

Symmetrical Chess Collection

Noteworthy Game Characteristics

The smallest game is "Centrifuge Chess" consisting of 62 live squares.

The largest games are "Diamond Chess II" & "Diamond Orbit Chess"- each consisting of 200 live squares.

The greatest concentration of hostile interaction is to be found within "Diamond Dangerous Entry Chess" where all captures occur within a central 8-sq board.

The games starting with the fewest total pieces are "Diamond Chess I", "Butterfly Chess", "Diamond Vice Chess", "Double Diamond Vice Chess", "Diamond Portal Chess I"- all with 25 per player.

The games starting with the most total pieces are "Diamond Chess II", "Wing Chess", "Island Diamond Chess", "Field Chess", "Rooks-Grid Chess", "Bishops-Grid Chess", "Saber Diamond Chess", "Saber Diamond Sculpture Chess", "Diamond Portal Chess II", "Diamond Spatial Chess"- all with 35 per player.

The most dangerous game is "Diamond Dangerous Entry Chess". At the start, both frozen kings are unprotected and one error can unavoidably lead to defeat within a given number of moves.

The deepest game theoretically (as well as the longest game) involves the most total pieces (many with rotary capabilities) having the greatest mobility (on average) played upon the largest board (i.e., board with the most spaces)- "ZZ I-Beam Chess".

The shallowest game theoretically (as well as the fastest game) involves the fewest total pieces (all without rotary capabilities) having the least mobility (on average) played upon the smallest board (i.e., board with the fewest spaces)- "Diamond Vice Chess".