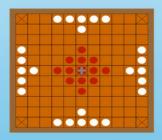
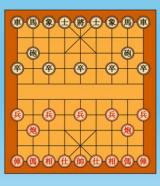
Chess

Not just Chaturanga anymore







Agenda (not hidden)

- Introduction
- A brief history
- Not Covered (today)
- What others play (or played)
 - Hnefatafl (Vikings)
 - Xiangqi (Chinese Chess)
 - Shogi (Japanese Chess)
- Other chess
 - Pronunciation
 - About
 - Pieces
 - Rules/Moves/Winning
 - Variants



About me (Woody) and caveats

- I enjoy chess (that does not mean I am GOOD at chess)
- I am NOT Norse, Chinese, nor Japanese!
- Yes, you can get a copy of these slides (GitHub or Thumb Drive)
- I have each of these HERE if you want to try. . .
- Electronic versions are available on the Apple Store
- The internet is your friend
- No this is NOT a standup comedy routine

Folio, P., & Folio, K. (2011). In Agatha Heterodyne and the Beetleburg Clank (Prologue). Airship Entertainment.

What this is NOT

- Star Trek Chess (tri-Dimensional)
 - Interesting
 - I have never played
- 3 Person Chess
 - I have never played this either
- 3-d Chess (Strato-3D)
 - This, I have played





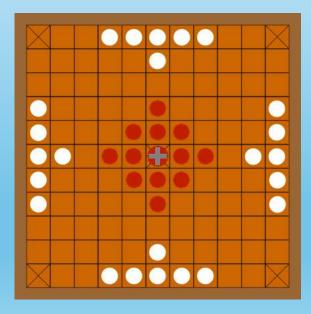


Chaturanga

- First (original?) Chess
 - Viking Chess evolved from a Roman game
- India 7th Century AD (however, possibly 5000 years earlier)
 - Strategy (my interest in Military History and Military Strategy)
- Migrated and evolved
 - West Chess, Shatranj (Persian), Chaturaji (4 person), Tamerlane Chess
 - North Xiangqi
- Some of the limitations on pieces stayed during the north migration (e.g. Elephant only moves 2 spaces, no 'jumping')

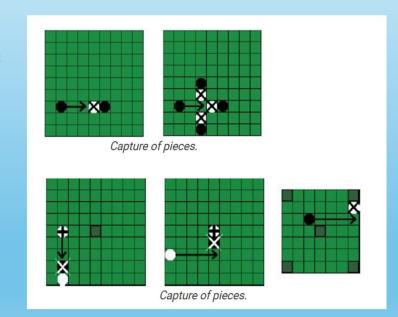
Hnefatafl (Viking Chess – VC)

- Pronunciation
- About
 - A number of variants of Tafl games.
 - Adapted from a Roman Game (Ludus latrunculorum)
 - 4th 18th centuries, table games in various forms of which Skáktafl (chess) is one)
 - Modern vs original (rules not written down
 - Developed differently at different locations.
 Archaeologists have found editions in places such as Ireland and Ukraine
- Board 11x11
- Pieces
 - King (Defender only)
 - Pawns (Swedes Defenders) Around the king
 - Pawns (Muscovites Attackers) Edge

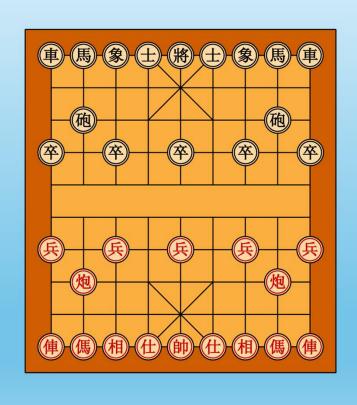


Hnefatafl (Viking Chess – VC)

- Rules/Moves/Winning
 - Pieces (either side) move like the rook in Chess – any number of unoccupied squares
 - Capturing one piece on both sides of opposing piece (exceptions on blocked squares)
 - Goal
 - King gets to corner
 - Attackers 'capture' king
 - Variants
 - Various Tafl games



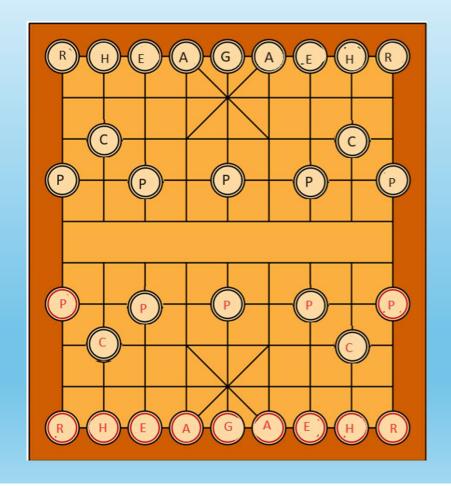
Xiangqi (Chinese Chess – CC)



- Pronunciation
- About

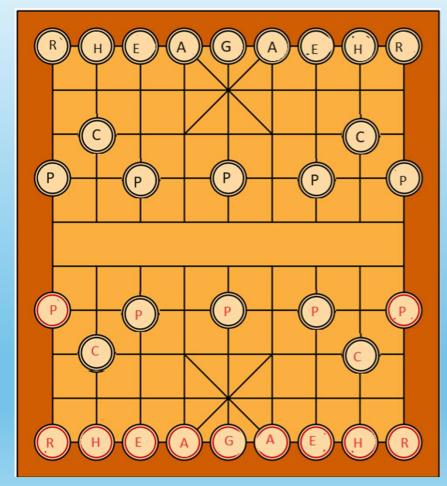
Xiangqi (Chinese Chess – CC)

- General (King)
 - Cannot leave Palace
 - Cannot 'see' the opposing General
 - 1 orthogonally
- Advisor (Guards)
 - Cannot leave the Palace
 - 1 diagonally
- Elephant
 - 2 spaces diagonally
 - 'blocking' the elephant's eye

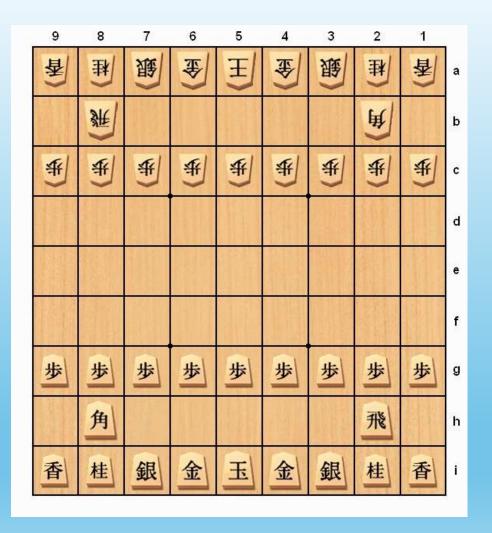


Xiangqi (Chinese Chess – CC)

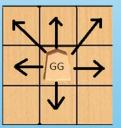
- Horse (Knight)
 - 1 space orthogonally, then 1 space diagonally
 - 'hobbling the horse's leg'
- Chariot (Rook)
 - Similar to rook in chess orthogonally, no jumping
- Cannon
 - Moves like Chariot,
 - To capture MUST jump an intervening piece
- Soldier
 - One space forward
 - Once across river . . .

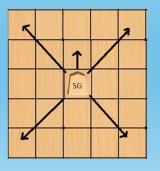


- Pronunciation
- About
- Pieces
- Rules/Moves/Winning
- Variants



- Pieces (Moves, Promotion)
- King
 - 1 Space, any direction
 - Cannot be promoted ⊗
- Gold General (x2)
 - Cannot be promoted
 - 1 Step at a time
- Silver General (x2)
 - 1 step forward
 - Any number diagonally
 - Promotes to Gold General

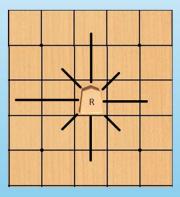


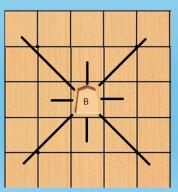


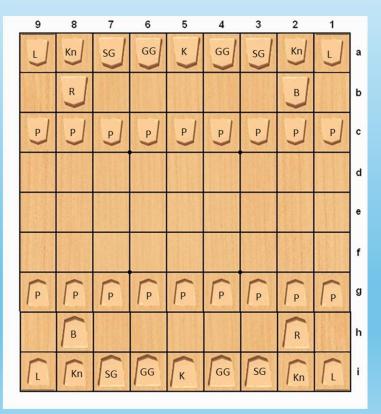
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NO. OF PERSONS ASSESSED.	P	P	P	P	P	P	P	P	P	g
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- Pieces (Moves, Promotion)
- Rook (x1)
 - Unlimited, Horizontal/Vertical
 - Promotes to Dragon (adds)
 - 1 space diagonally)
- Bishop (x1)
 - Unlimited Diagonally
 - Promotes to Horse
 - (adds 1 space

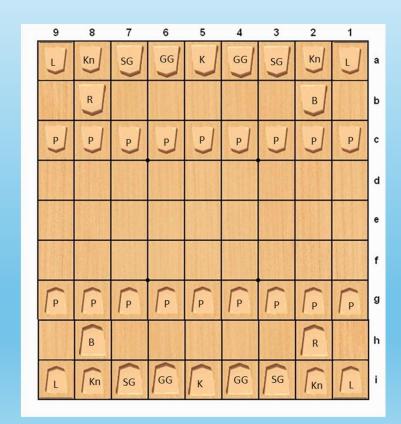
Horizontal/Vertical)



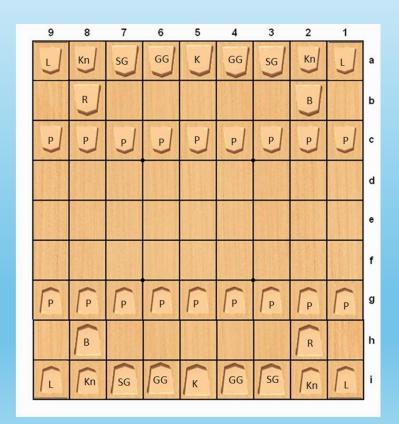




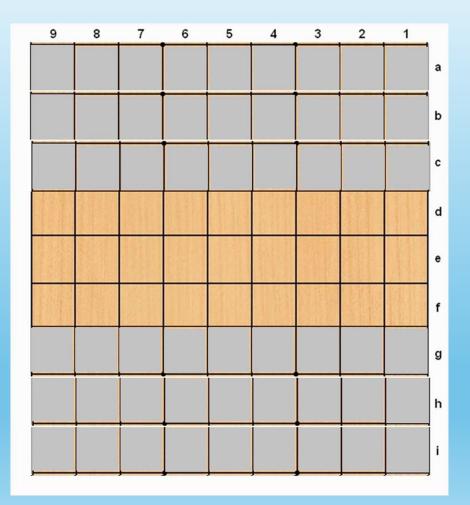
- Pieces (Moves, Promotion)
- Knight (x2)
 - 2 Steps Forward, 1 Step to either side
 - Can jump
 - Note steps FORWARD
 - Promoted Knight moves like Gold General
- Lance (x2)
 - Unlimited Vertically forward
 - Promoted Lance moves like Gold General



- Pieces (Moves, Promotion)
- Pawn (x9)
 - 1 Step Forward
 - Captures forward
 - Promoted Pawn moves like Gold General



- Pieces (Promotion, Captures)
- Promotion
 - Last 3 ranks in YOUR direction of motion
 - Promotion is voluntary
- Captures
 - During your turn, you may 'drop' (place) a piece YOU captured on the board
 - Dropped pieces are the unpromoted piece
 - Can drop in the promotion zone (and promote next turn
 - Cannot drop Knight where it cannot move (e.g. last rank)

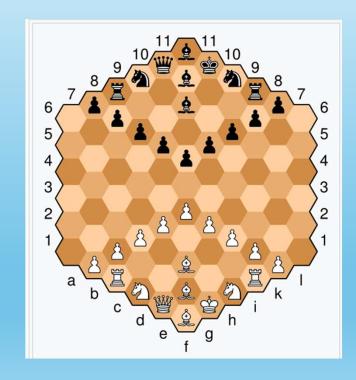


Variants

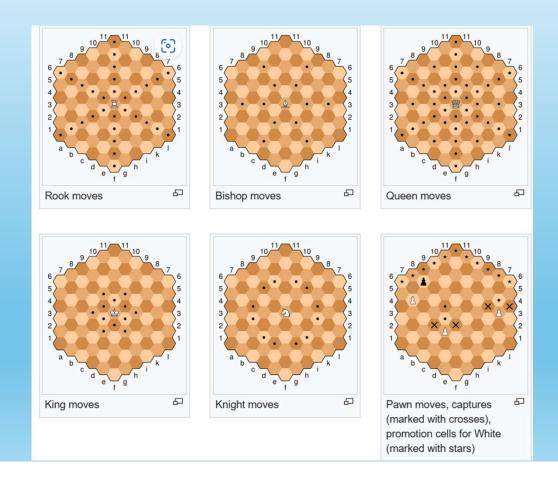
- Hnefatafl
- Xiangqi
 - Janggi (Korean Chess no river)
 - Game of the three Kingdoms
- Chess
 - Hexagonal Chess
 - Chaturaji (4 person Chess)

Hexagonal Chess

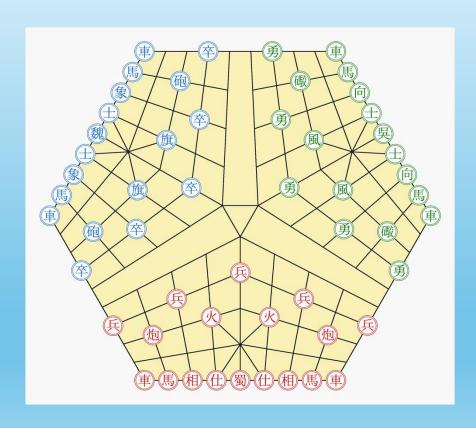
- Glinski Variant
- Additional Pawn and Additional Bishop
- Bishops move 'diagonally' along the same colored tiles.
- No en passant



Hexagonal Chess



Game of Three Kingdoms



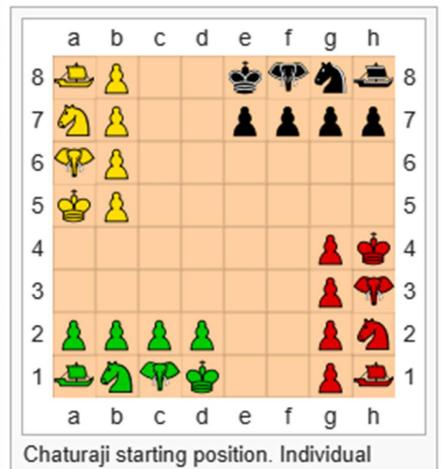
About

- From the Waring States Period
- Red, Green, Blue pieces
- The side that 'defeats one of the others takes over the remaining pieces

• Pieces

Same as Chinese Chess

Chaturaji



Chaturaji starting position. Individua armies are distinguished by colour.

References

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 - Shogi Primer: Japanese chess guide for English speakers ISBN 979-8-7552-5331-4
 - Xiangqi For Absolute Beginners ISBN 9789671436219
 - Xiangqi or Chinese Chess Book of Board Game Strategy ISBN 979-8-501-16897-8
 - An Introduction to Hnefatafl ISBN 978-1-326-37233-0

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 - <u>Tafl games Wikipedia</u>
 - <u>The Rules Of Hnefatafl: Learn To Play "Viking Chess" Let's Play Hnefatafl!</u> (<u>letsplayhnefatafl.com</u>)
 - Shogi Wikipedia
 - https://ocfchess.org/chaturanga/
 - Chaturanga Wikipedia
 - Waldkopf/Chess: Presentation on 'other' forms of chess (Viking, Chinese, Japanese) (github.com/Waldkopf/chess)