



Variations on Chess and Checkers

At least 102 Variations of Checkers
and 25 Variations of Chess!

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Additions and Corrections

Pages 23 to 25: You can order Boards, both square and triangular, for \$15 while supplies last. Or you can make your own boards following directions here. Game pieces can no longer be ordered, but you can make your own following the directions in these pages.

Revised Ordering Information:

The website and ordering references in this Rule Book are no longer valid. The author has a few boards, both square boards and tri-boards, which may be purchased for fifteen dollars each (\$15.00) while supplies last. They are as described on Page 24 of the Rule Book. Square and Tri-Boards are on opposite sides of the same laminated sheet. Contact Dr. Adams if interested and he will provide further information.



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Introduction

Learning the Checker Games. The newcomer may, of course, try these games in any sequence. However, to master them, it is best to become comfortable, if not master, one game before proceeding to the next.

Stax is one step up from Checkers—much more complex with more involved strategy. When you are comfortable with this game, try Queens—a Stax variation that uses both colors of spaces on the board rather than just one.

When these games are second nature, try Cylindrical versions of all of them. Get used to the idea that the board has no side edges. When ready for the next challenge, try Universal, where there are no edges to the board at all! Finally, try any of these nine games with the Number variation.

Meanwhile when there are more than two interested players present, try 4-Player versions of any of these games. Partners and Cut-Throat provide brain busting challenges!

Then, of course, all of these games have Triangular versions, for two to six players. For four or six players, you can play Partners or Cut-Throat. With six, try Cut-Throat, 2-2-2 Partners, and 3-3 Partners.

Learning the Chess Games. First, try Cylindrical, on the same principle as Cylindrical Checkers variation. When you're ready to try trench warfare rather than hand-to-hand combat, try Shadow Chess.

Next try the 4-Player versions of Chess, Cylindrical


Chess, and Shadow Chess. Both Partners and Cut-Throat more than double the complexity of the 2-Player games.

Finally, Tri-Chess increases the mobility of each piece by 50%, presenting new strategic possibilities. Again, two to six persons may play, with the same combinations of Cut-Throat and Partners that you have in the Checkers variations.

Use of the Rule Book. We have gone to great lengths to make this Rule Book easy to use. You may print out a hard copy, or you may prefer to download it onto your hard drive or a diskette. If you do the latter, you'll be able to click on the name of a game in the Table of Contents, or on a Figure in the List of Figures, and the game or figure you seek will appear on your screen.

We also suggest you might print a hard copy of the list of games from the cost-free part of the Web site. There is no charge for this, and the games are listed in a little different way.

Copyright. In view of our efforts to make these materials as easy to use as possible, and to make them available at a cost of less than 16 cents per game (if you printed or downloaded it from the Web site), we do request that you keep in mind the fact that the board designs and rules are copyrighted. Please do not make copies of this rule book for all your game playing friends, but rather encourage them to do as you have done and purchase from this Web site. Thank you very much, and enjoy many hours of mental exercise!



The Checkers Family

I. Three Basic Games

1. Checkers

Most people know the rules of Checkers. If you do not, consult the instructions that come with any standard Checkers set. All the rules of Checkers apply to the following variations, with such additions and exceptions as are noted. Remember that you *must* jump whenever possible. No player may knowingly decline a jump.

2. Stax

Stax uses all rules of Checkers except those for jumping. In Stax when you jump an opponent's checker, you carry it with you underneath instead of removing it from the board. Thus in Checkers the opponent's pieces are "killed," whereas in Stax they are merely taken "prisoner."

The stack with your piece on top and your opponent's underneath is, of course, yours to move and jump with. Should you jump a second checker, you simply carry it along too, holding two prisoners underneath with your piece on top. However, if your opponent is able to jump your stack, s/he removes your piece from the top, carrying it along as a prisoner, thus rescuing whatever opponent pieces you had been holding. The game continues in this fashion until all of one player's pieces are under those of the other, or are immobile.

When a piece (with or without prisoners) reaches the king row, it is turned over with the crown side up (Standard Pieces) or replaced with a king checker of the same color with stripes down the side (Deluxe Pieces). A king checker is identical to a non-king, except that it has special markings on the top and edges to distinguish it from the other pieces.

You may play with a Checkers set that has not been specially painted for this purpose. You begin by placing the plain sides of all pieces up, turning them over with the crown side up when you obtain a king. The only disadvantage of this method is that in the advanced stages of the game

both players must at times look down through high stacks to locate kings, whereas with specially marked pieces the kings may be spotted in the middle of stacks by the design on the edges. See the section below on making your own boards and sets of pieces.

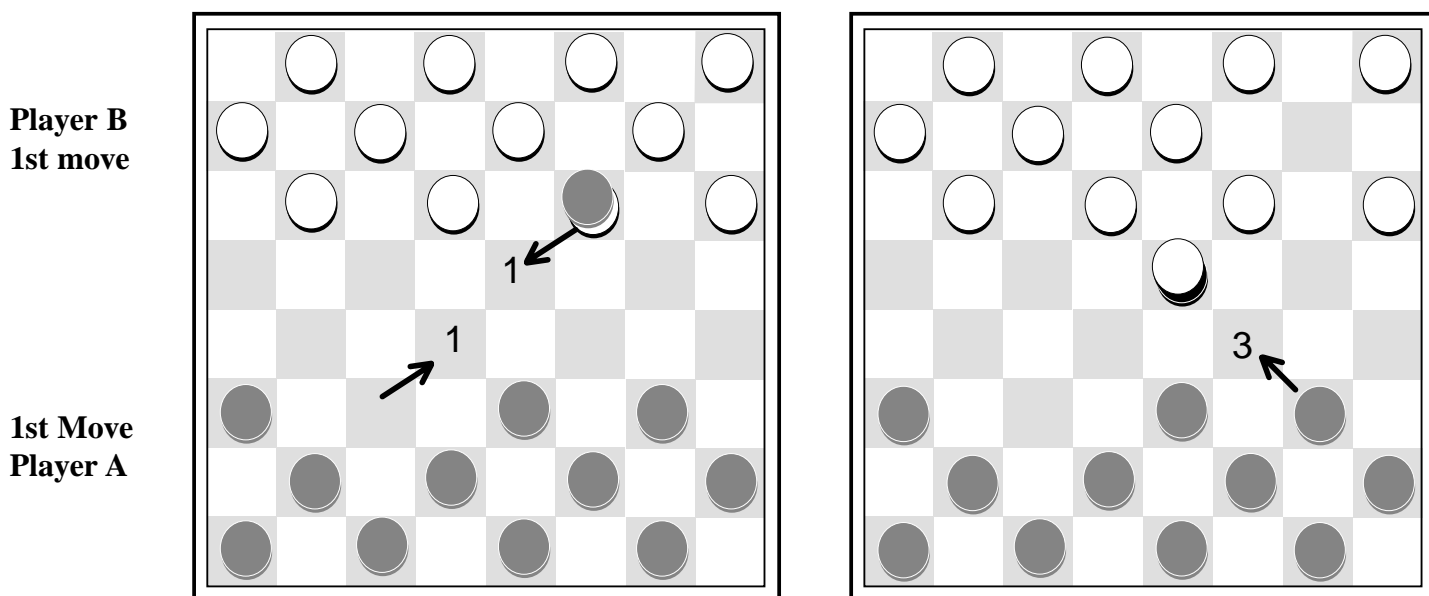
If you succeed in moving a double or multiple piece to the king row, only the top checker becomes a king. If that king is later jumped off the top, the remaining pieces must return to the king row unless the second checker in the stack was already a king. On the other hand, if a king is taken prisoner and is later released, it is still a king.

STRATEGY. The most common openings involve a series of jump exchanges to build double pieces. Player A pushes a checker into his or her fourth rank. Player B pushes a piece into A's path, forcing him or her to jump, whereupon B's return jump frees the prisoner A had taken. But A can now advance a piece toward B's stack with the prisoner, forcing it to take a second prisoner. Then A re-jumps B's stack, freeing the two prisoners underneath. This is not a king, as it would be in Checkers, but merely a double piece. Figure 1.

The advantage of a multiple piece is that your opponent can jump it (removing the top checker) and you still have a piece there. At this point B can surrender a piece to A's advanced stack, re-jumping it to build a double piece of his or her own. A can then do likewise, and so on until each player has built two or three doubles. Sometimes a player may be able to surrender three or more successive pieces to an opponent's single checker before jumping off said checker, thus building a triple piece. Normally, however, stacks three or more high are not built until the mid-game.

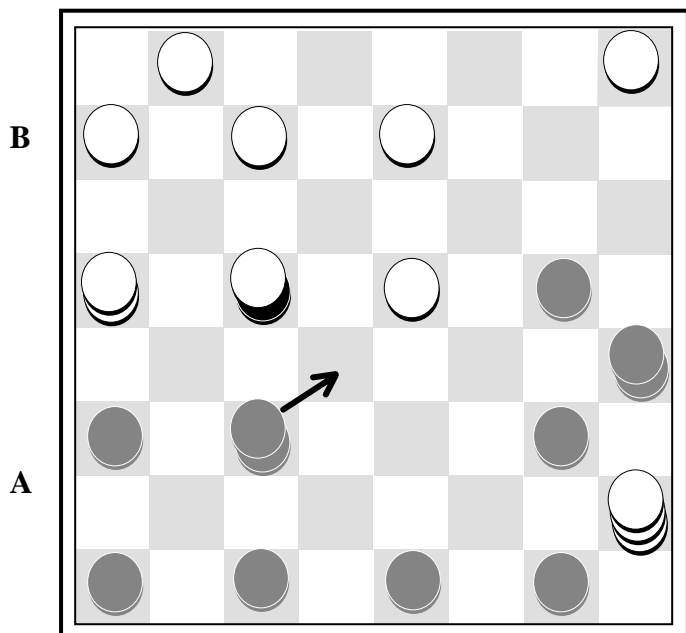
*Remember: In Checkers, giving up two jumps for one in return is a **loss**; in Stax, giving up two (or more) for one is a **gain**, for it builds a stack for you!*

It is already apparent that although the rule change from Checkers to Stax is a slight one,

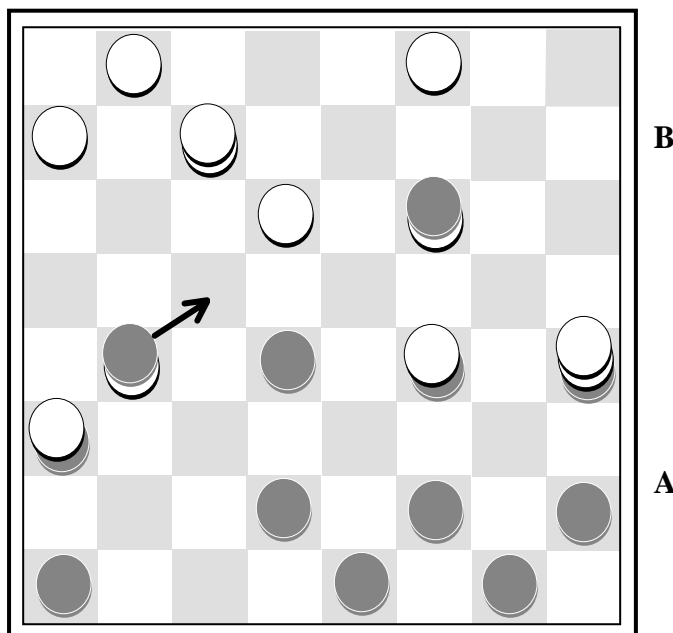
Figure 1: Standard Stax Opening

On 2nd move, A must jump (left). When B re-jumps (right) rescuing his or her piece, A can surrender one more piece on the 3rd move, building a double piece.

Checker strategy cannot be used much in Stax. Moreover, many things can happen in Stax that are impossible in Checkers. For example, if you advance a double piece into jeopardy from two opponent's checkers, one of them must jump. In Checkers you would now have no piece there. But in Stax, one piece remains and may now jump your opponent's remaining checker. Figure 2.

Figure 2: Advantage of a Double Piece

Again, if you advance a single piece with an opponent's piece underneath into jeopardy from your opponent, s/he must jump. Thus what was your piece becomes his or hers. If you have another piece next to it, you can recapture the prisoner s/he just freed. At times you can use this maneuver to set up a multiple jump for yourself, capturing two or more opposing pieces in exchange for the one you gave up. Figure 3.

Figure 3: My Piece Becomes Yours

Sometimes a move may permit a jump in Checkers but not in Stax. For example, a simple one-for-one exchange may occur in Checkers when you advance a piece into jeopardy backed up on the same diagonal by two more pieces. Your opponent then jumps your piece, and you re-jump. But if you try this in Stax with a multiple piece in the lead, your opponent will remove only the top piece and your remaining piece will block your re-jump. Figure 4.

Figure 4: Blocked Re-Jump
When double piece is jumped, a piece is left behind.

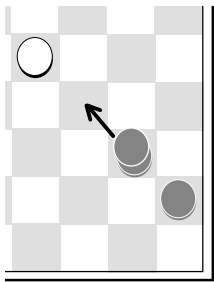
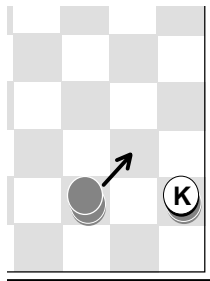


Figure 5: Leap-Frog
When double piece is jumped, remaining piece can re-jump.



Finally, a frequently used tactic in Stax mid-and end-games is also impossible in Checkers. If your opponent has some prisoners under a single king on your side of the board and you have a double piece in position to force a jump toward his or her own king row in an unoccupied diagonal, s/he will leave one or more checkers when s/he jumps your stack, with which you can then leap-frog right back over him or her, thus rescuing your pieces. If you have a double king, you can also do this backward toward your own king row. Figure 5.

Other patterns will become apparent with a little practice. Stax is considerably more complex than Checkers. And since you may at times regain strength you had once lost, it can be a most exciting game!

3. Queens.

Stax is a variation of Checkers; Queens is a variation of Stax.

The only initial difference between Stax and Queens is that dark pieces are placed on one color, light pieces on the other. Thus where Checkers and Stax use only half the spaces on the standard Checker board, Queens uses all 64 spaces.

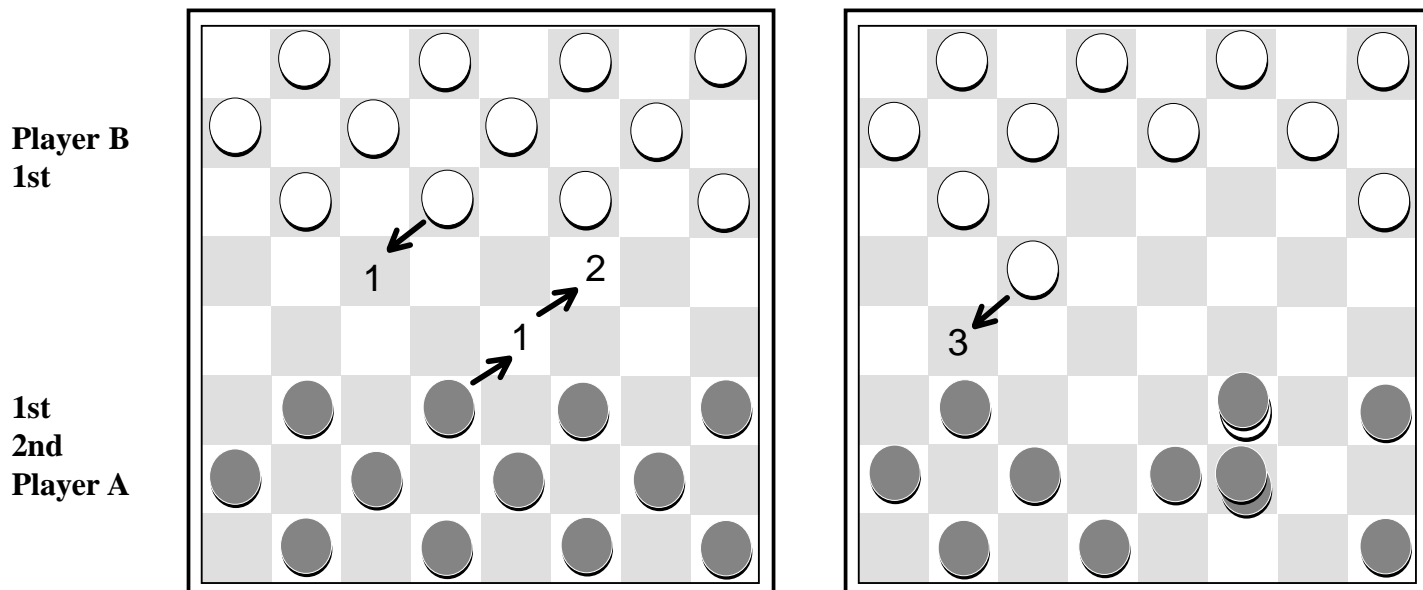
All pieces, kings and non-kings alike, may move only diagonally. Non-kings move only forward, kings forward or backward as in Checkers or Stax. However, non-kings may jump any forward direction, diagonally or straight forward parallel to the sides of the board. Kings may jump in any of eight directions: Diagonally forward or backward, straight forward or backward, or straight sideways right or left. The name of the game is derived from this jumping capacity of the kings—or perhaps you would rather call them Queens. Like the queen in Chess, a king in Queens may capture in any one of the eight different directions.

STRATEGY. Most basic Stax strategy is fully applicable to Queens. The basic difference, of course, is that Queens uses all 64 spaces on the board. Queens is also more complex, since the patterns of potential jumps are much more intricate than in Stax.

There are, however, some strategic differences. The most important pertains to the openings. When A, playing the dark pieces, opens by advancing a checker diagonally into the fourth row, B dare not respond by offering an immediate jump as in Stax. If s/he does, A will double jump straight forward, capturing two of B's pieces and landing in the king row. On the next move, the king would then threaten many of B's remaining pieces, jumping sideways, backward, sideways again, and forward, always parallel to the edges of the board.

The basic Queens opening, then, begins with A advancing a piece diagonally, and B doing likewise in a different file so as to permit no jump. A can then advance his or her same piece into the fifth row, forcing B to double jump from the sixth to the fourth to the second row, squarely in front of one of A's pieces in his or her own king row. A then jumps straight forward, capturing B's top piece and rescuing his or her own double

Figure 6: Standard Queens Opening



On 2nd move, B must double jump (left). After A re-jumps rescuing the double piece (right), B can surrender a piece on the 3rd move, building a double piece of his or her own.

piece. B can then do the same with the first checker s/he had moved, and so it goes, each player building doubles. Figure 6.

Notice that although each player started out with all pieces on one color of squares, after a few jumps are exchanged, both players have pieces on both colors. A's pieces jump B's off the dark spaces, landing on light spaces, where B then rescues them; and vice-versa. *No piece may ever move parallel to any edge of the board no matter which color it is on; only jumps may occur in these directions.* Figure 6.

Thus when Checkers has become too tame for you, and you have mastered the intricacies of Stax, Queens will present many new challenges!

II. Two Variations

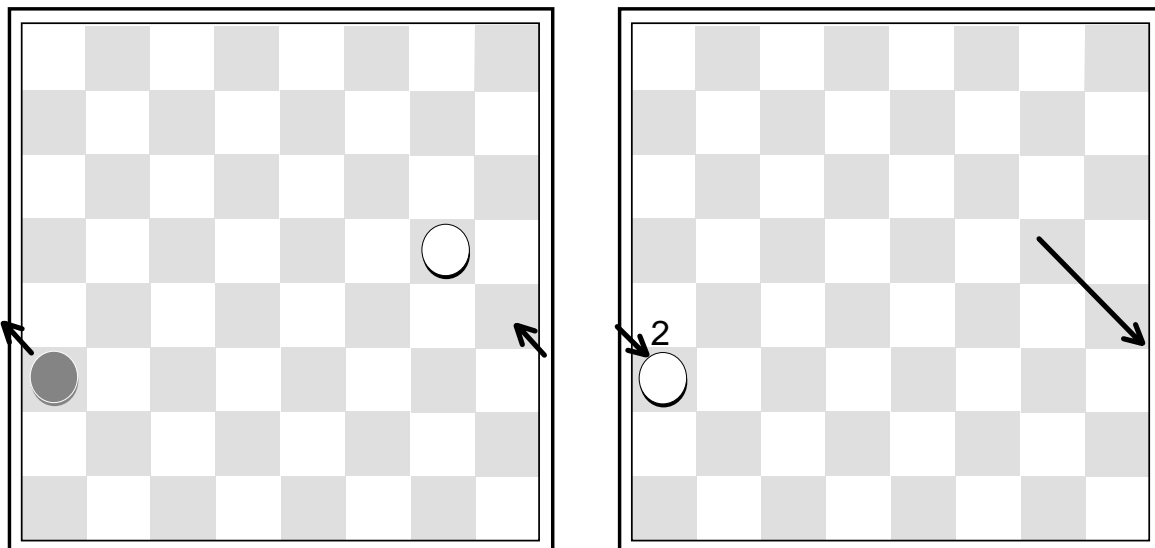
1. Cylindrical

The cylindrical variations involve a different way of looking at the board rather than any differences in the play of the pieces.

The board is regarded as a cylinder, with the

Figure 7:
Cylindrical Move
and Jump

A (dark) moves off left edge of board onto right edge (left); B jumps him or her off right edge onto left edge (right).



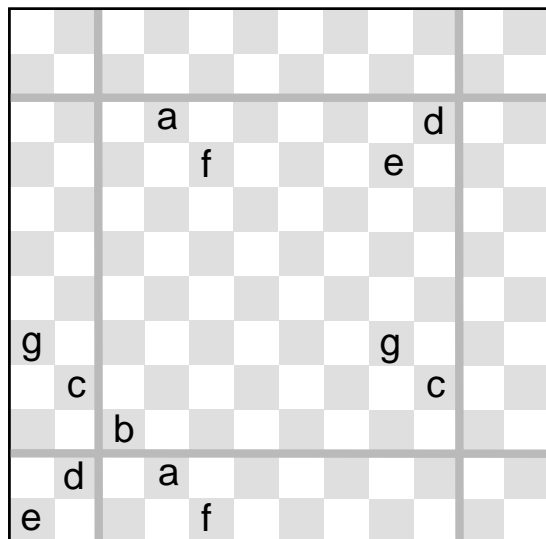
left edge touching the right edge. Thus a piece may move off of one side of the board and reappear in the corresponding next space on the other. A piece may also jump in this manner. Thus many “safe” places in regular Checkers, Stax, or Queens are not safe at all in cylindrical. Figure 7.

2. Universal

The universal board adds one concept to the cylindrical variation. In addition to regarding the two sides as touching, the two ends are also regarded as touching. Thus in the starting positions the two sets are, in effect, back-to-back, playing on a cylindrical board and going for each other’s king rows. Once a king is obtained, however, it may move or jump freely across any edge of the board, reappearing in the appropriate spot on the opposite edge. It is as if the board and all pieces on it were endlessly duplicated, enjoying a ghost-like existence adjacent to all sides of the actual board.

Some interesting things can happen on the universal board, especially at the corners. In Figure 8 a king on space “a” can jump an opposing piece on space “b,” landing on space “c.” On the other hand, a piece on space “b” may jump opposing pieces on space “d,” landing on “e;” or “a,” landing on “f;” or “c,” landing on “g.” The

Figure 8: Corner Play on Universal Board



ghost positions have been filled in to make it easier to understand what actually happens.

One must become a king before moving or jumping across the ends, although non-kings may do so along the sides. Thus a non-king may not jump an opponent’s piece sitting in the back row, becoming a king en route and landing across the board in his or her own back row. It must land in the opponent’s king row first in order to be crowned. Only on the succeeding move may it move or jump across the ends of the board.

Thus the universal board truly has no edges. There is “no place to hide!”

Thus far, then, there are nine checker games for two players:

Checkers	Stax
Cylindrical Checkers	Cylindrical Stax
Universal Checkers	Universal Stax
Queens	
Cylindrical Queens	
Universal Queens	

III. One More Variation: Numbers

The number variations add one additional variable to any of the above nine games. The non-king checkers are numbered from 1 to 12 on the side without the crown. These numbers are turned face down and the pieces are shuffled around before being placed at random in their usual starting positions. They are then turned face up, and play proceeds as usual with but one exception:

No piece may jump a number higher than its own!

Thus a 1 may jump only a 1; a 5 may jump an opponent’s 5 or lower; a 12 may jump any non-king. A king may jump any piece, but only a king may jump a king.

There, that gives you nine more games to think about, a total of 18 two-person games!

IV. Doubles

BOARD. The four player board is 12 x 12 spaces rather than the standard 8 x 8. It is convenient if the standard size board is indicated in the center by a special marking of some kind. Four persons may play partners from a variety of starting positions, or they may play cut-throat.

1. Partners

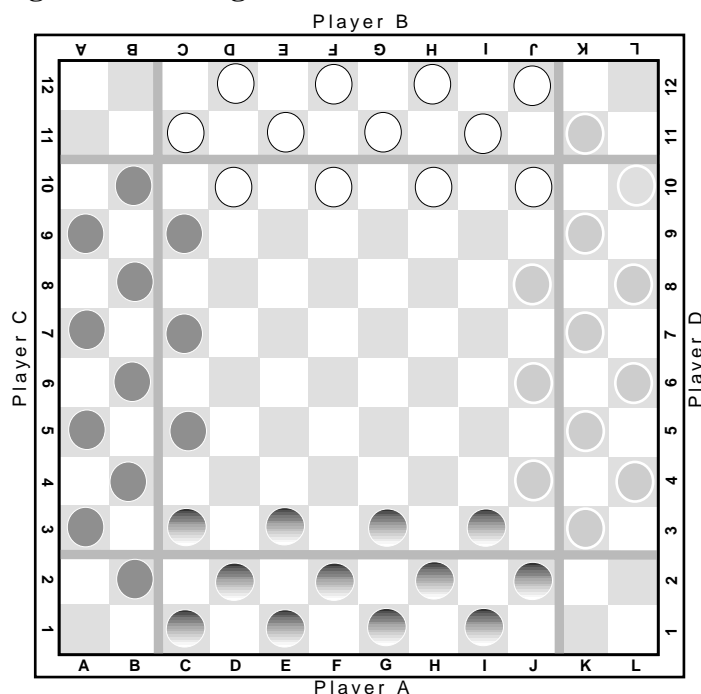
The starting positions for doubles is for partners to sit next to each other at adjacent sides of the board with a dark square in the corner between them. That corner space is left empty, and partners position their checkers in the usual manner on the center eight files, with one exception. The dark space in the corner of the singles board (the third space diagonally in from the corner of the doubles board) would be occupied by both partners if each followed the usual positioning. To avoid placing two checkers on one space, the partner on the left puts his or her displaced piece on the second square in from the corner, diagonally behind his or her partner's piece. Players must use distinguishing sets, as a player

may move only his or her own pieces. Figure 9 shows starting positions.

Player A with the dark pieces on the right moves first, followed by B with light pieces directly across from A. A's partner [C] with the dark pieces on his or her left moves third, followed by D across. A player may capture either opponent's pieces, but may neither move nor capture the partner's. Kings may be obtained in any space at the opposite edge of the board, including those not originally occupied by an opponent's piece. If one player's pieces disappear completely from the board, the others continue play in the normal sequence, omitting the turn of the missing player. If the game is Stax or Queens it is possible for one player to disappear from the board for a while, then reappear when the partner manages to free some of the captured pieces. One team must capture all of both opponents' pieces, or render them immobile, in order to win.

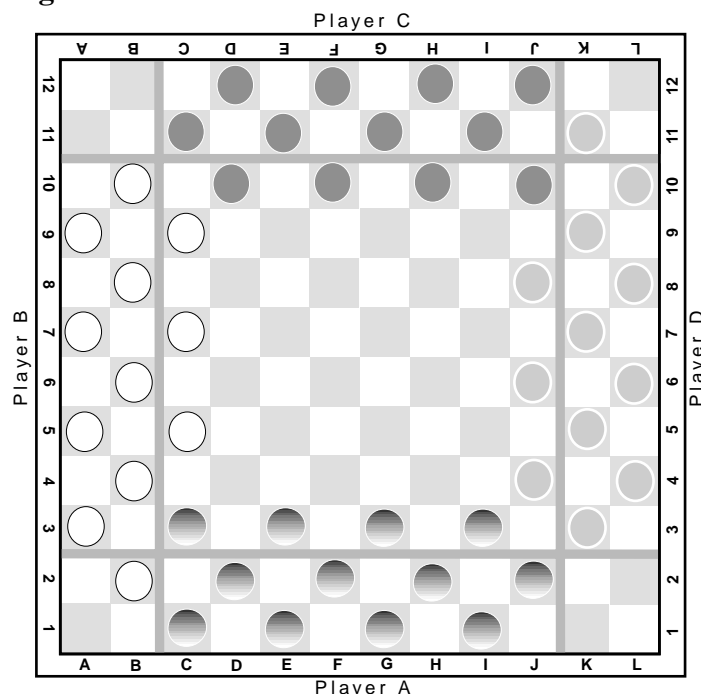
A variation on standard doubles occurs when partners sit opposite each other and the sequence of moves simply rotates clockwise around the board. Figure 10. On the dark corner square of the inner board which would ordinarily be shared

Figure 9: Starting Positions



Standard Doubles—AC vs. BD; Sequence of Moves is A, B, C, D.

Figure 10: Alternative Doubles Positions



Partners Opposite—AC vs. BD; Sequence A, B, C, D.

by enemies, the player with the first move gets the normal position with his or her opponent diagonally behind. Thus s/he has a chance to move the endangered piece before it can be jumped if s/he wishes. This variation makes it more difficult to obtain kings, as one must “run the gauntlet” between enemy sets and one’s partner’s pieces may be in the way near the king row. In Stax and Queens it is harder to cooperate to build multiple pieces from this position.

There are two options for starting positions for Double Queens. In the first option, both partners may be on the same color, both opponents on the other color. In the second, one of each partner is on one color, the other of each partner on the other color. To avoid the possibility of an extensive jump on the first move, either adjacent opponents are on the same color, or each opponent places his or her first piece that would be in jeopardy in the back row of the friendly corner. In the latter case, each partner has five pieces in the back row, four in the middle, and three in the front. Figures 11 and 12.

Other variations may be combined with any of these: For **cylindrical** doubles, players sitting opposite each other regard their right and left

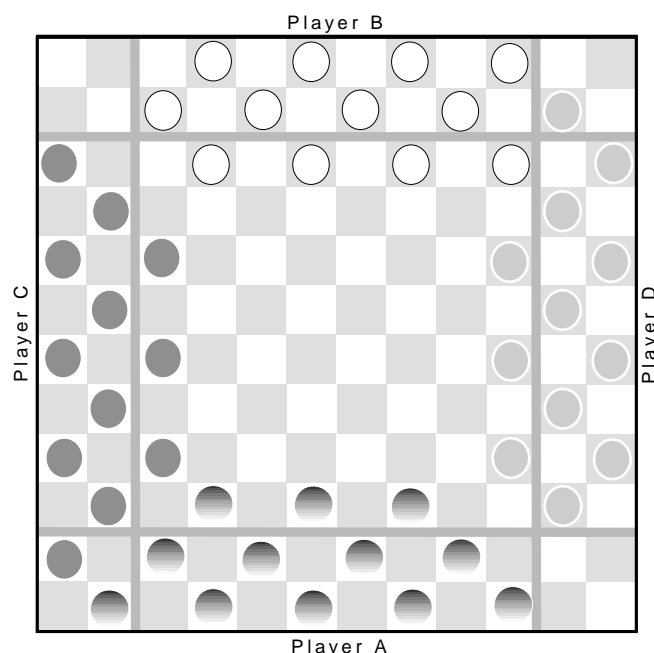
edges as touching, but not their forward and rear edges. Thus for two players the board is a cylinder in one direction, and for the other two it is a cylinder in the other direction. The **universal** board works the same as in singles. And all these variations may be played with or without the **numbers** variation.

2. Cut-Throat

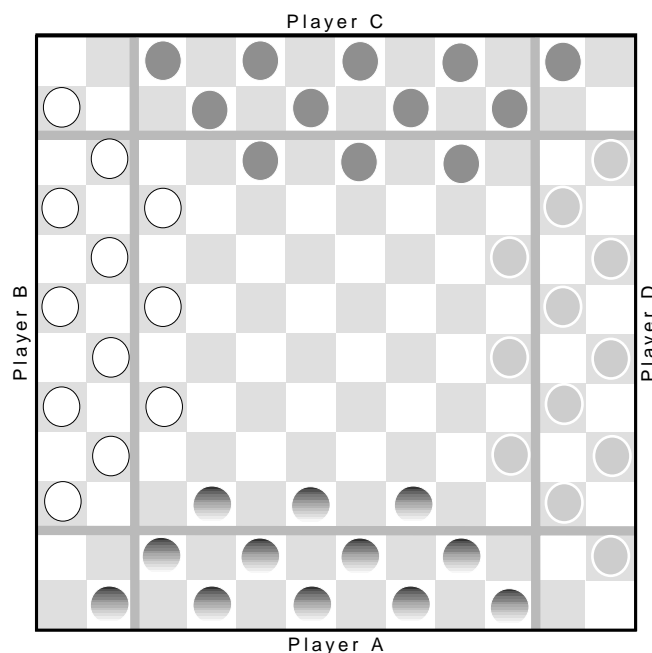
In cut-throat play sequence proceeds clockwise around the board. Figure 9 above shows starting positions. Again, the player moving first gets the normal position on the shared space in the corner.

In Stax and Queens, cut-throat differs from partners in one respect. When one player loses all his or her pieces to capture by the others, all of his or her checkers are removed from the stacks on the board. Thus a 4-player game becomes a 3-player game, then a 2-player game before a winner emerges. Note, however, that a disappearing player’s pieces are not removed until it is his or her turn to move and s/he has none to move. Thus it may happen that B jumps A’s last piece under his or hers, but C or D must

Figure 11: Double Queens, Partners on Same Color

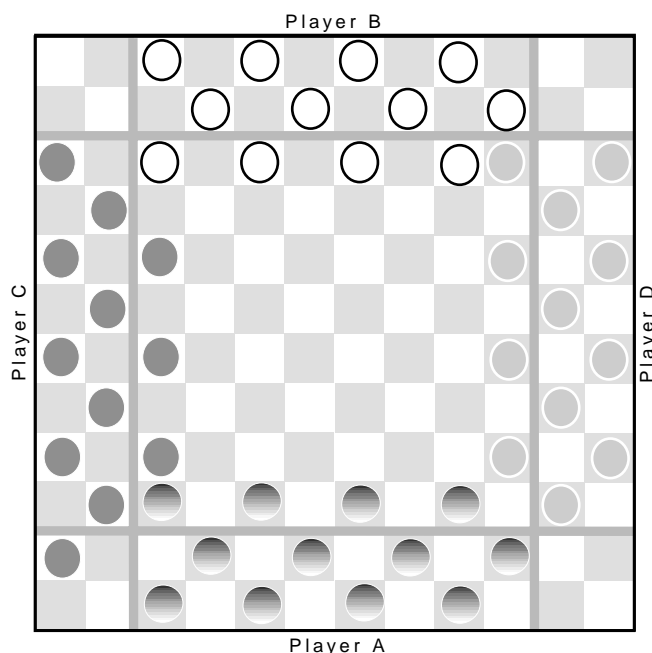


Partners Adjacent—AC vs. BD; Sequence A, B, C, D

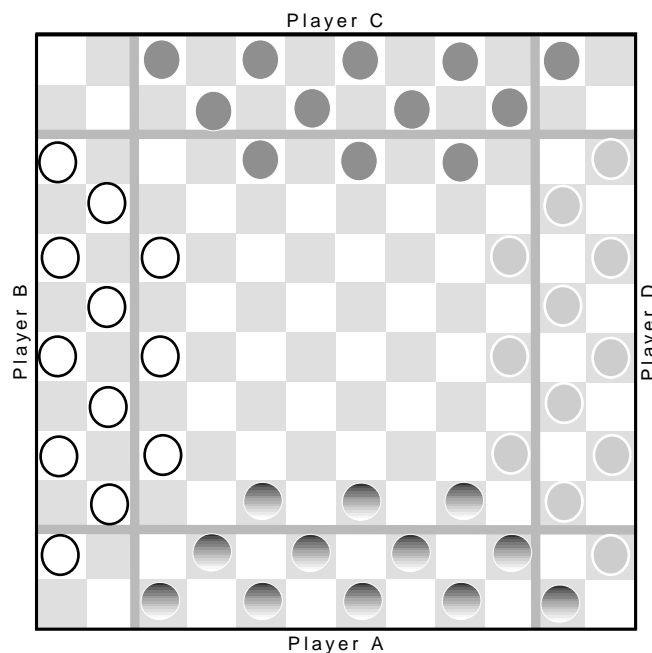


Partners Opposite—AC vs. BD; Sequence A, B, C, D

Figure 12: Double Queens, Partners on Opposite Colors



Partners Adjacent—AC vs. BD; Sequence A, B, C, D



Partners Opposite—AC vs. BD; Sequence A, B, C, D

jump some piece freeing one of A's pieces before A's turn has come. One thus survives a disappearance until s/he must move, and has nothing to move with. If a player has one or more immobilized pieces on the board, and no others, his or her pieces are not removed (but may be jumped) and s/he simply misses turns until a piece is freed or until there is a winner. With C immobilized and A's pieces gone from the board, for example, B wins when s/he jumps D's last piece under.

The **cylindrical**, **universal**, and **number** variations may be combined with cut-throat in the same manner as with partners. *Thus the 18 singles variations provide 18 more for doubles, and 18 more for 4-player cut-throat—a total of 54 Checkers variations on the square board!*

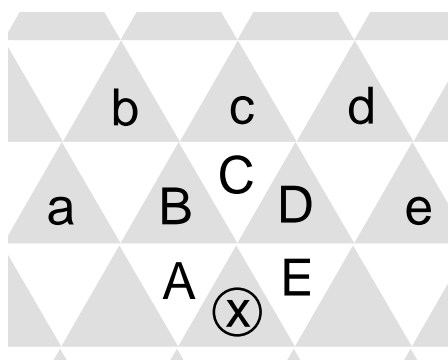
V. Triangular

The **BOARD** for Tri-Chek, Tri-Stax, and Tri-Queens consists of equilateral triangles alternately colored light and dark and arranged in the shape of a hexagon. It somewhat resembles a Chinese Checkers board. Non-kings in Checkers and Stax move and jump in either of two diagonally forward directions. Kings, however, may move and jump in any of six directions, half again as many as on the square board.

Moreover, it is impossible for one piece to trap one opposing piece against the side of the board, since the fleeing piece can move along the edge. Thus in an evenly matched Checkers game it may prove impossible for one player to eliminate all pieces of the opponent(s). After all remaining pieces are kings, therefore, any player may invoke the *40-move option*. Under this rule, if 40 moves are made with no piece being jumped, the player with the most pieces remaining becomes the winner. This problem does not occur in Stax or Queens, so the 40-move option does not apply to those games.

Tri-Queens present some special conditions. On the square board, the non-king has three directions to jump: Diagonally forward over his

Figure 13:
Non-King's Jumps in Queens



or her own color, as in Stax, and straight forward over the opposite color space. In Tri-Queens a non-king has two additional forward directions to jump, along right and left lat-

eral diagonals across spaces of the opposite color. Figure 13 shows these five directions that a non-king may jump. From the position occupied by the checker at X, any opposing piece located on spaces A, B, C, D, or E may be jumped, landing respectively on spaces a, b, c, d, and e. It might appear at first glance that the checker at X could jump a piece on space A and land on space B, but this is an impermissible move. *All* jumps over a piece resting *on an opposite colored space* must pass over one side and one angle of the space being crossed. Jumps A and E cross a side first and then angle; jump C crosses an angle first, and then a side. Jumps B and D are over pieces on the same colored space, and so pass over sides of triangles only as in Stax.

The Tri-games may be played with the **Number** variation. The **Cylindrical** and **Universal** variations, while perhaps theoretically possible, are probably not practical.

Although some combinations work better than others, the Tri-games may be played by two to six players. When two, three, or five play, it is necessarily cut-throat, and the cut-throat rules described above apply. Four and six players may play either cut-throat or partners, applying the relevant rules from the games played on the square board. Six may play cut-throat, or two-two-two, or three-three partners. The board has special markings setting off the two player board (8 rows across), from the three and four player board (10 rows) from the five and six player board (12 rows with the corners cut out).

1. Two Players

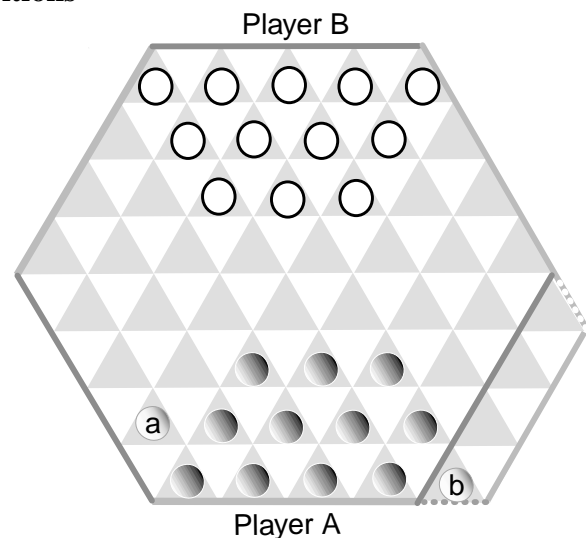
When the standard or doubles square board is divided in half, one half is seen to be identical to the other. On the Tri-board, however, one half is the reverse of the other half. This feature affects the initial positioning of pieces.

The logical starting position of one player's pieces in a Tri-game is five checkers in the back row, four in the next, and three in the front. On the two player board, however, such a position is possible on only one of two opposite edges. The other edge has only four spaces of the same color in the rear rank. This player must therefore place four pieces in the back row, five in the middle,

and three off-center in front. Not only does this result in an asymmetrical arrangement of pieces, it gives the player with only four rear spaces some advantage. S/he need defend only four king spaces from attack, while s/he has five spaces where s/he may secure a king.

Figure 14 shows how this problem may be remedied. If player A puts the piece at point "a" in the middle row at point "b" instead, and players use part of an extra file of spaces to the right of the two player board, starting positions become identical and both players have an equal number of spaces where they may king a piece. Thus positional symmetry is obtained by using an asymmetrical board. This is merely an option, not a requirement. Players should agree before they draw for a color of pieces which board pattern they will use.

Figure 14: Optional Tri-Chek and Tri-Stax Positions

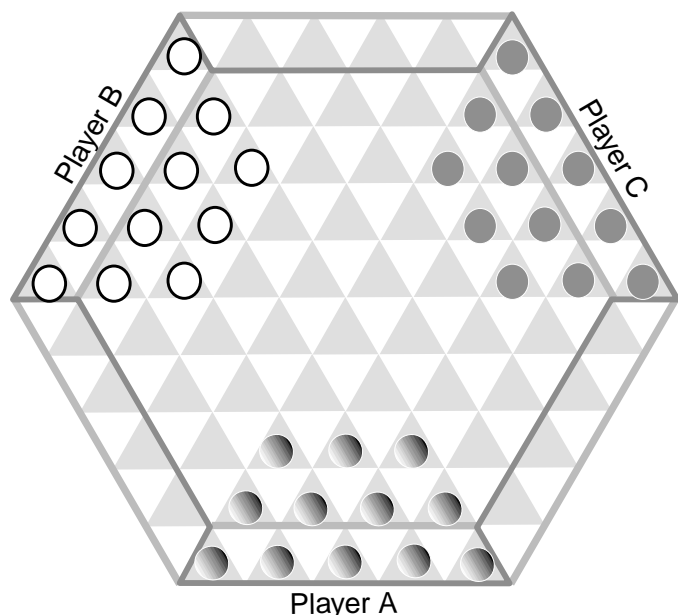


Positioning for Tri-Queens presents no such difficulty. One edge has five dark spaces in the rear rank, and the directly opposite edge has five light spaces in the rear.

2. Three-Four Players

The board for three and four players is 10 rows across. Unlike the small board, it presents no symmetry problems.

Three of the six sides have five spaces in the outside edge. Thus three player Checkers and Stax neatly fit the Tri-board. Figure 15. Three-

Figure 15: Tri-Chek and Tri-Stax Starting Positions

player Tri-Queens, however, presents a problem. Not only is symmetry destroyed, but two players must necessarily begin on the same color. Tri-Queens can be played successfully only by an even number of players.

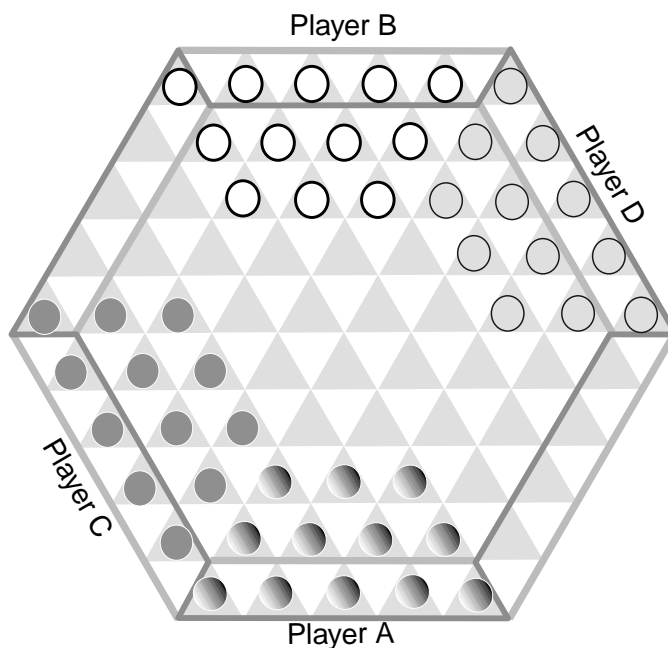
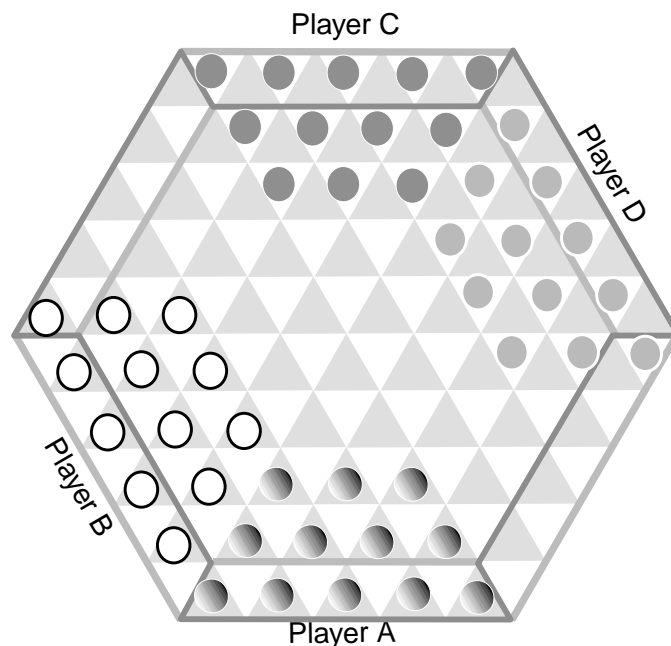
Four player Tri-Chek and Tri-Stax also fit very nicely. One of each pair sets up with a five space back row. The other positions his or her rear rank on the remaining five spaces of an adjacent six space back row. Figure 16.

From these positions two of the players seem to be sitting somewhat behind their immediate neighbors. In doubles this is of no consequence, since partners do not jump each other. Thus dark on the right moves first, then light across, then the second dark and the second light. However, if the game is cut-throat or if partners sit opposite each other, players may build an immediate double piece by moving out the center checker in their front rank. An interesting third pattern for doubles is partners adjacent diagonally but separated by a gap: AD vs. BC in Figure 16. In this event, sequence of moves is D, C, A, B. Sequence for cut-throat is A, C, B, D in Figure 16.

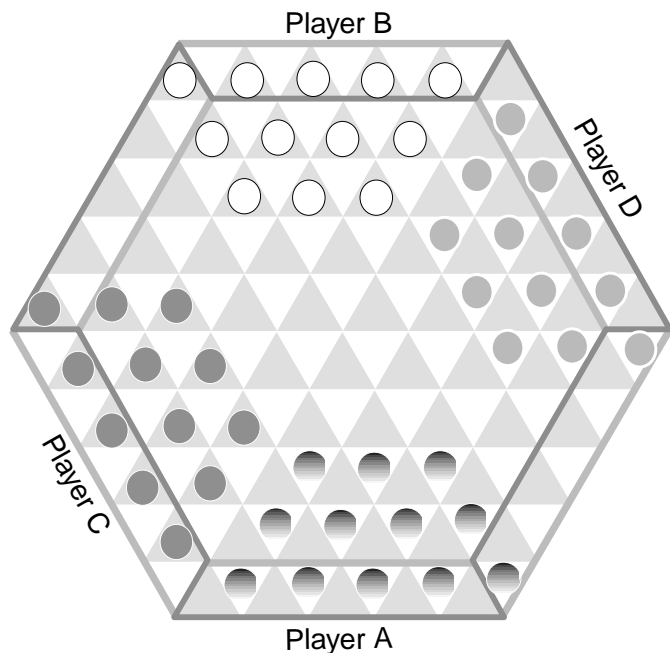
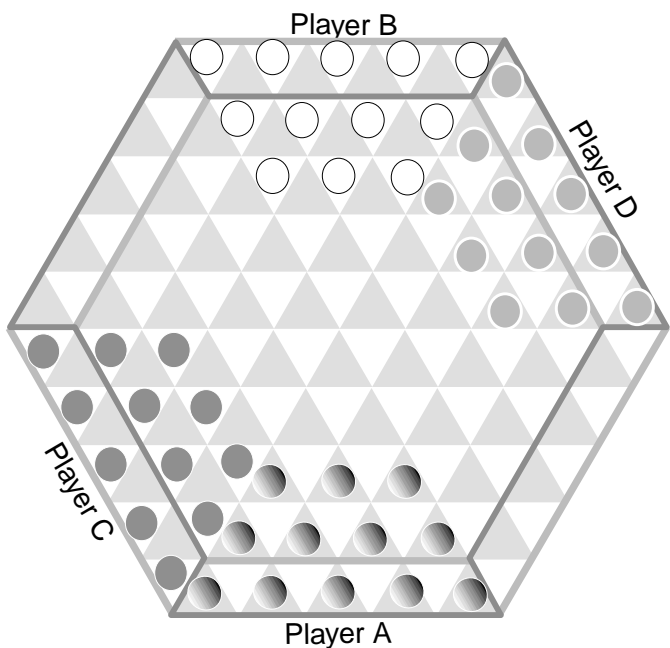
Many alternative starting positions are possible for four player Tri-Queens. The simplest is to place adjacent pairs on the same color spaces, as in Figure 17. This setup makes possible all the patterns and sequences of four player Tri-Stax

(Figure 16). This variety of alternatives is noted under Figure 17.

If adjacent pairs are placed on opposite colors, such pairs must be partners. Otherwise all players are in a position to jump their neighbors on

Figure 16: Tri-Chek and Tri-Stax 4-Player Positions**Figure 17: Tri-Queens 4-Player Starting Positions**

Game	Sequence of Moves
Cut-Throat	A, B, C, D
Partners, AB vs. CD	A, C, B, D
Partners, AC vs. BD	A, B, C, D
Partners, AD vs. BC	D, B, A, C

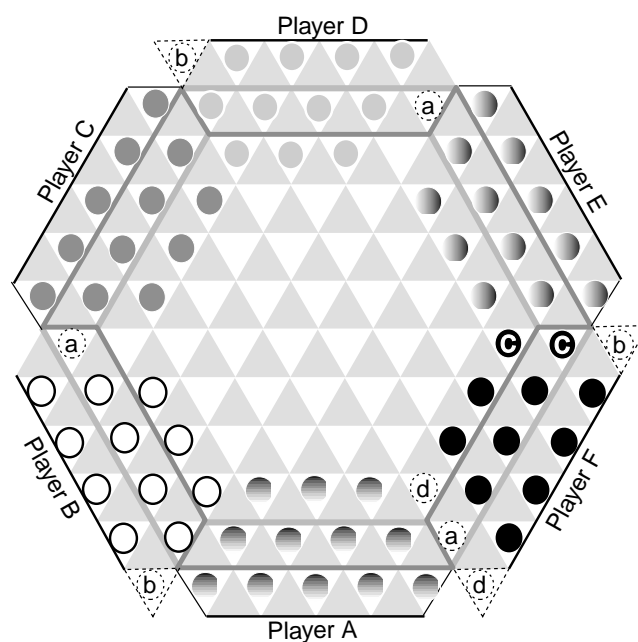
Figure 18: Tri-Queens Partners, Open Positions**Figure 19: Tri-Queens Partners, Closed Positions**

the first move. With adjacent pairs as partners, however, two starting positions are possible. Figures 18 and 19 illustrate the open (or “spread”) and closed positions, respectively. Sequence of moves is A, B, C, D in either case.

3. Five-Six Players

Five and six player Tri-games are played on a board 12 rows across. To accommodate Tri-

Chess the corners are cut out, but you may wish to use some or all of those spaces either for symmetry or to separate partners. If you do not, then every second set must use the four space back rank with five in the middle and three off-center in front. As in Figure 14 above, so also in Figure 20, symmetry may be achieved if instead of placing the pieces at points “a,” they are placed in the corners marked “b” and leaving those in the “c” spaces in place for the F set. This position is especially good for three-way doubles: AB vs. CD vs. EF, for it places an empty file between

Figure 20: Tri-Chek, Tri-Stax 5-6 Player Positions

pairs of partners (Figure 20). Sequence of moves in this case is A, C, E, B, D, F.

Partners may also sit opposite: AD vs. BE vs. CF. In this case sequence of moves is A, B, C, D, E, F. If the game is ABF vs. CDE, players B and D may wish to place piece “a” at position “b” while player F leaves piece “a” in place and puts pieces “c” at positions “d” to separate the trios of partners (Figure 20). Sequence is F, C, A, D, B, E.

Figure 21 shows the only possible starting positions for two-two-two (three way doubles) Tri-Queens. Partners must sit adjacent in closed positions (Figure 19), and each player has one advanced piece. Sequence of moves is A, B, C, D, E, F.

Figure 21: 3-Way Double Tri-Queens, AD vs. BE vs. CF

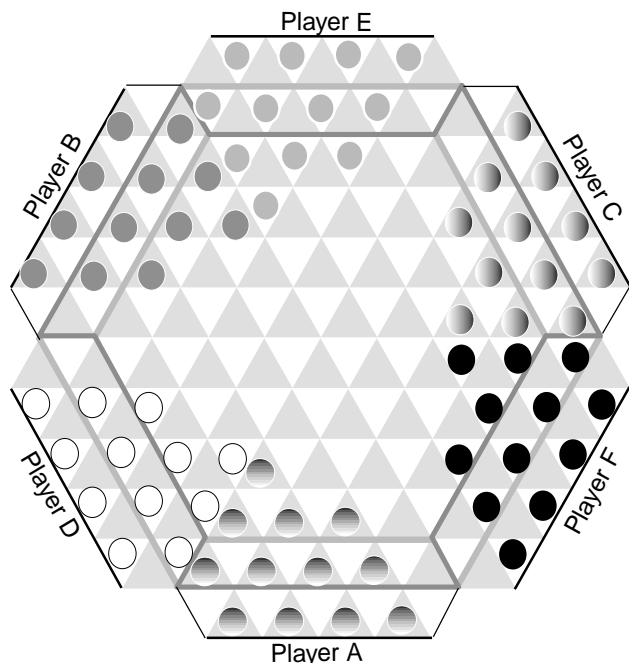


Figure 22: Triple Tri-Queens, Starting Positions

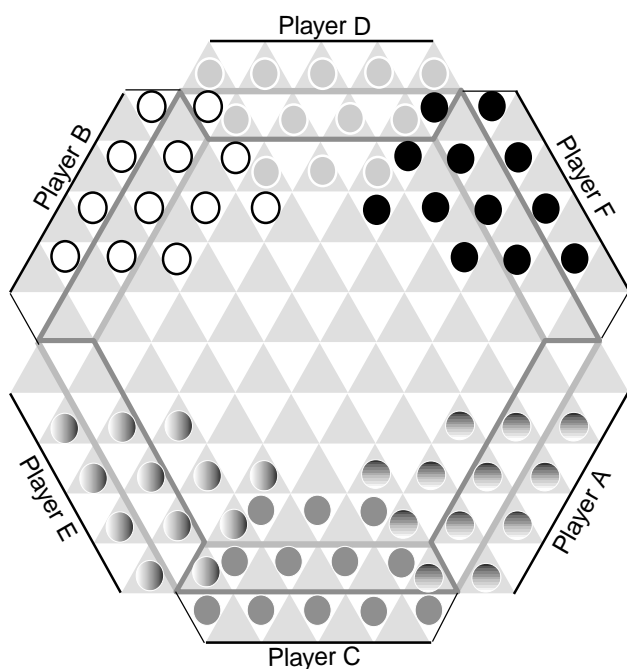


Figure 22 shows starting positions for triple Tri-Queens, with one of each trio on one color spaces and the other two on the opposite color. Two of each three begin with one advanced piece. Sequence of moves is alphabetical.

Figure 23 shows an alternative setup for triple Tri-Queens. All of each trio are on the same color spaces. Again, use of the cut out corner is avoid-

ed by four of the six players beginning in advanced positions "a." If preferred, that piece may use the cut out corners at "b."

Figure 23 is also the only possible setup for playing five or six player cut-throat. For triple partners the sequence of moves is alphabetical; for cut-throat, it moves clockwise around the

Figure 23: Triple or 5-6 Player Cut-Throat Tri-Queens

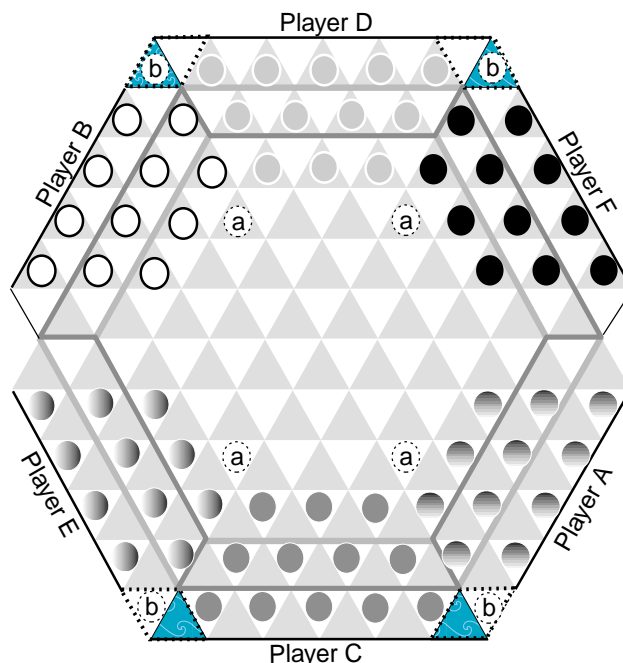


table. Also, the advanced piece is impermissible in cut-throat, so the missing corners at positions "b" must be used.

Still other starting positions are possible in the Tri-games, but space does not permit showing them all. Players should agree on starting patterns before drawing for partners to see who gets which color of pieces.

The Chess Family

I. Basic Chess

If you do not know the rules of standard Chess, consult the instructions that come in most Chess sets or Chess books. All of the rules of Chess apply to the following variations, with such additions and exceptions as are noted.

II. Two Variations

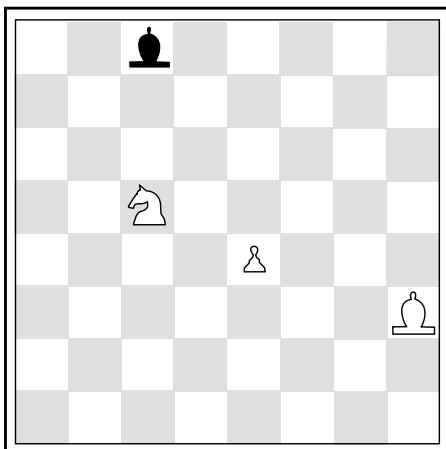
1. Shadow Chess

In Shadow Chess, all pieces move and capture in the normal fashion. But there is one additional way of capturing.

All pieces are regarded as casting a shadow to any space to which they might move in one move. However, shadows end at intersections of shadows of one's own pieces. Thus in standard starting positions, half the pawns cast shadows two spaces forward. The other half cast shadows only one space forward, where they intersect the shadows of the knights, which also cast shadows to those same spaces.

Besides capturing in the normal way, pieces may also capture by moving from outside an opposing piece's shadow into it at any point. Thus in Figure 24, the Black Bishop casts shadows diagonally to White's left to QR6, and right up to and including White's own Bishop. Remember it is only the intersection of shadows of one's own pieces that terminates them. White may thus capture Black's Bishop with his or her Knight at any one of four spaces (R6, N7, Q7, K6), with the pawn at KB5, or directly with the Bishop as in standard Chess. White may not, however take with the Bishop at any point on the diagonal between the two Bishops, because the White Bishop is already in the Black Bishop's shadow. *For a shadow capture, the capturing*

Figure 24: Shadow Capture



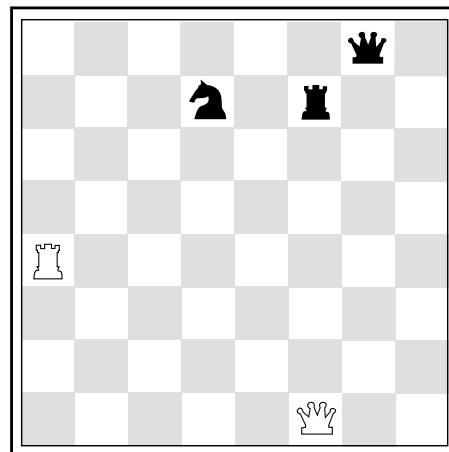
piece must move from outside the shadow into it in the normal capturing movement. Thus also if a pawn were in K5 instead of K4, although it could move from outside the shadow into it by advancing one

space, it would not capture the Bishop because this is not the pawn's normal capturing move.

If it were Black's move, s/he could capture the Knight at any one of the four spaces previously noted, for such a move would go from outside the Knight's shadow into it. Moreover, if Black had a Rook on his or her QR2 s/he could capture the Knight at either QN2 or Q2. S/he could not, however, take the Bishop at Q2, for the White Bishop's shadow ends at Black's K3 where it first intersects with the Knight shadow. If a Black Rook were at Black's QN3, it could capture either the Knight or the Bishop at K3, but not both. From QR3, a Black Rook could capture the Bishop at K3, but not the Knight, for it was in the Knight's shadow to start with. Moving out of and back into a shadow does not capture.

A King is in check when an opposing piece is trained directly on it, or on its shadow. In Figure 25,

Figure 25: Shadow Check



White's only escape from check is to interpose the Rook, for if s/he moves the King its shadow is still in check. If Black's Knight were not on the board, White

would capture the Rook either at the point of interposition or at QR7. As things stand, however, White has lost, for when s/he interposes, Black simply captures the White Rook, checkmating the King since White then has nothing more to interpose and cannot escape the check by moving the King.

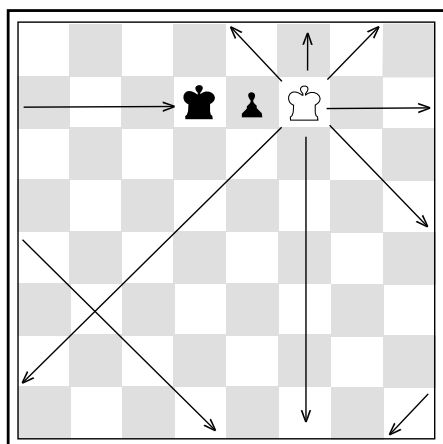
STRATEGY. It is well said that whereas standard Chess is hand-to-hand combat, Shadow Chess is trench warfare. Rather than the usual bold development toward the center of the board, major pieces cower in the rear, manipulating shadows so as to keep them short. Exchanges are unavoidable, and the basic strategy is to try to

win the exchanges and/or survive to the end game with good position to continue limiting your own shadows and with enough power for a quick checkmate.

2. Cylindrical Chess

Cylindrical Chess employs the same concept as Cylindrical Checkers, namely, the board is regarded as a cylinder with the right and left edges touching. Thus pieces may move “around” the cylinder, going off the board at one edge and reemerging on the other. In Figure 26, for example, the potential moves of the White Queen are indicated by arrows. These include the normal moves plus the extensions around the edges. Note that White can even capture Black’s Queen,

Figure 26: Cylindrical Chess



not through the pawn, of course, but going around the cylinder in the other direction. One may also play **Cylindrical Shadow Chess**. The **Universal** variations of the Checkers family do not work, however, for major pieces cannot stand back to back around forward and rear edges of the board.

III. Doubles

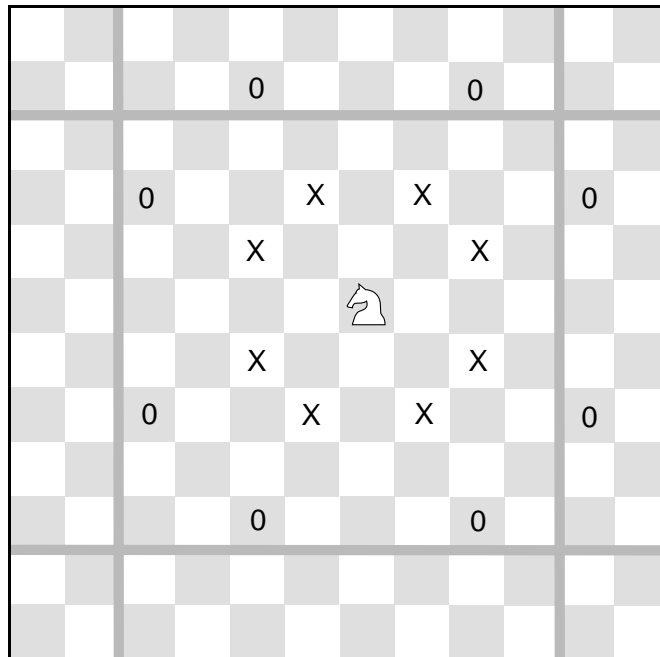
Doubles is played on a board 12 x 12 spaces rather than the standard 8 x 8. It is convenient if the standard board is identified in the center by a margin or special markings. Four persons may play partners or cut-throat. Players must use distinguishable sets, either by color, design, or substance (wood and plastic).

SPECIAL MOVES. Since the area of the doubles board is more than twice that of singles, two pieces,

the Pawn and the Knight, are rendered much slower, and therefore weaker, relative to the other pieces. To compensate, they are given additional optional moves.

The *Knight* captures only as in standard Chess. To increase its mobility, however, it has the option of taking a second consecutive hop in the same direction in a single move. It may not zigzag on the second hop, but must continue in the same direction. Since it also may not capture on the second hop, the space to which it moves must be open. The intervening space where it would have landed must also be open. Figure 27 shows the extended Knight moves. It may capture at the points indicated by X’s, and it may move but not capture to the spaces marked with O’s. It may not, however, capture at one of the X points, then proceed to an O point on the same move. If it captures, that ends its move. This increased range brings the Knight’s utility as an attack piece back into line with that of the far-ranging Bishop. The Knight may, for example, check a King from more than half way across the board.

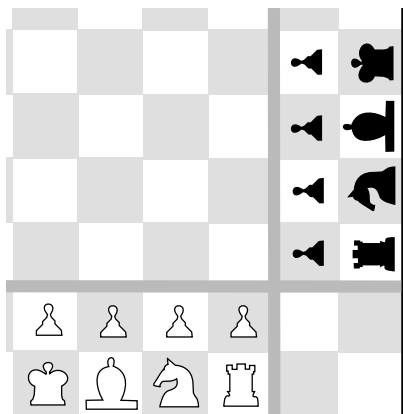
Figure 27: The Extended Knight Move



Like the Knight, the *Pawn* would be extremely slow if confined to its usual moves. Each Pawn may therefore advance one, two, or three spaces on its first move. Thereafter it may advance one or two spaces at a time until it crosses the center of the board, whereupon it reverts to its usual one-at-a-time pattern.

The possibility of capture *en passant* applies to all Pawn moves of more than one space at a time. Note that an *en passant* capture often occurs at right angles.

Figure 28: En Passant Pawn Captures



In Figure 28, for example, if White advances P - R5, Black may capture it directly with the Knight or with either NP or QP. Black may also capture *en passant* on the next move RP x P - N3 or NP x P - R3. Similarly, if White's NP were sitting on N4 and Black advanced P - B4 or B5, White could capture *en passant* to its R5. Finally, if White's NP were on its N4 and Black's NP were on its N3, and if White advances its NP two spaces to N6, Black may capture *en passant* with its P x P - B4.

These options make the Pawn much more useful as an attack piece. Even from the sixth rank, it can move to the eighth rank in one move to threaten an opposing piece on the ninth rank. Moreover, the Pawn's minimum required moves to the Queen row are only two more than in standard Chess, seven as compared to five.

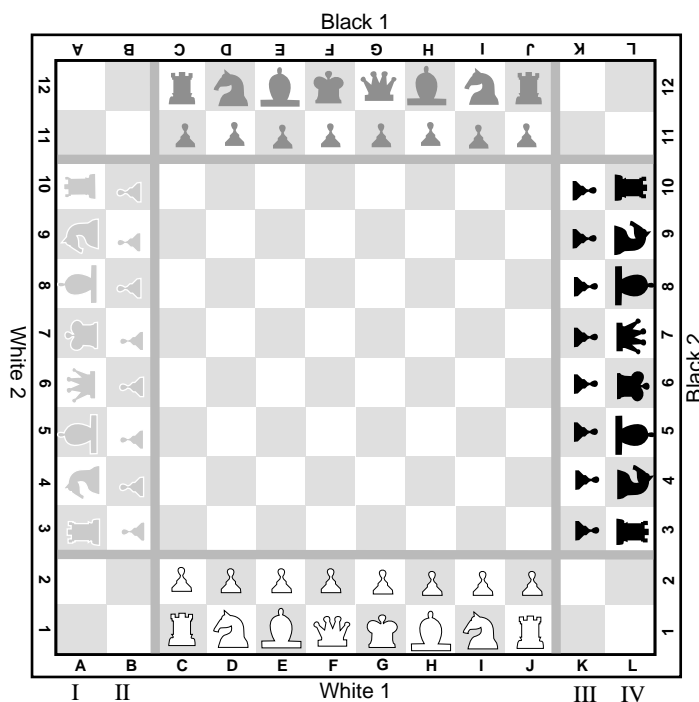
NOTATION. Standard notation can be used to record moves in Double Chess, except that there are 12 ranks and two additional files in each corner. Thus special notation is needed for the corners. The first file on a player's left is designated I, the next one is II, the file to the immediate right of the right Rook is III, and the one on the extreme right is IV. Thus in Figure 29, White 2's King rests on White 1's I6, while B2's QBP rests on White 1's III5. Of course, these designations are figured from the perspective of each player when it is his or her turn.

An alternative notation involves simply numbering the ranks 1-12 and lettering the files A-L from White 1's perspective. In this case, W2's King rests on square A6, while B2's QBP rests on K5. Either notation system may be used to record the play of a doubles game.

1. Partners

Doubles partners is the most thoroughly tested of all these Chess variations, and probably the most exciting. Partners sit at adjacent sides with a dark corner square between them. These are the "friendly corners," while the light corners are the "hostile corners." Pieces are arranged as shown in Figure 29, which also shows the first notation system described above from W1's perspective and also the second system. All Kings are placed toward the friendly corners; thus opposing Kings and Queens do not face each other across the board as they do in standard Chess. If all Queens were placed on their own colors, Black would be at a great disadvantage, for its Kings would be toward the hostile corners while Whites' would be toward the friendly corners.

Figure 29: Double Chess Starting Positions



White on the right (W1) moves first, followed by Black across (B1), then the other White (W2) and the other Black (B2). *Partners may not confer on strategy.*

To win one team must checkmate both opposing Kings, although this need not be done simultaneously. Conversely, a team may lose one King and still win by mating both opposing Kings.

Alternatively, B1 had an even earlier chance to make something out of his or her partner's misfortune. Immediately after the checkmate, B1 might move N - KR5 (the double hop), focusing it on his or her partner's checkmated King. After W2 moves and B2 misses a move, W1 must take the King with a Queen and B1 may at once capture Queen with Knight. The immunity rule does not apply to the victim's partner! Had B1 chosen to play it this way, W2 could have helped his or her team by R - I1, offering a Rook sacrifice. Now B2 misses, W1 moves Q x K, and B1 must choose whether to take W1's Queen with his or her Knight and lose a Rook to W2, or take W2's Rook and spare W1's Queen.

It would have been premature for B1 to move Q - IV12ch immediately after W1's checkmate. While this would have pressured both Whites, it would also have frozen B2 for more than one move, for after s/he missed the first turn W1 would have to move N - R1 to evade check, and the checkmate would remain in place for another turn.

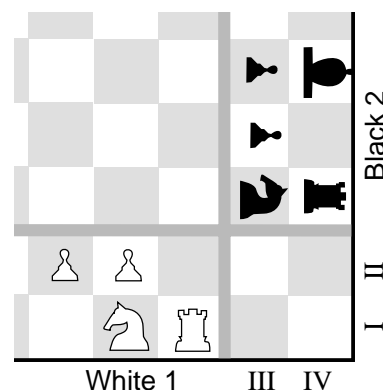
STRATEGY. The basic strategy is to gang up two on one. If one opponent can be rendered temporarily harmless, you and your partner have two moves to the other opponent's one. If each of you threatens a different piece of the same player's set simultaneously, s/he cannot save both. Or if one of you threatens a major piece while the other checks King, the same result obtains.

Sequence of moves is vital to the success of this approach. The basic principle is to attack the opponent who does not move immediately after you. Then your partner can follow your attack with one of his or her own before the victim has a chance to defend against either. Thus White should initiate attacks against the adjacent Black (since Black across moves next), while Black should initiate attacks against the opposite White (since the adjacent White moves next). White attacks diagonally, Black attacks across.

It sometimes happens that two separate games develop in opposite hostile corners, W1 playing B2 while their partners square off across the way. This is very bad Double Chess, for it fails to make use of the potential for teamwork. A com-

mon example of such clashes revolves around starting positions of Pawns in hostile corners, which may capture each other at any time; Figure 31. However, a premature Pawn capture may place the attacker at a positional disadvantage. Ignoring intervening moves of partners, the exchange proceeds as follows:

Figure 31: Pawn Play at Hostile Corner



- | | W1 | B2 |
|----|----------|--------|
| 1. | P x P | N - B3 |
| 2. | anything | N x P |

Black must not respond to the original capture with R x P, because White then moves R - IV1, seizing control of Black's back row. Playing it as s/he did, Black regained the Pawn and is now attacking White's Rook and doubling his or her Rook and Knight on the corner square. Thus a player normally does not initiate this sequence unless s/he has a strong attack to follow the Pawn capture immediately, before the opponent can make two Knight moves.

OPENINGS. One of the most common openings is for partners to link one major piece. If both partners open with QP, their red Bishops are linked; if both open KP, Queens are linked. Either way, either partner may then move a piece into the other partner's territory, preparatory to launching a dual attack on the adjacent opponent. It is generally advisable for Black not to link the same pieces as White. If all open QP's linking Bishops, for example, W1 can check B1 with his or her Bishop on the second move. Here's a typical opening:

- | | White 1 | Black 1 | White 2 | Black 2 |
|----|---------|---------|---------|---------|
| 1. | P - Q5 | P - K5 | P - Q5 | P - K5 |

At this point Whites have linked Bishops and

Blacks have linked Queens. Moreover, Blacks' Pawns are in excellent defensive position, guarding each other.

2. B - II7 Q - N4 N - KR3 KN - QB3

W1 can now check in one move with a Pawn capture, although it would be unwise since B1 responds with B x Bch. B2's Queen controls the central diagonal connecting friendly corners and is also trained on both QNP's. W2 blocked B1's Queen's access to the friendly corner, establishing a strong defensive position. B2 can threaten W1's Queen in one move with another double hop:

3. B - R8 B - N5 B - Q2 . .

W1's move was excellent, for it guarded against B1's Queen attack on the two Pawns and allows W2's Bishop to slip in behind his or her Bishop. Now unless B1 defends or blocks the attack on his or her QP, W2 will move Rook to the hostile corner and before B1 moves, W1 will capture QP with Bishop, check. When B1 plays B x B, W2 plays R x R; with teamwork, White has won the exchange and taken control of B1's back row. With B2 to play, Figure 32 shows the positions at the end of Move 3.

A more aggressive opening begins with Knight double hops. Any player can get a Knight in

position to either check King or threaten Queen in just two double hops. The partner can then back up the Knight with any of several pieces, or move his or her Rook to the hostile corner to threaten the opponent's Rook while the first partner's Knight is attacking. This attack must be defended against almost from the first move, or it can devastate one of the opponents.

Many openings are possible. Just remember that teamwork is the essence of the game.

2. Cut-Throat

With a few rule changes, this game may be played cut-throat.

1. The four spaces in each corner are off limits. Thus a double Rook attack to corners is outlawed, although Pawns at corners may still render one's situation somewhat unstable.

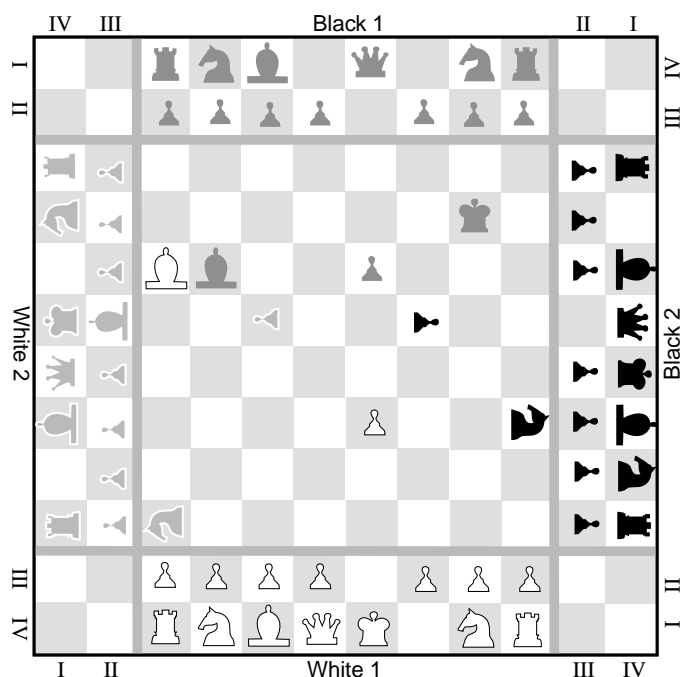
2. Play proceeds from White on the right clockwise around the board.

3. Checkmate: If W1 mates W2, the latter's pieces are frozen in place. Next move W1 must take the King (unless s/he has meanwhile been checked). W1's capturing piece is immune from capture by any player who participated in the mate for one move. Thus if B2 supported W1's checkmate, B2 may not capture W1's piece for one move, but B1 may do so if s/he can. Although W2 is now out of the game, his or her pieces remain on the board. They may not be moved but may be captured, for example, if they are in the way of some other player queening a Pawn or organizing an attack. Thus a four player game is reduced to three, then to two, and finally a winner emerges.

4. No player may move his or her King into check, or allow it to remain in check, from a frozen piece belonging to a player who has been eliminated from the game.

5. A stalemate of one player does not draw the game if there are at least two other players still in it. However, if one is checkmated, one is stalemated, and then a second checkmate occurs. The game then becomes a draw. Thus a player wishing to execute the final checkmate must withdraw or break the stalemate first if s/he seeks a

Figure 32: A Double Chess Opening



victory. A stalemated player's other pieces, if any, may be captured, and a stalemate may be converted into a checkmate by training an attacking piece on the stalemated King.

STRATEGY. Coalitions of two, or even three, against one often occur. Rather than the fixed partners of Doubles, however, the coalitions are shifting and unstable, like the 19th Century European balance of power. Ganging up on the strongest is common.

IV. Triangular

Chess, as well as Checkers, Stax, and Queens, may be played on the triangular board. Tri-Chess has its own rules for moving pieces, however.

1. Basic Moves

Except for the Pawns, every piece covers half again as much territory in Tri-Chess as on the square board.

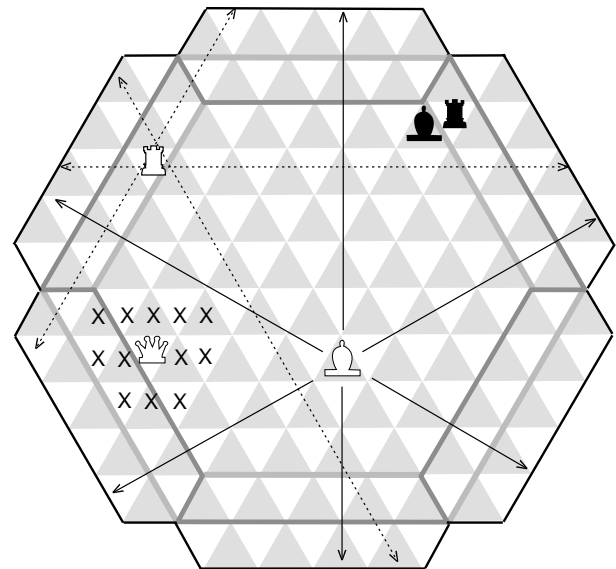
Pawns move as in standard Chess: One or two triangles forward on the first move, then one at a time. (The extended Pawn move of Doubles is permitted in all but two-player Tri-Chess.) It captures diagonally forward to either triangle of the same color.

Rooks move parallel to any edge of the board through sides of triangles. Since the board is a hexagon, however, the Rook has three coordinates rather than two. See Figure 33, broken line arrows.

Bishops move perpendicular to any edge of the board, passing alternately through sides and angles of triangles. Unlike standard Chess, Bishops may cover both colors. They are still a little weaker than Rooks, however, for the maximum distance between parallel edges (Bishop move) is only slightly over half the maximum distance between corners (Rook move). See Figure 33, solid arrows. Moreover, a Rook and a Bishop on adjacent spaces may guard each other; black pieces in Figure 33, upper right.

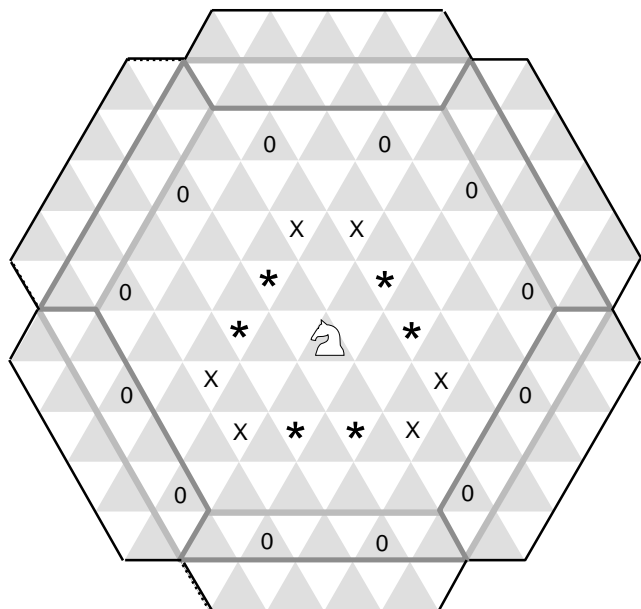
A **Queen** combines Rook and Bishop moves, as in standard Chess. From any given space (away from the edge), she may move off in any of twelve different directions.

Figure 33: Tri-Chess Moves—Rook, Bishop, King



A **King** may move to any one of the twelve spaces surrounding the space on which he sits; see Figure 33, lower left, where X's indicate the King's options. Obviously a one space move through a side or angle puts the King on a triangle of the opposite color. From one perspective, however, it might appear that the nearest triangles of the same color are two spaces away, but it would not do for the King to be so restricted compared to the other pieces. Spaces of the same color do touch the corners of the triangle on which he sits, so he may move to them. Moves of the King to the six adjacent spaces of the same color are identical to the possible moves of a King in Tri-Chess, Tri-Stax, or Tri-Queens.

Knights move two spaces like a Bishop (that is, through an angle and a side), then one space to either side. When it passes through an angle first, its moves are unique; Figure 34, X's. When, however, it moves through a side, then through an angle, before moving to the side, its pattern may be duplicated by a Rook; *'s in Figure 34. Thus a Rook and a Knight may guard each other in certain positions. The extended Knight move for mobility (not for capture) may be used if desired in all but two-player Tri-Chess. As in regular Doubles, it consists of two consecutive Knight moves to an empty space in the same direction (O's in Figure 34), provided the intervening space is unoccupied.

Figure 34: Normal and Extended Knight Moves

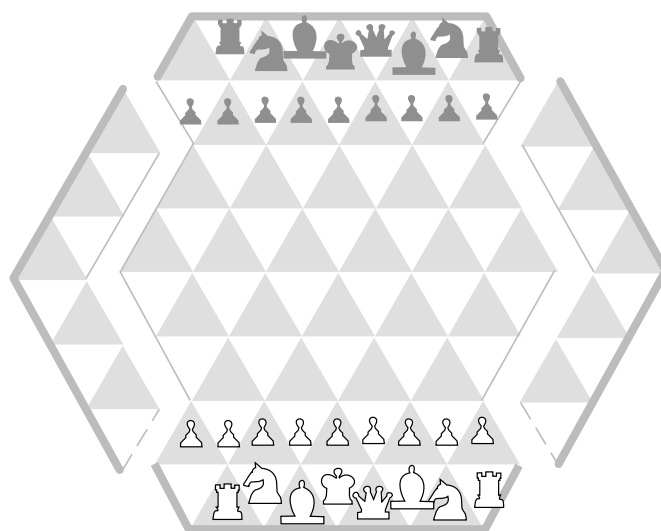
Tri-Chess may be played by two players on an 8 rank board, by three or four on a 10 rank board, or by five or six on 12 ranks. Outside edges of all size boards contain at least nine spaces, so the 16 pieces of a standard Chess set do not quite fill all of the first two rows. Positioning differs depending on the number of players and whether the game is partners or cut-throat. In all instances, however, care should be taken to place the King on a triangle whose apex points inward toward the center of the board so that the neighboring Queen and Bishop stand between the King and potential attacks rather than the other way around. Moreover, players generally need 9 Pawns rather than the usual 8, unless they agree to outlaw the use of unoccupied edges of the board which lie between opponents. Otherwise one Rook has access to the playing area without first moving any other piece out of the way.

2. Two Players

Figure 35 shows starting positions for two player Tri-Chess. White's right Rook is against the right edge of the board with an empty space in the left corner, and vice versa for Black. Both Kings are on spaces whose apex points inward. The "Queen on her own color" rule applies only if the board is positioned so that the edge with five dark spaces is toward Black, and the edge

with five light spaces faces White. A more universal rule for Tri-Chess is that the Queen goes in the center triangle regardless of color, with the King away from the empty corner.

Rather than using a ninth Pawn, players may agree not to use the unoccupied outer edges of the board (set apart in Figure 35). Even this reduced playing area is larger than the standard Chess board.

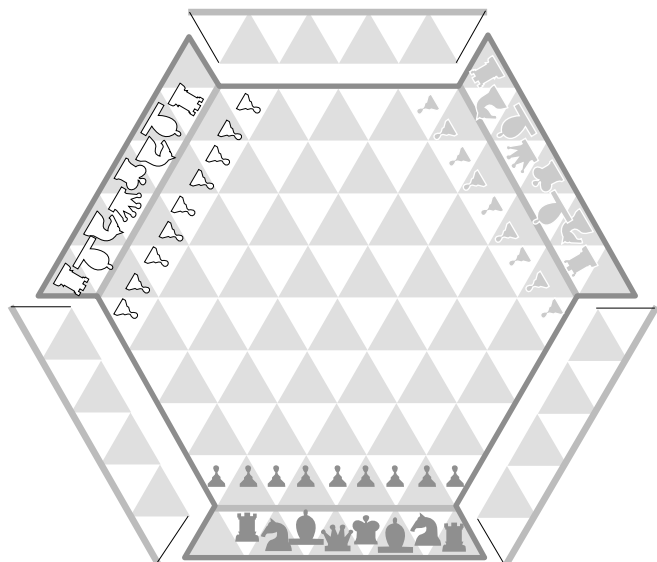
Figure 35: 2-Player Tri-Chess Starting Positions

3. Three-Four Players

All three and five player Tri-Chess, plus all four and six player cut-throat, use cut-throat rules as modified to fit the Tri-board. That is, corners and/or sides are cut out where possible; play proceeds clockwise around the board; checkmate eliminates a player from the game, although his or her pieces remain on the board subject to capture; no King may remain in check from an eliminated player's piece; and stalemate does not end the game so long as two or more other players remain in it.

Figure 36 shows starting positions for three player Tri-Chess. Players must agree either to use nine Pawns each or omit unoccupied edges (set apart in the diagram) from play.

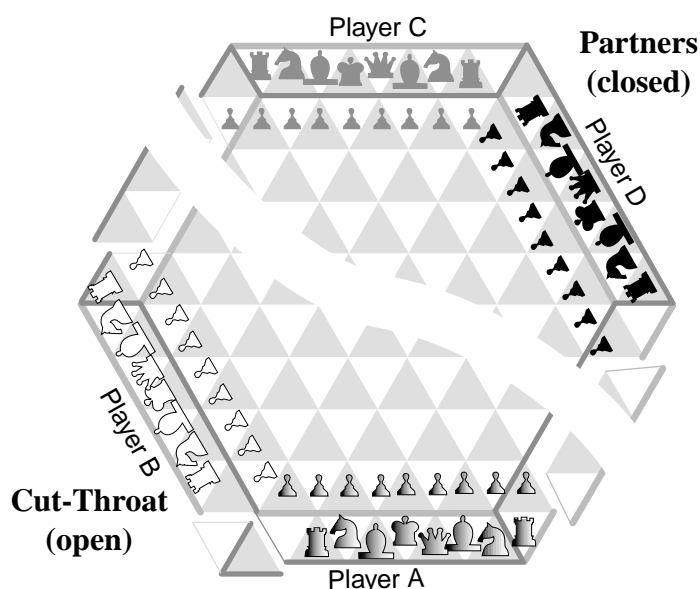
In double Tri-Chess partners sit next to each other with two empty spaces in the friendly cor-

Figure 36: 3-Player Tri-Chess Starting Positions

ner. This is the closed position. Again, nine Pawns or cut out edges must be agreed upon.

Four player cut-throat requires further separation of adjacent players, and the two spaces in the corner between are omitted. Nine Pawns must be used, the extra one closing off immediate attack from the nearest opponent's Rook. This is the open position. Edges may be cut out.

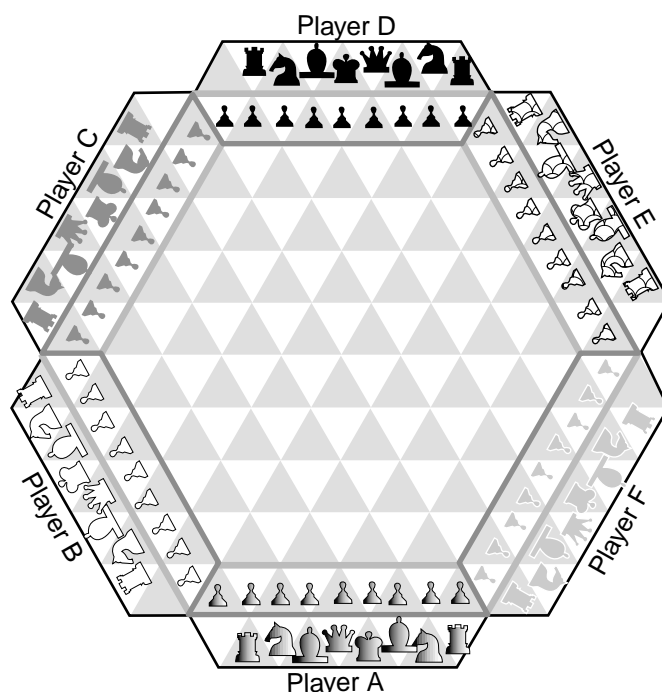
Figure 37 shows closed position (partners) at upper right, open position (cut-throat) at lower left. With AB vs. CD, sequence of moves is A, C, B, D; cut-throat is clockwise A, B, C, D. On this

Figure 37: 4-Player Partners & Cut-Throat Positions

size board in closed position, Kings must be placed on the central triangle on an edge, since its apex points inward.

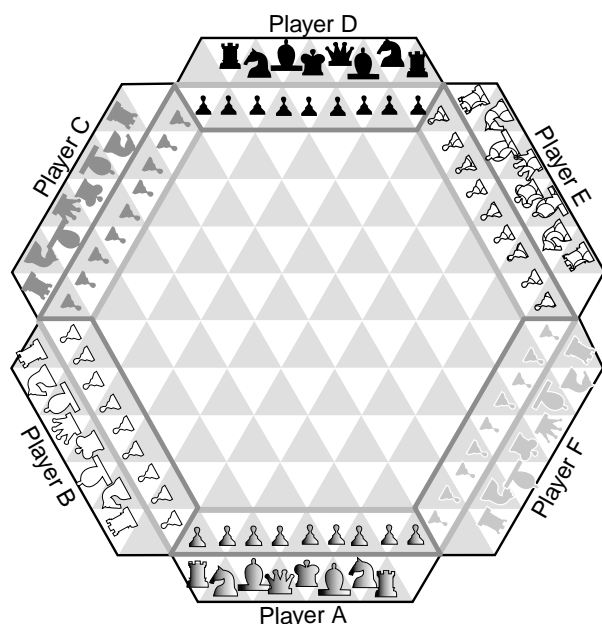
4. Five-Six Players

In five and six player Tri-Chess the center space on each edge has the apex outward, so Queens are placed in these positions. Figure 38 shows the starting positions for cut-throat (sequence A, B, C, D, E, F), and AB vs. CD vs. EF partners (sequence A, C, E, B, D, F). In five player cut-throat, simply omit any one set. For partners, use all relevant rules (for example, regarding checkmate) from the four player partners on the square board discussed above.

Figure 38: 5- and 6-Player Tri-Chess Positions

Playing ABC vs. DEF requires repositioning A and F to put greater distance between opponents. Figure 39 shows these positions, which will not work in cut-throat since players B and E have Knights in position to capture other players' Rooks on the first move. Again, all rules for partners apply. Sequence is A, D, B, E, C, F.

Figure 39:
ABC vs. DEF Tri-Chess Starting Positions



Making Your Own Boards and Game Pieces

I. Boards

The square board can easily be made from three standard boards which can be bought in most game stores. The Tri-board requires more careful artwork.

Game pieces may be prepared by buying multiple sets of Checker and Chess pieces, painting them a variety of colors, and for the Checkers, decorating them in certain ways.

1. Square Boards

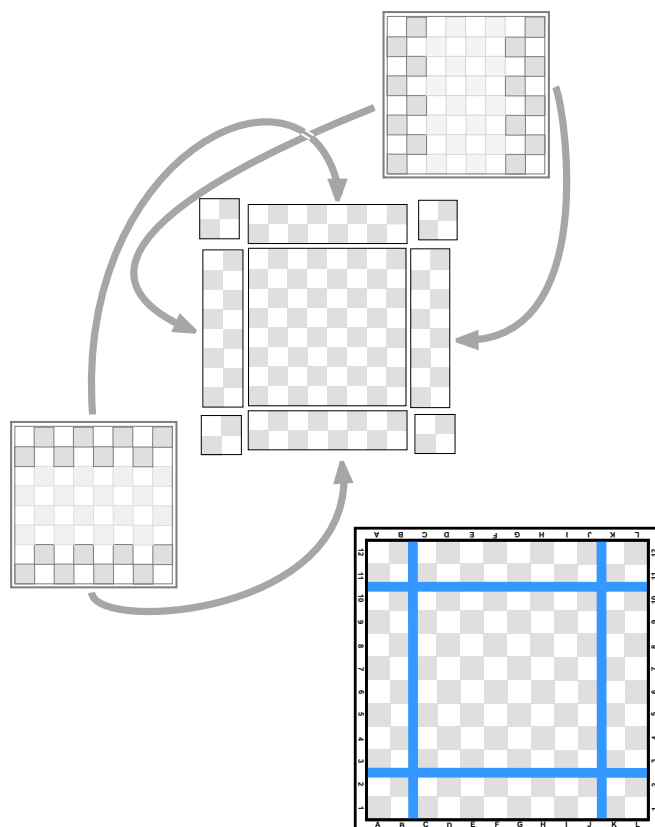
Using three standard Checker or Chess boards,

trim off the borders of the first board. Leave a small part of the border to set off the two-player board from the four-player edges you will add on around the outside.

On the second board, cut the two outside rows of spaces off from the rest of the board. Trim also the side borders off the sides (but not the ends), again leaving a small part for the set off. These are attached to the outside edges of the center board. From the third board, trim off the two outside files from the rest of the board, and trim the end borders from these pieces except for a set off sliver. Attach these to the outside edges of the center board on the two remaining sides. This gives you the Doubles board except for the four spaces in each corner. From the scraps of boards two and three, cut four-square segments to fill in the corners. Use parts of the trimmed off borders to fill in the borders of the corners. It is probably best to glue these pieces to the back of a large piece of cardboard or poster board.

Around the edges you may wish to place the numbers and letters used for notation of various games. Your Doubles board is now complete. See Figure 40.

Figure 40: Square Boards



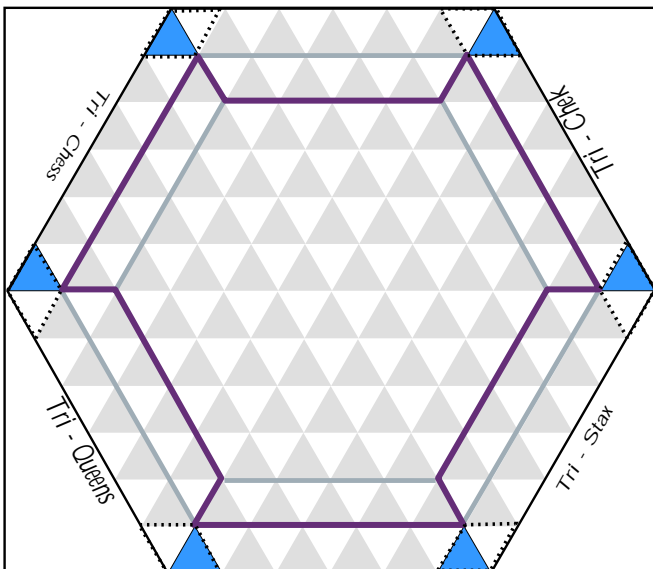
2. Tri-Boards

You can create the Tri-Board on the back of the cardboard or poster board to which you attached the square Doubles board. You will need drawing pens or pencils, a long ruler with inches or centimeters, and a protractor.

Begin by drawing parallel lines dividing the space between two outside edges of the board into twelve equal rows. Using the protractor, draw another series of parallel lines at 60° angles to the first set of lines. When finished, you need a third set of parallel lines at 60° angles to the first two sets. You won't need a protractor for this purpose, however; you just draw lines through the intersections of the first two sets. Bring them out far enough to have twelve rows of equilateral triangle in each of three directions.

Next, thicken the lines marking the dividing lines between the two-, three/four-, and five/six player boards, and marking off corners and files which may be excluded from the playing area in various games. Finally, darken every other triangle with a magic marker. See Figure 41.

Figure 41: Tri-Boards



3. Order Boards

If you prefer, you may order pre-printed boards printed on heavy, plastic coated paper. The square board is on one side, the Tri-board on the other. It measure about 22 inches (56 cen-

timeters) square. It will arrive rolled up in a mailing tube. You may store it there, or choose to fold it twice.

Go to the Order form for full ordering information. Sample board illustrations on pages 26 and 27.

II. Game Pieces

Game pieces may be specially ordered if desired; see the Order form for full information. To make your own game pieces for a Standard Set, however, you need to buy three sets of **stackable** Checker pieces, and three sets of Chess pieces. For a Deluxe Set, buy six Checker sets. Make sure that they are small enough to fit on the triangles of the Tri-board. Over sized pieces will not fit unless you have made an over-sized Tri-board.

1. Checkers

Three identical two-player sets of Checker pieces that interlock in some way are required for the Checker variations. You will also need four colors of spray paint different from the two colors in which the Checkers come. Preferably you should place newspapers on the ground out of doors so you do not inhale the excess paint, nor accidentally paint any of the other things in your home. For the Deluxe Set, you will want two sets of pieces of each color (see below).

When you have six colors (the original two colors plus the four you painted), you will want to decorate them to identify Kings and to number the non-Kings. You can use white-out or temper paint for these purposes.

Kings in the Standard Set are the sides of each Checker that has a crown on it. You may want to paint part of the crown white to make it easy to spot on the board. To see a King when it is below another piece in Stax or Queens, paint about six isosceles triangles on the edges, with the apex pointing toward the crown side. Then a non-King has points downward, Kings have points upward like an actual crown, making them easy to identify from the edge in a stack.

Kings in the Deluxe Set are separate Checkers. Non-King pieces are not decorated (except for numbers on the non-crown side for the number variations). King pieces have parts of the crown

Figure 42: Standard Checker Set

On plain side of interlocking Checkers, paint numbers 1-12 with whiteout or temper paint. On crown side, decorate crown with white to make it stand out. On edges of Checkers, paint triangles with point toward crown side. Thus in Stax or Queens, when kings are submerged in a stack, it is still apparent that they are kings because the apexes of triangles point upward like a crown. Apexes of non-kings point downward.

Figure 43: Deluxe Checker Set

Use one set of Checkers for non-kings, with numbers 1-12 painted on the plain side. Use a second set of the same color for kings, with crown sides decorated as in Figure 42 above but with stripes down the sides. Thus in Stax or Queens, when kings are submerged in a stack, they are clearly visible due to the stripes. Non-kings have no stripes down the sides.

sides painted for easy identification, and six stripes down the sides. In a stack, therefore, non-Kings are solid color on the edges, Kings have stripes.

For the **Number** variations, number the non-crown sides from 1 to 12.

Your Checker pieces are now complete.

2. Chess

There are two ways to acquire Chess pieces for

Figure 44: Chess Set

Use six distinguishable Chess sets so up to six players may play at one time. They may be distinguished by buying three identical Chess games and painting four of the six sets different colors (left above). Or buy three Chess games with different designs of Chess pieces, and/or made of different substances (plastic, wood, etc.) (right above).

two to six players. One is to buy three identical two-player game sets and paint four of the sets of pieces distinctive colors. The other is to buy three game sets made of different substances (plastic, wood); and/or of different colors already (white, black, red, cream, etc.), or a combination.

3. Order Pieces

If you prefer, you may order custom made game pieces. They will be similar, though perhaps not identical, to those shown in Figures 42 or 43, and 44. Since they are made to order, please allow several weeks to process, although turnaround time may be faster on some occasions.

Click on the order form for full ordering information.

Figure 45: Square Board

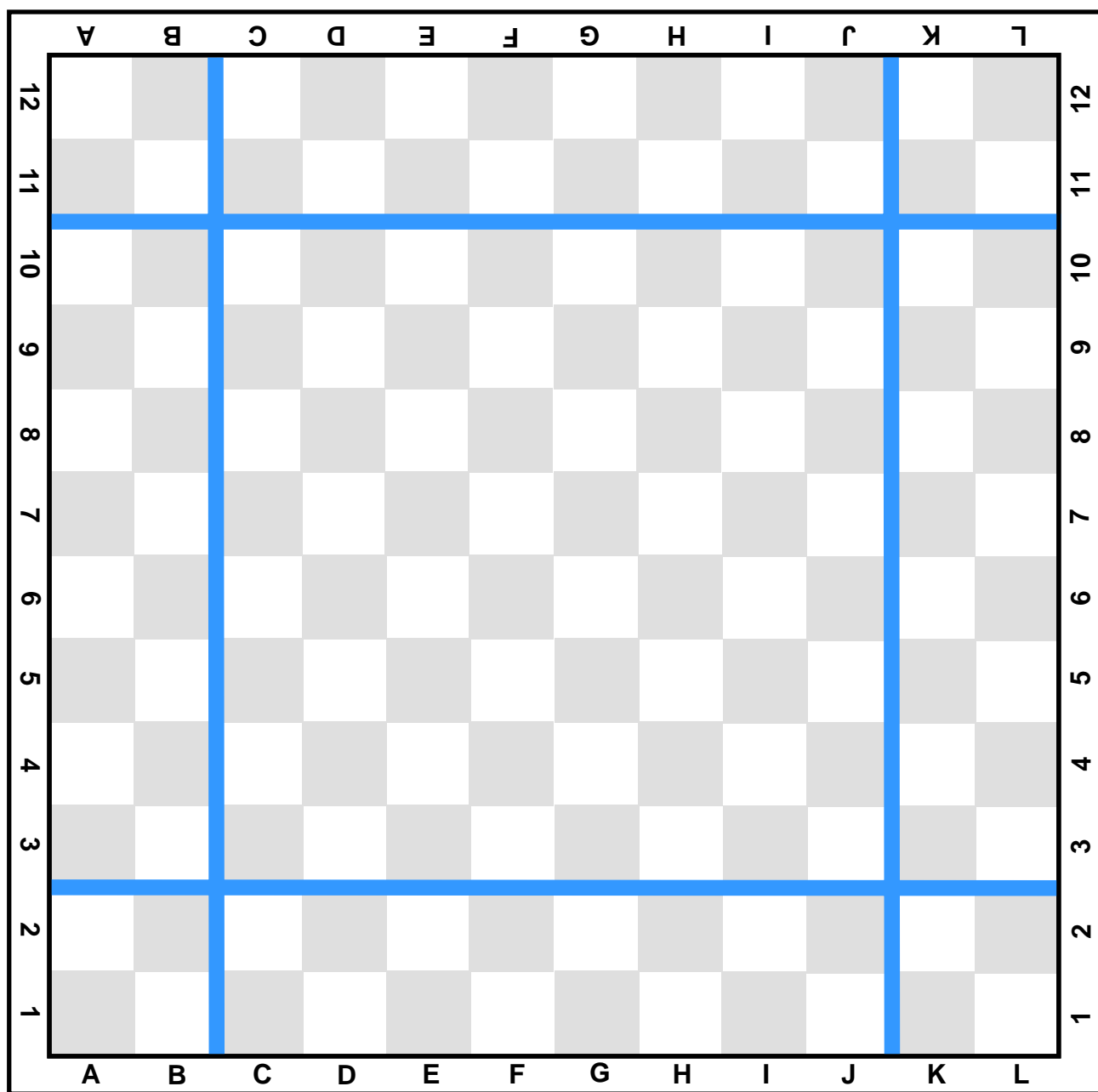
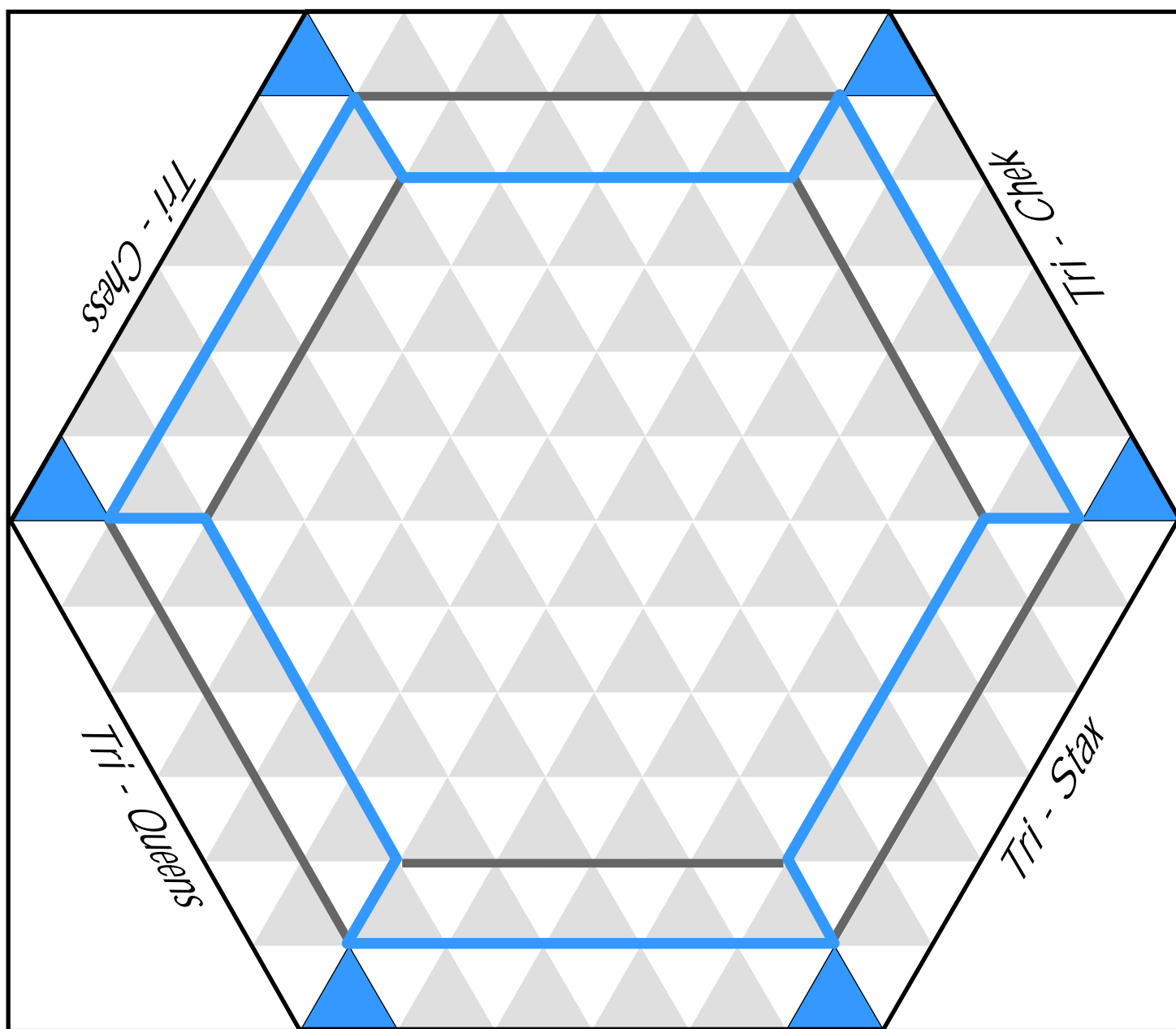


Figure 46: Tri Board

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Chess and Checkers Variations Order Form

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