

# Chapter 19

## Changed or multiple kings

[In normal chess, the king moves one square at a time except when castling, a player only has one king at a time, and the same piece retains the kingship throughout the game. In this chapter, all these will be changed.]

### 19.1 Kings with unorthodox powers of movement

**La Victoire**, also known as **Le Jeu Français** (J. B. Loysel, 1822). Board 10x10; pieces have military names but the disguise is flimsy. Each player has 1 x king (K), general (Q); 2 x artillery colonel (R), infantry colonel (B), cavalry colonel (N), engineer colonel (also N); 10 x captain (P). No castling, but a king has two formidable privileges: provided it has not moved, it can capture, without moving, any opposing man attacking it that is unguarded, and it can also make one move in the manner of any piece (effectively Q+N). Once moved, the king reverts to its normal status. Captains (pawns) have the initial two-square option. Promotion to General (Q) provided that piece has been taken, otherwise to aide-de-camp with facility to move like B and capture like R. Baseline (a1-j1/a10-j10) RNNBQKBNNR, with 10xP on 3rd/8th ranks. The game was modified for 8x8 and 6x6 boards. There were several subsequent editions. The inventor apparently got carried away with his creation, for in the edition of 1838 he proposed no less than 18 different versions of the game. (Faidutti)

**King Chess [Letzen]**, also known as **Letzen Chess** (originator unknown, 1940s). Problem theme, possibly playable. Kings move as queens but may not pass over attacked squares except to capture the attacker or if the attacker is pinned. (*Nost-algia* 191)

**Centaur Royal** (V. R. Parton, 1970 and later). Board 10x10, 21 men a side. A Centaur Royal is a king that moves like a knight. Object of game is to capture (not mate) opponent's CR. Parton changed the starting array every year or so: 1st rank CR f1/e10 only, 2nd rank RRBBQBBRR, 3rd rank 10xP (*Challenge*

*and Delight of Chessical and Decimal*, 1970), 1st rank pieces, 2nd rank CR a2/j9, 3rd rank pawns (*100 Squares for Chess and Damante*, 1972), 1st rank pieces, 2nd rank pawns, 3rd rank CR e3/f8 (*Enduring Spirit of Dasapada*, 1973). We met the same idea in Part 1 under the names Knightmate and Mate the Knight.

**Liberation Chess** (Michael Juhasz and David Moeser, 1971). The king is an ordinary piece; it is the queen that must be checkmated. Pawns promote to K, N, B, R, or Fischer, which can leap to any square within a four-square radius. Unless a pawn promotes to F, a draw is likely. **Gardez** (Peter Krystufek, 1986) is the same game without the F, and **Role-Reversal Chess**, also known as **Feminist Chess** (Ralph Betza, 1992) is similarly without the F but has the additional rule that bare Q loses. (*Neue Chess 1*, *100 mal Kniffel Schach*, personal communication)

**Rettah Chess** (V. R. Parton, 1974). Parton's first major variant (1952) introduced the Rettah, a piece with a name derived from Carroll's Mad Hatter. The idea was developed from a theory that the king should be the strongest piece on the board, not the weakest. The rettah moves and captures as all other pieces combined, effectively as Q+N, and the aim of the game is to capture the opponent's rettah (there is no checkmate). This would be near-impossible if it were not for the rule that if a rettah is attacked ('check'), the attacker must be captured (always possible, if only by the rettah). The defender may choose between alternatives. The early versions of the game had two rettahs a side, but Parton eventually produced a single-rettah version using a normal board and men with a king for the

rettah. The array is ugly: (a1-e1) KQBRN, (a2-e2) PPBRN, (a3-f3) PPPPPP, BK<sub>h</sub>8 etc. Pawns move one square only. Other flavours of the game are **Absolute Rettah Chess** (only a rettah can take a rettah) and **Giveaway Rettah** (rules as Losing Chess). (*Nouveaux Jeux d'Échecs Non-orthodoxes, Chessery for Duffer and Master*)

**Emperor Chess [Schmittberger]**, also known as **Emperor King Chess** (R. Wayne Schmittberger, 1983). Orthochess except that kings are Emperors and have the right to move anywhere on the board including to an enemy-occupied square. The object is to capture the opponent's emperor. An emperor cannot capture a defended emperor. Not as wild as it sounds since if an emperor moves to a square where it is not defended it is subject to immediate capture by the opposing emperor. The piece is borrowed from Tai Shogi. (*World Game Review* 10)

**Sting**, also known as **Scorpion Chess** (origins unclear, see below). Orthochess except that K has the additional power of a Grasshopper (moves along Q-lines until it meets another man, when it hops over that man and alights on the square immediately following). Play 1 f4 Nc6 2 f5 Nf6 3 Kc3 Nd5+ 4 Kxh8 and the White king has mated the Black (4...Kg8 would be met by 5 Kxg8 moving as an ordinary king). (*Chessics* 1/9/30, *Variant Chess* 31-33) [I have only traced the Scorpion back to a 1976 problem by George Jelliss (see *Chessics* 1, the name appearing in the index which appeared as part of *Chessics* 16), but the idea is simple enough and I suspect it is older. The first edition gave the K as having only the power of a grasshopper, not as having

the additional power of a grasshopper, but I think this was due to an error in the secondary source that David used. I have not seen this definition anywhere else, and if a king has only the power of a grasshopper there is no need to give it a special name; it is simply a royal grasshopper.]

**Rolling Kings** (Peter Aronson, 2000). Normal array set forward one rank (White on ranks 2-3, Black on ranks 6-7) but Mock Kings (not royal) on e2/e7; true kings on h1/h8. On each turn, after moving, the true king is rolled one square along the rank. Kings advance snakes-and-ladders fashion (thus white Kh1-a1-a2-h2-h3 etc.) No double pawn move, promote as usual or to Mock K. The MK moves as an orthochess K or slides as true K over any number of vacant squares (thus MKd3 could slide to c3,b3,a3,a4 etc.) Win by capturing opposing true K. The game is limited to 32 turns when the game is drawn as the kings will meet on h4/h5. (*Chess Variant Pages*)

**British Chess** (Fergus Duniho, 2003). Board 10x10; 22 pieces a side: 1 x Queen, Prince Consort; 2 x R, B, Dragon, Lion, Unicorn; 10 x P. Q is royal and subject to check etc, otherwise orthodox. PC moves as R or B but captures as K. B and R orthodox except that B can also move one square orthogonally. D moves as Q but in 2-step leaps. L moves as R or B but must leap a man to capture. U moves as B or Nightrider (straight lines of knight moves as long as the way is clear: Ua1 to b3, c5, etc) Array (a1-j1/a10-j10) DRUBQPcBUND, (b2,i2/b9,i9) L, 10xP 3rd/8th ranks. Ps move as in orthochess but promote to a captured piece or a Knight (not in set-up). (*Chess Variant Pages*)

## 19.2 Substitute kings

**Royal Chess** (Fred Herschler, 1972). Board 10x10; extra pieces are Queen's Champion (3-2 leaper) and Prime Minister (moves as Q but limited to four squares), with one of the pawns nominated as Jester (moves as a K but can only capture pawns, can exchange places with K if latter is checked); array (a1-j1/a10-j10) and inwards RNBCQKPB<sub>N</sub>R, P<sub>PPPP</sub>J<sub>PPPP</sub>. Submitted unsuccessfully to 3M, the American games company, with the advice

that the 'subtle yet interesting changes' could be covered by copyright. (Personal communication)

**Power-Schach 2000** (Proprietary game, Kreuz+Quer-verlag; Johannes Volkmann, 1991). Board 9x9 (centre square marked); each side has 1 x Boss (moves as K), Lady (Q), 2 x Agent (B+N), Manager (R), 3 x Robot (moves as K but captures diagonally only).

Object is to checkmate boss or to occupy centre square with boss. Boss in check (but not checkmate) can change position with either manager. The nine men occupy the centre three files of the first three ranks on either side in the array, thus (back rank first) MBM, ALA, RRR. (Manufacturer's publicity leaflet)

### 19.3 Concealed kings

**Incognito Chess** (Ralph Betza, 1978). Each player secretly chooses a 'royal' piece in addition to the king, and also a royal pawn (which may not promote). These have the same attributes as the king. For example, if any royal is in check, the player must at once move out of check without if possible revealing that he has been in check. Mate of any royal ends the game. (*Nost-algia* 216)

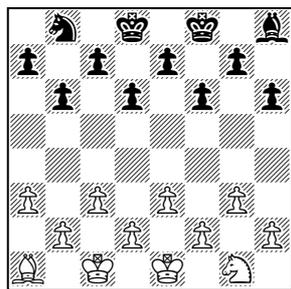
**Robber-Baron** (Seth McGinnis, 1998). 39-square board obtained by taking a 7x7 board and removing squares bdf2, aceg4, bdf6. Pieces are robbers. Every time after moving, a piece changes role (R to B, B to R); initial array (a1-g1/a7-g7, no pawns) RBRBRBR.

### 19.4 Kings of other kinds

**Puzzo** (H. M. Read, 1946) Board 11x9; each side has 1 king (moves as rook), 3 queens and 10 pawns (2 squares diagonally in any direction or combination of directions). Pages

### 19.5 Kings created in play

**Cheskers** (Solomon W. Golomb, 1948). Probably the best-known of all games combining chess and draughts. Played on the black squares only, 12 pieces a side: Bishop, Cook (knight in the diagram), 2 x King, 8 x Pawn.



**Heir Apparent Chess** (Stephen Lewis, 1995). Board 9x8; extra piece is an Heir Apparent; baseline (a1-i1/i8-a8) RNBQKHNBR. H moves as Q but up to three squares; if the K is mated, H assumes the role of K and now moves as a K. Checkmate or capture K and H to win. (*Variant Chess* 19)

Before play, the players write down secretly which of their pieces is the robber-baron. His capture ends the game. (Chess Variant Pages)

**Crown [Kisliuk]** (Lev Kisliuk, 1999). Standard set-up. The queen moves like a king and is also a royal piece. Both can castle under the usual rules. Before play, each player writes down secretly which of his two royal pieces is crowned. Check is abolished, and the loss of the crowned piece ends the game. A pawn may promote to a chess queen, known as a Generalissimo, or to any other piece including an uncrowned royal piece. Several variants are suggested by the inventor. (Document 'New chess game Crown')

promote to queens but do not capture. Kings occupy four squares, queens occupy two; object is to move king to squares occupied by enemy king. (Provisional patent 914 of 1946)

The bishop is an orthochess bishop, the cook a 3-1 leaper, and both capture by displacement as in chess. The pawn moves and captures like a draughtsman (moves one square diagonally forward, takes by leaping diagonally forward over adjacent man to vacant square immediately beyond), and promotes to B, C, or K. The king moves and captures as a draughts king, i.e., as a pawn but also backwards. Draughts captures, including multiple captures, are compulsory, chess captures optional; if both exist, the player can choose. Promoting with a capture completes move even if further captures are available. Black starts; object is to capture all opponent's kings; a player unable to move loses. (Gardner, *Mathematical Magic Show*)

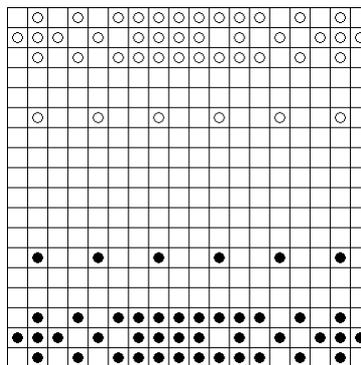
**Complicacious Chess [Multiple Kings]**, also known as **Gryphon Chess** (V. R. Parton, 1961) Usual set-up but kings omitted. After its move, a piece changes rank in the sequence P-N-B-R-Q-K. Once a king, a piece does not change, so a player may have several kings on the board at the same time. The object is to mate one of the opponent's kings. Strategy is to force an opponent to promote a queen whilst avoiding doing so oneself. To maintain balance, no more than four each of R, B, N are allowed in play at any one time. A simplified form of the game is played with king and 8 pawns a side. **Circean Chess [Parton]** (Parton, 1971) is a 10x10 version. Each player has 20 pawns initially, placed on 1st/3rd (8th/10th) ranks, and the number of pieces on the board at the same time is restricted to 4xN, 3xB, 3xR, and 2xQ. **Brecht Schach** (Stefan Eisert, 1980) makes the changes according to the circuit K-Q-R-B-N-P-K-N-P etc, no pawns on 1st/8th ranks. (*Chess - Curiouser and Curiouser, 100 Squares for Chess and Damante, Die Schwalbe*, December 1980)

**Simpler Chess [Kings]** (A. Wardley, 1977). One version of Wardley's 6x6 game allows the K and Q to be removed, giving the baseline RNBBNR. This results in a droll, if not absurd, game in which pawns can be promoted to kings. 'It is a matter of honour,' declares Wardley, 'to do all you can to achieve this.' (*Games and Puzzles* 66)

**Way of the Knight**, also known as **WOTN** (Ralph Betza, 1992). Usual board and array, but pieces gain in 'experience level' (effectively, power of movement) as they advance across the board and also by judicious capture. Additionally, they must choose from three 'alignments' (effectively, promotion paths), one ending in a chancellor (R+N), one in a queen (R+B), and one in an additional king. Kings other than the last may be captured normally; mate the last king to win. (*Eteroscacco* 69-70) [Text largely editorial]

**Gess** (Puzzles and Games Ring of the Archimedians, 1994). Chess with constantly mutating pieces, played with go stones on the squares of a go board (the name is pronounced 'guess'). The stones occupying any 3x3 square can be regarded as a 'piece' and moved as a

whole. The permitted directions of movement of this piece are determined by the occupancy of its eight outside cells; for example, it may move directly forward if and only if its top cell is occupied, and it may move diagonally NE if and only if its top right cell is occupied. If its central cell is occupied, it may move as far as it likes as long as the way is clear; if not, the length of its move is limited to three cells. In either case, it advances one cell at a time, and may continue only as long as the successive 3x3 squares on which it lands are fully empty; if any cell within the square on which it has just landed is occupied, all the stones already there (whatever their colour) are removed, the piece is deposited in their place, and the move terminates. Stones on the edge can be treated as forming part of a 3x3 square whose centre is off the board. There is no natural analogue of the chess knight, but the board is initially set up with recognizable representations of RBQKBR along the first three rows (the 'rook' has the centre and the four orthogonal cells occupied, the 'bishop' the centre and the four diagonal cells, the 'queen' all nine cells occupied, the 'king' all eight outside cells but not the centre) and P P P P P P (only the 'forward' cell occupied) along the next three :



However, the players can use these stones as they like. An example game (which is unfortunately disfigured by an illegal move, suggesting that even the game's originators found it difficult) starts with a single step forward by the stone at e6 (actually the 3x3 group centred at e5) followed up by a three-step move bringing d3/c2/e2/d1 forward to d6/c5/e5/d4, creating a long-range diagonal

piece e7/d6/c5/e5 bearing across the centre (how to create your own fianchettoed bishop).

The objective is to leave the opponent with no configuration representing a K. If a move leaves neither player with such a

configuration, it is the player who has just moved who loses. (*Eureka* 53, also *Scientific American*, November 1994) [Text editorial. 'The Archimedean' is a student mathematical society at Cambridge University, England.]

### 19.6 Multiple kings present from the outset

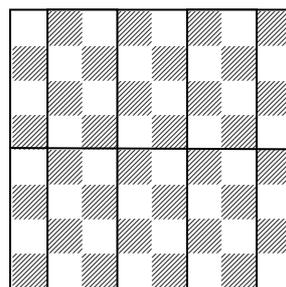
**Double Chess [Howard]** (J. T. Howard, 1885). 160-square board consisting of an 8x8 central area with four 8x3 extensions; four distinguishable sets of normal men (the use of wood and ivory or bone is recommended as a discriminant), two forming the 'light' side and two the 'dark'. Each army is set up on the last two ranks of one of the extensions, the light armies side by side and similarly the dark, and in each case the queen is placed to the right of the king (arrays otherwise normal). The object is to mate both kings of the opponent. Pawns promote on end rank. A curiosity is that a queen's knight is allowed to make two consecutive moves on its first turn provided the intervening square is vacant. First player starts by making one move; the second player then moves a man from each side of his two armies in either order. Thereafter each player in turn makes two moves, one with each army. The forces of a mated king are paralysed but still subject to capture. Both sides may now only make one move each, the allies with either army, unless and until the mated king is released from mate. If one king is stalemated the game is drawn. (Photocopy of booklet *Guide to Double Chess*)

**Double Chess [Hayward]** (Julian Hayward, 1916). The rules were originally published in pamphlet form under the pseudonym Craigelachie and subsequently in the *British Chess Magazine* (January 1929) and elsewhere. Board 16x12; black square a1. Two sets of chessmen arranged side-by-side, repeating the array (i.e., WK e1/m1 BK e12/m12). Pawns can move up to four squares initially with e.p. possible. Kings can only castle within their own half-board; pawn promotion on end rank. Object is to mate either one of the opponent's kings. Hayward drew Capablanca's attention to the game. The Cuban found it 'remarkably interesting' and a match was between him and the Hungarian master Geza Maroczy took place at the Royal

Automobile Club, Pall Mall, 22nd-26th April 1929. Capablanca won two and two were drawn (*Evening Standard*, London, 29 April 1929).

The inventor's son, J. G. Hayward, in correspondence with the author, conceded that he was 'never much of a chess player' but confessed to finding the ordinary game 'positively dull' compared with the double variant, an opinion, he added, 'shared by many besides myself'. These apparently included several well-known players but the game nevertheless seems to have died with the match.

**Sic 'Em Europe** (Frank Maus, 1927). Standard board divided by grid lines between files a/b, c/d, e/f, g/h and ranks 4/5 into ten 'countries', of which six are combatant and four (those comprising files a and h) neutral.



Two players, 12 men a side: one each of Emperor, Empress, King, Queen, Prince, Princess, plus six pawns. Empress moves like R-N, emperor similarly but restricted to one-square rook move; princess like B-N, prince similarly but restricted to one-square bishop move. Male royalty is randomly allocated to ceg1/8, accompanying spouses occupying bdf1/8. Pawns are placed b2-g2/b7-g7. No castling; pawns promote to empress, queen or princess.

The boundary lines between the combatant nations disappear at the start of play, being

used only for setting up, but the distinction between combatant and neutral territory remains. During play any piece (not a pawn) can move into a neutral country but cannot capture in doing so. A piece in a neutral country has no powers of check/capture but can move out again at will. Thus adjacent kings are legal, either one in a neutral country and one in the combatant zone, or both in a neutral country or countries. All male royalty is subject to check, and the game is over when one is mated. If two or three monarchs are in check simultaneously and the checking piece cannot be captured, or if two or monarchs are threatened in line and no capture or interposition is possible, the attacker says 'scoot'. The defender may then (if he can) move all but one of the threatened monarchs into neutral sanctuary and escape check with the other one. (Scooting is a forced action that does not constitute a move.) A player loses if he cannot escape check or if all of his monarchs are forced into neutral territory. A game full of ideas in the view of George Jelliss. The bilious title comes from the verb 'sic', meaning attack, set upon. (Copy of letter from the inventor to T. R. Dawson) [Text slightly revised]

**Le Bartasso** (Proprietary game, Marcel Bartassot, 1950). Board 10x9, a1 white. Each side has 15 pieces: 1 x Diplomat, Knight, 3 x Crowned Pawn, 10 x Pawn. Play on black squares only; pieces arranged on first three ranks (principal squares marked); capture by displacement. Knight moves as 3-1 leaper. Pawns move and capture as men in continental draughts; they do not promote but can capture backwards. Crown pawns differ from pawns in that they can promote to kings (continental draughts). Diplomat moves one square forward, cannot capture or be captured, on reaching opponent's diplomat square earns choice of privileges. Object is to capture all kings and crowned pawns or deprive them of moves. Also for 3 or 4 players. (Proprietor's rules booklet) [No, 'Bartassot' isn't an error; there is an explicit 'sic' beside the name on David's index sheet for the game.]

**Twin Orthodox Chess**, also known as **Tweedle Chess** and **Double-King Chess** [Parton] (V. R. Parton, 1952). Designed to

give symmetry to orthochess. Board 10x10; each side has 20 men, the extra pieces being a second king and queen; baseline RNBKQQKBNR. The object is to checkmate either king. Kings are referred to by Parton as Tweedledum and Tweedledee, hence the name *Tweedle Chess* (*Challenge and Delight of Chessical and Decimal*). Pawns move one or two squares at any stage; short castling only. Boyer comments that the variant gives 'magnificent games' because there are two directions of attack and two points to defend (*Nouveaux Jeux d'Echecs Non-orthodoxes*). **Twin Chess** [Parton] (Parton, 1961) puts the same men on an 8x8 board, with baseline NKBBQBKR, RR on a2/h2 and a7/h7, PP on d2/e2 and d7/e7, 8xP on ranks 3/6, and no two-step pawn move (*Chess - Curiouser and Curiouser*). **Twin Chess** [Trouillon] (D. Trouillon and others, 1960s?) reverts to the 10x10 board, with baseline RNBQKKQBNR. This game was established in and around New York, where there was divided opinion as to whether the mating of one K ended the game or whether it was necessary to mate both opponent's kings, the first K being removed from the board when mated (correspondence between John Gollon and Philip Cohen).

**Double Rettah Chess** (V. R. Parton, 1952). Similar to Rettah Chess above but with two rettahs (kings) and queens a side. Boyer gives (a1-h1) RNKQQKNR, bishops c2 and f2, pawns on third rank; Parton himself later suggested (a1-f1) KQPBNR, (a2-f2) KQPBNR, (a3-f3) PPPPPP, (a4-b4) PP, with Black Kh8/h7 etc. Pawns move one square only. Unlike in Rettah Chess, check and checkmate apply (no special capturing rule) and the object is to mate one of the opponent's rettahs. Parton also suggested a version without pawns (4 x R, B, N, 2 x K, Q) and an hexagonal game. (*Nouveaux Jeux d'Echecs Non-orthodoxes, Chessery for Duffer and Master*)

**Decimal Rettah Chess** (V. R. Parton, 1952). Double Rettah Chess on a larger board; possibly the earlier version, and arguably the better. Board 10x10; 20 men a side including two rettahs and two queens. The baseline (a1-j1/a10-j10) depends on which source you follow: RNBQKKQBNR (*Fairy Chess*

Review, December 1952), NBKQRRQKBN (*Nouveaux Jeux d'Echecs Non-orthodoxes*), RNKBQQBKNR and NBKQRRQKBN (*Feenschach*); the inventor ducks the responsibility. Pawns move up to 3 squares initially, and also one square diagonally (in order to open files) if previously agreed. No e.p. or castling. Pawn promotion to rettah but only if one has been previously captured. The aim is to take both the opponent's rettahs. A game of assault and sacrifice, highly praised by Boyer.

**Double-King Chess [Moesser]** (David Moeser, 1970, later revised). Board 10x8; extra pieces are a second king and a Squirk; baseline (a1-j1/a8-j8) RNBKQSKNR. The squirk moves like a R-N but also has the power to leap to a square two spaces away, orthogonally or diagonally. There is no check or checkmate until the first king of a side is captured; thereafter normal rules apply, thus the aim is to capture a king and then mate the remaining king. Pawns can promote to squirk but not to king. Short castling is normal but in long castling the king moves four squares towards the rook. (*Chess Spectrum Newsletter, Nostalgia* 244)

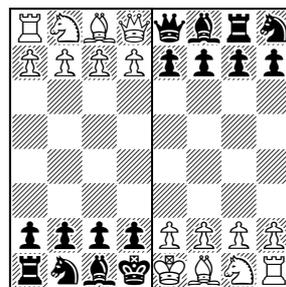
**Ambi-Chess**, also known as **L and R Chess** (V. R. Parton, 1970) Board 10x10; each side has an extra K and Q and two extra Ps. Baseline RNKQBBQKNR (*Challenge and Delight of Chessical and Decimal*), later modified to RNKBQQBKNR with the pawns on the 3rd and 8th ranks (*100 Squares for Chess and Damante*). In each case, the men must be distinguished as to whether they start on the player's left-hand side (L) or right-hand side (R), and two moves are made per turn, of an L man followed by an R man. The object is to mate either king. [David adds a rule 'A king is not obliged to get out of check until the second move of a turn', but while this is clearly reasonable I cannot see it in either source; perhaps it was added as a result of practical experience.]

**Apocalypse** (C. S. Elliott, 1976). Board 5x5; each side has 2 x Horsemen (N) and 5 x Footmen (P). Footmen (no double move) promote to horsemen on end rank. Aim is to capture all opponent's footmen. The players

write down their moves and declare them simultaneously. If players move to same square, H captures F, otherwise both pieces are removed. If an F-capture is made and the opponent's piece is simultaneously moved, the diagonal move stands. Illegal moves incur penalty points, two such points losing the game. White Ha1/e1, Fa2/e2 and b1-d1, Black similarly. (*Games and Puzzles* 53)

**Alliance Chess [Paletta]** (quoted by Tony Paletta, 1980). A form of two-move chess in which the player moves one man on the queen's side (files a-d) and one on the king's side (files e-h) in either order. The queens are replaced in the initial position by second kings. All pieces except the kings may move from one side to the other provided no capture or check is made in the process. (It is not stated whether a piece that crosses the centre line may move again on the same turn.) A player unable to move on one side of the board simply loses that move. Usual conditions for checkmate, stalemate etc. The object is to mate either of the opponent's kings. Notice that all four kings are effectively in corners in the starting position. (*Chess Spectrum Newsletter*)

**Tandem Chess [Paletta]** (Tony Paletta, 1980). The board is considered to be divided down the middle. Each player (designated K and Q) controls half the white and half the black forces, the first player having two kings and the second player two queens (for convenience: they are in effect kings).



Bishops move as queens but not more than two squares; other men normal. Play starts with K making a white move, then Q moving both white and black in either order. Thereafter a player's turn consists of a move

on each half-board. Captured men become the property of the capturing player and may be re-entered at any time, after the opponent has played, on an empty square of the other half-board. The square must be in the player's half (first four ranks) and a pawn may not be dropped on the first rank. A drop counts as a move. Pawns dropped on the 2nd rank have the two-square option. Promotion to R, N, or B (modified Q). The object is to mate either opposing king. (*Chess Spectrum Newsletter*)

**Vincere Mori** (Matthew Pritchard, 1987). Board 8x8; men are 1 x Beast Master (moves as Q), Priestess (up to three squares in any direction), 2 x Monarch (royal piece, moves as K), Duke (as N), Marquis (as Q but exactly two squares), Reaper (one square forwards or sideways); White Beast Master c1, Priestess e1, Monarch a1/g1, Duke d2/f2, Marquis b2/h2, Reaper c3/e3, Black reflected about the centre (all men on black squares). Reaper may only be taken by Beast Master; Beast Master only by Monarch, Beast Master, or Reaper; Monarch cannot help to checkmate an opposing Monarch. Object is to mate both monarchs. (Author's rules pamphlet)

**Abdication** (Proprietary game, Bryn; Brian Hughes, 1990). An attempt to rationalize chess. Board 9x9; extra piece is Duke (moves as Q). Three (out of 9) pawns are designated Royal Princes; they can promote to K if K is captured. King and queen reverse roles (Q can castle) and are classed as monarchs; other pieces (Rs, Bs, Ns, a, e & i Pawns) are the court. Win by eliminating either monarchs or the court (when remaining monarchs must abdicate). Game can also be played as a series of battles with an accounting system. (Proprietor's instruction booklet)

**Hero Chess** (Michael Howe, 1994). Board 10x10; men are Grand Duke (D, moves as K), Rook (R, orthodox), Bishop (B, orthodox or one step orthogonally), Knight (N, leaps 3-2 or 4-3 but not 2-1), Cavalier (leaps 4-2 or 5-2), Hero (moves as R or B or N or C, B and N as above), Lion (may make one or two consecutive one-step moves in any direction or combination of directions, passing over units of either colour if desired and capturing on either or both parts of the move), and pawn

(no 2-step or e.p., promotion to any piece except Duke). Array (a1-j1 and inwards, centred) DLRCHHCRLD, PPPBNNBPPP, P P P P P P, but experimentation encouraged. Capture both opposing Grand Dukes to win (stalemating the second is good enough). (Author's rules leaflet) [Text largely editorial]

**Wildlife Great Chess** (Gianluca Vecchi, 1995). Board 12x12, 30 pieces a side. Pieces (not pawns) normally move twice per turn, their moves being built up from K and Q moves (orthodox), Zebra move (3-2 leap), and Mammoth move (leap of two squares orthogonally or diagonally). Royal pieces are Lioness and Tigress, which move respectively as K then K and as Z then Z, capturing on the first move if desired (so being able to make a double capture) and omitting the second move if desired (but making two cancelling moves without capture is forbidden). Non-royal pieces are Jackal (K then Z), Panther (Z then K), Deer (Q then Z), Elk (Q then M), Stork (Z then Q), Heron (M then Q), Kangaroo (Z then M), and Ostrich (M then Z). The second move may be omitted if desired, and only the second may be a capture. The pawn is a frog, which moves one square forward orthogonally or diagonally and captures in the same direction as it moves, but jumping over an adjacent enemy unit and landing on the square immediately beyond (which must be vacant); promotion to any array piece optional on rank 10 or 11, compulsory on rank 12. ESDHPTLPHDSE on a1-11/a12-112, KK on b2/k2 and b11/k11, OO on d2/i2 and d11/i11, JJ on f2/g2 and f11/g11, 12xF on ranks 3/10. Capture a royal piece to win. Repetition of position forbidden; if a player cannot move other than to repeat a previous position he loses. (*Eterosacco* 74) [Text largely editorial]

**Prince Chess** (John W. Brown, 1997). Board 9x9; each side has 1 x Q, 2 x Prince, R, B, N, 9xP; baseline RNBPrQPrBNR. Prince moves like K with an initial option of a three-square leap forward (including diagonally forward) if not under attack. One B can move one vacant square orthogonally initially provided both Bs on the board. Pawn-two allowed, promotion only to a piece previously captured. If one Prince is captured, the other reverts to a king when the object is checkmate. (*Meta-Chess*)

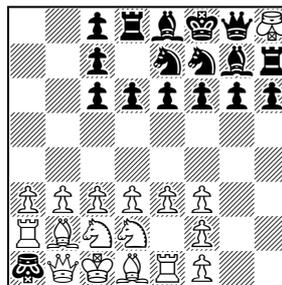
### 19.7 Anti-kings

**Contramatic Chess** (V. R. Parton, 1961). Three rules: (1) It is forbidden to make any move or capture that would put the opponent's king in check; (2) When the opponent's king is in check, the player is obliged to make a move or capture to release the check; (3) If a player elects to put his own king in check, he must not at the same time put his opponent's king in check. If a player is forced to place the enemy king in check, this loses the game. Kings cannot occupy adjacent squares. Parton suggests using a 9x9 or 11x11 board, no pawns, and a force made up of 1 x K, N, 2 x Q, R, 4 x B. White places his king on any square of his near rank and his pieces anywhere within his own half of the board. Black then does likewise. White starts. Each player attempts to get his own king in check. To win it is necessary to get into a position where the king is attacked by two or more enemy men at the same time. The peculiar features of the game are that the king tends to move more than any other piece and captures are rare (if you capture, you reduce the chances of getting your king mated). In **Complete Contramatic Chess** each side has two kings, one orthodox and the other contramatic, and there are two ways to win: either checkmate orthodox king or get own contramatic king checkmated. Start with an empty board (9x9 or 11x11 recommended) and an agreed number of pieces (no pawns), placing these in turn in their own halves of the board; the orthodox kings should be placed last. (*Chess - Curiouser and Curiouser*)

**Week** (Steve Tarin, 1970). Each side has eight pawns and a king in the usual starting array. In place of the pieces are seven Days, which are the opposite of knights, moving to any square a knight can't reach. No day may occupy a square a knight's move away from another day of the same colour. Both kings start in check. The winner is the player whose king is not in check when it is his turn to move. 'Sounds so

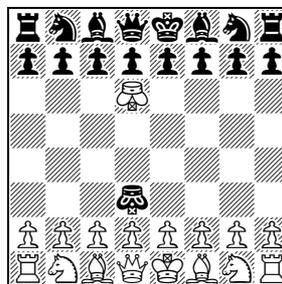
stupid that no one ever seems to have tried it', was the remark of a commentator who was thereby inspired to invent a game with a stupid title - see Weak! in chapter 9. (*Nost-algia* 162)

**Anti-King Chess** (Peter Aronson, 2002). Board 8x8; usual men plus Anti-Kings (white and black, inverted in diagrams).



Pawns are Berolina pawns (move diagonally, capture straight). An A is in check when it is *not* under attack. Ks do not attack As; a K or A can move as a N initially. You lose by checkmate or if your A is not attacked when it is your opponent's move.

Another version of the game has the orthodox array with the white and black Anti-Kings on d6 and d3 respectively. In this version the Ks and Ps are orthodox.



Anti-Kings may capture friendly men in both versions. (*Chess Variant Pages*)