The Concise Guide to Chess Variants
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Compiled by David Howe

This guide attempts to briefly describe or define the various terms, phrases and names in common use relating to the subject of chess variants. Chess variants are those games which are related in some way to chess. The term ‘chess’ as used here, refers to a board game utilizing several different piece types (i.e. pieces which move on the board in different ways), typically with a single royal piece which must be captured or cornered as a winning condition.

This guide attempts to document common usage and is not an attempt to create a standard. While there may be a desire for standards within the chess variant community, the need does not seem great enough to necessitate the creation of a standard terminology. Note that the subject of fairy chess problems is not covered, although many terms used in chess variants originate from this area of activity.

Also note that this guide does not attempt to include all notable chess variant games. This has already been attempted (see the Classified Encyclopedia of Chess Variants and WGR: Chess Variations issue).

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This guide is also published as a web page at: http://chessvariants.org/dictionary/cv-guide.html

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Game Section: These are the names of popular, well-established, or long-lived chess variant games.

Note that there exist multiple resources that document most chess variants, the Encyclopedia of Chess Variants and the Classified Encyclopedia of Chess Variants being the most comprehensive. This resource in no way attempts to reach the level of comprehensiveness and completeness that these two books achieve.

Game Category Section: These are terms used to describe types of chess variant games.

Game Term Section: These are terms used to describe the setup, playing or description of a chess variant game.

Board Term Section: These are terms used to describe features of the various boards used for chess variants.

Piece Section: These are the names of popular, well-established, or long-lived pieces used in chess variant games. These include some pieces invented for fairy chess problems.

Piece Movement Section: These are terms used to describe or refer to the way pieces move or capture.

Piece Term Section: These are terms used to describe types of pieces.

Person Section: Notable people who have published material relating to chess variants.

Organization Section: Notable organizations that are related to chess and chess variants.

Publication Section: Published books and magazines relating to chess variants.

Software Section: Computer programs relating to chess variants.

Sources used:


Game Section


calian chess: n. See alice chess Source(s): [CECV]. Unique ID: [CVT-12169]

All the King's Men (game): n. See Smess Source(s): [CVP], [CECV]. Unique ID: [CVT-10044]


animal chess: n. See jungle Source(s): [WIK], [CECV]. Unique ID: [CVT-10046]

antichess: n. See losing chess Source(s): [WIK]. Unique ID: [CVT-10047]

anti-clerical chess: n. See Los Alamos chess Source(s): [WIK]. Unique ID: [CVT-10048]

anti-king chess: n. A chess variant which adds an anti-king piece to each side. [Aronson, Peter: 2002] See also: anti-king Link(s): http://www.chessvariants.org/diffobjective.dir/anti-king-chess.html. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10049]

Arabian chess: n. See shatranj Source(s): [OCC]. Unique ID: [CVT-10050]

Arabic chess: n. See shatranj Source(s): [HOC]. Unique ID: [CVT-10051]

**atomic chess**: n. A chess variant where all captures result in an atomic explosion. This means that the surrounding pieces (but not pawns) are taken off the board as well. [Taher, Nassouh bey: 1947] Link(s): http://en.wikipedia.org/wiki/Atomic_chess, http://www.chessvariants.org/difftaking.dir/atomic.html. Source(s): [CVP], [WIK], [CECV], [WGR]. Unique ID: [CVT-10053]  

**avalanche chess**: n. A chess variant where after you move one of your own pieces, you must move one of your opponent's pawns one space forward toward you. [Betza, Ralph: 1977] Link(s): http://en.wikipedia.org/wiki/Avalanche_chess, http://www.chessvariants.org/mvopponent.dir/avalanche.html. Source(s): [CVP], [WIK], [CECV], [NRFCG], [WGR]. Unique ID: [CVT-10054]  

**banqi**: (Chinese : half chess) n. A two-player version of xiangqi played on a 4x8 grid, or half of the xiangqi board. Link(s): http://en.wikipedia.org/wiki/Banqi. Source(s): [WIK]. Unique ID: [CVT-10055]  

**baroque**: n. See ultima Source(s): [WIK], [CECV]. Unique ID: [CVT-10056]  

**baroque chess**: n. See ultima Source(s): [WIK]. Unique ID: [CVT-10057]  

**The battle of animals**: n. See jungle Source(s): [CVP]. Unique ID: [CVT-10058]  

**The battle of the animals**: n. See jungle Source(s): [CVP]. Unique ID: [CVT-10059]  

**Benedict chess**: n. A chess variant where at the end of a move, all enemy pieces attacked by the moving piece (under normal chess rules) are flipped to become friendly pieces. [Troyka, W. D.: 2001] Link(s): http://www.chessvariants.org/difftaking.dir/benedict.html. Source(s): [CVP], [WIK]. Unique ID: [CVT-10060]  

**Berolina chess**: n. A chess variant where the pawns are replaced with Berolina pawns. See also: Berolina pawn Link(s): http://en.wikipedia.org/wiki/Berolina_Chess, http://www.chessvariants.org/dpieces.dir/berlin.html. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10062]  

**Betza's chess**: n. See chess with different armies Source(s): [WIK]. Unique ID: [CVT-12015]  

**Betza's unequal armies**: n. See chess with different armies Source(s): [WGR]. Unique ID: [CVT-12017]  

**Bird's chess**: n. An 8x10 orthochess variant with additional knighted pieces. [Bird, H. E.: 1874] See also: Capablanca chess Link(s): http://www.chessvariants.org/large.dir/bird.html. Source(s): [CVP], [CECV], [WGR]. Unique ID: [CVT-12147]  

**blindfold chess**: n. Chess played without the players having sight of the positions of the pieces on the chess board. Link(s): http://en.wikipedia.org/wiki/Blindfold_chess. Source(s): [OCC], [WIK]. Unique ID: [CVT-10063]

boxing chess: n. See chess boxing Source(s): [WIK]. Unique ID: [CVT-10067]

bug: n. See bughouse Source(s): [WIK]. Unique ID: [CVT-10068]

**bughouse:** n. A four-handed, chess variant played on two chessboards by four players in teams of two. Tandem chess is identical except for two minor rule changes. Link(s): http://en.wikipedia.org/wiki/Bughouse_chess, http://www.chessvariants.org/multiplayer.dir/tandem.html. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10069]

bughouse chess: n. See bughouse Source(s): [WIK]. Unique ID: [CVT-10070]

Burmese chess: n. See sittuyin Source(s): [CECV]. Unique ID: [CVT-10071]

Byzantine chess: n. A variant of shatranj played on a circular board. Link(s): http://www.chessvariants.org/historic.dir/byzantine.html. Source(s): [CVP], [HOC], [CVARM], [OHBG], [BTG]. Unique ID: [CVT-10072]

camel chess: n. See shatranj kamil Source(s): [CECV]. Unique ID: [CVT-12009]

**Capablanca chess:** n. Chess on an 8x10 board with added knighted bishops and knighted rooks. [Capablanca, José Raúl] Link(s): http://en.wikipedia.org/wiki/Capablanca_chess, http://www.chessvariants.org/large.dir/capablanca.html. Source(s): [CVP], [WIK]. Unique ID: [CVT-10073]

**Capablanca random chess:** n. A chess variant which combines the piece set and 8x10 board from Capablanca chess with the permutation idea of Fischer random chess. [Scharnagl, Reinhard: 2004] See also: Capablanca chess Link(s): http://en.wikipedia.org/wiki/Capablanca_random_chess, http://www.chessvariants.org/contests/10/crc.html. Source(s): [CVP], [WIK]. Unique ID: [CVT-10074]

Capablanca’s chess: n. See Capablanca chess Source(s): [CVP], [CVARM]. Unique ID: [CVT-10075]

**Carrera chess:** n. Chess on an 8x10 board with added knighted rooks and knighted bishops. Invented in the 1600's. [Carrera, Pietro] Link(s): http://www.chessvariants.org/historic.dir/carrera.html. Source(s): [CVP], [WIK]. Unique ID: [CVT-10076]

Carrera's chess: n. See Carrera chess Source(s): [CVP]. Unique ID: [CVT-10077]

**Cavalry chess (game):** n. An orthochess variant where the pieces have been enhanced with leaping moves. [Maus, Frank: 1921] See also: Cavalry chess (book) Link(s): http://www.chessvariants.org/diffmove.dir/cavalry-chess.html. Source(s): [CVP], [CECV], [WGR]. Unique ID: [CVT-12277]
centaur chess: n. See advanced chess Source(s): [WIK]. Unique ID: [CVT-10078]

chancellor chess: n. A chess variant played on a 9x9 board, with added knighted rook piece. [Foster, Benjamin R.] See also: Chancellor chess: or, The new game of chess Link(s): http://www.chessvariants.org/large.dir/chancellor.html Source(s): [CVP], [CVARM]. Unique ID: [CVT-10079]

changgi: (Korean : chess) n. See janggi Source(s): [CVP], [CECV], [OHBG]. Unique ID: [CVT-10080]

chaturraj: (Persian : four arm) n. See shatranj Source(s): [OCC], [WIK], [CECV]. Unique ID: [CVT-10081]


chaturanga, four-handed: n. See chaturraj Source(s): [CVARM]. Unique ID: [CVT-10084]


checkless chess: n. A chess variant where no player is allowed to check the other unless the move results in a checkmate. Link(s): http://en.wikipedia.org/wiki/Checkless_chess, http://www.chessvariants.org/usualeq.dir/checkless.html Source(s): [OCC], [CVP], [WIK], [CECV], [NRFCG]. Unique ID: [CVT-10086]

chees (narrow term): n. See orthochess Source(s): [CVP-G]. Unique ID: [CVT-10087]

chess 960: n. See chess960 Source(s): [CECV]. Unique ID: [CVT-10088]


chess of the four seasons: n. See acedrex de los cuatro tiempos Source(s): [WIK]. Unique ID: [CVT-10091]


chessgi: n. A chess variant where drops are allowed. Nearly identical to crazyhouse, except for how it treats promoted pawns. See also: crazyhouse Link(s): http://www.chessvariants.org/other.dir/chessgi.html. Source(s): [CVP], [CECV]. Unique ID: [CVT-10094]

children's chess: n. See jungle Source(s): [CECV]. Unique ID: [CVT-10095]

Chinese chess: n. See xiangqi Source(s): [OCC], [CECV]. Unique ID: [CVT-10096]

Chinese half chess: n. See banqi Source(s): [WIK]. Unique ID: [CVT-10097]


circular chess (ancient): n. See Byzantine chess Source(s): [CECV], [OHBG], [BTG]. Unique ID: [CVT-10101]


citadel chess: n. See shatranj al-husun Source(s): [CVP], [CECV], [CVARM]. Unique ID: [CVT-12011]

commando chess: n. See kriegspiel Source(s): [CECV]. Unique ID: [CVT-10102]

complete chess (shatranj): n. See shatranj kamil Source(s): [CVP], [CVARM], [WGR]. Unique ID: [CVT-12008]

compulsion chess: n. See must capture chess Source(s): [CECV]. Unique ID: [CVT-10103]
courier: n. See courier chess Source(s): [OCC], [HOC]. Unique ID: [CVT-10104]

**courier chess**: n. A chess variant going back to at least 1209. Played on a board of eight ranks by twelve files. Introduced the modern bishop. A version of the game with more modern pieces was played in the 1800's. See also: modern courier chess Link(s): http://en.wikipedia.org/wiki/Courier_chess, http://www.chessvariants.org/historic.dir/courier.html, http://courierchess.com/. Source(s): [CVP], [WIK], [CECV], [CVARM], [OHBG]. Unique ID: [CVT-10105]

The courier game: n. See courier chess Source(s): [CVP], [WIK], [BTG]. Unique ID: [CVT-10106]

**courier spiel**: n. See courier chess Source(s): [CVP], [WIK]. Unique ID: [CVT-10107]

**crazyhouse**: n. A chess variant similar to bughouse, but with only two players. Nearly identical to chessgi, except for how it treats promoted pawns. See also: chessgi Link(s): http://en.wikipedia.org/wiki/Crazyhouse, http://www.chessvariants.org/other.dir/crazyhouse.html. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10108]

cyborg chess: n. See advanced chess Source(s): [WIK]. Unique ID: [CVT-10109]

cylinder chess: n. Chess played on a board that is rolled into a cylinder, allowing either its two outer ranks or its two outer files to be joined. Movement around the board is thus continuous, as the board's axial borders are now eliminated. (Typically played on a flat boa Link(s): http://en.wikipedia.org/wiki/Cylinder_chess, http://www.chessvariants.org/boardrules.dir/cylindrical.html. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10110]

cylindrical chess: n. See cylinder chess Source(s): [CVT]. Unique ID: [CVT-10111]


dark chess (1989): n. See darkness chess Source(s): [WIK]. Unique ID: [CVT-10114]

dark chess (2002): n. A chess variant where a player does not see the entire board, only their own pieces, and squares where these pieces could move. [Rachunek, Filip: 2002] Source(s): [CECV]. Unique ID: [CVT-10113]

darkness chess: n. A chess variant where a player does not see the entire board, only their own pieces, and squares where these pieces could move. Similar to kriegspiel. [Nielsen, Jens; Osted, Torben: 1989] See also: kriegspiel Link(s): http://en.wikipedia.org/wiki/Dark_chess, http://www.chessvariants.org/incinf.dir/darkness.html. Source(s): [CVP], [CECV]. Unique ID: [CVT-10115]

diagonal chess (legan): n. See Legan chess Source(s): [WGR]. Unique ID: [CVT-12360]

dou shou qi: (Chinese : game of fighting animals) n. See jungle Source(s): [WIK]. Unique ID: [CVT-10116]

double bughouse: n. See bughouse Source(s): [NRFCG]. Unique ID: [CVT-10117]
double move chess: n. See doublemove chess Source(s): [NRFCG]. Unique ID: [CVT-10118]

doublemove chess: n. A chess variant where white starts with one move, and thereafter each player makes two consecutive moves per turn. [Galvin, Fred: 1957] See also: Marseillais chess Link(s): http://www.chessvariants.org/multimove.dir/doublemove.html. Source(s): [CVP]. Unique ID: [CVT-10119]

double-move chess: n. See doublemove chess Source(s): [OCC], [CECV]. Unique ID: [CVT-10120]

doublewide chess: n. A chess variant played on a large chessboard of double width, using two complete chess sets including two kings per side. Link(s): http://www.chessvariants.org/large.dir/doublewide-chess.html. Source(s): [CVP]. Unique ID: [CVT-10121]

dragon chess: n. See dragonchess. Unique ID: [CVT-10122]


drop chess: n. See chessgi Source(s): [CVP], [CECV]. Unique ID: [CVT-10124]


Dunsany's game: n. See Dunsany's chess Source(s): [CECV]. Unique ID: [CVT-10127]

dynamo chess: n. A chess variant in which pieces are captured by pushing or pulling them off the board. [Klüver, Hans; Kahl, Peter: 1968] Link(s): http://www.chessvariants.org/mvopponent.dir/dynamo.html. Source(s): [CVP], [CECV], [WGR]. Unique ID: [CVT-10128]

The elephant game: n. See xiangqi Source(s): [CECV]. Unique ID: [CVT-10129]


equal armies: n. See chess with different armies Source(s): [CECV]. Unique ID: [CVT-12016]

extinction chess: n. A chess variant where the objective of the game is to capture all of a particular kind of piece the opponent has. [Schmittberger, R. Wayne: 1985] Link(s): http://en.wikipedia.org/wiki/Extinction_chess, http://www.chessvariants.org/winning.dir/extinction.html. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10133]

FIDE chess: n. See orthochess Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#F. Source(s): [CVP-G]. Unique ID: [CVT-10134]

Fischer random chess: n. See chess960 Source(s): [CVP], [WIK]. Unique ID: [CVT-10135]

Fischerrandom chess: n. See chess960 Source(s): [WIK], [CECV]. Unique ID: [CVT-10136]


forced game: n. See must capture chess Source(s): [CECV]. Unique ID: [CVT-10138]


four seasons chess: n. See acedrex de los quatro tiempos Source(s): [CVP], [OHBG]. Unique ID: [CVT-10141]

four-handed chaturanga: n. See chaturaji Source(s): [CVARM]. Unique ID: [CVT-10142]

four-handed chess (Verney): n. See Verney’s four-handed chess. Unique ID: [CVT-12224]

The game of the four kings: n. See chaturaji Source(s): [CECV]. Unique ID: [CVT-10143]
The game of the four seasons: n. See acedrex de los quatro tiempos Source(s): [CECV], [HOC]. Unique ID: [CVT-10144]

The game of the three kingdoms: n. See sanguo qi Source(s): [CVARM]. Unique ID: [CVT-10145]

gess: n. A strategic board game for two players, involving a grid board and mutating pieces. The name was chosen as a conflation of "chess" and "go". It was invented by the Puzzles and Games Ring of the Archimedeans Mathematics Society, which is the mathematical s [Archimedeans Mathematics Society: 1994] Link(s): http://en.wikipedia.org/wiki/Gess, http://www.chessvariants.org/crossover.dir/gess.html. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10146]
giveaway chess: n. See losing chess Source(s): [WIK], [CECV], [CVARM], [NRFCG]. Unique ID: [CVT-10147]


grand shogi: n. See tai shogi Source(s): [CECV]. Unique ID: [CVT-10151]

grant acedrex: (Spanish : great chess) n. See grande acedrex. Unique ID: [CVT-10153]
great chess (Alfonso): n. See grande acedrex Source(s): [CVP]. Unique ID: [CVT-10155]
great shogi: n. See dai shogi Source(s): [CECV]. Unique ID: [CVT-10156]
grid chess: n. A chess variant invented played on a normal 64-square board with a grid of lines further dividing the board into larger squares. [Stead, Walter: 1953] Link(s): http://en.wikipedia.org/wiki/Grid_chess . Source(s): [WIK], [CECV]. Unique ID: [CVT-10157]

guard chess: n. A chess variant where capture of a guarded piece is not allowed. Link(s): http://www.chessvariants.org/difftaking.dir/guardchess.html . Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10158]

Head's four-handed chess: n. A four-handed chess variant played on a 12x12 board with a full 16-unit army for each player, but partners are adjacent. [Head, W. G.: 1834] See also: New game of social chess Source(s): [WGR]. Unique ID: [CVT-12250]

hexagonal chess (Glinski): n. See Glinski's hexagonal chess. Unique ID: [CVT-12166]

hexagonal chess (McCooey): n. See McCooey's hexagonal chess. Unique ID: [CVT-12167]


hsang chi: (Chinese: elephant game) n. See xiangqi Source(s): [CVARM]. Unique ID: [CVT-10162]

Icelandic chess: n. See guard chess Source(s): [WIK]. Unique ID: [CVT-10163]

indian chess: n. See chaturanga Source(s): [OHBG]. Unique ID: [CVT-10164]

intermediate shogi: n. See chu shogi Source(s): [CVARM]. Unique ID: [CVT-10165]

international chess: n. See ortho chess Source(s): [CVP]. Unique ID: [CVT-10166]

Italian progressive chess: n. A variant of progressive chess in which check may only be given on the last move of a multi-move sequence. See also: progressive chess Link(s): http://en.wikipedia.org/wiki/Progressive_chess , http://www.chessvariants.org/multimove.dir/progressive.html . Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10167]

jangki: (Korean : chess) n. See janggi Source(s): [CVP]. Unique ID: [CVT-10169]


Japanese chess: n. See shogi Source(s): [OCC], [CVP], [WIK], [CECV]. Unique ID: [CVT-10171]


jungle chess: n. See jungle Source(s): [WIK]. Unique ID: [CVT-10174]

The jungle game: n. See jungle Source(s): [CVP], [CECV], [BTG]. Unique ID: [CVT-10175]

killer chess: n. See losing chess Source(s): [CECV]. Unique ID: [CVT-10176]

**knight relay chess:** n. A chess variant in which knights relay their power to friendly pieces. [Charosh, Mannis: 1972] Link(s): http://en.wikipedia.org/wiki/Knight Relay Chess, http://www.chessvariants.org/diffmove.dir/nrelay.html. Source(s): [CVP], [WIK], [CECV], [NRFCG]. Unique ID: [CVT-10177]


**knightmate:** n. A chess variant in which a knight is the royal piece and kings are non-royal. [Zimov, Bruce: 1972] Link(s): http://www.chessvariants.org/diffobjective.dir/knightmate.html. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10179]

knight-relay chess: n. See knight relay chess Source(s): [CVP-P]. Unique ID: [CVT-10180]

Korean chess: n. See janggi Source(s): [CVP], [CECV], [CVARM], [OHBG]. Unique ID: [CVT-10181]
**kriegspiel**: (German: war game) n. A chess variant in which each player can see their own pieces, but not those of their opponent. [Temple, Henry Michael: 1899] Link(s): http://en.wikipedia.org/wiki/Kriegspiel_(chess), http://www.chessvariants.org/incinf.dir/kriegspiel.html. Library of Congress Name Heading: Kriegspiel (Game). Source(s): [OCC], [CVP], [WIK], [CECV], [CVARM], [OHBG], [BTG]. Unique ID: [CVT-10182]

The ladies’ game: n. See must capture chess Source(s): [CECV]. Unique ID: [CVT-10183]

Legal’s game: n. See pawns game Source(s): [CECV]. Unique ID: [CVT-10184]

**Legan chess**: n. A chess variant which differs from standard chess by starting position as well as by pawn movements. [Legan, L.: 1913] Link(s): http://en.wikipedia.org/wiki/Legan_chess. Source(s): [WIK]. Unique ID: [CVT-10185]

Legan’s game: n. See Legan chess Source(s): [CECV]. Unique ID: [CVT-10186]

**Los Alamos chess**: n. A chess variant played on a 6×6 board without bishops. This was the first chess-like game played by a computer program. Invented in 1956. Link(s): http://en.wikipedia.org/wiki/Los_Alabos_chess, http://www.chessvariants.org/small.dir/losalamos.html. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10187]

loser’s chess: n. See losing chess Source(s): [WIK]. Unique ID: [CVT-10188]

**losing chess**: n. Chess variant in which the objective of the participants is to get all of their pieces captured. Capture is compulsory. ‘Take me’ or ‘Take me chess’ is a similar variant with a more restricted compulsory capture rule. Link(s): http://en.wikipedia.org/wiki/Antichess, http://www.chessvariants.org/diffobjective.dir/giveaway.html. Source(s): [OCC], [CVP], [WIK], [CECV], [OHBG]. Unique ID: [CVT-10189]

The losing game: n. See losing chess Source(s): [CECV]. Unique ID: [CVT-10190]


lotus-39: n. See lotus chess Source(s): [CVP]. Unique ID: [CVT-12306]

mad mate: n. See chessgi Source(s): [CVP], [CECV]. Unique ID: [CVT-10191]


The maharaja and the sepoys: n. See maharajah and the sepoys. Unique ID: [CVT-10193]

The **maharaja and the sepoys**: n. Originally called Shatranj Diwana Shah, is a popular chess variant with different armies for white and black. It was first played in the 19th century in
India. Link(s): http://en.wikipedia.org/wiki/Maharajah_and_the_Sepoys, http://www.chessvariants.org/unequal.dir/maharaja.html. Source(s): [WIK], [CECV], [BTG]. Unique ID: [CVT-10194]

The maiden’s game: n. See must capture chess Source(s): [CECV]. Unique ID: [CVT-10195]


Marinelli’s three-handed chess: n. See triple chess (game) Source(s): [CECV]. Unique ID: [CVT-12201]

Marseillais chess: n. A chess variant in which each player moves twice per turn. See also: doublemove chess Link(s): http://en.wikipedia.org/wiki/Marseillais_chess, http://www.chessvariants.org/multimove.dir/marseill.html. Source(s): [OCC], [CVP], [WIK], [CECV]. Unique ID: [CVT-10197]

martian chess: n. See jetan Source(s): [CVARM]. Unique ID: [CVT-10198]

mate the knight: n. See knightmate Source(s): [WIK], [CECV]. Unique ID: [CVT-10199]

matrix chess: n. See bughouse Source(s): [WIK]. Unique ID: [CVT-10200]

McCooeys and Honeycutt’s hexagonal chess: n. See McCooy's hexagonal chess Source(s): [CECV]. Unique ID: [CVT-10201]


middle shogi: n. See chu shogi Source(s): [CECV]. Unique ID: [CVT-10204]


modern chaturanga: n. See chaturaji Source(s): [NRFCG]. Unique ID: [CVT-10206]


Mongolian chess: n. See shatar Source(s): [CECV]. Unique ID: [CVT-10209]

Mongolian great chess: n. See hiashatar Source(s): [CECV]. Unique ID: [CVT-10210]

**monochromatic chess**: n. A chess variant in which the initial board position and all rules are the same as in regular chess, except that pieces which begin on a black square must always stay on a black square and pieces which begin on a white square must always stay on a white sq [Smullyan, Raymond] Link(s): http://en.wikipedia.org/wiki/Monochromatic_chess, http://www.chessvariants.org/diffmove.dir/monochro.html. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10211]

**Morley's chess**: n. A chess variant played on a board with extra square added to the sides and ends. [Morley, F. V.: 1947] See also: My one contribution to chess Link(s): http://www.chessvariants.org/shape.dir/morley.html. Source(s): [CVP], [CECV]. Unique ID: [CVT-12202]

Muslim chess: n. See shatranj Source(s): [HOC]. Unique ID: [CVT-10212]

**must capture chess**: n. A chess variant where a player must make a capturing move on their turn, if possible. Source(s): [OCC], [CECV]. Unique ID: [CVT-10213]

neo-chess: n. See chessgi Source(s): [CVP]. Unique ID: [CVT-10214]

New England double bughouse: n. See bughouse Source(s): [CECV]. Unique ID: [CVT-10215]

n-relay chess: n. See knight relay chess Source(s): [CVP-P]. Unique ID: [CVT-10216]

**oblong chess**: n. A variant of shatranj played on an oblong (4x16) board. Link(s): http://www.chessvariants.org/historic.dir/oblong.html. Source(s): [CVP], [CVARM]. Unique ID: [CVT-10217]

**omega chess**: n. A commercial chess variant played on a 10x10 board with an extra square in each of the extreme corners where the wizards are placed at the start of the game. The game is laid out like regular chess with the addition of a champion piece in each corner and [MacDonald, Daniel: 1988] Link(s): http://en.wikipedia.org/wiki/Omega_chess, http://www.chessvariants.org/large.dir/omega/rules.html, http://www.omegachess.com/. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10218]

oriental chess: n. See jungle Source(s): [CECV]. Unique ID: [CVT-10219]

**orthochess**: n. The game of chess popularized during the Italian Renaissance. Ortho chess is played on a 8x8 board with a King, a Queen, 2 Rooks, 2 Bishops, 2 Knights and 8 Pawns per
orthodox chess: n. See orthodox Source(s): [OCC],[CVP]. Unique ID: [CVT-10221]

pass-on chess: n. See bughouse Source(s): [CEV]. Unique ID: [CVT-10222]

The *pawns game*: n. Variant where white starts with extra pawns but without a queen.


*penultima*: n. A game of inductive logic, played on a chess board. The game is derived from the chess variant Ultima. Spectators decide in secret how pieces move, which players attempt to determine through trial and error. [Greene, Michael; Chalcraft, Adam: 1994] Link(s): http://en.wikipedia.org/wiki/Penultima. Source(s): [WIK], [CEV]. Unique ID: [CVT-10224]

The *philosophers' game*: n. See rhythmomachia. Unique ID: [CVT-12278]

*pocket knight*: n. See pocket knight chess Source(s): [CVP]. Unique ID: [CVT-10225]

*pocket knight chess*: n. A chess variant in which each player has a knight in hand that they may place on the board during the game instead of making a move. See also: pocket piece

Link(s): http://www.chessvariants.org/other.dir/pocket.html. Source(s): [OCC], [CVP], [CEV], [CVARM], [NRFCG]. Unique ID: [CVT-102226]

*pocket mutation chess*: n. In this game a player can take a piece from the board and place it in hand (into a pocket). The piece can be put back on the board later. When placing the piece into the pocket the player can mutate the piece, i.e. change it to the different piece. [Nelson, Mike: 2003] Link(s): http://en.wikipedia.org/wiki/Pocket_mutation_chess, http://www.chessvariants.org/large.dir/pocketmutation.html. Source(s): [CVP], [WIK], [CEV]. Unique ID: [CVT-10227]

*racing kings*: n. A chess variant where the objective is to move one's king to the last rank.

[Parton, Vernon Rylands: 1961] Link(s): http://www.chessvariants.org/diffobjective.dir/racing.html. Source(s): [CVP], [CEV], [NRFCG]. Unique ID: [CVT-10229]

*raumschach*: (German : space chess) n. A three-dimensional chess game played on a 5x5x5 board. One of the first three-dimensional chess variants and the first to survive until present times. [Maack, Ferdinand: 1907] Link(s): http://en.wikipedia.org/wiki/Three-dimensional_chess#Raumschach, http://www.chessvariants.org/3d.dir/3d5.html. Source(s): [CVP], [WIK], [CEV]. Unique ID: [CVT-10230]

*reflex chess*: n. A chess variant invented in the 1880's where the winner is the player whose king is checkmated. If a move gives mate, then the player must make such a move. [Geary, William; Laws, B. G.] Link(s): http://www.chessvariants.org/winning.dir/reflex.html. Source(s): [OCC], [CVP], [CEV]. Unique ID: [CVT-10231]
reinforcement chess: n. Similar to chessgi, but captured pieces must be dropped immediately. [Boyer, Joseph: 1951] See also: chessgi Source(s): [CVP], [CECV]. Unique ID: [CVT-10232]

reverse chess: n. See losing chess Source(s): [WIK]. Unique ID: [CVT-10233]

rhythmomachia: n. 12th century game of numbers. Not strictly a chess variant, but probably inspired by chess. Source(s): [CECV]. Unique ID: [CVT-12279]

rifle chess: n. A chess variant where pieces no longer capture by moving to the square that is occupied by the piece they want to take. Instead, when capturing, the piece that captures does not change location. [Seabrook, William B.: 1921] Link(s): http://www.chessvariants.org/difftaking.dir/rifle.html. Source(s): [OCC], [CVP], [WIK], [CECV]. Unique ID: [CVT-10234]

rithmomachy: n. See rhythmomachia Source(s): [CECV]. Unique ID: [CVT-12280]

round chess (ancient): n. See Byzantine chess Source(s): [CECV], [HOC], [CVARM]. Unique ID: [CVT-10235]

Russian fortress chess: n. See fortress chess Source(s): [WIK]. Unique ID: [CVT-10236]

Russian four-handed chess: n. See fortress chess Source(s): [CECV]. Unique ID: [CVT-10237]

san guo qi: (Chinese : game of the three kingdoms) n. See sanguo qi Source(s): [CVP]. Unique ID: [CVT-10238]


san-guo-qi: (Chinese : game of the three kingdoms) n. See sanguo qi Source(s): [CECV]. Unique ID: [CVT-10240]

san-kuo-qi: (Chinese : game of the three kingdoms) n. See sanguo qi Source(s): [CVP]. Unique ID: [CVT-10241]

san-kwo-chi: (Chinese : game of the three kingdoms) n. See sanguo qi Source(s): [CVARM]. Unique ID: [CVT-10242]

san-kwo-k‘i: (Chinese : game of the three kingdoms) n. See sanguo qi Source(s): [CVP], [HOC]. Unique ID: [CVT-10243]

schizo chess: n. See chessgi Source(s): [CVP]. Unique ID: [CVT-10244]

Scotc chess: n. See Scottish chess Source(s): [OCC], [CECV]. Unique ID: [CVT-10245]

Scottish chess: n. A variant of progressive chess in which a multi-move sequence is ended whenever check is given. See also: progressive chess Link(s):
Scottish progressive chess: n. See Scottish chess Source(s): [WIK]. Unique ID: [CVT-10247]

screen chess (kriegspiel): n. See kriegspiel Source(s): [CECV]. Unique ID: [CVT-10248]

Self's 3-handed chess: n. See Self's three-handed chess Source(s): [WGR]. Unique ID: [CVT-12077]


shatranj al-husun: n. A decimal shatranj variant with 4 extra squares projected from the corner squares (called citadels). If a king moves into an opponent's citadel, the game is drawn. Link(s): http://www.chessvariants.org/historic.dir/citadel.html. Source(s): [CVP], [CVARM], [WGR]. Unique ID: [CVT-12010]

shatranj diwana shah: n. See maharajah and the sepoys Source(s): [CVARM], [WGR]. Unique ID: [CVT-12012]

shatranj kamil: (Arabic : perfect chess) n. A variant of shatranj played on a 10x10 board. Link(s): http://www.chessvariants.org/historic.dir/shkam1.html. Source(s): [CVP], [HOC], [CVARM], [WGR]. Unique ID: [CVT-12007]


sho-gi: n. See shogi Source(s): [BTG]. Unique ID: [CVT-12013]

shoot chess: n. See rifle chess Source(s): [CECV]. Unique ID: [CVT-10252]
shooting chess: n. See rifle chess Source(s): [CECV]. Unique ID: [CVT-10253]

shou dou qi: (Chinese: game of fighting animals) n. See jungle Source(s): [CVP]. Unique ID: [CVT-10254]

Siamese chess (bughouse): n. See bughouse Source(s): [CVP], [WIK]. Unique ID: [CVT-10255]

Siamese chess (makruk): n. See makruk Source(s): [HOC], [CVAR], [BTG]. Unique ID: [CVT-10256]

siang k’i: (Chinese: elephant game) n. See xiangqi Source(s): [HOC], [BTG]. Unique ID: [CVT-10257]

sittuyin: (Burmese: chess) n. Burmese chess. A direct offspring of the Indian chess game of Chaturanga. Link(s): [CECV] [BTG]. Unique ID: [CVT-10258]

Smess: n. A commercial chess variant which uses a special board that limits piece movement by means of arrows on each square. [Parker Brothers: 1970] Link(s): 

sniper chess: n. See rifle chess Source(s): [WIK]. Unique ID: [CVT-10260]

social chess: n. See Head's four-handed chess Source(s): [CECV]. Unique ID: [CVT-12251]

space chess (narrow term): n. See raumschach Source(s): [CVP], [CECV]. Unique ID: [CVT-10261]

suicide chess: n. See losing chess Source(s): [WIK], [CECV]. Unique ID: [CVT-10262]

swap chess: n. See bughouse Source(s): [WIK]. Unique ID: [CVT-10263]

synchronous chess: n. A chess variant where players move simultaneously after privately recording intended moves and anticipated results. [Korolev, Vitaly: 1991] Link(s): 

tai shogi: (Japanese: grand generals’ chess) n. Shogi variant played on a 25x25 board. Link(s): [CECV], [HOC]. Unique ID: [CVT-10265]

take me chess: n. See losing chess Source(s): [WIK], [CECV]. Unique ID: [CVT-10266]

Take the Brain: n. See Smess Source(s): [CVP], [CECV]. Unique ID: [CVT-10267]

Tamerlane chess: n. A strategic board game related to chess and derived from shatranj. It was developed in Persia during the reign of Timur, also called Tamerlane (1336–1405). Link(s): 

The Concise Guide to Chess Variants v1.0
tandem chess: n. See bughouse Source(s): [OCC], [WIK]. Unique ID: [CVT-10269]

tandem put-back: n. See bughouse Source(s): [CECV]. Unique ID: [CVT-10270]

**tempête sur l’échiquier:** (French: storm on the chessboard) n. Proprietary chess variant played with cards that introduce rule modifications into the game. [Clequin, Pierre; Faidutti, Bruno: 1986] See also: Knightmare chess

[Link(s): http://www.chessvariants.org/cards.dir/tempete.html. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10271]]

Thai chess: n. See makruk Source(s): [CVP], [CECV]. Unique ID: [CVT-10272]

**three-check chess:** n. A chess variant in which a player wins if he checks his opponent three times. [Link(s): http://en.wikipedia.org/wiki/Three-check_chess . Source(s): [WIK], [CECV]. Unique ID: [CVT-10273]]

three-handed chess (Self's): n. See Self’s three-handed chess Source(s): [CECV]. Unique ID: [CVT-12076]

three-handed xiangqi: n. See sanguo qi Source(s): [CVP], [CECV]. Unique ID: [CVT-10274]

Timur’s chess: n. See Tamerlane chess Source(s): [OCC], [CVARM]. Unique ID: [CVT-10275]

Timur’s great chess: n. See Tamerlane chess Source(s): [CECV]. Unique ID: [CVT-10276]

tjyang keui: (Korean: chess) n. See janggi Source(s): [CVP]. Unique ID: [CVT-10277]

tombola chess: n. See pocket knight chess Source(s): [OCC]. Unique ID: [CVT-10278]

traditional chess: n. See orthochess Source(s): [CVP]. Unique ID: [CVT-10279]

**transcendental chess (game):** n. A form of randomized chess in which the starting positions of the pieces are randomly shuffled. [Lawrence, Maxwell: 1978] Link(s):


transfer chess: n. See bughouse Source(s): [WIK]. Unique ID: [CVT-10281]

tri-d chess: n. See tri-dimensional chess Source(s): [WIK]. Unique ID: [CVT-10282]

tridimensional Chess: n. See tri-dimensional chess Source(s): [CVP], [CECV]. Unique ID: [CVT-10283]

**tri-dimensional chess:** n. A three-dimensional chess variant seen on the television science fiction series Star Trek. [Joseph, Franz; Bartmess, Andrew: 1976] Link(s):

**triple chess (game):** n. One of the oldest known three-handed chess variants. [Marinelli, Filippo: 1722] Link(s): http://www.chessvariants.org/historic.dir/marinelli.html. Source(s): [CVP], [CECV], [WGR]. Unique ID: [CVT-12200]

**triplets:** n. A multi-move chess variant in which each player must make three moves: one with a non-pawn, non-king piece, another with a pawn, and another with their king. Invented in the 1980's. [Sobey, Adam] Link(s): http://www.chessvariants.org/multimove.dir/triplets.html. Source(s): [CVP], [CECV]. Unique ID: [CVT-10285]

**tsiu shogi:** (Japanese: mid-sized generals' chess) n. See chu shogi Source(s): [HOC]. Unique ID: [CVT-10286]

**tsui shogi:** (Japanese: mid-sized generals' chess) n. See chu shogi Source(s): [CVARM]. Unique ID: [CVT-10287]

**Turkish decimal chess:** n. See Turkish great chess Source(s): [WGR]. Unique ID: [CVT-12003]

**Turkish great chess:** n. A decimal chess variant documented in the book ‘Sardarnama’ by Indian author Shir Muhammad-Khan, written in 1797. See also: decimal chess Link(s): http://www.chessvariants.org/historic.dir/indiangr1.html. Source(s): [CVP], [HOC], [NRFCG]. Unique ID: [CVT-12001]

**Turkish great chess (I):** n. See Turkish great chess Source(s): [CVARM]. Unique ID: [CVT-12002]

**turnabout chess:** n. See chessgi Source(s): [CVP]. Unique ID: [CVT-10288]

**two-move chess:** n. See Marseillais chess Source(s): [WIK]. Unique ID: [CVT-10289]


**usual chess:** n. See orthochess Source(s): [CVP]. Unique ID: [CVT-10291]

**Verney four-handed chess:** n. See Verney's four-handed chess Source(s): [WGR]. Unique ID: [CVT-12227]

**Verney's four-handed chess:** n. A four-handed (partner) chess variant. [Verney, George Hope: 1881] See also: four-handed chess (book) Link(s): http://www.chessvariants.org/books.dir/4handed/index.html. Source(s): [CVP], [CECV]. Unique ID: [CVT-12225]

**war-chess:** n. See kriegspiel Source(s): [CECV]. Unique ID: [CVT-10292]

**weak!** n. A chess variant where white has usual pieces, black has one king, seven knights and sixteen pawns. This game was played at Columbia University chess club in the 1960s. Link(s):
western chess: n. See orthochess Source(s): [CVP]. Unique ID: [CVT-10294]

wildebeest chess: n. A large chess variant featuring added pieces, the wildebeest and the camel. [Schmittberger, R. Wayne: 1987] See also: gnu Link(s): http://www.chessvariants.org/large.dir/wildebeest.html Source(s): [CVP], [CECV], [NRFCG]. Unique ID: [CVT-10295]

world chess: n. See orthochess Source(s): [OHBG]. Unique ID: [CVT-10296]

xiang qi: (Chinese : elephant game) n. See xiangqi. Unique ID: [CVT-10297]


xiang-qi: (Chinese : elephant game) n. See xiangqi Source(s): [OHBG]. Unique ID: [CVT-10299]

Zatrikion: (Greek : chess) n. See Byzantine chess Source(s): [CECV]. Unique ID: [CVT-10300]
Game Category Section

3-D chess: n. See three-dimensional chess Source(s):[CVP-G], [WIK]. Unique ID: [CVT-10301]

3-way chess: n. See three-handed chess Source(s): [WIK]. Unique ID: [CVT-10302]

4-way chess: n. See four-handed chess (broad term) Source(s): [WIK]. Unique ID: [CVT-10303]

baseline chess: n. A form of randomized chess. Link(s):
http://www.chessvariants.org/diffsetup.dir/baseline.html. Source(s): [OCC], [CVP]. Unique ID: [CVT-10304]

blitz chess: n. See progressive chess Source(s): [CECV]. Unique ID: [CVT-10064]

blitzkrieg: (German : lightning war) n. See progressive chess Source(s): [OCC]. Unique ID: [CVT-10065]

chess (broad term): n. A game played on a two-dimensional array of cells, each player having an equal and opposite set of pieces that have various powers of transfer and nullification. Each side has a primary piece whose continued function is necessary for the continuation of t Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s):[CVP-G]. Unique ID: [CVT-10305]

chess 4: n. See four-handed chess (broad term) Source(s): [WIK]. Unique ID: [CVT-10306]


complete chess (broad term): n. See decimal chess Source(s): [OCC]. Unique ID: [CVT-10308]

decimal chess: n. Any chess variant played on a 10x10 board. Source(s): [OCC], [HOC]. Unique ID: [CVT-10309]

dice chess: n. Any of a number of chess variants in which dice are used to alter game play. Link(s): http://en.wikipedia.org/wiki/Dice_chess . Source(s): [WIK], [CVARM]. Unique ID: [CVT-10310]


four-handed chess (broad term): n. A chess variant for four players, often played in paired teams (two teams of two players each). Link(s): http://en.wikipedia.org/wiki/Four-handed_chess,
great chess (broad term): n. A term used in the Middle Ages to describe a number of chess variants played on a large board. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#G. Source(s): [OCC],[CVP-G]. Unique ID: [CVT-10314]

heterodox chess: n. See chess variant Source(s): [OCC],[CVP]. Unique ID: [CVT-10315]


medieval chess: n. Generic term for the various modifications to shatranj as it spread across Europe from the 8th to the 10th century AD. Source(s): [OCC], [CECV]. Unique ID: [CVT-10203]

minichess: n. A family of chess variants played with regular chess pieces and standard rules, but on a smaller board. Link(s): http://en.wikipedia.org/wiki/Minichess . Source(s): [WIK]. Unique ID: [CVT-10317]

multi-move: adj. As in multi-move chess variant. A chess variant in which a player makes more than one move each turn. Link(s): http://www.chessvariants.org/Gindex.html. Source(s): [CVP], [OHBG]. Unique ID: [CVT-10318]

multiplayer: adj. See multiple player. Unique ID: [CVT-10319]

multiple move: adj. See multi-move. Unique ID: [CVT-10320]

multiple player: adj. As in multiple player game, a game played by three or more players.. Unique ID: [CVT-10321]

progressive chess: n. A type of chess variant wherein white moves one piece, black moves two pieces, white moves three pieces, etc., increasing the number of pieces moved by one after each player's turn. Link(s): http://en.wikipedia.org/wiki/Progressive_chess, http://www.chessvariants.org/multimove.dir/progressive.html. Source(s): [OCC],[CVP-G], [CVP], [WIK], [CECV]. Unique ID: [CVT-10228]

proprietary game: n. A chess variant that is developed and marketed for profit. Copyrights to the artwork and printed matter of a proprietary game are the property of the inventor and/or licensing company. Although the rules to a game may never be copyrighted (nor patented), Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#P. Source(s):[CVP-G]. Unique ID: [CVT-10322]

randomized chess: n. Any chess variant designed to discount knowledge of standard openings by shuffling the starting positions of the pieces. Source(s): [OCC]. Unique ID: [CVT-10323]
round chess (broad term): n. See circular chess (broad term) Source(s): [OCC],[CVP-G]. Unique ID: [CVT-10324]

**screen chess (broad term):** n. A family of randomized chess variants in which a screen or barrier is used to divide the chess board into two halves, allowing the players to set up their chess pieces on their half of the board in a configuration of their choice (restricted by various ru See also: randomized chess Source(s): [OCC], [CECV]. Unique ID: [CVT-10325]

shuffle chess: n. See randomized chess Source(s): [WIK]. Unique ID: [CVT-10326]

space chess (broad term): n. See 3-D chess Source(s): [OCC]. Unique ID: [CVT-10327]

**spherical chess:** n. Chess played on a spherical board whereon the "squares" are delineated by longitude and latitude lines. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s):[CVP-G], Unique ID: [CVT-10328]

three player chess: n. See three-handed chess Source(s): [WIK]. Unique ID: [CVT-10329]

**three-dimensional chess:** n. Any chess variant played on a 3-D board with pieces having additional powers that allow them to move three-dimensionally. (e.g., Raumschach.) Link(s): http://en.wikipedia.org/wiki/Three_dimensional_chess, http://www.chessvariants.org/misc.dir/coreglossary.html#T. Library of Congress Name Heading: Three-dimensional chess. Source(s): [OCC],[CVP-G], [WIK]. Unique ID: [CVT-10330]

**three-handed chess:** n. A family of chess variants specially designed to be played by three people. Link(s): http://en.wikipedia.org/wiki/Three_player_chess . Source(s): [OCC], [WIK]. Unique ID: [CVT-10331]

**Turkish great chess (broad term):** n. A family of large chess variants played in Turkey. Source(s): [CVARM]. Unique ID: [CVT-12004]

unorthodox chess: n. See chess variant Source(s): [OCC]. Unique ID: [CVT-10332]

variant: n. See chess variant Source(s):[CVP-G], Unique ID: [CVT-10333]
## Game Term Section

**algebraic notation**: n. See standard notation Source(s): [OCC]. Unique ID: [CVT-10334]

**area**: n. See field Source(s):[CVP-G]. Unique ID: [CVT-10335]

**army**: n. All of the pieces belonging to a given player. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#A. Source(s):[CVP-G]. Unique ID: [CVT-10336]

**array (broad term)**: n. The initial arrangement of pieces on a chess board. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#A. Source(s):[CVP],[WGR]. Unique ID: [CVT-10338]

**array (narrow term)**: n. Orthochess: the pattern formed by the 32 orthodox pieces at the commencement of the game. Source(s): [OCC]. Unique ID: [CVT-10337]

**bare King**: n. A king that remains after all friendly pieces have been captured. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#B. Source(s): [OCC],[CVP-G]. Unique ID: [CVT-10339]

**bare King rule**: n. In some historical variants, a bare King loses the game. A supplemental rule: if a newly bared King immediately bares the enemy King, the game becomes a draw. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#B. Source(s):[CVP-G]. Unique ID: [CVT-10341]

**bare King rule (orthochess)**: n. In orthodox chess, a draw may be claimed when (1) one's King is bared and (2) each player has made 50 consecutive non-Pawn moves without making a capture. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#B. Source(s):[CVP-G]. Unique ID: [CVT-10340]

**baring chess**: n. See bare king Source(s): [OCC]. Unique ID: [CVT-10342]

**Betza’s funny notation**: n. A simple notational system for describing the move options of chess pieces. [Betza, Ralph] Source(s):[CVP-G]. Unique ID: [CVT-10343]

**book**: n. Known information about the openings or the endgame derived from published sources. Source(s): [OCC]. Unique ID: [CVT-10344]

**check**: n. The situation of a king (or royal piece) being under attack. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s): [OCC]. Unique ID: [CVT-10345]

**checkmate**: n. A situation where the king (or royal piece) cannot be moved out of check and check cannot otherwise be removed. Link(s): http://en.wikipedia.org/wiki/Checkmate . Source(s): [OCC], [WIK]. Unique ID: [CVT-10346]

**chess variant**: n. Any modified form of chess that does not conform to the standard rules. A term sometimes used to denote chess games other than orthochess. (Compare orthodox
**cycle**: n. In English Progressive Chess, a single iteration of the democratic system for moving pieces, whereby every mobile piece moves once before it can move a 2nd time; every mobile piece moves twice before it can move a 3rd time; and so on. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s):[CVP-G]. Unique ID: [CVT-10348]

**development**: n. The coordinated movement of chess pieces toward board positions that are intended to further tactical or strategic goals. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#D. Source(s):[CVP-G]. Unique ID: [CVT-10349]

**draw**: n. Typically, an agreement between the players to end the game as a tie. Source(s): [OCC]. Unique ID: [CVT-10350]

**endgame**: n. The last stage of the game wherein there are relative few pieces remaining on the board. The primary concern of the endgame is to subdue and checkmate the opponent King. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#E. Source(s):[CVP-G]. Unique ID: [CVT-10351]

**enemy piece**: n. Any piece belonging to a given player’s opponent. (Compare friendly piece.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#E. Source(s):[CVP-G]. Unique ID: [CVT-10352]

**fairy chess**: n. A system of heterodox chess pieces, boards and rule variations created in the second quarter of the 20th Century. The system was initially used to compose chess problems and eventually became the foundation of the heterodox chess movement. [Dawson, Thomas Rayner] Link(s): http://en.wikipedia.org/wiki/Fairy_chess, http://www.chessvariants.org/misc.dir/coreglossary.html#F. Source(s):[CVP-G], [WIK], [GTFC]. Unique ID: [CVT-10353]

fantasy chess (fairy chess): n. See fairy chess Source(s): [WIK]. Unique ID: [CVT-10354]

**funny notation**: n. See Betza's funny notation Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#F. Source(s):[CVP-G]. Unique ID: [CVT-10355]

**in hand**: n. See hand Source(s):[CVP-G]. Unique ID: [CVT-10356]

**initial array**: n. See array (broad term) Source(s): [OCC], [GTFC]. Unique ID: [CVT-10357]

**initial position**: n. See home square Source(s):[CVP-G]. Unique ID: [CVT-10358]

**initial setup**: n. See array (broad term) Source(s):[CVP-G]. Unique ID: [CVT-10359]

**mate**: n. See checkmate Source(s): [OCC]. Unique ID: [CVT-10360]
**material**: n. A collective name for one's game pieces that is used in statements concerning their relative values. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#M. Source(s): [CVP-G]. Unique ID: [CVT-10361]

**middlegame**: n. That stage of the game that begins after initial development is more or less completed. The primary concern of the middlegame is to pare down opponent pieces and to establish strong board positions. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#M. Source(s): [CVP-G]. Unique ID: [CVT-10362]

**opening**: n. The first stage of the game commencing from home squares. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#O. Source(s): [CVP-G]. Unique ID: [CVT-10363]

**orthodox**: adj. Describes items or concepts which apply to well-established chess games (e.g. shatranj, orthochess, xiangqi, etc.). Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#O. Source(s): [CVP-G]. Unique ID: [CVT-10364]

**pass**: v. To voluntarily forfeit one's turn. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#P. Source(s): [CVP-G]. Unique ID: [CVT-10365]

**pin**: n. A situation where a line piece immobilizes an opponent's piece due to an exposed check or capture opportunity if the opponent's piece moves. Source(s): [OCC]. Unique ID: [CVT-10366]

**points**: n. The intersections of lines on a chess board. Some variants, such as xiangqi, require that pieces be played on the line intersections (points) rather than on the actual squares. Other more exotic variants require that pieces be played on both the points and Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#P. Source(s): [CVP-G]. Unique ID: [CVT-10367]

**position (individual)**: n. A piece's relative location on a chess board. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#P. Source(s): [CVP-G]. Unique ID: [CVT-10368]

**position (of pieces)**: n. The collective locations of one's chess pieces with respect to how they confer strategic advantages or disadvantages. Example usage: White has a positional advantage in this game. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#P. Source(s): [OCC],[CVP-G], [GTFC]. Unique ID: [CVT-10369]

**sequence**: n. In Progressive Chess, the series of moves that each player makes in a turn: White makes 1 move, black makes 2 moves, white makes 3 moves, and so on. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s): [CVP-G]. Unique ID: [CVT-10370]

**set**: n. All of the pieces required to play a given game. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s): [CVP-G]. Unique ID: [CVT-10371]

**setup**: n. See array (broad term) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s): [CVP-G]. Unique ID: [CVT-10372]

**side**: n. Either of the two armies competing in a chess game. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s): [CVP-G]. Unique ID: [CVT-10373]
**stalemate**: n. A position characterized by a player's king not being threatened, while at the same time, the player is unable to make a legal move. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s): [OCC],[CVP-G], [WGR]. Unique ID: [CVT-10374]

**standard notation**: n. A method of documenting the moves of a game by identifying each square on the board with a letter (according to its file) and a digit (according to its rank). Source(s): [OCC]. Unique ID: [CVT-10375]

**threat**: n. A player's potential move which would be to the detriment of the opponent. Typically used in terms of a capture threat, check threat or mate threat. Source(s): [CVP]. Unique ID: [CVT-10376]

**two move rule**: n. A rule variation that allows each player to move two pieces per turn in the opening stage of the game, in order to facilitate initial development. A player loses his two-piece privilege upon capturing. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#T. Source(s):[CVP-G]. Unique ID: [CVT-10377]

**variation (orthochess)**: n. Orthochess: any alternative line of play, especially one that could occur at the opening phase of the game. See also: chess variant Source(s): [OCC]. Unique ID: [CVT-10379]

**variation (variant)**: n. Often used to indicate a rule modification or as part of the term 'chess variation', in the context of a chess variant. See also: chess variant Source(s): [CVP]. Unique ID: [CVT-10378]

**wraparound**: n. A rule variation that allows pieces to exit the board on one side (or end) and re-enter the board on the opposite side (or end), in a continuous move, as though the board were rolled into a cylinder. (See cylindrical chess.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#W. Source(s):[CVP-G]. Unique ID: [CVT-10380]
Board Term Section

2-D board: n. An ordinary two-dimensional chess board, as opposed to a 3-D board. (e.g., the orthochess board.) See also: 3-D board Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#T. Source(s):[CVP-G]. Unique ID: [CVT-10001]

3-D board: n. An arrangement of 2-D boards used for playing 3-D chess. Typically, a number of 2-D boards are stacked vertically, with sufficient space between them to set up and manipulate the pieces. Some players, however, prefer the 2-D boards to be laid out on a flat See also: 2-D board Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#T. Source(s):[CVP-G]. Unique ID: [CVT-10002]

3-D diagonal: n. In 3-D chess, two or more cells, joined serially at their further-most corners. (e.g., the path from Aa1 to Ee5 in raumschach.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#T. Source(s):[CVP-G]. Unique ID: [CVT-10003]

adjacent squares: n. Squares that share a common side or a common corner. See also: distant squares Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#A. Source(s):[CVP-G]. Unique ID: [CVT-10004]

board: n. See chess board Source(s): [OCC],[CVP-G]. Unique ID: [CVT-10005]

board square: n. A demarcated location on a chess board. See also: cell Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#B. Source(s):[CVP-G]. Unique ID: [CVT-10006]

capture square: n. For a given piece, a square that may be entered only to make a capture. (e.g.: The Pawn's forward-diagonal squares.) See also: passive square Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s):[CVP-G]. Unique ID: [CVT-10007]

central river: n. See river Source(s): [HOC], [CVARM]. Unique ID: [CVT-10008]

cell: n. For a 2-D board, a single board square or demarcated location. For a 3-D board, 6 board squares assembled into a cube having 6 faces, 8 corners and 12 edges. Cells may be of various shapes: squares, hexagons, points, cubes, etc. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s):[CVP-G], [GTFC]. Unique ID: [CVT-10009]

citadels: n. Equal and opposite areas of a chess board wherein different rules apply. (e.g.: The 3x3-square citadels of Korean chess or the one-square citadels of Tamerlane chess.) See also:
palace Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s): [CVP-G], [WGR]. Unique ID: [CVT-10013]

column: n. See file Source(s): [OCC]. Unique ID: [CVT-10014]

column (3-D): n. Within a 3-D board, a complete upright shaft of cells. See also: file Source(s): [CVP-G]. Unique ID: [CVT-10015]

coordinal plane: n. Within a 3-D board, any plane which lies parallel to two axes and, necessarily, lies perpendicular to the third. (x & y, x & z or y & z) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s): [CVP-G]. Unique ID: [CVT-10016]

cylinder board: n. A rectangular board that is curved so that two opposite edges meet to form a cylinder. Source(s): [OCC]. Unique ID: [CVT-10017]

diagonally adjacent squares: n. Squares that share a single common corner. See also: orthogonally adjacent squares Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#D. Source(s): [CVP-G]. Unique ID: [CVT-10018]

distant squares: n. Squares that share neither a common side nor a common corner. See also: adjacent squares Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#D. Source(s): [CVP-G]. Unique ID: [CVT-10019]

drop zone: n. For certain shogi games, an area of the board where drops are allowed. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#D. Source(s): [CVP-G]. Unique ID: [CVT-10020]

field: n. Any portion of a chess board that has been delineated for special consideration. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#F. Source(s): [CVP-G]. Unique ID: [CVT-10021]

file: n. A complete vertical column of squares on a chess board. See also: rank Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#F. Source(s): [OCC],[CVP-G],[GTFC]. Unique ID: [CVT-10022]

hex: n. A six-sided cell of a hexagonal chess board. See also: hexagonal chess (broad term) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#H. Source(s): [CVP-G]. Unique ID: [CVT-10023]

home square: n. The square that a given piece occupies in the initial array. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#H. Source(s): [CVP-G]. Unique ID: [CVT-10024]

hwang ho: (Chinese : yellow river) n. See river Source(s): [HOC], [CVARM]. Unique ID: [CVT-10025]

intervening square: n. For a given piece, a square that lies on the path between its departure square and arrival square. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#I. Source(s): [CVP-G]. Unique ID: [CVT-10026]

kyai ho: (Chinese : central river) n. See river Source(s): [HOC], [CVARM]. Unique ID: [CVT-10027]
neighboring squares: n. See adjacent squares Source(s):[CVP-G]. Unique ID: [CVT-10028]

palace: n. Xiangqi: 3x3 board zone in which the general and advisors are confined. See also: citadels Link(s): http://en.wikipedia.org/wiki/Xiangqi, http://www.chessvariants.org/xiangqi.html. Source(s):[CVP-G], [CVP], [WIK]. Unique ID: [CVT-10029]

perimeter: n. A locus of squares lying equidistant from a departure square. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#P. Source(s):[CVP-G]. Unique ID: [CVT-10030]

promotion zone: n. A predesignated portion of a chess board that a starting piece must reach in order to receive a promotion. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#P. Source(s):[CVP-G]. Unique ID: [CVT-10031]

rank: n. A complete horizontal row of squares on a chess board. See also: file Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#R. Source(s): [OCC],[CVP-G], [GTFC]. Unique ID: [CVT-10032]

river: n. On the xiangqi board, a central horizontal space, devoid of vertical lines, which serves as a promotion rank for pawns and a barrier for elephants. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#R. Source(s):[CVP-G]. Unique ID: [CVT-10033]

row: n. See rank Source(s):[CVP-G]. Unique ID: [CVT-10034]

square: n. See cell Source(s): [WGR]. Unique ID: [CVT-10035]

territory: n. The squares making up the chess board. May also refer to the set of squares occupied by and nearest to a player's initial array. Source(s): [CVP]. Unique ID: [CVT-10036]

throne: n. The home square of a player's royal piece. Link(s): http://www.chessvariants.org/historic.dir/chaturang4.html. Source(s): [CVP]. Unique ID: [CVT-10037]

thronesquare: n. See throne Source(s): [WGR]. Unique ID: [CVT-10038]

t'ien ho: (Chinese : celestial river) n. See river Source(s): [HOC], [CVARM]. Unique ID: [CVT-10039]

yellow river: n. See river Source(s): [HOC], [CVARM]. Unique ID: [CVT-10040]
Piece Section

**advancer** (Exotic): n. Moves like a Queen, but captures by approach. Link(s): http://www.chessvariants.org/piececlopedia.dir/advancer.html. Source(s): [CVP-P]. Unique ID: [CVT-10647]

**advisor** (xiangqi) (Stepper): n. Xiangqi: moves as a fers, but confined to palace. See also: fers Source(s): [CVP]. Unique ID: [CVT-10648]

**alfil** (Leaper): (Arabic: the elephant) n. (2,2) leaper; a piece in most of the earliest forms of chess. Link(s): http://www.chessvariants.org/piececlopedia.dir/alfil.html, http://www.mayhematics.com/v/gm.htm#A. Source(s): [OCC],[CVP-G], [CVP-P], [ATKM], [GTFC]. Unique ID: [CVT-10649]

**alfilrider** (Rider): n. (2,2) rider. See alfil. See also: rider Link(s): http://www.mayhematics.com/v/gm.htm#A. Source(s): [ATKM]. Unique ID: [CVT-10650]


**amazon** (Combined Piece): n. See knighted queen Link(s): http://www.mayhematics.com/v/gm.htm#A. Source(s): [OCC], [CVP-P], [ATKM], [WGR]. Unique ID: [CVT-10652]

**andernach-grasshopper** (Exotic): n. Leaps on Queen-lines to move or capture, and any piece leapt over changes color. Link(s): http://www.chessvariants.org/piececlopedia.dir/andernach-grasshopper.html. Source(s): [CVP-P]. Unique ID: [CVT-10653]

**angle-going** (Rider): n. Shogi: piece that moves as a bishop. See also: shogi Source(s): [HOC], [BTG]. Unique ID: [CVT-10654]


**anti-king** (Exotic): n. A king that is in check only when NOT under attack. See also: anti-king chess Link(s): http://www.chessvariants.org/diffobjective.dir/anti-king-chess.html, http://www.mayhematics.com/v/gm.htm#A. Source(s): [CVP], [ATKM]. Unique ID: [CVT-10656]

**archbishop** (knighted) (Combined Piece): n. See knighted bishop Source(s): [CVP-P]. Unique ID: [CVT-10658]

**archbishop** (reflecting) (Rider): n. Moves as bishop but can make reflection at side of board Source(s): [CVP-P]. Unique ID: [CVT-10657]

**ashwa** (Leaper): (Sanskrit: horse) n. chaturanga: knight See also: knight Source(s): [CVP-P], [CVARM]. Unique ID: [CVT-10659]
asp (Exotic): n. Piece that makes grasshopper move then moves like a queen at 45 degrees to the line of hop. Link(s): http://www.mayhematics.com/v/gm.htm#A. Source(s): [ATKM]. Unique ID: [CVT-10660]

baidaq (Stepper): (Arabic : foot soldier) n. Shatranj: pawn. See also: shatranj Source(s): [HOC]. Unique ID: [CVT-10661]

banshee (Combined Piece): n. Combined piece: bishop + nightrider. See also: nightrider Link(s): http://www.mayhematics.com/v/gm.htm#B. Source(s): [ATKM]. Unique ID: [CVT-10662]

barc (Leaper): n. Leaps as knight but only 'narrow backwards' or 'wide forwards' Link(s): http://www.chessvariants.org/piececlopedia.dir/barc.html. Source(s): [CVP-P]. Unique ID: [CVT-10663]


Berlin pawn (Stepper): n. See Berolina pawn Source(s): [GTFC]. Unique ID: [CVT-10665]


Berolina plus (Stepper): n. See Berolina Plus Pawn Link(s): http://www.mayhematics.com/v/gm.htm#B. Source(s): [ATKM]. Unique ID: [CVT-10667]

Berolina plus pawn (Stepper): n. Improved Berolina Pawn that can also capture to the side Link(s): http://www.chessvariants.org/piececlopedia.dir/berolina-plus.html. Source(s): [CVP-P]. Unique ID: [CVT-10668]


bishlion (Hopper): n. Diagonal line-hopper; i.e. lion restricted to diagonal moves. See also: Berolina pawn Link(s): http://www.mayhematics.com/v/gm.htm#B. Source(s): [ATKM]. Unique ID: [CVT-10670]


bishop, reflecting (Rider): n. See reflecting bishop Source(s): [CVP-P]. Unique ID: [CVT-10672]

bishop-knight compound (Combined Piece): n. See knighted bishop Source(s): [CVP-P]. Unique ID: [CVT-10674]

bishopper (Hopper): n. Bishop-hopper. Diagonal hopper; i.e. grasshopper restricted to diagonal moves. Moves along diagonal line to first square after Leaped over piece. Link(s): http://www.chessvariants.org/piececlopedia.dir/bishopper.html, http://www.mayhematics.com/v/gm.htm#B. Source(s): [CVP-P], [ATKM]. Unique ID: [CVT-10675]


boat (chaturaji) (Leaper): n. See roca Source(s): [CVARM]. Unique ID: [CVT-10678]

bowman (Exotic): n. Moves as knight, and captures a piece that is an additional knight move in same direction away Link(s): http://www.chessvariants.org/piececlopedia.dir/bowman.html. Source(s): [CVP-P]. Unique ID: [CVT-10679]

boyscout (Rider): n. Moves in a diagonal zigzag line Link(s): http://www.chessvariants.org/piececlopedia.dir/crookedbishop.html. Source(s): [CVP-P]. Unique ID: [CVT-10680]


ty-eyed monster (Exotic): n. Piece able to make any move which is not that of the orthodox pieces. [Crumlish, M.] Link(s): http://www.mayhematics.com/v/gm.htm#B. Source(s): [ATKM]. Unique ID: [CVT-10682]

caliph (Combined Piece): n. See bishop-camel compound Source(s): [CVP-P]. Unique ID: [CVT-10683]

camel (Leaper): n. (1,3) leaper. An elemental piece. This was a piece in Tamerlane chess. Link(s): http://www.chessvariants.org/piececlopedia.dir/camel.html, http://www.mayhematics.com/v/gm.htm#C. Source(s): [OCC],[CVP-G], [CVP-P], [ATKM], [GTFC], [WGR]. Unique ID: [CVT-10684]


camelrider (Rider): n. (1,3) rider. See camel. See also: camel Link(s): http://www.mayhematics.com/v/gm.htm#C. Source(s): [ATKM]. Unique ID: [CVT-10686]

cannon (Hopper): n. See pao Link(s): http://www.mayhematics.com/v/gm.htm#C. Source(s): [CVP-P], [ATKM]. Unique ID: [CVT-10687]
canvasser (Combined Piece): n. See rook-camel compound Source(s): [CVP-P]. Unique ID: [CVT-10688]

cardinal (Combined Piece): n. See knighted bishop Source(s): [CVP-P], [WGR]. Unique ID: [CVT-10689]

carpenter (Leaper): n. Combined piece: knight + dabbaba Link(s):
http://www.chessvariants.org/piececlopedia.dir/carpentr.html. Source(s): [CVP-P]. Unique ID: [CVT-10690]

castle (piece) (Rider): n. See rook Link(s): http://www.mayhematics.com/v/gm.htm#C. Source(s): [OCC], [ATKM]. Unique ID: [CVT-10691]

catapult (Hopper): n. See pao Source(s): [HOC]. Unique ID: [CVT-10692]

centaur (Combined Piece): n. See crowned knight Link(s):
http://www.mayhematics.com/v/gm.htm#C. Source(s): [OCC], [CVP-P], [ATKM]. Unique ID: [CVT-10693]

chameleon (Exotic): n. A piece which takes on different moves options after completing each move, in the sequence Queen, Knight, Bishop, Rook, Queen. Link(s):
http://www.chessvariants.org/piececlopedia.dir/chameleon2.html. Source(s): [CVP-P]. Unique ID: [CVT-10695]

chameleon (ultima) (Exotic): n. A piece which captures another piece in the same way that piece captures. Used in the chess variant ultima. See also: ultima Link(s):
http://www.chessvariants.org/piececlopedia.dir/chameleon.html. Source(s): [CVP-P]. Unique ID: [CVT-10694]

champion (Combined Piece): n. Combined piece: wazir + alfil + dabbaba Link(s):
http://www.chessvariants.org/piececlopedia.dir/champion.html. Source(s): [CVP-P]. Unique ID: [CVT-10696]

chancellor (Combined Piece): n. See knighted rook Link(s):
http://www.mayhematics.com/v/gm.htm#C. Source(s): [CVP-P], [ATKM], [WGR]. Unique ID: [CVT-10697]

chariot (shatranj) (Rider): n. See rook Source(s): [CVP-P]. Unique ID: [CVT-10698]

chariot (xiangqi) (Rider): n. Xiangqi: piece that moves as a rook. See also: xiangqi Link(s):
http://www.chessvariants.org/xiangqi.html. Source(s): [CVP], [WIK]. Unique ID: [CVT-10699]

checker piece (Exotic): n. See overtaker Source(s): [CVP-G]. Unique ID: [CVT-10700]

circegrasshopper (Exotic): n. Leaps on Queen-lines to move or capture, and any piece leapt over returns to its starting square Link(s): http://www.chessvariants.org/piececlopedia.dir/andernachgrasshopper.html#CG. Source(s): [CVP-P]. Unique ID: [CVT-10701]

clockwork mouse (Stepper): n. Rotating directed wazir. [Jelliss, George: 1980] Link(s):
http://www.mayhematics.com/v/gm.htm#C. Source(s): [ATKM]. Unique ID: [CVT-10702]
commoner (Stepper): n. A piece which can move to any adjacent square. Can be thought of as a combined piece: (0,1) leaper + (1,1) leaper. Link(s): http://www.chessvariants.org/piececlopedia.dir/man.html. Source(s): [CVP-P]. Unique ID: [CVT-10703]

commuter (Leaper): n. (4,4) leaper. Link(s): http://www.mayhematics.com/v/gm.htm#C. Source(s): [ATKM]. Unique ID: [CVT-10704]

contragrasshopper (Hopper): n. Moves as queen but must always hop first Link(s): http://www.chessvariants.org/piececlopedia.dir/contragrasshopper.html. Source(s): [CVP-P]. Unique ID: [CVT-10705]

counselor (Stepper): n. See advisor (xiangqi). Source(s): [HOC], [OHBG]. Unique ID: [CVT-10707]

crab (Leaper): n. Leaps as knight but only `narrow forwards' or `wide backwards' Link(s): http://www.chessvariants.org/piececlopedia.dir/crab.html. Source(s): [CVP-P]. Unique ID: [CVT-10708]

crooked bishop (Rider): n. See boyscout. Source(s): [CVP-P]. Unique ID: [CVT-10709]


dabbaba (Leaper): (Arabic : war machine) n. (0,2) leaper. Link(s): http://www.chessvariants.org/piececlopedia.dir/dabbabah.html, http://www.mayhematics.com/v/gm.htm#D. Source(s): [OCC],[CVP-G], [CVP-P], [ATKM], [GTFC], [WGR]. Unique ID: [CVT-10714]

dabbabah (Leaper): (Arabic : war machine) n. See dabbaba. Source(s): [CVP-P]. Unique ID: [CVT-10715]

dabbabarider (Rider): n. (0,2) rider. See dabbaba. Link(s): http://www.mayhematics.com/v/gm.htm#D. Source(s): [ATKM]. Unique ID: [CVT-10716]
dragon (dragonchess) (Exotic): n. DragonChess: combines commoner and bishop movements, and capturing from afar (between boards). See also: dragonchess Link(s): http://www.chessvariants.org/piececlopedia.dir/dragonchess_dragon.html. Source(s): [CVP-P]. Unique ID: [CVT-10718]

dragon (pawn+knight) (Combined Piece): n. Combined piece: pawn + knight, mainly as a problem piece, not generally found in variants Link(s): http://www.mayhematics.com/v/gm.htm#D. Source(s): [CVP-P], [ATKM]. Unique ID: [CVT-10717]

dragon horse (Combined Piece): n. Shogi: combined piece: bishop + wazir. See also: crowned bishop Link(s): http://www.chessvariants.org/piececlopedia.dir/dragonhorse.html. Source(s): [CVP-P], [HOC], [WGR], [BTG]. Unique ID: [CVT-10719]

dragon king (Combined Piece): n. Shogi: combined piece: rook + fers. See also: crowned rook Link(s): http://www.chessvariants.org/piececlopedia.dir/dragonking.html. Source(s): [CVP-P], [HOC], [WGR], [BTG]. Unique ID: [CVT-10720]


dummy (Leaper): n. (0,0) leaper = null leaper Link(s): http://www.mayhematics.com/v/gm.htm#D. Source(s): [ATKM]. Unique ID: [CVT-10724]

eagle (Exotic): n. Piece like a grasshopper but lands on the cells to left or right of the hurdle. [Jelliss, George: 1980] Link(s): http://www.mayhematics.com/v/gm.htm#E. Source(s): [ATKM]. Unique ID: [CVT-10725]

eccentric knight (Leaper): n. Knight that moves only to or from edge and center four cells of the board. [Jelliss, George: 1979] Link(s): http://www.mayhematics.com/v/gm.htm#E. Source(s): [ATKM]. Unique ID: [CVT-10726]

dragon horse (Leaper): n. Moves as a Queen, but only to or from an edge Source(s): [CVP-P], [GTFC]. Unique ID: [CVT-10727]

egr (Exotic): n. Short-range eagle, effectively making fers and dabbaba moves. Link(s): http://www.mayhematics.com/v/gm.htm#E. Source(s): [ATKM]. Unique ID: [CVT-10728]

Einstein-grasshopper (Exotic): n. Leaps on Queen-lines to move or capture, and any piece leapt over changes type Source(s): [CVP-P]. Unique ID: [CVT-10729]

elephant (shatranj) (Leaper): n. See alfil Source(s): [CVP-P], [WGR]. Unique ID: [CVT-10730]
**elephant (xiangqi)** (Stepper) n. Xiangqi: moves exactly two squares diagonally (non-leaping). See also: xiangqi Source(s): [CVP-P]. Unique ID: [CVT-10731]

empress (knighted queen) (Combined Piece) n. See amazon Source(s): [CVP-P]. Unique ID: [CVT-10732]

empress (knighted rook) (Combined Piece) n. See knighted rook Link(s): http://www.mayhematics.com/v/gm.htm#. Source(s): [OCC], [CVP-P], [ATKM]. Unique ID: [CVT-10733]

**equigrasshopper** (Hopper) n. An equihopper restricted to queen lines. See also: equihopper Link(s): http://www.mayhematics.com/v/gm.htm#. Source(s): [ATKM]. Unique ID: [CVT-10734]

equihopper (Hopper) n. Leaps across a piece in any direction with the same distance before and after the hurdle Link(s): http://www.chessvariants.org/piececlopedia.dir/equihopper.html, http://www.mayhematics.com/v/gm.htm#. Source(s): [CVP-P], [ATKM], [GTFC]. Unique ID: [CVT-10735]

fad (Combined Piece) (Acronym : fers alfil dabbaba) n. Combined piece: fers + alfil + dabbaba Source(s): [CVP-P]. Unique ID: [CVT-10736]

**faras** (Leaper) (Arabic : horse) n. Shatranj: piece that moves as a knight. See also: shatranj Source(s): [HOC]. Unique ID: [CVT-10737]

**ferfil** (Combined Piece) n. Combined piece: fers + alfil. Link(s): http://www.mayhematics.com/v/gm.htm#. Source(s): [ATKM]. Unique ID: [CVT-10738]

**fers** (Stepper) (Arabic : counsellor) n. Shatranj: (1,1) leaper (i.e. moves to a diagonally adjacent square). See also: shatranj Link(s): http://www.chessvariants.org/piececlopedia.dir/ferz.html, http://www.mayhematics.com/v/gm.htm#. Source(s): [OCC], [CVP-P], [ATKM], [GTFC], [WGR]. Unique ID: [CVT-10739]

ferz (Stepper) (Arabic : counsellor) n. See fers Source(s):[CVP-G], [CVP-P]. Unique ID: [CVT-10740]

**fibnif** (Combined Piece) n. Moves one diagonally or makes a forwards or backwards knight Leap Link(s): http://www.chessvariants.org/piececlopedia.dir/fibnif.html. Source(s): [CVP-P]. Unique ID: [CVT-10741]

fil (Leaper) (Arabic : elephant) n. See alfil Source(s): [HOC]. Unique ID: [CVT-10742]

**firz** (Stepper) (Arabic : counsellor) n. See fers Source(s): [OCC], [CVP-P], [WGR]. Unique ID: [CVT-10743]

**firzân** (Stepper) (Arabic : counsellor) n. See fers Source(s): [OCC]. Unique ID: [CVT-10744]

**fiveleaper** (Leaper) n. Leaper making moves of length 5 units = (0,5) + (3,4) leaper. Link(s): http://www.mayhematics.com/v/gm.htm#. Source(s): [ATKM]. Unique ID: [CVT-10745]
**flamingo** (Leaper): n. (1,6) leaper Link(s):  
http://www.chessvariants.org/piececlopedia.dir/flamingo.html. Source(s): [CVP-P]. Unique ID: [CVT-10746]

**fly** (Hopper): n. Reflecting grasshopper. Link(s): http://www.mayhematics.com/v/gm.htm#F.  
Source(s): [ATKM]. Unique ID: [CVT-10747]

**flying chariot** (Rider): n. Shogi: piece that moves as a rook. See also: shogi Source(s): [HOC]. Unique ID: [CVT-10748]

foot-soldier (shogi) (Stepper): n. See pawn (shogi) Source(s): [HOC]. Unique ID: [CVT-10749]

foot-soldier (xiangqi) (Stepper): n. See pawn (xiangqi) Source(s): [HOC]. Unique ID: [CVT-10750]

**fourleaper** (Leaper): n. (0,4) leaper. Link(s): http://www.mayhematics.com/v/gm.htm#F. Source(s): [ATKM]. Unique ID: [CVT-10751]

**fox** (Bent Rider): n. Doubly-bent rider, inspired by the gryphon and aanca Link(s):  
http://www.chessvariants.org/piececlopedia.dir/fox.html. Source(s): [CVP-P]. Unique ID: [CVT-10752]

fragrant chariot (Rider): n. See lance Source(s): [HOC]. Unique ID: [CVT-10753]

**friend** (Exotic): n. Moves as any friendly piece that guards it Link(s):  
http://www.chessvariants.org/piececlopedia.dir/friend.html. Source(s): [CVP-P]. Unique ID: [CVT-10754]

**frog** (Combined Piece): n. Combined piece: fers + threelaprer. Link(s):  
http://www.mayhematics.com/v/gm.htm#F. Source(s): [ATKM]. Unique ID: [CVT-10755]

**fusilier** (Stepper): n. Pawn-like piece that moves like wazir, captures like fers. [Marinelli, Filippo: 1770] Link(s): http://www.mayhematics.com/v/gm.htm#F. Source(s): [ATKM]. Unique ID: [CVT-10756]

gajah (Leaper): (Sanskrit: elephant) n. See hasty Source(s): [CVP-P], [CVARM], [OHBG]. Unique ID: [CVT-10757]

**general** (Royal): n. Xiangqi: royal piece which moves one in any orthogonal direction, but must stay in palace. See also: xiangqi Link(s): http://www.chessvariants.org/piececlopedia.dir/ general.html. Source(s): [CVP-P], [HOC], [OHBG]. Unique ID: [CVT-10758]

**giraffe** (Leaper): n. (1,4) leaper. An elemental piece. Link(s):  

**gnu** (Leaper): n. Combined piece: knight + camel. Link(s):  
**gold general** (Stepper): n. Shogi piece that moves to any adjacent square but not diagonally backwards Link(s): http://www.chessvariants.org/piececlopedia.dir/goldgeneral.html. Source(s): [CVP-P], [HOC], [WGR]. Unique ID: [CVT-10761]

**gorgon** (Exotic): n. Paralysing queen, but having no effect on King when in King's field. [Parton, Vernon Rylands] Link(s): http://www.mayhematics.com/v/gm.htm#G. Source(s): [ATKM]. Unique ID: [CVT-10762]

**grasshopper** (Hopper): n. Moves queenwise over one piece to the first cell beyond, capturing any enemy piece on that cell. [Dawson, Thomas Rayner: 1913] Link(s): http://www.chessvariants.org/piececlopedia.dir/grasshopper.html, http://www.mayhematics.com/v/gm.htm#G. Source(s): [OCC], [CVP-P], [ATKM], [GTFC]. Unique ID: [CVT-10763]

**grasshopper-locust** (Exotic): n. Moves like a grasshopper but only to vacant cells, if its hurdle is an adverse man, the hurdle is captured. Link(s): http://www.mayhematics.com/v/gm.htm#G. Source(s): [ATKM]. Unique ID: [CVT-10764]

**griffon** (Bent Rider): n. Historic piece that steps one space diagonally then slides like a rook Link(s): http://www.chessvariants.org/piececlopedia.dir/griffon.html. Source(s): [CVP-P]. Unique ID: [CVT-10765]

**gryphon** (Exotic): n. Lion modified to make a right-angled turn above the hurdle; like eagle but not restricted as to length of move beyond hurdle. Link(s): http://www.mayhematics.com/v/gm.htm#G. Source(s): [ATKM]. Unique ID: [CVT-10766]

**guard** (xiangqi) (Stepper): n. See advisor (xiangqi) Source(s): [CVP]. Unique ID: [CVT-10767]

**hasty** (Leaper): (Sanskrit: elephant) n. chaturanga: piece that moves as an alfil Source(s): [CVP-P], [CVARM]. Unique ID: [CVT-10768]

**hippogriiff** (Exotic): n. Limited version of the griffon that must slide at least three squares Link(s): http://www.chessvariants.org/piececlopedia.dir/griffon.html#hippogriiff. Source(s): [CVP-P]. Unique ID: [CVT-10769]

**honorable horse** (Leaper): n. Shogi: moves as a knight, but two ranks forward only. See also: shogi Link(s): http://www.chessvariants.org/piececlopedia.dir/shogiknight.html. Source(s): [CVP-P], [HOC], [BTG]. Unique ID: [CVT-10770]

**horse** (Leaper): n. See knight Source(s): [CVP-P]. Unique ID: [CVT-10771]

**imitator** (Exotic): n. Piece, neither white nor black, that imitates length and direction of every move, and prevents any move that it cannot imitate, due to lack of room, or due to blockage (if move is a ride) or due to lack of a hurdle (if move is a hop). Link(s): http://www.mayhematics.com/v/gm.htm#I. Source(s): [ATKM]. Unique ID: [CVT-10772]
immobilizer (Exotic): n. Pieces standing near an immobilizer may not move. Used in the chess variant ultima. See also: ultima Link(s):
http://www.chessvariants.org/piececlopedia.dir/immobilizer.html. Source(s): [CVP-P]. Unique ID: [CVT-10773]

jabber (Exotic): n. Jabber able to capture on the cell before the hurdle. Link(s):
http://www.mayhematics.com/v/gm.htm#J. Source(s): [ATKM]. Unique ID: [CVT-10774]

ejeweled general (Royal): n. Shogi king. Royal piece moving one in arbitrary direction. Link(s):
http://www.chessvariants.org/piececlopedia.dir/king.html. Source(s): [CVP-P], [HOC], [OHBG]. Unique ID:
[CVT-10775]

jeweled king (Royal): n. See jeweled general Source(s): [BTG]. Unique ID: [CVT-12014]

jiang (Royal): (Chinese : general) n. See general Source(s): [WIK], [OHBG]. Unique ID: [CVT-10776]

Unique ID: [CVT-10777]

joker (Exotic): n. Moves like last piece moved by the opponent Link(s):
Source(s): [CVP-P], [ATKM], [GTFC]. Unique ID: [CVT-10778]

kangaroo (Leaper): n. Combined piece: knight + alfil Link(s):
Source(s): [CVP-P], [ATKM]. Unique ID: [CVT-10779]

kangaroo (hopper) (Hopper): n. Hops along queen lines over two men to the next cell beyond. Link(s): http://www.chessvariants.org/piececlopedia.dir/kangaroo.html. Source(s): [CVP-P].
Unique ID: [CVT-10780]

king (orthochess) (Royal): n. Royal piece moving one in arbitrary direction. Link(s):
Source(s): [OCC], [CVP-P], [ATKM], [WGR]. Unique ID: [CVT-10781]

king (shogi) (Royal): n. See jeweled general Source(s): [CVP]. Unique ID: [CVT-10783]

king (xiangqi) (Royal): n. See general Link(s): http://www.mayhematics.com/v/gm.htm#K. Source(s):
[CVP-P], [ATKM]. Unique ID: [CVT-10782]

king battler (Rider): n. Royal piece that usually moves as a queen. Link(s):
http://www.chessvariants.org/piececlopedia.dir/kingbattler.html. Source(s): [CVP-P]. Unique ID: [CVT-
10784]

http://www.mayhematics.com/v/gm.htm#K. Source(s): [ATKM]. Unique ID: [CVT-10785]
**knigh**t (Leaper): n. (1,2) leaper. An elemental piece. Link(s):

**knigh**ted bishop (Combined Piece): n. Combined piece: bishop + knight. Link(s):

**knigh**ted queen (Combined Piece): n. Combined piece: queen + knight. Link(s):

**knigh**ted rook (Combined Piece): n. Combined piece: rook + knight. Link(s):

**knigh**t-hopper (Hopper): n. Piece making a (2,4) leap provided the intermediate cell, at a (1,2)
leap, is occupied; it is the most mobile of the leaper-hoppers. Link(s):
http://www.mayhematics.com/v/gm.htm#K. Source(s): [ATKM]. Unique ID: [CVT-10792]

knir**oo** (Sniper): n. A knight/rook sniper. [Maus, Frank G.: 1927] See also: sniper Link(s):
http://www.mayhematics.com/v/gm.htm#K. Source(s): [ATKM]. Unique ID: [CVT-10793]

l**ance** (Rider): n. Shogi: A piece that moves one or more squares straight forward. See also:
shogi Link(s): http://www.chessvariants.org/piececlopedia.dir/lance.html. Source(s): [CVP-P], [BTG].
Unique ID: [CVT-10794]

l**eo** (Hopper): n. Moves on queen lines, but must hop once when capturing Link(s):
Source(s): [OCC], [CVP-P], [ATKM], [GTFC]. Unique ID: [CVT-10795]

l**ion** (chu shogi) (Exotic): n. Powerful piece from chu shogi (a shogi variant) Link(s):
http://www.chessvariants.org/piececlopedia.dir/lion.html. Source(s): [CVP-P]. Unique ID: [CVT-10797]

l**ion** (hopper) (Hopper): n. Moves on queen-lines but must hop exactly one piece Link(s):
Source(s): [OCC], [CVP-P], [ATKM], [GTFC]. Unique ID: [CVT-10796]

l**ion** (Murray) (Exotic): n. See Murray lion Source(s): [CVP-P]. Unique ID: [CVT-10798]

l**ocust** (narrow term) (Exotic): n. Leaps over opposing pieces on queen lines to capture
Link(s): http://www.chessvariants.org/piececlopedia.dir/locust.html. Source(s): [CVP-P], [GTFC]. Unique
ID: [CVT-10799]
**long leaper** (Exotic): n. See ultima Link(s):
http://www.chessvariants.org/piececlopedia.dir/longleaper.html. Source(s): [CVP-P]. Unique ID: [CVT-10800]

longleaper (Exotic): n. See long leaper Source(s): [CECV], [WGR]. Unique ID: [CVT-10801]

long-leaper (Exotic): n. See long leaper. Unique ID: [CVT-10802]

**lynx** (Combined Piece): n. Combined piece: rook + knight + zebra. Link(s):
http://www.mayhematics.com/v/gm.htm#L. Source(s): [ATKM]. Unique ID: [CVT-10803]

ma (Stepper): (Chinese: horse) n. See mao Link(s): http://www.mayhematics.com/v/gm.htm#M. Source(s): [WIK], [ATKM]. Unique ID: [CVT-10804]

maharaja (Combined Piece): n. See maharajah Source(s): [CVP-P]. Unique ID: [CVT-10805]


man (piece) (Stepper): n. See commoner Source(s): [CVP-P]. Unique ID: [CVT-10807]

mandarin (Stepper): n. See advisor (xiangqi) Source(s): [WIK], [OHBG]. Unique ID: [CVT-10808]

mann (Stepper): (German: person) n. See commoner Source(s): [OCC]. Unique ID: [CVT-10809]

**mantri** (Stepper): (Sanskrit: minister) n. chaturanga: piece that moves as a fers Source(s): [CVARM], [OHBG]. Unique ID: [CVT-10810]

**mao** (Stepper): (Chinese: horse) n. Xiangqi: Non-leaping knight restricted to making its move in two steps, the first orthogonal (0,1) the second diagonal (1,1). Knight in Xiangqi. See also: xiangqi Link(s): http://www.chessvariants.org/piececlopedia.dir/mao.html, http://www.mayhematics.com/v/gm.htm#M. Source(s): [OCC], [CVP-P], [ATKM], [GTFC]. Unique ID: [CVT-10811]

**mao-hopper** (Hopper): n. Mao that can move only if the intermediate cell is occupied instead of vacant. Link(s): http://www.chessvariants.org/piececlopedia.dir/maohopper.html, http://www.mayhematics.com/v/gm.htm#M. Source(s): [CVP-P], [ATKM]. Unique ID: [CVT-10812]

marshall (Combined Piece): n. See knighted rook Source(s): [CVP-P]. Unique ID: [CVT-10813]

**mermaid** (Exotic): n. A sea piece that moves like a queen. Link(s):
http://www.mayhematics.com/v/gm.htm#M. Source(s): [ATKM]. Unique ID: [CVT-10814]

minister (Stepper): n. See elephant (xiangqi) Source(s): [CVP], [OHBG]. Unique ID: [CVT-10815]

**moa** (Stepper): n. Non-leaping knight restricted to making its move in two steps, the first diagonal, the second orthogonal. See mao. Link(s):
moa-hopper (Hopper): n. Moa that can move only if the intermediate cell is occupied instead of vacant. Link(s): http://www.mayhematics.com/v/gm.htm#M. Source(s): [ATKM]. Unique ID: [CVT-10817]


Murray lion (Exotic): n. Leaps two orthogonally or diagonally or captures on neighboring square Link(s): http://www.chessvariants.org/piececlopedia.dir/murraylion.html. Source(s): [CVP-P]. Unique ID: [CVT-10820]

mushroom (Leaper): n. Leaping piece whose destination squares form a mushroom pattern Link(s): http://www.chessvariants.org/piececlopedia.dir/mushroom.html. Source(s): [CVP-P]. Unique ID: [CVT-10821]

nauka (Leaper): (Sanskrit : boat) n. See roca Source(s): [CVARM]. Unique ID: [CVT-10822]

nightrider (Rider): n. Rider along straight lines of knight moves; (1,2) rider Link(s): http://www.chessvariants.org/piececlopedia.dir/knightrider.html, http://www.mayhematics.com/v/gm.htm#N. Source(s): [OCC], [CVP-P], [ATKM], [GTFC], [WGR]. Unique ID: [CVT-10823]

non-stop equihopper (Hopper): n. Leaps across a piece in any direction with the same distance before and after the hurdle See also: equihopper Link(s): http://www.chessvariants.org/piececlopedia.dir/equihopperns.html. Source(s): [CVP-P]. Unique ID: [CVT-10824]

null piece (Exotic): n. Piece that, combined with any other piece leaves it unaltered = Dummy = (0,0) leaper. Not the same as zero. Link(s): http://www.mayhematics.com/v/gm.htm#N. Source(s): [ATKM]. Unique ID: [CVT-10825]

opting pawn (Stepper): n. One able to make the two-step move from any cell not just from its home rank; subject to en-passant capture by any opposing pawn that controls the cell passed through. [Jelliss, George] Link(s): http://www.mayhematics.com/v/gm.htm#O. Source(s): [ATKM]. Unique ID: [CVT-10826]

orphan (Exotic): n. Moves like a piece that attacks it Link(s): http://www.chessvariants.org/piececlopedia.dir/orphan.html. Source(s): [CVP-P]. Unique ID: [CVT-10827]

padati (Stepper): (Sanskrit : foot soldier) n. chaturanga: pawn Source(s): [CVP-P], [CVARM], [OHBG]. Unique ID: [CVT-10828]
paladin (Combined Piece): n. See knighted bishop Source(s): [CVP-P]. Unique ID: [CVT-10829]


paw (orthochess) (Stepper): n. Orthochess: moves straight forward, captures diagonally forwards, and can promote Link(s): http://en.wikipedia.org/wiki/Pawn_(chess), http://www.chessvariants.org/piececlopedia.dir/pawn.html. Source(s): [CVP-P], [WIK], [WGR]. Unique ID: [CVT-10831]

paw (shogi) (Stepper): n. Shogi: moves and captures one square straight forward. Promotes to gold general. See also: shogi. Unique ID: [CVT-10832]

paw (xiangqi) (Stepper): n. Xiangqi: moves and captures one square straight forward. See also: xiangqi. Unique ID: [CVT-10833]

pincer (Exotic): n. See pincer pawn Source(s): [WIK]. Unique ID: [CVT-10834]

pincer pawn (Exotic): n. Moves as rook, and captures via custodian capture. Used in the chess variant ultima. See also: ultima Link(s): http://www.chessvariants.org/piececlopedia.dir/pincerpawn.html. Source(s): [CVP-P]. Unique ID: [CVT-10835]

princess (Combined Piece): n. See knighted bishop Link(s): http://www.mayhematics.com/v/gm.htm#P. Source(s): [OCC], [CVP-P], [ATKM]. Unique ID: [CVT-10836]


queen of the night (Combined Piece): n. Combined piece: queen + nightrider. Link(s): http://www.mayhematics.com/v/gm.htm#Q. Source(s): [ATKM]. Unique ID: [CVT-10839]

rabbit (Bent Rider): n. A doubly-bent rider, inspired by the gryphon and aanca. Link(s): http://www.chessvariants.org/piececlopedia.dir/rabbit.html. Source(s): [CVP-P]. Unique ID: [CVT-10840]

raja (Royal): (Sanskrit: king) n. chaturanga: king Source(s): [CVARM], [OHBG]. Unique ID: [CVT-10841]
ratha (Rider): (Sanskrit: chariot) n. Chaturanga: piece that moves as a rook Source(s): [CVP-P], [CVT], [OHBG]. Unique ID: [CVT-10842]


reflecting bishop (Rider): n. Moves as a Bishop, but can also reflect off of multiple sides of the board Link(s): http://www.chessvariants.org/piececlopedia.dir/reflecting-bishop.html. Source(s): [OCC], [CVP-P]. Unique ID: [CVT-10844]


roca (Leaper): (Sanskrit: boat) n. Chaturaji: piece that moves as an alfil. See also: chaturaji Source(s): [CVT]. Unique ID: [CVT-10846]


rookhopper (Hopper): n. Grasshopper restricted to ranks and files. [Dawson, Thomas Rayner: 1931] Link(s): http://www.mayhematics.com/v/gm.htm#R. Source(s): [ATKM]. Unique ID: [CVT-10850]

rooklion (Hopper): n. Lion restricted to ranks and files = Rion. Link(s): http://www.mayhematics.com/v/gm.htm#R. Source(s): [ATKM]. Unique ID: [CVT-10851]


root-fifty leaper (Leaper): n. makes a (5,5)-Leap or an (7,1)-Leap Link(s): http://www.chessvariants.org/piececlopedia.dir/root50.html. Source(s): [CVP-P]. Unique ID: [CVT-10853]


rukh (shatranj) (Rider): (Persian: chariot) n. See rook Source(s): [CVP-P], [OHC]. Unique ID: [CVT-10855]

sea-lion (Exotic): n. Moves like lion but when moving over enemy piece captures it, locust style. Link(s): http://www.mayhematics.com/v/gm.htm#S. Source(s): [ATKM]. Unique ID: [CVT-10857]


shah (Royal): (Persian : king) n. Shatranj: the royal piece. See also: shatranj Source(s): [CVP-P], [HOC]. Unique ID: [CVT-10859]

shi (Stepper): (Chinese : scholar) n. See advisor (xiangqi) Source(s): [WIK], [OHBG]. Unique ID: [CVT-10860]

ship (chaturaji) (Leaper): n. See roca Source(s): [CVARM]. Unique ID: [CVT-10861]

silver general (Stepper): n. Shogi piece that moves one square diagonally, or forward Link(s): http://www.chessvariants.org/piececlopedia.dir/silvergeneral.html. Source(s): [CVP-P], [HOC], [WGR]. Unique ID: [CVT-10862]

sissa (Exotic): n. A piece which moves a number of squares as rook and then an equal number of squares as bishop Link(s): http://www.chessvariants.org/piececlopedia.dir/sissa.html. Source(s): [CVP-P]. Unique ID: [CVT-10863]

soldier (Stepper): n. See pawn (xiangqi) Source(s): [CVP-P]. Unique ID: [CVT-10864]

soucie (Exotic): n. Moves on queen-lines exactly as many squares as there are pieces on that line Link(s): http://www.chessvariants.org/piececlopedia.dir/soucie.html. Source(s): [CVP-P]. Unique ID: [CVT-10865]

spearman (Rider): n. See lance Source(s): [HOC]. Unique ID: [CVT-10866]

squirrel (Leaper): n. Combined piece: dabbaba + alfil + knight Link(s): http://www.chessvariants.org/piececlopedia.dir/squirrel.html. Source(s): [CVP-P], [WGR]. Unique ID: [CVT-10867]

talia (Bent Rider): n. A piece used in some forms of great chess that moves like a bishop after making a (2,2) leap. Source(s): [OCC]. Unique ID: [CVT-10868]

terror (Combined Piece): n. See amazon Source(s): [CVP-P]. Unique ID: [CVT-10869]

threeleaper (Leaper): n. (0,3) leaper. Link(s): http://www.mayhematics.com/v/gm.htm#T. Source(s): [ATKM]. Unique ID: [CVT-10870]
**threerider** (Rider): n. (0,3) rider. Link(s): http://www.mayhematics.com/v/gm.htm#T. Source(s): [ATKM]. Unique ID: [CVT-10871]

**tiger** (Hopper): n. Moves like lion in any direction, not just along queen lines. [Jelliss, George: 1990] Link(s): http://www.mayhematics.com/v/gm.htm#T. Source(s): [ATKM]. Unique ID: [CVT-10872]

**tripper** (Leaper): n. (3,3) leaper. Link(s): http://www.mayhematics.com/v/gm.htm#T. Source(s): [ATKM]. Unique ID: [CVT-10873]

tsiang (Royal): (Chinese : general) n. See general Source(s): [CVARM]. Unique ID: [CVT-10874]

**vao** (Hopper): n. Leo restricted to bishop lines (i.e. moves like bishop but must hop when capturing). Link(s): http://www.chessvariants.org/piececlopedia.dir/vao.html, http://www.mayhematics.com/v/gm.htm#V. Source(s): [CVP-P], [ATKM], [GTFC]. Unique ID: [CVT-10875]


**wazir** (Stepper): (Arabic : vizier) n. Moves to an orthogonally adjacent square. Can be considered a (0,1) leaper. An elemental piece. Link(s): http://www.mayhematics.com/v/gm.htm#W. Source(s): [OCC],[CV-P-G], [CVP-P], [ATKM], [GTFC], [WGR]. Unique ID: [CVT-10877]

wazir-rider (Rider): n. See rook Link(s): http://www.mayhematics.com/v/gm.htm#W. Source(s): [ATKM]. Unique ID: [CVT-10878]

**wildebeest** (Leaper): n. See gnu Source(s): [CVP], [WGR]. Unique ID: [CVT-10879]

**windmill** (Exotic): n. Moves around any adjacent piece. Link(s): http://www.chessvariants.org/piececlopedia.dir/windmill.html. Source(s): [CVP-P]. Unique ID: [CVT-10880]

**withdrawer** (Exotic): n. Captures by moving directly away from an enemy piece. The piece being moved away from is captured. Used in the chess variant ultima. Link(s): http://www.chessvariants.org/piececlopedia.dir/withdrawer.html. Source(s): [CVP-P]. Unique ID: [CVT-10881]


**wolf** (Bent Rider): n. A doubly-bent rider, inspired by the gryphon and aanca Link(s): http://www.chessvariants.org/piececlopedia.dir/wolf.html. Source(s): [CVP-P]. Unique ID: [CVT-10883]

xiang (Stepper): (Chinese : elephant or minister) n. See elephant (xiangqi) Source(s): [WIK], [OHBG]. Unique ID: [CVT-10884]

**zebrarider** (Rider): n. (2,3) rider. See zebra. Link(s):
http://www.chessvariants.org/piececlopedia.dir/zebrarider.html,
http://www.mayhematics.com/v/gm.htm#Z. Source(s): [CVP-P], [ATKM]. Unique ID: [CVT-10886]

**zero** (Exotic): n. Piece able to jump up and down on the spot. This is not the same as a null leaper, since it is able to move. [Dickins, Anthony M.: 1969] Link(s):
http://www.mayhematics.com/v/gm.htm#Z. Source(s): [ATKM]. Unique ID: [CVT-10887]

**zurafa** (Bent Rider): (Turkish : giraffe) n. Piece in Tamerlane chess making a (1,4) (giraffe) leap followed by a rook-move. See also: Tamerlane chess Link(s):
http://www.mayhematics.com/v/gm.htm#Z. Source(s): [ATKM]. Unique ID: [CVT-10888]
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**air squares**: n. Those squares (either vacant or occupied) that a leaper passes over en rout to an arrival square. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#A. Source(s): [CVP-G]. Unique ID: [CVT-10889]

**arrival square**: n. The square whereon a piece ends its move. (Compare departure square.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#A. Source(s): [CVP-G]. Unique ID: [CVT-10890]

**attack (noun)**: n. under….. The state of lying within the capture zone of an enemy piece. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#A. Source(s): [CVP-G]. Unique ID: [CVT-10892]

**attack (verb)**: v. To move a piece to a position from where it can capture an enemy piece within a single move. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#A. Source(s): [CVP-G]. Unique ID: [CVT-10891]

**backward**: n. See rearward Source(s): [GTFC]. Unique ID: [CVT-10893]

**backwards**: n. See rearward Source(s): [GTFC]. Unique ID: [CVT-10894]

**board move**: n. Any move that does not introduce a new piece to the board. (Compare drop.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#B. Source(s): [CVP-G]. Unique ID: [CVT-10895]

**cannon move**: n. Any move option that requires a hurdle to be hopped over in order to move or capture. Any move similar to that of the cannon of xiangqi. See also: hopper Source(s): [WGR]. Unique ID: [CVT-10896]

**capture**: v. To legally take possession of a piece (usually an enemy piece) by removing it from the board. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s): [OCC],[CVP-G],[GTFC]. Unique ID: [CVT-10897]

**capture in passing (noun)**: n. The act of capturing an enemy piece prior to completing a move. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s): [CVP-G]. Unique ID: [CVT-10898]

**capture in passing (verb)**: v. To capture an enemy piece prior to completing a move. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s): [CVP-G]. Unique ID: [CVT-10899]

**capture leap**: n. A leap to a square that is necessarily occupied by an enemy piece, which is captured. (Compare passive leap.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s): [CVP-G]. Unique ID: [CVT-10900]
**capture move**: n. A move to a square that is necessarily occupied by an enemy piece, which is captured. (Compare passive move.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s): [CVP-G]. Unique ID: [CVT-10901]

**capture zone**: n. For a given piece, those squares to which it can legally capture. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s): [CVP-G]. Unique ID: [CVT-10902]

**castle (move)**: v. To make a move known as castling. Link(s): http://en.wikipedia.org/wiki/Castling. Source(s): [OCC], [WIK]. Unique ID: [CVT-10903]

**castling**: n. A combined move of the king and one of the rooks whereby the king is moved two squares along the first rank towards the rook which is then place on the square crossed by the king. Link(s): http://en.wikipedia.org/wiki/Castling, http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s): [OCC],[CVP-G], [WIK]. Unique ID: [CVT-10904]

**colorbound**: adj. Describes a piece that can see only a single board-square color. (e.g.: fers, dabbaba, alfif, camel, bishop.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s): [CVP-G]. Unique ID: [CVT-10905]

**control**: v. To hold a board square within the capture zone of a friendly piece (or pieces) in a manner that makes it disadvantageous for an enemy piece to enter that square. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s): [CVP-G]. Unique ID: [CVT-10906]

**conversion**: n. The transformation of an opposing piece into a friendly piece of the same type. Source(s): [WGR]. Unique ID: [CVT-10907]

**custodial capture**: n. See custodian capture Source(s):[CVP-G]. Unique ID: [CVT-10908]

**custodian capture**: n. A type of capture that is made by flanking an enemy piece with two friendly pieces which complete a straight line of three adjacent squares. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s): [OHBG], [WGR]. Unique ID: [CVT-10909]

**defend**: v. To hold a friendly piece within the capture zone of second friendly piece (or pieces) in a manner that makes its disadvantageous for your opponent to capture it. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#D. Source(s):[CVP-G]. Unique ID: [CVT-10910]

**demotion**: n. The transformation of a piece to a different piece of lesser value. Source(s): [WGR]. Unique ID: [CVT-10911]

**departure square**: n. The square from which a piece begins its move. (Compare arrival square.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#D. Source(s):[CVP-G]. Unique ID: [CVT-10912]
**diagonal direction:** n. Figuratively, the northeast, northwest, southeast and southwest directions considered collectively. (Compare orthogonal direction.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#D. Source(s):[CVP-G]. Unique ID: [CVT-10913]

**diagonally:** adj. Describes movement in a diagonal direction (i.e. at a 45, 135, 225 or 315 degree angle). For hexagonal boards, describes movements through the corners of the hexagons. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#D. Source(s):[CVP-G]. Unique ID: [CVT-10914]

**displacement capture:** n. A means of capture whereby the capturing piece moves to an enemy-occupied square and removes the enemy piece from the board. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#D. Source(s):[CVP-G]. Unique ID: [CVT-10915]

**double step:** n. Orthochess: the initial two-square move of a pawn. Link(s): http://www.chessvariants.org/d.chess/chess.html. Source(s):[CVP]. Unique ID: [CVT-10916]

**drop (noun):** n. A captive or reserve piece that may be placed on the board to subsequently be used as one's own. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#D. Source(s):[CVP-G],[WGR]. Unique ID: [CVT-10917]

**drop (verb):** v. To place a captive or reserve piece on the board to subsequently be used as one's own. (Compare board move.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#D. Source(s):[CVP-G]. Unique ID: [CVT-10918]

**drop piece:** n. See reserve piece Source(s):[CVP-G]. Unique ID: [CVT-10919]

**en passant:** (French : in passing) n. See en passant capture Source(s):[OCC],[WGR]. Unique ID: [CVT-10920]

**en passant capture:** n. An orthochess rule than can be adapted to chess variants as follows: A Pawn making an initial multi-square advance may be captured by an enemy Pawn, if the advancing Pawn passes through a square that is guarded by the enemy Pawn. To capture, the enemy Pawn Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#E. Source(s):[CVP-G]. Unique ID: [CVT-10921]

**en prise:** (French : engaged) n. The condition of a piece being under attack in such a way that its loss would be disadvantageous. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#E. Source(s):[CVP-G],[WGR]. Unique ID: [CVT-10922]

**exchange:** n. Consecutive captures whereby each player wins material. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#E. Source(s):[CVP-G]. Unique ID: [CVT-10923]

**fork:** n. A direct and simultaneous attack on two or more men by one man. Source(s): [OCC]. Unique ID: [CVT-10924]
**forward**: n. Figuratively, the north, northeast and northwest directions considered collectively. (Compare rearward.) Source(s):[CVP-G]. Unique ID: [CVT-10925]

**forward diagonals**: n. Figuratively, the northeast and northwest directions considered collectively. (Compare rearward diagonals.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#F. Source(s):[CVP-G]. Unique ID: [CVT-10926]

**forwards**: n. See forward Source(s): [GTFC]. Unique ID: [CVT-10927]

**free castling**: n. A rule variation that allows more leeway in castling: (1) the King moves outward to any square up to and including the Rook's home square; (2) the Rook moves inward to any square up to and including the King's home square. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#F. Source(s):[CVP-G]. Unique ID: [CVT-10928]

**guard (verb)**: v. See defend Source(s):[CVP-G]. Unique ID: [CVT-10929]

**hand**: n. One's cache of reserve pieces. Such pieces are said to be "in hand." Typically pieces that are in hand are those waiting to be re-entered (dropped) back onto the board. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#H. Source(s):[CVP-G]. Unique ID: [CVT-10930]

**homogeneous**: adj. As in homogeneous move. A move that is independent of position on the board: the same set of move-options being available to it wherever it is on the board. Link(s): http://www.mayhematics.com/v/gm.htm#H. Source(s): [ATKM]. Unique ID: [CVT-10931]

**horizontal direction**: n. Figuratively, the east and west directions considered collectively. (Compare vertical direction.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#H. Source(s):[CVP-G]. Unique ID: [CVT-10933]

**intervening piece**: n. A piece residing on an intervening square. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#I. Source(s):[CVP-G]. Unique ID: [CVT-10934]

**isotropic**: adj. As in isotropic move. A move that is non-directional, able to make a given move in any of its possible directions. Link(s): http://www.mayhematics.com/v/gm.htm#I. Source(s): [ATKM]. Unique ID: [CVT-10935]

**jump**: v. See leap (verb) Source(s):[CVP-G]. Unique ID: [CVT-10936]

**king's leap**: n. A rule variation that allows a King to make a once-per-game leap, the nature of which is prescribed by the rules of the game. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#K. Source(s): [OCC],[CVP-G]. Unique ID: [CVT-10937]

**landing square**: n. See arrival square Source(s): [WGR]. Unique ID: [CVT-10938]
leap (noun): n. The act of moving directly to a distant square. Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#L. Source(s):[CVP-G]. Unique ID: [CVT-10939]

leap (verb): v. To move directly to a distant square. Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#L. Source(s):[CVP-G]. Unique ID: [CVT-10940]

leap option: n. A move option that may be performed by leaping. Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#L. Source(s):[CVP-G]. Unique ID: [CVT-10941]

leap passively: v. To leap without capturing. (Compare leap to capture.) Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#L. Source(s):[CVP-G]. Unique ID: [CVT-10942]

leap square: n. For a given piece, a square that may be accessed by leaping. Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#L. Source(s):[CVP-G]. Unique ID: [CVT-10943]

leap to capture: v. To leap to a square that is necessarily occupied by an enemy piece, which is captured. (Compare leap passively.) Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#L. Source(s):[CVP-G]. Unique ID: [CVT-10944]

line move: n. The move of a line piece. Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#L. Source(s):[CVP-G]. Unique ID: [CVT-10945]

move: v. A piece exercising one of its move options. Source(s): [OCC]. Unique ID: [CVT-10946]

move obliquely: v. To move to an oblique square. (Compare move radially.) Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#M. Source(s):[CVP-G]. Unique ID: [CVT-10947]

move option: n. Any of the unique mobility or capture privileges that a given piece enjoys. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#M. Source(s):[CVP-G]. Unique ID: [CVT-10948]

move passively: v. To move without capturing. (Compare move to capture.) Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#M. Source(s):[CVP-G]. Unique ID: [CVT-10949]

move radially: v. To move in either the diagonal direction or the horizontal direction. (Compare move obliquely.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#M. Source(s):[CVP-G]. Unique ID: [CVT-10950]

move to capture: v. To move to a square that is necessarily occupied by an enemy piece, which is captured. (Compare move passively.) Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#M. Source(s):[CVP-G]. Unique ID: [CVT-10951]

move zone: n. For a given piece, those squares to which it can legally move. Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#M. Source(s):[CVP-G]. Unique ID: [CVT-10952]

non-capture square: n. See passive square Source(s):[CVP-G]. Unique ID: [CVT-10953]

non-capturing move: n. See passive move. Unique ID: [CVT-10954]
**oblique move**: n. A move to a square that cannot be reached via a radial move. (e.g.: The moves of the Knight, Camel, Zebra and Giraffe.) (Compare radial move.) Link(s): http://www.chessvariants.org/misc/dir/coreglossary.html#O. Source(s):[CVP-G]. Unique ID: [CVT-10955]

**oblique square**: n. For a given piece, a square that cannot be reached via a radial move. (e.g.: a1-c2, a1-b4, a1-c4, a1-b5.) (Compare radial square.) Link(s): http://www.chessvariants.org/misc/dir/coreglossary.html#O. Source(s):[CVP-G]. Unique ID: [CVT-10956]

**option**: n. See move option Source(s):[CVP-G]. Unique ID: [CVT-10957]

**orthogonal direction**: n. Figuratively, the north, south, east and west directions considered collectively. (Compare diagonal direction.) Link(s): http://www.chessvariants.org/misc/dir/coreglossary.html#O. Source(s):[CVP-G]. Unique ID: [CVT-10958]

**orthogonally**: adj. Describes movement in an orthogonal direction (i.e. at a 0, 90, 180 or 270 degree angle). For hexagonal boards, describes movements through the sides of the hexagons. Link(s): http://www.chessvariants.org/misc/dir/coreglossary.html#O. Source(s):[CVP-G]. Unique ID: [CVT-10959]

**orthogonally adjacent squares**: n. Squares that share a common side. (Compare diagonally adjacent squares.) Link(s): http://www.chessvariants.org/misc/dir/coreglossary.html#O. Source(s):[CVP-G]. Unique ID: [CVT-10960]

**overtake**: v. To capture a piece by leaping over it in the manner of a checker or draughtsman. Link(s): http://www.chessvariants.org/misc/dir/coreglossary.html#O. Source(s):[CVP-G]. Unique ID: [CVT-10961]

**passive leap**: n. A leap that may not be performed concurrently with a capture. (Compare capture leap.) Link(s): http://www.chessvariants.org/misc/dir/coreglossary.html#P. Source(s):[CVP-G]. Unique ID: [CVT-10962]

**passive move**: n. A move that may not be performed concurrently with a capture. (Compare capture move.) Link(s): http://www.chessvariants.org/misc/dir/coreglossary.html#P. Source(s):[CVP-G]. Unique ID: [CVT-10963]

**passive square**: n. For a given piece, a square that may not be entered concurrently with a capture. (e.g.: The Pawn's straight-forward square.) (Compare capture square.) Link(s): http://www.chessvariants.org/misc/dir/coreglossary.html#P. Source(s):[CVP-G]. Unique ID: [CVT-10964]

**pass-through square**: n. For certain line pieces, a square that must be passed through in order to proceed to subsequent squares. A piece may neither stop nor capture on a pass-through square. (e.g.: The first diagonal square of the xiangqi Elephant's move.) Link(s): http://www.chessvariants.org/misc/dir/coreglossary.html#P. Source(s):[CVP-G]. Unique ID: [CVT-10965]

**power**: n. See move option Source(s):[CVP-G]. Unique ID: [CVT-10966]
promotable: n. A starting piece that has an option to promote upon reaching a certain rank.
Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#P. Source(s): [CVP-G]. Unique ID: [CVT-10967]

promote: v. To upgrade a piece's move options upon its reaching a certain rank. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#P. Source(s): [CVP-G]. Unique ID: [CVT-10968]

promotion: n. See promote Source(s): [OCC], [WGR]. Unique ID: [CVT-10969]

properties: n. See move option Source(s): [CVP-G]. Unique ID: [CVT-10970]

radial move: n. A move in either the orthogonal direction or the diagonal direction. (e.g.: The move of the Bishop, Rook or Queen.) (Compare oblique move.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#R. Source(s): [CVP-G]. Unique ID: [CVT-10971]

radial square: n. For a given piece, a square that can be reached by moving either orthogonally or diagonally. (e.g.: a1-a2, a1-a3, etc.; a1-b2, a1-c3, etc.; a1-b1, a1-c1, etc.) (Compare oblique square.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#R. Source(s): [CVP-G]. Unique ID: [CVT-10972]

range capture: n. See shot Source(s): [CVP-G]. Unique ID: [CVT-10973]

rearward: n. Figuratively, the south, southeast and southwest directions considered collectively. (Compare forward.) Source(s): [CVP-G]. Unique ID: [CVT-10974]

rearward diagonals: n. Figuratively, the southeast and southwest directions considered collectively. (Compare forward diagonals.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#R. Source(s): [CVP-G]. Unique ID: [CVT-10975]

replacement capture: n. See displacement capture Source(s): [OHBG]. Unique ID: [CVT-10976]

reserve: n. See hand Source(s): [WGR]. Unique ID: [CVT-10977]

see: v. To be able to reach. (e.g. usage: A Bishop can see half of the board, whereas a dabbaba can see only one-quarter.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s): [CVP-G]. Unique ID: [CVT-10978]

shoot: v. To capture without leaving the departure square. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s): [CVP-G]. Unique ID: [CVT-10979]

shot: n. A capture that is made without leaving the departure square. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s): [CVP-G]. Unique ID: [CVT-10980]

standard move: n. A move to a standard square. (Compare passive move, capture move.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s): [CVP-G]. Unique ID: [CVT-10981]
**standard square**: n. With respect to a given piece, a square that may be entered either (1) when it is vacant, or (2) when it is occupied by an enemy piece, which is captured. (Compare passive square, capture square, target square.) Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s):[CVP-G]. Unique ID: [CVT-10982]

**starting square (departure)**: n. See departure square Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s):[CVP-G], [WGR]. Unique ID: [CVT-10983]

**starting square (home)**: n. See home square Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s):[CVP-G]. Unique ID: [CVT-10984]

**step (noun)**: n. Orthochess: the forward, single-square move of a pawn. Link(s):
http://www.chessvariants.org/d.chess/chess.html. Source(s): [CVP]. Unique ID: [CVT-10985]

**step (verb)**: v. To move from the departure square to an adjacent square. A step is similar to a leap, but never involves leaping over another piece, since the target square is adjacent. On a board composed of squares, an orthogonal stepping piece is equivalent to a (0,1) Link(s):
http://www.chessvariants.org/d.chess/chess.html. Source(s): [CVP]. Unique ID: [CVT-10986]

**straight-forward**: n. Figuratively, the due-north direction. (Compare straight-rearward.) Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s):[CVP-G]. Unique ID: [CVT-10987]

**straight-rearward**: n. Figuratively, the due-south direction. (Compare straight-forward.)
Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s):[CVP-G]. Unique ID: [CVT-10988]

**take**: v. See capture Source(s):[CVP-G]. Unique ID: [CVT-10989]

**target square**: n. A square within the capture zone of a range piece. Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#T. Source(s):[CVP-G]. Unique ID: [CVT-10990]

**teleport**: v. A term used to indicate an instantaneous change in the position of a piece from its existing location to some other location (often any unoccupied square). See also: transport
Link(s): http://www.chessvariants.org/diffmove.dir/teleportation.html. Source(s): [CVP]. Unique ID: [CVT-10991]

**transport**: v. To move a piece to a position outside its normal move zone by utilizing a special rule. See also: teleport. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#T. Source(s):[CVP-G]. Unique ID: [CVT-10993]

**triplestep**: n. A three-square forward initial pawn move used in some large orthochess variants. Source(s): [WGR]. Unique ID: [CVT-10994]
**vertical direction**: n. Figuratively, the north and south directions considered collectively. 
(Compare horizontal direction.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#V. 
Source(s): [CVP-G]. Unique ID: [CVT-10995]
Piece Term Section

anchor ring piece: n. See toral piece Link(s): http://www.mayhematics.com/v/gm.htm#A. Source(s): [ATKM]. Unique ID: [CVT-10996]

antipodean piece: n. A piece which when captured reappears at the antipode of the capture cell, that is a (4,4) leap away, provided that cell is vacant on arrival. [Jelliss, George: 1976] Link(s): http://www.mayhematics.com/v/gm.htm#A. Source(s): [ATKM]. Unique ID: [CVT-10997]

arrow piece: n. Any piece that when checking also guards the two cells in the king’s field to left and right of the check line; thus arrow rook, arrow bishop, arrow queen, arrow knight, arrow pawn, etc. Link(s): http://www.mayhematics.com/v/gm.htm#A. Source(s): [ATKM]. Unique ID: [CVT-10998]

augmented piece: n. A familiar piece that has been given an additional move option. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#A. Source(s): [CVP-G]. Unique ID: [CVT-10999]

auto-hopper: n. Any hopper restricted to hops over pieces of the same color. Link(s): http://www.mayhematics.com/v/gm.htm#A. Source(s): [ATKM]. Unique ID: [CVT-11000]

bent rider: n. A rider type piece that moves one step in one direction and then continues in a different direction. Link(s): http://www.chessvariants.org/piececlopedia.dir/bent-riders.html. Source(s): [CVP]. Unique ID: [CVT-11001]

bifurcating piece: n. A piece that has a path that forks, so that it has a choice of two routes (eg. asp). Link(s): http://www.mayhematics.com/v/gm.htm#B. Source(s): [ATKM]. Unique ID: [CVT-11002]

chess piece (broad term): n. A theoretical entity employed in a chess game as a nexus point for various assigned powers of transfer and nullification. Each unique piece is characterized by a unique name being associated with unique move options. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s): [CVP-G]. Unique ID: [CVT-11003]

chess piece (narrow term): n. Orthochess: A counter or marker used to represent a chessman (i.e. a king, queen, rook, bishop, or knight). May also be used in reference to a pawn. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s): [CVP-G]. Unique ID: [CVT-11004]

chessman: n. See chess piece (broad term) Source(s): [CVP-G], [GTFC]. Unique ID: [CVT-11005]

chessmen: n. See chess piece (broad term) Source(s): [OCC]. Unique ID: [CVT-11006]

Chinese family: n. Strictly pieces used in Chinese chess (mao, pao) but also extended to include similar pieces (leo, vao, moa). Source(s): [OCC]. Unique ID: [CVT-11007]

Chinese pieces: n. See chinese family Link(s): http://www.mayhematics.com/v/gm.htm#C. Source(s): [ATKM]. Unique ID: [CVT-11008]
circean piece: n. Piece which when captured is replaced on its home square if vacant; but if the home square is occupied the capture is normal. [Monreal, Pierre; Boyer, Joseph: 1968]
Link(s): http://www.mayhematics.com/v/gm.htm#C. Source(s): [ATKM]. Unique ID: [CVT-11009]

color: n. The hue of a chess piece. Used to refer to a particular side (eg. black or white) in a chess game. Source(s): [OCC]. Unique ID: [CVT-11010]

combination piece: n. See combined piece Link(s): http://www.mayhematics.com/v/gm.htm#C. Source(s): [ATKM]. Unique ID: [CVT-11011]

combined piece: n. A piece that combines the move options of two or more different pieces. Usually written A + B. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s): [OCC],[CVP-G],[GTFC]. Unique ID: [CVT-11012]

compound piece: n. See combined piece Source(s):[CVP-G]. Unique ID: [CVT-11013]

contra-hopper: n. Hopper starting hop from cell next to hurdle and landing any distance beyond it; e.g. contra-grasshopper. [Crumlish, M.] Link(s): http://www.mayhematics.com/v/gm.htm#C. Source(s): [ATKM]. Unique ID: [CVT-11014]

counter: n. A object used to represent a chess piece on a chess board. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C. Source(s):[CVP-G]. Unique ID: [CVT-11015]

crowned: adj. See crowned piece Source(s):[CVP-G]. Unique ID: [CVT-11016]

crowned piece: n. Any piece combined with a non-royal king (i.e. combined with a commoner). Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#C, http://www.mayhematics.com/v/gm.htm#C. Source(s): [ATKM]. Unique ID: [CVT-11017]

cylinder piece: n. Piece that moves as if the board is cylindrical (though other pieces need not). Link(s): http://www.mayhematics.com/v/gm.htm#C. Source(s): [ATKM]. Unique ID: [CVT-11018]

darter: n. Blockable leaper, e.g. alfil-darter cannot move over an occupied cell. Link(s): http://www.mayhematics.com/v/gm.htm#D. Source(s): [ATKM]. Unique ID: [CVT-11019]

directed piece: n. A piece that can move in certain directions but not in the reverse of those directions; e.g. clockwork mouse, pawn Link(s): http://www.mayhematics.com/v/gm.htm#D. Source(s): [ATKM]. Unique ID: [CVT-11020]

double piece: n. Make two moves of their specified kind in one go, capturing only on the second move, switchbacks normally allowed. Double knight has been used quite a lot, but under varying rules. Link(s): http://www.mayhematics.com/v/gm.htm#D. Source(s): [ATKM]. Unique ID: [CVT-11021]

double-pattern leaper: n. One capable of leaps with two different coordinates. Link(s): http://www.mayhematics.com/v/gm.htm#D. Source(s): [ATKM]. Unique ID: [CVT-11022]
**doubly-bent rider**: n. A bent rider which changes direction twice. Link(s): http://www.chessvariants.org/piececlopedia.dir/fox.html. Source(s): [CVP]. Unique ID: [CVT-11023]

**elemental piece**: n. A chess piece having of a single move option that is kaleidoscopically reflected over eight equal facets. Examples of elemental pieces are the wazir, the fers, the dabbaba, the alfil, the knight, the camel, the zebra and the giraffe. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#E. Source(s):[CVP-G]. Unique ID: [CVT-11024]

**fairy chess piece**: n. See unorthodox piece Source(s): [WIK]. Unique ID: [CVT-11025]

**fairy piece**: n. See unorthodox piece Link(s): http://www.mayhematics.com/v/gm.htm#F. Source(s): [ATKM]. Unique ID: [CVT-11026]

**figurines**: n. Pictorial representations of chessmen used for illustration. Source(s): [OCC]. Unique ID: [CVT-11027]

**finite mover**: n. A piece that cannot move beyond a fixed distance from its departure square, regardless of board size, board position or the availability of vacant squares. (e.g.: The Knight, the King, the Pawn.) (Compare infinite mover.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#F. Source(s):[CVP-G]. Unique ID: [CVT-11028]

**fixed**: adj. As in fixed move. A move that is independent of time. Link(s): http://www.mayhematics.com/v/gm.htm#F. Source(s): [ATKM]. Unique ID: [CVT-11029]

**fixed-distance leaper**: n. See root-n-leaper Link(s): http://www.mayhematics.com/v/gm.htm#F. Source(s): [ATKM]. Unique ID: [CVT-11030]

**flighty piece**: n. Piece that changes color every time it moves to a different colored cell. Link(s): http://www.mayhematics.com/v/gm.htm#F. Source(s): [ATKM]. Unique ID: [CVT-11031]

**flip piece**: n. A heraldic piece displaying different identity symbols on each side. The piece may be flipped over at the close of a move (or as a move in itself), and assume its alternate identity. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#F. Source(s):[CVP-G]. Unique ID: [CVT-11032]

**fore-hopper**: n. Hopper starting hop from a cell any distance from the hurdle and landing on a cell next to the hurdle; this is the ‘default’ rule for hoppers, e.g. grasshopper, moose, eagle, sparrow, hamster are all fore-hoppers. Link(s): http://www.mayhematics.com/v/gm.htm#F. Source(s): [ATKM]. Unique ID: [CVT-11033]

**friendly piece**: n. Any piece belonging to the player in question. (Compare enemy piece.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#F. Source(s):[CVP-G]. Unique ID: [CVT-11034]

**generals**: n. Pieces that have the moves of the chess king, but not necessarily in all the eight directions (and without its royal properties). Many pieces of this type occur in shogi (The...
Generals' Game) and its variants. Link(s): http://www.mayhematics.com/v/gm.htm#G. Source(s): [ATKM]. Unique ID: [CVT-11035]

**heraldic piece**: n. A flat shield-like chess piece that displays a move diagram or an identifying symbol on its face. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#H. Source(s): [CVP-G]. Unique ID: [CVT-11036]

**hopper**: n. A type of piece that must leap over a hurdle in order to move/capture. See also: hurdle Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#H, http://www.mayhematics.com/v/gm.htm#H. Source(s): [CVP-G], [ATKM], [GTFC]. Unique ID: [CVT-11037]

**hunter**: n. An X/Y-hunter moves forward like piece X and backward like piece Y. Link(s): http://www.mayhematics.com/v/gm.htm#H. Source(s): [ATKM]. Unique ID: [CVT-11038]

**hurdle**: n. A single intervening piece that a hopper must leap over in order to move/capture. Link(s): http://www.mayhematics.com/v/gm.htm#H. Source(s): [ATKM]. Unique ID: [CVT-11039]

**hybrid**: n. A piece capable of two different types of move, say rides and leaps, or leaps and hops. Link(s): http://www.mayhematics.com/v/gm.htm#H. Source(s): [ATKM]. Unique ID: [CVT-11040]

**infinite mover**: n. A piece that has no natural limit to the distance that it can move from its departure square. This limit is determined solely by (1) board size, (2) board position and (3) the availability of vacant squares. On an 'infinite board', with no intervening pie Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#I. Source(s): [CVP-G]. Unique ID: [CVT-11041]

**irregular piece**: n. A piece that is not regular. Link(s): http://www.mayhematics.com/v/gm.htm#I. Source(s): [ATKM]. Unique ID: [CVT-11042]

**jumper**: n. See leaper Source(s): [CVP-G]. Unique ID: [CVT-11043]

**kamikaze piece**: n. Disappears when making a capture, along with its captive. [Monreal, Pierre: 1965] Link(s): http://www.mayhematics.com/v/gm.htm#K. Source(s): [ATKM]. Unique ID: [CVT-11044]

**knighted piece**: n. Combined piece: a piece + knight. Names given to the pieces vary widely depending on the particular game. Link(s): http://www.mayhematics.com/v/gm.htm#K. Source(s): [ATKM]. Unique ID: [CVT-11045]

**lame piece**: n. A piece whose move is impeded by one or more pass-through squares. (e.g.: The xiangqi Elephant.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#L. Source(s): [CVP-G]. Unique ID: [CVT-11046]

**leaper**: n. A piece that moves directly to a distant square, thereby avoiding intervening pieces. Commonly denoted as (X,Y) leaper, where X is the number of squares leaped in an orthogonal direction, followed by a 90 degree direction change and Y squares leaped to th Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#L, http://www.mayhematics.com/v/gm.htm#L. Source(s): [OCC],[CVP-G], [ATKM], [GTFC]. Unique ID: [CVT-11047]
**leaper-hopper**: n. If X is a leaper then an X-hopper starts an X-leap in front of the hurdle and lands an X-leap beyond; on the 8 by 8 board 9 single-pattern hoppers of this type are possible, ranging from the (0,1)- to the (3,3)-hopper, but they are all very weak: even when

[Link(s): http://www.mayhematics.com/v/gm.htm#L. Source(s): [ATKM]. Unique ID: [CVT-11048]]

**line piece**: n. A piece that moves successively through adjacent squares without leaping. (e.g.: Queen, Rook, Bishop.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#L. Source(s):[CVP-G]. Unique ID: [CVT-11049]

**leaper**:

**line-hopper**: n. Hopper that moves along given lines to any distance provided one of the cells passed over is occupied. Rook-line-hopper = rion. Bishop-line-hopper = bion. These combine to form a queen-line-hopper = lion. A knight-line-hopper is indistinguishable on the 8

[Link(s): http://www.mayhematics.com/v/gm.htm#L. Source(s): [ATKM]. Unique ID: [CVT-11050]]

**line-piece**: n. See line piece Source(s): [OCC]. Unique ID: [CVT-11051]

**locust (broad term)**: n. Any piece that captures by hopping over its victim. Draughtsmen and draughtskings are thus locusts. The original "locust" was a saurian grasshopper-locust, i.e. it had no travel move but moved only to capture by a grasshop over the victim. Link(s):


**man (broad term)**: n. See chess piece (broad term) Source(s): [OCC],[CVP-G], [GTFC]. Unique ID: [CVT-11054]

**major piece**: n. One able, with help of king, to force checkmate of a lone king. Thus queen and rook in orthodox chess. See minor piece. Link(s): http://www.mayhematics.com/v/gm.htm#M. Source(s): [OCC], [ATKM]. Unique ID: [CVT-11053]

**marker**: n. An object used to represent a chess piece on a chess board. Link(s):

[http://www.chessvariants.org/misc.dir/coreglossary.html#M. Source(s):[CVP-G]. Unique ID: [CVT-11055]]

**men**: n. See chess piece (broad term) Source(s): [OCC]. Unique ID: [CVT-11056]

**minor piece**: n. In orthochess, a bishop or knight. Generally speaking, a piece which (with its king) cannot force the mate of a lone king. See major piece. Link(s):

[http://www.mayhematics.com/v/gm.htm#M. Source(s): [OCC], [ATKM]. Unique ID: [CVT-11057]]

**mobility**: n. The average number of cells that can be reached by a piece under favourable circumstances. The mobility of a composite piece is the sum of the mobilities of its components provided their powers do not overlap. Some mobilities on the 8 by 8 board are liste


**neutral piece**: n. A piece that can be moved by either player. Link(s):

[http://www.chessvariants.org/misc.dir/coreglossary.html#N. Source(s):[CVP-G]. Unique ID: [CVT-11059]]
night pieces: n. Pieces combined with nightrider. Link(s):
http://www.mayhematics.com/v/gm.htm#N. Source(s): [ATKM]. Unique ID: [CVT-11060]

non-stop piece: n. Any type of piece whose moves cannot be blocked by intervening pieces;
e.g. Non-stop equihopper, X-ray pieces. ~Darter. Link(s): http://www.mayhematics.com/v/gm.htm#N.
Source(s): [ATKM]. Unique ID: [CVT-11061]

oppo-hopper: n. Hopper only over pieces of opposite color èAuto-hopper Link(s):
http://www.mayhematics.com/v/gm.htm#O. Source(s): [ATKM]. Unique ID: [CVT-11062]

orthodox piece: n. See chess piece (narrow term) Source(s): [GTFC]. Unique ID: [CVT-11063]

overtaker: n. A piece that captures by leaping over an enemy piece in the manner of a checker
or draughtsman. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#O. Source(s):[CVP-G]. Unique ID: [CVT-11064]

passed pawn: n. Orthochess: a passed pawn is one in which no opposing pawns stand in its
file or adjacent files. Source(s): [OCC]. Unique ID: [CVT-11065]

passive piece: n. A piece that cannot capture. Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#P. Source(s):[CVP-G]. Unique ID: [CVT-11066]

piece (broad term): n. See chess piece (broad term) Link(s):
http://www.mayhematics.com/v/gm.htm#P. Source(s):[CVP-G], [ATKM]. Unique ID: [CVT-11067]

piece (narrow term): n. See chess piece (narrow term) Link(s):
http://www.mayhematics.com/v/gm.htm#P. Source(s): [OCC], [ATKM]. Unique ID: [CVT-11068]

pocket piece: n. Describes a single once-per-game drop piece that is allowed in certain
games. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#P. Source(s):[CVP-G]. Unique ID: [CVT-11069]

promoted piece: n. A more powerful piece that is created by promoting a starting piece.
(Compare starting piece.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#P.
Source(s):[CVP-G]. Unique ID: [CVT-11070]

range piece: n. A piece that captures by shooting rather than by displacement, overtaking or
some other means. (e.g.: The pieces of rifle chess.) Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#R. Source(s):[CVP-G]. Unique ID: [CVT-11071]

regular piece: n. Piece whose move powers are fixed, homogeneous and isotropic. The only
irregular pieces in orthodox chess (ignoring castling) are the pawns. Link(s):
http://www.mayhematics.com/v/gm.htm#R. Source(s): [ATKM]. Unique ID: [CVT-11072]

relative value: n. The exchange value of a given piece with respect to other pieces. Link(s):
http://www.chessvariants.org/misc.dir/coreglossary.html#R. Source(s):[CVP-G]. Unique ID: [CVT-11073]
**reserve piece**: n. An off-board piece that may be dropped onto the board to subsequently be used as one's own. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#R. Source(s): [CVP-G]. Unique ID: [CVT-11074]

**rider**: n. Any piece able to move in one turn of play through a sequence of cells that form a path, the cells passed through being clear. The rider can stop at any cell in its path, but a capture, if any, can occur only on the last cell of the ride; the moves of rid Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#R, http://www.mayhematics.com/v/gm.htm#R. Source(s): [OCC],[CVP-G], [ATKM], [WGR]. Unique ID: [CVT-11075]

**root-n-leaper**: n. Piece making any moves of length equal to the square root of N units. The unit being the distance between two adjacent cells, i.e. the length of a wazir move. The length of an (r,s) move is \(\sqrt{r^2 + s^2}\) by the theorem of Pythagoras. Link(s): http://www.mayhematics.com/v/gm.htm#R. Source(s): [ATKM]. Unique ID: [CVT-11076]

**rotating piece**: n. A heraldic piece that may rotate at the close of a move (or as a move in itself) in order to realign its move zone and capture zone by an angle of 45 degrees. (e.g.: A Bishop rotated 45 degrees moves as a Rook.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#R, http://www.mayhematics.com/v/gm.htm#R. Source(s):[CVP-G], [ATKM]. Unique ID: [CVT-11077]

**royal piece**: n. A piece that must be captured or checkmated in order to win the game. Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#R. Source(s): [OCC],[CVP-G], [WGR]. Unique ID: [CVT-11078]

**royalty**: n. See royal piece Link(s): http://www.mayhematics.com/v/gm.htm#R. Source(s): [ATKM]. Unique ID: [CVT-11079]

**saurian**: n. Any piece that moves only to capture, i.e. it has no noncapturing travel move. Link(s): http://www.mayhematics.com/v/gm.htm#S. Source(s): [ATKM]. Unique ID: [CVT-11080]

**screen**: n. See hurdle Source(s):[CVP-G], [WGR]. Unique ID: [CVT-11081]

**sea piece**: n. Any type of piece that travels like a rider but captures like a locust (by hopping over the victim to the first square beyond). Link(s): http://www.mayhematics.com/v/gm.htm#S. Source(s): [ATKM]. Unique ID: [CVT-11082]

**ski piece**: n. Any line rider modified by omitting the first cell in its ride, i.e. it begins with a little ski-jump. [Jelliss, George: 1973] Link(s): http://www.mayhematics.com/v/gm.htm#S. Source(s): [ATKM]. Unique ID: [CVT-11083]

**skip-piece**: n. Any line rider modified by omitting the first and every other odd cell in its path. Link(s): http://www.mayhematics.com/v/gm.htm#S. Source(s): [ATKM]. Unique ID: [CVT-11084]

**slider**: n. See line piece Source(s): [CVP]. Unique ID: [CVT-11085]
slip-piece: n. Any line rider modified by omitting the second and every other even cell in its path. Link(s): http://www.mayhematics.com/v/gm.htm#S. Source(s): [ATKM]. Unique ID: [CVT-11086]

sniper: n. An X/Y-sniper moves like piece X and captures like piece Y. [Dickins, Anthony M.] Link(s): http://www.mayhematics.com/v/gm.htm#S. Source(s): [ATKM]. Unique ID: [CVT-11087]

space pieces: n. Any piece capable of movement on a 3-D board, and whose moves (other than pawns) are the same in all planes. Link(s): http://www.mayhematics.com/v/gm.htm#S. Source(s): [ATKM]. Unique ID: [CVT-11088]

species: n. A class of all pieces having the same move options. (e.g. usage: White Knights and black Knights are of the same species.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s): [CVP-G], [WGR]. Unique ID: [CVT-11089]

standard piece: n. A piece having only standard move options. (e.g.: Knight, Bishop, Rook, Queen, King.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s): [CVP-G]. Unique ID: [CVT-11090]

starting piece: n. A piece that is a part of the initial array. (Compare promoted piece, reserve piece.) Link(s): http://www.chessvariants.org/misc.dir/coreglossary.html#S. Source(s): [CVP-G]. Unique ID: [CVT-11091]

stepper: n. A piece which steps (e.g. a wazir). A piece steps when it moves from its current cell to an adjacent cell. A stepper usually is able to step just once for its move, although some steppers may make multiple steps in one move (e.g. mao). Source(s): [CVP]. Unique ID: [CVT-11092]

teleporter: n. A piece which has a move option to teleport. May also refer to a piece or square which enables another (adjacent or occupying) piece to teleport. Link(s): http://www.chessvariants.org/piececlopedia.dir/noveltypieces.html. Source(s): [CVP]. Unique ID: [CVT-11093]

toral piece: n. Moves as if the board is a torus, in which left and right edges are joined and also top and bottom edges = combined vertical and horizontal cylinder. Link(s): http://www.mayhematics.com/v/gm.htm#T. Source(s): [ATKM]. Unique ID: [CVT-11094]


universal leaper: n. Able to move from any cell to any other. Link(s): http://www.mayhematics.com/v/gm.htm#U. Source(s): [ATKM]. Unique ID: [CVT-11096]

universal piece: n. One able to act in any direction, i.e. along any straight line of cell-centres radiating from its cell. Link(s): http://www.mayhematics.com/v/gm.htm#U. Source(s): [ATKM]. Unique ID: [CVT-11097]
**universal rider**: n. Able to move from any cell to any other, passing through any intermediate cells, and thus blockable if those cells are occupied. Link(s): http://www.mayhematics.com/v/gm.htm#U. Source(s): [ATKM]. Unique ID: [CVT-11098]

**unorthodox piece**: n. A piece analogous to a chess piece. Such pieces are used in chess variants and fairy chess problems. Link(s): http://en.wikipedia.org/wiki/Fairy_chess_piece. Source(s): [WIK]. Unique ID: [CVT-11099]

**value**: n. See relative value Source(s):[CVP-G]. Unique ID: [CVT-11100]

**variant piece**: n. Any piece derived from another by a slight modification of rules. Link(s): http://www.mayhematics.com/v/gm.htm#V. Source(s): [ATKM]. Unique ID: [CVT-11101]

**vaulting kings**: n. When in check have extra powers. A wide variety of different extra powers have been experimented with. Link(s): http://www.mayhematics.com/v/gm.htm#V. Source(s): [ATKM]. Unique ID: [CVT-11102]

**x-y leaper**: n. See leaper Source(s):[CVP-G]. Unique ID: [CVT-11103]
**Person Section**


Adam Chalcraft: n. See Chalcraft, Adam. Unique ID: [CVT-10415]

Adam Sobey: n. See Sobey, Adam. Unique ID: [CVT-10416]


Alessandro Castelli: n. See Castelli, Alessandro. Unique ID: [CVT-10418]

Alfonso the Wise: n. See Alfonso X of Castile. Unique ID: [CVT-10419]

Alfonso X: n. See Alfonso X of Castile. Unique ID: [CVT-10420]


Alphonso F Stanonis: n. See Stanonis, Alphonso F.. Unique ID: [CVT-12179]


Andreas Baar: n. See Baar, Andreas. Unique ID: [CVT-12161]

Andreas Treugut: n. See Treugut, Andreas. Unique ID: [CVT-12228]

Andrew Bartmess: n. See Bartmess, Andrew. Unique ID: [CVT-10422]

Anthony Dickins: n. See Dickins, Anthony M.. Unique ID: [CVT-10423]

Anthony V. Paletta: n. See Paletta, Anthony V. Source(s): [WGR]. Unique ID: [CVT-12049]

Armin von Oefele: n. See Oefele, Armin von. Unique ID: [CVT-12128]
Aronson, Peter: n. Inventor of anti-king chess. See also: anti-king chess Link(s): http://www.chessvariants.org/onthese/editors.html#pba. Source(s): [CVP]. Unique ID: [CVT-10424]


B. Constantino: n. See Constantino, B.. Unique ID: [CVT-12322] See also: Classified Encyclopedia of Chess Variants


Ben Foster: n. See Foster, Benjamin R.. Unique ID: [CVT-10430] See also: Anti-king chess

Betza, Ralph: n. Known as the grand master of chess variant design. Also a Chess Master and FIDE Master. Source(s): [CVP], [CECV]. Unique ID: [CVT-10431]

Bilal, Enki: n. Inventor of chess boxing. See also: chess boxing Source(s): [WIK]. Unique ID: [CVT-10432]
Bird, H. E.: n. Inventor of Bird's chess. See also: Bird's chess Link(s):

Bland, Nathaniel: n. Author of book: Persian chess. See also: Persian chess Link(s):
http://www.worldcat.org/wcidentities/viaf-DNB|104141581. Source(s): [CECV]. Unique ID: [CVT-12126]


Bobby Fischer: n. See Fischer, Robert James. Unique ID: [CVT-10433]


Boyer, Joseph: n. Author of books on chess variants, written in the 1950's (in French). Also organized international correspondence tournaments of chess variants. Link(s):


Bruce Zimov: n. See Zimov, Bruce. Unique ID: [CVT-10437]

Bruno Faidutti: n. See Faidutti, Bruno. Unique ID: [CVT-10438]


Byway, Paul: n. Inventor of the chess variant: modern courier chess. See also: modern courier chess. Unique ID: [CVT-10440]

C. D. Locock: n. See Locock, C. D.. Unique ID: [CVT-10441]

Caïssa: n. The muse or goddess of chess. Link(s): http://en.wikipedia.org/wiki/Caïssa . Source(s): [OCC], [WIK]. Unique ID: [CVT-10442]


Castelli, Alessandro: n. President of AISE and editor of Eteroscacco. See also: Associazione Italiana Scacchi Eterodossi Link(s): http://www.worldcat.org/wcidentities/lccn-n2005-20475. Library of Congress Name Heading: Castelli, Alessandro. Source(s): [CECV]. Unique ID: [CVT-10445]

Cayley, H: n. Author of the book: Kriegspiel, or, The chess war game See also: Kriegspiel, or, The chess war game Link(s): http://www.worldcat.org/wcidentities/np-cayley,%20h. Source(s): [CECV]. Unique ID: [CVT-12155]


Charles Beatty: n. See Beatty, Charles. Unique ID: [CVT-12283]


Chaunier, Claude: n. Co-inventor of the chess variant: magnetic chess. See also: magnetic chess Link(s): http://www.chessvariants.org/other.dir/magnetic.html. Source(s): [CVP]. Unique ID: [CVT-10449]

Chôyô: n. See Suzuki, Chôyô. Unique ID: [CVT-12073]

Christian Freeling: n. See Freeling, Christian. Unique ID: [CVT-10450]

Chung-chien Li: n. See Li, Chung-chien. Unique ID: [CVT-12117]
Ciccolini, Giuseppe: n. Author of the book: Tentativo di un nuovo giuoco di scacchi. See also: Tentativo di un nuovo giuoco di scacchi Link(s): http://www.worldcat.org/wcidentities/np-ciccolini,%20giuseppe. Source(s): [CECV]. Unique ID: [CVT-12158]

Claude Chaunier: n. See Chaunier, Claude. Unique ID: [CVT-10451]

Clequin, Pierre: n. Co-inventor of the chess variant: tempête sur l'échiquier See also: tempête sur l'échiquier Link(s): http://boardgamegeek.com/boardgamedesigner/126/pierre-clequin.. Unique ID: [CVT-10452]

Cohen, Philip M.: n. Contributor to Nost-algia. See also: Nost-algia Link(s): http://www.chessvariants.org/books.dir/encycl.html. Source(s): [CVP], [CECV], [WGR]. Unique ID: [CVT-10453]

Constantino, B.: n. Author of the book: Let's play Chinese chess See also: Let's play Chinese chess Link(s): http://www.worldcat.org/wcidentities/np-constantino,%20b.. Unique ID: [CVT-12323]

Crumlish, M.: n. Inventor of pieces: bug-eyed monster and contra-hopper.. Unique ID: [CVT-10454]

D. B. Pritchard: n. See Pritchard, David Brine. Unique ID: [CVT-12040]

Dan Troyka: n. See Troyka, W. D.. Unique ID: [CVT-10455]

Daniel MacDonald: n. See MacDonald, Daniel. Unique ID: [CVT-10456]

Dave Faldon: n. See Faldon, David. Unique ID: [CVT-12022]

David Brine Pritchard: n. See Pritchard, David Brine. Unique ID: [CVT-10457]

David Eltis: n. See Eltis, David. Unique ID: [CVT-10458]

David Hooper: n. See Hooper, David. Unique ID: [CVT-12257]

David Levi: n. See Levy, David. Unique ID: [CVT-10459]

David Li: n. See Li, David. Unique ID: [CVT-10460]

David McCooey: n. See McCooey, David. Unique ID: [CVT-10461]

David Moeser: n. See Moeser, David. Unique ID: [CVT-10462]

David Parlett: n. See Parlett, David. Unique ID: [CVT-10463]

David Pritchard: n. See Pritchard, David Brine. Unique ID: [CVT-10464]

David Reynolds: n. See Reynolds, David. Unique ID: [CVT-10465]

David Wurman: n. See Wurman, David. Unique ID: [CVT-12123]

**Dawson, Thomas Rayner**: n. British chess problemist. Author of the book: Five Classics of Fairy Chess. See also: Five classics of fairy chess Link(s):
http://en.wikipedia.org/wiki/Thomas_Rayner_Dawson,
Library of Congress Name Heading: Dawson, T. R. (Thomas Rayner), 1889-1951. Source(s): [CVP], [WIK]. Unique ID: [CVT-10467]

Dennis A Leventhal: n. See Leventhal, Dennis A. Unique ID: [CVT-12108]

Detlef Illmer: n. See Illmer, Detlef. Unique ID: [CVT-12284]

**Dickins, Anthony M.**: n. Author of the book: A Guide to Fairy Chess. See also: Guide to Fairy Chess Link(s):
http://www.chessvariants.org/books.dir/dickins.html,

**Dipilato, Giuseppe**: n. Coauthor of book: Fondamenti di Scacchi Progressivi See also: Fondamenti di Scacchi Progressivi Source(s): [CVP], [CECV]. Unique ID: [CVT-12057]

Donald L. Miller: n. See Miller, Donald L.. Unique ID: [CVT-12069]

**Donnelly, Terence**: n. Author of book: Hsiang ch'i, the Chinese game of chess See also: Hsiang ch'i, the Chinese game of chess Link(s): http://www.worldcat.org/wcidentities/np-donnelly,%20terence. Source(s): [CECV]. Unique ID: [CVT-12094]


**Duniho, Fergus**: n. Developer of Game Courier, a program that allows chess variants to be played on the web using a web brower. Also a producer and editor of many web resources that seek to educate the public on the subject of chess variants. See also: Game Courier Link(s): http://www.chessvariants.org/index/displayperson.php?personid=FergusDuniho,

E. G. Kogbetliantz: n. See Kogbetliantz, E. G.. Unique ID: [CVT-12285]

E. Ohara: n. See Ohara, Eiroku. Unique ID: [CVT-12297]

Ed Trice: n. See Trice, Ed. Unique ID: [CVT-10471]

Edgar Rice Burroughs: n. See Burroughs, Edgar Rice. Unique ID: [CVT-10472]

Edmund Hebermann: n. See Hebermann, Edmund. Unique ID: [CVT-10473]
Edward Falkener: n. See Falkener, Edward. Unique ID: [CVT-10474]

Edward Plunkett: n. See Lord Dunsany. Unique ID: [CVT-10475]

Eiroku Ohara: n. See Ohara, Eiroku Source(s): [WGR]. Unique ID: [CVT-12298]

**Eltis, David**: n. Inventor of flying chess. See also: flying chess. Unique ID: [CVT-10476]

Enki Bilal: n. See Bilal, Enki. Unique ID: [CVT-10477]

Es Ar Ayyar: n. See Ayyar, Es. Ar. Unique ID: [CVT-12141]


F. V. Morley: n. See Morley, F. V.. Unique ID: [CVT-12203]

**Faidutti, Bruno**: n. Co-inventer of the chess variant: tempête sur l'échiquier See also: tempête sur l'échiquier Link(s): http://boardgamegeek.com/boardgamedesigner/125/bruno-faidutti. Unique ID: [CVT-10479]


**Faldon, David**: n. President of the British Shogi Federation. See also: British Shogi Federation Link(s): http://www.hollandnumerics.demon.co.uk/BSF.HTM.. Unique ID: [CVT-12021]


Ferdinand Maack: n. See Maack, Ferdinand. Unique ID: [CVT-10482]

Fergus Duniho: n. See Duniho, Fergus. Unique ID: [CVT-10483]

Filip Rachunek: n. See Rachunek, Filip. Unique ID: [CVT-10484]

Filippo Marinelli: n. See Marinelli, Filippo. Unique ID: [CVT-10478]


Francesco Placenza: n. See Placenza, Francesco. Unique ID: [CVT-12220]

Frank Maus: n. See Maus, Frank G.. Unique ID: [CVT-10487]

Frank Maus: n. See Maus, Frank. Unique ID: [CVT-12286]

Franz Joseph: n. See Joseph, Franz. Unique ID: [CVT-10488]

Fred Galvin: n. See Galvin, Fred. Unique ID: [CVT-10489]


G. P. Jelliss: n. See Jelliss, George. Source(s): [WGR]. Unique ID: [CVT-12039]

Gabriel Vicente Maura: n. See Maura, Gabriel Vicente. Unique ID: [CVT-10491]

**Galvin, Fred**: n. Inventor of doublemove chess. See also: doublemove chess. Unique ID: [CVT-10492]

Garry Kasparov: n. See Kasparov, Garry. Unique ID: [CVT-10493]

Gary Gygax: n. See Gygax, Gary. Unique ID: [CVT-10494]

**Geary, William**: n. Coinventor of reflex chess. See also: reflex chess. Unique ID: [CVT-10495]

Gene Milener: n. See Milener, Gene. Unique ID: [CVT-12320]


George Hodges: n. See Hodges, George. Unique ID: [CVT-10497]

George Hope Verney: n. See Verney, George Hope. Unique ID: [CVT-10498]

George Jelliss: n. See Jelliss, George. Unique ID: [CVT-10499]

Gerald Frank Anderson: n. See Anderson, Gerald Frank. Unique ID: [CVT-12287]


Giuseppe Ciccolini: n. See Ciccolini, Giuseppe. Unique ID: [CVT-12157]
Giuseppe Dipilato: n. See Dipilato, Giuseppe. Unique ID: [CVT-12056]

Gligorić, Svetozar: n. Author of book: Shall we play Fischerandom chess? See also: Shall we play Fischerandom chess? Link(s): http://www.worldcat.org/wcidentities/lccn-n50-30585. Library of Congress Name Heading: Gligorić, Svetozar.. Unique ID: [CVT-12361]


Godson, William F.H. Jr: n. Author of the book: Three-dimensional chess: history and rules of the game See also: Three-dimensional chess: history and rules of the game Link(s): http://www.worldcat.org/wcidentities/np-godson,%20william%20f%20h$jr. Source(s): [CECV], [WGR]. Unique ID: [CVT-12209]


Greene, Michael: n. Coinventor of penultima. See also: penultima. Unique ID: [CVT-10502]

Greg Strong: n. See Strong, Greg. Unique ID: [CVT-10503]


H Cayley: n. See Cayley, H. Unique ID: [CVT-12154]

H van Haeringen: n. See Haeringen, H. van. Unique ID: [CVT-12242]

H. D. Baskerville: n. See Baskerville, H. D.. Unique ID: [CVT-12192]

H. E. Bird: n. See Bird, H. E. Source(s): [CVP], [CECV]. Unique ID: [CVT-12148]

H. G. Muller: n. See Muller, H. G.. Unique ID: [CVT-10505]

H. J. R. Murray: n. See Murray, Harold James Ruthven. Unique ID: [CVT-10506]

H. T. Lau: n. See Lau, H. T.. Unique ID: [CVT-10507]
Habu, Yoshiharu: n. Author of book: Shogi biginazu baiburu See also: Shogi biginazu baiburu


Handscomb, Kerry: n. Editor of the magazine: Abstract Games. See also: Abstract games

Hans Bodlaender: n. See Bodlaender, Hans. Unique ID: [CVT-10508]

Hans Klüver: n. See Klüver, Hans. Unique ID: [CVT-12191]

Hans Multhopp: n. See Multhopp, Hans. Unique ID: [CVT-10510]

Harikŗśna Vyarkatărāma Śarmā: See Śarmā, Harikŗśna Vyarkatărāma. Unique ID: [CVT-12143]

Harold James Ruthven Murray: n. See Murray, Harold James Ruthven. Unique ID: [CVT-10511]

Harry Golombek: n. See Golombek, Harry. Unique ID: [CVT-12336]

Head, W. G.: n. Author of the book: The New game of social chess. See also: Head's four-handed chess Link(s): http://www.worldcat.org/wcidentities/np-head,%20w%20g.. Unique ID: [CVT-12258]


Hermitte, Serge L.J. L': n. See L'Hermitte, Serge L.J.. Unique ID: [CVT-12107]


Horne, Malcolm: n. Consultant and columnist for the chess variant periodical: Variant Chess. See also: Variant Chess Source(s): [WGR]. Unique ID: [CVT-12037]


Iyer, S. R.: See Ayyar, Es. Ar Source(s): [CECV]. Unique ID: [CVT-12140]

J. Kister: n. See Kister, J.. Unique ID: [CVT-12354]

J. T. Howard: n. See Howard, J. T.. Unique ID: [CVT-12211]


James Masters: n. See Masters, James. Unique ID: [CVT-12260]

James Trimm: n. See Trimm, James. Unique ID: [CVT-10516]


Jean-Louis Cazaux: n. See Cazaux, Jean-Louis. Unique ID: [CVT-10517]


Jeff Mallett: n. See Mallett, Jeff. Unique ID: [CVT-10518]

Jelliss, George: n. Founder of Variant Chess. See also: Variant chess Link(s): http://www.mayhematics.com/.. Unique ID: [CVT-10519]

Jens Nielsen: n. See Nielsen, Jens. Unique ID: [CVT-10520]

Joao Pedro Neto: n. See Neto, Joao Pedro. Unique ID: [CVT-10521]

John Beasley: n. See Beasley, John D.. Unique ID: [CVT-10522]
John F Manson: n. See Manson, John F. Unique ID: [CVT-10523]

John Fairbairn: n. See Fairbairn, John Link(s): http://www.chessvariants.org/books.dir/fairbairn.html. Unique ID: [CVT-10524]

John G. White: n. See White, John G. Unique ID: [CVT-12036]

John Gollon: n. See Gollon, John. Unique ID: [CVT-10525]

John Leslie: n. See Leslie, John. Unique ID: [CVT-10526]

John Manners: n. See Duke of Rutland. Unique ID: [CVT-10527]

John McCallion: n. See McCallion, John. Unique ID: [CVT-10528]

John William Brown: n. See Brown, John William. Unique ID: [CVT-10529]


Joseph Boyer: n. See Boyer, Joseph Link(s): http://www.chessvariants.org/books.dir/boyer.html. Unique ID: [CVT-10531]


Jürgen Böttcher: n. See Böttcher, Jürgen. Unique ID: [CVT-12230]

Kahl, Peter: n. Co-inventor of the chess variant: dynamo chess. See also: dynamo chess Source(s): [CVP], [CECV]. Unique ID: [CVT-10533]

Karsch, W.: n. Publisher of the periodical: Feenschach. See also: Feenschach. Unique ID: [CVT-12184]


Ken Whyld: n. See Whyld, Ken. Unique ID: [CVT-12261]
Kermeur, Legall de: n. 1702-1792. Inventor of the pawns game. See also: pawns game
Link(s): http://en.wikipedia.org/wiki/Legall_de_Kermeur . Source(s): [WIK]. Unique ID: [CVT-10536]

Kerry Handscomb: n. See Handscomb, Kerry Source(s): [CVP]. Unique ID: [CVT-12025]

Kister, J.: n. Co-author of the article: Experiments in chess Link(s):
http://www.worldcat.org/wcidentities/np-kister,%20j0. Source(s): [WGR]. Unique ID: [CVT-12355]

Kling, Werner: n. Inventor of the chess variant chess attack. See also: chess attack Source(s): [WIK]. Unique ID: [CVT-10537]

Kluever, Hans: n. Co-inventor of the chess variant: dynamo chess. See also: dynamo chess
Link(s): http://www.worldcat.org/wcidentities/lccn-no2007-42169. Library of Congress Name Heading:
Klüver, Hans, 1901-1989. Source(s): [CECV], [WGR]. Unique ID: [CVT-10538]

Koernke, Robert E: n. Author of the book: Complete rules of three dimensional chess See also: Complete rules of three dimensional chess Link(s): http://www.worldcat.org/wcidentities/np-koernke,%20rober%20t0. Unique ID: [CVT-12238]

Link(s): http://www.worldcat.org/wcidentities/lccn-n83-152787. Library of Congress Name Heading:
Kogbetliantz, E. G. (Ervand George) b. 1888. Source(s): [WGR]. Unique ID: [CVT-12289]

Kōichi Masukawa: n. See Masukawa, Kōichi. Unique ID: [CVT-12247]

Korolev, Vitaly: n. Inventor of synchronous chess. See also: synchronous chess. Unique ID: [CVT-10539]

Kusumoto, Shigenobu: n. Inventor of the shogi variant: minishogi. See also: minishogi Source(s): [WIK]. Unique ID: [CVT-12006]

L. Legan: n. See Legan, L.. Unique ID: [CVT-10540]


Laszlo Polgar: n. See Polgar, Laszlo. Unique ID: [CVT-10541]

Lau, H. T.: n. Author of book: Chinese Chess Link(s):
Library of Congress Name Heading: Lau, H. T. (Hang Tong) 1952-. Source(s): [CVP]. Unique ID: [CVT-10542]
Lauterbach, Rudolf: n. Coinventor of Janus chess. See also: Janus chess. Unique ID: [CVT-10543]

Lauzon, Robert H.: n. Editor of Nost-algia in 1973. See also: Nost-algia Source(s): [WGR].
Unique ID: [CVT-12086]

Lawrence, Maxwell: n. Inventor of the chess variant: transcendental chess. See also: transcendental chess (game) Source(s): [CVP]. Unique ID: [CVT-10544]


Unique ID: [CVT-12097]

Lefler, Mark: n. Cofounder of Zillions development. Co-author of Zillions of Games. See also: Zillions of Games. Unique ID: [CVT-10546]

Legal: n. See Kermeur, Legall de Source(s): [CECV]. Unique ID: [CVT-10547]

Legal, M. de, Sire de Kermur: n. See Kermeur, Legall de Source(s): [CECV]. Unique ID: [CVT-10548]

Legan, L.: n. Inventor of Legan chess. See also: Legan chess. Unique ID: [CVT-10549]


Léon A Slobodchikoff: See Slobodchikoff, Léon A. Unique ID: [CVT-12135]


Les Roselle: n. See Roselle, Les. Unique ID: [CVT-12083]

Leslie, John: n. Inventor of hostage chess. See also: hostage chess Link(s): http://www.worldcat.org/wcidentities/lccn-n78-76011. Library of Congress Name Heading: Leslie, John 1940-...
Unique ID: [CVT-10551]

Levy, David: n. Founder of the organization: Mind Sports Olympiad. See also: Mind Sports Olympiad Link(s): http://www.boardability.com/. Unique ID: [CVT-10552]

L'Hermitte, Serge L.J.: n. Author of book: Jeux d'échecs non orthodoxes See also: Jeux d'échecs non orthodoxes (L'Hermitte) Link(s): http://www.worldcat.org/wcidentities/np-lhermitte,%20serge%20l%20j. Source(s): [CECV]. Unique ID: [CVT-12103]


Liguo Meng: n. See Meng, Liguo. Unique ID: [CVT-12119]

Locock, C. D.: n. Invented the chess variant piece: jibber. See also: jibber Link(s): http://www.mayhematics.com/v/gm.htm#L. Source(s): [ATKM]. Unique ID: [CVT-10554]


M. Crumlish: n. See Crumlish, M.. Unique ID: [CVT-10556]


Maarten Aronsson: n. See Aronsson, Maarten. Unique ID: [CVT-10558]

MacDonald, Daniel: n. Inventor of omega chess. See also: omega chess. Unique ID: [CVT-10559]


Malcolm Horne: n. See Horne, Malcolm Source(s): [WGR]. Unique ID: [CVT-12038]

Mallett, Jeff: n. Cofounder of Zillions development. Co-author of Zillions of Games. See also: Zillions of Games. Unique ID: [CVT-10560]
Manners, John: n. See Duke of Rutland. Unique ID: [CVT-10561]

Mannis Charosh: n. See Charosh, Mannis. Unique ID: [CVT-10562]

Manomohan Ghosh: n. See Ghosh, Manomohan. Unique ID: [CVT-12131]

Manson, John F: n. Author of the book: Siamese chess: how to play-- how to win! See also: Siamese chess: how to play-- how to win!. Unique ID: [CVT-10563]

Marinelli, Filippo: n. Inventor of the chess variant: triple chess. See also: triple chess (game). Unique ID: [CVT-10564]

Mario Leoncini: n. See Leoncini, Mario. Unique ID: [CVT-12054]

Mark Lefler: n. See Lefler, Mark. Unique ID: [CVT-10565]

Masters, James: n. Author of the website: Chess Family - History and Useful Information See also: Chess Family - History and Useful Information. Unique ID: [CVT-12262]


Maura, Gabriel Vicente: n. Inventor of chess variant: modern chess. See also: modern chess (game) Link(s): http://www.worldcat.org/wcidentities/lccn-n88-619452. Library of Congress Name Heading: Vicente Maura, Gabriel. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10566]

Maus, Frank: n. Author of the book: Cavalry Chess. Inventor of chess variant of same name. See also: Cavalry chess (book) Source(s): [CVP], [CECV], [WGR]. Unique ID: [CVT-12290]

Maus, Frank G.: n. Coined several chess variant piece names. Link(s): http://www.mayhematics.com/v/gm.htm#M. Source(s): [ATKM]. Unique ID: [CVT-10567]

Maxwell Lawrence: n. See Lawrence, Maxwell. Unique ID: [CVT-10568]

McCallion, John: n. Inventor of chess variant: English progressive chess See also: English progressive chess Source(s): [CVP], [CECV]. Unique ID: [CVT-10569]

McCooey, David: n. Inventor of the chess variant: McCooey's hexagonal chess See also: McCooey's hexagonal chess. Unique ID: [CVT-10570]


Michael D Eschner: n. See Eschner, Michael D.. Unique ID: [CVT-12163]
Michael Greene: n. See Greene, Michael. Unique ID: [CVT-10571]

Michael Jameson: n. See Jameson, Michael. Unique ID: [CVT-12342]

Michael Keller: n. See Keller, Michael. Unique ID: [CVT-10572]

Mike Nelson: n. See Nelson, Mike. Unique ID: [CVT-10573]


Miller, Donald L.: n. Publisher of the periodical: The Gamesman. Source(s): [CECV]. Unique ID: [CVT-12070]


Monreal, Pierre: n. Inventor of circe chess. See also: circe chess. Unique ID: [CVT-10575]


Muller, H. G.: n. Developer of chess variant software programs Joker80 and Fairy-Max. See also: Joker80 Link(s): http://www.worldcat.org/wcidentities/viaf-BNE|XX1010179.. Unique ID: [CVT-10576]

Multhopp, Hans: n. Inventor of the chess variant checkers chess. See also: checkers chess Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10577]


Nassouh bey Taher: n. See Taher, Nassouh bey. Unique ID: [CVT-12046]

Nathaniel Bland: n. See Bland, Nathaniel. Unique ID: [CVT-12125]

Nelson, Mike: n. Inventor of the chess variant: pocket mutation chess. See also: pocket mutation chess. Unique ID: [CVT-10580]

**Nielsen, Jens**: n. Coinventor of the chess variant: darkness chess. See also: darkness chess. Unique ID: [CVT-10582]


Omar Syed: n. See Syed, Omar. Unique ID: [CVT-10583]

**Osted, Torben**: n. Coinventor of the chess variant: darkness chess. See also: darkness chess. Unique ID: [CVT-10584]

**Paletta, Anthony V.**: n. Publisher of Chess Spectrum Newsletter. See also: Chess Spectrum Newsletter Source(s): [WGR]. Unique ID: [CVT-12050]


Pascal Reysset: n. See Reysset, Pascal Source(s): [CVP]. Unique ID: [CVT-12308]

Paul Byway: n. See Byway, Paul. Unique ID: [CVT-10587]

Paul Reich: n. See Reich, Paul. Unique ID: [CVT-12318]

Paul Stein: n. See Stein, Paul. Unique ID: [CVT-12350]

Paul Yearout: n. See Yearout, Paul. Unique ID: [CVT-10588]

Peter Aronson: n. See Aronson, Peter. Unique ID: [CVT-10589]

Peter Kahl: n. See Kahl, Peter. Unique ID: [CVT-10590]

Peter Sung: n. See Sung, Peter. Unique ID: [CVT-12263]
Philip M. Cohen: n. See Cohen, Philip M.. Unique ID: [CVT-10591]

Piacenza, Francesco: n. Author of book: Campeggiamenti degli scacchi See also: Campeggiamenti degli scacchi Link(s): http://www.worldcat.org/wcidentities/lccn-n00-60191. Library of Congress Name Heading: Piacenza, Francesco, d. 1686. Source(s): [CECV]. Unique ID: [CVT-12221]


Pierre Éric Spindler: n. See Spindler, Pierre Éric Source(s): [CECV]. Unique ID: [CVT-12087]

Pierre Monreal: n. See Monreal, Pierre. Unique ID: [CVT-10593]


Pierre Monreal: n. See Monreal, Pierre. Unique ID: [CVT-10593]

Plunkett, Edward: n. See Lord Dunsany. Unique ID: [CVT-10595]


Polgár, László: n. See Polgar, Laszlo. Unique ID: [CVT-12307]


R. Wayne Schmittberger: n. See Schmittberger, R. Wayne. Unique ID: [CVT-10598]


Ralph Betza: n. See Betza, Ralph. Unique ID: [CVT-10600]

Raymond D Keene: n. See Keene, Raymond D Source(s): [CECV]. Unique ID: [CVT-12114]

Raymond Reid: n. See Reid, Raymond. Unique ID: [CVT-12367]

Raymond Smullyan: n. See Smullyan, Raymond. Unique ID: [CVT-10601]

Reich, Paul: n. Author of the book: Raumschach: ein funktionelles Multiple See also: Raumschach: ein funktionelles Multiple Link(s): http://www.worldcat.org/wcidentities/lccn-n92-803758.. Unique ID: [CVT-12319]

Reinhard Scharnagl: n. See Scharnagl, Reinhard. Unique ID: [CVT-10602]

Reynolds, David: n. Inventor of chess variant: circular chess. See also: circular chess (modern). Unique ID: [CVT-10603]


Robert Abbott: n. See Abbott, Robert. Unique ID: [CVT-10604]

Robert C. Bell: n. See Bell, Robert C.. Unique ID: [CVT-10605]

Robert E Koernke: n. See Koernke, Robert E. Unique ID: [CVT-12237]


Robert James Fischer: n. See Fischer, Robert James. Unique ID: [CVT-10606]

Roberto Magari: n. See Magari, Roberto. Unique ID: [CVT-12042]


Rolf W Jacobson: n. See Jacobson, Rolf W. Unique ID: [CVT-12344]

Roselle, Les: n. Editor of Nost-algia in 1986. See also: Nost-algia Source(s): [WGR]. Unique ID: [CVT-12084]

Rudolf Lauterbach: n. See Lauterbach, Rudolf. Unique ID: [CVT-10608]

S. F. Günther Wahl: n. See Wahl, S. F. Günther. Unique ID: [CVT-12231]

Sam Sloan: n. See Sloan, Sam. Unique ID: [CVT-10609]


Scharnagl, Reinhard: n. Author of the computer program SMIRF. Inventor of the chess variant: Capablanca random chess. See also: SMIRF Link(s): http://www.worldcat.org/wcidentities/viaf-18307379.. Unique ID: [CVT-10610]

Schöndorf, Werner: n. Coinventor of the chess variant: janus chess. See also: janus chess. Unique ID: [CVT-10612]

Seabrook, William B.: n. Inventor of the chess variant: rifle chess. See also: rifle chess Source(s): [WGR]. Unique ID: [CVT-10613]


Serge L J L'Hermitte: n. See L'Hermitte, Serge L.J.. Unique ID: [CVT-12102]


Sherwin, Thomas: n. Publisher of the book: Complete rules for playing the new game of chess for four persons: with two sets of men, on one board Source(s): [CECV]. Unique ID: [CVT-12216]

Shigenobu Kusumoto: n. See Kusumoto, Shigenobu. Unique ID: [CVT-12005]


Slobodchikoff, Léon A: Author of the book: Co Tu’ong See also: Co Tu’ong Link(s): http://www.worldcat.org/wcidentities/np-slobodchikoff,%20leon%20a. Source(s): [CECV]. Unique ID: [CVT-12136]

Smullyan, Raymond: n. Inventor of the chess variant: monochromatic chess. See also: monochromatic chess. Library of Congress Name Heading: Smullyan, Raymond M... Unique ID: [CVT-10615]


Sobey, Adam: n. Inventor of the chess variant: triplets. Source(s): [CVP], [CECV]. Unique ID: [CVT-10616]

Stanislaw Ulam: n. See Ulam, Stanislaw. Unique ID: [CVT-12352]

Stanonis, Alphonso F.: n. Editor of the magazine: Circle chess journal. See also: Circle chess journal Source(s): [CECV], [WGR]. Unique ID: [CVT-12180]

Stead, Walter: n. Inventor of the chess variant: grid chess. See also: grid chess. Unique ID: [CVT-10617]

Stein, Paul: n. Co-author of the software: Los Alamos chess playing program. See also: Los Alamos chess playing program. Unique ID: [CVT-12351]

Stephen Addison: n. See Addison, Stephen. Unique ID: [CVT-10618]

Stone, A. J.: n. Author of the booklet: Chess variants See also: Chess variants (booklet) Link(s): http://www.mayhematics.com/v/simplevariants.pdf.. Unique ID: [CVT-12341]

Strong, Greg: n. Author of the computer program ChessV. See also: ChessV. Unique ID: [CVT-10619]

Sung, Peter: n. Founder of the Toronto Xiangqi Association. See also: Toronto Xiangqi Association Link(s): http://txa.ca/presidents-letter/.. Unique ID: [CVT-12264]


Svetozar Gligorić: n. See Gligorić, Svetozar. Unique ID: [CVT-12362]

Syed, Omar: n. Inventor of the chess variant: Arimaa. See also: Arimaa Link(s): http://boardgamegeek.com/boardgamedesigner/1830/omar-syed.. Unique ID: [CVT-10620]

T. K. Rogers: n. See Rogers, T. K.. Unique ID: [CVT-10621]


T. Sherwin: n. See Sherwin, Thomas. Unique ID: [CVT-12214]

Taher, Nassouh bey: n. Inventor of the chess variant: atomic chess. See also: Atomic chess Source(s): [CVP], [WGR]. Unique ID: [CVT-12047]

Tamerlane: n. A fourteenth-century conqueror of Western, South and Central Asia. said to have created Tamerlane Chess, a variant of shatranj played on a larger board. See also:
Tamerlane Chess Link(s): http://www.worldcat.org/wcidentities/lccn-n50-15000. Library of Congress Name Heading: Timur, 1336-1405. Source(s): [WIK]. Unique ID: [CVT-10623]

**Temple, Henry Michael**: n. Inventor of the chess variant: kriegspiel See also: kriegspiel. Unique ID: [CVT-10624]

Terence Donnelly: n. See Donnelly, Terence Source(s): [CECV]. Unique ID: [CVT-12093]

Thomas Rayner Dawson: n. See Dawson, Thomas Rayner. Unique ID: [CVT-10625]

Timur: n. See Tamerlane. Unique ID: [CVT-10626]

Tin-Hung So: n. See So, Tin-Hung. Unique ID: [CVT-12099]

Tony Hosking: n. See Hosking, Tony. Unique ID: [CVT-10627]

Torben Osted: n. See Osted, Torben. Unique ID: [CVT-10628]

**Trabue, Isaac H.**: n. Author of the book: Rules and directions to play four-handed trabue, American chess See also: Rules and directions to play four-handed trabue, American chess Link(s): http://www.worldcat.org/wcidentities/np-trabue,%20isaac%20h. Source(s): [WGR]. Unique ID: [CVT-12301]

**Treugut, Andreas**: n. Co-author of book: Schach fur 2 und 3 Spieler See also: Schach fur 2 und 3 Spieler Link(s): http://www.worldcat.org/wcidentities/viaf-DNB|107758601.. Unique ID: [CVT-12232]

Trevor Leggett: n. See Leggett, Trevor. Unique ID: [CVT-10629]

**Trice, Ed**: n. Inventor of the chess variant: gothic chess. See also: gothic chess. Unique ID: [CVT-10630]

**Trimm, James**: n. Founder of the organization: 3-D Chess Federation See also: 3-D Chess Federation. Unique ID: [CVT-10631]

**Troyka, W. D.**: n. Inventor of Benedict chess. See also: Benedict chess Link(s): http://www.chessvariants.org/difftaking.dir/benedict.html. Source(s): [CVP]. Unique ID: [CVT-10632]


V. R. Parton: n. See Parton, Vernon Rylands. Unique ID: [CVT-10633]


Vernon Rylands Parton: n. See Parton, Vernon Rylands. Unique ID: [CVT-10635]
Vicente Maura, Gabriel: n. See Maura, Gabriel Vicente. Unique ID: [CVT-10636]

Vitaly Korolev: n. See Korolev, Vitaly. Unique ID: [CVT-10637]

von Zimmermann, Georg: n. See Zimmermann, Georg von. Unique ID: [CVT-12106]

W. B. Seabrook: n. See Seabrook, William B.. Unique ID: [CVT-10638]

W. F. Wong: n. See Wong, W. F.. Unique ID: [CVT-12240]

W. G. Head: n. See Head, W. G.. Unique ID: [CVT-12265]

W. H. Blythe: n. See Blythe, W. H.. Unique ID: [CVT-12151]

W. Karsch: n. See Karsch, W.. Unique ID: [CVT-12183]

W. M. Lee: n. See Lee, W. M. Source(s): [CECV]. Unique ID: [CVT-12096]


Walter Stead: n. See Stead, Walter. Unique ID: [CVT-10639]

Werner Kling: n. See Kling, Werner. Unique ID: [CVT-10640]

Werner Schöndorf: n. See Schöndorf, Werner. Unique ID: [CVT-10641]


William F H Godson, Jr.: n. See Godson, William F.H. Jr. Unique ID: [CVT-12208]

William Geary: n. See Geary, William. Unique ID: [CVT-10642]

Wladyslaw Glinski: n. See Glinski, Wladyslaw. Unique ID: [CVT-10643]

**Wurman, David**: n. Author of book: Chinesisches Schach, koreanisches Schach See also: Chinesisches Schach, koreanisches Schach Link(s): http://www.worldcat.org/wcidentities/viaf-72049364. Source(s): [CECV], [WGR]. Unique ID: [CVT-12124]


Yoshiharu Habu: n. See Habu, Yoshiharu. Unique ID: [CVT-12081]


**Zimov, Bruce**: n. Inventor of the chess variant: knightmate See also: knightmate. Unique ID: [CVT-10646]
Organization Section


AISE: (Acronym: Associazione Italiana Scacchi Eterodossi) n. See Associazione Italiana Scacchi Eterodossi Source(s): [CVP]. Unique ID: [CVT-10382]

The Archimedeans Mathematics Society: n. Archimedeans (Society). Inventors of the chess variant gess. See also: gess Link(s): http://www.archim.org.uk/. Source(s): [WIK]. Unique ID: [CVT-10383]


BCVS: (Acronym: British Chess Variants Society) n. See British Chess Variants Society. Unique ID: [CVT-10385]


The British Shogi Federation: n. Organization devoted to increasing public awareness of shogi. [Faldon, David] See also: shogi Link(s): http://www.hollandnumerics.demon.co.uk/BSF.HTM. Unique ID: [CVT-10388]

BSF: (Acronym: British Shogi Federation) n. See British Shogi Federation. Unique ID: [CVT-12020]

Cincinnati Chess Federation: n. Publisher of periodical J'adoube! See also: J'adoube!. Library of Congress Name Heading: Cincinnati Chess Federation. Source(s): [CECV]. Unique ID: [CVT-12061]


The Cleveland Public Library: John G. White Collection: n. See John G. White Chess and Checkers Collection Source(s): [WGR]. Unique ID: [CVT-12033]
Deutscher Xiangqi Bund: n. See European Xiangqi Federation. Unique ID: [CVT-12031]

DXB: (Acronym : Deutscher Xiangqi Bund) n. See European Xiangqi Federation. Unique ID: [CVT-12029]

**European Xiangqi Federation**: n. Chinese Chess organization based in Germany. Link(s): http://www.chinaschach.de/index.html.. Unique ID: [CVT-12028]

EXF: (Acronym : European Xiangqi Federation) n. See European Xiangqi Federation. Unique ID: [CVT-12030]

Federation Internationale des Echecs: (French : international federation of chess) n. See FIDE Source(s): [OCC], [WIK]. Unique ID: [CVT-10390]


GCSA: (Acronym : German Chu Shogi Association) n. See German Chu Shogi Association Source(s): [CVP]. Unique ID: [CVT-10393]

**German Chu Shogi Association**: n. Founded in January 2006, their goal is to play Chu Shogi and keep the memory alive. This applies to other large shogi variants as well. See also: chushogi Link(s): http://www.chessvariants.org/index/external.php?itemid=GermanChuShogi, http://www.chushogi.de/. Source(s): [CVP]. Unique ID: [CVT-10394]

Italian Association of Chess Variants: n. See Associazione Italiana Scacchi Eterodossi Source(s): [CVP]. Unique ID: [CVT-10395]

The **Japan Shogi Association**: n. See Shogi Association (1909) Source(s): [WIK]. Unique ID: [CVT-10396]

The **John G. White Chess and Checkers Collection**: n. The John G. White Chess and Checkers Collection of the Cleveland Public Library is described as the largest chess library in the world (32,568 volumes of books and serials, including 6,359 volumes of bound periodicals.) [White, John G.: 1928] Link(s): http://cpl.org/TheLibrary/SubjectsCollections/SpecialCollections.aspx.. Unique ID: [CVT-12034]

**Ken Whyld Association**: n. An organization whose purpose is 'to bring together the information scattered worldwide from collectors of chess literature and extensive chess libraries,
and thus give the public access to it'. Link(s): http://www.kwabc.org/Homepage-UK/home-english.htm.. Unique ID: [CVT-12252]

Kiinalaisen shakin ystävät Suomessa ry: (Finnish : Chinese Chess Association of Friends of Finland) n. See Friends of Chinese Chess in Finland. Unique ID: [CVT-10397]

KIISYS: (Acronym : Kiinalaisen shakin ystävät Suomessa ry) n. See Friends of Chinese Chess in Finland. Unique ID: [CVT-10398]

Knights Of the Square Table: n. See NOST Source(s): [CVP]. Unique ID: [CVT-10399]


The Mind Sports Organization: n. See Mind Sports Olympiad Source(s): [WIK]. Unique ID: [CVT-10401]

MSO: (Acronym : Mind Sports Olympiad) n. See Mind Sports Olympiad. Unique ID: [CVT-10402]

NOST: (Acronym : Knights Of the Square Table) n. A gaming organization that was based in the United States from 1960-2004. Chess and chess variants were among the games that were played. Link(s): http://www.chessvariants.org/nost.html. Source(s): [CVP], [WGR]. Unique ID: [CVT-10403]

Out of the Box Publishing: n. Publisher of the commercial chess variant Bosworth. See also: Bosworth Link(s): http://www.otb-games.com/bosworth/rules.html. Library of Congress Name Heading: Out of the Box Publishing.. Unique ID: [CVT-10404]

Parker Brothers: n. Producers of the chess variant Smess. See also: Smess. Library of Congress Name Heading: Parker Brothers, inc... Unique ID: [CVT-10405]

SchemingMind Correspondence Chess Club: n. SchemingMind.com Internet Correspondence Chess Club where one can play correspondence chess and chess variants against players from all around the world. Link(s): http://www.chessvariants.org/link2.dir/schemingmind.html, http://www.schemingmind.com/. Source(s): [CVP]. Unique ID: [CVT-10406]

The **Shogi Association (1976)**: n. Organization founded by George Hodges in 1976. Published a magazine devoted to shogi. [Hodges, George: 1976] See also: Shogi (periodical) 
Link(s): http://www.squidoo.com/george-hodges. Source(s): [WGR]. Unique ID: [CVT-10408]


**Steve Jackson Games**: n. Producers of the chess variant Knightmare chess. See also: Knightmare chess. Unique ID: [CVT-10410]

The Tokyo Shogi Association: n. See Shogi Association (1909) Source(s): [WIK]. Unique ID: [CVT-10411]

**Toronto Xiangqi Association**: n. Canadian organization devoted 'to promoting the practice of Xiangqi in the Greater Toronto Area'. [Sung, Peter: 1980] See also: xiangqi Link(s): http://txa.ca/. Unique ID: [CVT-12253]

**Transcendental Chess Organization**: n. Established in 1981, by and for players of transcendental chess, mostly played by post. See also: transcendental chess (game) Link(s): http://www.chessvariants.org/diffsetup.dir/trancendental.html. Source(s): [CVP]. Unique ID: [CVT-10412]

**TXA**: (Acronym : Toronto Xiangqi Association) n. See Toronto Xiangqi Association. Unique ID: [CVT-12254]

The **UK Chinese Chess Association**: n. Established in 1989. Published a newsletter: Chinese Chess. See also: Chinese Chess (newsletter) Source(s): [WGR]. Unique ID: [CVT-12026]


World Chess Federation: n. See FIDE Source(s): [OCC], [WIK]. Unique ID: [CVT-10413]

**World Xiangqi Federation**: n. The World Xiangqi Federation was founded in 1993. Its purpose is 'to promote the practice of Xiangqi in the world, to organize and develop Xiangqi activities internationally.' See also: xiangqi Link(s): http://www.wxf.org/. Unique ID: [CVT-12255]

**WXF**: (Acronym : World Xiangqi Federation) n. See World Xiangqi Federation. Unique ID: [CVT-12256]
Publication Section


The Art of Shogi (Book): n. A book that is a comprehensive guide to shogi for complete beginner and advanced player. [Hosking, Tony: 2003] [Tintagel, England : Shogi Foundation,
Beiblatt der Mitteilungen über Raumschach (Serial): (German : Supplement of the messages about Space Chess) n. A periodical on raumschach. In German. [Maack, Ferdinand: 1910] [Hamburg [Germany : Dr Maack, 1910?] -1911.] See also: raumschach Link(s): http://www.worldcat.org/oclc/39953782.. Unique ID: [CVT-12267]


Book of chess, dice and tables (Book): n. See Libro de acedrex, dados e tablas. Unique ID: [CVT-11107]

Book of games: chess, dice and tables (Book): n. See Libro de acedrex, dados e tablas. Unique ID: [CVT-11108]


**I Campeggiamenti degli scacchi** (Book): (Italian ) n. A book covering chess rules and gameplay of 17th Century in Italy and Europe. Also covers author's own decimal variant called 'Arciscacchiere'. [Piacenza, Francesco: 1683] [In Torino : Per Antonio Beltrandi, 1683.] Link(s): http://www.worldcat.org/oclc/46835819. Source(s): [CECV]. Unique ID: [CVT-12223]

I Campeggiamenti degli scacchi, o sia, Nuova disciplina d'attacchi, difese e partiti del givoco degli scacchi si nello stile antico, che nel nuouo arcischacchiere (Book): (Italian ) n. See Campeggiamenti degli scacchi. Unique ID: [CVT-12222]

Caturanga dipika (Book): n. See Sulapani's Caturanga dipika: a manual of four handed dice chess Source(s): [CECV]. Unique ID: [CVT-12133]


The Chessmen of Mars, etc. (Book): n. See Chessmen of Mars. Unique ID: [CVT-12197]


Circle chess journal (Serial): n. A magazine (presumably) devoted to circular chess. [Stanonis, Alphonso F.: 1963] [Des Plaines, Ill. : [s.n.], 1968.] See also: circular chess (broad term) Link(s): http://www.worldcat.org/oclc/18617972. Source(s): [CECV], [WGR]. Unique ID: [CVT-12181]

The Classified Encyclopedia of Chess Variants (Book): n. Book which documents a large collection of chess variants, organized by type. [Pritchard, David Brine; Beasley, John D.]

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The Concise Guide to Chess Variants v1.0


Cô tướng (Book): n. See Co Tu'ong. Unique ID: [CVT-12139]


CVP (Web site): (Acronym: Chess Variant Pages) n. See Chess Variant Pages Source(s): [CVP]. Unique ID: [CVT-11119]


Fairy Chess Review (Serial): n. A magazine that was devoted principally to fairy chess problems but also included extensive original results on related questions in mathematical recreations. [British Chess Problem Society: 1936] [Stroud : [British Chess Problem Society], 1936-1958.] Link(s): http://www.worldcat.org/oclc/27466056, http://www.mayhematics.com/v/gm.htm#F. Source(s): [ATKM]. Unique ID: [CVT-11123]


The Gamesman (Serial): n. A periodical devoted to games of various types (including chess variants). Wheaton, MD. [Miller, Donald L.: 1968] [Wheaton, MD : Donald L. Miller, [196-]] Link(s): http://www.worldcat.org/oclc/191901909. Source(s): [CECV]. Unique ID: [CVT-12068]


Il Gioco degli scacchi (Book): (Italian : The game of chess) n. See Gioco de gli scacchi Source(s): [WIK]. Unique ID: [CVT-12066]


The Great shogi games and how to play them (Book): n. Book on how to play shogi and related games. [Hodges, George: 1978] [Bromley, Kent : Shogi Association, 1978.] See also: shogi Link(s): http://www.worldcat.org/oclc/40184429.. Unique ID: [CVT-11128]


Guide to double chess (Book): n. A book on a two-player chess variant played on a chess board expanded by three rows on each side, with each player controlling two sets of pieces. [Howard, J. T.: 1885] [Huddersfield, J.E. Wheatley & Co. [etc.] 1885.] Link(s): http://www.worldcat.org/oclc/5114762. Source(s): [CECV], [WGR]. Unique ID: [CVT-12213]


Das Henochische Schachspiel (Book): (German : The Enochian chess game) n. A book on
enochian chess. [Eschner, Michael D.; Baar, Andreas: 1983] [Berlin : Stein-der-Weisen-Verlag
Kersken-Canbaz, 1983.] See also: Enochian chess Link(s): http://www.worldcat.org/oclc/74619823.
Source(s): [CECV]. Unique ID: [CVT-12165]

Hexagonal chess (book) (Book): n. See Hexagonal chess (with a board) Source(s): [WGR].
Unique ID: [CVT-12194]

Hexagonal chess (with a board) (Book): n. A book on a chess variant played with a
chess (broad term) Link(s): http://www.worldcat.org/oclc/4509143.. Unique ID: [CVT-12195]

A History of Chess (Golombek) (Book): n. A book on chess history. [Golombek, Harry:
Unique ID: [CVT-12338]

A History of Chess (Murray) (Book): n. A book widely held to be an authoritative source on
Unique ID: [CVT-11132]

Cazaux. Detailed information on chess history and chess variants. [Cazaux, Jean-Louis] [J. L.
Cazaux] Link(s): http://history.chess.free.fr/index.htm.. Unique ID: [CVT-12270]

How to play Shogi (Book): n. A book on playing shogi. [Fairbairn, John: 1979] [Bromley, Kent :
Shogi Association, 1979. ] See also: shogi Link(s):
[CVP], [CECV]. Unique ID: [CVT-12092]

Hsiang ch'i, the Chinese game of chess (Book): n. A book on xiangqi. [Donnelly, Terence:
1974] [Goring-by-Sea, Eng. : Wargames Research Group, 1974.] See also: xiangqi Link(s):
http://www.worldcat.org/oclc/2200640. Source(s): [CECV]. Unique ID: [CVT-12095]

Idea for a personal game (Book): n. A book which covers several chess variants based on
custodian capture. [Parton, Vernon Rylands: 1973] See also: custodian capture Link(s):
http://www.worldcat.org/oclc/27254012. Source(s): [WGR]. Unique ID: [CVT-12358]

Indian chess (book) (Book): n. See Indian chess: Bharatiya caturangam (śataraṇja) Source(s):
[CECV]. Unique ID: [CVT-12145]

[Śarma, Harir[kṣṇa Vyarkātārama; Ayyar, Es. Ār: 1982] [Delhi : Nag Publishers, 1982.] Link(s):
http://www.worldcat.org/oclc/61441923.. Unique ID: [CVT-12146]

J’adoube! (Serial): (French : I adjust) n. Organ of the Cincinnati Chess Federation. J’adoube is a chess term indicating a player is adjusting a piece, not moving it. [Cincinnati Chess Federation; Moeser, David: 1977] [[Cincinnati, Cincinnati Chess Federation]] Link(s): http://www.worldcat.org/oclc/2881635. Source(s): [CECV], [WGR]. Unique ID: [CVT-12060]

Japan Shogi Association (web site) (Web site): (Japanese ) n. This Japanese website on shogi provides brief explanations on some of the fundamentals, information on their events, profiles of the professional players and so forth. http://www.shogi.or.jp/ See also: Shogi Association (1909) Link(s): http://www.worldcat.org/oclc/60632914. Unique ID: [CVT-12235]

Japanese chess (book) (Book): n. See Japanese chess (shōgni): the science and art of war or struggle philosophically treated. Chinese chess (chong-kie) and i-go.. Unique ID: [CVT-12071]


Le Jeu d'échecs des Vietnamiens (Book): n. See Co Tu'ong. Unique ID: [CVT-12137]


Libro de los juegos: acedrex, dados e tablas (Book): (Spanish : book of games: chess, dice and tables) n. See Libro de acedrex, dados e tablas. Unique ID: [CVT-11134]


Meta-Chess (Book): n. See Meta-Chess: Adventures Beyond the Bounds of Chess Source(s): [CVP]. Unique ID: [CVT-11135]


Modern chess (book) (Book): n. See Modern chess: including the Prime Minister, a new major piece Source(s): [CECV]. Unique ID: [CVT-12188]


The New Game of Chess For Four Persons (Book): n. See Complete rules for playing the new game of chess for four persons: with two sets of men, on one board Source(s): [CECV]. Unique ID: [CVT-12217]


New unorthodox chess games (Book): (French ) n. See Nouveaux jeux d'echecs non orthodoxes [Boyer, Joseph: 1956]. Unique ID: [CVT-11139]

The NOST Bulletin (Serial): n. See Nost-algia. Unique ID: [CVT-12082]


Un Nuovo giuoco di scacchi (Book): (Italian : A new game of chess) n. See Tentativo di un nuovo giuoco di scacchi Source(s): [CECV]. Unique ID: [CVT-12159]


Raumschach (periodical) (Serial): n. See Beiblatt der Mitteilungen über Raumschach Source(s): [CECV]. Unique ID: [CVT-12273]


Reform chess (book) (Book): n. See Reform-chess: training in 2650+3 positions Source(s): [CVP]. Unique ID: [CVT-12310]


Rose board recipes: new games and old to play your way (Book): n. A book on chess variant design and marketing, with a focus on hexagonal chess. [Jameson, Michael: 2009] [United Kingdom : Parker Wilks Solutions, 2009.] Link(s): http://www.worldcat.org/oclc/712131167.. Unique ID: [CVT-12347]


Schach fur 2 und 3 Spieler (Book): (German : Chess for 2 and 3 players) n. A book on chess for two and three players. In German. [Treugut, Andreas; Bottcher, Jurgen: 1975] [Nurnberg : [s.n.], 1975.] See also: three-handed chess Link(s): http://www.worldcat.org/oclc/221405284.. Unique ID: [CVT-12236]

Das Schachraumspie (Book): (German : The chess game room) n. A book (presumably) dealing with chess and/or chess variants. Written by the inventor of raumschach. [Maack,


Shogi magazine (Serial): n. See Shogi (periodical). Unique ID: [CVT-12019]


Tentativo di un nuovo giuoco di scacchi (Book): (Italian : Trying a new game of chess) n. A book in Italian presumably regarding a chess variant or variants. [Ciccolini, Giuseppe: 1820] [Roma, F. Bourliè, 1820.] Link(s): http://www.worldcat.org/oclc/7114878.. Unique ID: [CVT-12160]


Total chess (book) (Book): n. See Total chess: the rules of the game, its rationale, and some notes: a practical method for chess in three dimensions See also: three-dimensional chess Source(s): [CECV]. Unique ID: [CVT-12295]


Transcendental chess (periodical) (Serial): n. Periodical on the subject of transcendental chess. [Lawrence, Maxwell: 1981] [Brooklyn, NY : M.J. Lawrence, 1981-] See also:
transcendental chess (game) Link(s): http://www.worldcat.org/oclc/24438945. Source(s): [WGR]. Unique ID: [CVT-12182]


Software Section

**ChessV**: n. A free computer program designed to play a large number of chess variants.
[Strong, Greg] Link(s): http://en.wikipedia.org/wiki/ChessV,

**DoubleChessBoard**: n. A software program that supports bughouse and various alternative starting positions. See also: bughouse Link(s):

**Fairy-Max**: n. A chess engine for playing chess variants. It is free open-source software. It was created for the purpose of empirically evaluating fairy pieces. [Muller, H. G.] Link(s):
http://home.hccnet.nl/h.g.muller/CVfairy.html. Unique ID: [CVT-11150]

**Game Courier**: n. Software that enables playing a multitude of different chess variants on the web with people from around the world for free. [Duniho, Fergus] Link(s):

**Joker80**: n. A chess engine adapted to playing on an 8x10 board with knighted bishops and knighted rooks. [Muller, H. G.] Link(s):
http://home.hccnet.nl/h.g.muller/joker80.html. Unique ID: [CVT-11152]

**Los Alamos chess playing program**: n. A chess program was written in 1956 by a group of H-bomb researchers, Stanislaw Ulam, Paul Stein, et al. Due to lack of computing power, only a chess variant with a reduced 6 x 6 board without bishops was implemented, later called Los Alamos chess. [Ulam, Stanislaw; Stein, Paul: 1956] See also: Los Alamos chess Link(s):
http://chessprogramming.wikispaces.com/MANIAC+I. Unique ID: [CVT-12359]

**SMIRF**: (Acronym : Strategiespielprogramm mit intelligent rückkoppelnden Funktionen) n. Chess variant playing software which plays chess960 along with many other randomized chess variants on a 8x10 board. [Scharnagl, Reinhard] Link(s): http://en.wikipedia.org/wiki/SMIRF,
http://www.10x8.net/Octopus/Start.html. Source(s): [WIK]. Unique ID: [CVT-11153]

**Sunsetter**: n. A program which plays the chess variants called crazyhouse and bughouse. See also: bughouse Link(s): http://sunsetter.sourceforge.net/. Source(s): [WIK]. Unique ID: [CVT-11154]

Zillions: n. See Zillions of Games Source(s): [CVP]. Unique ID: [CVT-11155]

**Zillions of Games**: n. Commercial software. A generic, programmable game-playing engine.

**zrf**: (Acronym : Zillions Rule File) n. A computer file containing code that implements a particular game or chess variant running under the Zillions of Games software. Source(s): [CVP]. Unique ID: [CVT-11157]
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Challenge & delight of chessical & decimal. [main entry] Challenge & delight of chessical & decimal,
[see also] decimal chess, [associated with] Parton, Vernon Rylands

chameleon (ultima). [main entry] chameleon (ultima), [see also] ultima

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(book), [main entry] Chancellor chess: or, The new game of chess, [see also] chancellor chess,
[associated with] Foster, Benjamin R.

chancellor chess. [main entry] chancellor chess, [see also] Chancellor chess: or, The new game of
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chancellor. [main entry] chancellor, [see] knighted rook

changgi. [main entry] changgi, [see] janggi

chariot (shatranj). [main entry] chariot (shatranj), [see] rook

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Charles Beatty. [main entry] Charles Beatty, [see] Beatty, Charles

Charosh, Mannis. [main entry] Charosh, Mannis, [associated with] knight relay chess, [also] Mannis
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chatrang. [main entry] chatrang, [see] shatranj
chaturaji. [main entry] chaturaji, [also] chaturanga, four-handed, [also] four-handed chaturanga, [also] game of the four kings, [also] modern chaturanga, [see also] roca
chaturanga, four-handed. [main entry] chaturanga, four-handed, [see] chaturaji
chaturanga. [main entry] chaturanga, [also] indian chess
Chaunier, Claude. [main entry] Chaunier, Claude, [also] Claude Chaunier, [associated with] magnetic chess
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chess attack. [main entry] chess attack, [associated with] Kling, Werner
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Chess detective Kriegspiel strategies, endgames, and problems. [main entry] Chess detective: Kriegspiel strategies, endgames, and problems, [see also] kriegspiel, [associated with] Li, David
Chess Eccentricities. [main entry] Chess Eccentricities, [see also] four-handed chess (broad term), [associated with] Verney, George Hope
Chess Family - History and Useful Information. [main entry] Chess Family - History and Useful Information, [associated with] Masters, James
Chess of China. [main entry] Chess of China, [see also] xiangqi, [associated with] Leventhal, Dennis
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chess of the four seasons. [main entry] chess of the four seasons, [see] acedrex de los cuatro tiempos
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Chess Spectrum Newsletter. [main entry] Chess Spectrum Newsletter, [associated with] Paletta, Anthony V.
Chess variant - Wikipedia, the free encyclopedia. [main entry] Chess variant - Wikipedia, the free encyclopedia
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chess variant. [main entry] chess variant, [also] heterodox chess, [also] unorthodox chess, [also] variant, [see also] variation (orthochess), [see also] variation (variant)

Chess variants (booklet). [main entry] Chess variants (booklet), [associated with] Stone, A. J.


chess with different armies. [also] Betza's chess, [also] Betza's unequal armies, [main entry] chess with different armies, [associated with] Betza, Ralph, [also] equal armies

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chess-board. [main entry] chess-board, [see] chess board

Chessery for duffer and master. [main entry] Chessery for duffer and master, [associated with] Parton, Vernon Rylands

chessgi. [main entry] chessgi, [see also] crazyhouse, [see also] crazyhouse, [also] drop chess, [also] mad mate, [also] neo-chess, [see also] reinforcement chess, [also] schizo chess, [also] turnabout chess


Chessical cubism, or, Chess in space. [main entry] Chessical cubism, or, Chess in space, [see also] three-dimensional chess, [associated with] Parton, Vernon Rylands

Chessics. [main entry] Chessics, [associated with] Jelliss, George

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Chessmen of Mars. [main entry] Chessmen of Mars, [see also] jetan, [associated with] Burroughs, Edgar Rice, [also] Chessmen of Mars, etc., [see also] jetan

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[associated with] Lee, W. M.
Chinese chess. [main entry] Chinese chess, [see] xiangqi
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Chôyô. [main entry] Chôyô, [see] Suzuki, Chôyô
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Ciccolini, Giuseppe. [main entry] Ciccolini, Giuseppe, [also] Giuseppe Ciccolini, [associated with]
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[associated with] J'adoube!
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circe-grasshopper. [main entry] circe-grasshopper
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[associated with] Stanonis, Alphonso F.
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[also] round chess (broad term)
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clockwork mouse. [main entry] clockwork mouse, [associated with] Jelliss, George
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Cohen, Philip M.. [main entry] Cohen, Philip M., [also] Philip M. Cohen
color. [main entry] color
colorbound. [main entry] colorbound
column (3-D). [main entry] column (3-D), [see also] file
column. [main entry] column, [see] file
combination piece. [main entry] combination piece, [see] combined piece
combined piece. [also] combination piece, [main entry] combined piece, [also] compound piece
commando chess. [main entry] commando chess, [see] kriegspiel
commoner. [main entry] commoner, [also] man (piece), [also] mann
commuter. [main entry] commuter
complete chess (broad term). [main entry] complete chess (broad term), [see] decimal chess
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conna-hopper. [main entry] contra-hopper, [associated with] Crumlish, M.
control. [main entry] control
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counselor. [main entry] counselor, [see] advisor (xiangqi)
counter. [main entry] counter
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crooked bishop. [main entry] crooked bishop, [see] boyscout
crooked queen. [main entry] crooked queen
crowned bishop. [main entry] crowned bishop, [see also] dragon horse
crowned knight. [also] centaur, [main entry] crowned knight
crowned piece. [also] crowned, [main entry] crowned piece
crowned rook. [main entry] crowned rook, [see also] dragon king
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CVP. [main entry] CVP, [see] Chess Variant Pages
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cylinder board. [main entry] cylinder board
cylinder chess. [main entry] cylinder chess, [also] cylindrical chess
cylinder piece. [main entry] cylinder piece
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dabbabarider. [main entry] dabbabarider
dai shogi. [main entry] dai shogi, [also] great shogi
Dan Troyka. [main entry] Dan Troyka, [see] Troyka, W. D.
Daniel MacDonald. [main entry] Daniel MacDonald, [see] MacDonald, Daniel
darter. [main entry] darter
Dave Faldon. [main entry] Dave Faldon, [see] Faldon, David
David Brine Pritchard. [main entry] David Brine Pritchard, [see] Pritchard, David Brine
David Eltis. [main entry] David Eltis, [see] Eltis, David
David Hooper. [main entry] David Hooper, [see] Hooper, David
David Li. [main entry] David Li, [see] Li, David
David McCooey. [main entry] David McCooey, [see] McCooey, David
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David Parlett. [main entry] David Parlett, [see] Parlett, David
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David Wurman. [main entry] David Wurman, [see] Wurman, David
decimal chess. [see also] Challenge & delight of chessical & decimal, [also] complete chess (broad term), [main entry] decimal chess, [see also] Enduring spirit of Dasapada, [see also] Turkish great chess
defend. [main entry] defend, [also] guard (verb)
demotion. [main entry] demotion
Dennis A Leventhal. [main entry] Dennis A Leventhal, [see] Leventhal, Dennis A
departure square. [main entry] departure square, [also] starting square (departure)
Detlef Illmer. [main entry] Detlef Illmer, [see] Illmer, Detlef
Deutscher Xiangqi Bund. [main entry] Deutscher Xiangqi Bund, [see] European Xiangqi Federation
development. [main entry] development
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diagonally. [main entry] diagonally
dice chess. [main entry] dice chess, [see also] Sulapani's Caturanga dipika: a manual of four handed dice chess

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displacement capture. [main entry] displacement capture, [also] replacement capture
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Donald L. Miller. [main entry] Donald L. Miller, [see] Miller, Donald L.

Donnelly, Terence. [main entry] Donnelly, Terence, [associated with] Hsiang ch'i, the Chinese game of chess, [also] Terence Donnelly


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doubly-bent rider. [main entry] doubly-bent rider
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dragon chess. [main entry] dragon chess, [see] dragonchess
dragon horse. [main entry] dragon horse, [see also] crowned bishop
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drop zone. [main entry] drop zone
duchess. [main entry] duchess

duck. [main entry] duck


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dummy. [main entry] dummy

Duniho, Fergus. [main entry] Duniho, Fergus, [also] Fergus Duniho, [associated with] Game Courier

Dunsany's chess. [main entry] Dunsany's chess, [associated with] Lord Dunsany, [also] Dunsany's game

Dunsany's game. [main entry] Dunsany's game, [see] Dunsany's chess

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eagle. [main entry] eagle, [associated with] Jelliss, George

eccentric knight. [main entry] eccentric knight, [associated with] Jelliss, George

ECV. [main entry] ECV, [see] Encyclopedia of Chess Variants

Ed Trice. [main entry] Ed Trice, [see] Trice, Ed

Edgar Rice Burroughs. [main entry] Edgar Rice Burroughs, [see] Burroughs, Edgar Rice

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Edmund Hebermann. [main entry] Edmund Hebermann, [see] Hebermann, Edmund

Edward Falkener. [main entry] Edward Falkener, [see] Falkener, Edward

Edward Plunkett. [main entry] Edward Plunkett, [see] Lord Dunsany

egret. [main entry] egret

Einstein-grasshopper. [main entry] Einstein-grasshopper

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elemental piece. [main entry] elemental piece

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elephant game. [main entry] elephant game, [see] xiangqi

Eltis, David. [also] David Eltis, [main entry] Eltis, David, [associated with] flying chess

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duck. [main entry] duck


duke. [main entry] duke

dummy. [main entry] dummy

Duniho, Fergus. [main entry] Duniho, Fergus, [also] Fergus Duniho, [associated with] Game Courier

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Dunsany's game. [main entry] Dunsany's game, [see] Dunsany's chess

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[associated with] Pritchard, David Brine

endgame. [main entry] endgame

Enduring spirit of Dasapada. [main entry] Enduring spirit of Dasapada, [see also] decimal chess,
[associated with] Parton, Vernon Rylands

enemy piece. [main entry] enemy piece

English progressive chess. [main entry] English progressive chess, [see also] progressive chess,
[associated with] McCallion, John

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Enochian chess. [main entry] Enochian chess, [see also] Henochische Schachspiel
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Es Ar Ayyar. [main entry] Es Ar Ayyar, [see] Ayyar, Es. Ar

Eschner, Michael D.. [main entry] Eschner, Michael D., [associated with] Henochische Schachspiel,
[also] Michael D Eschner

Eteroscacco. [main entry] Eteroscacco, [associated with] Castelli, Alessandro

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fad. [main entry] fad

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fantasy chess (fairy chess). [main entry] fantasy chess (fairy chess), [see] fairy chess

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Federation Internationale des Echecs. [main entry] Federation Internationale des Echecs, [see] FIDE


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ferfil. [main entry] ferfil

Fergus Duniho. [main entry] Fergus Duniho, [see] Duniho, Fergus

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FIDE chess. [main entry] FIDE chess, [see] orthochess

FIDE. [also] Federation Internationale des Echecs, [main entry] FIDE, [also] World Chess Federation

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Filip Rachunek. [main entry] Filip Rachunek, [see] Rachunek, Filip

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First survey of losing chess endgame material published up to the end of 1999. [main entry] First survey of losing chess endgame material published up to the end of 1999, [see also] losing chess, [associated with] Beasley, John D.

First syllabus on Xiangqi. [main entry] First syllabus on Xiangqi, [see also] xiangqi, [associated with] Li, David

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Fischer, Robert James. [also] Bobby Fischer, [associated with] chess960, [main entry] Fischer, Robert James, [also] Robert James Fischer

Fischer random chess. [main entry] Fischer random chess, [see] chess960

Fischerandom chess. [main entry] Fischerandom chess, [see] chess960

Five classics of fairy chess. [main entry] Five classics of fairy chess, [associated with] Dawson, Thomas Rayner

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Fondamenti di Scacchi Progressivi. [main entry] Fondamenti di Scacchi Progressivi, [see also] progressive chess, [associated with] Leoncini, Mario, [associated with] Dipilato, Giuseppe

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Forchess the ultimate social game. [main entry] Forchess: the ultimate social game, [see also] forchess, [associated with] Rogers, T. K.

forchess. [main entry] forchess, [associated with] Rogers, T. K., [see also] Forchess: the ultimate social game

fore-hopper. [main entry] fore-hopper

fork. [main entry] fork

fortress chess. [main entry] fortress chess, [also] Russian fortress chess, [also] Russian four-handed chess

forward diagonals. [main entry] forward diagonals

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Four chess. [main entry] Four chess, [associated with] Blythe, W. H.

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four-handed chess (Verney). [main entry] four-handed chess (Verney), [see] Verney's four-handed chess
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Gabriel Vicente Maura. [main entry] Gabriel Vicente Maura, [see] Maura, Gabriel Vicente
gajah. [main entry] gajah, [see] hasty
Game Courier. [main entry] Game Courier, [associated with] Duniho, Fergus
game of the four kings. [main entry] game of the four kings, [see] chaturaji
game of the four seasons. [main entry] game of the four seasons, [see] acedrex de los cuatro tiempos
game of the three kingdoms. [main entry] game of the three kingdoms, [see] sanguo qi
Games ancient and oriental and how to play them. [main entry] Games ancient and oriental and how to play them, [associated with] Falkener, Edward

Gamesman. [main entry] Gamesman, [associated with] Miller, Donald L.

Garry Kasparov. [main entry] Garry Kasparov, [see] Kasparov, Garry


GCSA. [main entry] GCSA, [see] German Chu Shogi Association


Genealogy of chess. [main entry] Genealogy of chess, [associated with] Li, David

general. [main entry] general, [see also] xiangqi, [also] jiang, [also] king (xiangqi), [also] tsiang generals. [main entry] generals


George Hodges. [main entry] George Hodges, [see] Hodges, George

George Hope Verney. [main entry] George Hope Verney, [see] Verney, George Hope

George Jelliss. [main entry] George Jelliss, [see] Jelliss, George


German Chu Shogi Association. [also] GCSA, [main entry] German Chu Shogi Association, [see also] chu shogi

gess. [see also] Archimedeans Mathematics Society, [main entry] gess, [associated with] Archimedeans Mathematics Society


Gioco degli scacchi. [main entry] Gioco degli scacchi, [see] Gioco de gli scacchi

giraffe. [main entry] giraffe


Giuseppe Ciccolini. [main entry] Giuseppe Ciccolini, [see] Ciccolini, Giuseppe

Giuseppe Dipilato. [main entry] Giuseppe Dipilato, [see] Dipilato, Giuseppe

giveaway chess. [main entry] giveaway chess, [see] losing chess

Gligorić, Svetozar. [main entry] Gligorić, Svetozar, [associated with] Shall we play Fischerandom chess?, [also] Svetozar Gligorić

Glinski’s hexagonal chess. [see also] First theories of hexagonal chess, [main entry] Glinski’s hexagonal chess, [see also] hexagonal chess (broad term), [associated with] Glinski, Wladyslaw, [also] hexagonal chess (Glinski), [see also] Rules of hexagonal chess with examples of first openings

gnu. [main entry] gnu, [also] wildebeest, [see also] wildebeest chess


gold general. [main entry] gold general


gorgon. [main entry] gorgon, [associated with] Parton, Vernon Rylands

gothic chess. [main entry] gothic chess, [associated with] Trice, Ed

Grand Camelot new partnership game for four players., [main entry] Grand Camelot: new partnership game for four players., [see also] four-handed chess (broad term), [associated with] Parker Brothers

grand chess. [main entry] grand chess, [associated with] Freeling, Christian

grand shogi. [main entry] grand shogi, [see] tai shogi

grande acedrex. [main entry] grande acedrex, [also] grant acedrex, [also] great chess (Alfonso)
grant acedrex. [main entry] grant acedrex, [see] grande acedrex

grasshopper chess. [main entry] grasshopper chess, [associated with] Boyer, Joseph

grasshopper. [main entry] grasshopper, [associated with] Dawson, Thomas Rayner

grasshopper-locust. [main entry] grasshopper-locust

great chess (Alfonso). [main entry] great chess (Alfonso), [see] grande acedrex

great chess (broad term). [main entry] great chess (broad term)

Great shogi games and how to play them. [main entry] Great shogi games and how to play them, [see also] shogi, [associated with] Hodges, George

great shogi. [main entry] great shogi, [see] dai shogi


Greg Strong. [main entry] Greg Strong, [see] Strong, Greg

grid chess. [main entry] grid chess, [associated with] Stead, Walter

griﬀon. [main entry] grifﬁon

gryphon. [main entry] gryphon

guard (verb). [main entry] guard (verb), [see] defend

guard (xiangqi). [main entry] guard (xiangqi), [see] advisor (xiangqi)
guard chess. [main entry] guard chess, [also] Icelandic chess


Guide to variant chess. [main entry] Guide to variant chess, [see] Variant Chess (Jelliss)


H

H. D. Baskerville. [main entry] H. D. Baskerville, [see] Baskerville, H. D.


H. G. Muller. [main entry] H. G. Muller, [see] Muller, H. G.


H. T. Lau. [main entry] H. T. Lau, [see] Lau, H. T.

H Cayley. [main entry] H Cayley, [see] Cayley, H

H van Haeringen. [main entry] H van Haeringen, [see] Haeringen, H. van

Habu, Yoshiharu. [main entry] Habu, Yoshiharu, [associated with] Shōgi biginazu baiburu, [also] Yoshiharu Habu


hand. [main entry] hand, [also] in hand, [also] reserve


Hans Bodlaender. [main entry] Hans Bodlaender, [see] Bodlaender, Hans


Hans Klúver. [main entry] Hans Klúver, [see] Klüver, Hans


Harikṛṣṇa Vyarkāṭarāma Sārma. [main entry] Harikṛṣṇa Vyarkāṭarāma Sārma, [see] Sārma, Harikṛṣṇa Vyarkāṭarāma

Harold James Ruthven Murray. [main entry] Harold James Ruthven Murray, [see] Murray, Harold James Ruthven

Harry Golombek. [main entry] Harry Golombek, [see] Golombek, Harry

hasty. [also] gajah, [main entry] hasty


Head's four-handed chess. [main entry] Head's four-handed chess, [see also] New game of social chess, [associated with] Head, W. G., [see also] New game of social chess, [also] social chess


Henochische Schachspiel. [main entry] Henochische Schachspiel, [see also] Enochian chess, [associated with] Baar, Andreas, [associated with] Eschner, Michael D.
Henr


heraldic piece. [main entry] heraldic piece


heterodox chess. [main entry] heterodox chess, [see] chess variant

hex. [main entry] hex, [see also] hexagonal chess (broad term)


hexagonal chess (broad term). [see also] Glinski's hexagonal chess, [see also] hex, [main entry]

hexagonal chess (broad term), [see also] Hexagonal chess (with a board), [see also] McCooey's

hexagonal chess

hexagonal chess (Glinski). [main entry] hexagonal chess (Glinski), [see] Glinski's hexagonal chess

hexagonal chess (McCooey). [main entry] hexagonal chess (McCooey), [see] McCooey's hexagonal

chess

Hexagonal chess (with a board). [also] Hexagonal chess (book), [main entry] Hexagonal chess (with

a board), [see also] hexagonal chess (broad term), [associated with] Baskerville, H. D.

hiashatar. [main entry] hiashatar, [also] Mongolian great chess

hippogriff. [main entry] hippogriff

History of Chess chesspage of JL Cazaux. [main entry] History of Chess: chesspage of JL Cazaux,

[associated with] Cazaux, Jean-Louis

History of Chess (Golombek). [main entry] History of Chess (Golombek), [associated with] Golombek,

Harry


James Ruthven

Hodges, George. [also] George Hodges, [associated with] Great shogi games and how to play them,


(periodical), [associated with] Shogi Association (1976)

home square. [main entry] home square, [also] initial position, [also] starting square (home)

homogeneous. [main entry] homogeneous

honorable horse. [main entry] honorable horse, [also] shogi, [also] knight (shogi)

Hooper, David. [also] David Hooper, [main entry] Hooper, David, [associated with] Oxford companion
to chess

hop. [main entry] hop

hopper. [see also] cannon move, [main entry] hopper, [see also] hurdle

horde chess. [main entry] horde chess

horizontal direction. [main entry] horizontal direction


horse. [main entry] horse, [see] knight


Foundation, [also] Tony Hosking

hostage chess. [main entry] hostage chess, [associated with] Leslie, John

hsiang chi. [main entry] hsang chi, [see] xiangqi

Hsiang ch'i, the Chinese game of chess. [main entry] Hsiang ch'i, the Chinese game of chess, [see also] xiangqi, [associated with] Donnelly, Terence

hunter. [main entry] hunter

hurdle. [see also] hopper, [main entry] hurdle, [also] screen

hwang ho. [main entry] hwang ho, [see] river

hybrid. [main entry] hybrid


I

Icelandic chess. [main entry] Icelandic chess, [see] guard chess

Idea for a personal game. [main entry] Idea for a personal game, [see also] custodian capture, [associated with] Parton, Vernon Rylands

Illmer, Detlef, [also] Detlef Illmer, [main entry] Illmer, Detlef, [associated with] Rhythmomachia : ein uraltes Zahlenspiel neu entdeckt

imitator. [main entry] imitator

immobilizer. [main entry] immobilizer, [see also] ultima

in hand. [main entry] in hand, [see] hand


Indian chess (book). [main entry] Indian chess (book), [see] Indian chess: Bharatiya caturāngam (ṣataṇḍja)

indian chess. [main entry] indian chess, [see] chaturanga

Infinite chess (catalog). [main entry] Infinite chess (catalog)

infinite mover. [main entry] infinite mover

initial array. [main entry] initial array, [see] array (broad term)

initial position. [main entry] initial position, [see] home square

initial setup. [main entry] initial setup, [see] array (broad term)

intermediate shogi. [main entry] intermediate shogi, [see] chu shogi

international chess. [main entry] international chess, [see] orthochess

intervening piece. [main entry] intervening piece

intervening square. [main entry] intervening square

irregular piece. [main entry] irregular piece


isotropic. [main entry] isotropic

Italian Association of Chess Variants. [main entry] Italian Association of Chess Variants, [see] Associazione Italiana Scacchi Eterodossi
Italian progressive chess. [main entry] Italian progressive chess, [see also] progressive chess, [see also] Manuale di scacchi eterodossi


J


jabber. [main entry] jabber


James Masters. [main entry] James Masters, [see] Masters, James

James Trimm. [main entry] James Trimm, [see] Trimm, James


janggi. [also] changgi, [main entry] janggi, [also] jangki, [also] Korean chess, [also] iyang keui

jangki. [main entry] jangki, [see] janggi

janus chess. [main entry] janus chess, [associated with] Lauterbach, Rudolf, [associated with] Schöndorf, Werner

Japan Shogi Association (web site). [main entry] Japan Shogi Association (web site), [see also] Shogi Association (1909)


Japanese chess (shōggi) the science and art of war or struggle philosophically treated. Chinese chess (chong-kie) and i-go., [see also] shogi, [associated with] Suzuki, Cho


Jeff Mallett. [main entry] Jeff Mallett, [see] Mallett, Jeff


Jens Nielsen. [main entry] Jens Nielsen, [see] Nielsen, Jens
jetan. [see also] Chessmen of Mars, [main entry] jetan, [see also] Chessmen of Mars, [associated with] Burroughs, Edgar Rice, [also] martian chess

Jeu d'échecs des Vietnamiens. [main entry] Jeu d'échecs des Vietnamiens, [see] Co Tu'ong

Jeux d'échecs non orthodoxes (Boyer). [main entry] Jeux d'échecs non orthodoxes (Boyer), [associated with] Boyer, Joseph

Jeux d'échecs non orthodoxes (L'Hermitte). [main entry] Jeux d'échecs non orthodoxes (L'Hermitte), [associated with] L'Hermitte, Serge L.J.

jeweled general. [main entry] jeweled general, [also] jeweled king, [also] king (shogi)

jeweled king. [main entry] jeweled king, [see] jeweled general

jiang. [main entry] jiang, [see] general

jibber. [main entry] jibber, [associated with] Locock, C. D.


John Beasley. [main entry] John Beasley, [see] Beasley, John D.

John F Manson. [main entry] John F Manson, [see] Manson, John F

John Fairbairn. [main entry] John Fairbairn, [see] Fairbairn, John


John Leslie. [main entry] John Leslie, [see] Leslie, John

John Manners. [main entry] John Manners, [see] Duke of Rutland


joker. [main entry] joker

Joker80. [main entry] Joker80, [associated with] Muller, H. G.

José Raúl Capablanca. [main entry] José Raúl Capablanca, [see] Capablanca, José Raúl


Joseph Boyer. [main entry] Joseph Boyer, [see] Boyer, Joseph

jump. [main entry] jump, [see] leap (verb)

jumper. [main entry] jumper, [see] leaper

jungle chess. [main entry] jungle chess, [see] jungle

jungle game. [main entry] jungle game, [see] jungle

jungle. [also] animal chess, [also] battle of animals, [also] battle of the animals, [also] children's chess, [also] dou shou qi, [main entry] jungle, [also] jungle chess, [also] jungle game, [also] oriental chess, [also] shou dou qi

Jürgen Böttcher. [main entry] Jürgen Böttcher, [see] Böttcher, Jürgen
K

knighted piece. [main entry] knighted piece
knighted queen. [also] amazon, [main entry] knighted queen
knighted rook. [also] chancellor, [also] empress (knighted rook), [main entry] knighted rook, [also] marshall
knight-hopper. [main entry] knight-hopper
Knightmare chess. [main entry] Knightmare chess, [see also] tempête sur l'échiquier, [associated with] Steve Jackson Games, [see also] Steve Jackson Games, [see also] tempête sur l'échiquier
knightmate. [main entry] knightmate, [associated with] Zimov, Bruce, [also] mate the knight
knight-relay chess. [main entry] knight-relay chess, [see] knight relay chess
Knights Of the Square Table. [main entry] Knights Of the Square Table, [see] NOST
kniroo. [main entry] kniroo, [see also] sniper, [associated with] Maus, Frank G.
Koichi Masukawa. [main entry] Koichi Masukawa, [see] Masukawa, Koichi
Korean chess. [main entry] Korean chess, [see] janggi
Kriegspiel, or, The chess war game. [main entry] Kriegspiel, or, The chess war game, [see also] kriegspiel, [associated with] Cayley, H
Kriegspiel chess under uncertainty. [main entry] Kriegspiel: chess under uncertainty, [see also] kriegspiel, [associated with] Li, David
Kusumoto, Shigenobu. [main entry] Kusumoto, Shigenobu, [associated with] minishogi, [also] Shigenobu Kusumoto
kyai ho. [main entry] kyai ho, [see] river
L
L. Legan. [main entry] L. Legan, [see] Legan, L.
ladies' game. [main entry] ladies' game, [see] must capture chess
lame piece. [main entry] lame piece
lance. [also] fragrant chariot, [main entry] lance, [see also] shogi, [also] spearman
landing square. [main entry] landing square, [see] arrival square
Laszlo Polgar. [main entry] Laszlo Polgar, [see] Polgar, Laszlo


Lauterbach, Rudolf. [associated with] janus chess, [main entry] Lauterbach, Rudolf, [also] Rudolf Lauterbach


Lawrence, Maxwell. [main entry] Lawrence, Maxwell, [also] Maxwell Lawrence, [associated with] transcendental chess (game), [associated with] Transcendental chess (periodical)


leap (noun). [main entry] leap (noun)

leap (verb). [also] jump, [main entry] leap (verb)

leap option. [main entry] leap option

leap passively. [main entry] leap passively

leap square. [main entry] leap square

leap to capture. [main entry] leap to capture

leaper. [also] jumper, [main entry] leaper, [also] x-y leaper

leaper-hopper. [main entry] leaper-hopper


Lefler, Mark. [main entry] Lefler, Mark, [also] Mark Lefler, [associated with] Zillions of Games

Legal, M. de, Sire de Kermur. [main entry] Legal, M. de, Sire de Kermur, [see] Kermeur, Legall de

Legal's game. [main entry] Legal's game, [see] pawns game

Legal. [main entry] Legal, [see] Kermeur, Legall de

Legan, L.. [also] L. Legan, [associated with] Legan chess, [main entry] Legan, L.

Legan chess. [also] diagonal chess (legan), [main entry] Legan chess, [associated with] Legan, L., [also] Legan's game

Legan's game. [main entry] Legan's game, [see] Legan chess

Leggett, Trevor. [main entry] Leggett, Trevor, [associated with] Shogi: Japan's game of strategy, [also] Trevor Leggett

leo. [main entry] leo

Léon A Slobodchikoff. [main entry] Léon A Slobodchikoff, [see] Slobodchikoff, Léon A


Les Roselle. [main entry] Les Roselle, [see] Roselle, Les


Let's play Chinese chess. [main entry] Let's play Chinese chess, [see also] xiangqi, [associated with] Constantino, B.

Leventhal, Dennis A. [associated with] Chess of China, [also] Dennis A Leventhal, [main entry] Leventhal, Dennis A
Li, Chung-chien. [associated with] Chinese chess: the endgame technique, [also] Chung-chien Li, [main entry] Li, Chung-chien
Libro de acedrex, dados e tablas. [see also] acedrex de los cuatro tiempos, [also] Book of chess, dice and tables, [also] Book of games: chess, dice and tables, [main entry] Libro de acedrex, dados e tablas, [associated with] Alfonso X of Castile, [also] Libro de los juegos: acedrex, dados e tablas
Libro de los juegos acedrex, dados e tablas. [main entry] Libro de los juegos: acedrex, dados e tablas, [see] Libro de acedrex, dados e tablas
Liguo Meng. [main entry] Liguo Meng, [see] Meng, Liguo
line move. [main entry] line move
line piece. [main entry] line piece, [also] line-piece, [also] slider
line-hopper. [main entry] line-hopper
line-piece. [main entry] line-piece, [see] line piece
lion (chu shogi). [main entry] lion (chu shogi)
lion (hopper). [main entry] lion (hopper)
lion (Murray). [main entry] lion (Murray), [see] Murray lion
locust (broad term). [main entry] locust (broad term)
locust (narrow term). [main entry] locust (narrow term)
long leaper. [main entry] long leaper, [see] ultima, [also] longleaper, [also] long-leaper
longleaper. [main entry] longleaper, [see] long leaper
long-leaper. [main entry] long-leaper, [see] long leaper
Lord Dunsany, [associated with] Dunsany's chess, [also] Edward Plunkett, [main entry] Lord Dunsany, [also] Plunkett, Edward
Los Alamos chess playing program. [see also] Experiments in chess, [see also] Experiments in chess on electronic computing machines, [main entry] Los Alamos chess playing program, [see also] Los Alamos chess, [associated with] Stein, Paul, [associated with] Ulam, Stanislaw
Los Alamos chess. [also] anti-clerical chess, [main entry] Los Alamos chess, [see also] Los Alamos chess playing program
loser's chess. [main entry] loser's chess, [see] losing chess
losing chess. [also] antichess, [see also] First survey of losing chess endgame material published up to the end of 1999, [also] giveaway chess, [also] killer chess, [also] loser's chess, [main entry] losing chess, [also] losing game, [also] reverse chess, [also] suicide chess, [also] take me chess
losing game. [main entry] losing game, [see] losing chess
lynx. [main entry] lynx

M

M. Crumlish. [main entry] M. Crumlish, [see] Crumlish, M.
ma. [main entry] ma, [see] mao
Maarten Aronsson. [main entry] Maarten Aronsson, [see] Aronsson, Maarten
MacDonald, Daniel. [also] Daniel MacDonald, [main entry] MacDonald, Daniel, [associated with] omega chess
mad mate. [main entry] mad mate, [see] chessgi
maharaja and the sepoys. [main entry] maharaja and the sepoys, [see] maharajah and the sepoys
maharaja. [main entry] maharaja, [see] maharajah
maharajah and the sepoys. [also] maharaja and the sepoys, [main entry] maharajah and the sepoys, [also] shatranj diwana shah
maharajah. [also] maharaja, [main entry] maharajah
maiden's game. [main entry] maiden's game, [see] must capture chess
major piece. [main entry] major piece
makruk. [main entry] makruk, [also] Siamese chess (makruk), [also] Thai chess
Mallett, Jeff. [also] Jeff Mallett, [main entry] Mallett, Jeff, [associated with] Zillions of Games man (broad term). [main entry] man (broad term), [see] chess piece (broad term)
man (piece). [main entry] man (piece), [see] commoner
mandarin. [main entry] mandarin, [see] advisor (xiangqi)
mann. [main entry] mann, [see] commoner
Manners, John. [main entry] Manners, John, [see] Duke of Rutland
Mannis Charos. [main entry] Mannis Charosh, [see] Charosh, Mannis
Manson, John F. [also] John F Manson, [main entry] Manson, John F, [associated with] Siamese chess: how to play-- how to win!
mantri. [main entry] mantri
Manuale di scacchi eterodossi. [main entry] Manuale di scacchi eterodossi, [see also] Italian progressive chess, [associated with] Magari, Roberto, [associated with] Leoncini, Mario

mao. [also] knight (xiangqi), [also] ma, [main entry] mao, [see also] xiangqi

mao-hopper. [main entry] mao-hopper


Marinelli's three-handed chess. [main entry] Marinelli's three-handed chess, [see] triple chess (game)

Mario Leoncini. [main entry] Mario Leoncini, [see] Leoncini, Mario

Mark Lefler. [main entry] Mark Lefler, [see] Lefler, Mark

marker. [main entry] marker

Marseillais chess. [see also] doublemove chess, [main entry] Marseillais chess, [see also] doublemove chess, [also] two-move chess

marshall. [main entry] marshall, [see] knighted rook

martian chess. [main entry] martian chess, [see] jetan


mate the knight. [main entry] mate the knight, [see] knightmate

mate. [main entry] mate, [see] checkmate

material. [main entry] material

matrix chess. [main entry] matrix chess, [see] bughouse

Maur, Gabriel Vicente. [also] Gabriel Vicente Maura, [main entry] Maura, Gabriel Vicente, [associated with] modern chess (game), [associated with] Modern chess: including the Prime Minister, a new major piece, [also] Vicente Maura, Gabriel


Maxwell Lawrence. [main entry] Maxwell Lawrence, [see] Lawrence, Maxwell


McCooey and Honeycutt's hexagonal chess. [main entry] McCooey and Honeycutt's hexagonal chess, [see] McCooey's hexagonal chess

McCooey's hexagonal chess. [also] hexagonal chess (McCooey), [also] McCooey and Honeycutt's hexagonal chess, [main entry] McCooey's hexagonal chess, [see also] hexagonal chess (broad term), [associated with] McCooey, David
medieval chess. [main entry] medieval chess
men. [main entry] men, [see] chess piece (broad term)
mermaid. [main entry] mermaid
Michael D Eschner. [main entry] Michael D Eschner, [see] Eschner, Michael D.
Michael Greene. [main entry] Michael Greene, [see] Greene, Michael
middle shogi. [main entry] middle shogi, [see] chu shogi
middlegame. [main entry] middlegame
Mike Nelson. [main entry] Mike Nelson, [see] Nelson, Mike
Miller, Donald L. [also] Donald L. Miller, [associated with] Gamesman, [main entry] Miller, Donald L.
minichess. [main entry] minichess, [see also] Reform-chess: training in 2650+3 positions
minishogi. [main entry] minishogi, [see also] shogi, [associated with] Kusumoto, Shigenobu
minister. [main entry] minister, [see] elephant (xiangqi)
minor piece. [main entry] minor piece
moa. [main entry] moa
moa-hopper. [main entry] moa-hopper
mobility. [main entry] mobility
modern chaturanga. [main entry] modern chaturanga, [see] chaturagi
modern chess (game). [main entry] modern chess (game), [associated with] Maura, Gabriel Vicente, [see also] Modern chess: including the Prime Minister, a new major piece
Modern chess including the Prime Minister, a new major piece. [also] Modern chess (book), [main entry] Modern chess: including the Prime Minister, a new major piece, [see also] modern chess (game), [associated with] Maura, Gabriel Vicente
modern courier chess. [see also] courier chess, [main entry] modern courier chess, [see also] courier chess, [associated with] Byway, Paul


Mongolian chess. [main entry] Mongolian chess, [see] shatran

Mongolian great chess. [main entry] Mongolian great chess, [see] hiashatar

monochromatic chess. [main entry] monochromatic chess, [associated with] Smullyan, Raymond


moo. [main entry] moo

moo-hopper. [main entry] moo-hopper


move obliquely. [main entry] move obliquely

move option. [main entry] move option, [also] option, [also] power, [also] properties

move passively. [main entry] move passively

move radially. [main entry] move radially

move to capture. [main entry] move to capture

move zone. [main entry] move zone

move. [main entry] move

MSO. [main entry] MSO, [see] Mind Sports Olympiad


multi-move. [main entry] multi-move, [also] multiple move

multiplayer. [main entry] multiplayer, [see] multiple player

multiple move. [main entry] multiple move, [see] multi-move

multiple player. [also] multiplayer, [main entry] multiple player


Murray lion. [also] lion (Murray), [main entry] Murray lion

mushroom. [main entry] mushroom

Muslim chess. [main entry] Muslim chess, [see] shatranj
must capture chess. [also] compulsion chess, [also] forced game, [also] ladies' game, [also] maiden's game, [main entry] must capture chess


N

Nassouh bey Taher. [main entry] Nassouh bey Taher, [see] Taher, Nassouh bey

Nathaniel Bland. [main entry] Nathaniel Bland, [see] Bland, Nathaniel

nauka. [main entry] nauka, [see] roca

neighboring squares. [main entry] neighboring squares, [see] adjacent squares

Nelson, Mike. [also] Mike Nelson, [main entry] Nelson, Mike, [associated with] pocket mutation chess

neo-chess. [main entry] neo-chess, [see] chessgi


Neue chess. [main entry] Neue chess, [associated with] Moeser, David

neutral piece. [main entry] neutral piece

New and improved game of chess for three players. [main entry] New and improved game of chess for three players, [associated with] Self, Henry J.

New England double bughouse. [main entry] New England double bughouse, [see] bughouse

New Game of Chess for Four Persons. [main entry] New Game of Chess for Four Persons, [see] Complete rules for playing the new game of chess for four persons: with two sets of men, on one board

New game of social chess. [see also] Head's four-handed chess, [main entry] New game of social chess, [see also] Head's four-handed chess, [associated with] Head, W. G.


Nielsen, Jens. [associated with] darkness chess, [also] Jens Nielsen, [main entry] Nielsen, Jens

night pieces. [main entry] night pieces

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