

Gliński's Hexagonal Chess: Board Template #1 and Rules

The board for this chess variant can be formed by printing three copies of each of the two "wedge" color schemes in this document, then cutting, and taping them together. Enlarge as needed (e.g., 115%). Attach to cardboard if desired. Play requires one Bishop and one Pawn more than in standard chess.

BOARD. Gliński Chess is a chess variant played on a hexagonal board with sides of length 6, making 91 hexagonal cells. This can be thought of as six 15-cell "wedges" with an extra cell at the center of the board.

ROOKS. Rooks slide in the 12, 2, 4, 8, and 10 o'clock directions, crossing the edges of the originating cell at right angles. (See diagrams on the other page.) Same as in standard chess, but with 6 directions instead of 4.

BISHOPS. Bishops slide in the 1, 3, 5, 7, 9, and 11 o'clock directions, and thereby stay on their original color. Since the cells of the board come in three separate colors, each player starts with three Bishops.

QUEENS. Queens slide in any of the 12 directions available to a Rook or Bishop.

KINGS. Kings move one space in any of the 12 directions that a Queen can. There is no castling.

KNIGHTS Knights move two cells in any of the Rook directions (even if they are occupied), then turn 60 degrees left or right, and move one more cell. Thus Knights move to the nearest cells not reachable by a Queen, as in standard chess.

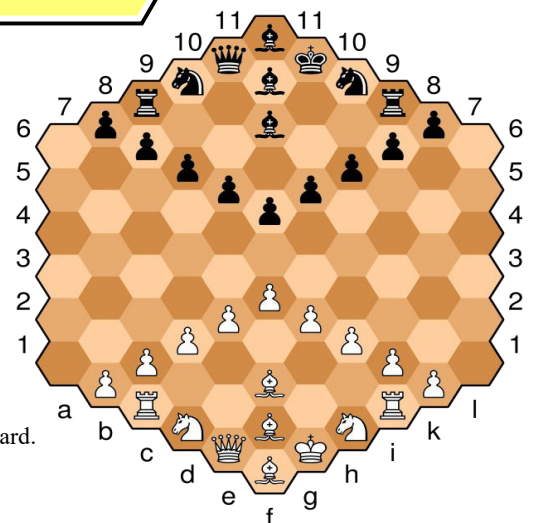
PAWNS. Pawns move one space forward (or optionally two from one of the 9 initial Pawn cells), and capture in the 10 and 2 o'clock directions. En passant capture is allowed. Pawns are promoted when reaching the farthest rank in any file.

STALEMATE. The player forcing a stalemate gets 3/4 of a point. The other player gets 1/4 of a point.

STARTING POSITIONS. The starting position of the game is shown at right. (Diagram from Wikipedia.)

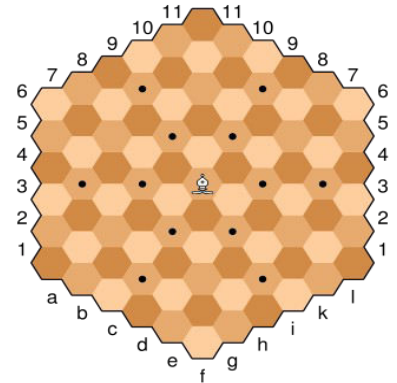
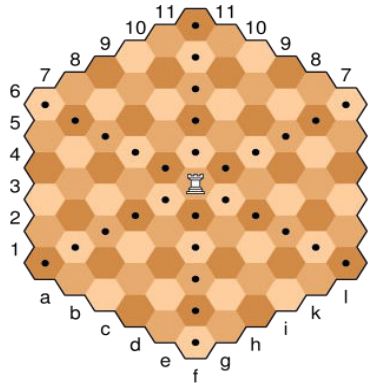
GAME NOTATION. Files are designated by letters: a-i, k, and l. (The letter j is not used.) The ranks are numbered starting from one, and increase toward Black's side of the board.

FOOL'S MATE. Here is an extremely short and silly game:
1. Qe1c3 Qe10c6 2. b1b2 b7b6 3. Bf3b1 e7e6 4. Qc3f9xB#



Gliński's Hexagonal Chess: Board Template #2 and Movement Diagrams

The board for this chess variant can be formed by printing three copies of each of the two "wedge" color schemes in this document, then cutting, and taping them together. Enlarge as needed (e.g. 115%). Attach to cardboard if desired. Play requires one Bishop and Pawn more than in standard chess.



Wikipedia diagrams showing Rook and Bishop moves

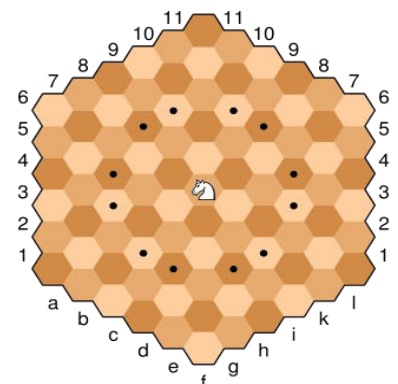
PIECE VALUES. The game's creator estimated the relative values of the different piece types as Q=10, R=5, N=4, B=3, with P=1 being a reference value. The program AlphaZero estimated Q=9.5, R=5.63, N=3.05, B=3.33.

OPENINGS. Gliński analyzed several openings in his 1974 book, *First Theories of Hexagonal Chess*.

INSUFFICIENT MATERIAL. The game ends if the remaining pieces cannot force a checkmate. Depending on the position, this can happen with KBBvK & KNNvK.

ONLINE. Gliński's Chess can be played online in several ways.

- GreenChess.net: Website. Can play against remote opponents.
- ChessVariants.com: See the Game Courier Users's Guide.
- OmniChess.club: Website and app. Can play remotely.
- Ludii.games: App. Can play remotely.
- Jocly.JcFrog.com: Website. Local play only.



Wikipedia diagram showing Knight moves