

BIGORRA

Board: 16x16

Pieces: 160

Types: 34

What is Bigorra?

The name of this game is an homage to a small and beautiful region on the slopes of the Pyrenees, in the south of France, where this author was born and grew up.

The purpose of this creation was to involve all the pieces used in my other games in a unique chess variant. There are all the pieces from Terachess plus the pieces from Fantastic XIII. Bigorra represents an alternative to Terachess, somehow more complex because it has more pieces from more different types.

In Bigorra, the stronger pieces (Queen, Lion, Eagle, Buffalo, Duchess, Marshall etc.) are single as in Shako, Metamachy, Pemba, Zanzibar or Gigachess. They do not come in pairs as in Terachess. In addition to a full line of Pawns, there are Soldiers and Trolls, which act as "improved" Pawns and a balance against the large number of other pieces.

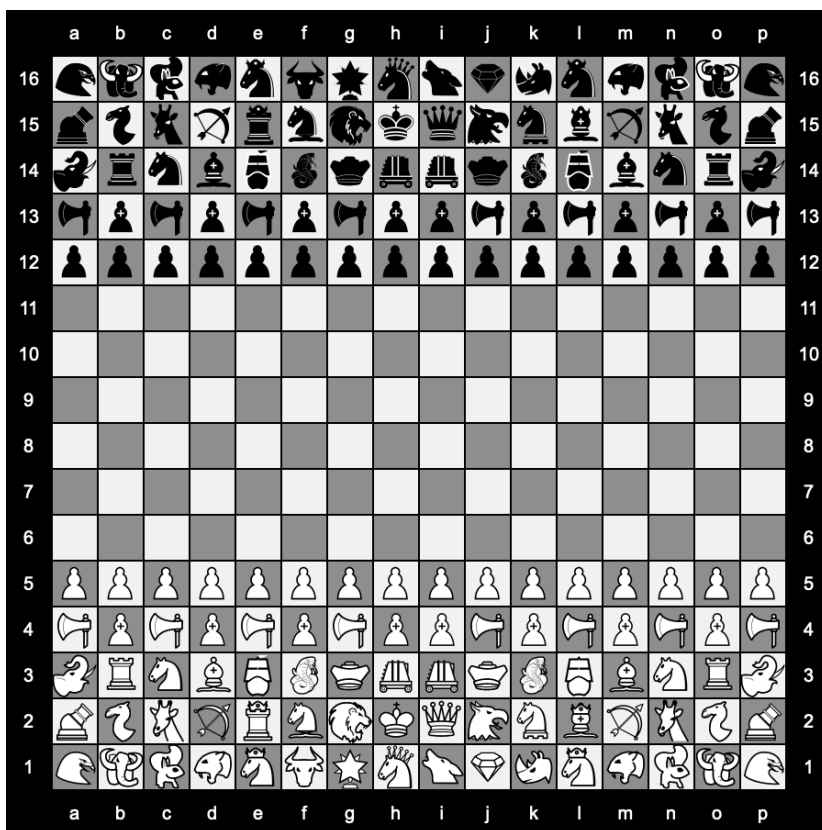
Lastly, the principle of promotion for some non-Pawn pieces has been kept.

Setup

The board is a 16x16 checker board with a white square at the lower right of each player. There are 80 pieces per side of 34 different types:

- ✓ on the 1st row 2 Hawks, 2 Mammoths, 2 Squirrels, 2 Cheetahs, 2 Centaurs, 1 Buffalo, 1 Sorceress, 1 Amazon, 1 Direwolf, 1 Duchess, 1 Rhinoceros;
- ✓ on the 2nd row 2 Cannons, 2 Camels, 2 Giraffes, 2 Archers, 1 Admiral, 1 Cardinal, 1 Lion, 1 King, 1 Queen, 1 Eagle, 1 Marshall, 1 Missionary;
- ✓ on the 3rd row 2 Elephants, 2 Rooks, 2 Knights, 2 Bishops, 2 Ships, 2 Snakes, 2 Princes, 2 Machines;
- ✓ on the 4th row 8 Trolls and 8 Soldiers;
- ✓ on the 5th row 16 Pawns.

The white King is placed in the center of the 2nd row on a black square, and the black King on a white square. The Queen goes beside the King. The powerful Amazon and Direwolf stand behind the royal couple. The other pieces are arranged as in the diagram below.



Bigorra: initial setup

Pieces



King: moves and captures as in chess except that there is no castling in Bigorra. Instead, the King may make an initial leap at a distance of two squares.















Queen: moves and captures as in chess.














Amazon: combines the Queen and Knight.



Direwolf: leaps to any square 2 or 3 squares from where it stands.

	<i>Lion</i> : moves one or two squares in any direction, orthogonally, diagonally or as a Knight, leaping over any occupied squares.
	<i>Eagle</i> : steps one square diagonally, then continues sliding any number of squares orthogonally.
	<i>Duchess</i> : moves one, two or three squares straight in any direction, diagonally or orthogonally. It may leap regardless of what the intervening squares contain.
	<i>Sorceress</i> : moves like a Queen but needs an intervening piece between itself and its victim to capture it. It leaps over the intervening piece and captures the victim on its square.
	<i>Rhinoceros</i> : steps one square orthogonally, then continues sliding any number of squares diagonally.
	<i>Buffalo</i> : combines the leaps of the Knight (2,1), Camel (3,1) and Giraffe (3,2).
	<i>Marshall</i> : combines the Rook and Knight.
	<i>Cardinal</i> : combines the Bishop and Knight.
	<i>Admiral</i> : moves as the Rook or diagonally one square.
	<i>Missionary</i> : moves as the Bishop or orthogonally one square.
	<i>Prince</i> : may move one step to any of the eight surrounding squares, like a King but not limited by check. Also, the Prince may step two squares forward if the first square and the arrival square are unoccupied. It may not capture with this double step. It promotes on the last row of the board to an Amazon.
	<i>Bishop</i> : moves and captures as in chess.

	<i>Knight</i> : moves and captures as in chess but promotes to a Buffalo.
	<i>Rook</i> : moves and captures as in chess except that there is no castling.
	<i>Cannon</i> : moves like the Rook but needs an intervening piece between itself and its victim to capture it. It leaps over the intervening piece and captures the victim on its square.
	<i>Archer</i> : moves like a Bishop but needs an intervening piece between itself and its victim to capture it. It leaps over the intervening piece and captures the victim on its square.
	<i>Camel</i> : leaps three squares in an orthogonal direction, plus one step at a right angle. It may leap over any intervening pieces. It promotes on the last row of the board to a Buffalo.
	<i>Giraffe</i> : leaps three squares in an orthogonal direction, plus two steps at a right angle. It may leap over any intervening pieces. It promotes on the last row of the board to a Buffalo.
	<i>Elephant</i> : moves diagonally one or two squares, leaping over an intervening square if it is occupied. It promotes on the last row of the board to a Lion.
	<i>Machine</i> : moves one or two squares orthogonally, leaping over the first square if it is occupied. It promotes on the last row of the board to a Lion.
	<i>Centaur</i> : combines the non-royal King and Knight. It promotes on the last row of the board to a Lion.
	<i>Squirrel</i> : leaps like the Knight or a distance of 2 squares, diagonally or orthogonally. It promotes on the last row of the board to a Lion.
	<i>Cheetah</i> : leaps to any square 3 squares from where it stands, including the moves of the Camel and Giraffe.



Mammoth: moves orthogonally or diagonally one or two squares, leaping over an intervening square if it is occupied. It promotes on the last row of the board to a Lion.



Hawk: leaps orthogonally or diagonally two or three squares, over intervening squares if they are occupied. It promotes on the last row of the board to a Duchess.



Ship: steps one square diagonally, then continues sliding away any number of squares vertically, never horizontally. It promotes on the last row of the board to an Eagle.



Snake: steps one square vertically, then slides away any number of squares diagonally. It promotes on the last row of the board to a Rhinoceros.



Troll: leaps a distance of three squares in a straight line, orthogonally or diagonally, over the intervening squares if they are occupied. It may capture while leaping in that way. It may also move and capture as a simple Pawn, one step straight ahead to move onto a free square or one step diagonally forward to capture an opponent. The Troll cannot move two steps forward. It promotes on the last row of the board to a Direwolf but only if it reaches that line with a one-step move, not with a three-square leap.



Soldier: captures one square diagonally forward like a Pawn but moves with no capture either one square forward or sideways (left or right). It may also step two empty squares forward from any position on the board. It promotes on the last row of the board to a Queen, and nothing else.



Pawn: moves and captures as in chess except that it can step two squares forward from any row on the board. If it moves two squares, the first square must be empty. It promotes on the last row of the board to a Queen, and nothing else.

Rules

The goal is to checkmate the opposing King. White plays first.

King's leap: this rule is the same as in Metamachy. There is no castling in Bigorra.

En passant capture: Pawns, Soldiers and Princes are “rapid.” They may advance two squares straight forward if those squares are free, from anywhere on the board. Any time a Pawn, Soldier or Prince takes a double step and passes through a square controlled by an opposing Pawn or Soldier, that Pawn or Soldier may capture the opposing piece as if it has only moved one square. This *en passant* capture must be made on the move immediately following the double step. Only a Pawn or a Soldier may capture *en passant*; the Prince does not have this possibility.

Promotions: several pieces get a promotion in Bigorra when reaching the last row of the board, to a piece of the same color. The rules are the same as in Terachess. Promotion is immediate and compulsory. There is no choice for the piece to be promoted to. The promotion list is the following:

- ✓ A Pawn or Soldier is promoted to a Queen
- ✓ A Prince is promoted to an Amazon
- ✓ A Knight, Camel or Giraffe is promoted to a Buffalo
- ✓ An Elephant, Machine, Mammoth, Squirrel or Centaur is promoted to a Lion
- ✓ A Ship is promoted to an Eagle
- ✓ A Snake is promoted to a Rhinoceros
- ✓ A Hawk is promoted to a Duchess
- ✓ A Troll is promoted to a Direwolf but only if it reaches the promotion row, i.e. the opposite side of the board, with a one-step move. It is not promoted if it reaches there with a three-square leap.

The *end-of-game* rules, checkmate, stalemate etc., are similar to those of standard chess.

Comments

The scale of the relative strength of all the pieces in Bigorra is approximatively the following: Direwolf 17.5, Amazon 15, Queen 10.5, Lion 10, Duchess 9.5, Eagle 9, Buffalo 9, Cheetah 8.5, Marshall 8.5, Rhinoceros 8, Cardinal 7.5, Sorceress 7, Admiral 7, Mammoth 6.25, Centaur 6, Squirrel 6, Missionary 6, Hawk 5.5, Rook 5, Ship 4.75, Bishop 4.25, Snake 3.75, Cannon 3.75,

Troll 3.25, Prince 3, Machine 3, Elephant 2.75, Knight 2.75, Archer 2.5, Camel 2.5, Giraffe 2.5, Soldier 0.9, Pawn 0.8.

As usual with this notion of relative strengths, these figures are rough estimates.

The reception of Bigorra has been positive on chessvariants.com. The first reaction of players has been to prefer Bigorra to Terachess for two reasons: first, the higher number of different pieces and, in particular, the fact that the most powerful pieces do not come in pairs but are unique. Second, the closer proximity of the opposed lines of Pawns which allows more rapid engagement in battle.

As with Terachess and comparable giant chess variants, the players ought to be ready for a very long game. It is advised to play in “blitz” mode with rapid moves.

Sample game

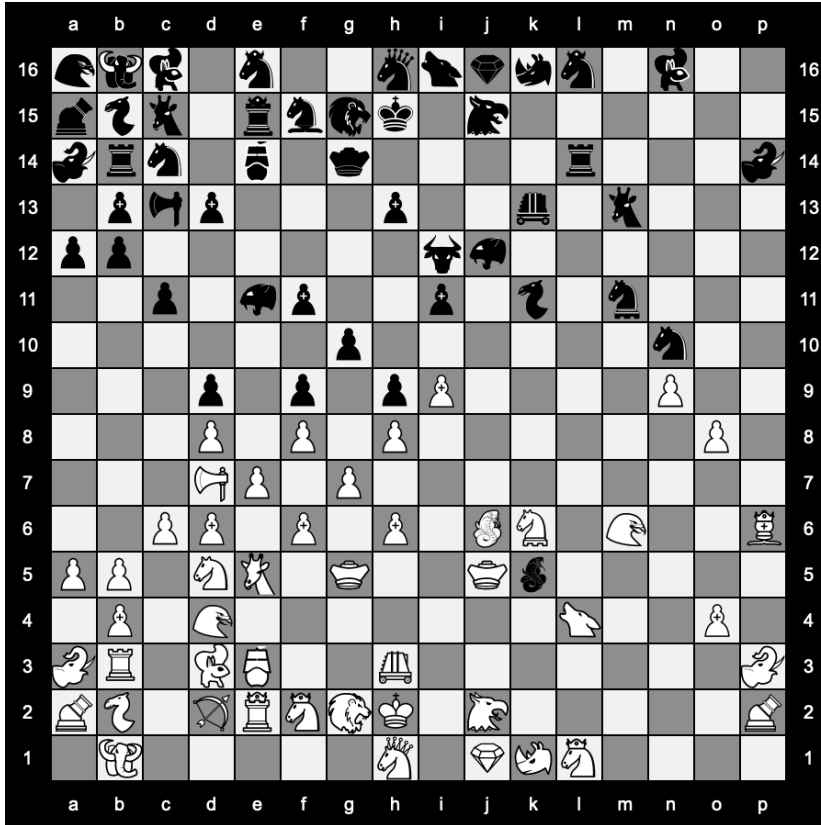
(A: Admiral; AZ: Amazon; B: Bishop; C: Cannon; CH: Cheetah; D: Duchess; DW: Direwolf; E: Elephant; F: Buffalo; G: Eagle; H: Marshall; HK: Hawk; J: Centaur; K: King; L: Lion; M: Camel; MM: Mammoth; N: Knight; O: Sorceress; P: Prince; Q: Queen; R: Rook; S: Soldier; SH: Ship; SN: Snake; SQ: Squirrel; T: Troll; U: Rhinoceros; V: Archer; W: Machine; X: Cardinal; Y: Missionary; Z: Giraffe; - : Pawn).

1. h5-h7	i12-i10	18. m5-m7	Tg13-g12
2. Sh4-h6	g12-g10	19. Tj4-j7	Tg12-d9
3. Tg4-g7	h12-h11	20. Tg7xd10	Td9-g6
4. i5-i7	Si13-i11	21. CHd1-g4	Tg6xd3
5. h7-h8	j12-j10	22. SQc1xd3	Ta13xd10
6. j5-j7	Te13-h10	23. Tc4-c7	CHd16-e13
7. j7-j8	j10-j9	24. Tn4-n7	Sm13-m11
8. l5-l6	k12-k10	25. Tp4-p7	CHm16-m13
9. k5-k7	f12-f10	26. CHm1-n4	m10-m8
10. Sk4-k6	f10-f9	27. l8xm9 e.p.	Sm11-m10
11. e5-e7	e12-e10	28. Sm4-m6	Pj14-i13
12. d5-d6	Sf13-f11	29. CHn4-l7	k10-k8
13. Si4-i6	d12-d10	30. j8xk9 e.p.	CHe13-h12
14. f5-f7	l12-l11	31. CHg4-j6	Th10xk7
15. f7-f8	m12-m10	32. Tn7xk7	Bd14xk7
16. Sf4-f6	Sk13-k11	33. CHj6-m4	Bk7xo3
17. l6-l8	l11-l9	34. MMo1xo3	CHh12xk9

A FAMILY OF CHESS VARIANTS

35. Pj3-j5	o12-o11	79. Mn5xo8	Bk12xo8
36. o5-o7	n12-n10	80. Tl5xo8	Yj13xo8
37. CHm4-p6	Sk11-l11	81. Xm9xo8	Qi14xo8
38. Sm6-n6	n10xm9	82. Qi2xo8+	Og16xo8
39. CHp6xm9	Sl11-l10	83. Fk5-n6	Nm12-n10
40. CHm9-m6	CHk9xn6	84. Wi3-i5	Oo8xo11
41. SHl3-m5	CHn6-k9	85. SQm3-n5	Vm15-o13
42. Tj7-j8	CHk9-h10	86. d6-d8	Td10-d9
43. Zn2-l5	Sm10-m8	87. c5-c6	Vo13-k9
44. CHl7-o6	Sl10-k10	88. Fn6-p7	Vk9xo5
45. Te4-h7	CHh10-e11	89. Fp7xo5	Nn10-m8
46. g5-g7	Tp13-m10	90. Og1-f2	Oo11xf2+
47. Tp7-m4	Tl13-l10	91. Je1xf2	To12-o11
48. n5-n7	Tn13-n10	92. Vm2-k4	Wh14-j14
49. n7xm8	Tm10-m9	93. Vk4-p9	Wj14-k14
50. CHm6-n9	l9xm8	94. SQn5-n7	Cp15xp9
51. Th7xk10	Tn10xk10	95. SQn7xp9	HKo10-o8
52. Ff1-h4	o11-o10	96. Fo5-l7	HKo8-o10
53. CHn9-m6	Tm9xm6	97. HKp1-m4	HKo10xl7
54. Bm3-o5	So13-n13	98. Sk6xl7	Nm8-n10
55. Zl5-n8	Tk10-n7	99. SQp9-n7	Hk15-l13
56. CHo6-m3	Tm6xm3	100. Sd4-d6	Zl12-o10
57. SQn1xm3	Sn13-n11	101. MMo3-o5	Tm16-j13
58. Tj8xm8	Tn7-k7	102. Nc3-d5	Tj13-m10
59. Fh4-k5	HKp16-p13	103. Ta4-d7	c12-c11
60. Pg3-g5	Ff16-g13	104. HKa1-d4	Hl13-m11
61. SHm5-l9	Sn11-m11	105. SNf3-f4	Nn10-o8
62. SHl9xk7	Tl10-o13	106. m7-m8	Ro14-l14
63. Zc2-e5	To13-o12	107. HKm4-m6	No8-n10
64. Nn3-m5	o10-o9	108. i7-i8	Fg13-i12
65. Zn8-l11	Tj13-m16	109. i8xj9	i10xj9
66. SNk3-o8	p12-p10	110. SNf4xj9	CHm13-j12
67. p5-p7	SHl14xk7	111. SNj9-k11+	Wk14-k12
68. Xf2xk7	SNk14-l12	112. SNk11xk12	Wi13-k13
69. Xk7-m9	Nn14-m12	113. SNk12-i9	MMo16-o14
70. Zl11xi13	Wi14xi13	114. SQn7-o9	Hm11-l11
71. Tm8xm11	Bm14-k12	115. Tj7xm10	Hl11-n12
72. Tm11xl12	Zn15xl12	116. SQo9xo11	MMo14-o12
73. p7-p8	HKp13-m10	117. SQo11-n9	MMo12xm10
74. Tl4-l5	p10-p9	118. SNi9-j7	Hn12-m12
75. p8xo9	Qi15-i14	119. Tc7-c8	MMm10xn9
76. o9-o11	p9xo8	120. m8xn9	Zo10-m13
77. T m4-j7	HKm10-o10	121. Tc8xd9	e10xd9
78. Mo2-n5	Yl15-j13	122. MMo5-m7	Hm12xm7

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|--------------|----------|-------------|-----------|
| 123. DWi1-l4 | Hm7-19 | 128. Yl2-p6 | Mn12-k11 |
| 124. o7-o8 | Mo15-n12 | 129. Hk2-k6 | Vd15xl7 |
| 125. SNj7-j6 | Hl9-l11 | 130. Nm5xl7 | SNf14xl7+ |
| 126. Si6-i8 | h11-h9 | 131. Wi5-k5 | SNl7xk5 |
| 127. Si8-i9 | Hl11-m11 | | |

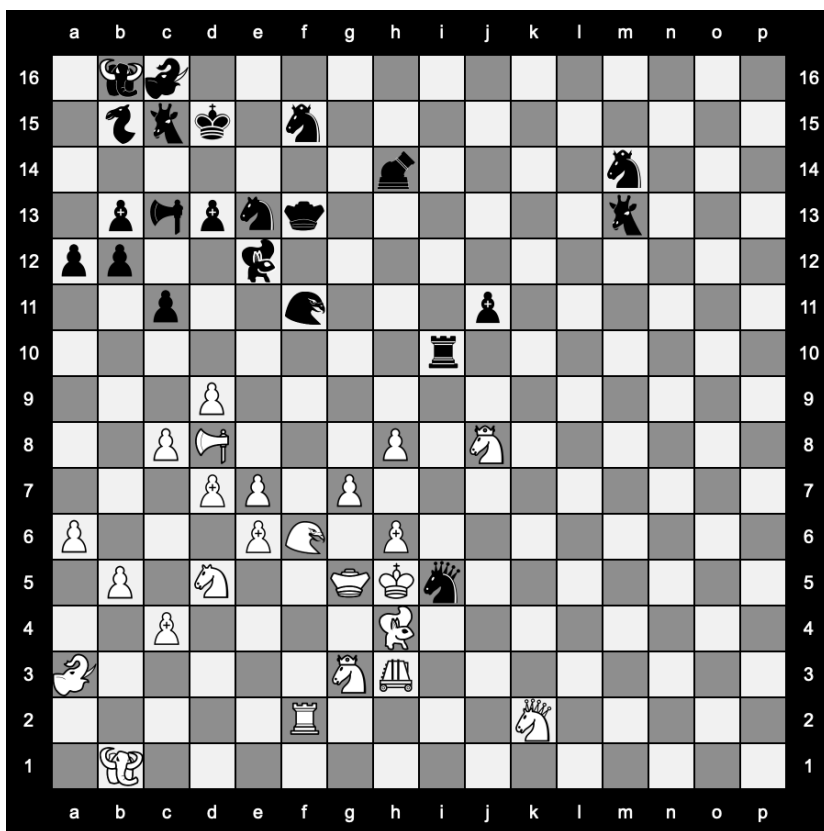


By moving the black Snake on k5, the two most important pieces for White are threatened: the Amazon (on h1) directly and the Direwolf (on l4) by the Rook (on l14). The latter will be soon captured.

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|--------------|----------|----------------|-----------|
| 132. Pj5xk5 | Rl14xl4 | 139. Yn7xl9 | Nn10xl9 |
| 133. Pk5xl4 | Gj15-n14 | 140. SNj7-l10 | Wk13-l13 |
| 134. Uk1xd9 | Xf15-g13 | 141. SNl10xl11 | Wl13xl11 |
| 135. Yp6-n8 | CHe11-g8 | 142. Cp2-n2 | Gn14-o9 |
| 136. Ze5xg8 | f9xg8 | 143. Gj2-i3 | Si11-j11 |
| 137. SNj6-j7 | Hm11-19 | 144. Cn2-j2 | CHj12-g11 |
| 138. Yn8-n7 | Fi12-l11 | 145. Cj2xj16 | Uk16xj16 |

A FAMILY OF CHESS VARIANTS

146. Ud9xg11	SHe14-f12	190. Ak7xk9	Gj12xk9
147. Ug11-j13	DWi16xj13	191. HK15-j7	AZh16-m11
148. Sf6-e6	Sh13-h11	192. Jm5-l7	Gk9-l12
149. f8-f9	Nl9-m7	193. HKj7xh9	Sg11-g10
150. Hk6-j6	Nm7xo8	194. HKh9-j7	Sf11-f9
151. HKm6xo8	Xg13-m7	195. AZg3-b8	SQc16-e14
152. HKo8-l5	Xm7xi3+	196. HKj7-j10	An10xj10
153. Lg2xi3	Go9xp3+	197. Si9xj10	Gl12-k1
154. Jl1-j2	Gp3xo4	198. Hi7-i13+	Kh15-g15
155. Li3-k5	Go4xn9	199. Hi13xj13	Gk1xj4
156. Vd2-e1	Wl11-l9	200. Hj13-i15+	Kg15-f14
157. c6-c8	Uj16-o10	201. Hi15-i4	Gj4-k1
158. HK15-n7	Gn9-m12	202. Jl7-j6	Pg14-f13
159. Pl4-l6	Wl9-l8	203. Hi4-i14+	Kf14-f15
160. Jj2-k4	SQn16-m14	204. AZb8-h14+	Kf15-e15
161. Jf2-g4	Lg15-i13	205. Hi14-i15+	Je16-f15
162. HKn7-l5	SQm14-n12	206. AZh14-h12+	Pf13-f14
163. Mb2-c5	SQn12-m10	207. Jj6-i8	AZm11xi15
164. Dj1-j4	Ep14-n12	208. AZh12xg10	AZi15-b8
165. Mc5-f6	En12-l10	209. Sb4-c4	AZb8-i1
166. Mf6-i7	El10-m9	210. Jg4-g3	AZi1-e1+
167. Mi7-j10	Li13-k12	211. Kf3-g4	AZe1-e5+
168. Mj10xm9	Uo10xm9	212. Kg4-h5	Gk1-l4+
169. Kh2-f3	g10xf9	213. Kh5-i6	SQe14-e12
170. SHe3xf9	SHf12-e10	214. AZg10xf9	AZe5-e1
171. SHf9xe10	Ae15xe10	215. AZf9xg8	AZe1-i1+
172. Ae2-o2	Jl16-m14	216. Ki6-j7	Gl4-k10+
173. Ao2-p2	Gm12-l11	217. Ji8-j8	Gk10-l6+
174. Lk5-m7	Um9-k10	218. Jj8-k7	Gl6-k2+
175. Ca2-k2	Uk10-i11	219. Jk7-j6	AZi1-j2
176. Ve1l8	Ui11-o4	220. SQf5-h4	AZj2-o7+
177. Jk4-m5	Uo4xm7	221. Kj7-i6	Pf14-f13
178. Ck2xk12	Gl11xk12	222. AZg8-i7	AZo7-g15
179. Pl6xm7	Mk11xl8	223. Sj10-i10	Rb14-i14
180. Pm7xl8	SQm10xl8	224. AZi7-k9+	Ke15-d15
181. Hj6-k8	Gk12-o11	225. AZk9xk2	Ri14xi10+
182. Ap2-k2	SQl8-k10	226. Ki6-h5	Ea14-c16
183. Hk8-i7	SQk10-i11	227. Rb3-f3	Ca15-a14
184. SQd3-f5	Sh11-g11	228. Rf3-f2	HKa16-c14
185. d8-d9	Ae10-d10	229. a5-a6	HKc14-f11
186. AZh1-g3	Ad10-n10	230. Jj6-h7	AZg15-m9
187. Td7-d8	Go11-j12	231. HKd4-f6	Ca14-h14
188. Ak2-k7	Nc14-e13	232. Jh7-j8	AZm9-i5++
189. Sd6-d7	SQi11-k9		



The black Amazon moves next to the opposing King and, protected by its Rook (on i10), it mates. Black wins.

This was the first game of Bigorra ever played.

PATCHANKA

Board: loxlo

Pieces: 48

Types: 11

What is Patchanka?

I created Patchanka in 2023 with the aim of involving pieces that I had not used in other chess variants.

Most of the pieces are compounds of more familiar pieces. There are the three possible associations of the oblique leapers, Knight (2,1), Camel (3,1) and Giraffe/Zaraffa (3,2). There are also the Japanese Kirin and Phoenix, compounds of the basic atoms Wazir, Ferz, Alfil and Dabbaba. Finally, the newest pieces are the slider/leaper compounds combining Rook with Alfil, and Bishop with Dabbaba.

Only the King, Pawn and Soldier are not new. The latter is an augmented Pawn, which is an efficient support for the front line of Pawns.

The strongest piece of the game does not start in the initial array. It is a mighty queen, the Medusa, which has power augmented from its standard counterpart, and which appears only by promotion of a Pawn or Soldier.

Setup

The familiar decimal 10x10 square board is used again. Each player commands 24 pieces arranged on three ranks.

The King is at the center of the first rank on the e-file. Beside it is the Bison on the f-file. This couple is framed by the Okapi on the d-file and the Wildebeest on the g-file.

The second rank is made of, from aisle to center, Ram, Phoenix, Kirin, Badger and Soldier, each available in a pair. A complete line of ten Pawns forms the third and front rank.

Black's pieces mirror this setup.

Pieces



King: moves and captures as in chess except that there is no castling.



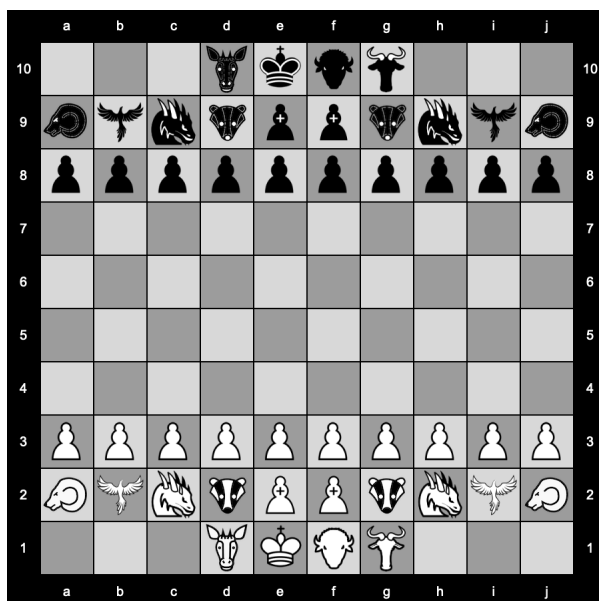
Wildebeest: combines the leaps of the Knight (2,1) and Camel (3,1).



Okapi: combines the leaps of the Camel (3,1) and Giraffe (3,2).



Bison: combines the leaps of the Knight (2,1) and Giraffe (3,2).



Patchanka: initial setup



Kirin: moves diagonally one step or orthogonally two steps, leaping over the intervening square if it is occupied.



Phoenix: moves orthogonally one step or diagonally two steps, leaping over the intervening square if it is occupied.



Badger: moves as a Bishop or leaps orthogonally over one square to land on the second square. The intervening square may be free or occupied.



Ram: moves as a Rook or leaps diagonally over one square to land on the second square. The intervening square may be free or occupied.



Soldier: captures one square diagonally forward like a Pawn but moves with no capture either one square forward or sideways (left or right). It may also step two empty squares forward from any position on the board. It promotes on the last row of the board to a Medusa.



Pawn: moves and captures as in chess, including the initial double step and *en passant* capture. It promotes on the last row to a Medusa.



Medusa: moves as a Queen or leaps to the second square, if the first one is occupied. In another words, it combines the moves of the Badger and Ram.

Rules

The goal of the game is to checkmate the opponent's King. White plays first.

En passant capture: Any time a Pawn or a Soldier takes a double step and passes through the capture square of an opposing Pawn or Soldier, that Pawn or Soldier may capture the Pawn or Soldier as if it has only moved one square. This *en passant* capture must be made in the move immediately following the double step. Only a Pawn or a Soldier may capture *en passant*.

Promotions: several pieces get a promotion in Patchanka when reaching the last row of the board, to a piece of the same color. Promotion is immediate and compulsory. There is no choice for the piece to be promoted to. The possible promotions are the following:

- ✓ A Pawn or Soldier is promoted to a Medusa
- ✓ A Kirin is promoted to a Badger
- ✓ A Phoenix is promoted to a Ram

There is no *castling* in Patchanka.

The *end-of-game* rules, checkmate, stalemate etc., are identical to those of standard chess.

Comments

This game has been partly inspired by Compound Chess, proposed by Kevin Pacey, where the pieces equivalent to Medusa, Badger and Ram are employed, though they were not named as

such. The later two pieces may be seen as the sliding extension of the Kirin and Phoenix respectively. That brings a mnemonic clue to remember the promotion rule: using Betza's notation, FD (Kirin) promotes to FFD=BD (Badger) and WA (Phoenix) promotes to WWA=RA (Ram).

Patchanka is a disconcerting game. It is quite difficult for an unexperienced player to coordinate the pieces, because, several have powers in orthogonal or diagonal directions that seem defective and unnatural. In addition, the three leaper compounds behave like dancers in a dreadful ballet, always with one or two carrying the danger.

The relative strength, according to the values estimated by the Interactive Diagram tool, are: Medusa 10.2, Ram 6.3, Wildebeest 5.5, Badger 5.3, Okapi 5.3, Bison 5, Kirin 3.1, Phoenix 2.9, Soldier 1, Pawn 0.8.

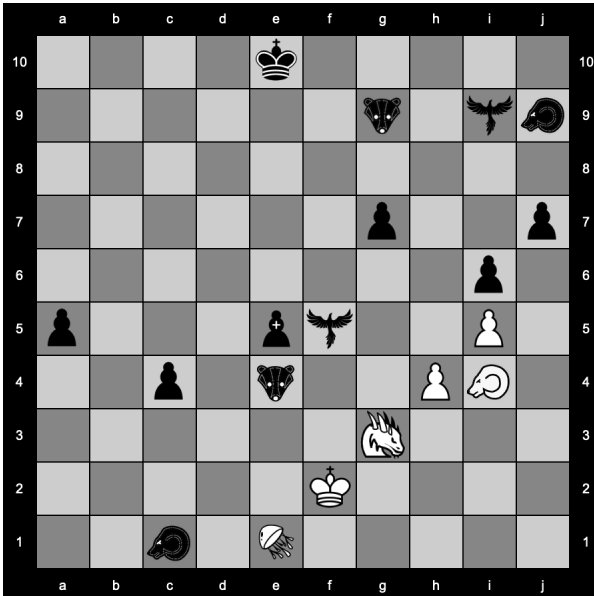
It may be noted that the Bison's strength is close to that of the Rook (taken as 5), which is absent in this game.

Sample game

(B: Badger; H: Phoenix; I: Kirin; K: King; M: Medusa; O: Okapi; R: Ram; S: Soldier; W: Wildebeest; Z: Bison; -: Pawn)

- | | | | |
|------------|------------|------------|--------|
| 1. e3-e5 | e8-e6 | 20. Hb2xd4 | c8-c6 |
| 2. Hi2-g4 | Wg10-f7 | 21. Se4-e6 | Ih7-h5 |
| 3. Hg4xe6 | d8-d7 | 22. Hg4-h4 | Ih5xf5 |
| 4. He6-g4 | Wf7xe5 | 23. Od1-e3 | If5xe6 |
| 5. Hg4-i2 | f8-f6 | 24. Hh4-g4 | Ie6-e8 |
| 6. Bd2-d4 | g8-g7 | 25. Oe3xc6 | Ra9-c7 |
| 7. f3-f4 | We5-f8 | 26. Hd4-b6 | Rc7-c8 |
| 8. Se2-e4 | Se9-e7 | 27. Ie2-e4 | b8-b7 |
| 9. f4-f5 | d7-d6 | 28. Oc6xe7 | Rc8-b8 |
| 10. Bd4-d2 | Od10-f7 | 29. Ig1-h2 | Ic9-d8 |
| 11. Sf2-f4 | Of7-i5 | 30. Oe7-c4 | Hb9-d7 |
| 12. Bg2-e2 | Oi5xj3 | 31. Oc4-e3 | Id8-c7 |
| 13. Bd2-f2 | Oj3xg1 | 32. Hb6-d4 | h8-h6 |
| 14. Ih2xg1 | Zf10-d7 | 33. b3-b5 | a8-a6 |
| 15. Se4-e6 | f6xe5 e.p. | 34. b5-b6 | Ic7-c5 |
| 16. Sf4-e4 | Zd7-g5 | 35. Hd4-d3 | Ic5xb6 |
| 17. Hi2-g4 | Zg5xe2 | 36. Oe3-d5 | Rb8-d8 |
| 18. Ic2xe2 | Ih9-h7 | 37. Bf2-f4 | Wf8-g6 |
| 19. d3-d4 | e5xd4 | 38. Od5-e3 | j8-j7 |

- | | | | |
|------------|------------|-------------|----------|
| 39. Oe3xg6 | Rd8-c8 | 58. Ic2-d1 | Rc8-b8 |
| 40. a3-a5 | Ib6-c5 | 59. Rg4-e2 | Ib3-b1B |
| 41. Ra2-a4 | Sf9-f7 | 60. Id1xb1 | Rb8xb1+ |
| 42. Og6-e3 | Sf7-e7 | 61. Ke1-d2 | Rb1-a1 |
| 43. h3-h4 | Ic5-c7 | 62. Re2-g4 | Ra1xa5 |
| 44. Zf1-d4 | b7-b6 | 63. Ih2-g3 | Ra5-a2+ |
| 45. i3-i5 | i8-i7 | 64. Kd2-e1 | a6-a5 |
| 46. Oe3-c6 | h6-h5 | 65. Zg2-d1 | Ra2-a1 |
| 47. Hg4-g5 | i7-i6 | 66. He3-f3 | d6-d5 |
| 48. Hg5-e3 | Ic7-c5 | 67. Hf3-e3 | d5-d4 |
| 49. He3xc5 | b6xc5 | 68. He3-e4 | Hd7-f5 |
| 50. Zd4-g2 | Ie8-e6 | 69. Rg4-e6+ | Bf7xe6 |
| 51. Ie4-c4 | Ie6xc6 | 70. Rj2-i2 | Be6xe4 |
| 52. Ic4-c2 | Ic6-b5 | 71. Bf2-d2 | d4xc3 |
| 53. Ra4-e4 | Se7-e5 | 72. Bd2-e3 | c3-c2 |
| 54. Bf4-f2 | Bd9-f7 | 73. Be3-c1 | Ra1xc1 |
| 55. g3-g5 | h5xg4 e.p. | 74. Ri2-i4 | c2xd1M+ |
| 56. Re4xg4 | c5-c4 | 75. Ke1-f2 | Md1-e1++ |
| 57. Hd3-e3 | Ib5-b3 | | |



Checkmate, Black wins!

HEAVY SHAKO

by Eric Silverman

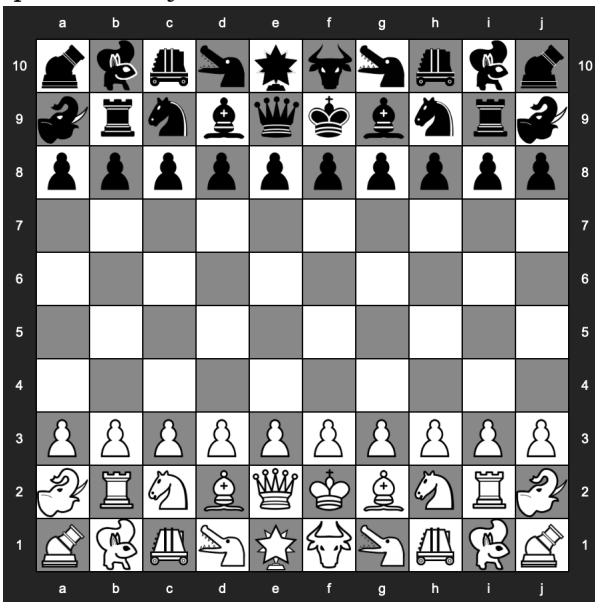
Board: 10x10

Pieces: 60

Types: 13

What is Heavy Shako?

Heavy Shako was invented in 2021 by Eric Silverman, who had coded many chess variants into the *AI AI* apps. He was inspired by other decimal variants. From Yangsi (precursor of HectoChess, by Adam DeWitt) Heavy Shako copied the high concentration of pieces. From my own Heavy Chess, it adopted the idea of filling all the lines of the setup. Its starting arrangement was obviously that of Shako, now familiar to the reader. Silverman declared that being a large shogi variants fanatic, he was not bothered by the higher piece density.



Heavy Shako: initial setup

Setup

The decimal board of 10x10 squares is used. Each side has 30 pieces, which stands on the first three rows of each player in the initial lineup.

The 3rd row presents 10 Pawns.

The 2nd row has the King (f2), Queen (e2), Bishops (d2, g2), Knights (c2, h2), Rooks (b2, i2) and Elephants (a2, j2), as in Shako.

The 1st row has Cannons (a1, j1) as in Shako and is completed with Squirrels (b1, i1), Woody Rooks (c1, h1), Crocodiles (d1, g1), Sorceress (e1) and Buffalo (f1).

Black mirrors White's pieces.

Pieces

The pieces found in Shako (King, Queen, Rook, Bishop, Knight, Elephant, Cannon and Pawn) play as in Shako.

The Woody Rook is named Machine in this book (playing as Wazir or Dabbaba,) and the Crocodile is equivalent to the Archer or Vao. These pieces are identical to their correspondents in Pemba. The Sorceress (moving as Cannon or Archer) and the Buffalo (leaping as Knight, Camel or Giraffe) are identical to those playing in Zanzibar. The Squirrel leaps like the Knight or two squares diagonally or orthogonally (like the Alfil or Dabbaba) and is also found in Fantastic XIII.

Rules

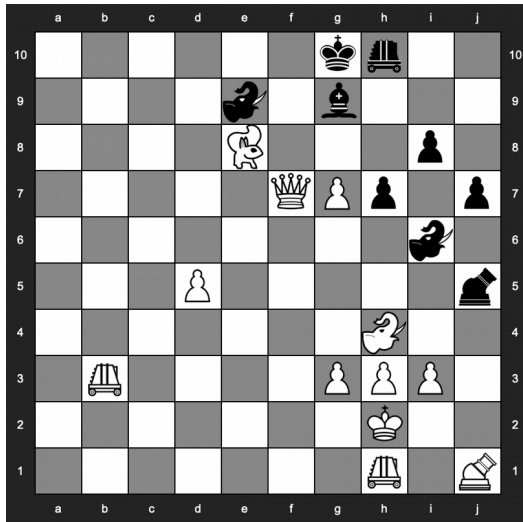
Heavy Shako is played like Chess, including castling and en passant capture, except that Pawns may promote to any non-Pawn non-King piece of the initial array.

Sample game

(B: Bishop; C: Cannon; E: Elephant; K: King; F: Buffalo; N: Knight; Q: Queen; R: Rook; W: Woody Rooks (War Machine); V: Crocodile (Vao); O: Sorceress; S: Squirrel; -: Pawn)

1.1. f3-f5	f8-f6	14. Oe1-d2	Bf7xd5
2. Nc2-d4	d8-d7	15. Sb3xd5	Nh9-f8
3. Bg2-d5	c8-c6	16. Vg1-h2	Nd7-b6
4. Nd4xc6	d7xc6	17. Sd5-f3	Bd6-c7
5. Bd5xc6	Wc10-c8	18. Vd1-b3	Vg10-h9
6. Bc6-d5	Bg9-d6	19. d3-d5	Ej9-h7
7. Ej2-h4	Nc9-d7	20. e3-e5	f6xe5
8. Nh2-g4	g8-g7	21. Vh2xe5	Vb8xe5
9. c3-c4	e8-e7	22. Ng4xe5	Ca10-d10
10. Bd2-c3	b8-b7	23. O d2xd8	Wc8xd8
11. b3-b4	Vd10-b8	24. Qe2-e4	j8-j7
12. Ri2-g2	Sb10-d8	25. Ff1-g4	Eh7-g8
13. Sb1-b3	Bd9-f7	26. Sf3-h5	Oe10-c8

- | | | | |
|--------------------|----------------|---------------------|----------------|
| 27. <i>Fg4-i5</i> | <i>Nb6-a4</i> | 47. <i>Rd2-d3</i> | <i>Kg9-g10</i> |
| 28. <i>Rb2-d2</i> | <i>Na4xc3</i> | 48. <i>Rg2-f2</i> | <i>h8-h7</i> |
| 29. <i>Wc1xc3</i> | <i>Ff10-h7</i> | 49. <i>Si1-g2</i> | <i>a8-a6</i> |
| 30. <i>Sh5xh7+</i> | <i>Eg8xh7</i> | 50. <i>Sg2-e2</i> | <i>Cj10xj3</i> |
| 31. <i>Fi5-f7</i> | <i>Qe9-d9</i> | 51. <i>Rd3-f3</i> | <i>Rd9-e9</i> |
| 32. <i>Ca1-e1</i> | <i>Si10-g8</i> | 52. <i>Qe4-a4+</i> | <i>Oc8-d7</i> |
| 33. <i>Ff7-d4</i> | <i>Bc7-b6</i> | 53. <i>Se2-c3</i> | <i>Wd8-d9</i> |
| 34. <i>c4-c5</i> | <i>Bb6-a7</i> | 54. <i>Qa4xa6</i> | <i>Ri9-f9</i> |
| 35. <i>Vb3xg8</i> | <i>Eh7xg8</i> | 55. <i>Rf3xf9</i> | <i>Wd9xf9</i> |
| 36. <i>Fd4xe7+</i> | <i>Kf9-g9</i> | 56. <i>Cf1xf9</i> | <i>Re9xf9</i> |
| 37. <i>Fe7xd9</i> | <i>Rb9xd9</i> | 57. <i>Rf2xf9</i> | <i>Kg10xf9</i> |
| 38. <i>Wc3-d3</i> | <i>b7-b6</i> | 58. <i>Qa6-d9+</i> | <i>Kf9-g10</i> |
| 39. <i>Kf2-g1</i> | <i>b6xc5</i> | 59. <i>Qd9xd7+</i> | <i>Kg10-h9</i> |
| 40. <i>b4xc5</i> | <i>Ba7xc5+</i> | 60. <i>Qd7xd10</i> | <i>Bd6-g9</i> |
| 41. <i>Kg1-h2</i> | <i>Bc5xa3</i> | 61. <i>Qd10xg7</i> | <i>Ec7-d6</i> |
| 42. <i>Ce1-f1</i> | <i>Ea9-c7</i> | 62. <i>Sc3-e4</i> | <i>Ed6-f8</i> |
| 43. <i>Ne5-g6</i> | <i>Nf8xg6</i> | 63. <i>Qg7-f7+</i> | <i>Kh9-g10</i> |
| 44. <i>f5xg6</i> | <i>Eg8-i6</i> | 64. <i>g6-g7</i> | <i>Ef8-e9</i> |
| 45. <i>Ea2-b3</i> | <i>Vh9xb3</i> | 65. <i>Se4-e6</i> | <i>Cj3-j5</i> |
| 46. <i>Wd3xb3</i> | <i>Ba3-d6</i> | 66. <i>Se6-e8++</i> | |



White wins!

Notes

Obviously, there is a resemblance with Pemba. Indeed, Pemba was created at about the same time. I was then in daily communication with Silverman. The two games qualify as twins.

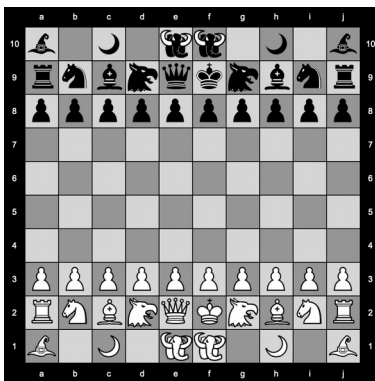
Heavy Shako is incontestably — heavier! This impression is due to the presence of strong leapers and hoppers, the pair of Squirrels, the Buffalo and the Sorceress. These four replace Pemba's Giraffes and Camels, which are weaker pieces. The gameplay in Heavy Shako is denser, a bloody fight where a small error may turn fatal.

More chess variants

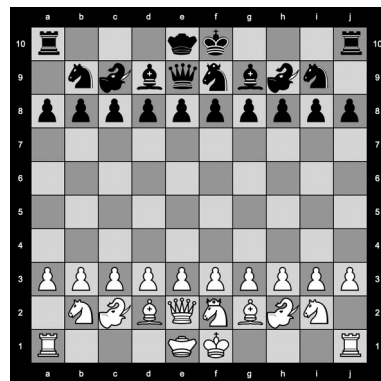
Eric Silverman has implemented many other similar chess variants on the AI AI platform, such those invented by the prolific inventor John Davis for his “Grand Chess & Beyond” project.

Davis has designed several games, all on the 10x10 squares board, each inspired by a different famous chess variant. For all of them, the rules follow those of Christian Freeling's Grand Chess: Pawns have an initial double-step option and are subject to en passant capture. Castling is not possible. A Pawn may promote on reaching the 8th or 9th rank but must promote on reaching the 10th rank. A Pawn may only promote to a friendly piece that has been captured. If no friendly piece has been captured, a Pawn may not move beyond the 9th rank. An immobile Pawn on the 9th rank can still give check.

Grand Tamerlane Chess, invented in 2015, obviously refers to historical Timur's Chess. It involves Sorcerers (a1, j1, Betza's notation: WZ), Wizards (c1, h1, FC), Jumping Generals (e1, f1, KAD, represented here as Mammoths), Gryphons (d2, g2, like Eagles in Metamachy).



Grand Tamerlane Chess: initial setup



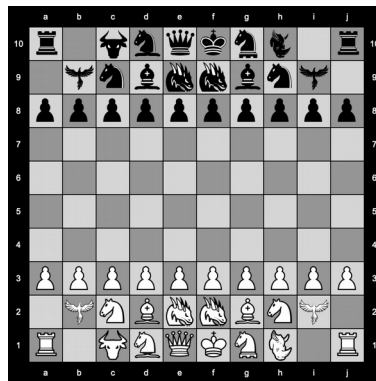
Grand Courier: initial setup

The same year, Courier Chess inspired Grand Courier. The non-standard pieces are the Elephant (c2, h2, FA), Duke (f2, KN as Centaur) and Fool (e1, WF as Guard/Man).

Grand Chu (2019) is modeled on Chu Shogi. The Lion (f2, KAND) is not the complex Japanese piece but the simplified version also adopted in Metamachy and my subsequent variants. The Dragon Horse (c2, h2, BW) and Dragon King (d2, g2, RF) are also there. The Crown Prince, or Guard, is on e1. The most original piece is the Flying Stag (a2, j2, FsWvR), borrowed from Chu Shogi, which moves vertically like a Rook or 1-square in all directions like a King.



Grand Chu: initial setup



Grand Betza: initial setup

The series proposed by Davis continues with Grand Betza (2020) a tribute to the great chess variant author, inventor of many fairy pieces and initiator of the notation system which is widely used today. Several of Betza's favorite pieces are here: the Buffalo (c1, NCZ), Phoenix (b2, i2, WA), Kirin (e2, f2, FD), Archbishop (d1, BN as Cardinal) and Chancellor (g1, RN as Marshall). The most original is the Rhino (h1) which alternates 1 step in a row or column and 1 diagonal step.

Davis's Grand series is more than 15 different variants on the decimal board. One is even called Grand Cazaux: it enlists all the pieces from Metamachy but the Princes, with King (e2), Queen (f2), Lion (e1), Eagle (f1), Bishops (d1, g1), Knights (c1, h1), Rooks (b1, i1), Elephants (a1, j1), Camels (b2, i2) and Cannons (a1, j1), and 10 Pawns on the 3rd rank.

TIMURID

by François Houdebert

Board: 12x12

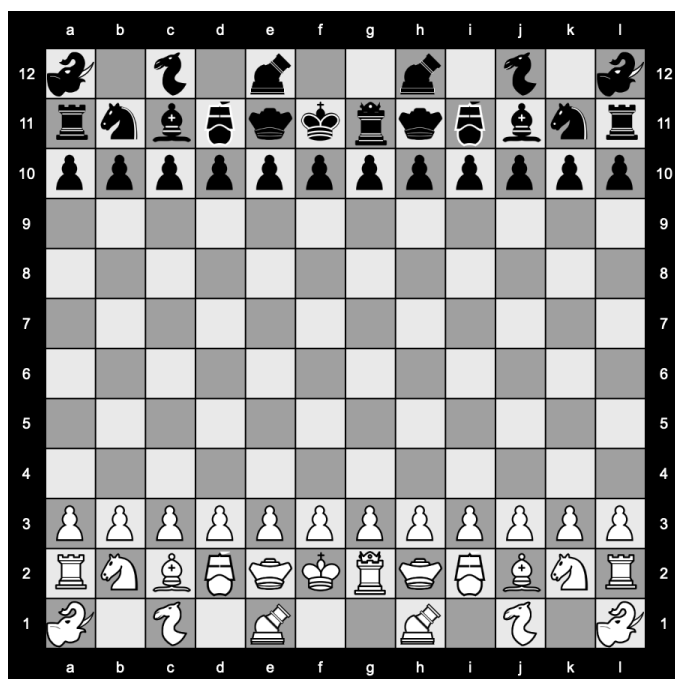
Pieces: 60

Types: 12

What is Timurid?

The adjective timurid is conventionally applied to the dynasty and the empire founded by the Turco-Mongol emperor Timur (1370-1405), or Tamerlane, in Central Asia. He has lent his name to Timur's chess, one of the most famous historical chess variants and the inspiration for the modern Tamerlane II presented earlier in this book. Timurid has been in turn designed as a variation of Tamerlane II with the Bishops, Elephants and Camels from the same side on different square colors. For this purpose, the board is increased to 12x12 squares.

Rigorously, Timurid is more than a chess variant: it represents an entire branch of related variants. There is a choice of the added central piece, which may be a Crowned Rook, a Squirrel, a Snake or a Wizard.



Timurid Herat: initial setup

Setup

All Timurid games are played on the dozenal board of 12x12 squares. The players have 30 pieces each, placed on their first three rows. The main Timurid is composed of the pieces found in Tamerlane II with the addition of a new piece and its respective Pawn.

The 3rd row is occupied by 12 Pawns.

The 2nd row has the King (f2), new piece (g2), Princes (e2, h2), Ships (d2, i2), Bishops (c2, j2), Knights (b2, k2) and Rooks (a2, l2).

On the 1st row there are Elephants (a1, l1), Camels (c1, j1) and Cannons (e1, h1).

Black mirrors White's pieces.

The players have the choice of different variants. These games are proposed:

Timurid Herat

This variant has a Crowned Rook beside the King.

Timurid Babur

The central piece near the King is a Squirrel.

Timurid Mirza

Here, there is a Snake next to the King.

Timurid Samarkand

With an Wizard, next to the King.

Similarly to Tamerlane II, which becomes Wild Tamerlane with more powerful pieces, the four Timurid games above have a corresponding "wild" variant, where the Ships are replaced by Gryphons and the central piece is replaced by its promoted form directly on the initial setup. Wild Timurid Mirza has a Rhinoceros, Wild Timurid Herat has a Queen, Wild Timurid Babur has a Lion and Wild Timurid Samarkand has an Emir.

Pieces

The pieces borrowed from Tamerlane II are unchanged in Timurid.

The Squirrel, Lion, Snake and Rhinoceros are taken from my variants presented in this book. The Crowned Rook and Gryphon are equivalent to the Admiral and Eagle respectively. The Wizard is the compound of Ferz and Camel found in many other variants.

The Emir is an original piece. It moves like a Wizard or may leap like a Knight. Its Betza notation is FNC. The Emir is a powerful piece.

Rules

The rules scrupulously follow those of Tamerlane II. In particular there is castling and Pawns may capture enemy Pawns or Princes en passant.

Some pieces promote when reaching the opposite side: Pawn to Queen, Ship to Gryphon. But this one may be refused: Prince to Queen.

When present in the selected variant, the Snake may promote to the Rhinoceros (as in Fantastic XIII and Bigorra,) the Crowned Rook to the Queen, the Squirrel to the Lion (as in Bigorra) and the Wizard to the Emir.

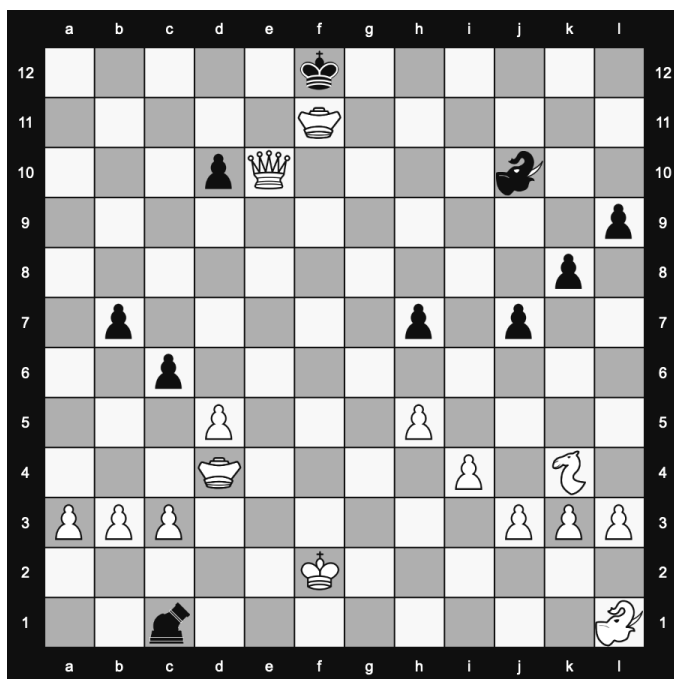
Lastly, as in Tamerlane II, there is the King's succession: a checkmated King can swap its location with that of an unthreatened Prince.

Sample game

Timurid Babur: (B: Bishop; C: Cannon; E: Elephant; G: Gryphon; K: King; L: Lion; M: Camel; N: Knight; P: Prince; Q: Queen; R: Rook; SH: Ship; SQ: Squirrel; -: Pawn)

- | | | | |
|-------------|----------|-------------|----------|
| 1. d3-d5 | f10-f8 | 12. Bj2-f6 | Mj12-i9 |
| 2. Bc2-g6 | Mc12-d9 | 13. Ph2-h4 | Nk11-i12 |
| 3. h3-h5 | g10-g8 | 14. Md4-g5 | Pf8-g9 |
| 4. Mc1-d4 | b10-b8 | 15. Ch1-h3 | Ni12-j10 |
| 5. i3-i4 | c10-c9 | 16. Bl11xj9 | i10xj9 |
| 6. e3-e5 | h10-h9 | 17. Nb2-c4 | e10-e8 |
| 7. f3-f4 | f8-f7 | 18. Nc4-d6 | Nb11-a9 |
| 8. SHd2-e4 | Pe11-f10 | 19. Mj1-k4 | k9-k8 |
| 9. Bg6-f5 | Pf10-f8 | 20. Nk2-j4 | Nj10-i8 |
| 10. SQg2-g4 | k10-k9 | 21. Nj4-i6 | j9-j7 |
| 11. Bf5xl11 | j10-j9 | 22. Ni6-h8 | Ni8-h6 |

23. SQg4-i5	Bj11-k10	52. SHg6-f9+	Me12xf9
24. f4-f5	SHd11-e9	53. SHE7xf9+	Rh11-g11
25. SQi5-g7	SHe9-d7	54. Ce3-g3+	Kg12-f12
26. Nd6xe8	Pg9-f8	55. Ra2-e2	SHi11-h8
27. Mg5xf8	Mi9xf8	56. e8-e9	SHh8xg3+
28. Ne8-g9+	Kf11-g12	57. Ph4xg3	Ch12-g12
29. Ng9xh11	Kg12xh11	58. SHf9xg11+	Kf12xg11
30. Ce1-d1	c9-c8	59. f6-f8	Kg11-f11
31. Cd1xd7	Ra11-b11	60. Rl2-g2	Cg12-e12
32. Cd7-e7	Kh11-g12	61. e9-e10+	Kf11-e11
33. g3-g5	Nh6-i8	62. Pg3-f3	Nb11-c9
34. SQg7-f9	SQ g11xf9	63. f8-f9	Ke11-f10
35. Nh8xf9	Mf8-e5+	64. Rg2-g10+	Kf10xf9
36. Bf6xe5	Ce12xe5	65. Rg10-g12	Ce12xe2
37. Pe2-d3	Md9-e12	66. e10-e12Q	Ce2-e10
38. Nf9-d8	Bc11-b10	67. Qe12-g10+	Kf9-e9
39. Nd8-c6	b8-b7	68. Qg10-g7+	Ke9-d9
40. Nc6-e5	Bb10xe7	69. Rg12-d12	Nc9-b11
41. f5-f6	Be7-d6	70. Rd12xa12	El12-j10
42. Pd3-d4	Ni8-g9	71. Qg7-f7+	Kd9-e9
43. g5-g6	Rb11-e11	72. Ra12xa10	Ce10xa10
44. Ch3-e3	l10-l9	73. Qf7xb11	Ca10xa1
45. SHe4-f3	Ng9-e8	74. Pf3-f5	Ca1-c1
46. Ne5xf7	Bd6xe7	75. Pf5-f7	c8-c6
47. SHf3xe7	g8xf7	76. Qb11-e8+	Ke9-f10
48. g6xf7	Na9-b11	77. Pf7-f9+	Kf10-f11
49. SHi2-h3+	Bk10-g6	78. Qe8-e10+	Kf11-f12
50. SHh3xg6	Re11-h11	79. Pf9-f11++	
51. f7xe8	h9-h7		



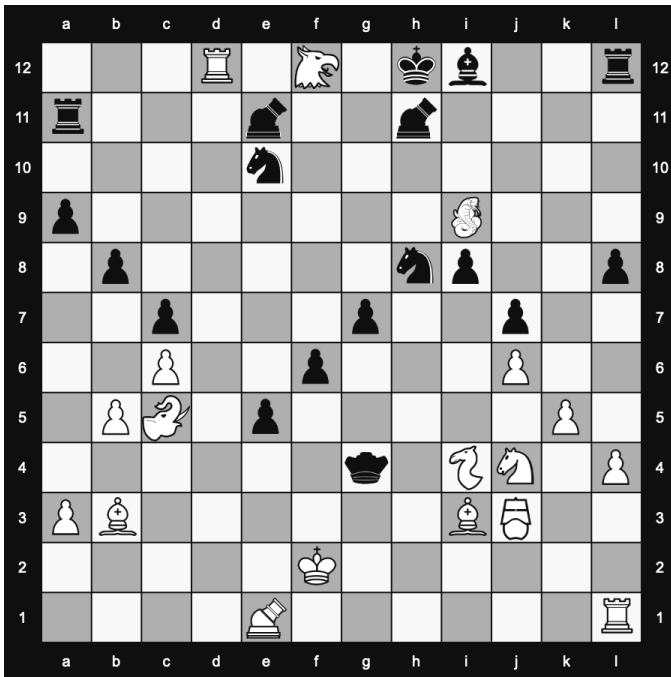
White wins!

Timurid Mirza: (B: Bishop; C: Cannon; E: Elephant; G: Gryphon; K: King; M: Camel; N: Knight; P: Prince; Q: Queen; R: Rook; SH: Ship; SN: Snake; U: Rhinoceros; -: Pawn)

- | | | | |
|------------|---------|-------------|----------|
| 1. g3-g5 | f10-f8 | 16. Md4-a5 | a10-a9 |
| 2. f3-f5 | g10-g8 | 17. Ma5-d4 | Md9-g8 |
| 3. e3-e4 | e10-e8 | 18. SNg2-g3 | Mj12-i9 |
| 4. d3-d5 | h10-h8 | 19. Mj1-i4 | b10-b8 |
| 5. h3-h4 | i10-i8 | 20. Nb2-c4 | d8-d7 |
| 6. i3-i5 | d10-d8 | 21. d6xe7 | SHd11xe7 |
| 7. j3-j5 | g8-g7 | 22. Md4xe7 | Bf8xe7 |
| 8. g5-g6 | f8-f7 | 23. c5-c6 | Mi9-f8 |
| 9. Ch1-g1 | f7-f6 | 24. Ea1-c3 | d7-d6 |
| 10. e4-e5 | e8-e7 | 25. Ce1-d1 | c8-c7 |
| 11. e5-e6 | c10-c8 | 26. Pe2-e4 | Ph11-i10 |
| 12. Mc1-d4 | Bc11-f8 | 27. Pe4-d5 | SNg11-h9 |
| 13. c3-c5 | Mc12-b9 | 28. El1-j3 | h8-h7 |
| 14. d5-d6 | Mb9-c6 | 29. Ej3-h5 | Mg8xh5 |
| 15. b3-b5 | Mc6-d9 | 30. SNg3xh5 | j10-j9 |

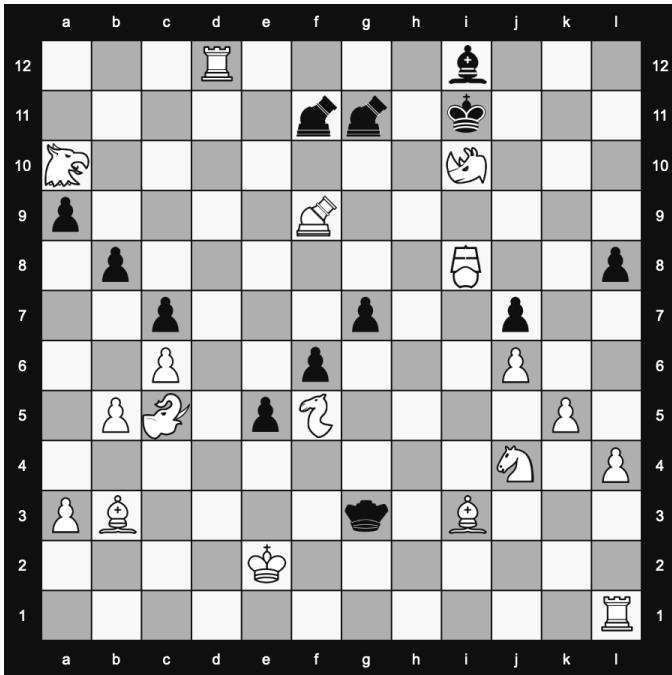
A MODERN SELECTION

- | | | | |
|--------------|----------|---------------|----------|
| 31. SNh5-j8 | Pi10-i9 | 50. i5xj6 | Bj11-l9 |
| 32. SNj8-f3 | Pe11-e9 | 51. Pg4-g6 | Ph8-g8 |
| 33. Bj2-i3 | El12-j10 | 52. Rl2-l1 | Nj9-h8 |
| 34. SHi2-j3 | k10-k8 | 53. h4-h5 | Ea12-c10 |
| 35. k3-k5 | l10-l8 | 54. Nd2-e4 | Ec10-e8 |
| 36. j5-j6 | j9-j7 | 55. Ne4-c5 | Ee8xg6 |
| 37. l3-l4 | Mf8-e5+ | 56. h5xg6 | Pf7xg6 |
| 38. Pd5xe5 | d6xe5 | 57. SHf5-e2 | Pg6-g4 |
| 39. Ec3-b4 | Nk11-j9 | 58. SNf3-j8 | Rl11-l12 |
| 40. SHd2-e3 | h7xg6 | 59. SHE2-d5 | Ej10-i9 |
| 41. Cd1-d11 | Nb11-c9 | 60. SNj8-h11 | Be7xc5+ |
| 42. Cd11xi11 | SNh9xi11 | 61. Eb4xc5 | Kf11-g12 |
| 43. Ph2-g3 | g6xf5 | 62. SNh11xi9+ | Ch12-h11 |
| 44. SHe3xf5 | Pi9-h8 | 63. SHd5xe6 | Nc9-e10 |
| 45. Nk2-j4 | Pe9-f8 | 64. SHE6-f10+ | Ne10-g11 |
| 46. Pg3-g4 | SNi11xe6 | 65. SHf10xg8 | Bl9-i12 |
| 47. Cg1-e1 | Pf8-f7 | 66. Ra2-d2 | Kg12-h12 |
| 48. Bc2-b3 | k8-k7 | 67. SHg8-f12G | Ce12-e11 |
| 49. Nc4-d2 | k7xj6 | 68. Rd2-d12 | Ng11-e10 |



The black Knight's fork in e10 is a fatal mistake. The white Cannon on e1 is going to capture it and Black will never recover.

- | | | | |
|----------------|-----------|----------------|----------|
| 69. Ce1-e10 | Ce11-f11+ | 76. Ug12-j10+ | Kh11-i11 |
| 70. Ce10-f10 | Ra11-a10 | 77. Uj10-h9+ | Ki11-i10 |
| 71. Cf10-f8 | Ch11-g11 | 78. Uh9xl12+ | Ki10-i11 |
| 72. Gf12-e9+ | Kh12-i11 | 79. Cf8-f9 | Ng10-h12 |
| 73. Ge9xa10 | Pg4-g2+ | 80. Mi4-f5 | Pg2-g3 |
| 74. Kf2-e2 | Nh8-g10 | 81. SHj3xi8 | Nh12-i10 |
| 75. SNi9-g12U+ | Ki11-h11 | 82. Ul12xi10++ | |



Mate by the Rhinoceros. White wins!

Notes

Promotions have a heavy impact on the play. In particular, careful attention should be given to the Ships, which may move rather easily to the opposite side of the board, to become strong Gryphons. Such a tactical move may completely change the fate of a game.

These chess variants were developed in 2023–24 by François Houdebert in the framework of his project of reviving Jocly. We had extensive exchanges during their creation, about the rules and the selection of the central pieces.