar! - CCL

239 (Bell) 1:Bd4 (2:Re5) Ra5 2:R×e6 (3:Rf6 4:Be5) 1...Ra7,a8 2:R×e6 (3:Rf6†) Rf7,f8 3:Bf6 4:Re5 Decoys with mates by each rook in turn, and with interferences by an immune B on e5, f6. A pity that both variations start with the same move - SE.

240 (Willmott) Nobody got the intention, with its multiple pins: 1Bd7 2:Kf7 3:Ra8 4:Ra6 5:Qa8 6:Rc8 7:Ke8 8:Bd4 and 1:Rb5 2:Bc7 3:Qd6 4:Kb4 5:Kc5 6:Kc6 7:c5 8:Qe7†. AI, SE and CCL cook 1:Bb3 2:Q×g3 3:Q×e5 4:B×c4 6:B×b7 7:Bd5 8:Qe3† 1:Ka4 4:Ka7 5:a6 6:Qe7† K×e7. I was aiming for a6 myself - RT.

241 (Velucchi) 4:g×h7 b×a2 5:hgS abS 6:S×e7 S×d2 7:Sd5 Se4 9:Sb1 Sg8 Very pleasing symmetry. S-can't-loose-a-move and odd-number points to promotions - CCL, sole solver. But SE, PF cook 2:d5 ed 4:Q×b7 Q×g2 6...Q×a2 7:Q×h7 9:Qd1 Qd8.

242 (Raican) Four solvers cook 1:Bc3 and now wK to h8 and promoted wBs on g8, h7 for 8:Bd4 Bxd4. Intention is much nicer than this, and I shall withhold it in hope that composer can re-submit.

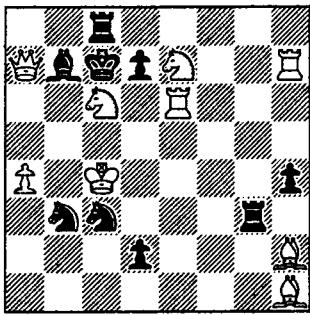
243 (Brada) mating moves Q×c7,Q×e7,R×d5 A,B,C: bK flights Kc5, Ke5 c.e. 1:b7 (2:A) c/e 2:B/C and 1:f7 (2:B) c/e 2:C/A and 1:Sc2 (2:C) c/e B/A. Threat form of Lacny, 3x3. Kaleidoscopic problem with mates separated by avoidance of 0 or 2 flights, and of 0 or 2 W units. Interesting, and impressively light - CCL. Clever, but what *strategic* effects are possible? - SE. CCL offers -g5, wK to g7, 1:S else? Bd3!

A fascinating set. Mate-in-2s very absorbing, if rather technical - though only 234 had as much variety as one expects from orthodox two-movers - AI. Were the problems harder this time? - IR.

Solvers Scores	
S Emmerson	20
CC Lytton	18
A Ingleton	12½
E Bartel	9½
I Richardson	6
PM Fayers	5
L Vitale	5
<b>Late score VC26</b>	
CC Lytton	13

**Fairy Definitions**  
As this issue is not particularly crowded, I have taken the opportunity, on the following page, to define the standard fairy forms. I shall not define these again for a year or two. Copies of this listing, updated if necessary, can be had from me (R.T.).

**British Chess Solving Championship**  
The 1997/8 competition recently finished, and was won by Jonathan Mestel. The 1998/9 one is about to begin. Here is the starter problem:



Mate in 2

Solution, first move only, to Brian Stephenson, 9 Roydfield Drive, Waterthorpe, Sheffield S20 7ND, no later than 31 July 1998, together with a cheque or postal order for £3.00 payable to the British Chess Problem Society, and a stamped addressed envelope for the postal round. This competition is now eligible only to British residents.

**Solution to Kerhuel Mars Circe chess problem:** 7:Kh2 8:a8R 10:Rg2 11:Kg3

**Solution to Schiegl / Lytton Follow-my-leader problem:**

(a) 1.Rc7 2.Rd7 3.Rd6 4.Re6 5.Re5 6.Rf5 7.Rf4 8.Rg4 9.Rg3 10.Rh3 11.f4

(b) 1.Rc4 2.Rd4 3.Rd3 4.Re3 5.Re2 6.Rd2 7.f4 8.Kh2 9.Rg2 10.Re2 11.f5

## FAIRY DEFINITIONS

by Ronald Turnbull

### Stipulations

**Series helpmate in 18:** B makes 18 moves in succession, after which W can mate. Neither K may be left in check during the series.

**Seriesmate/series selfmate:** W plays the successive moves, and the last of them mates/compels B to mate

**Zeroposition:** diagram itself isn't for solving; make indicated adjustments and then solve.

**Duplex:** the problem is repeated, with the roles of W and B reversed (e.g. Helpmate in 2, duplex: solve also with W starting and helping Black to give mate to White).

**Reflexmate:** either side that can mate, must: and the goal is (not to checkmate but) to offer one's opponent such a chance to give mate. (Reflexmate in 2: W aims to offer B a mating opportunity on move 2. Black can refute by offering W a mating opportunity on move 1.)

**Retros:** where it makes sense to do so, the diagram is considered to have arisen from the game-array with the fairy stipulation (e.g. Circe, Reflex-chess) holding throughout, and fairy pieces having arisen by promotion.

### Fairy pieces

**Promotion:** Fairy pieces are considered to have arisen by promotion. A pawn may promote to any fairy piece present in the diagram.

**Grasshopper:** moves along Q-lines, but to the square immediately beyond the first obstructing unit (the "hurdle") on the line. Can capture an enemy unit on that square.

**Nightrider (N):** moves as knight, but continues (unless blocked) in straight line. Na1 can move to c5, d7 etc.

**Leaper:** general term covering piece, such as knight, camel, giraffe, zebra that leaps on a particular vector ignoring intervening units.

**Knight (S):** leaps on vector (1,2).

**Camel:** leaps (1,3).

**Giraffe:** leaps (1,4).

**Zebra:** leaps (2,3).

**Rider:** general term covering piece that moves along any multiple of a given vector, and can be blocked on intervening squares, such as Bishop, Rook, Nightrider.

**Royal unit:** ultimate aim of game is to capture, not K, but this unit. So any attack on it is check.

### Playing rules

**Fairy check:** in general, check only applies after the move is completed, and subject to any fairy conditions. If, after all rebirths etc have taken place, wK is not attacked, then W is not in check. If the move that might capture the K is illegal (e.g. the "checking" unit is paralysed under Madrasi) the K is not in check. (This general rule does not apply in Maxi, Follow-my-leader, seriesmovers, and certain other forms not listed here.)

**Circe:** captured unit is reborn on its game-array square (e.g. bQ on d8). Ks are excluded (except in King Circe). R, S reborn on home square according to colour of capture-square: (dark-square capture, dark-square rebirth). Pawns, on home square of capture-file. Fairy units on promotion square, file of capture (Black S, P, N captured on a3, reborn b8, a7, a1). If the home square is occupied, the captured piece leaves the game, as in orthodox. A reborn rook may castle.

**Anti-Circe:** a unit that captures is reborn on its rebirth-square as defined above. If the rebirth-square is occupied, the capture is illegal. Kings included. A unit may capture from, but not on, its rebirth square. (so bK on d1 cannot be checked by wQ.)

**Madrasi:** if two like units (e.g. 2 Ps) of opposite colour attack each other, they may not move. They consequently do not give check, though paralysed units will still paralyse other units. Kings are excluded (except in King Madrasi). A pawn that moves 2-squares through a square attacked by pawn is paralysed *en passant* on the subsequent move only. (In the case of

irreversible movers, such as Grasshopper, the attacked is paralysed but not the attacker.)

**Maxi:** Black will always choose his move of maximal length (measured between square-centres). If there are several equal maximal moves, he chooses freely among them.

**Neutral:** unit may be moved, and may be captured, by either side. Neutral pawns promote to neutral pieces

**Sentinels:** a piece (not pawn) that moves (not to 1-rank, 8-rank) leaves an own-colour pawn on the departure square (except if there are already 8 own-colour pawns on the board).

**Andernach:** unit that captures changes colour (including pawn capturing *en passant*). bR becoming white by capture on a1, h1 may subsequently castle (similarly wR).

### Dubious Points in new stipulations

Where new stipulations throw up doubtful points (e.g. on pawn powers, castling, *en passant*), composers are urged to adopt the simplest and most natural possibility. Fairy chess generates interesting complication without the self-indulgence of perverse interpretations of the rules. Such things vary in existing stipulations, but in new forms, composers are asked to consider:

**wP on 1-rank:** moves 1-sq forward, captures 1-sq diagonally

**wP on 8-rank:** at the end of W's move, any pawn on the 8-rank is promoted, at White's choice. Remains P until then.

**Castling:** any rook or king, reborn on home-square, is considered unmoved for castling purposes.

**Castling through check:** if the one-square move of the K would be self-check, then castling is illegal.

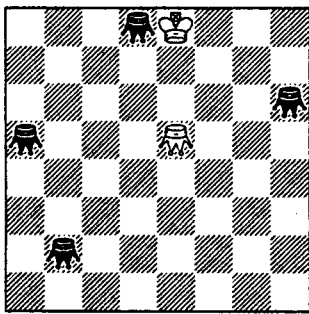
**En passant:** if the one-square move of the P would have allowed its capture by another pawn, then *e.p.* capture is permitted. This even in certain forms (e.g. monochrome) where such one-square move is itself illegal.

## "Eureka" Chess Problems

by Peter Fayers  
incorporating "Penultima" by Michael Fryers

Some time ago I got hold of a copy of Popeye, the chess-problem solving program. This is excellent value-for-money, being free, and an added bonus on the disk was a directory containing some 600-odd chess problems, mostly fairies (as we problemists call Variant Chess problems). The downside was that it was all in German, a language about which I know virtually nothing.

(A)



SS#8, "Gitterschach"; Gs  
1 Kd7; 2 Ke6; 3 Kd5; 4 Ke4;  
5 Ge3; 6 Kd3; 7 Ke2; 8 Kd1 Gd2.

I soon picked up the basics. It seemed that a lot of the problems had obtrusive force, with several promoted bishops on the board, until I realised that perhaps "B" means "Pawn" in German. This turned out to be so, and I was soon able to translate the basic pieces KQRBSP as KDTLSB. But I hit more trouble with problem (A), a series-selfmate in 8, Gitterschach.

I had already worked out that G is in fact Grasshopper, but what, pray, is Gitterschach? Unperturbed, I let Popeye solve it for me, then played through the solution. I was still no wiser, and had to work through another Gitterschach problem before the penny dropped.

It struck me that there is a whole new field of chess problem possibilities here! In a normal problem, you are given the position and the condition, and have to find the solution. In a synthetic, you are given the condition and the solution, and have to construct the original position, so how about a problem where you are given the position and the solution, and have to work out the rules?

I knew that this idea was not new - it had been used in a card game "Eleusis" [Robert Abbott, *Abbott's New Card Games* 1965], where a referee makes up a rule (eg "play red on even, black on odd"), and two players attempt to lay cards alternately - the referee states whether each play is legal or not, and the players try to work out what his rule is. I thought it would be a novel idea to apply this concept to chess.

Alas, I had been anticipated. When I mentioned the idea to my son, I discovered that something similar was already being played by members of the Puzzles and Games Ring (PGR) of the mathematics society at Cambridge University, who call themselves the Archimedean (the abbreviation C.U.M.S. having already been used by the local musicians).

I contacted this august body, and received the following write-up from Michael Fryers.



*The game of Penultima is a chess variant for 3-8 people; 5 is ideal. It was invented by Michael Greene and Adam Chalcraft at a meeting of the PGR in 1994, and*

*developed through being played at PGRs since then.*

*Rules: 2 of the people involved are referred to as Players, the others being called Spectators. The 6 classes of piece (king, queen, bishop, knight, rook and pawn) are allocated to the spectators in some manner: the way we have done this is by taking one piece of each class, putting them in the middle of the board and then taking turns to claim them. This is rather informal; if some spectator particularly wants, say, the bishop and rook, they can request this; most of the time spectators won't mind which pieces they're allocated.*

*The spectators then devise a rule for their pieces: most commonly, a movement and capture rule akin to those in chess or its fairy variants, but more complex ideas can be used---there are no restrictions on the rules, except that all the spectators should be attempting to produce a playable game. To indicate that the rule is decided, the spectator returns the piece to the board; they do not tell their rule to anyone else, player or spectator.*

*Each spectator should also think of a name for their pieces, which may be a helpful hint or not; when all the pieces have been returned, the names should be announced and the game can begin.*

*The board is set up as for a game of chess between the two players, except that a spectator may for the purpose of their rule place their pieces in other positions. (For example, a spectator who owns both king and queen may arrange them so the board has rotational symmetry; one of the rooks may be placed upside-down; the bishops might start on vertices of the board*

rather than in the squares, etc.) Black moves first.

The players are attempting to check-mate the king, just as in chess, but of course a preliminary aim must be to work out enough of the rules to achieve this.

On a player's move, they make some chess-like move of a piece. The spectators whose rules apply (in particular, but not only, the spectator who owns the moved piece) then examine the proposed move, and do one of three things: (i) allow the move to stand, as a legal move according to the rules; (ii) allow the move, but modify the position to complete the side-effects of the move (for example, other pieces might be captured, or moved); (iii) declare "illegal move" and restore the position before the move was made.

If, in the position after the move, the moving player's king is in check, the spectator who can see this (this might need consultation between spectators—see below) should simply say "illegal move". If, as a consequence of side-effects in accordance with (ii), the position becomes illegal according to some other spectator's rule, that spectator should say "illegal move".

Further side-effects might occur as a result of side-effects that move other pieces. If, after a legal move has been made and all its side-effects effected, the opponent's king is in check, one of the spectators should say "check".

When a move has been declared illegal for whatever reason, the player who made it shall lose their move, and the other player move next, except that if a player's king is in check and they make an illegal move, then after the position has been restored they shall attempt to move again. The game is only lost

if there is no legal move out of check. Since a move that allows the game to continue might be of a type that has never occurred to either of the players, it must be allowed for the player, having tried every conceivable move and failed, to ask the spectators to determine whether check-mate has been found, and if not to show a legal move. This should only be done in extreme cases, however.

The game ends when the spectators agree that check-mate has been achieved, or that stale-mate (no check, but no legal move for either player) has occurred, or when all those involved agree to call it a draw (or, I suppose, when one of the players resigns). After the game the rules can be revealed and discussed, but if a rule never really came into effect, its inventor might reserve it for future games and not reveal it.

If situations occur as a result of one spectator's rules that were not envisaged by another rule-maker, or in other circumstances where rules seem to conflict, the concerned spectators should leave the room to settle the matter, explaining such parts of their rules as are needed. The spectators also are involved in the fun of attempting to determine each other's rules, so this discussion should be kept to a minimum. Of course, situations might arise wherein it becomes clear that earlier moves in the game were illegal as a result of a combination of rules that were only known separately; in that case (or in the case of check being missed, or check being called wrongly or (rarer) moves being wrongly disallowed) the previous decisions should stand and perhaps the players should be

informed---this is up to the spectators' judgement.

There may be rules in which it is hard to guess a legal move for a piece; for example, the bishop might move exactly 13 squares starting in any direction and bouncing off pieces and board edges in some complicated way. In this case, the spectator might wish to take an attempt to move the bishop one square in a particular direction as an incomplete move rather than an illegal move, and "complete" the move by moving the bishop to its actual legal destination square. The spectator must use their judgement to decide how nice to be about this. They should, of course, be fair to the two players.

I shan't list example rules---basically you should start with the usual fairy-chess-type moves, and then try out more complicated ideas. There is no actual restriction on the rules, except that the aim is to produce a playable game. I hope this is sufficient of a description to let you play the game.

After a few games with the same group of people you'll probably have an entirely different idea of the game to the original inventors.

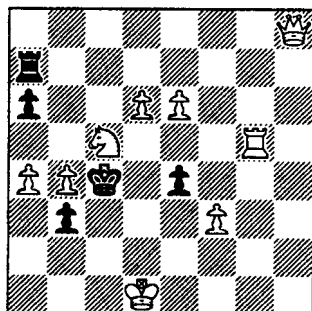


Wow! So, for those of you with the cerebral abilities of Cambridge mathematicians, there is another variant for you to try out. Good luck! For the rest of us mere mortals, may I suggest a cut-down version, which I shall dub "SemiPenultima". This is exactly as above, except that we go back to the Eleusis idea of only one referee ("spectator"), and only one rule change. With just one rule change, it does not have to relate to any specific piece, but can be any

variant form, e.g. "vertical cylinder", or "monochrome". (Perhaps Vertical Cylinder is not such a good idea for a game, as the vast majority of moves would be legal - only when the board emptied and Kings were prone to check across the edges would any indication be given.)

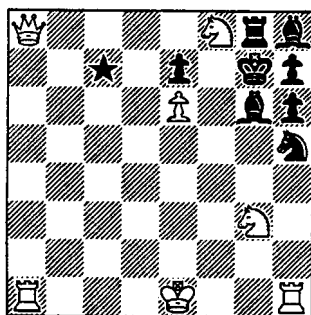
My own reason for suggesting this is that Penultima as described above is not very suitable for the original idea of a new problem form, whereas with SemiPenultima we can do just that. Try these two for size; in each case the position and the key move to the solution is given. All you have to do is to work out which fairy condition has to be in force to make problem (B) sound, and what is the White fairy unit on c7 in (C).

(B)



#2 Variant? (b) wPe6 → f7  
(a) 1 S×e4! (b) 1 Ke1!

(C)



#2 White piece c7?  
1 0-0-0!

This article was all finished and ready to send off, when a sudden thought occurred to me. I checked through the ECV to see if anyone else had been having the same ideas. They had - there is already something similar in existence: it was invented by BCVS member Ian Richardson, and first published in this very magazine (issue 3, back in 1990).

Now how about this for a coincidence; Penultima was invented by a group called The Archimedean, and Ian dubbed his game "Eureka"!

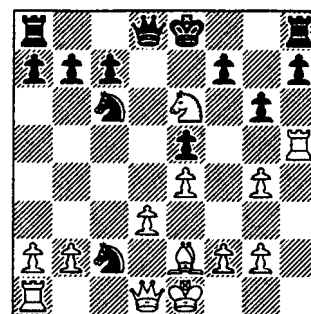
Ian's game can also be played by more than three, but whereas in Penultima there are two players and several rule-makers, in Eureka there is only one rule-maker (and only one rule change), but there can be several potential players. The drawback is in the play mechanics, which are primarily directed at producing an equitable scoring method. These seem excessively complicated, but do at least result in a legal game with the new rules. (In Penultima, a player misses his turn if he attempts an illegal move. Actually, you could argue that this is an advantage - a game is more likely to reach a speedy conclusion if one player knows what is going on and is playing to win, while the other is having half his moves disallowed and is going nowhere).

Anyway, back to the problems (which is why I'm writing this in the first place, after all.) These can just as viably be described as "Eureka" problems as "Semi-Penultima" ones, and since Ian got there first, Eureka problems shall they be.

As a parting shot, Ian gives a game score for one of the games where the rule is that each player must move (1) straight forwards or backwards, (2) towards the right,

(3) towards the left, then repeat the sequence throughout the game.

(D)



Position after 12 ... S×c2

The game went: 1(S) e4 e5; 2(R) Sc3 Sf6; 3(L) Sf3 Sc6; 4(S) d3 d6; 5(R) Bg5 Be7; 6(L) Be2 Bg4; 7(S) h3 d5; 8(R) S×d5 S×d5; 9(L) h×g4 B×g5; 10(S) Rh5 g6; 11(R) S×g5 dSb4; 12(L) Se6 S×c2 (Diagram D.) Ian wrote here: "A bombshell for White as it is mate! White's next move must be straight, so 13 Q×c2 is not legal, and the King cannot move either." *What did the players miss?*

Solutions below.

Would Variant Chess readers be interested in a regular "Eureka" corner, say a couple of problems per issue, with its own ladder scores? Let us know.

**Eureka Problem Solutions:**

(A) "Gitterschach" is Grid Chess. (R Queck, *Problemkiste*, 1990). And don't blame me for not showing the grid - Popeye didn't display it either!

(B) Circe. (J C van Gool, *The Problemist*, 1984)

(C) Camelrider. (Stefan Klebes, *Feenschach*, 1986)

(D) It isn't mate! White may have to move straight forwards or backwards next move, but then so must Black; he cannot play Sc2×e1, and so White is not even in check at the moment!

**British Chess Variants Society  
NOTICEBOARD**

**Report of the AGM:** The annual general meeting of the BCVS, held on 16th May, adopted the accounts for 1997, and ruled that the subscription rates could remain unchanged. The elections of the existing President, Secretary and Editor were confirmed (but see notice below). The resignation of Peter Wood as Treasurer was accepted and it was decided that Peter Fayers (who attended but was unable to stay for the tournament) will now take this on

As last year the meeting was held at the home of our President David Pritchard, to whom many thanks are due for providing sustenance, a warm welcome and a pleasant setting.

**Quick-Play Tournament:** The afternoon was taken up by a quick-play tournament in which nine players took part, each having a turn to choose the variant for one of the nine rounds (and having one bye).

The variants chosen were Losing, Extinction, Static, Pocket Knight, Progressive, Marseilles, Triplets, Cripple and Cylinder, all of which have appeared in these pages (see Index) except **Cripple chess** in which the king moves only to capture (even to escape from check).

The winner was **Stefano Bruzzi** 7½, with Peter Wood 6½, Bill Lowe (Farnham) 5, David Pritchard and John Beasley 4, Adrian Millward (Aldershot) 3, Michael Adams (Guildford) and Peter Horlock (Godalming) 2½, George Jelliss 1. A good turn-out considering the date coincided with the FA Cup Final.

**BCVS Editor:** Although at the AGM George Jelliss said he would reluctantly be willing to carry on as Editor for a while, circumstances have now persuaded him that he must relinquish the task immediately.

The start of a new volume is in any case the ideal point for a new editor to take over. The new Editor should have computing facilities, and

will have a reasonably free hand in determining the layout and contents of the magazine. It may be that the number of pages, frequency of publication, and complexity of layout could be reduced to simplify the task.

**BCVS Librarian:** One of our objectives is to establish a library and archive of material relating to chess variants, and we believe that a significant amount of material would be donated if there were anyone to receive it. We are therefore looking for a member who would be willing to receive this material, store it (we would expect to be able to provide a filing cabinet), catalogue it, and accept occasional enquiries and visits from members. Our Secretary, John Beasley is the Librarian for the British Chess Problem Society and can supply fuller details of what may be involved.

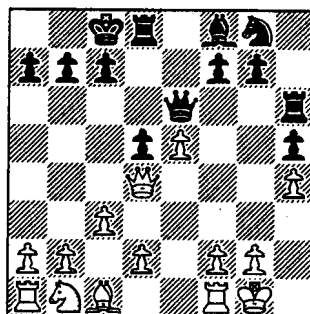
Any UK-resident members who are willing to undertake these roles are asked to contact the Secretary.

**BCVS Championships**

**Extinction Chess**

Here are some games from the recent tournament won by Robert Reynolds.

**George Jelliss - Ian Richardson**  
1.Nf3 e5 2.N:e5 d6 3.Nc4 Nc6 4.c3 Be6 5.e4 B:c4 6.B:c4 Qe7 7.Qf3 Ne5 8.Qe2 N:c4 9.Q:c4 0-0-0 10.h4 d5 11.Qd4 h5 (PW. A good and logical plan to develop the KR.) 12.0-0 Rh6 13.e5 Qe6

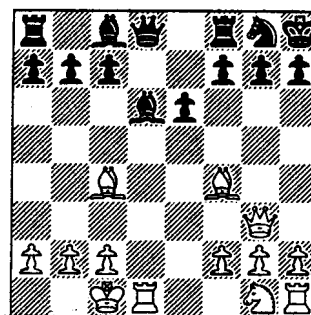


14.Q:a7? Qf5 Resigns (0-1). (IR. The knights will soon be extinct.)

Peter Wood: When sending the above result to me as Controller Ian suggested we continue the game from move 14. We did so. The position looked pretty even to me at the time, but I did not appreciate the better Rook development of Black. As the minor pieces are reduced to one apiece, it is the Q and Rs who must be in the vanguard of an attack. In any event Ian soon finished me off as well. — 14.d3 Qa6 15.Rd1 Rb6 16.b3 (PW. White wants to play Qf5 and probe Black's weak kingside, but 16....R:b2 would win outright.) 16....R:b3 17.Nd2 Rb4 18.Qe3 Qa4 White resigns.

**Ian Richardson - David Richardson**  
Annotated by Ian Richardson.

1.e4 Nf6 2.e5 Nd5 3.Qf3 e6 4.Bc4 Nb6 5.Bb3 Nc6 (My eyes light up when both Ns are out; and I immediately tempt them to come further.) 6.d4 d5 7.e:d6 B:d6 8.Nd2 N:d4 9.Qd3 Nf5 10.Nc4 N:c4 11.B:c4 Ne7 (I now switch attention to the pin of the B on d6. This proves decisive.) 12.Bf4 0-0 13.0-0-0 Kh8 14.Qg3 Ng8



15.R:d6 (The Rook is dispensable if the other Rook can be kept safe on h1.) 15....c:d6 16.B:d6 b5 17.Bb3 (An interesting position. David and I agree that Black has no safe move here. White has threats B:f8, Be5, and Qf3. Black chooses badly and the game is quickly over.) 17....Bd7 18.Be5 f6 19.Qd3 Resigns. (The B or Q must fall.) (1-0)

We hope to give some more games from this tournament next issue.

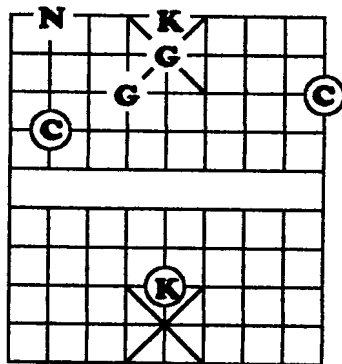


**THE END IS NIGH**  
by Paul Byway  
20 The Finches, Hertford  
Hertfordshire SG13 7TB

**Xiang Qi**

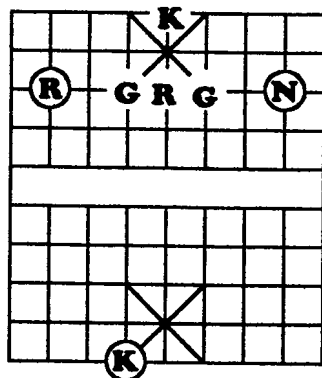
This time I shall start with two studies in Xiang Qi, from *Subtleties in Practical Endgames* (1983). The forces are roughly balanced in each case, so Red must play very precisely to win. Actually I think these studies are rather difficult. After you look at the solutions, which are given on the next page, there is still much to learn by trying to find the answer to some of the lines that the author did not give: no doubt he thought them too obvious.

#40 XiangQi



Red to play and win

#41 XiangQi



Red to play and win

While we're on the subject of Chinese Chess endings, I might as well share a few of my thoughts on this subject with you. It seems clear to me that they are simpler than Chess endings — in theory at any rate: you only need to compare the ending Rook + Cannon versus Rook with the comparable Rook + Bishop versus Rook to see the truth of this. In practice though it's a different matter: Xiang Qi endings might even be harder. How can this be?

The answer lies in the fact that Xiang Qi endings lack the great systematizing principle of pawn promotion. (In passing I remark that this is modern Chess's ingenious re-invention of the win by 'bare king' — which was the usual method of winning at Shatranj).

With pawn promotion as the goal it's relatively easy to work out what to do: is the pawn passed? distant? where are the kings? what pieces are left? is the rook behind the pawn? how many squares on the bishop's diagonal? — and so forth.

Now turn to those relatively rare endings such as queen versus two knights, or two bishops versus knight, that are to be found in John Nunn's *Secrets of Pawnless Endings*: you are in a nightmare world of analytical complexity with few unifying principles. All Xiang Qi endings are like this — hence the difficulty.

The unsatisfactory state of the literature (in English at any rate) is a complicating factor. Often all you get is a diagram or two with a line of play and no idea whether the position is a rare exception or a common drawing method. A recent ray of light was an article by David Woo in *Xiang Qi Review* on the win with three pawns: it shows clearly the position the pawns are aiming for, and why. Armed with this knowledge it's easy to find out if you can win — and how to do it. What is needed is a comprehensive treatment of the endgame — starting of course with the simplest cases; a single pawn, knight, cannon or rook.

We must however consider the purely defensive pieces: Red and Black can each have any or all of

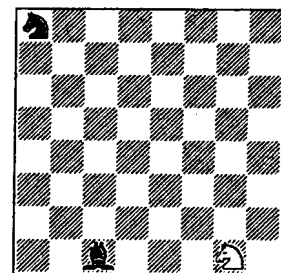
BBGG, giving 81 different cases of each and every ending. The simplifying answer is to deal only with the critical cases.

I have made a start in this direction in my articles on the single knight ending. The number of Red defensive pieces is irrelevant (this is not the usual situation) so I omit them all. N v G and N v B are the only critical cases: with more defensive pieces Black has an easy draw. If I'm wrong here I hope the better-informed will put me right — there may be a few study-like wins with N v GG. In a future issue I hope to deal with the single pawn ending.

**Competition 4**

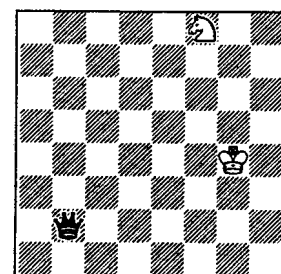
For this competition I have taken two fine domination studies from *Three-piece Endings in Losing Chess*: this is a 17-page summary abstracted by John Beasley from the database he constructed for this class of endgame. These discoveries, dredged from the sea of possible positions, have a gem-like quality that seems to be missing from most of our more laboured, human constructions.

#42 Losing Chess  
John Beasley (database) 1998



White to play and win

#43 Losing Chess  
John Beasley (database) 1998



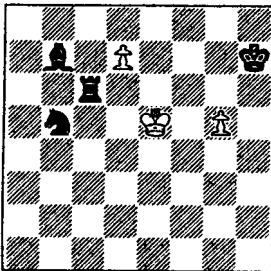
White to play and win

In #42 the Black knight is on a square of the wrong colour and White plays to keep it there. In #43 we see a win by the two pieces: White finds a sequence that loses a move.

**Result of Competition 3**

The solutions to Fabrice Liardet's studies follow. Only Ian Richardson attempted these and although he mastered #39 the other eluded his grasp (1 point).

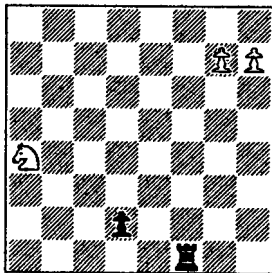
#38 Fabrice Liardet



Losing Chess  
White to play and win

Black threatens to sacrifice everything. White's only way is to achieve a miraculous winning promotion of the d7 pawn. 1. g6! R×g6! [If 1... K×g6 2. Kf5! - only - K×f5 3. d8K +/-] 2. Kd5! B×d5 3. d8N! Bf7 [3... Bb7 4. N×b7 followed by 5. N(×)d6†] 4. N×f7 and now (a) 4... Rg5 5. N×g5 N~ 6. N×h7 wins the N/N ending, (b) 4... Kh8 5. N×h8 N~ 6. N×g6 is the same.

#39 Fabrice Liardet



Losing Chess  
White to play and win

Tries are easy to refute: Black threatens 1... d1R +/-; if 1. Nc5/b6? d1B, if 1. h8N? Rf7 2. N×f7 d1B and if 1, g8K? Rf8 2. K×f8 d1R and 3... Rd3, always ensuring at least an

easy draw. Play is; 1. g8B! Rf7 [Otherwise White will part with bishop and knight and win with 4. h8R (1... Rd1 2. Be6 would only last one move longer)] 2. B×f7 d1R [queen, bishop or knight promotion would lose at once, and if 2... d1K 3. Nb2! K~ 4. Nd1 K×d1 5. h8R +/- (I don't know whether R + B + N v K is a win in general, but suspect it isn't)] Now 3. Bd5 R×d5 4. Nc5 R×c5 is a clear loss, but 3. Bh5! dominates the rook over the whole board. Indeed here are the only moves not allowing White to sacrifice all men in succession: (a) 3... Rd2 4. Be2 R×e2 5. Nb2 R×b2 6. h8B! +/- (b) 3... Rd3 4. Bf3 R×f3 5. Nc3 R×c3 6. h8B! +/- (c) 3... Rd6 (or 3... Rb1) 4. Nb6 R×b6 5. Bg6 R×g6 6. h8N! +/-.

**More on Competition 2**

Welcome to Stefano Bruzzi, who sends the following comments on competition 2. (a) 6. b5, b×a4, Nbd7, Ngf6, R×f8, e×d4 7. Rc1, Rc7, R×d7, Nf3, Ne5, Nc6, Re7† (b) 6. Nf6, R×f8, Kd7, e×d4, b5, b×a4 7. a3, e3, g4, g5, g×f6, f×g7, g×f8N†. A special introductory offer of 2 points for that.

Stefano also points out that under the Italian rules of Losing Chess, studies #30 and #35 could be drawn by Black by stalemate. Under International rules stalemate is of course a loss — the aim being to have no moves rather than to have no pieces.

**Scores**

Scores so far: Ian Richardson 15, Fred Galvin 9, David Pritchard 6, Stefano Bruzzi 2.

Tasks for the future: (1) make the scoring system more coherent (2) invent an end point — perhaps on reaching 64 points you get to insert a study of your choice in the column!?

**Solutions to XiangQi Studies**

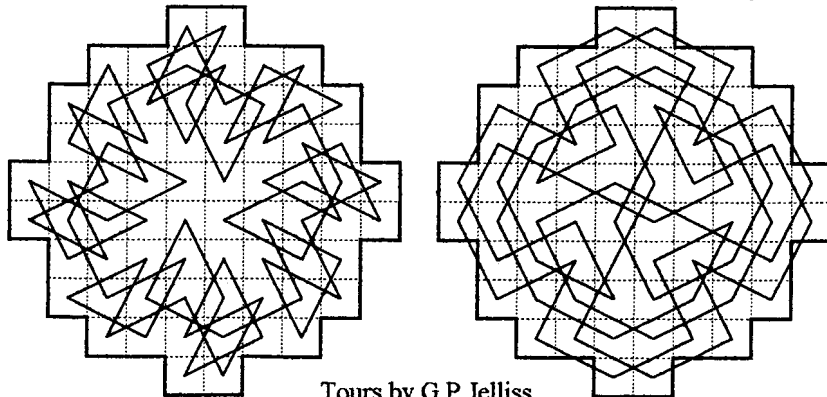
#40: 1. Cb7-b9! Ke0-f0 [1... Ke0-d0 2. Ci8-i7 Kd0-e0 3. Ci7-b7 Nb0-d9 4. Cb9-c9 wins] 2. Ci8-i2!! Nb0-d9 3. Cb9-c9 Ge9-d0 4. Ci2-b2 Nd9-f8 5. Cc9-c0!! Gd0-e9 [5... Kf0-f9 6. Cb2-f2 Nf8-e6 7. Cc0-c1 wins] 6. Ke3-f3! Kf0-f9 7. Cb2-b8 Kf9-f0 8. Cb8-b9! Kf0-e0 9. Cb9-b0†.

#41: 1. Nh8-i0 [(a) 1. Nh8-f7?? Re8-e7 (b) 1. Nh8-g6? Gf8-e9 (c) 1. Rb8-b0!? Ke0-e9 2. Nh8-g0 Ke9-f9 (2... Ke9-d9 3. Rb0-b9 Kd9-d0 4. Rb9-f9 Gf8-e9 5. Rf9-e9) 3. Rb0-b7 Kf9-f0! 4. Rb7-i7 Gf8-e9 5. Ri7-i0 Kf0-f9] 1... Ke0-f0 2. Ni0-g9 Kf0-f9! 3. Ng9-i8 Gf8-e9 4. Ni8-h0 Kf9-f8 5. Rb8-b7 Re8-e4 6. Rb7-f7! Kf8-e8 7. Rf7-d7 Ke8-f8 8. Nh0-i8 Kf8-f9 9. Rd7-f7 Ge9-f8 10. Ni8-g7 Kf9-e9 11. Rf7-d7 Re4-g4 12. Ng7-e6 wins.

**LOSING CHESS WEEKEND**

**Stop Press:** John Beasley reports that Fabrice Liardet is organising a Losing Chess Weekend in Geneva 11-13 September 1998, probably from Friday evening to Sunday evening. Enquiries to him at 11, rue François Durafour, CH-1220, Avanchet, Switzerland (or from John, address on front cover).

George Jelliss notes that Paul Byway's Troitzky Chess Board (VC25) is like the 6×6 and 10×10 in admitting knights tours with 90° rotary symmetry



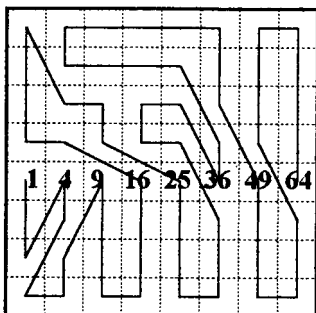
Tours by G.P.Jelliss

## BOOKSHELF

### *Figured Tours*

by George Jelliss

This is a 22-page booklet on a neglected subject, published by the editor (address on front cover) with over 225 knight (and other) tours with specified numbered cells in geometrical formations. Price £3.50 (£4.00 overseas).



For example: here is an 8×8 Emperor (knight + wazir) tour by W. E. Lester (1938) with the square numbers in a row, no move crossing any other, and incorporating a 4×4 solution in one corner.

G.P.J.

### *Four Great Games*

Rules and Strategy for Beginners

By Tony Hosking

This is a 136-page book giving the rules and strategy for playing Chess, Shogi, Chinese Chess and Go. The first three games are allotted 28 pages, while Go is generously given 43 pages. The book starts with an eight page comparison of the four games, which, although well written, is rather heavy going and could well be skipped.

The author acknowledges help from experts in the various games — Les Blackstock and Bob Wade for Chess, Stephen Lamb for Shogi, Malcolm Horne and David Woo for Chinese Chess and Matthew Macfadyen for Go.

The usefulness of the book is related to the amount of alternative instruction material available for the

games. Chess has a vast amount and the section on this is exposed as poor by comparison. The writing could do with a lighter touch, and even in 28 pages there are several statements I would question. The draw by repetition-of-moves rule given on page 14 is wrong; it is not just reaching the same position 3 times — it is also with the *same* player to move. The time limit is not *usually* a four hour session followed by a two hour session etc. I agree that handicap games 'have now essentially disappeared', but if they do occur they are usually in the form of time handicaps, e.g. five minutes versus (say) three minutes. But the real problem is that 28 pages is just not enough space to cover such a game as Chess.

Is 28 pages each (43 for Go) enough to cover the other games? No is the simple answer, but it does not raise such a big problem. People who buy this book will, I imagine, be interested in finding out about Shogi, Chinese Chess and Go (not Chess) and should welcome concise introductions. In this I do not think they will be disappointed. There is admittedly a quick leap from basic introduction to a more advanced level, but that may please many people who do not know these games well. Something of the scope of these games is revealed; why they may be worth taking up seriously. There is so little good instruction material for Chinese Chess in books in English that the sections on 'Balancing Attack with Defence' and 'Some Opening Strategies' plus the games section are extremely useful indeed. These are, I presume, written by David Woo. I know Shogi and Go less well than the other two games but I found the material interesting to go through; ideal introductions to these games.

The text and diagrams are clear and neat, although I found the large blobs to denote piece-movement in the Chinese Chess section rather off-putting. There is little concession to westernisation in the notation and diagrams. Mention is made of a Chinese Chess set with Chinese

characters and the English names of the pieces underneath. I personally find this confusing and not a good way to learn the pieces. Using normal chess pieces on a Chinese board is a better interim way for beginners I believe (two Queens for the Guards, and upside down Rooks for the Cannons). Ishi Press do a very good beginners set for Shogi, giving the initial letter of the pieces with lines showing their movement.

Computers are lightly mentioned in the introductory chapter, but more needs to be said. Computer programs are a splendid way to pick up the rudiments of a game, especially one where it may be difficult to find opponents easily. David Woo once recommended the *Xian 3.0* and *Uncle Wang* programs as being good for beginners at Chinese Chess; I have the *Shogi Master* and *The Many Faces of Go* programs and I find them very good for beginners. Chess of course is spoilt for choice with the amount of learning material available on computer disks.

A small point: Chess, Chinese Chess and Shogi have a section showing basic checkmate positions. I think it would be better, for learners, to show these positions prior to the checkmate. Even finding a mate in one gives a sense of achievement, and gets one's brain cells working.

Chinese Chess is given throughout the book as Shiang Chi, not Xiang Qi, with Go being Wei Chi instead of Wei Qi. Shiang Chi takes a little getting used to, but it is certainly easier to pronounce correctly than Xiang Qi.

The book concludes with a useful contact addresses page. Despite a little criticism in this review I welcome this book and hope it does well. It is worth buying for the chapters on the three oriental games.

The book can be obtained by writing to **The Shogi Foundation, P.O. Box 172, Stratford upon Avon CV37 8ZA, England.** The price is £11.99 plus postage (add 10% UK, 15% Europe, 25% elsewhere).

P.C.W.

## Free Programme Chess

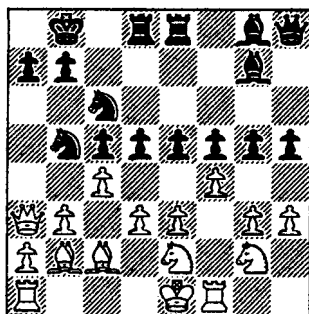
by Davit Gurgenzidze Vice President, Georgian Chess Federation

We would like to thank you for your interest in our experimental tournament in 'Free Programme Chess' (*Variant Chess* 26). A further match was played at the Tbilisi Chess Palace, 25 February to 4 March 1998 between the two young Georgian Grandmasters Giorgi Kacheishvili (2520) and Lasha Janjgava (2495). The moves of the games follow.

The rules were as before: the game begins on an empty chess-board and the opponents put the pieces by turns on the first four ranks. The first piece to be placed is the king. In this match doubled pawns were not allowed, and White was not allowed to capture a piece on the 17th move.

### Game 1. Kacheishvili-Janjgava

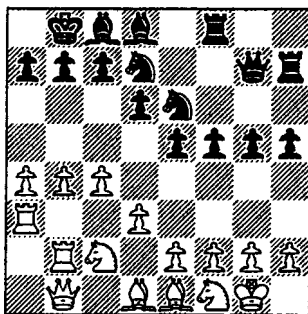
Kel, Kb8; Ral e5; Bb2 d5; h3, g5; b3, h5; g3, f5; a2, b7; Rf1 a7; f4 c5; d3, Bg7; c4, Re8; e3, Rd8; Ne2, Nc6; Bc2, Bg8; Ng2, Qh8; Qa3, Nb5:



17.Qa4 Nb4 18.000 dxc4 19.Qxb5 cxd3 20.Bxd3 e4 21.Bxg7 Qxg7 22.Bb1 Nd3† 23.Rxd3 exd3 24.Bxd3 Qa1† 25.Bb1 Bd5 26.Ne1 Be4 27.Nc2 Bxc2 28.Kxc2 Rxe3 29.Rf2 Red3 30.Qa5 b6 31.Qe1 Rd1 32.Qxd1 Rxd1 33.Kxd1 Qxb1† 34.Nc1 h4 35.gxh4 gxh4 36.Rc2 Qa1 37.Rd2 Qg7 38.Ne2 Qa1† 39.Nc1 Qg7 40.Ne2 Qg2 (draw by repetition not accepted) 41.Rd3 b5 42.Kd2 Kc7 43.Re3 Kb6 44.Rc3 a6 45.Re3 Ka5 46.a3 Qf1 47.Rc3 Kb6 48.a4 bxa4 49.bxa4 Qa1 50.Rb3† Kc6 51.Nc3 Qh1 52.Ne2 Qd5† 53.Kc2 Qe4† (0-1) (Times: 1.45, 1.37)

### Game 2. Janjgava-Kacheishvili

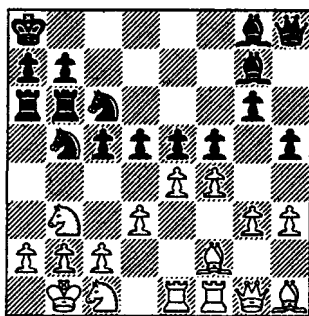
Kg1, Kb8; h2, b7; g2, f5; c4, e5; f2,a7; b4, g5; Nf1, h5; e2, c7; d3, d6; a4, Bd8; Rb2, Rf8; Ra3, Rh7; Qb1, Qg7; Be1, Bc8; Nc2, Ne6; Bd1, Nd7



17.b5 g4; 18.Nb4 f4 19.a5 Ndc5 20.e3 Ng5 21.exf4 exf4 22.d4 Bf6 23.Na6† Ka8 24.dxc5 Bxb2 25.Nxc7† Qxc7 26.Qxb2 dxc5 27.b6 Qd6 28.Bc2 Re7 29.Bd2 Ne4 30.Rd3 Qc6 31.Bc1 f3 32.g3 Nxf2 (0-1) (Times 1.45, 1.45)

### Game 3. Kacheishvili-Janjgava

Kb1, Ka8; a2, e5; b2, d5; c2, c5; d3, f5; Re1, Bg7; Bh1, g6; h3, h5; e4, a7; f4, b7; Rf1, Nc6; Qg1, Bg8; g3, Nb5; Nb3, Rb6; Nc1, Ra6; Bf2, Qh8

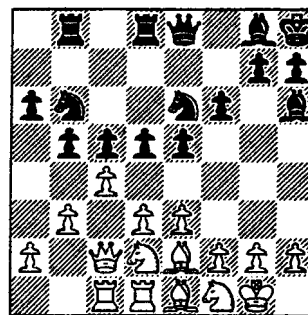


17.a4 Rxa4 18.Bxc5 exf4 19.e5 Bxe5 20.Rxe5 Qxe5 21.Bxb6 axb6 22.gxf4 Qd6 23.Qxb6 Rb4 24.Qe3 Bf7 25.Qd2 d4 26.Re1 Nc7 27.Bxc6 bxc6 28.Na5 Nd5 29.Ncb3 Nb6 30.Nxc6 Rxb3 31.Re7 Qxc6 32.Qa5† Kb8 33.Rxf7 Qh1† 34.Ka2 Ra3† 35.bxa3 Qd5† 36.Qxd5 Nxd5 37.Rg7 Nxf4 38.h4 (1-0) (Times 1.16, 1.55)

(Italic notes are by the editor.)

### Game 4. Janjgava-Kacheishvili

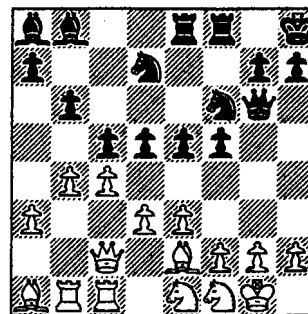
Kg1, Kh8; h2, h7; g2, g7; f2, e5; a2, d5; b3, c5; d3, b5; e3 Rd8; Nf1,a6; Rc1, f6; Be2, Bg8; c4, Rb8; Nd2, Ne6; Rd1, Nb6; Be1, Qe8; Qc2 Bh6



17.Ng3 g6 18.cxd5 Nxd5 19.Ndf1 (the first of much futile manoeuvring, White's position is cramped from the start) Bg7 20.Ne4 Bf8 21.Nc3 Nb4 22.Qb2 Nc6 23.Ne4 Qe7 24.Ned2 Bg7 25.Nf3 f5 26.Qb1 a5 27.Bc3 a4 28.Bb2 axb3 29.axb3 Nc7 30.N1d2 Na6 31.Qc2 Rb7 32.Qc3 Rbd7 33.Ne1 Qf8 34.Qc2 Ncb4 35.Qb1 Qe7 36.h3 Nb8 37.Ba1 N8c6 38.Bb2 h6 39.Ba1 Ra7 40.Nf1 Rda8 41.Nc2 Nxc2 42.Qxc2 Nb4 43.Qxc5 Qxc5 44.Rxc5 Rxa1 45.Rxa1 Rxa1 46.Rxb5 Nd5 47.Bf3 Nc3 (trapping the WB) 48.Rb8 e4 49.dxe4 fxe4 50.Bg4 h5 (51.Be6? Ne2† 52.Kh2 Be5†) 51.Bxh5 gxh5 52.g4 h4 53.Kg2 Ra2 54.Rd8 Nd5 55.Re8 Bc3 56.Rxe4 Be1 57.g5 Rxf2† 58.Kg1 Rf5 59.Rg4 Ne7 60.b4 Ng6 (0-1) (Times 2.30, 2.15)

### Game 5. Kacheishvili-Janjgava

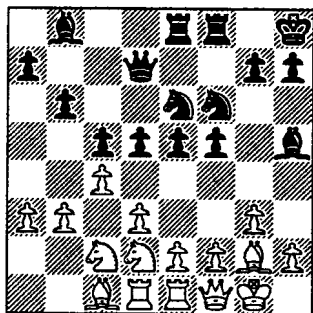
Kg1, Kh8; h2, a7; a3, h7; g2, g7; f2, e5; e3, c5; c4, d5; d3, f5; Nf1, b6; Ba1 Nf6; Be2 Rf8; Rc1, Ba8; b4, Bb8; Qc2 Re8; Rb1, Nd7; Ne1 Qg6



17.Nf3 e4 18.Nh4 Qg5 19.g3 f4 20.dxe4 fxe3 21.hxg3 Nxe4 22.f4

Qe7 23.Ng2 dxc4 24.Qxc4 Ndf6  
25.Rd1 Nd6 26.Bxf6 Rxf6 27.Qc2 c4  
28.Rxd6 Rxd6 29.Qxc4 Be4 30.Rb2  
Rc6 31.Qb5 Rc3 32.Rd2 Bc6  
(problem-like transposition of R and  
B functions) 33.Qa6 Rd8 34.Rxd8†  
Qxd8 35.Bg4 Be4 36.Ne1 Qd5  
37.Qe2 Rxa3 38.Bf3 Bd6 39.Bxe4  
Qxe4 40.Nf3 h6 41.N3d2 Qxb4  
42.Qg4 Bf8 43.Nf3 Ra2 44.Qf5 Ra5  
45.Ne5 Rxe5 46.fxe5 a5 47.Nh2 a4  
48.Nf3 a3 49.Nh4 a2 50.Ng6† Kg8  
51.Qe6† Kh7 52.Nxf8† Qxf8  
53.Qxa2 (½-½) (Times: 1.30, 2.20)

**Game 6. Janjgava-Kacheishvili**  
Kg1, Kh8; h2, h7; a3, d5; c4, e5; f2,  
g7; b3, c5; d3, b6; Rd1, a7; Re1, f5;  
Bc1, Rf8; Bg2, Re8; g3, Nf6; e2,  
Qd7; Nc2, Bh5; Nd2, Bb8; Qf1, Ne6



17.Ne3 Nd4 18.Bh3 dxc4 19.dxc4  
Qf7 20.Bxf5 Nxf5 21.Nxf5 Ng4  
22.h3 Qxf5 23.hxg4 Qxg4 24.Qg2 e4  
25.Nf1 Be5 26.Ne3 Qc8 (½-½)  
(Times: 1.20, 1.45)

The games were played at one per  
day, 25, 26 and 28th February and 2,  
3, 4 March. Three wins by Black, one  
by White, and two draws. Final  
result: Kacheishvili 4, Janjgava 2.

It is possible that Georgian players  
may be able to attend the Mind Sports  
Olympiad this year and demonstrate  
Free Programme Chess there.

**JANUS CHESS**

by Peter Wood

At the end of February in  
Saarbrücken there took place the  
annual Lor-Lux-Open tournament.  
Included in this was the German  
Open Janus Chess Championship

with 46 contestants taking part from  
14 different countries. There were 12  
GMs and 3 IMs, the GMs including  
Peter Leko, Andrei Sokolov, Jeroen  
Piket, Julian Hodgson and Artur  
Yusupov. Why so popular? Well, the  
12,000 DM prize money may be a  
contributory factor!

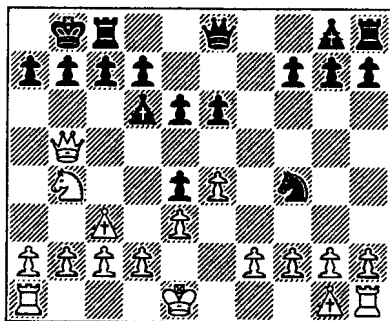
The winner of the tournament  
was Peter Leko from Hungary.  
Second with the same number of  
points was FM Michael Hammes  
from Germany, and third, also with  
the same number of points, was  
England's own Julian Hodgson. This  
was the first time that the English  
player had seriously played Janus  
Chess and it is reported in *Rochade  
Europa* that his enthusiasm for the  
game 'could not be contained'.

Below, from *Rochade Europa*, is  
the game between the second and  
third placed players, with annotations  
translated from the original German.

Play is on a 10x8 board. Each  
side has 2 Januses (N + B) which  
initially go between the Rs and Ns.  
Ks and Qs are reversed. In castling  
the K moves to the Janus file.

♗ = Janus.

**Julian Hodgson - Michael Hammes**  
1.f4 f5 2.Nd3 Bd5 3.Bd4 e6 4.e3 Bf6  
5.Bf3 B:f3 6.Q:f3 Jc6 7.Qj3+ Ng6  
8.Jc3 Nd6 (Black should exchange  
on d4 and then play against the white  
doubled pawns.) 9.B:f6 g:f6 10.Nhf2  
0-0?! (Black castles too early. White  
gets the initiative on the Kingside.)  
11.Nb4! Je7 12.Qf3 Nh4 13.Qe2  
Ne4 14.N:e4 f:e4? (Black should  
play here J:b4 so as to avoid a white  
Kingside attack.) 15.Qb5! Jd6



16.Na6+ Ka8 17.Q:d7!?! (A  
courageous decision which is mainly  
based on destroying the black King

position.) 17...Qi5?! (On 17...b:a  
there could follow 18.Qc6+ Jb7?  
19.Q:b7+! K:b7 20.Ja5+ followed by  
21.Jc6 mate; or 18...Kb8 21.a4, with  
the idea of Ra3. White can also play  
18.Jh3 (with the idea of J:e6),  
bringing a further piece into the  
attack.) 18.0-0 b:a6 19.Jh3?! (White  
wins a tempo by this move, but  
overlooks that he could gain an  
immediate advantage. He makes up  
for this on his next move.) 19...Qc5  
20.J:e4+! - and 1-0. (After 20...J:e4,  
naturally 21.Q:c8+ mate follows. On  
20...Qd5 there follows 21.J:d5 e:d5  
22.Q:c8+ with material advantage.  
20...Kb8 fails to 21.J:e6, with deadly  
threats.)

**LUKE McSHANE**

At the *Mind Sports Olympiad* last  
year Luke McShane was spotted  
taking a keen interest in board games  
at the commercial display stands,  
including, if memory serves this  
reporter correctly, Fanorona. Now at  
the recent Gelsenkirchen chess  
tournament there is a photograph of  
him playing Four Handed Chess.  
Perhaps he should be guided into the  
direction of Saarbrücken next Spring.

**XIANG QI**

by Peter Wood

The annual Chinese Sports Day  
event took place in Willesden in  
North London on Sunday May 17th.  
The Xiang Qi event was won by La  
Khan Hoa with 3½ points from 4  
games. So his good form of last year  
continues. Second was John Shao  
with 3 points, while Chen Fazuo was  
third on 2½ points, a disappointing  
result for him. The event took place  
on a warm day, which was a pleasant  
change from the ill winds of the  
previous two years. The Chinese  
Ambassador handed out the prizes.

**CORRECTION**

The first Xiang Qi diagram in  
column three on page 148 of the last  
issue is incorrect. The pawn on h3  
should be a Cannon. Apologies.

## Correspondence

**David H. Li:** I first read Mr Banashak's review of my book, *The Genealogy of Chess*, in draft form; that review was intended for, and later appeared in, another chess-related journal published in UK. In my response to that review I began by thanking him for giving my book a careful reading.

Then, I was alerted to this very *same* review (save for editing) appearing in *this* journal. Should I respond to it? My first inclination was: No. Later I decided to couch my response in the form of an analogy — hence this short note.

To me, Mr Banashak's research style fits the mould of a stay-at-home western chess player: I, that of a Kriegspiel player. To play a game as a stay-at-home player, Mr Banashak wants *every* move fully documented; this is to facilitate his preparing an answer from stock replies in the literature — sheer regurgitation glorified as playing a game. To play a game of Kriegspiel, where definitive information about a move comes by only intermittently, a Kriegspiel player must infer, make assumptions, draw conclusions based on partial information, and make moves based on probabilistic models — all designed to bring the game forward.

Indeed, as a stay-at-home player, Mr Banaschak also wants these moves annotated in a way he prefers — say, in the algebraic notation (pin-yin). If a reference provided him is annotated in the descriptive notation (Wade-Giles), he will immediately call 'foul' and blame his correspondent for sabotage. The fact that both notational styles appear in the literature is beyond him to acknowledge.

As a result of these differences in research style, a stay-at-home player does not know how to proceed whenever a not-referenced move appears — one can no longer regurgitate, but neither is one allowed to use his/her brain. Thus after being confronted with, say, 1.e3 (an

opening move made last year by Kasparov against Deep Blue, on which, it is said, not much has been written), our stay-at-home player is stuck and is still researching — the equivalent of being confronted with the 'frogs jumping' thesis as the origin of chess in western literature for the last 300 years.

In the meantime, a Kriegspiel player, oblivious of the opponent's ploy, begins with a plan, makes moves, checks with benchmarks as they become available, infers, makes assumptions, and moves again. Along the way, he/she, undoubtedly, has setbacks. With assumptions not conforming to benchmarks, our Kriegspiel player has to revise plans, make new assumptions, prepare new models — and move the game forward. In due course, a game is completed — the equivalent of presenting a unified theory on the origin of chess.

This is what I have done — to play a game the best I can, to do research to the best of my ability, to present a unified theory on the origin of chess that can be *fully* defended from *all* angles. Still, I readily admit that, along the way, I have to infer, to make assumptions, and to draw conclusions based on partial information — all aimed at moving the game of origin-of-chess research forward.

My book ends with a plea: 'What is needed is an informed dialogue, correcting my errors and/or leading to further research.' (page 353) Pointing out, as Mr Banaschak has done, the equivalent of 'i' not being dotted or 't' not crossed are, of course, errors. But, at best, they are inconsequential; at worst, irrelevant and diversionary — and certainly unworthy of wasting valuable spaces in this journal. Interested readers are invited to read my response on methodological issues to this same review, appearing in the July 1998 issue of *Chess Collector*.

*'Chess Collector'* is published by Mike Pennell, 40 Belsize Park Gardens, London NW3 4NA.

**Peter Fayers:** I agree with all your comments on Fully Randomised Chess (VC27 p.138) except allowing a player's bishops to be on the same colour. The danger is that the incidence of 'bishops of opposite colour' endgames will increase, and we should avoid anything that makes draws more likely.

*Peter also provided an elaborate scheme for selecting starting positions for Postal Random Chess by making use of the six numbers drawn in the National Lottery!*

**David Pritchard:** I read with some surprise your article on Fully Randomised Chess in issue 27. To argue that a mirror-image array is not randomised is surely being pedantic? And to be pedantic in turn, in Fully Randomised Chess should not the squares on which the men stand also be random (there are such variants)?

You say that 'in a particular game one player will be placed at a disadvantage though I am doubtful that any such disadvantage would be crippling'. Between strong players, one player is at a disadvantage, and usually at a marked disadvantage, in *every* game.

It is true as you say that 'any disadvantages should statistically even out over a series of games'. But this statement is also true for other games of chance like dice and card chess. Anyway, who would want to play a series of games of Fully Randomised Chess?

One must answer a simple question: why is it that there are no tournaments of Fully Randomised Chess and nobody plays it? Or should we be encouraged to play it to satisfy the definition?

**John Beasley:** On the *Variant Chess* masthead: I wonder whether 'Journal of the British Chess Variants Society' is really a good slogan. Peter Wood used to print 'The magazine to expand your chess horizons', which is surely still true, and I feel that something like that would have more impact.

*This is something for the new Editor to consider.*

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