

# Variant Chess

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**The magazine to broaden your chess horizons**

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Our advertisement for a Postal Chess Organiser recently has received a gratifyingly swift response from Jed Stone. His enthusiasm and previous experience should lead to a significant expansion of our service to readers. I get the impression that there is a steady demand for postal play in a number of variants which we should now be in a position to supply. Jed is at present contemplating the exact form that this should take, and welcomes ( indeed, encourages) input from the 'customers' to help him in this task. For more information please read his article on page 94. I hope to make an article from Jed a regular feature, which he intends to supplement with a newsletter in between issues

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## Review

### *The Five Dances of Huashan*

This a well produced A5 booklet of fifty two pages by *Shu Ming Li* and *C. K. Lai*. It contains one hundred and eight problems in Chinese Chess ( XiangQi ) and is published in a limited edition of one hundred. I am pleased to see that it is bi-lingual ( *Chinese and English* ) throughout - introduction, comments and solutions. I have looked at a fair sample of the compositions and think the overall quality is excellent. The title piece, in particular, is a real cracker: All aspiring XiangQi players should have it.

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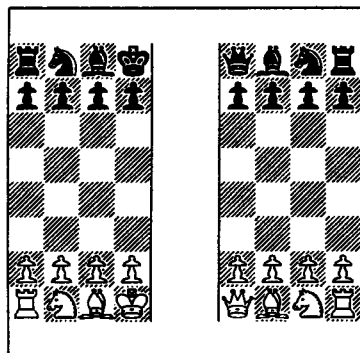
Please note that we can no longer accept Eurocheques

# CIRCULAR CHESS

## WORLD CHAMPIONSHIP 2001

by John Beasley

This year's Circular Chess World Championship saw a return to the top by Francis Bowers with a perfect 5 out of 5, half a point ahead of last year's champion Herman Kok. It was unfortunate that the two leaders did not meet, but you cannot ask more of a champion than that he wins all the matches which he actually plays; Herman and Paul Byway drew against each other in round 4, and the luck of the draw pitted Francis against Paul in the final round. Your correspondent's street wisdom was also impeccable: having last year resigned the last game of the morning session early in order to get to the front of the lunch queue, he contrived this year to lose in the very first round, thus enabling himself to start on the free beer with a clear conscience.



The board for this game consists of four concentric rings as shown diagrammatically above (assume the a and h files joined end to end to form one 16-square ring, the b and g files joined similarly, and so on). Moves are otherwise normal, so on an empty board bRa8 commands the whole a/h ring and also b8-d8, bNb8 commands e8/f7/h7 as well as its normal squares a6/c6/d7, bBc8 commands e8/g8/h7 as well as b7/a6/d7, and bKd8 can go to c7/d7/c8/e8/f8. There is no castling, and no *en passant*. Note that a1 is *light* and that the kings start on d1/d8.

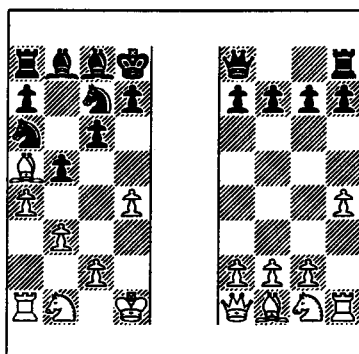
Paul responded to my plea for material by sending me his third-round game, which had several points of interest. To help readers who are

trying to follow on an ordinary board, "round-the-end" moves are starred.

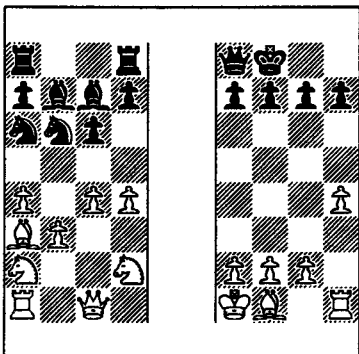
White Paul Byway Black Mike Clark

(Paul's notes in quotation marks)

1.d2-d4 b7-b5 2.Bc1-d2 c7-c6 (surely unwise) 3.h2-h4 ("a waiting move, on the off chance of fools mate") 3...Nb8-a6 (had Black moved bNg8, Ba5 would have been mate) 4. Bd2-a5+ Ng8-c7\* ("it can't hurt to tie him up a little") 5.b2-b3 Bf8-b8\* 6.a2-a4:

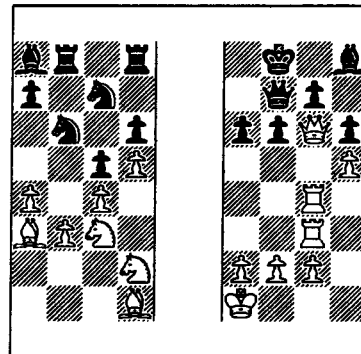


Black is already in trouble, because White threatens axb5 giving himself a half-open a/h ring on which his rooks are already doubled, and 6...bxa4 7.Rxa4 will amount to the same thing. 6...b5-b4 (Black decides it is better to concede a pawn) 7.Ng1-a2\* Kd8-f8\* 8.Ba5xb4 Nc7-d5 9.Bb4-a3 Bb8-c7 10.c2-c4 Nd5-b6 11.Nb1-d2 Bc8-b7 12.Qe1-c1\* Ra8-d8 13.Kd1-e1\* Rh8-a8\*:

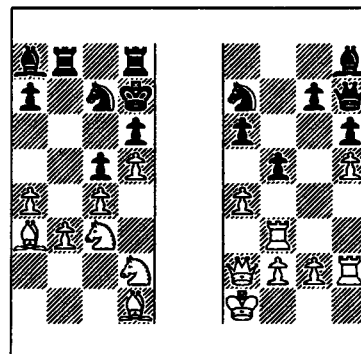


Black keeps his rooks on a8-d8 for defence. My own instincts would have been to double them on the b/g ring for attack. 14.h4-h5 d7-d6 15.Bf1-d1\* f7-f6 16.Rh1-h3 h7-h6 17.Rh3-g3 Qe8-f7 18.Qc1-h2\* Ra8-c8 19.Qh2-

h3 Bc7-h8\* 20.Qh3-f5 Bb7-a8\* 21.Ra1-h4\* (this is a style of play I have not tried, advancing the h-pawn and bringing the major pieces round to operate on the right-hand side in front of the pawn line) c6-c5 22.d4-d5 Rc8-b8 23.Na2-c3 Na6-c7 24.Rh4-g4 24. ... e7-e6 25.Qf5-g6:

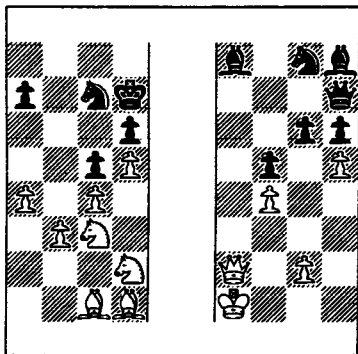


Paul and I have had an interesting difference of opinion at this point. As Black, I would now take the queens off, hoping in due course to get the rooks off as well. I doubt if "one pawn up" would be enough to win a minor-piece ending. Paul, more used to tough match play than I am, takes the opposite view: "I was happy to remove the major pieces and with them all risk. A pawn up and a time-limited game puts the opponent under great pressure." His opponent obviously agreed, because play continued 25...Qf7-g8 26.e2-e4 Nb6-c8 27.Rg4-h4 (to make space for wQ) Nc8-e7\* 28.Qg6-g4 f6-f5 (less risky than it looks, because bK will soon quit the c/f ring) 29.Qg4-e2 Kf8-c8\* 30.Rg3-f3 Kc8-d7 31.Rh4-h2 (time trouble?) Qg8-h7:

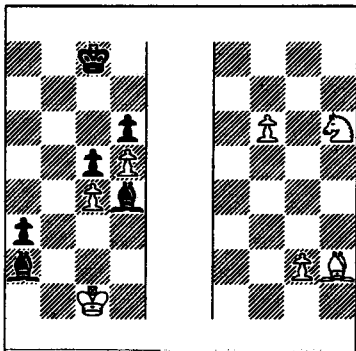


32.e4xf5 (opening the d/e ring, after which the rooks will soon go) 32...e6xf5 33.Rf3-e3 Rd8-e8\* 34.f2-f4 Rb8-d8 35.Rh2-h3 g7-g6 36.Ba3-c1 Ne7-g8 (now the rooks go off)

37.Re3xe8 Rd8xe8\* 38.Rh3-e3 Ba8-b7 39.Re3xe8 Bb7xe8\*:

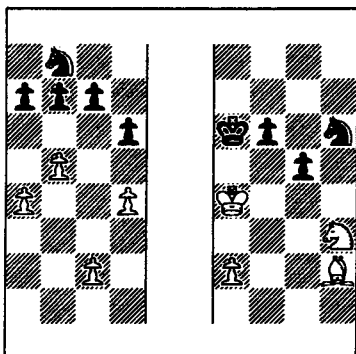


Black has fought back to near-equality, and in the absence of time constraints I would play to swap queens and expect to draw. Play actually continued 40.Nc3-b5 Bh8-b8\* 41.Nd2-f1\* g6xh5 and the score stopped because of time trouble, but Paul reconstructed the ending:



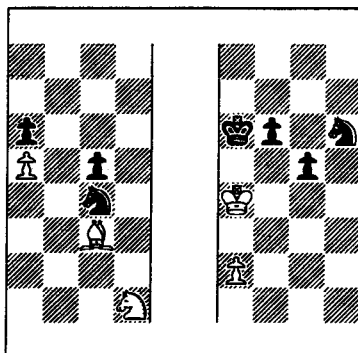
1.g2-g4 Ba2xc4 2.g4-g5 a3-a2 3.Bh2-g1 Bc4-d3 (when in doubt attack, but surely better was 3...Bxd5 and 4...Ba8 coming back to defend) 4.g5-g6 c5-c4 5.g6-g7 Bd3-h1\* 6.g7-g8Q+ Kc8-d8 (6...Kc7 7.Qa8+ and 8.Qxa2) 7.Nh6-f7+ and mate in two.

Here is the finish of his round 2 game. **White Mark Hore Black Paul Byway**



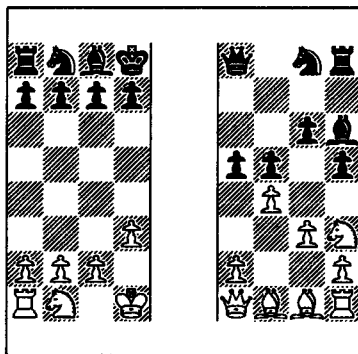
1...Nb8-d7 2.a4-a5 c7-c6 3.b5xc6

b7xc6 4.Bh2-d2\* a7-a6 5.c2-c4 Nd7-f8\* 6.Bd2-b4 Nf8-b7\* 7.Nh3-f2 (c5!?) c6-c5 8.d4xc5 d6xc5 9.Bb4-c3 Nb7-d6 10.Nf2-d1\* Nd6xc4:



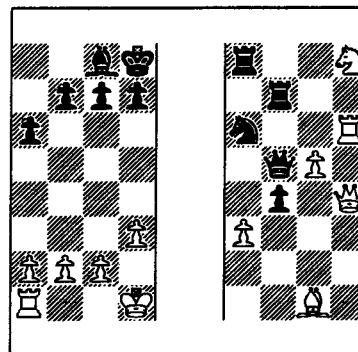
11.e2-e3 ("in a difficult position it's easy to make a mistake") Nh6-f5 12.Nd1-g1\* Nf5-h4 13.Ng1-h3 f6-f5 mate.

My own first-round game was in quite a different style. White J. J. Holland, Black JDB. 1.f2-f3 f7-f5 2.g2-g3 e7-e5 3.Ng1-h3 h7-h5 4.d2-d3 g7-g6 5.Bc1-g1\* Bf8-h6 (the position at this point was immortalized by a colour photograph, reprinted in *The Guardian* to the delight of my irreverent family, giving an excellent picture of the board, a reasonable view of my opponent, and just the top of my own head) 6.f3-f4:



My next move was automatic, since my standard way of playing this game is to unbalance the pawn formation and then see whether my half-open ring is stronger than his. Here, I judged my d/e ring potentially more dangerous than his b/g ring, since it is nearer to his king, but as we shall see it proved easier to defend. 6...e5xf4 7.g3xf4 Ng8-f6 8.Bf1-g2 Qe8-f7 (not good, because if I want to pile up quickly on the ring the way is Qe6, Re8, Rh7\*, and Rhe7, and in any case

the ring won't run away and it must be better to gain ground with the minor pieces first) 9.Bg2-f3 Rh8-e8 10.Qe1-g3 Re8-e7 11.Nb1-e1\* Ra8-h8\* 12.e2-e3 Rh8-e8 13.Nh3-g5 Bh6xg5 14.f4xg5 Nf6-g4 (this is soon seen to be a mistake, since it allows White to force open the a/h ring, and besides Black should have brought Nb8 and Bc8 into play long before this) 15.Bf3xg4 h5xg4 (I didn't consider 15...f5xg4, wanting to preserve the f-pawn for my attack, but it might have been better) 16.Qg3-f4 Nb8-h7\* 17.h2-h3 g4xh3 18.Rh1xh3 a7-a6 19.Rh3-h6 Nh7-f8 20.Ne1-f3 Nf8-e6 21.Qf4-h4 f5-f4 (I thought this would give me a winning attack on the d/e and c/f rings, but I underestimated the disruptive effect of White's knight) 22.Nf3-e5 Qf7-f5 23.Ne5xg6 Re7-f7 24.Ng6-h8:



At this point I blundered, playing 24...Re8xh8 in the belief that 25.Rh6xh8 f4xe3 would give me a mating attack along the c/f ring, and overlooking the quiet 26.Ra1-c1 which held everything. But Black is in trouble anyway, because if his rook saves itself White will have 25.Nxc8\* and Black's king will become at least as exposed as White's. The opening of the rings at move 6 may or may not have been a good idea, but my opponent's follow-up play was much more incisive than mine.

Never mind. It was good beer.

**DYNAMO CHESS AT MESSIGNY**

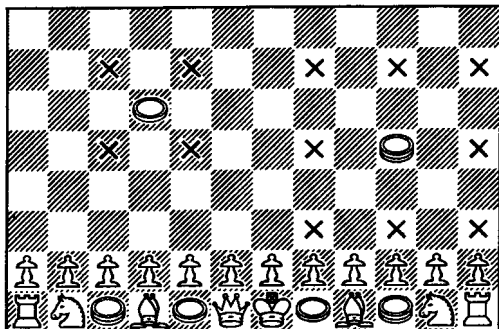
The fairy blitz tourney at this year's French problemists' meeting featured Dynamo Chess (Pascal Wassong 8/9, Jérôme Auclair 6½). It proved rather complicated for five-minute play

Continued on Page 102

## MODERN COURIER CHESS

by Paul Byway

The layout of MCC and the powers of the extra pieces (significantly less powerful than those met with in the previous article - in VC37) are given below.



You can experiment with the original Courier Game in a more coherent form by replacing the queen here with a mann (has the same move as a king). Any piece that moves only one step at a time, that is a pawn, fers, king or (*see previous sentence*) mann, is able, if unmoved, to move two steps in one turn - but not to capture. Pawns are subject to *en passant* capture and there is no castling. One neat feature is that each courier covers a quarter of the board: only a courier created by promotion can be exchanged for an opposing courier.

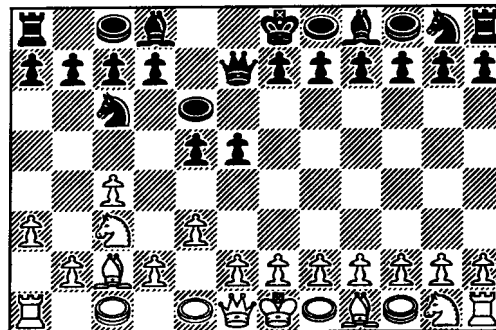
### The Opening in MCC

The aim, I must suppose, is to develop the pieces rapidly and efficiently: not a straightforward task. But more than this, if we carry over our Chess experience, it is necessary to control the centre. Two questions immediately arise: (1) What is the centre? and (2) Does our Chess experience indeed carry over: must the centre be controlled? (The answer might be no, if we judge by the campaigns of Alexander the Great). I hope you don't expect *me* to provide an answer: all I can hope to do is explore some possibilities. My definition of the centre, by the way, is that group of twelve squares on which a bishop has its greatest range, which is the large square from e3 to h6 minus the the four corner squares.

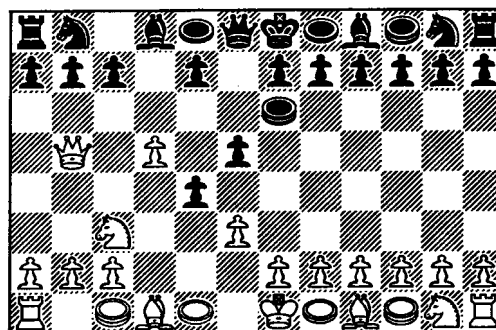
In opening your game you have a much wider choice than in Chess. I classify openings as follows:- *classical* (e4 e5) and *knightsmove* (f4 h5 or f4 d5). I assume that these are the most important, although there are many others. As an instance one of the best replies to 1.e4 seems to be 1...i6. The choice of 1.e4 looks natural, developing as it does the queen and bishop: the pawn blocks the opposing bishop but is itself an object of attack. Another promising move, 1.d4 has not yet had the attention it deserves. It opens the square d2 for both knight and fers: 2.Nc3, 3.e4 looks like a natural follow-up. The central moves 1.f4 and 1.g4 have been largely neglected - and this is probably unfair. In what follows I give some initial impressions of each opening,

lightly following a likely line. There must be big improvements at many points. If you find any major and obvious howlers please let me know. Let me know anyway if you think you have developed a better line!

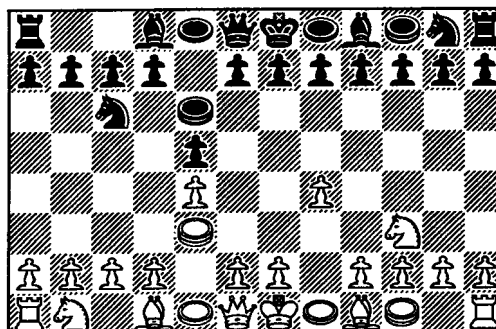
1.c4 e5 2.Bc2?! f5 3.e3 Nc6 4.a3 Fe6 5.Nc3 Qf7 threatens both 6...d5 and 6...Qxk2.



1.d4 d5 ( or ...f5) This system seems to be particularly rich  
2.Nc3 e6 ( or ...c6 3.e4 e5) 3.e4 c5  
2.c4 dxc4 3.e4 Cc6 4.Nc3 ( or Nd2 with the idea b3)  
2.e4 dxe4 3.Nc3 f5 ( or ...e6 4.Nxe4 f5 5.Nc5) 4.f3  
Ce6 ( or ...exf3 5.Bxf3 c6) 5.d5 Cg6 6.Qb5



1.e4 e5 ( or ...g5, ...i6) 2.Ce3 Nc6 3.Nj3 Ce6 4.h4 with a possible follow up of i3, Fh3 and Ki2 if necessary.

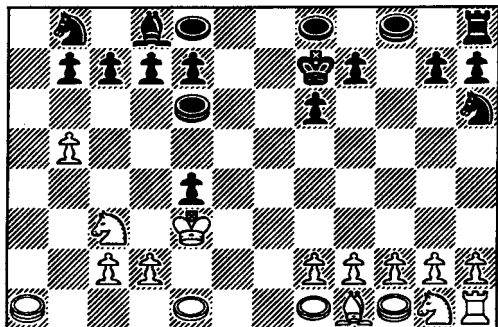


This line illustrates my earliest thoughts on the opening - twin strongpoints at e4 and h4 muffle the black bishops.

1.f4 f5 ( or ...d5, ...h5) 2.g4 fxe4 3.h3 ( or 3.e4 Ce6 4.Nc3) g4xh3 4.Cxh3

As an illustration of the richness of the game, here is a long and speculative line which follows White's attempt to regain the pawn on e4.

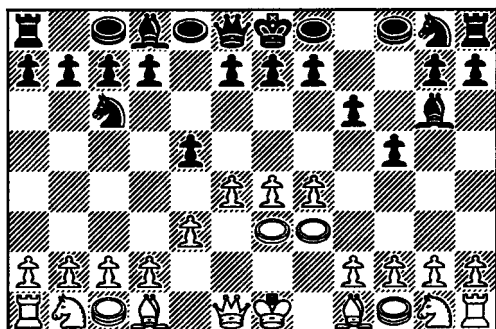
1.f4 f5 2.e4 fxe4 3.Nc3 Cc6 4.b4 a6 5.a4 g6 6.b5 axb5 7.axb5 Rxa1 8.Cxa1 Ce6 9.g4 h6 10.f5 (Ch3!?) gxf5 11.gxf5 Qxf5 12.Qxf5 Bxf5 13.Bxj7 Nl6 14.Bi6+ Bh7 15.Bxh7+ Kxh7 16.Ke3 (the king's leap).



I think that Black is better here, but the important point is that despite the wholesale slaughter the position remains rich in plans and possibilities. An unresolved problem concerns the material balance if White exchanges his knight for the courier in regaining the pawn. At this stage I believe the knight is worth slightly more than the courier.

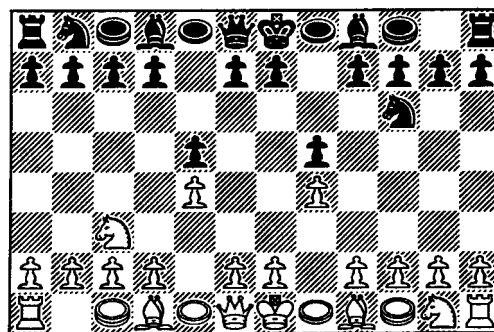
1.g4 g5 ( or ...e5) 2.f4 gxf4 3.e3 ( or Qxf4) fxe3 4.Cxe3 White is prepared to offer a pawn for development. Offering a pawn like this might be a better idea than in Chess if the loss matters less - or a worse, if the defensive resources are greater.

Just recently an experiment with 1.g4 proceeded as follows:  
1.g4 e5 2.e3 i6 3.f4 Nc6 4.Fg3 j5 5.h4 Bk6 6.Fh3

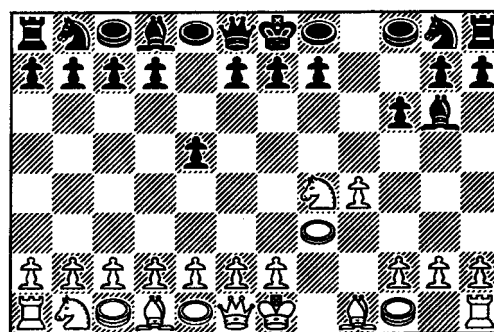


After a few more moves it was agreed that White had been given too free a hand in the centre. My fellow explorer Roy Talbot likes to leave the pawns in front of his king alone, and prefers to advance on the flank. The next trial improved with 1.g4 e5 2.e3 i6 3.f4 exf4 4.exf4 j5 5.Nc3 k5 6.i4 My own view is that, with so many minor pieces round my king, opening up in the centre is surprisingly safe. At any rate I haven't been dissuaded from it yet.

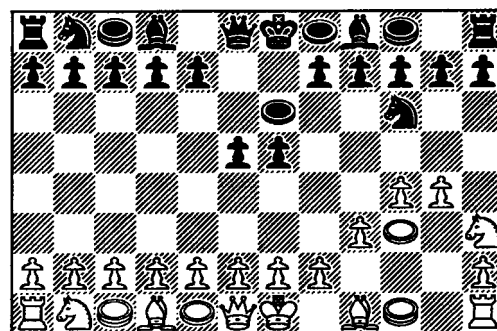
1.h4 h5 ( or ...e5, ...f5) 2.e4 Nj6 3.Nc3 e5 Black is happy to offer the e-pawn for the h-pawn in order to uncover White's king



1.i4 i5 ( or ...e5, ...f5, ...g5, ...i6) 2.Nj3 j6 ( or ...g6) 3.h4 ( or g3) ixh4 4.Nxh4 Bk6 5.Fh3 e5 I can't say that I trust this line where White opens up his own king's position. Incidentally, there is a tactic buried in the initial layout. In some positions it may be possible to play ...Bd8xj2 and answer Blixj2 with ...Qf8-j4+ and ...Qj4xj2.



1.j4 g5 2.Nl3 f5 3.i3 Nj6 4.Fj3 Fg6 5.k4



These last two opening ideas betray the influence of Roy Talbot's preference for flank play. Here ...Nj6 creates a target for the advancing pawns and might be improved on. Another approach for Black is 1.j4 e5 2.i3 i6 3.Fj3 Ni7 4.k4 h5. The move i3(i6) defends the king and opens a path for knight and fers. 1...i6 may be Black's best move.

## CASTLES IN THE AIR

by Jed Stone

And now for something completely different! For some reason, probably a little known medical condition that relates to a form of self torture, I answered the request in the Spring issue of *'Variant Chess'* for anyone willing to take on the post of **Postal Chess Organizer**. I remember sending the e-mail response off virtually as soon as I read of the need. There was some vague idea at the back of my sub-conscious that I actually wanted to do the job and if I didn't get in there quick some one else might beat me to it. As you are reading this preamble you are presumably (a) interested in variant chess and (b) one of the 99.9% of the readership who did not leap like a demented gibbon towards their favoured mode of communication to snaffle the post for their own use. For this oversight I thank you not. The variant chess world will probably suffer for your lack of foresight. It may be a fair number of years since I last meandered like an aimless herring through the shoals and reefs of running anything as vaguely culturally valuable as a postal chess tournament, but I doubt the world was really ready for my return to such ventures. You should have stepped into the breach and affected a hero's rescue in the nick of time. After all I am now armed with modern technology! The home computer and e-mail were dreams of film-makers back in the days when I last ventured down this road. My original publication, *'The Castle'* was hand drawn and written and reproduced on a hand cranked spirit duplicator. A machine no museum of Office Technology is complete without. Be that as it may, I volunteered and you didn't, so we'll both have to live with it.

So! What sort of mayhem and chaos do I intend to thrust on the unsuspecting variant chess fraternity this time? The obvious choice is a tournament or two, but tournaments provide a mass of games on the most 'popular' themes. This pushes to one side a large number of players whose preferred variants are not generally fancied and therefore rarely feature in tournaments. They also take up a lot of time to play to a complete conclusion. So inevitably, as the end draws near, those who have finished their games have to twiddle their chess pieces and wait for A to end and B to begin. What I feel is needed is a broad band of activities of various lengths that will enable everyone to find a niche that suits them. I shall therefore throw open the floodgates of opportunity and, hopefully, give everyone the chance to ride their dream. I am proposing to set up various structures that can be used to nibble at the individual interests of keen postal players.

To start with there will be three main types of competition:

**Type A** is the standard *All-Play-All* variety of tournament.

**Type B** is a simple *Knock Out* competition. These give you one game at a time only, but lose and you're out.

**Type C** is a *Double Game* contest. Two variants will be on offer in the same competition. White has the

choice of which one to play. All will be played to fixed deadlines.

Now all these types are random pairings so by their very nature, can result in one-sided matches. An Attila the Hun v No Hope Norman with battles axes at three paces sort of a thing. To provide more even contests I also hope to set up **Leagues** in various variants. These will be played to less strict deadlines and be a more on-going, permanent feature. Players will be divided into sections like a sports league so that over a period of time the 'cream' will gravitate to the top section so that each 'season' or round of play, competitors of equal standing can slug it out for title of 'Top Dog' of their section.

As I have no wish to dictate what is played in which type of tournament there will be a **Notice Board** section. This will not be an actual competition. As the name suggests it is a home for posting ideas for future competitions and games. If you have a favoured variant you would like to see played in any contest or league, you pass the name of it to me along with how you would like to see it featured and I post it on the **Notice Board**. If enough people express interest in its existence then it will feature as a competition. If not then there will hopefully be enough interest for you to collect an opponent to play a friendly game or two against. This same section will also serve for the adventurous few who invent a chess variant of their own and wish to give it a public airing.

*It must be born in mind that games involving strange star shaped boards and rules requiring that a cube of jelly be lobbed at an opponent when ever a pawn is captured may not gather enough of a following to be viable.*

Our 'bible' in all this will be David Prichard's **Encyclopaedia of Chess Variants** though any other games not featured in the book, (*Hostage Chess springs immediately to mind*) will also have their place. As long as you can supply a definitive set of rules for the new game I'll be happy to post it on the board. If, of course, it has been featured as an article in *'Variant Chess'* you'll stand a far better chance of finding at least one opponent than if it's posted as a new and unknown variant.

Finally, every game I set up will be given a reference number. This also applies to any friendly game that you arrange with an opponent and wish to register with me. Games will thus be easier to keep track of and provide a reference point for archiving them. The results from all registered matches will be featured in a **Club ladder league** which will give every club member a **variant rating**.

What actually runs and how will be dictated by the responses received but with due consideration being given to favoured modes of communication and deadlines being set to match, whatever your interest I shall do my best to see that you get at least one opponent to play against in your favoured variant. Communication will obviously be an important factor in this venture so to ensure the even spread

of information to all necessary points of the compass, it will be a two-phase operation.

The first will be an article such as this one in future editions of 'Variant Chess'. They will be the public viewing gallery from which the activities of the postal section, the beginnings and endings of what ever is currently going on, will have a general airing. Any games of specific interest will undoubtedly appear in detail else where in 'Variant Chess'. For those actually involved in the games there will be 'The Castle', a single sheet newsletter that will appear on a monthly sort of basis. It will keep players fully informed about what is going on, coming up and planned. There will be room for any opinions or matters that affect the conduct or organisation of the postal games and, of course, results as they come in. Its appearance will be by e-mail and it will go to players or anyone else who thinks they will find it of specific interest. For those who cannot access e-mail and don't have a friend who will accept an e-mail for them, some sort of deal will be sorted out. A year's supply of 'The Castle' sent directly to your letter box in exchange for a week in your villa in the south of France would be fine. If you don't have a villa a book of second-class stamps will substitute nicely.

Ok! So the question now is what exactly is on offer at the moment. Well, the present possibilities are these

<b>All-Play-All Tournaments</b>	<i>Hostage chess</i>
	<i>Xiangqi (Chinese chess)</i>
<b>Knock Out Tournaments</b>	Alice chess
	Avalanche chess
<b>Doubles Contest</b>	<i>Progressive chess</i>
	<i>Losing chess</i>
<b>Leagues</b>	Auction chess
	Hostage chess
<b>Notice Board</b>	<i>Chess (the game itself)</i>
	<i>Courier chess.</i>

So, for those who wish to delve further into the mysteries of postal variant chess I require information. A **name and address** are first requirements; an **e-mail address** would be an added bonus. Please give some indication if you prefer playing by e-mail, post or a mixture, and which, if any, of the games laid out above you are interested in. Any ideas for the *Notice Board* would also be welcome. It is, as I have said, all a matter of numbers at the moment. Until I have them in and sorted, nothing can start. So switch on the computer, or pick up your pen if you prefer and contact me.

**Jed Stone (Postal Chess Organizer)**  
 7 Harstoft Avenue, Worksop, Notts.  
 S81 OHS  
 England

e-mail [jedstone@talk21.com](mailto:jedstone@talk21.com)

The board has been laid out, the pieces are set. Would all those who wish to come out and play please sign in.

## REVIEW

by David Pritchard

**Karten Schach**

(Berliner Spelkarten GmbH)

This is a feast of new chess variants from Dr. Reiner Knizia who also happens to be the world's most prolific and successful games inventor. The variants were conceived and written up five years ago. They are now presented as a boxed game with a 78-page rule book in German, a pack of chess cards, black and white counters (used in some games), and a chess set and board. It is pertinent to ask why the last-named was necessary since surely anyone interested enough to buy a collection of chess variants would possess a chess set? (On reflection, probably a way of increasing profit.)

There are 32 cards in the pack, made up of four cards of each of the pieces (two of each colour), four white and four black pawns and four jokers (again, two of each colour).

The book contains sixteen distinct games with examples of play fully explained, and a number of secondary variants totalling about twenty-five games in all.

The cards might suggest that these variants are mostly games of chance but although there is certainly a chance element present these are basically games of skill.

Without exception I would call all of them good games. One would expect that from Knizia, but whether there is a classic or two amongst them will have to wait for some serious playtesting.

Back in *VC21* I was privileged to give one of these games (Capitalist Chess). Here is another to whet your appetite.

### Döppelgänger Chess

Each player takes a set of six different piece cards (K,Q,R,B,N,P) and sets them face-up nearby. The usual rules of chess apply with two exceptions:-

(a) *The kings have no royal powers and you capture the opposing king to win.*

(b) *At the start of a turn a player may turn over any one of his face-up cards and move a piece of that denomination twice in succession.*

Once used a card cannot be used again unless both players exhaust all their cards, when they once more expose a full set. As an example of play, after 1.e4 e5 2.Bc4 White is threatening to capture the black king by turning over the bishop card and playing 3.Bxf7xe8. Black has a number of responses, one of which might be to turn over the pawn card and play 2. ... d7-d5xc4. If you foresee danger later in the game when the other player's cards are all face down, keep one card face up to prevent all the cards from coming back into play. You can play the game with ordinary playing cards. For example choose K=king, Q=queen, J=rook, 10=bishop, 9=knight, A=pawn or similar.



# HOSTAGE 2000

by Peter Coast

**White**  
Peter Coast

**Black**  
Paul Yearout

- |          |       |
|----------|-------|
| 1. d2-d4 | d7-d5 |
| 2. c2-c4 | d5xc4 |
| 3. e2-e4 |       |

*I'm trying out gambits in Hostage, on the theory that the sharpness of play favours them.*

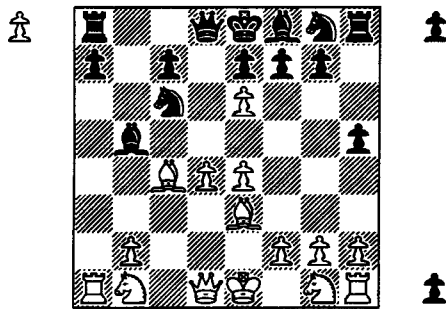
- |           |         |
|-----------|---------|
| 3. -      | Nb8-c6  |
| 4. Bc1-e3 | b7-b5   |
| 5. a2-a4  | Bc8-a6? |

*Not a move that would be played in ortho-chess: 6.axb5 Bxb5 7.Nc3 is awkward.*

- |               |        |
|---------------|--------|
| 6. a4xb5      | Ba6xb5 |
| 7. (P-P) *e6! |        |

*Now 7. ...fxe6 8.Qh5+ wins the bishop at b5*

- |            |         |
|------------|---------|
| 7. -       | h7-h5?? |
| 8. Bf1xc4! | Resigns |



*If 8. ...Bb5xc4 then 9.(P-P)\*d7+ wins the queen.*

**White**  
Peter Coast

**Black**  
John Leslie

- |           |            |
|-----------|------------|
| 1. c2-c4  | Ng8-f6     |
| 2. Nb1-c3 | d7-d5      |
| 3. c4xd5  | Nf6xd5     |
| 4. e2-e4  | Nd5xc3     |
| 5. b2xc3  | (N-N) *d3+ |

*This is probably why Black played the line, but I don't think it is good. Knight for bishop exchanges in Hostage don't have much long-term significance because the bishops come back again.*

- |              |        |
|--------------|--------|
| 6. Bf1xd3    | Qd8xd3 |
| 7. (B-N) *c2 | Qd3-a6 |
| 8. N*d5      | Qa6-d6 |

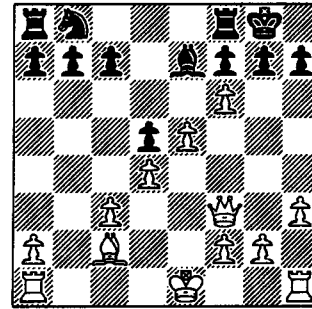
*White now has a large space and development advantage.*

- |            |       |
|------------|-------|
| 9. d2-d4   | e7-e6 |
| 10. Bc1-f4 | e6xd5 |

*Desperation*

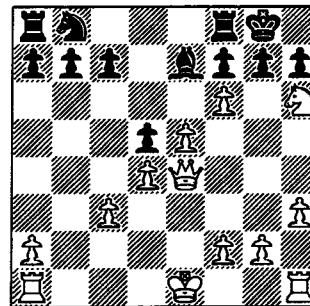
- |            |        |
|------------|--------|
| 11. Bf4xd6 | Bf8xd6 |
| 12. e4-e5  | Bd6-e7 |
| 13. Ng1-f3 | Bc8-g4 |
| 14. h2-h3  | Bg4xf3 |

- |               |     |
|---------------|-----|
| 15. Qd1xf3    | 0-0 |
| 16. (P-P) *f6 |     |



*The attack plays itself. Once a pawn is established on f6 with g7 vacant the white queen can be sacrificed at any time, because of its re-appearance on g7.*

- |                |           |
|----------------|-----------|
| 16. -          | (B-B) *e4 |
| 17. Bc2xe4     | d5xe4     |
| 18. Qf3xe4     | *d5       |
| 19. (N-B) *h6+ | Resigns   |



*Because of 19. ...Kh8 (19. ...gxh6 20.Qxh7+!) 20.fxc7+ Kxg7 21.(P-P)\*f6+ and now:-*

*(a) 21. ...Kxh6 22.Qxh7+ Kg5 23.(N-Q)\*h3+ Kg4 24.B\*f3 mate*

*(b) 21. ...Bxf6 22.exf6+ and:*

*(b1) 22. ...Kxf6 23.(N-Q)\*h5+ Kg5 24.Qg4+ Kxh6 25.B\*g7 mate.*

*(b2) 22. ...Kxh6 23.Qxh7+ Kg5 24.(B-B)\*h4+ Kf4 25.(N-Q)\*e2+ Kg4 26.h3 mate.*

**White**  
Allan Brown

**Black**  
Peter Coast

- |           |        |
|-----------|--------|
| 1. e2-e4  | e7-e5  |
| 2. Ng1-f3 | Nb8-c6 |
| 3. d2-d4  | e5xd4  |
| 4. Nf3xd4 | Nc6xd4 |
| 5. Qd1xd4 | Ng8-f6 |
| 6. Nb1-c3 |        |

*I had originally worried about 6.e5, but decided it was safe after (N-N)\*c6*

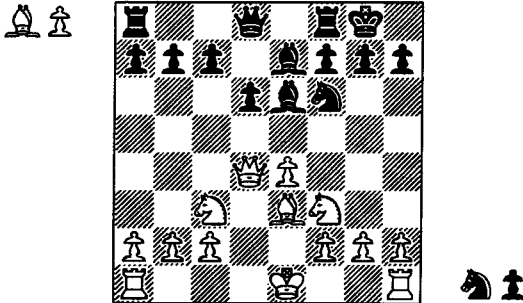
- |           |           |
|-----------|-----------|
| 6. -      | d7-d6     |
| 7. Bc1-g5 | Bf8-e7    |
| 8. Bf1-c4 | (N-N) *e6 |
| 9. Bc4xe6 | Bc8xe6    |
| 10. N*f3  | 0-0       |



11. (P-P) \*h6

Superficially good - but actually bad. The damage to my K-side is easily repaired and White loses time.

- 11. - g7xh6
- 12. Bg5xh6 P\*g7
- 13. Bh6-e3?



This puts him in danger of a pawn fork on d4

- 13. - c7-c5
- 14. Qd4-d3 (P-P) \*d4
- 15. Nf3xd4 c5xd4
- 16. Be3xd4 d6-d5

To prevent a white pawn landing there.

- 17. 0-0? d5xe4
- 18. Nc3xe4 Qd8xd4

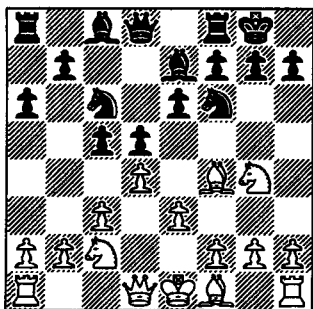
The drop of poison in 16. ...d5! If 19.Qxd4 (N-N)\*e2+

19. Resigns.

White  
George Jelliss

Black  
Peter Coast

- |           |        |
|-----------|--------|
| 1. Ng1-f3 | c7-c5  |
| 2. d2-d4  | e7-e6  |
| 3. Bc1-f4 | Nb8-c6 |
| 4. c2-c3  | d7-d5  |
| 5. e2-e3  | Ng8-f6 |
| 6. Nb1-a3 | a7-a6  |
| 7. Na3-c2 | Bf8-e7 |
| 8. Nf3-e5 | 0-0    |
| 9. Ne5-g4 |        |



This doesn't look good in any variant of chess! Losing time before development is complete... (Agreed! I play this line as White - but without the eccentric Nb1-a3-c2 - and would suggest also that 8. ...0-0 is an error in this line; certainly before White has castled it is. Ed.)

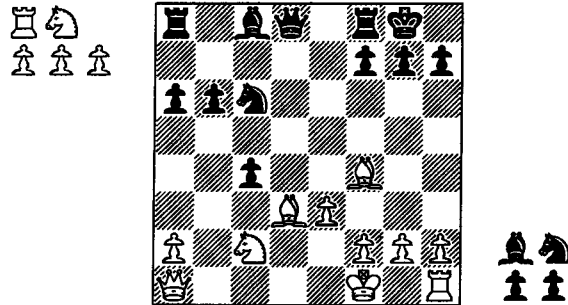
9. - b7-b6

10. Ng4xf6+ Be7xf6

11. b2-b3?

Very bad: think of a black bishop on b2!

- 11. - e6-e5
- 12. d4xe5 Bf6xe5
- 13. Bf1-d3? Be5xc3+
- 14. Ke1-f1 Bc3xa1
- 15. Qd1xa1 c5-c4
- 16. b3xc4 d5xc4



The bishop has nowhere to go: Be2 allows a fork on d3 and Be4(c4) allows a knight fork on d2.

- 17. Bd3-e4 (N-N) \*d2+
- 18. Kf1-e2 Nd2xe4
- 19. Rh1-d1 (P-P) \*d3+
- 20. Ke2-f3 (B-B) \*g4+
- 21. Kf3xe4 f7-f5  
mate

## TOURNAMENT RESULTS

from David Pritchard

The Alice Chess tournament is now complete. The final table looks like this:-

1	Peter Coast	9
2	Paul Yearout	6
3=	George Jelliss	5
3=	Jed Stone	5
5	Ivan Dirmeik	3½
6	Allan Brown	1½

Our congratulations to Peter on his convincing victory.

The Hostage Chess tournament is still in progress, and so far only John Leslie has finished all his games (very appropriate). Here are the scores so far:-

Peter Coast	4 / 5
John Leslie	4 / 6
Allan Brown	3 / 5
Jed Stone	2 / 5
Ivan Dirmeik	1 / 2
Paul Yearout	1 / 4
George Jelliss	1 / 5

## THE GAMES OF FRANK MAUS

by John Beasley

This is the first of what Paul and I hope will be a regular series, not always written by myself, in which some ideas from the past are picked down and dusted off. The material will come sometimes from our own Library, sometimes from that of the British Chess Problem Society (which holds a lot that would surely have come to us had we been in existence at the time), and sometimes from private collections.

In 1925, the *Chess Amateur* presented a series of chess games invented by Frank Maus, and the BCPS holds both the CA and Maus's letters to T. R. Dawson. Maus appears to have been a factory owner or consulting engineer (his letterhead read "Frank Maus / Milling processes and dehydration" with a cable address "Millmaus") and also something of a maverick pamphleteer. He did not always know what others had done (he claimed Cylinder Chess as his), but some of his ideas were truly original and at least two gained adherents.

The first was **Cavalry Chess**, in which the moves of the men are extended as follows.

**King:** add knight moves, and also two-square rook and bishop moves if the intervening square is free.

**Queen, rook, bishop, pawn:** add knight moves (pawn forwards only).

**Knight:** add (3,1) and (3,2) moves to the normal (2,1) move.

Elementary endings were worked out and some openings developed, and the game clearly attracted players. On a sheet "Cavalry chess openings and endings", we read:

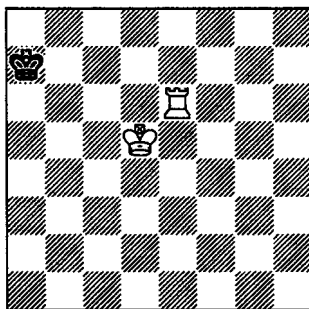
"The play this year changed to center attacks in the openings. Last year (1923) Fianchetto by both players was common in the opening moves.

"The "Gruer Attack," called the "Gruer Counter" when adopted by the second player, was developed by Mr. E. W. Gruer, former California State Chess Champion. [Maus gives a diagram: for White, play KP to e4 and Q to e2.] The opponent's KP dare not

make a capture, for if it does, the King is forced out into the middle of the board with a double check and mated with a few fancy moves. A solid center by the opponent equalizes the position. But the opponent must be patient, for if he hurries the action, out comes the King to his doom.

"The "Denton Opening" [diagram: KP/QP on d3/e3, knights on d2/e2] brings a maximum of pressure to bear on squares that the inventor of the opening calls "sore spots." The opponent must give the opening strict attention before starting any attacks of his own."

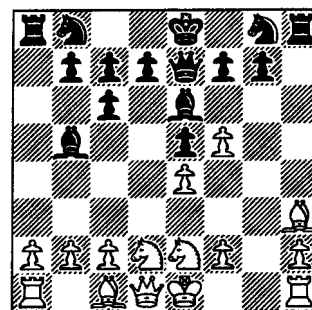
As for the elementary endings, K+Q mate lone K "very easily", K+2B "easily", and K+B+N "more easily than in chess", but K+2N cannot force mate ("at least, a forced mate of this kind has not yet been discovered"). The difficult one is K+R. "The player with the Rook must first take command of the four central squares. Thereafter his King remains on these squares ... while his Rook is used to keep the opposing King from going round and round the board. The lone King is forced to the wall directly opposite the Rook's monarch, and the Rook delivers mate in the same manner as a chess Rook, but at a greater distance from the opposing King..." For more, see the *Chess Amateur*, February 1925, pp 155-6. Maus describes the following as "a problem that must be solved to win with King and Rook in game play":



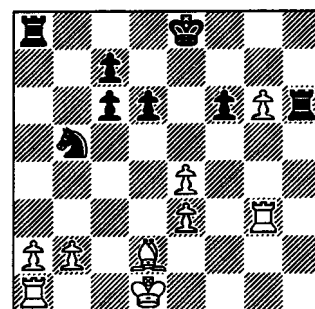
The BK is pinned to the wall, but 1.Re8 Ka6 2.Ra8 fails to 2...Kxa8. Instead, 1.Rb6 Ka5 2.Ra8 and WR is out of range.

The *Chess Amateur* gives four games, three of which are in the *Encyclopedia of Chess Variants*. Here is the fourth.

**White I. Denton, Black F. Maus.** Stars denote "added" moves. 1.e2-e3 e7-e5 2.d2-d3 Qd8-e7 3.Ng1-e2 a7-c6\* 4.Nb1-d2 (this is the "Denton opening") 4...Bc8-d6\* 5.g2-g3 h7-f6\* 6.Bf1-h3 (Ne2 defends h3) 6...Bf8-e6\* 7.e3-e4 f6xe4\* (I assume 7...Bxh3 8.e4xd6+\*) 8.d3xe4 Bd6-b5\* 9.g3-f5\* and things get wild:



9...Bb5xe2 10.f5xe7\* Be2xd1  
11.e7xg8Q+\* Ke8xg8\* 12.Bh3xe6  
e5-f3+\* 13.Ke1xd1 f3xd2\*  
14.Be6xf7+ Rh8xf7\* 15.Bc1xd2  
Nb8-e6\* (the smoke having cleared, White has B+P for N but Black is better developed) 16.h2-g4\* d7-f6\*  
17.c2-e3\* b7-d6\* 18.f2-f4 Ne6-b5\*  
19.g4xf6+\* g7xf6 20.Rh1-g3+\* Kg8-e8\* 21.f4-g6\* Rf7-h6\* (stopping g6-h8Q\* but missing what follows):

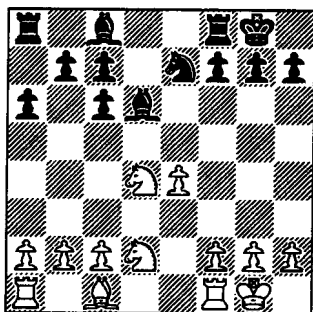


22.e4xf6+\* Ke8xf6\* 23.e3-d5+\*  
c7xd5\* 24.Bd2xb6 Nb5-e6\* 25.Rg3-g4+  
Kf6-h5\* 26.Ra1-c2\* d5-f4\*  
27.Rc2-h2+ f4-h3\* 28.Bh6-f7\*  
(28.Rxh3+ Kxh3\*) 28...Ne6-f4+  
29.Kd1-b1 Nf4-e2+ 30.Kb1-a1 Kh5-f5\*  
31.g6-h8Q\* Ra8xh8 32.Bf7xh8\*  
h3-g1Q\* 33.Rg4xg1 Ne2xg1 34.Rh2-f2+  
Kf5-e3\* 35.Rf2-c2+ Ke3-d5\*  
36.a2-c3+\* Kd5-e7\* 37.Rc2-e3+\* c6-e5\*  
38.c3-d5+\* and Black resigned. "The cavalry knight is a good drawing piece, but the last knight here never got into the game again after capturing the rook."

The second is **Empire Chess**, one of several games invented by Maus in which two men can join forces and subsequently move as a combined man. Specifically, a player who has already lost his queen may subsequently create a new one by moving a rook to the square occupied by a bishop or vice versa. He may also create an Empress (rook-knight) and a Princess (bishop-knight) similarly, but he may not have more than one of each on the board at a time. Promotion is similarly restricted.

The *Chess Amateur* and the Maus-Dawson letters contain an annotated game specially played for the *Chess Amateur* between Geza Maroczy, then on a tour of the U. S. A., and E. W. Gruer, and although the game is in the *Encyclopedia of Chess Variants* most of the annotations are not. I shall quote Maus verbatim, except for using algebraic notation; Dawson edited slightly for the CA. The game started after seven moves of the Ruy Lopez, 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 dxc6 5.d4 exd4 6.Qxd4 Qxd4 7.Nxd4 Bd6, and there is a note: "By consent of both players the game was started on move 8 to be certain of a Queen-exchange variation, for the majority of Empire Chess games turn out to be regulation Chess from start to finish. Of the remainder some contain strong threats of coronation that keep the opponent from forcing an exchange of Queens; and some contain threatened Queen sacrifices to be followed by coronation, thwarted by counter attack. Several consecutive games might be played with neither coronation nor promotion."

**White G. Maroczy Black E W Gruer**  
 Moves 1-7 as agreed above, then:  
 8.0-0 Ng8-e7 9.Nb1-d2 0-0:

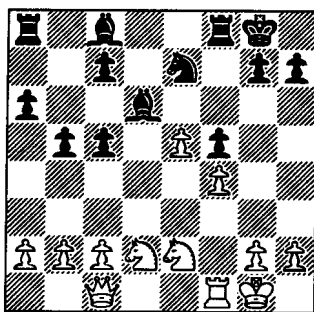


"White: Knight on d2 may coronate

Empress, either Rook may coronate Queen, Bishop may coronate Princess. Black: either Rook may coronate Queen, Bishop on d6 may coronate Princess, Knight may coronate Princess."

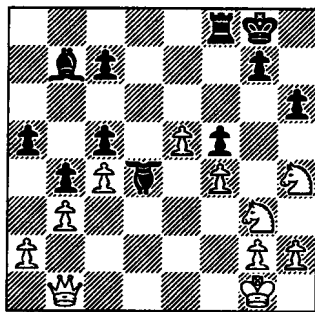
10.Ra1-c1Q "Coronating Princess instead of Q recovers a move otherwise lost and leaves White with two Rooks instead of two Knights for the end game. However, the master had his first presentation to Empress and Princess just before the game started."

10...c6-c5 11.Nd4-e2 f7-f5 12.f2-f4 b7-b5 13.e4-e5:



13...Bd6-e7Pr "In ordinary chess the B is lost. Both players were greatly amused at this escape of the B. It is Gruer's custom to delay coronation until there is a definite objective or until the move is forced."

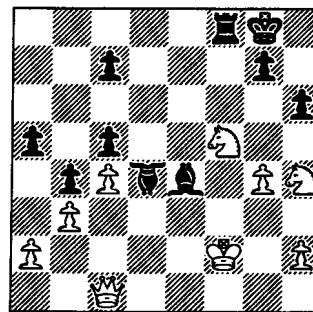
14.c2-c4 Bc8-b7 15.Nd2-f3 h7-h6 16.b2-b3 b5-b4 17.Ne2-g3 a6-a5 18.Rf1-d1 Ra8-d8 19.Rd1xd8 Pre7xd8! (Maus's exclamation mark) 20.Qc1-b1 Prd8-e6 21.Nf3-h4 Pre6-d4+:



"If 22.Kh1, Prf7 mate."

22.Kg1-f1 Prd4-e3+ 23.Kf1-e2 "Losing a move. Too late White noted that Ke1 was required. Besides being a new acquaintance, this Princess is characteristically agile and guileful." 23...Pre3xf4+ 24. Ke2-f2 Prf4xe5 25.Ng5xf5 Pre5-c3 26.Qb1-c1

26...Bb7-e4 27.g2-g4 Prc3-d4+:

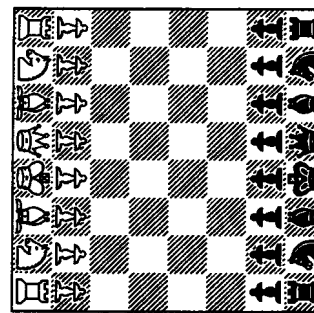


28.Kf2-f1 "If 28.Kg3, Pre2+ wins Q." 28...Be4-d3+ 29.Kf1-g2 Prd4-e2 30.Qc1-e3 Pre2-f1+ 31.Kg2-f2 Prf1xe3+ and White resigned. He was a good sport to have played at all.

"Empire Chess" appears to have been original only in detail, but the idea would seem worth working on. And why not allow splitting as well as combination? I seem to remember seeing an elegant problem using a "splitting queen", where in one line a rook moved away leaving a bishop behind, and in the other line a bishop moved away and left a rook.

Maus had further periods of chess activity, and in 1927 he produced the brilliant concept of **Bystander Chess**. We all know that the bystander sees most of the game, so why not put the players in the best seats:

**Black**



**White**

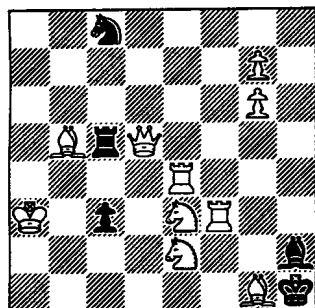
"When playing Bystander Chess the players occupy the superior points of observation and make the best moves. As the bystanders occupy the inferior points of observation the fine moves of the players are a revelation to the bystanders and they are reduced to an awe-struck silence."

# PROBLEM PAGES

by Ronald Turnbull

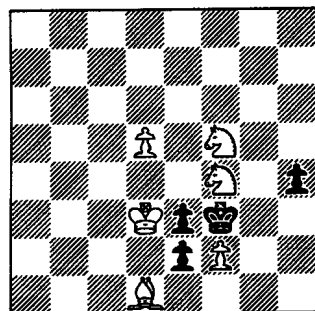
In the current (UK) agricultural situation, there's something topical about an island where people turn into pigs and rush headlong into the sea. Without pressing the parallel (for by the time VC 38 reaches you, the Foot & Mouth affair should be virtually over) let's rush headlong into CIRCE. Captured units are reborn on their home squares, so that if (in 342) 1.Bxh2(bBf8) then Black can no longer capture the wQ without self-check. Luigi Vitali takes a tour of the Island. In Diagram Circe, a captured unit is reborn on its diagram square: if 1.exf2, wP disappears as its diagram square (f2) is occupied. In Symmetric Circe it is reborn on the symmetrically opposite square (if vacant): if 1.exf2, wP reappears on c7. In part c), it is reborn on the departure-square of the captor: after 1.exf2 wP reappears on e3. (There is no promotion and pawns transferred to 1 or 8 ranks simply stay there until captured again).

342 - John RICE



Mate in 2, Circe

343 - Luigi VITALE

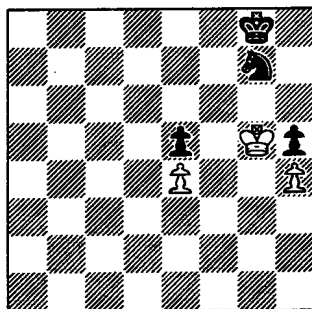


Helpmate in 2, a) Diagram Circe  
b) Symmetric C c) Platzwechselcirce

In Sentinels, a piece (not pawn) that moves (not from the 1 or 8 rank) leaves an own-colour pawn on the departure square (unless there are already 8 such pawns). So that in 344, 1.Ne6+ leaves a black pawn on g7.

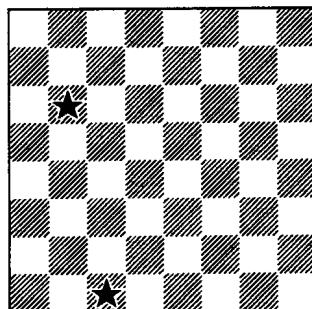
Stephen Emmerson's two problems share a diagram and much of the stipulation. Each features a single neutral Royal Camel. It's a (1,3) leaper (in the way that a Knight is a 1,2 leaper) and is kinglike in that an attack on it is check. Either side may move the piece and either side may give check to it. Each has sentinels - if White moves the nC, a white pawn is left, and correspondingly for Black. For 345 ignore the lower Camel (he makes up 346). If Black starts 1.Cb6-a3, a black pawn appears on b6. Now White could play 1...Ca3xb6 (wPa3). 345 in particular has an elegant simplicity that justifies the effort of understanding the neutral Camel, and even the effort of the editors in finding a symbol for it...

344 - Luigi VITALE



Helpmate in 3, 2 sols; Sentinels

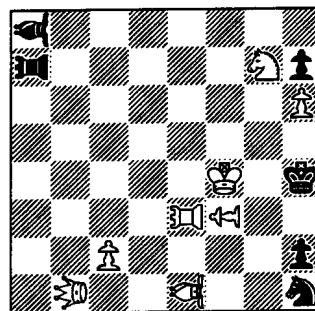
345, 346 - Stephen EMMERSON



Neutral royal Camels, Sentinels  
345 (top): nrCb6, helpstalemate in 3,  
b) nrC to c8  
346 (bottom): nrCc1, helpstalemate in  
4, 2 sols

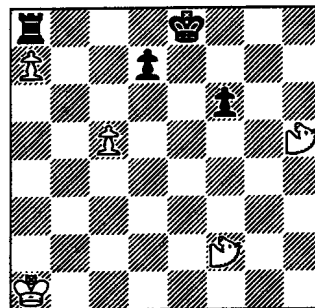
Chinese pieces (Leo, Pao, Vao) move like their orthodox counterparts (Q,R,B) but capture only on the square beyond some obstructing unit. So in 347, white Pao e3 guards g3 and h3, but could move only to squares such as b3 and e4. While 348 has two Naos, which are Chinese nightriders. White Nao h5 could move to f4, d3 or b2, or could capture on d7.

347 - Paul BYWAY, RT



Mate in 2, Leo, Paos, Vaos

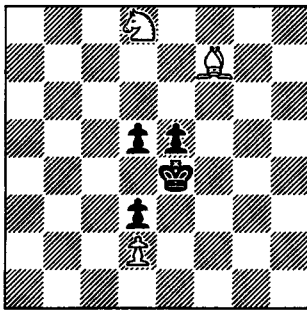
348 - Alex ETTINGER



Helpmate in 2, Naos

like Ian Richardson introduces us (gently, I'm glad to say) to Progression Chess - which is nothing to do with Progressive Chess. A white pawn on the e-rank, a black one on the d-rank, move as Knights. wP on f-rank, bP on c-rank, move as Bishops. wP on g, bP on b, move as Rooks, and wP on h, bP on a, move as Queens. There is no promotion of the orthodox sort and no en passant capture. A pawn that moves back onto its own half of the board reverts to moving pawnlike. The move of a pawn on its own back rank is, presumably, zero - but that doesn't matter here. bPd3 can here play to a6, to c4 (whereupon it starts to behave as a Knight) or to b1 (when it starts acting a Queen).

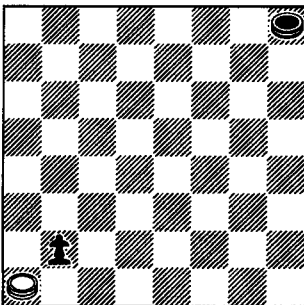
349 - Ian RICHARDSON



Helpmate in 2, Progression, 2 sols

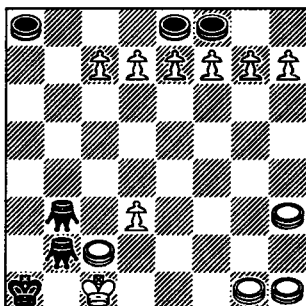
Which brings us to Variant Chess Theme Tournay 3: Charles Frankiss sent 350 with the comment that the 7,7 leaper seems a singularly useless sort of piece. Its only move is from one corner square to the diagonally opposite one - on other squares of the board it has no move at all. I added part a) - and we ask: can you do better? VCTT3 is for problems of any kind featuring the 7,7 leaper: any other fairy units or conditions may be deployed but entries will be judged on the use made of the 7,7.

350 - Charles FRANKISS



Helpmate in 1, (7,7) leapers, b) Circe

351 - Charles FRANKISS



Selfmate in 6, (n,7) leapers, 2 Grasshoppers

*White leapers*  
L1,7(h3) L2,7(c2) L6,7(g1) L7,7(h1)  
*Black leapers*  
L3,7(a8) L4,7(e8) L5,7(f8)

In 350 part b) a captured L7,7 is reborn on the promotion square of the file of capture. So if Black starts 1.L7,7xa1, the white L7,7 is reborn on a8. In 351, there is a white L1,7 on h3 which could move to a2 and a4 only. The white L2,7 on c2 can't move anywhere at all. a8 has a black L3,7 and so on. Grasshopper moves along Q-lines to the first square beyond some intervening unit. So Gb2 can move only to d2, b4 or a8, and could capture white units on those squares if there were any. Mr Frankiss points out that the use of the L7,7 is minor, so that this one would not shine in the tourney.

The closing date for VCTT3 is 31 Dec 2001, the judge is Mr Frankiss, and entries should be sent to me.

SOLUTIONS VC 37

Solvers: Luigi Vitale, Cedric Lytton, Alex Ettinger, Stephen Emmerson.

334 (Byway) 1.LEg2 a6 2.LEa2 and 1...MAa6 2.LEg8. Simple, but reciprocal P/Mao square-blocks with only 6 units - CCL. The difference between problemists and variantists, I suppose - the latter more concerned to reproduce closer authenticity with the game; the former abhorring the refutation-stopper by invalidation of the refutation - SE. AE eliminates the Chinese pawn but with added Nao and pawn (8, knK5, pQ6, 6Nao1, 16, 7P, 6B1, all pieces Chinese, 1.LEf2).

335 (Ettinger + RT) 1.Q\*d5[+wPd2] Bxc8 2.Q\*e5[+wPe2] Bb7; 1.Rg5\*e5 [+wPe2] Rxc8 2.R\*d5 [+wPd2] Re8. Really splendid! - LV. Neat enough, though only Circe effects are in the creation of guards on e3, f3 - SE.

336 (Rice) 1.Bxd3=w ed=bB 2.Ba4 Bb5 (3.Bxb5=w??); Rxd3=w ed=bR 2.Re2 Re3 (3.Ree3=w??). Neat, with typical thematic Andernach mates after quasi-Turtons - CCL. High standard! - LV. AE admires d5 in particular. JMR has worked these clearance mates before, but the matching promotions give a sort of Phoenix theme which is pleasant - SE.

337 (Vitale) 1.Q\*c2=w Qc6 2.Bxb1=w Qg6; 1.Bxc2=w Bh7 2.Q\*b1=w Qg6. Originally set with added condition Circe and no 2nd wNb1. Same mate, different graves - CCL. Dangerously close to being considered 1 solution with dual - SE. My Circe-removal leaves cook 1.Qxb1=w Qb6 2.Bxc2=w Qg6 which AE spotted and corrects by wK>b6 and remove e7.

338 (Vitale): 1.Kh8 Kg4 2.Rg1+ Kf5 3.Rxg7=w Kxf6=; 1.Rf1 Nf5 2.Rxf3=wR Rg3+ 3.Kh8 Rg7=. Repeated Kh8 is a blemish - RT. CCL likes 1.Kh8 but for AE 1.Rf1 is too easy!

339 (Richardson) 1.Kd5 Nb1 2.Kd4 Nc3= b) 1.Kd7 Nc5+ 2.Kd6 d4=. Only blemish is one N moving twice in a), otherwise charming - CCL. Neat echoed ideal stalemate - AE.

340 (Turnbull) 1.Nh7 no threat; 1...Kc5(d8Q) 2.Qc7+ Kxb5(c4)SM; 1...Kc5(c4) 2.c8R Kxb6(c5); 1...Ke7/e6(d4) 2.d8N/B Kd6(c5). This gave the solvers as much trouble as it gave me - RT. But CCL cooks 1.Pxb4 K-(h7) 2.Rh8 and Self Mate. wB to a4 and +bPa5 may fix.

341 (Richardson) N to e7, f5, h4, g2, e1, 6.Nc3(Pc3) e1, 8.Nf3(e3) e5, c4, 11.Na3(Rd3) c2 13.Ne1(Pe2) 14.Ng2(Pf2) 15.h4 16.Nf5(Pf4) e7 18.Nc6(Bg6). Lovely unique path, felicitous touches, eg not 9.Ne1(Pe2). When he becomes Sir Ian, we'll be able to say 'the Knight will go far' - CCL. A masterpiece of precision and ingenuity; I hope it remains correct! - AE. Our master solvers have failed to fault it, so probably ok.

G in Avalanche article (Fayers) Black didn't move last (no possible move). But neither did White, as he'd have had to push a7=a8. Only legal interpretation of diagram is half-way through White's move - must complete with pawn-push (a7)! Now Black must lose at once by 1...a6(b7)SM.

AE mentions that the scheme of 335 is by L Nosanovski, but on the whole I don't credit unsuccessful schemes (this was an orthodox problem that didn't work out). 329 add missing solution 1.Ka6 Kc7 2.Ka8(+wPa6) Kc8(+bPc7) -double switchback- 3.c6 b7. CCL retrospectively congratulates

S Emmerson on this: 'c-generated or not, a good find. Scorpion powers well used and nice Fairy mate.' Paul Raican has cooked his corrected Zvolen game-so-far (11.Qf1 0-0 12.Qd1 b5 13.Qf1 Re8 14.Qe1 Re4 15.Kxe4 Ba6 16.Kd5 Bb7+ 17.Kc5 Bc8 18.Kxb5 Ba6+ 19.Kc5) and corrects 9.Kg2 Bc3 10.Kf3 Nf6 11.Ke4 0-0 12.Kd5 Rf7 13.Kc6 Rf8+ 14.Kxb7 Rf7+ 15.Kxa8 Na6 16.Kb8 Bb7 17.Kc7 Rf8 18.Kd6 Ra8 19.Ke7 Bb4+ 20.Kxf6 Bf8. Peter Fayers corrects 332 by moving black camel to f2.

Max 11 (2 for 341, bonus for 2 cooks, no correct solutions for G so I don't have to decide if it's in the solving tourney) LV 4, CCL 9, AE 9, Mark Ridley 2, SE 6½.

Deadline for VC 38 solutions is 6 weeks after receipt for comments, but scores count up to 3 months after.

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**DYNAMO CHESS AT MESSIGNY  
CONTINUED FROM PAGE 91**

and too many games were lost on time, but good fun was had all the same. In one game, White played Bh8, pushing his opponent's unmoved rook off the board, and his opponent immediately castled with the bishop and hit his clock. "Can you do that?" exclaimed the startled White. "No," said Black, putting the men back and restarting his clock, but it raised a laugh.

**"UNBALANCED GAMES"  
CORRECTION**

Arnold Pfeiffer, who knows the game from another source, questions my placing of the players in the game between Desloges and Kieseritsky (VC 37 pp 74-5), and on checking my source I find he is right: Kieseritsky was Black ("M. Kieseritzky prend de M. Desloges huit Pions pour la Dame"). Sorry.

**THE END IS NIGH !**

by Paul Byway

Dave McCooley has published on the Chess Variant Pages his analysis of some 3-piece Fairy Chess endgames. I have abstracted the data relevant to endgames in *The Courier Game* and *Modern Courier Chess*.

Modern Courier Chess

Pieces	Wins	Draws	F-D
BFF (dcc) *	94.3	5.6	0.0
BFF (cdc)	87.9	12.0	0.0
NNF	82.5	17.3	0.2
NFF (xcc) *	77.8	21.3	0.8
NFF (xdd)	76.7	22.3	0.9
FFF (dcc) *	68.5	31.3	0.2

The Courier Game

Pieces	Wins	Draws	F-D
BWF (dxd)	94.5	5.4	0.0
BWF (cxc)	90.1	9.8	0.0
NNW	92.4	7.5	0.0
NWF	85.5	13.5	1.0
WFF (xcc) *	65.4	34.5	0.1
WFF (xdd)	62.9	37.0	0.1

In the tables *draw* refers to a simple draw by capture of material, whereas *F-D* indicates a fortress draw without capture. An asterisk denotes a combination that can only be created by promotion. In brackets an *x* shows a piece that travels on both colour squares: a *c* (concordant) shows a piece on the same colour as another: a *d* (discordant) shows a piece on the opposite colour to another. All the combinations in the first table also occur in the *Courier Game*, in which the pawn can only promote to a Fers. The percentages in the tables refer to an 8x8 rather than an 8x12 board of course, but should give some idea of the status of an endgame.

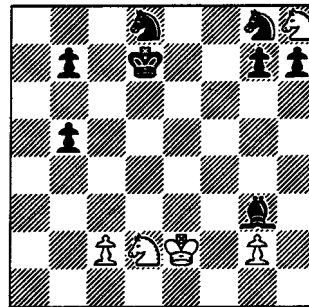
**SOLUTIONS TO COMPETITION 13**

- #95 6.Kc2, 7.Na6, 10.Ne3 mate.  
FG also gives 8.Nd3, 10.Nxb6 mate.
- #96 2.Nxc2, 3.Ne3, 8.c1=Q, 9.Bc3, 10.Qf1 mate.
- #97 2.Kxe5, 3.Kf4, 5.Nd4, 6.c5, 8.Re3 Italian mate.  
FG also gives 6.Rad8 instead of 6.c5, and the Scottish Progressive follow-up 9.dxe3+ 10.Ke5, Rf8, Rxf2, Rc2, Nc6, Nb4 mate.

**COMPETITION 14**

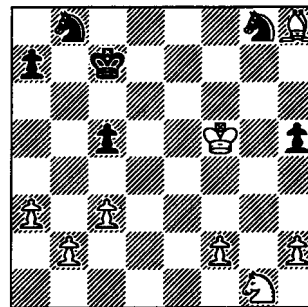
We begin with two positions from Italian Progressive, but this time they are endgames. Please give 'best play' to a conclusion. A finish in a single series is not expected, but a different conclusion in Scottish Progressive would be worthy of remark.

#98 Bratcenko - Lesnicenko (1992)



Series 9 Result?

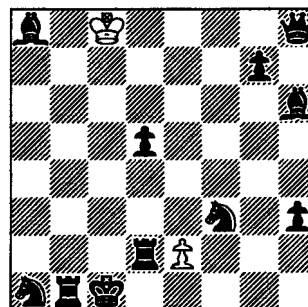
#99 Volosin - Rets (1993)



Series 10 Result?

And finally, a wonderful composition from Cedric Lytton. Such sophistication in this field is unusual.

#100 Cedric Lytton (Original)



Italian Progressive Chess  
Mate in 13

The current scores are on page 104

# XIANGQI

by Paul Byway

Here is the game, from the fourth round of the 2001 Mind Sports Olympiad, that decided the destination of First Prize.

**Red:** C.K.Lai  
**Black:** Norbert Schäfer

- |     |       |       |
|-----|-------|-------|
| 1.  | C2=5  | N2+3  |
| 2.  | N2+3  | P7+1  |
| 3.  | R1=2  | C8=6  |
| 4.  | R2+8  | G4+5  |
| 5.  | C8=6  | C2-1  |
| 6.  | R2-4  | N8+7  |
| 7.  | P7+1  | R9=8  |
| 8.  | R2+5  | N7-8  |
| 9.  | N8+7  | R1=2  |
| 10. | N7+6  | B3+5  |
| 11. | R9+2  | N8+7  |
| 12. | R9=8  | C2+3  |
| 13. | N6+7  | N7+6  |
| 14. | G6+5  | C2+2  |
| 15. | B3+1  | C6=7  |
| 16. | P3+1  | P7+1  |
| 17. | B1+3  | R2+3  |
| 18. | C6=7  | C7+5  |
| 19. | C7=3  | N6+5  |
| 20. | C3=2  | N5-3  |
| 21. | R8-1  | C2=7  |
| 22. | C5+5+ | B7+5  |
| 23. | G5+4  | R2+5  |
| 24. | N7+5  | G5+4  |
| 25. | B3-5  | C7=5+ |

**Resigns**

C. K. Lai, who is a fine player, did not do himself justice in this game.

Peter Wood went to play at Braunschweig earlier in the year. Here are the results (asterisk shows a bye):

## German Championship 2001

Michael Naegler (4½/5), Joachim Schmidt-Brauns (3½), Simon Henke (3), Lars Ripken (2), Uwe Frischmuth (1), Michael Meyersieck(1).

## Lions Cup (Open)

Sven Joachim (5½/7), Karsten Hoffarth (5), Stefan Meyer (5), Joern Tessen (5\*), Rick Burmeister (4½), Uwe Doetzki (4\*), Joan Tjaden (4\*), Lennart Alfredsson (Sweden, 3\*), Peter Wood (England, 2½\*), Jochen Reimers (2\*), Robert Thiels (1½\*).

The UK Championship for 2000 took place at Stockwell on 10th December with the following results:

- |    |                               |
|----|-------------------------------|
| 5  | Guo Shulong                   |
| 3½ | Wang Shunqi, Chen Fazuo,      |
|    | Chi Kong Lai, Luckboon Young, |
|    | Zheng Xiaoping                |
| 3  | La Kanh Hoa, Zhong Wensheng   |
| 2½ | Liu Si Hinh, Paul Byway       |
| 2  | Wu Foxin, Chen Zhiming, Peter |
|    | Wood                          |
| 1½ | Rudi Reinders, Stephen Chan,  |
|    | Frank Pisani                  |
| 1  | Wu Caifang                    |

Here is a game by relative newcomer Frank Pisani who, for a long time, held his own splendidly against the experienced Liu Si Hinh.

**Red:** Liu Si Hinh  
**Black:** Frank Pisani

- |    |      |      |
|----|------|------|
| 1. | C2=5 | N2+3 |
| 2. | N2+3 | C8=5 |
| 3. | R1=2 | N8+7 |
| 4. | P7+1 | P7+1 |
| 5. | N8+7 | R1+1 |
| 6. | N7+6 | R1=4 |
| 7. | C8+2 | P3+1 |
| 8. | C5=6 | C5=4 |
| 9. | C6+5 |      |

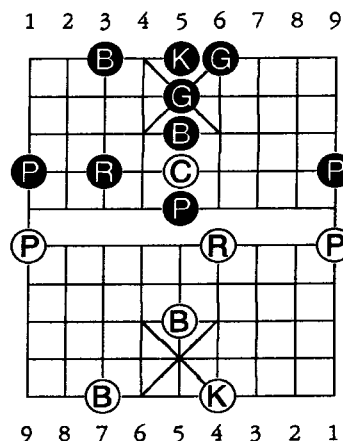
It seems that 9.N6+5 is adequately answered by ...C4=5, pinning and winning the knight.

- |     |      |      |
|-----|------|------|
| 9.  | --   | R4+1 |
| 10. | B7+5 | P3+1 |
| 11. | B5+7 | N3+4 |
| 12. | C8-2 | N4+6 |
| 13. | N6-5 | R4+5 |
| 14. | C8+4 | N6+7 |
| 15. | R2+4 | N7-5 |
| 16. | R2=5 | C2=5 |
| 17. | R5=4 | N7+6 |
| 18. | C8+3 | R9+1 |
| 19. | R9=8 | R9=4 |
| 20. | G4+5 | R4+1 |
| 21. | B7-9 | N5+3 |
| 22. | R8=7 | C5+5 |
| 23. | B3+5 | N6+4 |
| 24. | B9+7 | P5+1 |

I'm sure Frank had a winning position, but somewhere around here he goes wrong, and his opponent's greater experience eventually tells.

- |     |      |      |
|-----|------|------|
| 25. | P9+1 | N3+4 |
| 26. | R7=6 | N4+3 |
| 27. | R6+1 | R4+7 |
| 28. | C8-3 | R4=5 |

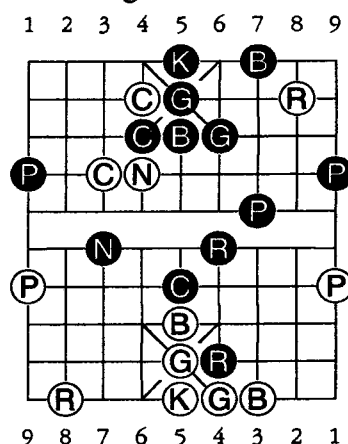
- |     |      |       |
|-----|------|-------|
| 29. | K5=4 | B7+5  |
| 30. | C8=7 | G4+5? |
| 31. | C7-4 | R5=4  |
| 32. | P1+1 | R4-2  |
| 33. | P3+1 | R4=1  |
| 34. | P3+1 | B5+7  |
| 35. | B5-7 | B7-5  |
| 36. | B+-5 | R1=9  |
| 37. | C7+4 | R9=3  |
| 38. | C7=5 | R2-3? |



39. R4+5  
mate

A well-known mating pattern, to which I have succumbed too many times myself.

David Woo, editor of *XiangQi Review*, writes concerning 'Middlegame Mating Techniques' which appeared on the back page of *VC36* and suggests that the order of moves has been dis-arranged.



"After 1.N6+4+, if Black replies with 1....K5=4, offhand I don't see any mate by Red. Upon further study, I think the sequence of the moves has been messed up. Red should have played 1.R8+9+ first, then the mate would occur." That is, the solution should read 1.R8+9+ G5-4 2.N6+4+ R-3 and then as originally given. If 2....K5=6 3.R8=6+ C4-2 4.C7+3++.



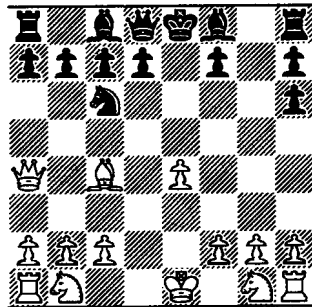
# GODALMING 30TH JUNE 2001

As is customary, the AGM of the British Chess Variants Society was followed by a light-hearted Variants tournament. David Pritchard had invited Prof. John Leslie (inventor of Hostage Chess) and the usual crew of local pirates. From the tournament John Beasley sends me this short, sharp shock.

**White**                      **Black**  
*John Beasley*            *Peter Horlock*  
(Cylinder Chess)

- |           |        |
|-----------|--------|
| 1. e2-e4  | e7-e5  |
| 2. d2-d4  | e5xd4  |
| 3. Qd1xd4 | Nb8-c6 |
| 4. Qd4-a4 | Ng8-h6 |
| 5. Bc1xh6 | g7xh6  |
| 6. Bf1-c4 |        |

*Hoping for Qc4xf7 mate*



*Alas! h6-h5 (discovered check) wins the queen.*

"I think Black was Peter Horlock. If it hadn't been for this, and for losing at Progressive to John Leslie, and for being well beaten at Static by I don't remember who..." (JDB)

I had my usual loss at Static Chess, and playing John Beasley at Hostage Chess was buried by an avalanche of paratroopers. But I managed to squeak it by winning the rest. Here is a 10-minute game from the final round.

**White**                      **Black**  
*Paul Byway*            *Mike Gunn*  
(Losing Chess)

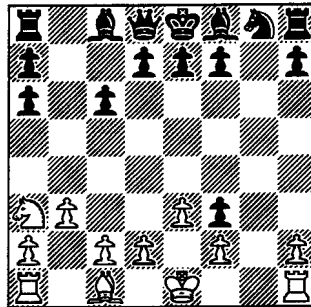
- |          |        |
|----------|--------|
| 1. b2-b3 | g7-g6  |
| 2. e2-e3 | Nb8-a6 |

*My small opening 'book' contains no example of this.*

- |           |       |
|-----------|-------|
| 3. Bf1xa6 | b7xa6 |
| 4. Nb1-a3 | c7-c6 |
- Losing Chess Wizard prefers h7-h5*
- |           |  |
|-----------|--|
| 5. Qd1-h5 |  |
|-----------|--|

*...and would have played this a move earlier.*

- |           |       |
|-----------|-------|
| 5. -      | g6xh5 |
| 6. g2-g4  | h5xg4 |
| 7. Ng1-f3 | g4xf3 |



- |           |  |
|-----------|--|
| 8. Ke1-e2 |  |
|-----------|--|

*Black cannot escape this threat and so it should not have been resolved. Nb5 was a better move.*

- |           |         |
|-----------|---------|
| 8. -      | f3xe2   |
| 9. Rh1-f1 | e2xf1=N |

*Wizard would rather promote to a bishop.*

- |            |        |
|------------|--------|
| 10. Na3-b5 | a6xb5  |
| 11. a2-a4  | b5xa4  |
| 12. Ra1xa4 | Nf1xd2 |
| 13. Bc1xd2 | Qd8-a5 |
| 14. Ra4xa5 | Bc8-a6 |
| 15. Ra5xa6 | Ra8-d8 |

*This is fatal.*

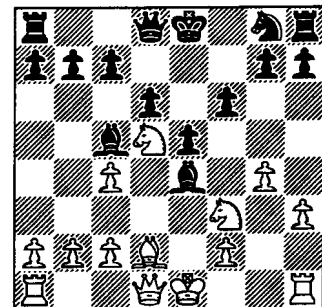
- |            |        |
|------------|--------|
| 16. Ra6xc6 | d7xc6  |
| 17. e3-e4  | Rd8xd2 |
| 18. b3-b4  | Rd2xf2 |
| 19. e4-e5  | Rf2xh2 |
| 20. b4-b5  | Rh2xc2 |
| 21. b5xc6  | Rc2xc6 |
| 22. e5-e6  | wins   |

While we were at Godalming John Leslie was able to show me a friendly game that he was very proud of winning against David Pritchard some time earlier (12Jun2001). Here it is.

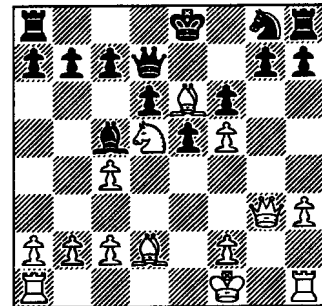
**White**                      **Black**  
*John Leslie*            *David Pritchard*  
(Hostage Chess)

- |           |        |
|-----------|--------|
| 1. e2-e4  | e7-e5  |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | Bf8-c5 |
| 4. d2-d3  | d7-d6  |
| 5. Nb1-c3 | Bc8-g4 |
| 6. h2-h3  | Bg4-h5 |

- |            |        |
|------------|--------|
| 7. g2-g4   | Bh5-g6 |
| 8. Nc3-d5  | Nc6-a5 |
| 9. Bc1-g5  | f7-f6  |
| 10. Bg5-d2 | Na5xc4 |
| 11. d3xc4  | Bg6xe4 |



- |                |        |
|----------------|--------|
| 12. (N-B)B*f5  | N*g2+  |
| 13. Ke1-f1     | Be4xf3 |
| 14. Qd1xf3     | Ng2-h4 |
| 15. Qf3-g3     | Nh4xf5 |
| 16. g4xf5      | Qd8-d7 |
| 17. (B-B)B*e6! |        |



*A killer blow indeed.*

- |                |         |
|----------------|---------|
| 17. -          | Qd7-a4  |
| 18. Nd5xc7+    | Ke8-f8  |
| 19. (N-N)N*d7+ | Qa4xd7  |
| 20. Be6xd7     | B*f7    |
| 21. Qg3xg7+    | Kf8xg7  |
| 22. (P-P)*h6+  | Ng8xh6  |
| 23. Bd2xh6+    | Kg7xh6  |
| 24. (N-N)N*g4+ | Resigns |

### CURRENT COMPETITION SCORES

Ian Richardson	41
Fred Galvin	39
David Pritchard	24
Ronald Turnbull	13
Cedric Lytton	9
John Beasley	3
Stefano Bruzzi	2