



Dreierschach

Three player chess

Version 2.2

Complete game rules

Three-player chess is a variation of the classic chess game for three players, with the goal of adopting the classic setting and the official rules as 1:1 as possible.

The often criticized problem of 2:1 alliances is countered by a modified distribution of points. It pays to win, and less to be second.

These are the revised game rules in version 2.2.

Changes to the previous version:

- The game ends as soon as one player is checkmate.
- The point distribution (3, 1, 0) rewards mate-setting.
- Conversion is again according to the original chess rules

1. Game material

- a three-colored hexagonal game board with edges 6 by 8 and 42 fields per color^{1 2}
- 511 game pieces, 17 of them in one color each:



1 king



1 queen



2 rooks



2 knights



2 bishops



9 pawns

1 no coincidence, the question is irrevocably imprinted in the brainwaves of our subconscious mind

2 yes, 6 times 8 is not 42, but 6 times 9 is not either, and after all there are 9 pawns

2. Game preparation

Draw lots to determine which player plays which color. Then the pieces are placed on the board as shown in the illustration.

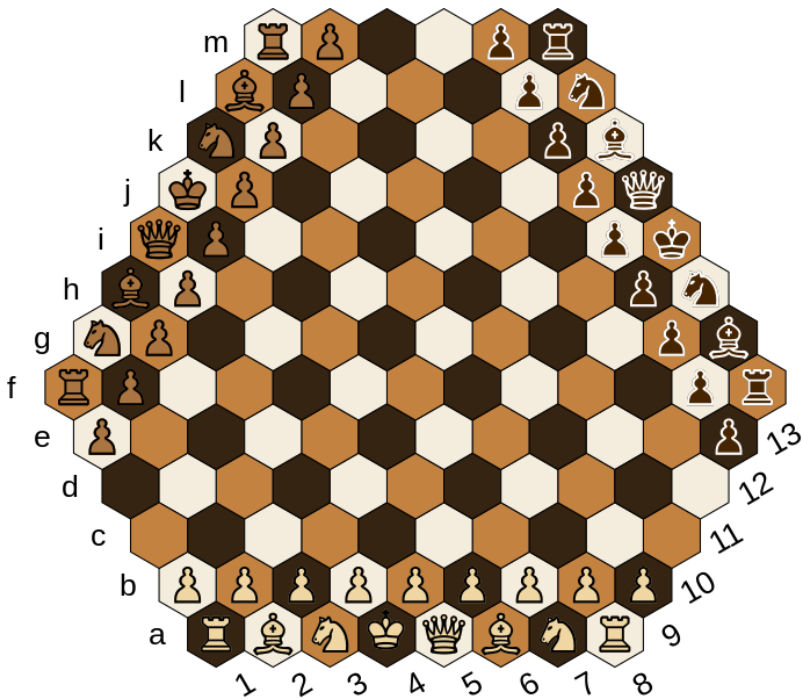


Image 1: Board setup

From the baseline of each player, the rooks are placed on the outside, the bishop and knight next to them (the knight is always on the right), and the king and queen in the middle (the queen is always to the right of the king on a field of its own color). In front of these pieces are the 9 pawns in a row.

3. Start of the game

The object of the game is to checkmate an opponent's king. The colors are drawn at the beginning of the game. The player with the color white starts.

4. Course of the game

Die Spieler ziehen der Reihe nach eine ihrer Figuren. Die Reihenfolge ist Weiß, Braun, Schwarz und so weiter.

The players draw one of their pieces in turn. The order is white, brown, black and so on.

When **moving**, two basic directions are distinguished: **straight**, i.e. along adjacent fields, and **diagonal**, i.e. along fields of the same color.

To move diagonally between two fields, one of them must be free.

A piece - with the exception of the knight - may only be moved across free fields. If the target field is occupied by an opponent's piece, it is captured, i.e. removed from the board and replaced by the player's own piece.

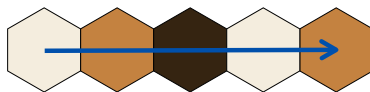


Image 2: move straight

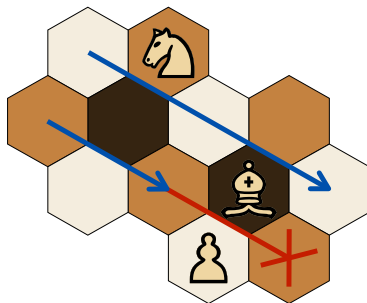


Image 3: move diagonal

5. The moves of the individual pieces

a) The queen

The queen may move straight and diagonally as far as she likes.

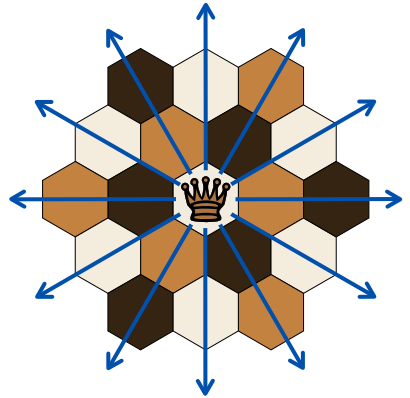


Image 4: The queens move

b) The king

The king may move like the queen, but only one field.

If a player's king is threatened, it is in **check**. The player is obliged to release his king from check in the next move. If this is not possible on his turn, he is **checkmated** and the game ends.

No player may directly or indirectly place his own king in check.

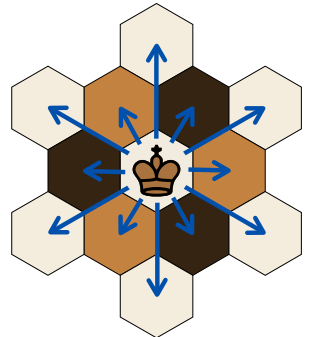


Image 5: The kings move

A special move is the so-called **castling**: the king moves to one of the rooks, the rook then moves over it.

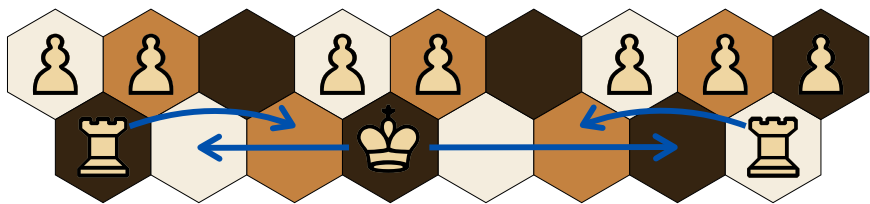


Image 6: castling

All fields between king and rook must be free.

Neither the king nor any of the fields between the rook and king may be threatened by an opponent's piece.

Neither the rook nor the king may have been moved before.

A distinction is made between minor castling (over 2 free fields) and major castling (over 3 free fields).

c) **The rook**

The rook may move as far as it likes in a straight line.

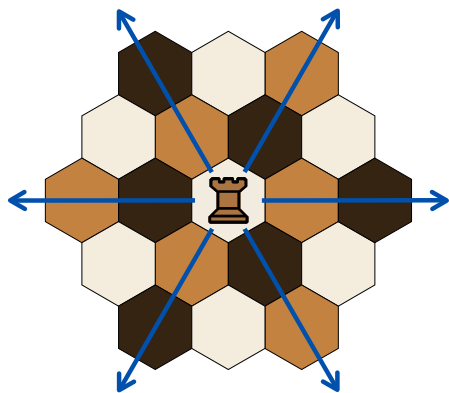


Image 7: The rooks move

d) The bishop

The bishop may move any distance diagonally.

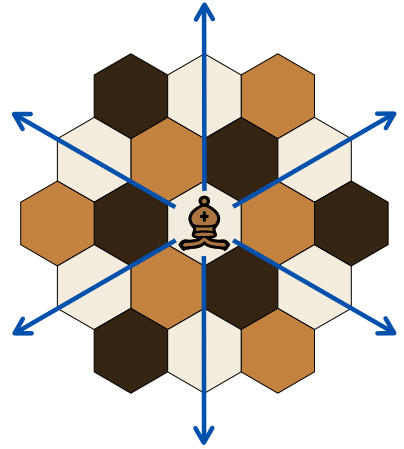


Image 8: The bishops move

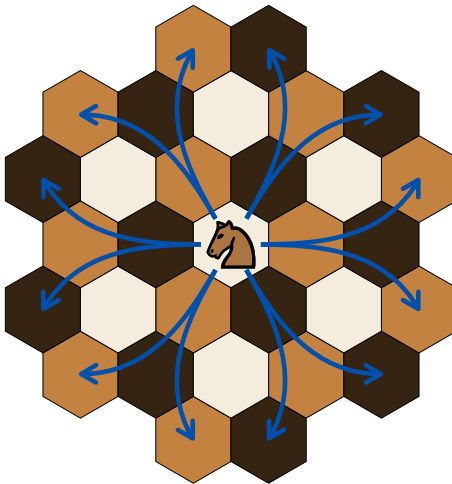


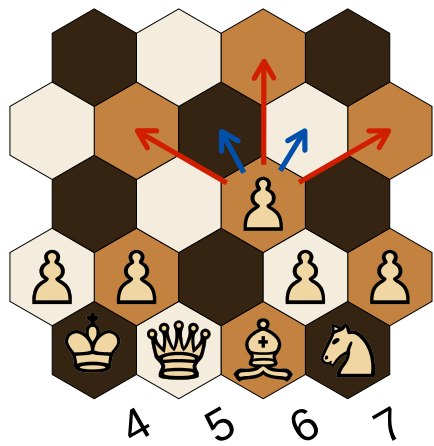
Image 9: The knights move

e) Der Springer

The knight may jump one field straight and one diagonally at an obtuse angle. Pieces standing between the starting and target field are jumped over.

f) **Der Bauer**

The pawn may only move away from the home baseline,



one field in a straight direction if the target field is free, or one field diagonally if an opponent's piece can be captured.

If a pawn reaches an opponent's **baseline**, it may be **converted** into a queen, rook, knight or bishop of its own color.

Image 10: The pawns move

On its first move, the pawn may move two fields straight.

On its first move, the pawn may move two fields straight. In this case, an opponent's pawn **en passant** can be captured in this turn even if the own piece moves to the field that the pawn skipped.

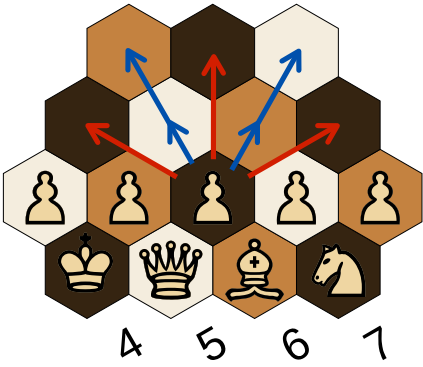


Image 11: The pawns first move

6. End of the game

The **winner** is the player who could capture the opponent's king with one of his pieces next. This player gets **3 points**.

The player whose king is checkmate **loses** the game. He gets **0 points**.

The player that **neither won nor lost** gets **1 point**.

If a player offers a **draw**, and the other players agree, the game is considered a draw, and each player gets **1 point**.

If a player cannot make a valid move (**stalemate**), or if only the three kings are left on the board, the game is automatically drawn.

7. Notation

Each field on the board has a unique designation. The board is divided into horizontal rows (**a-m**) and vertical columns (**1-13**) (two of three straight directions). Horizontal rows are designated with lowercase letters, vertical columns with numbers.

To record a **move**, write the initial letter of the piece moved (except for the pawn) in front of the target field. The knight is denoted by an N.

For example, if a **white knight** moves from **d5** to **g7**, write **Ng7**. If there is an identical piece that could also have moved there, either the letter or the number of the starting field is inserted, whichever is more suitable for differentiation. If the **second white knight** is on **d6**, it is **N5g7** (and not **Ndg7**, since both come from **d**).

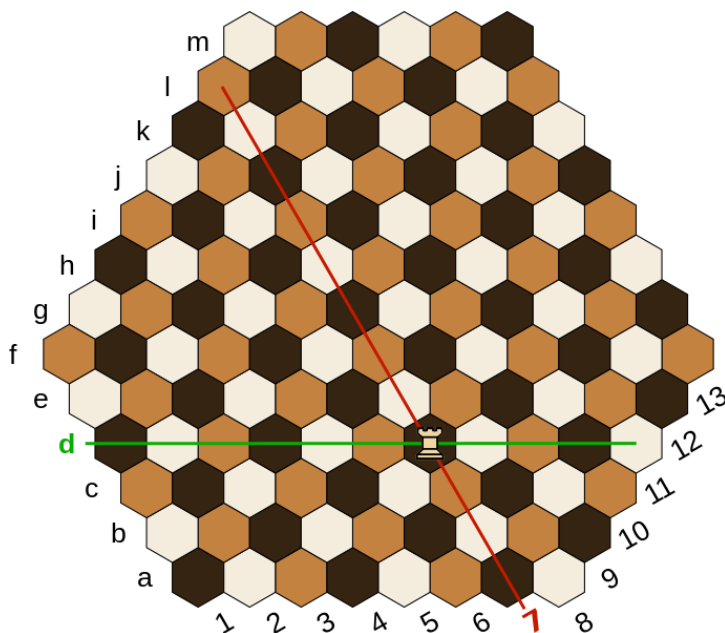


Image 12: Notation (here: d7)

To indicate that an opponent's piece is captured, write an **x** in front of the target field, e.g. **N6xg7** (**knight** on **6** captures piece on **g7**).

If a pawn is **exchanged**, the initial letter of the exchanged piece is written at the end, e.g. **i4Q** (**pawn** moves to **i4** and is exchanged for the **queen**). A **draw** offer is noted with **=**.

A **minor castling** (**Ka2**, **Kl7** or **Kg13**) is noted with **0-0**, a **major castling** (**Ka7**, **Kg2** or **Kl13**) with **0-0-0**.

If a king is placed in **check**, a **+** is written after the target field, e.g. **Ra5+** (**rook** moves to **a5** and threatens the king). **Checkmate** is denoted by **++**, e.g. **Bb6++** (**bishop** moves to **b6** and checkmates the king).

A consecutive number is written in front of each new turn (starting with white). So a game protocol could look like this:

1. 7d9 2. Nj8 3. 12k10

4. Be8 5. Ng7 6. Nd5

. . .

37. Qk6++

If you prefer a more error-tolerant notation, you can always write down the starting field as well.

Short rules

(Knowledge of the classical chess rules is assumed)

1. Game setup

- white: a1-a8
- gray: f1-m8
- black: f13-m13

There are 9 instead of 8 pawns. The knight is always to the right of the bishop. The queen is to the right of the king on its own color.

2. Moves

Sequence: white - gray - black

Straight: across adjacent fields

Diagonal: along fields of the same color

To move diagonally between two fields, one of them must be free.

The **pawn** can move straight in 2 directions and capture diagonally in 3 directions (away from the baseline).

The **knight** jumps one field straight and one diagonally (at an obtuse angle).

3. End of the game

The **winner** is the player who could capture one of the opponent's kings with one of his pieces next. This player gets **3 points**.

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