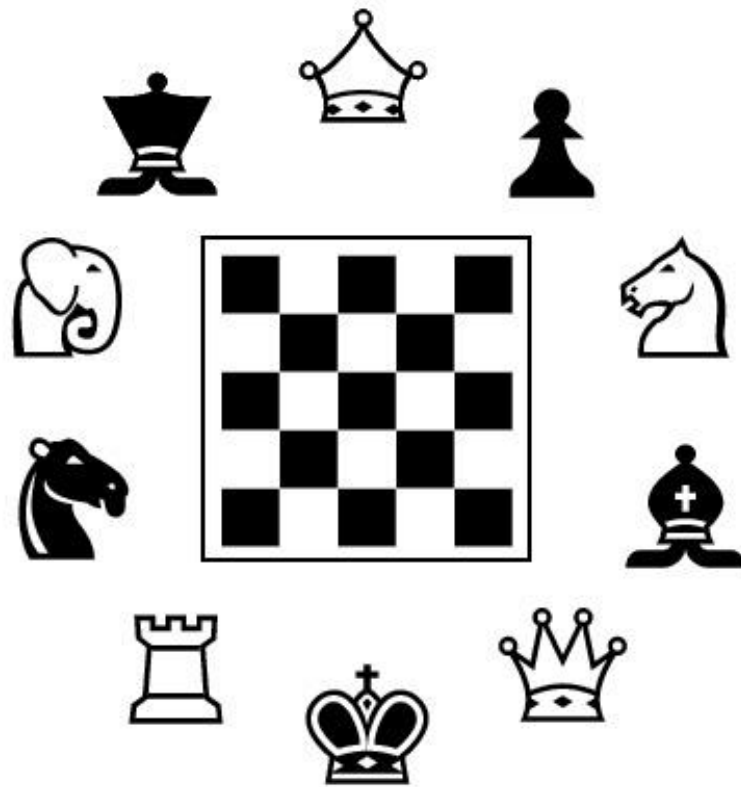


The Concise Guide to Chess Variants



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:

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Jelliss, G. (2011). All the king's men. A guide to variant chess. Retrieved May 24, 2011, from <http://www.mayhematics.com/v/gm.htm> [ATKM]

Keller, M. (1991). *WGR: Chess variations*. Ellicott City, MD: Michael Keller. [WGR]

Murray, H. J. R. (1962). *A history of chess*. Oxford: Clarendon Press. [HOC]

Parlett, D. S. (1999). *The Oxford history of board games*. Oxford: Oxford University Press. [OHBG]

Pritchard, D., & Beasley, J. D. (2007). *The classified encyclopedia of chess variants*. Harpenden, England: J. Beasley. [CECV]

Schmittberger, R. W. (1992). *New rules for classic games*. New York: Wiley. [NRFCG]

Wikipedia, the free encyclopedia. Retrieved May 24, 2011, from <http://en.wikipedia.org/wiki/> [WIK]

Game Section

acedrex de los cuatro tiempos: (Spanish : chess of the four seasons) n. A four-handed chess variant documented in the book Libro de acedrex, dados e tablas. See also: Libro de acedrex, dados e tablas Link(s): http://en.wikipedia.org/wiki/Libro_de_los_juegos, <http://www.chessvariants.org/historic.dir/4seiz.html>, <http://www.mediafire.com/?nenjj1dimtd>. Source(s): [CVP], [WIK], [CVARM], [OHBG]. Unique ID: [CVT-10041]

advanced chess: n. A form of chess, wherein each human player uses a computer chess program to help explore the possible results of candidate moves. [Kasparov, Garry: 1998] Link(s): http://en.wikipedia.org/wiki/Advanced_chess . Source(s): [WIK]. Unique ID: [CVT-10042]

alice chess: n. Chess variant which utilizes two chess boards. Named after the main character Alice in Lewis Carroll's book Through the Looking-Glass, where travel through the looking-glass is portrayed by the after-move transfer of chess pieces between boards. [Parton, Vernon Rylands: 1954] Link(s): http://en.wikipedia.org/wiki/Alice_chess, <http://www.chessvariants.org/other.dir/alice.html>. Source(s): [OCC], [CVP], [WIK], [CECV], [NRFCG]. Unique ID: [CVT-10043]

alician 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]

andernach chess: n. Chess variant in which a piece making a capture (except kings) changes color. Link(s): http://en.wikipedia.org/wiki/Andernach_chess, <http://www.chessvariants.org/problems.dir/andernach.html>. Source(s): [CVP], [WIK]. Unique ID: [CVT-10045]

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]

Arimaa: n. A two-player abstract strategy board game that can be played using the same equipment as chess. [Syed, Omar: 2002] Link(s): <http://en.wikipedia.org/wiki/Arimaa>, <http://www.chessvariants.org/index/external.php?itemid=arimaa>, <http://arimaa.com/>. Library of Congress Name Heading: Arimaa (Game). Source(s): [CVP], [WIK]. Unique ID: [CVT-10052]

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]

Berlin chess: n. See Berolina chess Source(s): [CECV]. Unique ID: [CVT-10061]

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]

Bosworth: n. A 2-4 player commercial chess variant. [Out of the Box Publishing] Link(s): [http://en.wikipedia.org/wiki/Bosworth_\(game\)](http://en.wikipedia.org/wiki/Bosworth_(game)), <http://www.chessvariants.org/index/external.php?itemid=Bosworth>, <http://boardgamegeek.com/boardgame/645/bosworth>. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10066]

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]

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

chaturaji: (Sanskrit) n. A four-handed chess-like game played in India in the 11th century. Link(s): <http://en.wikipedia.org/wiki/Chaturaji>, <http://www.chessvariants.org/historic.dir/chaturang4.html>. Source(s): [CVP], [WIK], [CECV], [OHBG]. Unique ID: [CVT-10082]

chaturanga: (Sanskrit : four arm) n. An ancient Indian game that is presumed to be the common ancestor of the games of chess, shogi, and makruk, and related to xiangqi and janggi. Link(s): <http://en.wikipedia.org/wiki/Chaturanga>, <http://www.chessvariants.org/historic.dir/chaturanga.html>. Source(s): [OCC], [CVP], [WIK], [CVARM], [OHBG]. Unique ID: [CVT-10083]

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

checkers chess: n. A chess variant where pieces only move in forward direction, until they have reached the last row. [Multhopp, Hans: 1974] Link(s): http://en.wikipedia.org/wiki/Checkers_chess, <http://www.chessvariants.org/diffmove.dir/checkers.html>. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10085]

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/checklss.html>. Source(s): [OCC], [CVP], [WIK], [CECV], [NRFCG]. Unique ID: [CVT-10086]

chess (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 attack: n. A chess variant played on a 5x6 board. [Kling, Werner: 2008] Link(s): http://en.wikipedia.org/wiki/Chess_Attack . Source(s): [WIK]. Unique ID: [CVT-10089]

chess boxing: n. A hybrid sport which combines boxing with chess in alternating rounds. [Bilal, Enki: 1992] Link(s): http://en.wikipedia.org/wiki/Chess_boxing . Source(s): [WIK]. Unique ID: [CVT-10090]

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

chess with different armies: n. A chess variant played with each side using a different, but predetermined, set of unorthodox pieces. [Betza, Ralph: 1979] Link(s): http://en.wikipedia.org/wiki/Chess_with_different_armies, <http://www.chessvariants.org/unequal.dir/cwda.html>. Source(s): [CVP], [WIK]. Unique ID: [CVT-10092]

chess960: n. A randomized chess variant. It uses the same board and pieces as standard chess but the starting positions of the main pieces are chosen at random. [Fischer, Robert James: 1995] Link(s): <http://en.wikipedia.org/wiki/Chess960>, <http://www.chessvariants.org/diffsetup.dir/fischer.html>. Source(s): [CVP], [WIK]. Unique ID: [CVT-10093]

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]

chu shogi: (Japanese : mid-sized generals' chess) n. Shogi variant played on a 12x12 board without drops. See also: shogi Link(s): http://en.wikipedia.org/wiki/Chu_shogi, <http://www.shogi.net/rjhare/chu-shogi/chu-intro.html>. Source(s): [CECV], [HOC], [NRFCG]. Unique ID: [CVT-10098]

circe chess: n. A chess variant in which captured chess pieces are replaced on their home squares. [Monreal, Pierre: 1967] Link(s): http://en.wikipedia.org/wiki/Circe_chess, <http://www.chessvariants.org/difftaking.dir/circe.html>. Source(s): [OCC], [CVP], [WIK], [CECV]. Unique ID: [CVT-10099]

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

circular chess (modern): n. An orthochess variant played on a round board. Used in tournaments sponsored by the Circular Chess Society. [Reynolds, David: 1983] Link(s): http://en.wikipedia.org/wiki/Circular_chess#Modern_Circular_Chess, <http://www.chessvariants.org/shape.dir/circular.html>. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10100]

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 board 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): [CVP-G]. Unique ID: [CVT-10111]

dai shogi: (Japanese : great generals' chess) n. Shogi variant played on a 15x15 board without drops. Link(s): http://en.wikipedia.org/wiki/Dai_shogi, <http://www.shogi.net/rjhare/dai-shogi/dai-intro.html>. Source(s): [CECV], [HOC]. Unique ID: [CVT-10112]

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]

dragonchess: n. A three-dimensional fantasy chess variant played on a board composed of three vertically-stacked 8x12 levels. Pieces are based on characters and creatures from the game Dungeons & Dragons. [Gygax, Gary: 1985] Link(s): <http://en.wikipedia.org/wiki/Dragonchess>, <http://www.chessvariants.org/3d.dir/dragonchess.html>, <http://boardgamegeek.com/boardgame/12776/dragon-chess>. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10123]

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

Duke of Rutland's chess: n. A chess variant from the 1700's played on a 10x14 board. [Duke of Rutland: 1747] Link(s): <http://www.chessvariants.org/historic.dir/rutland.html>, <http://boardgamegeek.com/boardgame/35577/duke-of-rutlands-chess>. Source(s): [CVP], [CECV]. Unique ID: [CVT-10125]

Dunsany's chess: n. An asymmetric chess variant in which one side has standard chess pieces, and the other side has 32 pawns. [Lord Dunsany: 1942] Link(s): http://en.wikipedia.org/wiki/Dunsany's_chess, <http://www.chessvariants.org/unequal.dir/dunsany.html>. Source(s): [CVP], [WIK]. Unique ID: [CVT-10126]

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]

English progressive chess: n. A variant of progressive chess invented before 1980. Each mobile piece must move once before a piece can move twice in one turn. Adopted and codified by NOST. [McCallion, John] See also: progressive chess Link(s):

<http://www.chessvariants.org/multimove.dir/progressive.html#english>. Source(s): [CVP], [CECV]. Unique ID: [CVT-10130]

Enochian chess: n. A four-handed chess variant, similar to Chaturaji, associated with the Hermetic Order of the Golden Dawn. Link(s): http://en.wikipedia.org/wiki/Enochian_chess, <http://enochianchess.com/>. Source(s): [WIK], [CECV]. Unique ID: [CVT-10131]

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

exchange chess: n. See bughouse Source(s): [WIK]. Unique ID: [CVT-10132]

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]

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

flying chess: n. A chess variant, based around a two-level board. It was mentioned in Variant Chess, issue 21. Flying chess has been played at some universities and schools in Europe. [Eltis, David: 1984] Link(s): http://en.wikipedia.org/wiki/Flying_chess, <http://www.chessvariants.org/3d.dir/flying.html>. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10137]

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

forchess: n. A four-handed, partner chess variant that uses a normal chess board. [Rogers, T. K.: 1975] Link(s): <http://en.wikipedia.org/wiki/Forchess>, <http://www.chessvariants.org/link2.dir/forchess.html>, <http://www.intuitor.com/forchess/>. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10139]

fortress chess: n. A four-handed chess variant played in Russia in 18th and 19th centuries. The board contains 192 squares including the fortresses at its corners. Link(s): http://en.wikipedia.org/wiki/Fortress_chess, <http://www.chessvariants.org/historic.dir/fortress.html>. Source(s): [CVP], [WIK], [CECV], [OHBG]. Unique ID: [CVT-10140]

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 Archimedean Mathematics Society, which is the mathematical society of the [Archimedean 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]

Glinski's hexagonal chess: n. A chess variant played on a hexagonal board. [Glinski, Wladyslaw: 1936] See also: *hexagonal chess (broad term)* Link(s): http://en.wikipedia.org/wiki/Glinski's_hexagonal_chess, <http://www.chessvariants.org/hexagonal.dir/hexagonal.html>. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10148]

gothic chess: n. A chess variant derived from *Capablanca chess*. [Trice, Ed: 1998] Link(s): http://en.wikipedia.org/wiki/Gothic_chess, <http://www.chessvariants.org/index/displayitem.php?itemid=GothicChess>, <http://www.gothicchess.com/>. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10149]

grand chess: n. A chess variant played on a 10 x 10 board with added knighted pieces. [Freeling, Christian: 1984] Link(s): http://en.wikipedia.org/wiki/Grand_chess, <http://www.chessvariants.org/large.dir/freeling.html>. Source(s): [CVP], [WIK], [CECV], [NRFCG]. Unique ID: [CVT-10150]

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

grande acedrex: (Spanish : great chess) n. A large chess variant played on a 12x12 board documented in the book *Libro de acedrex, dados e tablas*. Link(s): <http://www.chessvariants.org/historic.dir/acedrex.html>, <http://www.mediafire.com/?nenjj1dimtd>. Source(s): [CVP], [CECV], [CVARM]. Unique ID: [CVT-10152]

grant acedrex: (Spanish : great chess) n. See *grande acedrex*. Unique ID: [CVT-10153]

grasshopper chess: n. A chess variant which introduces a new piece, the grasshopper. Invented in the 1950's. [Boyer, Joseph] Link(s): http://en.wikipedia.org/wiki/Grasshopper_chess, <http://www.chessvariants.org/dpieces.dir/grashopper.html>. Source(s): [CVP], [WIK], [CECV], [NRFCG]. Unique ID: [CVT-10154]

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

hiashatar: (Mongolian : bodyguard chess) n. A medieval chess variant played in Mongolia. The game is played on a 10 x 10 board. Link(s): <http://en.wikipedia.org/wiki/Hiashatar>, <http://history.chess.free.fr/hiashatar.htm>. Source(s): [WIK], [CECV]. Unique ID: [CVT-10159]

horde chess: n. A chess variant very similar to Dunsany's chess. Link(s): http://en.wikipedia.org/wiki/Dunsany's_chess . Source(s): [WIK], [CECV]. Unique ID: [CVT-10160]

hostage chess: n. A chess variant similar to chessgi, but captured pieces become prisoners which can be exchanged. [Leslie, John: 1997] Link(s): <http://www.chessvariants.org/difftaking.dir/hostage.html>, <http://www.hostagechess.com/>. Source(s): [CVP], [CECV]. Unique ID: [CVT-10161]

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 orthochess 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]

janggi: (Korean : chess) n. A strategic board game played in Korea which is similar to xiangqi. Link(s): <http://en.wikipedia.org/wiki/Janggi>, <http://www.chessvariants.org/oriental.dir/koreanchess.html>. Library of Congress Name Heading: Changgi. Source(s): [CVP], [WIK]. Unique ID: [CVT-10168]

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

janus chess: n. A modern large chess variant played with knighted bishops. [Schöndorf, Werner; Lauterbach, Rudolf: 1978] Link(s): http://en.wikipedia.org/wiki/Janus_chess, <http://www.chessvariants.org/large.dir/janus.html>. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10170]

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

jetan: n. A chess variant from Edgar Rice Burroughs' book 'The Chessmen of Mars'. [Burroughs, Edgar Rice: 1922] See also: Chessmen of Mars Link(s): <http://en.wikipedia.org/wiki/Jetan>, <http://www.chessvariants.org/other.dir/jetan.html>, <http://www.boardgamegeek.com/boardgame/16596/jetan>. Source(s): [CVP], [CECV], [CVARM]. Unique ID: [CVT-10172]

jungle: n. A traditional Chinese board game. It is a two player, abstract strategy game played on a 7x9 board. Piece capture restricted by precedence. Link(s): [http://en.wikipedia.org/wiki/Jungle_\(board_game\)](http://en.wikipedia.org/wiki/Jungle_(board_game)), <http://www.chessvariants.org/other.dir/animal.html>, <http://boardgamegeek.com/boardgame/4031/dou-shou-qi>. Source(s): [CVP], [WIK]. Unique ID: [CVT-10173]

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]

Knightmare chess: n. A fantasy chess variant in which special cards are used which can introduce changes to the rules. An expansion of the game 'tempête sur l'échiquier'. [Steve Jackson Games: 1996] See also: tempête sur l'échiquier Link(s): http://en.wikipedia.org/wiki/Knightmare_chess, <http://www.chessvariants.org/cards.dir/knightmare.html>, <http://www.boardgamegeek.com/boardgame/227/knightmare-chess>. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10178]

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://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 6x6 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_Alamos_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 chess: n. An orthochess variant which is played on a special board composed of squares, triangles and hexes. [Mooser, David: 1998] See also: Lotus Chess: The Book Link(s): <http://www.chessvariants.org/39.dir/lotusgame.html>. Source(s): [CECV]. Unique ID: [CVT-12305]

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]

magnetic chess: n. A chess variant where pieces attract and repel each other according to their color. [Neto, Joao Pedro; Chaunier, Claude: 1996] Link(s): <http://www.chessvariants.org/other.dir/magnetic.html>, <http://homepages.di.fc.ul.pt/~jpn/cv/magnetic.htm>. Source(s): [CVP], [CECV]. Unique ID: [CVT-10192]

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

The **maharajah and the sepoy:** 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]

makruk: (Thai : chess) n. A board game descended from the 6th century Indian game of chaturanga and popular in Thailand and Cambodia. Link(s): <http://en.wikipedia.org/wiki/Makruk>,
<http://www.chessvariants.org/oriental.dir/thai.html>. Source(s): [CVP], [WIK], [CECV], [BTG]. Unique ID: [CVT-10196]

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]

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

McCooley's hexagonal chess: n. A hexagonal chess variant intended to be the closest hexagonal equivalent to orthochess as possible. [McCooley, David: 1978] See also: hexagonal chess (broad term) Link(s):
http://en.wikipedia.org/wiki/Hexagonal_chess#McCooley.27s_hexagonal_chess,
<http://www.chessvariants.org/hexagonal.dir/hexchess2.html>. Source(s): [CVP], [WIK]. Unique ID: [CVT-10202]

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

minishogi: n. A modern variant of shogi played on a 5x5 board. [Kusumoto, Shigenobu: 1970] See also: shogi Link(s): <http://en.wikipedia.org/wiki/Minishogi>,
<http://www.chessvariants.org/shogivariants.dir/minishog.html>. Source(s): [CVP], [WIK]. Unique ID: [CVT-10205]

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

modern chess (game): n. A chess variant played on a 9x9 board. [Maura, Gabriel Vicente: 1968] Link(s): http://en.wikipedia.org/wiki/Modern_chess,
<http://www.chessvariants.org/large.dir/modern.html>. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10207]

modern courier chess: n. An attempt to modernize courier chess by emulating the development of orthochess in Europe. [Byway, Paul: 1971] See also: courier chess Link(s): <http://www.chessvariants.org/columns.dir/vc-2001-autumn.html#modern>, <http://www.bcv.s.ukf.net/modco.htm>. Source(s): [CVP], [CECV]. Unique ID: [CVT-10208]

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. Orthochess is played on a 8x8 board with a King, a Queen, 2 Rooks, 2 Bishops, 2 Knights and 8 Pawns per

side. Link(s): <http://www.chessvariants.org/misc.dir/coreglossary.html#O>. Source(s): [CVP-G], [CECV]. Unique ID: [CVT-10220]

orthodox chess: n. See orthochess Source(s): [OCC],[CVP-G]. Unique ID: [CVT-10221]

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

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

[Kermeur, Legall de] Link(s): http://en.wikipedia.org/wiki/Chess_variant#Chess_with_different_forces, <http://www.chessvariants.org/columns.dir/vc-2001-spring.html>. Source(s): [OCC], [CVP], [WIK], [CECV]. Unique ID: [CVT-10223]

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], [CECV]. 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], [CECV], [CVARM], [NRFCG]. Unique ID: [CVT-10226]

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], [CECV]. 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], [CECV], [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], [CECV]. 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], [CECV]. 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]

sanguo qi: (Chinese : game of the three kingdoms) n. A three-handed variant of xiangqi. Link(s): <http://www.chessvariants.org/xiangqivariants.dir/chin3pl.html>. Source(s): [CVP]. Unique ID: [CVT-10239]

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]

Scotch 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):

http://en.wikipedia.org/wiki/Progressive_chess,
<http://www.chessvariants.org/multimove.dir/progressive.html>. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10246]

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]

Self's three-handed chess: n. Three handed chess variant of the 19th century. [Self, Henry J.: 1894] See also: three-handed chess Link(s): http://en.wikipedia.org/wiki/Three-player_chess, <http://www.chessvariants.org/historic.dir/self.html>. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-12078]

shatar: (Mongolian : chess) n. A chess variant played in Mongolia. Link(s): <http://en.wikipedia.org/wiki/Shatar>, <http://www.chessvariants.org/oriental.dir/shatar.html>, <http://ancientchess.com/page/play-shatar.htm>. Library of Congress Name Heading: Mongolian chess. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10249]

shatranj: (Arabic : chess) n. An old form of chess, which came to the Western world from India via Persia. Orthochess has gradually developed from this game. Link(s): <http://en.wikipedia.org/wiki/Shatranj>, <http://www.chessvariants.org/historic.dir/shatranj.html>, <http://ancientchess.com/page/play-shatranj.htm>. Source(s): [OCC], [CVP], [WIK], [CECV], [CVARM], [NRFCG], [BTG]. Unique ID: [CVT-10250]

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 sepoy 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]

shogi: (Japanese : generals' chess) n. Japanese chess, played on a 9x9 board and allowing drops. Link(s): <http://en.wikipedia.org/wiki/Shogi>, <http://www.chessvariants.org/shogi.html>, <http://www.shogi.net/rjhare/>. Library of Congress Name Heading: Shogi. Source(s): [OCC],[CVP-G], [CVP], [WIK]. Unique ID: [CVT-10251]

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], [CVARM], [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): <http://en.wikipedia.org/wiki/Sittuyin>, <http://www.chessvariants.org/oriental.dir/burmese.html>. Source(s): [WIK], [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): <http://www.chessvariants.org/other.dir/smess.html>, <http://boardgamegeek.com/boardgame/1289/smess-the-ninnys-chess>. Source(s): [CVP], [CECV]. Unique ID: [CVT-10259]

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): <http://www.hexenspiel.de/engl/synchronous-chess/>. Source(s): [WIK], [CECV]. Unique ID: [CVT-10264]

tai shogi: (Japanese : grand generals' chess) n. Shogi variant played on a 25x25 board. Link(s): http://en.wikipedia.org/wiki/Tai_shogi, <http://www.shogi.net/rjhare/tai-shogi/tai-intro.html>. Source(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): http://en.wikipedia.org/wiki/Tamerlane_chess, <http://www.chessvariants.org/historic.dir/tamerlane.html>. Source(s): [CVP], [WIK]. Unique ID: [CVT-10268]

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):

http://en.wikipedia.org/wiki/Transcendental_chess,

<http://www.chessvariants.org/diffsetup.dir/transcendental.html>. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10280]

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):

http://en.wikipedia.org/wiki/Tri-D_chess#Star_Trek_Tri-Dimensional_Chess,

<http://www.chessvariants.org/3d.dir/startrek.html>. Source(s): [CVP], [WIK]. Unique ID: [CVT-10284]

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/indiagr1.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]

ultima: n. A chess variant in which the pieces move identically, but capture differently. [Abbott, Robert: 1962] Link(s): http://en.wikipedia.org/wiki/Baroque_chess, <http://www.chessvariants.org/other.dir/ultima.html>. Source(s): [CVP], [WIK], [CECV], [OHBG]. Unique ID: [CVT-10290]

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):

<http://www.chessvariants.org/unequal.dir/weak.html>. Source(s): [CVP], [WIK], [CECV]. Unique ID: [CVT-10293]

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]

xiangqi: (Chinese : elephant game) n. A two-player Chinese board game in the same family as orthochess, chaturanga and shogi. Link(s): <http://en.wikipedia.org/wiki/Xiangqi>, <http://www.chessvariants.org/xiangqi.html>, <http://history.chess.free.fr/xiangqi.htm>. Library of Congress Name Heading: Chinese chess. Source(s): [CVP-G], [CVP], [WIK], [CECV]. Unique ID: [CVT-10298]

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]

circular chess (broad term): n. Chess played on a round board whereon the squares are delineated by radial lines and concentric circles. Link(s): http://en.wikipedia.org/wiki/Circular_chess, <http://www.chessvariants.org/misc.dir/coreglossary.html#R>. Source(s): [OCC],[CVP-G]. Unique ID: [CVT-10307]

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]

displacement chess: n. A family of chess variants, in which a few pieces are transposed in the initial standard chess position. Link(s): http://en.wikipedia.org/wiki/Displacement_chess . Source(s): [WIK]. Unique ID: [CVT-10311]

fantasy chess: n. A chess variant with war gaming elements introduced. Link(s): <http://www.shadowhex.com/>. Source(s): [WIK]. Unique ID: [CVT-10312]

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,

<http://www.chessvariants.org/multiplayer.dir/4players.html>. Library of Congress Name Heading: Four-handed chess. Source(s): [OCC], [CVP], [WIK]. Unique ID: [CVT-10313]

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-G]. Unique ID: [CVT-10315]

hexagonal chess (broad term): n. Chess played on a board tiled by hexagons rather than squares. The moves of the pieces are amended accordingly. Link(s): http://en.wikipedia.org/wiki/Hexagonal_chess, <http://www.chessvariants.org/misc.dir/coreglossary.html#H>. Library of Congress Name Heading: Hexagonal chess. Source(s): [OCC],[CVP-G], [WIK]. Unique ID: [CVT-10316]

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 rules). 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-G], [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

chess.) Link(s): http://en.wikipedia.org/wiki/Chess_variant . Library of Congress Name Heading: Chess variations. Source(s):[CVP-G], [WIK]. Unique ID: [CVT-10347]

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 surface. 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]

celestial 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]

central river: n. See river Source(s): [HOC], [CVARM]. Unique ID: [CVT-10010]

chess board: n. A graphic representation of a two-dimensional array of cells that is used as reference points for the relative positions and move options of chess pieces. Link(s):

<http://www.chessvariants.org/misc.dir/coreglossary.html#C>. Source(s):[CVP-G]. Unique ID: [CVT-10011]

chess-board: n. See chess board Source(s): [OCC]. Unique ID: [CVT-10012]

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]

alibaba (Leaper): n. Combined piece: alfil + dabbaba Link(s): <http://www.chessvariants.org/piececlopedia.dir/alibaba.html>, <http://www.mayhematics.com/v/gm.htm#A>. Source(s): [CVP-P], [ATKM]. Unique ID: [CVT-10651]

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]

antelope (Leaper): n. (3,4) leaper. Link(s): <http://www.chessvariants.org/piececlopedia.dir/antelope.html>, <http://www.mayhematics.com/v/gm.htm#A>. Source(s): [CVP-P], [ATKM], [WGR]. Unique ID: [CVT-10655]

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]

bd (Combined Piece): (Acronym : bishop dabbaba) n. Combined piece: bishop + dabbaba Link(s): <http://www.chessvariants.org/piececlopedia.dir/bd.html>. Source(s): [CVP-P]. Unique ID: [CVT-10664]

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

Berolina pawn (Stepper): n. Pawn variant that captures straight and moves diagonally forward [Hebermann, Edmund: 1926] See also: Berolina chess Link(s): http://en.wikipedia.org/wiki/Berolina_chess, <http://www.chessvariants.org/piececlopedia.dir/berolina.html>, <http://www.mayhematics.com/v/gm.htm#B>. Source(s): [OCC], [CVP-P], [WIK], [ATKM]. Unique ID: [CVT-10666]

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]

bishkni (Sniper): n. A bishop/knight sniper. [Maus, Frank G.: 1927] See also: sniper Link(s): <http://www.mayhematics.com/v/gm.htm#B>. Source(s): [ATKM]. Unique ID: [CVT-10669]

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 (Rider): n. Moves arbitrary number of unobstructed squares diagonally. (1,1) rider. Link(s): [http://en.wikipedia.org/wiki/Bishop_\(chess\)](http://en.wikipedia.org/wiki/Bishop_(chess)), <http://www.chessvariants.org/piececlopedia.dir/bishop.html>, <http://www.mayhematics.com/v/gm.htm#B>. Source(s): [OCC], [CVP-P], [WIK], [ATKM], [WGR]. Unique ID: [CVT-10671]

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

bishop-camel compound (Combined Piece): n. Combined piece: bishop + camel Link(s): <http://www.chessvariants.org/piececlopedia.dir/caliph.html>. Source(s): [CVP-P]. Unique ID: [CVT-10673]

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]

bishroo (Sniper): n. A bishop/rook sniper. [Maus, Frank G.: 1927] See also: sniper Link(s): <http://www.mayhematics.com/v/gm.htm#B>. Source(s): [ATKM]. Unique ID: [CVT-10676]

bison (Leaper): n. Combined piece: camel + zebra. Link(s): <http://www.chessvariants.org/piececlopedia.dir/bison.html>, <http://www.mayhematics.com/v/gm.htm#B>. Source(s): [CVP-P], [ATKM]. Unique ID: [CVT-10677]

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]

buffalo (Leaper): n. Combined piece: knight + camel + zebra. Link(s): <http://www.chessvariants.org/piececlopedia.dir/buffalo.html>. Source(s): [CVP-P]. Unique ID: [CVT-10681]

bug-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]

cameleopard (Combined Piece): n. Combined piece: camelrider + fiveleaper. Link(s): <http://www.mayhematics.com/v/gm.htm#C>. Source(s): [ATKM]. Unique ID: [CVT-10685]

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]

circe-grasshopper (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/andernach-grasshopper.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]

coordinator (Exotic): n. Captures in 'coordination' with king. Used in the chess variant ultima.

See also: ultima Link(s): <http://www.chessvariants.org/piececlopedia.dir/coordinator.html>. Source(s): [CVP-P]. Unique ID: [CVT-10706]

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]

crooked queen (Rider): n. Combined piece: rook + crooked bishop Link(s):

<http://www.chessvariants.org/piececlopedia.dir/crooked-queen.html>. Source(s): [CVP-P]. Unique ID: [CVT-10710]

crowned bishop (Combined Piece): n. Combined piece: bishop + commoner Link(s):

<http://www.mayhematics.com/v/gm.htm#C>. Source(s): [ATKM]. Unique ID: [CVT-10711]

crowned knight (Combined Piece): n. Combined piece: knight + commoner Link(s):

<http://www.chessvariants.org/piececlopedia.dir/centaur.html>. Source(s): [CVP-P]. Unique ID: [CVT-10712]

crowned rook (Combined Piece): n. Combined piece: rook + commoner Link(s):

<http://www.chessvariants.org/piececlopedia.dir/dragonking.html>,

<http://www.mayhematics.com/v/gm.htm#C>. Source(s): [CVP-P], [ATKM]. Unique ID: [CVT-10713]

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]

duchess (Combined Piece): n. Combined piece: bishop + dabbabarider. Link(s): <http://www.mayhematics.com/v/gm.htm#D>. Source(s): [ATKM]. Unique ID: [CVT-10721]

duck (Combined Piece): n. Combined piece: fers + dabbabarider. Link(s): <http://www.mayhematics.com/v/gm.htm#D>. Source(s): [ATKM]. Unique ID: [CVT-10722]

duke (Combined Piece): n. Combined piece: fers + dabbaba. Link(s): <http://www.mayhematics.com/v/gm.htm#D>. Source(s): [ATKM]. Unique ID: [CVT-10723]

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]

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

egret (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#E>. 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#E>. 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#E>. 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#F>. 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#F>. 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]

firzān (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#F>. 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 + threeleaper. 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):

<http://www.chessvariants.org/piececlopedia.dir/giraffe.html>, <http://www.mayhematics.com/v/gm.htm#G>.

Source(s): [OCC],[CVP-G], [CVP-P], [ATKM], [GTFC], [WGR]. Unique ID: [CVT-10759]

gnu (Leaper): n. Combined piece: knight + camel. Link(s):

<http://www.chessvariants.org/piececlopedia.dir/gnus.html>, <http://www.mayhematics.com/v/gm.htm#G>.

Source(s): [OCC], [CVP-P], [ATKM], [WGR]. Unique ID: [CVT-10760]

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]

hippogriff (Exotic): n. Limited version of the griffon that must slide at least three squares Link(s): <http://www.chessvariants.org/piececlopedia.dir/griffon.html#hippogriff>. 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. Jibber 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]

jeweled 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]

jibber (Exotic): n. Piece moving like a grasshopper but to the cell in front of the hurdle, no null

moves. [Locock, C. D.: 1937] Link(s): <http://www.mayhematics.com/v/gm.htm#J>. Source(s): [ATKM]. Unique ID: [CVT-10777]

joker (Exotic): n. Moves like last piece moved by the opponent Link(s):

<http://www.chessvariants.org/piececlopedia.dir/joker.html>, <http://www.mayhematics.com/v/gm.htm#J>. Source(s): [CVP-P], [ATKM], [GTFC]. Unique ID: [CVT-10778]

kangaroo (Leaper): n. Combined piece: knight + alfil Link(s):

<http://www.chessvariants.org/piececlopedia.dir/cangaroo.html>, <http://www.mayhematics.com/v/gm.htm#K>. 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):

<http://www.chessvariants.org/piececlopedia.dir/king.html>, <http://www.mayhematics.com/v/gm.htm#K>. 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]

knibis (Sniper): n. A knight/bishop sniper. [Maus, Frank G.: 1927] See also: sniper Link(s):

<http://www.mayhematics.com/v/gm.htm#K>. Source(s): [ATKM]. Unique ID: [CVT-10785]

knight (Leaper): n. (1,2) leaper. An elemental piece. Link(s):
<http://www.chessvariants.org/piececlopedia.dir/knight.html>, <http://www.mayhematics.com/v/gm.htm#K>.
Source(s): [OCC],[CVP-G], [CVP-P], [ATKM], [GTFC], [WGR]. Unique ID: [CVT-10786]

knight (shogi) (Leaper): n. See honorable horse Source(s): [CVP-P]. Unique ID: [CVT-10787]

knight (xiangqi) (Stepper): n. See mao Source(s): [CVP-P]. Unique ID: [CVT-10788]

knighted bishop (Combined Piece): n. Combined piece: bishop + knight. Link(s):
<http://www.chessvariants.org/piececlopedia.dir/bishop-knight.html>,
<http://www.mayhematics.com/v/gm.htm#K>. Source(s): [CVP-P], [ATKM]. Unique ID: [CVT-10789]

knighted queen (Combined Piece): n. Combined piece: queen + knight. Link(s):
<http://www.chessvariants.org/piececlopedia.dir/amazon.html>, <http://www.mayhematics.com/v/gm.htm#K>.
Source(s): [CVP-P], [ATKM]. Unique ID: [CVT-10790]

knighted rook (Combined Piece): n. Combined piece: rook + knight. Link(s):
<http://www.chessvariants.org/piececlopedia.dir/rook-knight.html>,
<http://www.mayhematics.com/v/gm.htm#K>. Source(s): [CVP-P], [ATKM]. Unique ID: [CVT-10791]

knight-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]

kniroo (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]

lance (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]

leo (Hopper): n. Moves on queen lines, but must hop once when capturing Link(s):
<http://www.chessvariants.org/piececlopedia.dir/leo.html>, <http://www.mayhematics.com/v/gm.htm#L>.
Source(s): [OCC], [CVP-P], [ATKM], [GTFC]. Unique ID: [CVT-10795]

lion (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]

lion (hopper) (Hopper): n. Moves on queen-lines but must hop exactly one piece Link(s):
<http://www.chessvariants.org/piececlopedia.dir/lion2.html>, <http://www.mayhematics.com/v/gm.htm#L>.
Source(s): [OCC], [CVP-P], [ATKM], [GTFC]. Unique ID: [CVT-10796]

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

locust (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]

maharajah (Combined Piece): n. Combined piece: queen + knight, royal = royal amazon.

Link(s): <http://www.chessvariants.org/piececlopedia.dir/amazon.html>,

<http://www.mayhematics.com/v/gm.htm#M>. Source(s): [CVP-P], [ATKM]. Unique ID: [CVT-10806]

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):

<http://www.chessvariants.org/piececlopedia.dir/moa.html>, <http://www.mayhematics.com/v/gm.htm#M>.
Source(s): [CVP-P], [ATKM]. Unique ID: [CVT-10816]

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]

mo (Combined Piece): n. Combined piece: mao + moa. Link(s):
<http://www.mayhematics.com/v/gm.htm#M>. Source(s): [ATKM]. Unique ID: [CVT-10818]

mo-hopper (Combined Piece): n. Combined piece: mao-hopper + moa-hopper. Link(s):
<http://www.mayhematics.com/v/gm.htm#M>. Source(s): [ATKM]. Unique ID: [CVT-10819]

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/equihoppers.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]

pao (Hopper): (Chinese : cannon) n. Moves like rook, but must hop over a single piece when capturing. The Cannon in Xiangqi. Link(s): <http://www.chessvariants.org/piececlopedia.dir/pao.html>, <http://www.mayhematics.com/v/gm.htm#P>. Source(s): [OCC], [CVP-P], [ATKM], [GTFC]. Unique ID: [CVT-10830]

pawn (orthoChess) (Stepper): n. OrthoChess: moves straight forward, captures diagonally forwards, and can promote Link(s): [http://en.wikipedia.org/wiki/Pawn_\(chess\)](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]

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

pawn (xiangqi) (Stepper): n. Xiangqi: moves and captures one square straight forward See also: xiangqi Link(s): <http://www.chessvariants.org/piececlopedia.dir/pawn-xiangqi.html>. Source(s): [CVP-P]. 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]

pushme-pullyu (Combined Piece): n. Combined piece: advancer + withdrawer. Link(s): <http://www.chessvariants.org/piececlopedia.dir/pushmepullyu.html>. Source(s): [CVP-P]. Unique ID: [CVT-10837]

queen (Rider): n. A line piece that moves across unobstructed orthogonal or diagonal line. Combined piece: rook + bishop. Link(s): [http://en.wikipedia.org/wiki/Queen_\(chess\)](http://en.wikipedia.org/wiki/Queen_(chess)), <http://www.chessvariants.org/piececlopedia.dir/queen.html>, <http://www.mayhematics.com/v/gm.htm#Q>. Source(s): [OCC], [CVP-P], [WIK], [ATKM], [WGR]. Unique ID: [CVT-10838]

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], [CVARM], [OHBG]. Unique ID: [CVT-10842]

raven (Combined Piece): n. Combined piece: rook + nightrider Link(s): <http://www.chessvariants.org/piececlopedia.dir/raven.html>, <http://www.mayhematics.com/v/gm.htm#R>. Source(s): [CVP-P], [ATKM]. Unique ID: [CVT-10843]

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]

rhino (Combined Piece): n. Combined piece: mao + wazir Link(s): <http://www.chessvariants.org/piececlopedia.dir/rhino.html>. Source(s): [CVP-P]. Unique ID: [CVT-10845]

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

roobis (Sniper): n. A rook/bishop sniper. [Maus, Frank G.: 1927] See also: sniper Link(s): <http://www.mayhematics.com/v/gm.htm#R>. Source(s): [ATKM]. Unique ID: [CVT-10847]

rook (Rider): n. Moves across unobstructed orthogonal line. A (0,1) rider. Link(s): [http://en.wikipedia.org/wiki/Rook_\(chess\)](http://en.wikipedia.org/wiki/Rook_(chess)), <http://www.chessvariants.org/piececlopedia.dir/rook.html>, <http://www.mayhematics.com/v/gm.htm#R>. Source(s): [OCC], [CVP-P], [WIK], [ATKM], [WGR]. Unique ID: [CVT-10848]

rook-camel compound (Combined Piece): n. Combined piece: rook + camel. Link(s): <http://www.chessvariants.org/piececlopedia.dir/canvassr.html>. Source(s): [CVP-P]. Unique ID: [CVT-10849]

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]

rookni (Sniper): n. A rook/knight sniper. [Maus, Frank G.: 1927] See also: sniper Link(s): <http://www.mayhematics.com/v/gm.htm#R>. Source(s): [ATKM]. Unique ID: [CVT-10852]

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]

rose (Rider): n. Can make consecutive knight moves in a circular path. Link(s): <http://www.chessvariants.org/piececlopedia.dir/rose.html>. Source(s): [CVP-P]. Unique ID: [CVT-10854]

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

scorpion (Combined Piece): n. Combined piece: grasshopper + commoner. Link(s): <http://www.chessvariants.org/piececlopedia.dir/scorpion.html>, <http://www.mayhematics.com/v/gm.htm#S>. Source(s): [CVP-P], [ATKM]. Unique ID: [CVT-10856]

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]

sergeant (Combined Piece): n. Combined piece: pawn + berolina pawn Link(s): <http://www.chessvariants.org/piececlopedia.dir/sergeant.html>. Source(s): [CVP-P]. Unique ID: [CVT-10858]

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]

talía (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]

waffle (Combined Piece): n. Combined piece: wazir + alfil Link(s): <http://www.chessvariants.org/piececlopedia.dir/waffle.html>. Source(s): [CVP-P]. Unique ID: [CVT-10876]

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],[CVP-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]

wizard (Combined Piece): n. Combined piece: fers + camel Link(s): <http://www.chessvariants.org/piececlopedia.dir/wizard.html>. Source(s): [CVP-P]. Unique ID: [CVT-10882]

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]

zebra (Leaper): n. (2,3) leaper. An elemental piece. Link(s): <http://www.chessvariants.org/piececlopedia.dir/zebra.html>, <http://www.mayhematics.com/v/gm.htm#Z>. Source(s): [OCC],[CVP-G], [CVP-P], [ATKM], [GTFC], [WGR]. Unique ID: [CVT-10885]

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]

Piece Movement Section

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 placed 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, alfil, 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 it 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 Paw 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]

hop: v. To fly over a hurdle as a hopper. Link(s):
<http://www.chessvariants.org/misc.dir/coreglossary.html#H>. Source(s):[CVP-G]. Unique ID: [CVT-10932]

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 by 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]

trade: v. See exchange Source(s):[CVP-G]. Unique ID: [CVT-10992]

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 whe 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]

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 draughtskins 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): <http://www.chessvariants.org/piececlopedia.dir/locust.html>, <http://www.mayhematics.com/v/gm.htm#L>. Source(s): [CVP-P], [ATKM], [GTFC]. Unique ID: [CVT-11052]

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]

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

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 Link(s): <http://www.chessvariants.org/misc.dir/coreglossary.html#M>, <http://www.mayhematics.com/v/gm.htm#M>. Source(s): [ATKM]. Unique ID: [CVT-11058]

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 $\text{root}(r^2 + s^2)$ 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]

unit: n. Another word for a chess piece. Link(s): <http://www.chessvariants.org/misc.dir/coreglossary.html#U>, <http://www.mayhematics.com/v/gm.htm#U>. Source(s): [CVP-G], [ATKM], [WGR]. Unique ID: [CVT-11095]

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

A. J. Stone: n. See Stone, A. J.. Unique ID: [CVT-12340]

Abbott, Robert: n. Inventor of ultima. Author of book: Abbott's new card games. See also: ultima Link(s): <http://www.chessvariants.org/people.dir/abbott.html>, <http://www.worldcat.org/wcidentities/lccn-n96-70662>. Library of Congress Name Heading: Abbott, Robert. Source(s): [CVP]. Unique ID: [CVT-10414]

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

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

Addison, Stephen: n. Author of the book: 100 other games to play on a chessboard. Link(s): <http://www.chessvariants.org/books.dir/addison.html>, <http://www.worldcat.org/wcidentities/lccn-n87-125591>. Library of Congress Name Heading: Addison, Stephen. Source(s): [CVP]. Unique ID: [CVT-10417]

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]

Alfonso X of Castile: n. Producer of the book Libro de acedrex, dados e tablas (Book of chess, dice and tables). See also: Libro de acedrex, dados e tablas Link(s): http://en.wikipedia.org/wiki/Alfonso_X_of_Castile, <http://www.worldcat.org/wcidentities/lccn-n80-10185>. Library of Congress Name Heading: Alfonso X, King of Castile and Leon, 1221-1284. Source(s): [WIK]. Unique ID: [CVT-10421]

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

Anderson, Gerald Frank: n. Author of the book: Are there any? A chess problem book See also: Are there any? A chess problem book Link(s): <http://www.worldcat.org/wcidentities/np-anderson,%20gerald%20frank>. Source(s): [CECV], [WGR]. Unique ID: [CVT-12281]

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]

Aronsson, Maarten: n. Coauthor of book: Bughouse chess: tandem-chess, team-chess, Siamese chess, Hungarian chess. Link(s): <http://www.worldcat.org/wcidentities/np-aronsson,%20maarten..> Unique ID: [CVT-10425]

Ayyar, Es. Ar: Co-editor of book: Indian Chess. See also: Indian chess: Bhāratīya caturāṅgam (śatarāñja) Link(s): <http://www.worldcat.org/wcidentities/lccn-n80-74842>. Library of Congress Name Heading: Ayyar, Es. Ar., 1902-.. Unique ID: [CVT-12142]

B. Constantino: n. See Constantino, B.. Unique ID: [CVT-12322]

B. G. Laws: n. See Laws, B. G.. Unique ID: [CVT-10426]

Baar, Andreas: n. Co-author of book: Das Henochische Schachspiel. See also: Henochische Schachspiel Link(s): <http://www.worldcat.org/wcidentities/viaf-DNB|134318609..> Unique ID: [CVT-12162]

Bartmess, Andrew: n. Co-inventor of the chess variant: tri-dimensional chess. See also: tri-dimensional chess Source(s): [WIK]. Unique ID: [CVT-10427]

Baskerville, H. D.: n. Author of the book: Hexagonal chess (with a board). Unique ID: [CVT-12193]

Beasley, John D.: n. Editor of the book: The Classified Encyclopedia of Chess Variants. See also: Classified Encyclopedia of Chess Variants Link(s): <http://www.worldcat.org/wcidentities/lccn-n85-13158>. Library of Congress Name Heading: Beasley, John D... Unique ID: [CVT-10428]

Beatty, Charles: n. Author of the book: Total chess: the rules of the game, its rationale, and some notes: a practical method for chess in three dimensions. See also: Total chess: the rules of the game, its rationale, and some notes: a practical method for chess in three dimensions Link(s): <http://www.worldcat.org/wcidentities/lccn-no2009-65241>. Library of Congress Name Heading: Beatty, Charles.. Unique ID: [CVT-12282]

Bell, Robert C.: n. Author of the book: Board and Table Games From Many Civilizations Link(s): <http://www.chessvariants.org/books.dir/bell.html>, <http://www.worldcat.org/wcidentities/lccn-n80-37643>. Library of Congress Name Heading: Bell, R. C. (Robert Charles), 1917-. Source(s): [CVP], [BTG]. Unique ID: [CVT-10429]

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

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): [http://en.wikipedia.org/wiki/Henry_Bird_\(chess_player\)](http://en.wikipedia.org/wiki/Henry_Bird_(chess_player)), <http://www.worldcat.org/wcidentities/lccn-n80-165306>. Library of Congress Name Heading: Bird, H. E. (Henry Edward) 1830-1906. Source(s): [WIK], [CECV]. Unique ID: [CVT-12149]

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]

Blythe, W. H.: n. Author of book: Four chess. See also: Four chess. Library of Congress Name Heading: Blythe, W. H. (William Henry). Source(s): [CECV]. Unique ID: [CVT-12152]

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

Bodlaender, Hans: n. Founder of the Chess Variant Pages. See also: chess variant pages Link(s): <http://www.worldcat.org/wcidentities/lccn-n88-644272>. Library of Congress Name Heading: Bodlaender, H. L.. Source(s): [CVP]. Unique ID: [CVT-10434]

Böttcher, Jürgen: n. Co-author of book: Schach für 2 und 3 Spieler See also: Schach für 2 und 3 Spieler Link(s): <http://www.worldcat.org/wcidentities/lccn-n90-723673>. Library of Congress Name Heading: Böttcher, Jürgen.. Unique ID: [CVT-12229]

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): <http://www.chessvariants.org/books.dir/boyer.html>, [http://www.worldcat.org/wcidentities/np-boyer,%20joseph\\$1894](http://www.worldcat.org/wcidentities/np-boyer,%20joseph$1894). Library of Congress Name Heading: Boyer, Joseph 1894-. Source(s): [CVP], [CECV]. Unique ID: [CVT-10435]

Brown, John William: n. Author of the book: Meta-Chess: Adventures Beyond the Bounds of Chess. See also: Meta-Chess: Adventures Beyond the Bounds of Chess. Unique ID: [CVT-10436]

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

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

Burroughs, Edgar Rice: n. Author of the book: The Chessmen of Mars. Inventor of the chess variant: jetan. See also: jetan Link(s): http://en.wikipedia.org/wiki/Edgar_Rice_Burroughs, <http://www.chessvariants.org/other.dir/jetan.html>, <http://www.worldcat.org/wcidentities/lccn-n80-39681>. Library of Congress Name Heading: Burroughs, Edgar Rice 1875-1950. Source(s): [CVP], [CECV], [CVARM]. Unique ID: [CVT-10439]

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]

C. K. Lai: n. See Lai, C. K.. Unique ID: [CVT-12111]

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

Capablanca, José Raúl: n. World chess champion 1921-1927. Inventor of Capablanca chess. See also: Capablanca chess Link(s): http://en.wikipedia.org/wiki/José_Raúl_Capablanca, <http://www.worldcat.org/wcidentities/lccn-n50-32560>. Library of Congress Name Heading: Capablanca, José Raúl, 1888-1942. Source(s): [OCC], [WIK]. Unique ID: [CVT-10443]

Carrera, Pietro: n. Inventor of Carrera chess. See also: Carrera chess Link(s): http://en.wikipedia.org/wiki/Pietro_Carrera, <http://www.worldcat.org/wcidentities/lccn-n90-706084>. Library of Congress Name Heading: Carrera, Pietro, 1571-1647. Source(s): [OCC], [WIK]. Unique ID: [CVT-10444]

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]

Cazaux, Jean-Louis: n. Chess historian. Author of book: Guide des Echecs exotiques et insolites. See also: Guide des Echecs exotiques et insolites Link(s): <http://www.chessvariants.org/link2.dir/cazaux.html>, <http://www.worldcat.org/wcidentities/lccn-no2001-61937>. Library of Congress Name Heading: Cazaux, Jean-Louis. Source(s): [CVP]. Unique ID: [CVT-10446]

Chalcraft, Adam: n. Co-inventor of the chess variant: penultima. See also: penultima Link(s): <http://en.wikipedia.org/wiki/Penultima> . Source(s): [WIK]. Unique ID: [CVT-10447]

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

Charosh, Mannis: n. Inventor of knight relay chess. Link(s): <http://www.worldcat.org/wcidentities/lccn-n50-38420>. Library of Congress Name Heading: Charosh, Mannis.. Unique ID: [CVT-10448]

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]

Chōyō: n. See Suzuki, Chōyō. 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-inventer 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, T. R.: n. See Dawson, Thomas Rayner. Unique ID: [CVT-10466]

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,

<http://www.chessvariants.org/books.dir/dawson.html>, <http://www.worldcat.org/wcidentities/lccn-no99-82>.

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>,

<http://www.worldcat.org/wcidentities/lccn-n50-28797>. Library of Congress Name Heading: Dickins,

Anthony Stewart Mackay, 1914-. Source(s): [CVP]. Unique ID: [CVT-10468]

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-](http://www.worldcat.org/wcidentities/np-donnelly,%20terence)

[donnelly,%20terence](http://www.worldcat.org/wcidentities/np-donnelly,%20terence). Source(s): [CECV]. Unique ID: [CVT-12094]

Duke of Rutland: n. Inventor of Duke of Rutland's chess. See also: Duke of Rutland's chess

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Rutland, John Manners, Duke of, 1696-1779. Source(s): [CVP]. Unique ID: [CVT-10469]

Duniho, Fergus: n. Developer of Game Courier, a program that allows chess variants to be played on the web using a web browser. 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>,

[http://www.worldcat.org/wcidentities/np-duniho,%20fergus\\$1967](http://www.worldcat.org/wcidentities/np-duniho,%20fergus$1967). Source(s): [CVP]. Unique ID: [CVT-10470]

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]

Eschner, Michael D.: n. Co-author of book: Das Henochische Schachspiel. See also: Henochische Schachspiel Link(s): <http://www.worldcat.org/wcidentities/viaf-DNB|110279131>. Source(s): [CECV]. Unique ID: [CVT-12164]

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]

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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]

Falkener, Edward: n. Author of the book: Games ancient and oriental and how to play them. Link(s): <http://www.chessvariants.org/books.html#bookfalkener>, <http://www.worldcat.org/wcidentities/lccn-no92-30910>. Library of Congress Name Heading: Falkener, Edward, 1814-1896. Source(s): [CVP]. Unique ID: [CVT-10481]

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]

Fischer, Robert James: n. World chess champion 1972-1975. Inventor of Fischer random chess. See also: chess960 Link(s): http://en.wikipedia.org/wiki/Bobby_Fischer, <http://www.worldcat.org/wcidentities/lccn-n79-49340>. Library of Congress Name Heading: Fischer, Bobby, 1943-2008. Source(s): [OCC], [WIK]. Unique ID: [CVT-10485]

Foster, Benjamin R.: n. 1851-1926. Inventor of chancellor chess. Author of a book on chancellor chess. See also: chancellor chess Link(s): <http://www.chessvariants.org/large.dir/chancellor.html>. Source(s): [CVP]. Unique ID: [CVT-10486]

Francesco Piacenza: n. See Piacenza, 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]

Freeling, Christian: n. Dutch game designer. Inventor of Grand Chess. See also: grand chess Link(s): http://en.wikipedia.org/wiki/Christian_Freeling, <http://www.mindsports.nl/index.php/about?start=1>. Source(s): [WIK]. Unique ID: [CVT-10490]

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]

Georg von Zimmermann: n. See Zimmermann, Georg von. Unique ID: [CVT-10496]

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]

Ghosh, Manomohan: n. Author of book: Sulapani's Caturanga dipika : a manual of four handed dice chess See also: Sulapani's Caturanga dipika: a manual of four handed dice chess Link(s): <http://www.worldcat.org/wcidentities/lccn-n50-35284>. Library of Congress Name Heading: Ghosh, Manomohan. Source(s): [CECV]. Unique ID: [CVT-12132]

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]

Glinski, Wladyslaw: n. Inventor of Glinski's hexagonal chess. Author of book: Rules of hexagonal chess with examples of first openings See also: Glinski's hexagonal chess Link(s): http://en.wikipedia.org/wiki/Glinski's_hexagonal_chess, <http://www.chessvariants.org/hexagonal.dir/hexagonal.html>, <http://www.worldcat.org/wcidentities/np-glinski,%20wladyslaw>. Source(s): [CVP], [WIK]. Unique ID: [CVT-10500]

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\\$j](http://www.worldcat.org/wcidentities/np-godson,%20william%20f%20h$j)jr. Source(s): [CECV], [WGR]. Unique ID: [CVT-12209]

Gollon, John: n. Author of the book: Chess Variations: Ancient, Regional, and Modern. See also: Chess Variations: Ancient, Regional, and Modern Link(s): <http://www.chessvariants.org/books.dir/gollon.html>, <http://www.worldcat.org/wcidentities/np-gollon,%20john>. Source(s): [CVP]. Unique ID: [CVT-10501]

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Greene, Michael: n. Coinventor of penultima. See also: penultima. Unique ID: [CVT-10502]

Greg Strong: n. See Strong, Greg. Unique ID: [CVT-10503]

Gygax, Gary: n. Inventor of dragonchess. An American writer and game designer best known for co-creating the pioneering role-playing game Dungeons & Dragons (D&D). See also: dragonchess Link(s): http://en.wikipedia.org/wiki/Gary_Gygax, <http://www.worldcat.org/wcidentities/lccn-n78-51760>. Library of Congress Name Heading: Gygax, Gary.. Unique ID: [CVT-10504]

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: Shōgi bigināzu baiburu See also: Shōgi bigināzu baiburu
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Haeringen, H. van: n. Author of the book: Super chess and monarch: the laws See also:
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Handscomb, Kerry: n. Editor of the magazine: Abstract Games. See also: Abstract games
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Hans Bodlaender: n. See Bodlaender, Hans. Unique ID: [CVT-10508]

Hans Kluever: n. See Klüver, Hans. Unique ID: [CVT-10509]

Hans Klüver: n. See Klüver, Hans. Unique ID: [CVT-12191]

Hans Multhopp: n. See Multhopp, Hans. Unique ID: [CVT-10510]

Harikṛṣṇa Vyārikāṭarāma Śarmā: See Śarmā, Harikṛṣṇa Vyārikāṭarāma. 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]

Hebermann, Edmund: n. Inventor of the Berolina pawn. See also: Berolina pawn Link(s):
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Henry J. Self: n. See Self, Henry J.. Unique ID: [CVT-12064]

Henry Michael Temple: n. See Temple, Henry Michael. Unique ID: [CVT-10513]

Hermitte, Serge L.J. L': n. See L'Hermitte, Serge L.J.. Unique ID: [CVT-12107]

Hodges, George: n. 1934-2010. Author of books and other materials on shogi and shogi variants. Founder of the Shogi Association (1976). Link(s):
<http://www.chessvariants.org/books.html#hodges>. Source(s): [CVP], [WGR]. Unique ID: [CVT-10514]

Hooper, David: n. Co-editor of the book: The Oxford companion to chess Link(s):
<http://www.worldcat.org/wcidentities/lccn-n85-110644>. Library of Congress Name Heading: Hooper, David.. Unique ID: [CVT-12259]

Horne, Malcolm: n. Consultant and columnist for the chess variant periodical: Variant Chess.
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Hosking, Tony: n. Author of the book: The Art of Shogi. Founder of the Shogi Foundation. See also: Shogi Foundation Link(s): <http://www.chessvariants.org/books.dir/hosking.html>, <http://www.worldcat.org/wcidentities/lccn-n86-823986>. Library of Congress Name Heading: Hosking, A. L.. Source(s): [CVP]. Unique ID: [CVT-10515]

Howard, J. T.: n. Author of the book: Guide to double chess See also: Guide to double chess Link(s): <http://www.worldcat.org/wcidentities/viaf-93047552>. Source(s): [CECV], [WGR]. Unique ID: [CVT-12212]

Illmer, Detlef: n. Auther of book: Rhythmomachia : ein uraltes Zahlenspiel neu entdeckt See also: Rhythmomachia : ein uraltes Zahlenspiel neu entdeckt Link(s): <http://www.worldcat.org/wcidentities/lccn-n79-79421>. Library of Congress Name Heading: Illmer, Detlef.. Unique ID: [CVT-12288]

Isaac H. Trabue: n. See Trabue, Isaac H.. Unique ID: [CVT-12300]

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]

Jacobson, Rolf W: n. Author of the book: Superchess: the official rules and game description See also: Superchess: the official rules and game description Link(s): <http://www.worldcat.org/wcidentities/np-jacobson,%20rolf%20w..> Unique ID: [CVT-12345]

James Masters: n. See Masters, James. Unique ID: [CVT-12260]

James Trimm: n. See Trimm, James. Unique ID: [CVT-10516]

Jameson, Michael: n. Author of the book: Rose board recipes: new games and old to play your way Link(s): http://hstrial-variantchess.homestead.com/rose_board_recipes__first_edition__2009.pdf.. Unique ID: [CVT-12343]

Jean-Louis Cazaux: n. See Cazaux, Jean-Louis. Unique ID: [CVT-10517]

Jed Stone: n. See Stone, A. J.. Unique ID: [CVT-12339]

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/..](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]

José Raúl Capablanca: n. See Capablanca, José Raúl. Unique ID: [CVT-10530]

Joseph Boyer: n. See Boyer, Joseph Link(s): <http://www.chessvariants.org/books.dir/boyer.html>. Unique ID: [CVT-10531]

Joseph, Franz: n. Co-inventor of the chess variant: tri-dimensional chess. See also: tri-dimensional chess Link(s): <http://www.worldcat.org/wcidentities/lccn-no2001-96388>. Library of Congress Name Heading: Joseph, Franz. Source(s): [WIK]. Unique ID: [CVT-10532]

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]

Kasparov, Garry: n. Chess grandmaster and one time world chess champion. Inventor of advanced chess. See also: advanced chess Link(s): http://en.wikipedia.org/wiki/Garry_Kasparov, <http://www.worldcat.org/wcidentities/lccn-n84-68163>. Library of Congress Name Heading: Kasparov, G. K. (Garri Kimovich). Source(s): [WIK]. Unique ID: [CVT-10534]

Keene, Raymond D: n. Co-author of the book: Chinese chess: an introduction to the openings See also: Chinese chess: an introduction to the openings Link(s): <http://www.worldcat.org/wcidentities/lccn-n50-46425>. Source(s): [CECV]. Unique ID: [CVT-12115]

Keller, Michael: n. Founder, editor and publisher of WGR. See also: WGR Link(s): <http://www.worldcat.org/wcidentities/viaf-59163636>. Library of Congress Name Heading: Keller, Michael. Source(s): [CECV]. Unique ID: [CVT-10535]

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):
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Kling, Werner: n. Inventor of the chess variant chess attack. See also: chess attack Source(s):
[WIK]. Unique ID: [CVT-10537]

Kluever, Hans: n. See Klüver, Hans Source(s): [CVP]. Unique ID: [CVT-12190]

Klüver, Hans: n. Co-inventor of the chess variant: dynamo chess. See also: dynamo chess
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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,%20robert%20e..> Unique ID: [CVT-12238]

Kogbetliantz, E. G.: n. Author of the book: Space-chess See also: Space-chess (book)
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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]

Lai, C. K.: n. Co-author of the book: Chinese chess: an introduction to the openings See also:
Chinese chess: an introduction to the openings Link(s): <http://www.worldcat.org/wcidentities/lccn-nr91-17851>. Library of Congress Name Heading: Lai, Chun K.. Source(s): [CECV]. Unique ID: [CVT-12112]

Laszlo Polgar: n. See Polgar, Laszlo. Unique ID: [CVT-10541]

Lau, H. T.: n. Author of book: Chinese Chess Link(s):
<http://www.chessvariants.org/books.dir/lau.html>, <http://www.worldcat.org/wcidentities/lccn-n85-386874>.
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]

Laws, B. G.: n. Coinventor of reflex chess. Chess problemist. See also: reflex chess Link(s): <http://www.worldcat.org/wcidentities/lccn-no96-58120>. Library of Congress Name Heading: Laws, B. G. (Benjamin Glover), 1861-1931.. Unique ID: [CVT-10545]

Lee, W. M.: n. Author of book: Chinese chess internationalized See also: Chinese chess internationalized Link(s): <http://www.worldcat.org/wcidentities/np-lee,%20w%20m>. Source(s): [CECV]. 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]

Leggett, Trevor: n. Author of the book: Shogi: Japan's game of strategy See also: Shogi: Japan's game of strategy Link(s): <http://www.chessvariants.org/books.dir/leggett.html>, <http://www.worldcat.org/wcidentities/lccn-n50-46826>. Library of Congress Name Heading: Leggett, Trevor. Source(s): [CVP]. Unique ID: [CVT-10550]

Léon A Slobodchikoff: See Slobodchikoff, Léon A. Unique ID: [CVT-12135]

Leoncini, Mario: n. Coauthor of book: Fondamenti di Scacchi Progressivi See also: Fondamenti di Scacchi Progressivi Link(s): <http://www.worldcat.org/wcidentities/lccn-no2006-110173>. Library of Congress Name Heading: Leoncini, Mario. Source(s): [CVP], [CECV]. Unique ID: [CVT-12055]

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]

Leventhal, Dennis A.: n. Author of the book: The chess of China. See also: chess of China Link(s): <http://www.worldcat.org/wcidentities/lccn-n79-48694>. Library of Congress Name Heading: Leventhal, Dennis A.. Source(s): [CECV]. Unique ID: [CVT-12109]

Levy, David: n. Founder of the organization: Mind Sports Olympiad. See also: Mind Sports Olympiad Link(s): [http://www.boardability.com/..](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]

Li, Chung-chien: n. Co-author of book: Chinese chess: the endgame technique See also: Chinese chess: the endgame technique Link(s): <http://www.worldcat.org/wcidentities/np-li,%20chung%20chien>. Source(s): [CECV]. Unique ID: [CVT-12118]

Li, David: n. Author of books on xiangqi and kriegspiel. Link(s): <http://www.chessvariants.org/books.dir/kriegspiel.html>, <http://www.worldcat.org/wcidentities/lccn-n83-146551>. Library of Congress Name Heading: Li, David H., 1928-. Source(s): [CVP]. Unique ID: [CVT-10553]

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]

Lord Dunsany: n. Inventor of Dunsany's chess. See also: Dunsany's chess Link(s): http://en.wikipedia.org/wiki/Lord_Dunsany, <http://www.worldcat.org/wcidentities/lccn-no89-17094>. Library of Congress Name Heading: Dunsany, Edward Plunkett, Baron, 1808-1889.. Unique ID: [CVT-10555]

M. Crumlish: n. See Crumlish, M.. Unique ID: [CVT-10556]

Maack, Ferdinand: n. Inventor of raumschach. See also: raumschach Link(s): http://en.wikipedia.org/wiki/Ferdinand_Maack, <http://www.worldcat.org/wcidentities/lccn-no98-111310>. Library of Congress Name Heading: Maack, Ferdinand, 1861-1930. Source(s): [WIK]. Unique ID: [CVT-10557]

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]

Magari, Roberto: n. 1934-1994. One of the founding members of the Italian Heterodox Association (AISE) in the middle 1970s and contributed numerous articles to the Eteroscacco on Progressive Chess. See <http://www.bcvs.ukf.net/magari.htm> See also: Associazione Italiana Scacchi Eterodossi Link(s): <http://www.worldcat.org/wcidentities/lccn-n88-36410>. Library of Congress Name Heading: Magari, Roberto, 1934-.. Unique ID: [CVT-12041]

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]

Masukawa, Kōichi: n. Author of the book: Shōgi See also: Shōgi (book) Link(s): <http://www.worldcat.org/wcidentities/lccn-n78-7269>. Library of Congress Name Heading: Masukawa, Kōichi, 1930-.. Unique ID: [CVT-12248]

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]

McCooley, David: n. Inventor of the chess variant: McCooley's hexagonal chess See also: McCooley's hexagonal chess. Unique ID: [CVT-10570]

Meng, Liguō: n. Co-author of book: Chinese chess: the endgame technique See also: Chinese chess: the endgame technique Link(s): <http://www.worldcat.org/wcidentities/lccn-n88-118809>. Library of Congress Name Heading: Meng, Liguō, 1936-. Source(s): [CECV]. Unique ID: [CVT-12120]

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]

Milener, Gene: n. Author of the book: Play stronger chess by examining Chess960 See also: Play stronger chess by examining Chess960: usable strategies of Fischer Random Chess discovered Link(s): <http://www.worldcat.org/wcidentities/lccn-n83-181906>. Library of Congress Name Heading: Milener, Eugene D... Unique ID: [CVT-12321]

Miller, Donald L.: n. Publisher of the periodical: The Gamesman. Source(s): [CECV]. Unique ID: [CVT-12070]

Moeser, David: n. Author of the book: Neue chess. See also: Neue chess Link(s): <http://www.chessvariants.org/books.html#moeser>, <http://www.worldcat.org/wcidentities/lccn-no95-2177>. Library of Congress Name Heading: Moeser, David. Source(s): [CVP]. Unique ID: [CVT-10574]

Monreal, Pierre: n. Inventor of circe chess. See also: circe chess. Unique ID: [CVT-10575]

Morley, F. V.: n. Author of the book: My one contribution to chess. Inventor of Morely's chess. See also: Morley's chess Link(s): <http://www.worldcat.org/wcidentities/lccn-n50-6288>. Library of Congress Name Heading: Morley, F. V. (Frank Vigor), 1899-1980. Source(s): [CVP], [CECV], [WGR]. Unique ID: [CVT-12204]

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]

Murray, H. J. R.: n. See Murray, Harold James Ruthven. Unique ID: [CVT-10578]

Murray, Harold James Ruthven: n. A prominent chess historian, author of A History of Chess. See also: History of Chess (Murray) Link(s): http://en.wikipedia.org/wiki/HJR_Murray, <http://www.chessvariants.org/misc.dir/coreglossary.html#M>, <http://www.worldcat.org/wcidentities/lccn-n85-319925>. Library of Congress Name Heading: Murray, H. J. R. (Harold James Ruthven), 1869-1955. Source(s): [OCC],[CVP-G], [WIK]. Unique ID: [CVT-10579]

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]

Neto, Joao Pedro: n. Coinventor of the chess variant: magnetic chess. See also: magnetic chess Link(s): <http://www.worldcat.org/wcidentities/lccn-no2008-153862>. Library of Congress Name Heading: Neto, João Pedro.. Unique ID: [CVT-10581]

Nielsen, Jens: n. Coinventor of the chess variant: darkness chess. See also: darkness chess. Unique ID: [CVT-10582]

Oefele, Armin von: n. Author of book: Das Schachspiel der Bataker Link(s): <http://www.worldcat.org/wcidentities/np-oefele,%20armin%20von>. Source(s): [CECV]. Unique ID: [CVT-12129]

Ohara, Eiroku: n. Author of the book: Japanese chess: the game of shogi See also: Japanese chess: the game of shogi Link(s): <http://www.worldcat.org/wcidentities/lccn-n85-828865>. Library of Congress Name Heading: Ohara, E. (Eiroku). Source(s): [WGR]. Unique ID: [CVT-12299]

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]

Parlett, David: n. Author of the book: The Oxford history of board games. See also: Oxford history of board games Link(s): http://en.wikipedia.org/wiki/David_Parlett . Library of Congress Name Heading: Parlett, David Sidney. Source(s): [WIK]. Unique ID: [CVT-10585]

Parton, Vernon Rylands: n. 1897-1974. An English chess enthusiast and prolific chess variant inventor, his most renowned variant being Alice Chess. See also: alice chess Link(s): http://en.wikipedia.org/wiki/V._R._Parton, <http://www.worldcat.org/wcidentities/lccn-no2002-70427>. Library of Congress Name Heading: Parton, V. R. (Vern R.), b. 1897. Source(s): [WIK], [CECV]. Unique ID: [CVT-10586]

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 Clequin: n. See Clequin, Pierre. Unique ID: [CVT-10592]

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]

Pietro Carrera: n. See Carrera, Pietro. Unique ID: [CVT-10594]

Plunkett, Edward: n. See Lord Dunsany. Unique ID: [CVT-10595]

Polgar, Laszlo: n. Author of the book: *Reform Chess* See also: *Reform-chess: training in 2650+3 positions* Link(s): <http://www.chessvariants.org/books.dir/reformchess.html>, <http://www.worldcat.org/wcidentities/lccn-n95-50396>. Library of Congress Name Heading: Polgár, László, 1946-. Source(s): [CVP]. Unique ID: [CVT-10596]

Polgár, László: n. See Polgar, Laszlo. Unique ID: [CVT-12307]

Pritchard, David Brine: n. 1919-2005. Author of the books: *The Encyclopedia of Chess Variants*, *The Classified Encyclopedia of Chess Variants*, and *Popular Chess Variants*. See also: *Encyclopedia of Chess Variants* Link(s): [http://en.wikipedia.org/wiki/David_Pritchard_\(chess_writer\)](http://en.wikipedia.org/wiki/David_Pritchard_(chess_writer)), <http://www.chessvariants.org/misc.dir/coreglossary.html#P>, [http://www.worldcat.org/wcidentities/np-pritchard,%20david\\$1919](http://www.worldcat.org/wcidentities/np-pritchard,%20david$1919). Library of Congress Name Heading: Pritchard, D. Brine (David Brine). Source(s): [CVP-G], [WIK]. Unique ID: [CVT-10597]

R. Wayne Schmittberger: n. See Schmittberger, R. Wayne. Unique ID: [CVT-10598]

Rachunek, Filip: n. Inventor of the chess variant: *dark chess*. See also: *dark chess (2002)*. Unique ID: [CVT-10599]

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]

Reid, Raymond: n. Editor and publisher of Chessmayne: Chess Dictionary. See also: Chessmayne: Chess Dictionary Link(s): <http://www.chessvariants.org/index/external.php?itemid=WWWlinkChessmayn>. Source(s): [CVP]. Unique ID: [CVT-12366]

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]

Reysset, Pascal: n. Co-author of the book: L'Univers des Échecs Link(s): <http://www.chessvariants.org/books.dir/cazaux2.html>, <http://www.worldcat.org/wcidentities/lccn-n97-124045>. Source(s): [CVP]. Unique ID: [CVT-12309]

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 H. Lauzon: n. See Lauzon, Robert H.. Unique ID: [CVT-12085]

Robert James Fischer: n. See Fischer, Robert James. Unique ID: [CVT-10606]

Roberto Magari: n. See Magari, Roberto. Unique ID: [CVT-12042]

Rogers, T. K.: n. Author of the book: Forchess: the ultimate social game. Inventor of forchess. See also: forchess Link(s): <http://www.worldcat.org/wcidentities/np-rogers,%20t%20k..> Unique ID: [CVT-10607]

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]

Śarmā, Harikṛṣṇa Vyankṭarāma: Co-editor of book: Indian Chess. See also: Indian chess: Bhāraṭīya caturāṅgam (śatarañja) Link(s): <http://www.worldcat.org/wcidentities/lccn-n88-107515>. Library of Congress Name Heading: Śarmā, Harikṛṣṇa Vyankṭarāma.. Unique ID: [CVT-12144]

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]

Schmittberger, R. Wayne: n. Author of book: New Rules for Classic Games. See also: New rules for classic games Link(s): <http://www.chessvariants.org/misc.dir/coreglossary.html#S>, <http://www.worldcat.org/wcidentities/lccn-n90-660760>. Library of Congress Name Heading: Schmittberger, R. Wayne 1949-. Source(s): [CVP-G]. Unique ID: [CVT-10611]

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]

Self, Henry J.: n. Author of the book: New and improved game of chess for three players. See also: New and improved game of chess for three players Link(s): <http://www.chessvariants.org/historic.dir/self.html>, <http://www.worldcat.org/wcidentities/np-self,%20henry%20j>. Source(s): [CVP], [CECV]. Unique ID: [CVT-12065]

Serge L J L'Hermitte: n. See L'Hermitte, Serge L.J.. Unique ID: [CVT-12102]

Sherwin, T.: n. See Sherwin, Thomas. Unique ID: [CVT-12215]

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]

Sloan, Sam: n. Author of book: Chinese Chess for Beginners See also: Chinese chess for beginners Link(s): <http://www.chessvariants.org/books.html#bookloan>, <http://www.worldcat.org/wcidentities/lccn-n87-831870>. Library of Congress Name Heading: Sloan, Sam. Source(s): [CVP]. Unique ID: [CVT-10614]

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]

So, Tin-Hung: n. Author of book: Comprehensive collections of practical Chinese Chess end-stage patterns See also: Comprehensive collections of practical Chinese Chess end-stage patterns Link(s): [http://www.worldcat.org/wcidentities/np-tin%20hung\\$so](http://www.worldcat.org/wcidentities/np-tin%20hung$so). Source(s): [CECV]. Unique ID: [CVT-12100]

Sobey, Adam: n. Inventor of the chess variant: triplets. Source(s): [CVP], [CECV]. Unique ID: [CVT-10616]

Spindler, Pierre Éric: n. Author of book: *Traité du jeu d'échecs japonais, Shogi* See also: *Traité du jeu d'échecs japonais, Shogi* Link(s): <http://www.worldcat.org/wcidentities/lccn-n79-87372>. Library of Congress Name Heading: Spindler, Pierre Éric. Source(s): [CECV]. Unique ID: [CVT-12088]

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]

Suzuki, Chōyō: n. Author of book: *Japanese Chess (1905)*. See also: *Japanese chess (shōgni): the science and art of war or struggle philosophically treated*. *Chinese chess (chong-kie) and i-go*. Link(s): <http://www.worldcat.org/wcidentities/lccn-nb2001-57893>. Library of Congress Name Heading: Suzuki, Chōyō. Source(s): [CECV]. Unique ID: [CVT-12074]

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. R. Dawson: n. See Dawson, Thomas Rayner. Unique ID: [CVT-10622]

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 für 2 und 3 Spieler See also: Schach für 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]

Ulam, Stanislaw: n. Co-author of the software: Los Alamos chess playing program. See also: Los Alamos chess playing program Link(s): http://en.wikipedia.org/wiki/Stanislaw_Ulam, <http://chessprogramming.wikispaces.com/Stanislaw+Ulam>. Source(s): [WIK]. Unique ID: [CVT-12353]

V. R. Parton: n. See Parton, Vernon Rylands. Unique ID: [CVT-10633]

Verney, George Hope: n. Author of book: Chess Eccentricities. Associated with four-handed chess. See also: Chess Eccentricities Link(s): <http://www.worldcat.org/wcidentities/np-verney,%20george%20hope>. Source(s): [OCC]. Unique ID: [CVT-10634]

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]

Wahl, S. F. Günther: n. Author of book: Geist und die Geschichte des Schach-Spiels See also: Geist und die Geschichte des Schach-Spiels, bei den Indern, Persern, Arabern, Türken, Sinesen und übrigen Morgenländern, Deutschen und andern Europäern. Library of Congress Name Heading: Wahl, S. F. Günther (Samuel Friedrich Günther) 1760-1834.. Unique ID: [CVT-12233]

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]

White, John G.: n. John Griswold White, 1845-1928. Chess enthusiast and owner of one of the world's largest chess libraries (now housed as a special collection at the Cleveland Public Library). See also: John G. White Chess and Checkers Collection Link(s): http://en.wikipedia.org/wiki/John_G._White, [http://www.worldcat.org/wcidentities/np-white,%20john%20griswold\\$1845%201928](http://www.worldcat.org/wcidentities/np-white,%20john%20griswold$1845%201928). Source(s): [WIK]. Unique ID: [CVT-12035]

Whyld, Ken: n. Co-editor of the book: The Oxford companion to chess Link(s): http://en.wikipedia.org/wiki/Ken_Whyld, <http://www.worldcat.org/wcidentities/lccn-n77-5840>. Library of Congress Name Heading: Whyld, Ken. Source(s): [WIK]. Unique ID: [CVT-12266]

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]

Wong, W. F.: n. Author of the book: Chinese chess (1971). See also: Chinese chess (book-1971) Link(s): <http://www.worldcat.org/wcidentities/lccn-n96-47208>. Library of Congress Name Heading: Wong, W. F... Unique ID: [CVT-12241]

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]

Yearout, Paul: n. Columnist for the WGR and Variant Chess. Link(s): <http://www.worldcat.org/wcidentities/lccn-no98-68422>. Library of Congress Name Heading: Yearout, Paul 1924-. Source(s): [WGR]. Unique ID: [CVT-10644]

Yoshiharu Habu: n. See Habu, Yoshiharu. Unique ID: [CVT-12081]

Zimmermann, Georg von: n. Coauthor of book: Bughouse chess: tandem-chess, team-chess, Siamese chess, Hungarian chess. Link(s): <http://www.worldcat.org/wcidentities/lccn-n80-111271>. Library of Congress Name Heading: Zimmermann, Georg.. Unique ID: [CVT-10645]

Zimov, Bruce: n. Inventor of the chess variant: knightmate See also: knightmate. Unique ID: [CVT-10646]

Organization Section

3-D Chess Federation: n. A group devoted to 3-D chess. [Trimm, James] Link(s): <http://www.chessvariants.org/index/external.php?itemid=3dchessfederatio>. Source(s): [CVP]. Unique ID: [CVT-10381]

AISE: (Acronym : Associazione Italiana Scacchi Eterodossi) n. See Associazione Italiana Scacchi Eterodossi Source(s): [CVP]. Unique ID: [CVT-10382]

The **Archimedean Mathematics Society:** n. Archimedean (Society). Inventors of the chess variant gess. See also: gess Link(s): <http://www.archim.org.uk/>. Source(s): [WIK]. Unique ID: [CVT-10383]

Associazione Italiana Scacchi Eterodossi: (Italian : Italian Association of Heterodox Chess) n. Italian Association of Chess Variants, an association devoted to chess variants and non chess games. [Castelli, Alessandro] Link(s): <http://www.chessvariants.org/aise.html>, <http://www.worldcat.org/oclc/73226256>. Library of Congress Name Heading: Associazione italiana scacchi eterodossi. Source(s): [CVP]. Unique ID: [CVT-10384]

BCVS: (Acronym : British Chess Variants Society) n. See British Chess Variants Society. Unique ID: [CVT-10385]

British Chess Problem Society: n. A chess problem group started in London England in 1918.. Library of Congress Name Heading: British Chess Problem Society.. Unique ID: [CVT-10386]

The **British Chess Variants Society:** n. A group devoted to chess variants formed in 1997 by contributors and subscribers to the magazine Variant Chess. Link(s): <http://www.bcvs.ukf.net/index.htm>.. Unique ID: [CVT-10387]

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 **Circular Chess Society:** n. An organization of circular chess enthusiasts and players. [Reynolds, David: 1996] See also: circular chess (modern) Link(s): <http://www.chessvariants.org/organizations.dir/circsoc.html>, <http://www.worldcat.org/oclc/45265208>. Source(s): [CVP]. Unique ID: [CVT-10389]

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]

FIDE: (Acronym : Federation Internationale des Echecs) n. Acronym for Federation Internationale des Echecs. Founded in Paris on 20 July 1924, FIDE was recognized by the International Olympic Committee as an International Sports Federation in 1999. Link(s): <http://en.wikipedia.org/wiki/Fide>, <http://www.fide.com/>. Library of Congress Name Heading: World Chess Federation. Source(s): [OCC], [WIK]. Unique ID: [CVT-10391]

The **Friends of Chinese Chess in Finland:** n. An organization that documents the history of Chinese chess in Finland and runs tournaments. See also: xiangqi Link(s): <http://www.chessvariants.org/index/external.php?itemid=FinlandChineseC2>, <http://www.kolumbus.fi/epra/xiangqi/>. Source(s): [CVP]. Unique ID: [CVT-10392]

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: chu shogi 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 Olympiad**: n. An organization that runs many tournaments involving various games, including chess and chess variants. [Levy, David: 1997] Link(s):

http://en.wikipedia.org/wiki/Mind_Sports_Organisation,

<http://www.chessvariants.org/d.link/mindsports.html>, <http://www.boardability.com/>. Library of Congress Name Heading: Mind Sports Olympiad. Source(s): [CVP], [WIK]. Unique ID: [CVT-10400]

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 (1909)**: n. Organization founded in 1909 in Japan. Later became the Tokyo Shogi Association (1924), and then the Japan Shogi Association (1997). See also: shogi Link(s):

http://en.wikipedia.org/wiki/History_of_shogi#Newspaper_shogi_and_the_formation_of_shogi_associations . Source(s): [WIK]. Unique ID: [CVT-10407]

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]

The **Shogi Foundation**: n. Established in England by Tony Hosking, in order to help spread the playing of shogi world-wide. [Hosking, Tony] See also: shogi Link(s): <http://www.chessvariants.org/link2.dir/shogifoundation.html>, <http://www.shogifoundation.co.uk/>. Library of Congress Name Heading: Shogi Foundation. Source(s): [CVP]. Unique ID: [CVT-10409]

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/transcendental.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]

UKCCA: (Acronym : UK Chinese Chess Association) n. See UK Chinese Chess Association. Unique ID: [CVT-12027]

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

100 other games to play on a chessboard (Book): n. A book describing various games that can be played using an orthochess board. Includes some chess variants. [Addison, Stephen: 1983] [London ; Boston : Owen, 1983.] Link(s):

<http://www.chessvariants.org/books.dir/hosking.html>, <http://www.worldcat.org/oclc/12470840>. Source(s): [CVP]. Unique ID: [CVT-12313]

100 Squares for Chess + Damante (Book): n. A book describing decimal chess variants of the author. [Parton, Vernon Rylands: 1972] [[S.l. : s.n., 1972?]] Link(s):

<http://www.chessvariants.org/parton/parton.html>, <http://www.worldcat.org/oclc/50303155>. Source(s): [CECV], [WGR]. Unique ID: [CVT-12173]

3-dimensional space chess (Book): n. A book on three-dimensional chess. [[S.l. : Dimensional Enterprises, Inc., 1967]] See also: three-dimensional chess Link(s):

<http://www.worldcat.org/oclc/37701690>.. Unique ID: [CVT-12328]

51 flights of chess fancy: and a few other frolics (Book): n. A book of chess variants, end-game studies and fairy chess problems. [Beasley, John D.: 2009] [Harpenden : John Beasley, 2009.] Link(s): <http://www.worldcat.org/oclc/751670528>.. Unique ID: [CVT-12329]

Abbott's new card games (Book): n. A book that contains the rules of Abbott's game Ultima, and eight card games, invented by Abbott. [Abbott, Robert: 1963] [New York : Funk & Wagnall's, 1968, 1963.] See also: ultima Link(s): <http://www.chessvariants.org/books.dir/abbott.html>, <http://www.worldcat.org/oclc/219833676>. Source(s): [CVP]. Unique ID: [CVT-11104]

Abstract games (Serial): n. A magazine concentrating on purely abstract board games (including chess variants). Published by Carpe Diem Publishing starting in 2000. [Handscomb, Kerry: 2000] [West Vancouver, B.C. : Carpe Diem Pub., 2000-] Link(s):

<http://www.chessvariants.org/books.dir/abstractgamesmagazine.html>, <http://www.worldcat.org/oclc/44155104>. Source(s): [CVP]. Unique ID: [CVT-12023]

An **Album of fairy chess** (Book): n. A book on fairy chess. [Dickins, Anthony M.: 1970]

[Richmond : The Q Press, 1970.] See also: fairy chess Link(s): <http://www.worldcat.org/oclc/264935651>.. Unique ID: [CVT-12330]

All the King's Men (web site) (Web site): n. A guide to fairy chess pieces, with a problemist focus. [Jelliss, George] [G.P. Jelliss] Link(s): <http://www.mayhematics.com/v/gm.htm>, <http://www.mayhematics.com/v/gm.htm#A>. Source(s): [ATKM]. Unique ID: [CVT-11105]

Are there any? A chess problem book (Book): n. A book on kriegspiel. [Anderson, Gerald Frank: 1958] [London [1958]] See also: kriegspiel Link(s): <http://www.worldcat.org/oclc/4426185>. Source(s): [CECV], [WGR]. Unique ID: [CVT-12291]

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,

2003.] See also: shogi Link(s): <http://www.chessvariants.org/books.dir/hosking.html>, <http://www.worldcat.org/oclc/56767857>. Source(s): [CVP]. Unique ID: [CVT-12312]

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]

Board and Table Games From Many Civilizations (Book): n. A book detailing the history and rules of many board games, including chess-based games. [Bell, Robert C.: 1979] [New York : Dover Publications, 1979.] Link(s): <http://www.chessvariants.org/books.dir/bell.html>, <http://www.worldcat.org/oclc/6446532>. Source(s): [CVP]. Unique ID: [CVT-11106]

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]

Bughouse chess: tandem-chess, team-chess, Siamese chess, Hungarian chess (Book): n. A book on the chess variant bughouse. [Aronsson, Maarten; Zimmermann, Georg von: 2006] [Norderstedt : Books on Demand, 2006.] See also: bughouse Link(s): <http://www.worldcat.org/oclc/213339597>.. Unique ID: [CVT-11109]

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, Nuoua disciplina d'attacchi, difese e partiti del givoco degli scacchi si nello stile antico, che nel nuouo arciscacchiere (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]

Cavalry chess (book) (Book): n. A book on the chess variant: cavalry chess. [Maus, Frank: 1923] [[n.p.] 1923.] See also: Cavalry chess (game) Link(s): <http://www.worldcat.org/oclc/5312608>. Source(s): [WGR]. Unique ID: [CVT-12292]

CECV (Book): (Acronym : Classified Encyclopedia of Chess Variants) n. See Classified Encyclopedia of Chess Variants. Unique ID: [CVT-11110]

Challenge & delight of chessical & decimal (Book): n. A book describing (presumably decimal) chess variants of the author. [Parton, Vernon Rylands: 1970] [[Liverpool? : V.R. Parton?, 1970?]] See also: decimal chess Link(s): <http://www.chessvariants.org/parton/parton.html>, <http://www.worldcat.org/oclc/222001820>. Source(s): [CVP], [CECV]. Unique ID: [CVT-12176]

Chancellor chess (book) (Book): n. See Chancellor chess: or, The new game of chess Source(s): [CVP]. Unique ID: [CVT-11111]

Chancellor chess: or, The new game of chess (Book): n. A book containing information on a chess variant called chancellor chess. Includes history, description, and some problems. [Foster, Benjamin R.: 1889] [St. Louis, Mo. 1889.] See also: chancellor chess Link(s): <http://www.chessvariants.org/books.dir/chancellorbook.html>, <http://www.worldcat.org/oclc/4895537>. Source(s): [CVP]. Unique ID: [CVT-11112]

Chess detective: Kriegspiel strategies, endgames, and problems (Book): n. A book on playing kriegspiel. [Li, David: 1995] [Bethesda, Md. : Premier Pub., 1995.] See also: kriegspiel Link(s): <http://www.chessvariants.org/books.dir/kriegspiel.html>, <http://www.worldcat.org/oclc/32819468>. Source(s): [CVP]. Unique ID: [CVT-12333]

Chess Eccentricities (Book): n. A book which describes many chess variants, mainly multiple player variants. [Verney, George Hope: 1885] [London, Longmans, Green & co., 1885.] See also: four-handed chess (broad term) Link(s): <http://www.chessvariants.org/books.dir/verney.html>, <http://www.worldcat.org/oclc/6369732>. Source(s): [CVP]. Unique ID: [CVT-11113]

The **Chess Family - History and Useful Information** (Web site): n. A website on the history of chess and regional variants. Part of The Online Guide to Traditional Games. <http://www.tradgames.org.uk/games/Chess.htm> [Masters, James: 1997] [James Masters, 1997] Link(s): <http://www.tradgames.org.uk/games/Chess.htm>.. Unique ID: [CVT-12268]

The **Chess of China** (Book): n. A book on xiangqi. [Leventhal, Dennis A: 1978] [Taipei : Mei Ya Publications, 1978.] See also: xiangqi Link(s): <http://www.worldcat.org/oclc/5352597>. Source(s): [CECV]. Unique ID: [CVT-12110]

Chess Spectrum Newsletter (Serial): n. Two-issue newsletter covering dozens of chess variants. [Paletta, Anthony V.: 1980] [Anthony Paletta, 1980] Source(s): [WGR]. Unique ID: [CVT-12048]

Chess variant - Wikipedia, the free encyclopedia (Web site): n. A web page that lists and describes many chess variants and chess variant resources. http://en.wikipedia.org/wiki/Chess_variant Link(s): http://en.wikipedia.org/wiki/Chess_variant.. Unique ID: [CVT-12269]

The **Chess Variant Pages** (Web site): n. Web site devoted to documenting and promoting chess variants. <http://chessvariants.org/> [Bodlaender, Hans: 1995] [Hans Bodlaender, et al, 1995] Link(s): <http://www.chessvariants.org/onthese/history.html>, <http://chessvariants.org/>. Source(s): [CVP]. Unique ID: [CVT-11114]

Chess variants (booklet) (Book): n. A booklet describing a number of chess variants. [Stone, A. J.: 1982] [Jed Stone] Link(s): <http://www.mayhematics.com/v/simplevariants.pdf>. Source(s): [CECV], [WGR]. Unique ID: [CVT-12346]

Chess Variations: Ancient, Regional, and Modern (Book): n. A book giving a short history of chess and detailing more than 40 variations on chess, with charts, diagrams, and sample games. [Gollon, John: 1968] [Rutland, Vt., C.E. Tuttle Co. [1968]] Link(s): <http://www.chessvariants.org/books.dir/gollon.html>, <http://www.worldcat.org/oclc/436989>. Source(s): [CVP]. Unique ID: [CVT-11115]

Chess: curiouser & curiouser (Book): n. A book describing Alice in Wonderland / Through the Looking Glass themed chess variants of the author. Alice chess is described. [Parton, Vernon Rylands: 1961] [[S.l. : s.n., G. Reed) 196-?] (Liverpool, Eng. :] See also: alice chess Link(s): <http://www.worldcat.org/oclc/6063783>. Source(s): [WGR]. Unique ID: [CVT-12178]

Chessery for duffer and master (Book): n. A book describing chess variants of the author. [Parton, Vernon Rylands: 1974] [[S.l. : s.n., 1974?]] Link(s): <http://www.chessvariants.org/parton/parton.html>, <http://www.worldcat.org/oclc/45951121>. Source(s): [CVP], [CECV], [WGR]. Unique ID: [CVT-12170]

Chesshire-cat-playeth looking-glass cheessys (Book): n. A book describing Alice in Wonderland / Through the Looking Glass themed chess variants of the author. [Parton, Vernon Rylands: 1970] [[S.l. : s.n., 1971?]] Link(s): <http://www.chessvariants.org/parton/parton.html>, <http://www.worldcat.org/oclc/27254024>. Source(s): [CVP], [CECV], [WGR]. Unique ID: [CVT-12175]

Chessical cubism, or, Chess in space (Book): n. A book describing multi-dimensional chess variants of the author. [Parton, Vernon Rylands: 1972] [[S.l. : s.n., 1971?]] See also: three-dimensional chess Link(s): <http://www.chessvariants.org/parton/parton.html>, <http://www.worldcat.org/oclc/46708528>. Source(s): [CECV], [WGR]. Unique ID: [CVT-12174]

Chessics (Serial): n. The journal of generalised chess. [Jelliss, George: 1976] [Rugby [England] : G.P. Jelliss, 198 -] Link(s): <http://www.worldcat.org/oclc/27465495..> Unique ID: [CVT-11116]

Chessmayne: Chess Dictionary (Web site): n. An extensive web site containing a large chess directory with many terms listed, chess terms, terms from chess variants, but also many other references. [Reid, Raymond: 2010] Link(s): <http://www.chessvariants.org/index/external.php?itemid=WWWlinkChessmayn>, <http://homepage.eircom.net/~reidr1/index.html>. Source(s): [CVP]. Unique ID: [CVT-12365]

The **Chessmen of Mars** (Book): n. A Science fiction novel which describes the chess variant jetan (or Martian chess). [Burroughs, Edgar Rice: 1922] [A.C. McClurg & Co.: Chicago, 1922.] See also: jetan Link(s): http://en.wikipedia.org/wiki/Chessmen_of_Mars, <http://www.worldcat.org/oclc/557543335>. Source(s): [WIK], [WGR]. Unique ID: [CVT-12196]

The Chessmen of Mars, etc. (Book): n. See Chessmen of Mars. Unique ID: [CVT-12197]

Chessnuts (Serial): n. The newsletter of the Circular Chess Society. [Lincoln [England] : Circular Chess Society] See also: Circular Chess Society Link(s):

<http://www.chessvariants.org/books.dir/chessnuts2000.html>, <http://www.worldcat.org/oclc/45265208>.
Source(s): [CVP]. Unique ID: [CVT-11117]

Chinese chess (book-1971) (Book): n. A book on xiangqi. [Wong, W. F.: 1971] [Kowloon, Hong Kong : Swindon Book Co., 1971.] See also: xiangqi Link(s):
<http://www.worldcat.org/oclc/8714184>.. Unique ID: [CVT-12245]

Chinese chess (book-1985) (Book): n. A book on xiangqi. [Lau, H. T.: 1985] [Rutland, Vt. : C.E. Tuttle, 1985.] See also: xiangqi Link(s): <http://www.chessvariants.org/books.dir/lau.html>,
<http://www.worldcat.org/oclc/12357621>. Source(s): [CVP], [WGR]. Unique ID: [CVT-12206]

Chinese Chess (newsletter) (Serial): n. Bimonthly newsletter on Chinese Chess published by the UK Chinese Chess Association. [UK Chinese Chess Association: 1989] [Wembley : UKCCA. London (12 Lagan House, Sumner Rd, London SE15 5RB) : Chinese Chess Newsletter.] Link(s): <http://www.worldcat.org/oclc/226137214>. Source(s): [WGR]. Unique ID: [CVT-12032]

Chinese chess for beginners (Book): n. An introductory book on xiangqi. [Sloan, Sam: 1989] [Mountain View, CA, USA : Ishi Press International, 1989.] Link(s):
<http://www.worldcat.org/oclc/20827211>. Source(s): [CECV]. Unique ID: [CVT-12116]

Chinese chess internationalized (Book): n. A book on xiangqi using an alphanumeric notation. [Lee, W. M.: 1976] [[Boston, MA] : C & W Pub. Co. ; Kowloon : Distributor, Era Book Co., 1976.] See also: xiangqi Link(s): <http://www.worldcat.org/oclc/24091629>. Source(s): [CECV].
Unique ID: [CVT-12098]

Chinese chess: an introduction to the openings (Book): n. A book on xiangqi openings. [Lai, C. K.; Keene, Raymond D: 1987] [London : World Mind Masters, 2005, 1987.] See also: xiangqi Link(s): <http://www.worldcat.org/oclc/297556271>. Source(s): [CECV]. Unique ID: [CVT-12113]

Chinese chess: the endgame technique (Book): n. A book on xiangqi endgame play. [Meng, Ligu; Li, Chung-chien: 1990] [[London : C.K. Lai, 1990]-] See also: xiangqi Link(s):
<http://www.worldcat.org/oclc/31426248>. Source(s): [CECV]. Unique ID: [CVT-12121]

Chinesisches Schach, koreanisches Schach (Book): (German : Chinese chess, Korean chess) n. A book on xiangqi and janggi. [Wurman, David: 1991] [Thun ; Frankfurt am Main : H. Deutsch, 1991.] See also: xiangqi Link(s): <http://www.worldcat.org/oclc/25364730>. Source(s): [CECV], [WGR]. Unique ID: [CVT-12122]

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.]

[Harpenden, England : J. Beasley, 2007.] Link(s): <http://www.worldcat.org/oclc/225581479>.. Unique ID: [CVT-11118]

Co Tu'ong (Book): (French : The chess of Vietnam) n. A book on chess in Vietnam. [Slobodchikoff, Léon A: 1953] [[Saigon?] : Société des Études Indochinoises, 1953.] Link(s): <http://www.worldcat.org/oclc/13178780>. Source(s): [CECV]. Unique ID: [CVT-12138]

Cờ tướng (Book): n. See Co Tu'ong. Unique ID: [CVT-12139]

Complete rules for playing the new game of chess for four persons: with two sets of men, on one board (Book): n. A book on four-handed chess. [Sherwin, Thomas: 1837] [London : T. Sherwin, 1837.] See also: four-handed chess (broad term) Link(s): <http://www.worldcat.org/oclc/27357626>.. Unique ID: [CVT-12218]

The **Complete rules of three dimensional chess** (Book): n. A book on three-dimensional chess. [Koerke, Robert E: 1970] [[S.I. : s.n.], 1970.] See also: three-dimensional chess Link(s): <http://www.worldcat.org/oclc/23044068>.. Unique ID: [CVT-12239]

Comprehensive collections of practical Chinese Chess end-stage patterns (Book): n. A book containing collections of xiangqi endgame patterns. [So, Tin-Hung: 1976] [Hong-Kong : [s.n.] ; Hong-Kong : Chan Sheung Kee Bookstore [distr.], cop. 1976.] See also: xiangqi Link(s): <http://www.worldcat.org/oclc/433550690>. Source(s): [CECV]. Unique ID: [CVT-12101]

Curiouser & curiouser (Book): n. See Chess: curiouser & curiouser Link(s): <http://www.chessvariants.org/parton/parton.html>. Source(s): [CVP], [CECV]. Unique ID: [CVT-12177]

CVP (Web site): (Acronym : Chess Variant Pages) n. See Chess Variant Pages Source(s): [CVP]. Unique ID: [CVT-11119]

Doppelzugschach: eine Darlegung des Spiels (Book): (German : Double chess: an exposition of the game) n. A book written in German regarding double chess. [Klüver, Hans: 1963] [[Hamburg?] : Schwalbe, 1963.] Link(s): <http://www.worldcat.org/oclc/8289624>. Source(s): [CECV], [WGR]. Unique ID: [CVT-12302]

Dynamo Schach (Book): (German : Dynamo chess) n. A book written in German regarding the chess variant: dynamo chess. [Klüver, Hans: 1971] [Köln : E. Lübeck, 1971.] See also: dynamo chess Link(s): <http://www.worldcat.org/oclc/8289636>. Source(s): [CECV], [WGR]. Unique ID: [CVT-12189]

ECV (Book): (Acronym : Encyclopedia of Chess Variants) n. See Encyclopedia of Chess Variants. Unique ID: [CVT-11120]

En marge du Jeu d'Echecs (Book): (French : On the sidelines of Chess) n. A book on chess variants. [Faidutti, Bruno: 1990] Source(s): [CECV]. Unique ID: [CVT-12058]

The **Encyclopedia of Chess Variants** (Book): n. Book which documents a large collection of chess variants, organized by name. [Pritchard, David Brine: 1994] [Godalming : Games &

Puzzles, 1994.] Link(s): <http://www.chessvariants.org/books.dir/ecv.html>,
<http://www.worldcat.org/oclc/60113912>. Source(s): [CVP]. Unique ID: [CVT-11121]

Enduring spirit of Dasapada (Book): n. A book giving a short history of decimal chess.
[Parton, Vernon Rylands: 1973] [[S.l. : s.n., 1973?]] See also: decimal chess Link(s):
<http://www.chessvariants.org/parton/parton.html>, <http://www.worldcat.org/oclc/48915670>. Source(s):
[CVP], [CECV], [WGR]. Unique ID: [CVT-12171]

Eteroscacco (Serial): (Italian : Heterochess) n. A bulletin of the Associazione Italiana Scacchi Eterodossi. [Castelli, Alessandro: 1980] [Roma : [s.n.], 1980-] Link(s):
<http://www.chessvariants.org/aise.html>, <http://www.worldcat.org/oclc/73226256>. Source(s): [CVP],
[CECV]. Unique ID: [CVT-11122]

Experiments in chess (Article): n. Article on Los Alamos chess playing program. Journal of the Association for computing machinery ; vol. 4, nr. 2, April 1957, p. 174-177. [Kister, J.: 1957] See also: Los Alamos chess playing program Link(s): <http://www.worldcat.org/oclc/64336454>. Source(s): [WGR]. Unique ID: [CVT-12357]

Experiments in chess on electronic computing machines (Article): n. Article on Los Alamos chess playing program. Chess Review, 13 January 1957. [Ulam, Stanislaw; Stein, Paul: 1957] See also: Los Alamos chess playing program Link(s): <http://chessprogramming.wikispaces.com/MANIAC+I..> Unique ID: [CVT-12356]

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]

Feenschach (Serial): (German : Fairy chess) n. A German periodical dealing with fairy chess. [Karsch, W.: 1949] [Hamburg : W. Karsch, 1949-] Link(s): <http://www.worldcat.org/oclc/27465665>. Source(s): [WGR]. Unique ID: [CVT-12185]

A First survey of losing chess endgame material published up to the end of 1999 (Book): n. A bibliography documenting various losing chess endgames. [Beasley, John D.: 2000] [Herts, England : J. Beasley, 2000.] See also: losing chess Link(s): <http://www.worldcat.org/oclc/54019556..> Unique ID: [CVT-11124]

First syllabus on Xiangqi (Book): n. A book on xiangqi. [Li, David: 1996] [Bethesda, Md. : Premier Pub. Co., 1996.] See also: xiangqi Link(s): <http://www.chessvariants.org/books.dir/li.html>, <http://www.worldcat.org/oclc/34590710>. Source(s): [CVP]. Unique ID: [CVT-12315]

First theories of hexagonal chess (Book): n. A book on Glinski's hexagonal chess. [Glinski, Wladyslaw: 1974] [London : Hexagonal Chess Publications, 1974.] See also: Glinski's hexagonal chess Link(s): <http://www.worldcat.org/oclc/1324939>. Source(s): [CECV]. Unique ID: [CVT-12219]

Five classics of fairy chess (Book): n. A book containing many fairy chess problems. [Dawson, Thomas Rayner: 1973] [New York, Dover Publications [1973]] Link(s): http://en.wikipedia.org/wiki/Thomas_Rayner_Dawson, <http://www.chessvariants.org/books.dir/dawson.html>, <http://www.worldcat.org/oclc/814439>. Source(s): [CVP]. Unique ID: [CVT-11125]

Fondamenti di Scacchi Progressivi (Book): (Italian : Fundamentals of Progressive Chess) n. A book on progressive chess, written in Italian. Publication of AISE. [Dipilato, Giuseppe; Leoncini, Mario: 1987] [AISE] See also: progressive chess Link(s): <http://www.chessvariants.org/multimove.dir/progressive.html>. Source(s): [CVP], [CECV]. Unique ID: [CVT-12053]

Forchess: the ultimate social game (Book): n. A book gives complete instructions and strategy information on a popular four-person chess variant called forchess. [Rogers, T. K.: 1992] [Greenville, S.C. : Smalbook Associates, 1992.] See also: forchess Link(s): <http://www.worldcat.org/oclc/30424287>.. Unique ID: [CVT-11126]

Four chess (Book): n. A book presumably on four-handed chess. [Blythe, W. H.: 1893] [[Cambridge, Eng., W.H.Blythe, 1893.]] Link(s): <http://www.worldcat.org/oclc/81724729>. Source(s): [CECV]. Unique ID: [CVT-12153]

Four-handed chess (book) (Book): n. A book detailing a four-handed chess variant invented by the author. [Verney, George Hope: 1881] [London, New York, G. Routledge and sons [1881]] See also: Verney's four-handed chess Link(s): <http://www.chessvariants.org/books.dir/4handed/index.html>, <http://www.worldcat.org/oclc/6369737>. Source(s): [CVP], [CECV]. Unique ID: [CVT-12226]

Games ancient and oriental and how to play them (Book): n. A book containing descriptions and rules of many ancient games, including chess variants. [Falkener, Edward: 1961] [New York : Dover, 1961.] Link(s): <http://www.chessvariants.org/books.html#bookfalkener>, <http://www.worldcat.org/oclc/224807887>. Source(s): [CVP]. Unique ID: [CVT-11127]

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]

Der **Geist und die Geschichte des Schach-Spiels, bei den Indern, Persern, Arabern, Türken, Sinesen und übrigen Morgenländern, Deutschen und andern Europäern** (Book): (German : The spirit and the history of chess game with the Indians, Persians, Arabs, Turks, and remaining Morgenländern Sines, Germans and other Europeans) n. A book on the history of chess in various lands. In German. [Wahl, S. F. Günther: 1789] [Halle, In der Curtschen Buchhandlung, 1798.] Link(s): <http://www.worldcat.org/oclc/317590606>.. Unique ID: [CVT-12234]

The **Genealogy of chess** (Book): n. A book on the history of chess. [Li, David: 1998] [Bethesda, Md. : Premier Pub. Co., 1998.] Link(s): <http://www.worldcat.org/oclc/39281682>.. Unique ID: [CVT-12332]

Il **Gioco de gli scacchi** (Book): (Italian : The game of chess) n. Subdivided into eight books where: learning the rules, the odds, the endgames, the blindfold chess and a discussion about the true origins of chess in itself. [Carrera, Pietro: 1617] [N Militello : Per G. de' Rossi da Trento, 1617.] Link(s): http://en.wikipedia.org/wiki/Pietro_Carrera, <http://www.chessvariants.org/historic.dir/carrera.html>, <http://www.worldcat.org/oclc/7108699>. Source(s): [CECV]. Unique ID: [CVT-12067]

Il Gioco degli scacchi (Book): (Italian : The game of chess) n. See Gioco de gli scacchi Source(s): [WIK]. Unique ID: [CVT-12066]

Il **Giuoco degli scacchi fra tre** (Book): (Italian : Game of chess between three) n. A book on three-handed chess. [Marinelli, Filippo: 1722] [Napoli : [Drucker:] Mosca, 1722.] See also: Triple chess (book) Link(s): <http://www.worldcat.org/oclc/258184269>.. Unique ID: [CVT-12198]

Grand Camelot: new partnership game for four players. (Book): n. A book on the four-handed chess variant grand camelot. [Parker Brothers: 1932] [[Salem, Mass.] : Parker Brothers, Inc., 1932.] See also: four-handed chess (broad term) Link(s): <http://www.worldcat.org/oclc/33159856>.. Unique ID: [CVT-12331]

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 des Echecs exotiques et insolites (Book): (French : Guide to exotic and unusual chess) n. A book which describes a wide variety of chess variants, from ancient to modern. Written in French. [Cazaux, Jean-Louis: 2000] [Paris : Chiron, 2000.] Link(s): <http://www.chessvariants.org/books.dir/cazauxr.html>, <http://www.worldcat.org/oclc/47722743>. Source(s): [CVP]. Unique ID: [CVT-11129]

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]

Guide to exotic and unusual chess (Book): n. See Guide des Echecs exotiques et insolites. Unique ID: [CVT-11130]

A **Guide to Fairy Chess** (Book): n. A classic book describing hundreds of fairy chess pieces and fairy chess rules, that are used in problems, often with exciting examples of problems and with historical comments. [Dickins, Anthony M.: 1969] [Richmond : The 'Q' Pr., 1969.] Link(s): <http://www.chessvariants.org/books.dir/dickins.html>, <http://www.worldcat.org/oclc/255509887>. Source(s): [CVP]. Unique ID: [CVT-11131]

A Guide to variant chess (Web site): n. See Variant Chess (Jelliss). Unique ID: [CVT-12364]

Das **Henoehische 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 hexagonal board. [Baskerville, H. D.: 1929] [Oxford, B. Blackwell, 1929.] See also: hexagonal 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: 1976] [London : Routledge and Kegan Paul, 1976.] Link(s): <http://www.worldcat.org/oclc/2834046>. Unique ID: [CVT-12338]

A **History of Chess (Murray)** (Book): n. A book widely held to be an authoritative source on chess history. [Murray, Harold James Ruthven: 1913] [Oxford, Clarendon Press, 1962.] Link(s): http://en.wikipedia.org/wiki/A_History_of_Chess, <http://www.worldcat.org/oclc/2182383>. Source(s): [WIK]. Unique ID: [CVT-11132]

History of Chess: chesspage of JL Cazaux (Web site): n. Website of chess historian JL 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): <http://www.chessvariants.org/books.html#fairbairn>, <http://www.worldcat.org/oclc/40159606>. Source(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: Bhāratīya caturāṅgam (śatarañja) Source(s): [CECV]. Unique ID: [CVT-12145]

Indian chess: Bhāratīya caturāṅgam (śatarañja) (Book): n. A book on chess in India. [Śarmā, Harikṛṣṇa Vyārikāṭarāma; Ayyar, Es. Ār: 1982] [Delhi : Nag Publishers, 1982.] Link(s): <http://www.worldcat.org/oclc/61441923>. Unique ID: [CVT-12146]

Infinite chess (catalog) (Catalog): n. A catalog featuring the chess variant: infinite chess. [Milford, Mass. : Mark Colebank, 1998.] Link(s): <http://www.worldcat.org/oclc/496013421>.. Unique ID: [CVT-12327]

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]

Japanese chess (shōgni): the science and art of war or struggle philosophically treated. Chinese chess (chong-kie) and i-go. (Book): n. A book on shogi, xiangqi and go. Published by the Press Club of Chicago. [Suzuki, Chōyō: 1905] [Eurasiamerica, New York; [Chicago] Press club of Chicago [M.A. Donohue & Co., printers, 1905]] See also: shogi Link(s): <http://www.worldcat.org/oclc/997279>. Source(s): [CECV]. Unique ID: [CVT-12072]

Japanese chess: the game of shogi (Book): n. A book on shogi. [Ohara, Eiroku: 1954] [Tokyo : Charles E. Tuttle, 1954.] See also: shogi Link(s): <http://www.worldcat.org/oclc/475300522>. Source(s): [WGR]. Unique ID: [CVT-12303]

Le Jeu d'échecs des Vietnamiens (Book): n. See Co Tu'ong. Unique ID: [CVT-12137]

Les **Jeux d'échecs non orthodoxes (Boyer)** (Book): (French : Unorthodox chess games) n. A book describing many chess variants. Written in French. [Boyer, Joseph: 1951] [Paris, J. Boyer, 1951.] Link(s): <http://www.chessvariants.org/books.dir/boyer.html>, <http://www.worldcat.org/oclc/4601822>. Source(s): [CVP], [CECV]. Unique ID: [CVT-12105]

Jeux d'échecs non orthodoxes (L'Hermitte) (Book): (French : Unorthodox chess games) n. A book describing many chess variants. Written in French. [L'Hermitte, Serge L.J.: 1969] [93-Villemomble (9, Av. Henry Dunant) : l'auteur, 1969.] Link(s): <http://www.worldcat.org/oclc/462041553>. Source(s): [CECV]. Unique ID: [CVT-12104]

The **John Gollon chess papers** (Archive): n. The manuscript collection of John Gollon, currently housed at the Cleveland Public Library. [Gollon, John: 1994] [1963-1994.] Link(s): <http://www.worldcat.org/oclc/73824979>.. Unique ID: [CVT-12244]

Kriegspiel, or, The chess war game (Book): n. A book on kriegspiel. [Cayley, H: 1905] [London : British Chess Co., [ca. 1900?]] See also: kriegspiel Link(s): <http://www.worldcat.org/oclc/40577938>. Source(s): [CECV]. Unique ID: [CVT-12156]

Kriegspiel: chess under uncertainty (Book): n. A book on kriegspiel. [Li, David: 1994] [Bethesda, Md. : Premier Pub. Co., 1994.] See also: kriegspiel Link(s): <http://www.chessvariants.org/books.dir/kriegspiel.html>, <http://www.worldcat.org/oclc/30382902>. Source(s): [CVP]. Unique ID: [CVT-12334]

Let's play Chinese chess (Book): n. A book on playing xiangqi. [Constantino, B.: 1979] [Hong Kong : Book Marketing, 1979.] See also: xiangqi Link(s): <http://www.worldcat.org/oclc/68057990>.. Unique ID: [CVT-12326]

Libro de acedrex, dados e tablas (Book): (Spanish : book of chess, dice and tables) n. Commissioned by Alfonso X of Castile and completed in his scriptorium in Toledo in 1283. Documents two chess variants: Grande Acedrex (Grand Chess) and Acedrex de Los Quatros Tiempos (Four Seasons Chess). [Alfonso X of Castile: 1283] [Madrid : Fundacio]• n Jose]• Antonio de Castro, [2007]] Link(s): http://en.wikipedia.org/wiki/Libro_de_los_juegos, <http://www.worldcat.org/oclc/191659310>. Source(s): [WIK]. Unique ID: [CVT-11133]

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]

Lotus Chess: The Book (Book): n. A book describing the chess variant: lotus chess. [Moeser, David: 1998] [Cincinnati, Ohio : D. Moeser, 1998.] See also: lotus chess Link(s): <http://www.worldcat.org/oclc/42781596>. Source(s): [CVP]. Unique ID: [CVT-12316]

Manuale di scacchi eterodossi (Book): (Italian : Handbook of heterodox chess) n. Book on Italian progressive chess. [Leoncini, Mario; Magari, Roberto: 1980] [[Siena] : Tipografia Senese, [1980]] See also: Italian progressive chess Link(s): <http://www.chessvariants.org/progressive.html>, <http://www.worldcat.org/oclc/6853536>. Source(s): [CECV]. Unique ID: [CVT-12059]

Meta-Chess (Book): n. See Meta-Chess: Adventures Beyond the Bounds of Chess Source(s): [CVP]. Unique ID: [CVT-11135]

Meta-Chess: Adventures Beyond the Bounds of Chess (Book): n. A book discussing chess variants, composing new variants, creating and evaluating new pieces, building sets, storing and retrieving pieces for a specific variant, and organising tournaments. The book details a comprehensive system for describing, playing [Brown, John William: 1997] [Lewisville AR: Kronschild Publishing, 1997] Link(s): <http://www.chessvariants.org/books.dir/brown.html>. Source(s): [CVP]. Unique ID: [CVT-11136]

Middle Shogi Manual (Book): n. A book on shogi variants. [Hodges, George: 1992] [Bromley : Hodges, [1992]] See also: chu shogi Link(s): <http://www.worldcat.org/oclc/68522194>. Source(s): [CECV]. Unique ID: [CVT-12062]

Modern chess (book) (Book): n. See Modern chess: including the Prime Minister, a new major piece Source(s): [CECV]. Unique ID: [CVT-12188]

Modern chess: including the Prime Minister, a new major piece (Book): n. A book on the chess variant: modern chess [Maura, Gabriel Vicente: 1968] [[Madrid, Impr. Europa] 1968.] See also: modern chess (game) Link(s): <http://www.worldcat.org/oclc/128281..> Unique ID: [CVT-12187]

My game for 2000 A.D. and after (Book): n. A book describing chess variants of the author. [Parton, Vernon Rylands: 1972] [1972] Link(s): <http://www.chessvariants.org/parton/parton.html>, <http://www.worldcat.org/oclc/57502218>. Source(s): [CVP], [CECV], [WGR]. Unique ID: [CVT-12172]

My one contribution to chess (Book): n. A book on a chess variant invented by the author called Morely's chess. [Morley, F. V.: 1946] [New York, G.W.Stewart, inc. 1946.] See also: Morley's chess Link(s): <http://www.chessvariants.org/shape.dir/morley.html>, <http://www.worldcat.org/oclc/1472343>. Source(s): [CVP], [CECV], [WGR]. Unique ID: [CVT-12205]

Neue chess (Book): n. Neue chess: the book; chess variants in Cincinnati 1968-89. [Moesser, David: 1990] [Cincinnati, Ohio : D. Moesser, 1990.] Link(s): <http://www.chessvariants.org/books.html#moesser>, <http://www.worldcat.org/oclc/21347547>. Source(s): [CVP]. Unique ID: [CVT-11137]

A New and improved game of chess for three players (Book): n. A book on a three handed chess variant proposed by Henry J.Self. [Self, Henry J.: 1896] [London, C.F. Ince, [1896]] Link(s): <http://www.chessvariants.org/historic.dir/self.html>, <http://www.worldcat.org/oclc/5782088>. Source(s): [CVP], [CECV]. Unique ID: [CVT-12063]

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]

The **New game of social chess** (Book): n. A book on the chess variant: Head's four-handed chess [Head, W. G.: 1834] [London : W. Houstoun, 1834.] See also: Head's four-handed chess Link(s): <http://www.worldcat.org/oclc/181771125..> Unique ID: [CVT-12271]

New rules for classic games (Book): n. A book on new ways to make old games more challenging, fairer, and sometimes, just different. [Schmittberger, R. Wayne: 1992] [New York : Wiley, 1992.] Link(s): <http://www.chessvariants.org/books.dir/bookschm.html>, <http://www.worldcat.org/oclc/24065541>. Source(s): [CVP]. Unique ID: [CVT-11138]

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]

Nost-algia (Serial): n. The official publication of NOST. [Lauzon, Robert H.; Roselle, Les: 1960] [Buffalo, NY : The Nost, [19--]] See also: NOST Link(s): <http://www.chessvariants.org/nost.html>, <http://www.worldcat.org/oclc/26566626>. Source(s): [CVP], [CECV], [WGR]. Unique ID: [CVT-11140]

Nouveaux jeux d'echecs non orthodoxes (Book): (French : New unorthodox chess games) n. A book describing many chess variants. Written in French. [Boyer, Joseph: 1954] [Paris, 1954.] Link(s): <http://www.chessvariants.org/books.dir/boyer.html>, <http://www.worldcat.org/oclc/4601935>. Source(s): [CVP], [WGR]. Unique ID: [CVT-11141]

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]

The **Oxford companion to chess** (Book): n. Chess encyclopedia, [Whyld, Ken; Hooper, David: 1992] [Oxford : Oxford University Press, 1992.] Link(s): http://en.wikipedia.org/wiki/The_Oxford_Companion_to_Chess, <http://www.worldcat.org/oclc/473631620>. Source(s): [WIK]. Unique ID: [CVT-12272]

The **Oxford history of board games** (Book): n. A book which presents a historical survey of positional board games. Includes section on chess history and variants. [Parlett, David: 1999] [Oxford ; New York : Oxford University Press, 1999.] Link(s): http://en.wikipedia.org/wiki/David_Parlett, <http://www.worldcat.org/oclc/41215206>. Source(s): [WIK]. Unique ID: [CVT-11142]

Persian chess (Book): n. Book is subtitled: illustrated from Oriental sources, especially in reference to the Great Chess, improperly ascribed to Timur, and in vindication of the Persian origin of the game, against the claims of the Hindus. [Bland, Nathaniel: 1850] [London : Harrison, 1850.] Link(s): <http://www.worldcat.org/oclc/4567531>. Source(s): [CECV]. Unique ID: [CVT-12127]

Play stronger chess by examining Chess960: usable strategies of Fischer

Random Chess discovered (Book): n. A book on using chess960 to play better orthochess. [Milener, Gene: 2006] [Renton, WA : Castle Long Publications, 2006.] See also: chess960 Link(s): <http://www.worldcat.org/oclc/71250930>.. Unique ID: [CVT-12325]

Popular chess variants (Book): n. A book covering 20 popular chess variants. [Pritchard, David Brine: 2000] [London : B.T. Batsford, 2000.] Link(s): <http://www.chessvariants.org/books.dir/popular.html>, <http://www.worldcat.org/oclc/44275285>. Source(s): [CVP]. Unique ID: [CVT-12207]

Proposed modification in the game of chess (Book): n. A book detailing a chess variant on an 8x10 board with additional knighted-pieces (Bird's Chess). [Bird, H. E.: 1874] [[London, W.W. Morgan, cir. 1890.]] See also: Bird's chess Link(s): <http://www.worldcat.org/oclc/79836607>. Source(s): [CECV]. Unique ID: [CVT-12150]

Raumschach (periodical) (Serial): n. See Beiblatt der Mitteilungen über Raumschach Source(s): [CECV]. Unique ID: [CVT-12273]

Raumschach: ein funktionelles Multiple (Book): (German : Space chess: a functional multiple) n. A book on raumschach (or space chess). [Reich, Paul: 1970] [Heidelberg : Galerie Rothe, 1970.] Link(s): <http://www.worldcat.org/oclc/221429074>.. Unique ID: [CVT-12324]

Raumschach: Einführung in die Spielpraxis (Book): (German : Space Chess: Introduction to the gaming experience) n. A book on raumschach (or space chess). [Maack, Ferdinand: 1919] [Hamburg : F. Maack, 1919.] See also: raumschach Link(s): <http://www.worldcat.org/oclc/14472001>. Source(s): [CECV]. Unique ID: [CVT-12168]

Reform chess (book) (Book): n. See Reform-chess: training in 2650+3 positions Source(s): [CVP]. Unique ID: [CVT-12310]

Reform-chess: training in 2650+3 positions (Book): n. A book that proposes four small chess variants, differing from orthochess by a different board size. [Polgar, Laszlo: 1997] [Kol^nemann, 1997.] See also: minichess Link(s): <http://www.chessvariants.org/books.dir/reformchess.html>, <http://www.worldcat.org/oclc/222678384>.. Unique ID: [CVT-12311]

Rhythmomachia : ein uraltes Zahlenspiel neu entdeckt (Book): (German : Rhythmomachia: newly discovered ancient game of numbers) n. A book on rhythmomachia. [Illmer, Detlef: 1987] [Mun^nchen : Hugendubel, 1987.] See also: rhythmomachia Link(s): <http://www.worldcat.org/oclc/21990803>.. Unique ID: [CVT-12293]

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]

Rules and directions to play four-handed trabue, American chess (Book): n. A book on a four-handed chess variant. [Trabue, Isaac H.: 1904] [Punta Gorda, Fla., I.H. Trabue, 1904.] See also: four-handed chess (broad term) Link(s): <http://www.worldcat.org/oclc/6157485>. Source(s): [WGR]. Unique ID: [CVT-12304]

Rules of hexagonal chess with examples of first openings (Book): n. A book detailing the rules of Glinski's hexagonal chess. [Glinski, Wladyslaw: 1973] [London, Hexagonal Chess Publications, 1973.] See also: Glinski's hexagonal chess Link(s): <http://www.worldcat.org/oclc/1094334>.. Unique ID: [CVT-11143]

Scacchi progressivi, finali di partita (Book): (Italian : Progressive chess, endgame) n. A book on progressive chess endgames. [Castelli, Alessandro: 1997] [Macerata : A.I.S.E., 1997.] See also: progressive chess Link(s): <http://www.worldcat.org/oclc/68119325>. Source(s): [CECV]. Unique ID: [CVT-12051]

Schach fu^r 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; Böttcher, Jürgen: 1975] [Nu^nberg : [s.n.], 1975.] See also: three-handed chess Link(s): <http://www.worldcat.org/oclc/221405284>.. Unique ID: [CVT-12236]

Das **Schachraumspiel** (Book): (German : The chess game room) n. A book (presumably) dealing with chess and/or chess variants. Written by the inventor of raumschach. [Maack,

Ferdinand: 1908] [Potsdam [usw.] Stein [1908]] Link(s): <http://www.worldcat.org/oclc/162830130>. Source(s): [CECV]. Unique ID: [CVT-12186]

Das **Schachspiel der Bataker** (Book): (German : The chess of Batak) n. A book on chess in Batak (Indonesia). [Oefele, Armin von: 1904] [Leipzig, Veit & Comp., 1904.] Link(s): <http://www.worldcat.org/oclc/6875757>. Source(s): [CECV]. Unique ID: [CVT-12130]

Shall we play Fischerandom chess? (Book): n. A book on the chess variant chess960. [Gligorić, Svetozar: 2002] [London : Batsford, 2002.] See also: chess960 Link(s): <http://www.worldcat.org/oclc/474559231>.. Unique ID: [CVT-11144]

Shōgi (book) (Book): (Japanese : Shogi) n. A book on shogi. Written in Japanese. [Masukawa, Kōichi: 1977] [Tōkyō : Hōsei Daigaku Shuppankyoku, 1977.] See also: shogi Link(s): <http://www.worldcat.org/oclc/33516629>.. Unique ID: [CVT-12249]

Shogi (periodical) (Serial): n. This bimonthly was published from January 1976 until November 1987, by the Shogi Association. [Hodges, George: 1976] [Bromley : The Shogi Association, 1976-1987.] See also: Shogi Association (1976) Link(s): <http://www.worldcat.org/oclc/150201308>.. Unique ID: [CVT-12018]

Shōgi bigināzu baiburu (Book): (Japanese : Shogi beginner's bible) n. A book for beginners on how to play shogi. [Habu, Yoshiharu: 1996] [Tōkyō : Nihon Shōgi Renmei, Heisei 8- [1996]-] See also: shogi Link(s): <http://www.worldcat.org/oclc/42914305>. Source(s): [CECV]. Unique ID: [CVT-12079]

Shogi for Beginners (Book): n. A book on playing shogi for beginning players. [Fairbairn, John: 1989] [Tokyo : Ishi Press, Inc., 1989.] See also: shogi Link(s): <http://www.chessvariants.org/books.dir/fairbairn.html>, <http://www.worldcat.org/oclc/34654589>. Source(s): [CVP], [CECV]. Unique ID: [CVT-12091]

Shogi magazine (Serial): n. See Shogi (periodical). Unique ID: [CVT-12019]

Shogi: Japan's game of strategy (Book): n. A book on Shogi. [Leggett, Trevor: 1966] [Rutland, Vt., C.E. Tuttle Co. [1966]] See also: shogi Link(s): <http://www.worldcat.org/oclc/1200980>. Source(s): [CECV]. Unique ID: [CVT-12075]

A **Short history of fairy chess** (Book): n. A book on the history of fairy chess. [Dickins, Anthony M.: 1975] [Kew Gardens : The author, 1975.] See also: fairy chess Link(s): <http://www.worldcat.org/oclc/2091874>.. Unique ID: [CVT-12335]

Siamese chess: how to play-- how to win! (Book): n. See bughouse [Manson, John F: 1992] [Baton Rouge, LA : Farnsworth Enterprises, 1992.] See also: bughouse Link(s): <http://www.worldcat.org/oclc/32603883>.. Unique ID: [CVT-11145]

Space-chess (book) (Book): n. A book on three-dimensional chess. [Kogbetliantz, E. G.: 1952] [[United States, s.n.], 1952.] See also: three-dimensional chess Link(s): <http://www.worldcat.org/oclc/29417245>. Source(s): [WGR]. Unique ID: [CVT-12294]

Sulapani's Caturanga dipika: a manual of four handed dice chess (Book): n. A book on four-handed dice chess. [Ghosh, Manomohan: 1936] [Calcutta Metropolitan 1936.] See also: dice chess Link(s): <http://www.worldcat.org/oclc/48295669>.. Unique ID: [CVT-12134]

Super chess and monarch: the laws (Book): n. A book on the chess variants: super chess and monarch. [Haeringen, H. van: 1993] [Leiden : Coulomb Press, 1993.] Link(s): <http://www.worldcat.org/oclc/62090323>.. Unique ID: [CVT-12246]

Superchess: the official rules and game description (Book): n. A book on the chess variant: superchess. [Jacobson, Rolf W: 1992] [Seattle, WA : Green Island Press, 1992.] Link(s): <http://www.worldcat.org/oclc/28725392>.. Unique ID: [CVT-12348]

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. Bourliet, 1820.] Link(s): <http://www.worldcat.org/oclc/7114878>.. Unique ID: [CVT-12160]

Three-dimensional chess: history and rules of the game (Book): n. A book on history and rules of three-dimensional chess. [Godson, William F.H. Jr: 1931] [Philidelphia, PA. : Godson, 1931.] See also: three-dimensional chess Link(s): <http://www.worldcat.org/oclc/66690319>. Source(s): [CECV], [WGR]. Unique ID: [CVT-12210]

Toronto Xiangqi Association (web site) (Web site): n. Web site of the Toronto Xiangqi Association. <http://txa.ca/> [Toronto Xiangqi Association] See also: Toronto Xiangqi Association Link(s): <http://txa.ca/>.. Unique ID: [CVT-12274]

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]

Total chess: the rules of the game, its rationale, and some notes: a practical method for chess in three dimensions (Book): n. A book on three-dimensional chess. [Beatty, Charles: 1945] [[London], 1946.] Link(s): <http://www.worldcat.org/oclc/68092824>.. Unique ID: [CVT-12296]

Traité du jeu d'échecs chinois, Xiang-qi (Book): (French : Deals with the Chinese chess, Xiang-qi) n. A book on Xiangqi (written in French). [Spindler, Pierre Éric: 1977] [[Paris] : Flammarion, 1977.] See also: xiangqi Link(s): <http://www.worldcat.org/oclc/319727413>. Source(s): [CECV]. Unique ID: [CVT-12089]

Traité du jeu d'échecs japonais, Shogi (Book): (French : Deals with the Japanese chess, Shogi) n. A book on Shogi (written in French). [Spindler, Pierre Éric: 1977] [Paris : Flammarion, 1977.] See also: shogi Link(s): <http://www.worldcat.org/oclc/21528248>. Source(s): [CECV]. Unique ID: [CVT-12090]

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]

Triple chess (book) (Book): n. A book on triple chess. [Marinelli, Filippo: 1826] [London, Printed by A.J. Valpy, 1826.] See also: Triple chess (game) Link(s): <http://www.worldcat.org/oclc/7102990>. Source(s): [CECV], [WGR]. Unique ID: [CVT-12199]

L' **Univers des Échecs** (Book): (French : The universe of chess) n. A book which describes the rules and background on a number of historical and regional variations of chess. Written in French. [Cazaux, Jean-Louis; Reysset, Pascal: 2000] [Paris : Bornemann, 2000.] Link(s): <http://www.chessvariants.org/books.dir/cazaux2.html>, <http://www.worldcat.org/oclc/406664661>. Source(s): [CVP]. Unique ID: [CVT-12317]

Variant Chess (Serial): n. Periodical produced by the British Chess Variants Society. [Jelliss, George: 1990] [East Sussex : G.P. Jelliss, [19--]-] See also: British Chess Variants Society Link(s): <http://www.worldcat.org/oclc/26372329>. Source(s): [CECV]. Unique ID: [CVT-11146]

Variant Chess (Jelliss) (Web site): n. Website of George Jelliss, containing A Guide to Variant Chess, and online issues of Variant Chess magazine. <http://www.mayhematics.com/v/v.htm> [Jelliss, George: 2010] See also: Variant Chess Link(s): <http://www.mayhematics.com/v/v.htm>. Unique ID: [CVT-12363]

The **Variant Chess Website** (Web site): n. The website of The British Chess Variants Society. <http://www.bcvs.ukf.net/> [Jelliss, George: 2001] [British Chess Variants Society] See also: British Chess Variants Society Link(s): <http://www.bcvs.ukf.net/index.htm>. Unique ID: [CVT-12275]

Variante scacchistiche (Book): (Italian : Variant chess) n. A book on chess variants. [Castelli, Alessandro: 1992] Source(s): [CECV]. Unique ID: [CVT-12052]

Walnut chess (Book): n. A book on the chess variant: walnut chess. [Beasley, John D.: 2004] [Harpندن, England : J. Beasley, 2004.] Link(s): <http://www.worldcat.org/oclc/224252033>. Unique ID: [CVT-12349]

WGR (Serial): n. A general games magazine, with reviews of games from around the world, edited by Michael Keller. [Keller, Michael: 1983] [[Ellicott City, MD : Michael Keller,] Link(s): <http://www.worldcat.org/oclc/18619464>. Source(s): [CECV]. Unique ID: [CVT-11147]

World Xiangqi Federation Homepage (Web site): n. Web site of the World Xiangqi Federation. <http://www.wxf.org/> [World Xiangqi Federation] See also: World Xiangqi Federation Link(s): <http://www.wxf.org/>. Unique ID: [CVT-12276]

Xiangqi syllabus on cannon (Book): n. A book on xiangqi, specifically dealing with the cannon piece. [Li, David: 1998] [Bethesda, Md. : Premier Pub. Co., 1998.] See also: xiangqi Link(s): <http://www.chessvariants.org/books.html#bookli>, <http://www.worldcat.org/oclc/40734306>. Source(s): [CVP]. Unique ID: [CVT-12314]

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>,
<http://www.chessvariants.org/index/external.php?itemid=ChessVUniversalC>, <http://samiam.org/chessv/>.
Source(s): [CVP], [WIK]. Unique ID: [CVT-11148]

DoubleChessBoard: n. A software program that supports bughouse and various alternative starting positions. See also: bughouse Link(s):

<http://bughousechess.wz.cz/DoubleChessBoard/index.htm>. Source(s): [WIK]. Unique ID: [CVT-11149]

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):

<http://play.chessvariants.org/pbm/index.html>. Source(s): [CVP]. Unique ID: [CVT-11151]

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. [Mallett, Jeff; Lefler, Mark] Link(s): http://en.wikipedia.org/wiki/Zillions_of_Games, <http://www.zillions-of-games.com/>. Source(s): [CVP-G], [WIK]. Unique ID: [CVT-11156]

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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1850. [year of] Persian chess
1874. [year of] Bird's chess, [year of] Proposed modification in the game of chess
1881. [year of] Four-handed chess (book), [year of] Verney's four-handed chess
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1894. [year of] Self's three-handed chess
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1908. [year of] Schachraumspiel
1910. [year of] Beiblatt der Mitteilungen über Raumschach
1913. [year of] grasshopper, [year of] History of Chess (Murray), [year of] Legan chess
1919. [year of] Raumschach: Einführung in die Spielpraxis
1921. [year of] Cavalry chess (game), [year of] rifle chess

1922. [year of] Chessmen of Mars, [year of] jetan
1923. [year of] Cavalry chess (book)
1926. [year of] Berolina pawn
1927. [year of] bishkni, [year of] bishroo, [year of] knibis, [year of] kniroo, [year of] roobis, [year of] rookni
1928. [year of] John G. White Chess and Checkers Collection
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1931. [year of] rookhopper, [year of] Three-dimensional chess: history and rules of the game
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1953. [year of] Co Tu'ong, [year of] grid chess
1954. [year of] alice chess, [year of] Japanese chess: the game of shogi, [year of] Nouveaux jeux d'echecs non orthodoxes
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- 3-D board. [see also] 2-D board, [main entry] 3-D board, [see also] 2-D board
- 3-D Chess Federation. [main entry] 3-D Chess Federation, [associated with] Trimm, James
- 3-D chess. [main entry] 3-D chess, [see] three-dimensional chess, [also] space chess (broad term)
- 3-D diagonal. [main entry] 3-D diagonal

3-dimensional space chess. [main entry] 3-dimensional space chess, [see also] three-dimensional chess

3-way chess. [main entry] 3-way chess, [see] three-handed chess

4-way chess. [main entry] 4-way chess, [see] four-handed chess (broad term)

51 flights of chess fancy and a few other frolics. [main entry] 51 flights of chess fancy: and a few other frolics, [associated with] Beasley, John D.

A

A. J. Stone. [main entry] A. J. Stone, [see] Stone, A. J.

Abbott, Robert. [main entry] Abbott, Robert, [associated with] Abbott's new card games, [also] Robert Abbott, [associated with] ultima

Abbott's new card games. [main entry] Abbott's new card games, [see also] ultima, [associated with] Abbott, Robert

Abstract games. [main entry] Abstract games, [associated with] Handscomb, Kerry

acedrex de los quatro tiempos. [main entry] acedrex de los quatro tiempos, [see also] Libro de acedrex, dados e tablas, [also] chess of the four seasons, [also] four seasons chess, [also] game of the four seasons

Adam Chalcraft. [main entry] Adam Chalcraft, [see] Chalcraft, Adam

Adam Sobey. [main entry] Adam Sobey, [see] Sobey, Adam

Addison, Stephen. [associated with] 100 other games to play on a chessboard, [main entry] Addison, Stephen, [also] Stephen Addison

adjacent squares. [main entry] adjacent squares, [see also] distant squares, [see also] distant squares, [also] neighboring squares

advanced chess. [main entry] advanced chess, [associated with] Kasparov, Garry, [also] centaur chess, [also] cyborg chess

advancer. [main entry] advancer

advisor (xiangqi). [main entry] advisor (xiangqi), [see also] fers, [also] counselor, [also] guard (xiangqi), [also] mandarin, [also] shi

air squares. [main entry] air squares

AISE. [main entry] AISE, [see] Associazione Italiana Scacchi Eterodossi

Album of fairy chess. [main entry] Album of fairy chess, [see also] fairy chess, [associated with] Dickins, Anthony M.

Alessandro Castelli. [main entry] Alessandro Castelli, [see] Castelli, Alessandro

alfil. [main entry] alfil, [also] elephant (shatranj), [also] fil

alfilrider. [main entry] alfilrider, [see also] rider

Alfonso the Wise. [main entry] Alfonso the Wise, [see] Alfonso X of Castile

Alfonso X of Castile. [also] Alfonso the Wise, [also] Alfonso X, [main entry] Alfonso X of Castile, [associated with] Libro de acedrex, dados e tablas

Alfonso X. [main entry] Alfonso X, [see] Alfonso X of Castile

algebraic notation. [main entry] algebraic notation, [see] standard notation

alibaba. [main entry] alibaba

alice chess. [main entry] alice chess, [associated with] Parton, Vernon Rylands, [also] alician chess, [see also] Chess: curiouser & curiouser

alician chess. [main entry] alician chess, [see] alice chess

All the King's Men (game). [main entry] All the King's Men (game), [see] Smess

All the King's Men (web site). [main entry] All the King's Men (web site), [associated with] Jelliss, George

Alphonso F Stanonis. [main entry] Alphonso F Stanonis, [see] Stanonis, Alphonso F.

amazon. [main entry] amazon, [see] knighted queen, [also] empress (knighted queen), [also] terror

anchor ring piece. [main entry] anchor ring piece, [see] toral piece

andernach chess. [main entry] andernach chess

andernach-grasshopper. [main entry] andernach-grasshopper

Anderson, Gerald Frank. [main entry] Anderson, Gerald Frank, [associated with] Are there any? A chess problem book, [also] Gerald Frank Anderson

Andreas Baar. [main entry] Andreas Baar, [see] Baar, Andreas

Andreas Treugut. [main entry] Andreas Treugut, [see] Treugut, Andreas

Andrew Bartmess. [main entry] Andrew Bartmess, [see] Bartmess, Andrew

angle-going. [main entry] angle-going, [see also] shogi

animal chess. [main entry] animal chess, [see] jungle

antelope. [main entry] antelope

Anthony Dickins. [main entry] Anthony Dickins, [see] Dickins, Anthony M.

Anthony V. Paletta. [main entry] Anthony V. Paletta, [see] Paletta, Anthony V.

antichess. [main entry] antichess, [see] losing chess

anti-clerical chess. [main entry] anti-clerical chess, [see] Los Alamos chess

anti-king chess. [see also] anti-king, [main entry] anti-king chess, [see also] anti-king, [associated with] Aronson, Peter

anti-king. [main entry] anti-king, [see also] anti-king chess, [see also] anti-king chess

antipodean piece. [main entry] antipodean piece, [associated with] Jelliss, George

Arabian chess. [main entry] Arabian chess, [see] shatranj

Arabic chess. [main entry] Arabic chess, [see] shatranj

archbishop (knighted). [main entry] archbishop (knighted), [see] knighted bishop

archbishop (reflecting). [main entry] archbishop (reflecting)

Archimedean Mathematics Society. [main entry] Archimedean Mathematics Society, [see also] gess, [associated with] gess

Are there any? A chess problem book. [main entry] Are there any? A chess problem book, [see also] kriegspiel, [associated with] Anderson, Gerald Frank

area. [main entry] area, [see] field

Arimaa. [main entry] Arimaa, [associated with] Syed, Omar

Armin von Oefe. [main entry] Armin von Oefe, [see] Oefe, Armin von

army. [main entry] army
 Aronson, Peter. [associated with] anti-king chess, [main entry] Aronson, Peter, [also] Peter Aronson
 Aronsson, Maarten. [main entry] Aronsson, Maarten, [associated with] Bughouse chess: tandem-chess, team-chess, Siamese chess, Hungarian chess, [also] Maarten Aronsson
 array (broad term). [main entry] array (broad term), [also] initial array, [also] initial setup, [also] setup
 array (narrow term). [main entry] array (narrow term)
 arrival square. [main entry] arrival square, [also] landing square
 arrow piece. [main entry] arrow piece
 Art of Shogi. [main entry] Art of Shogi, [see also] shogi, [associated with] Hosking, Tony
 ashwa. [main entry] ashwa, [see also] knight
 asp. [main entry] asp
 Associazione Italiana Scacchi Eterodossi. [also] AISE, [main entry] Associazione Italiana Scacchi Eterodossi, [associated with] Castelli, Alessandro, [also] Italian Association of Chess Variants
 atomic chess. [main entry] atomic chess, [associated with] Taher, Nassouh bey
 attack (noun). [main entry] attack (noun)
 attack (verb). [main entry] attack (verb)
 augmented piece. [main entry] augmented piece
 auto-hopper. [main entry] auto-hopper
 avalanche chess. [main entry] avalanche chess, [associated with] Betza, Ralph
 Ayyar, Es. Ar. [main entry] Ayyar, Es. Ar, [also] Es Ar Ayyar, [associated with] Indian chess: Bhāratīya caturāṅgam (śatarāñja), [also] Iyer, S. R.

B

B. Constantino. [main entry] B. Constantino, [see] Constantino, B.
 B. G. Laws. [main entry] B. G. Laws, [see] Laws, B. G.
 Baar, Andreas. [also] Andreas Baar, [main entry] Baar, Andreas, [associated with] Henoehische Schachspiel
 backward. [main entry] backward, [see] rearward
 backwards. [main entry] backwards, [see] rearward
 baidaq. [main entry] baidaq, [see also] shatranj
 banqi. [main entry] banqi, [also] Chinese half chess
 banshee. [main entry] banshee, [see also] nightrider
 barc. [main entry] barc
 bare King rule (orthochoess). [main entry] bare King rule (orthochoess)
 bare King rule. [main entry] bare King rule
 bare king. [also] baring chess
 bare King. [main entry] bare King
 baring chess. [main entry] baring chess, [see] bare king

baroque chess. [main entry] baroque chess, [see] ultima

baroque. [main entry] baroque, [see] ultima

Bartmess, Andrew. [also] Andrew Bartmess, [main entry] Bartmess, Andrew, [associated with] tri-dimensional chess

baseline chess. [main entry] baseline chess

Baskerville, H. D.. [main entry] Baskerville, H. D., [also] H. D. Baskerville, [associated with] Hexagonal chess (with a board)

battle of animals. [main entry] battle of animals, [see] jungle

battle of the animals. [main entry] battle of the animals, [see] jungle

BCVS. [main entry] BCVS, [see] British Chess Variants Society

bd. [main entry] bd

Beasley, John D.. [associated with] 51 flights of chess fancy: and a few other frolics, [main entry] Beasley, John D., [associated with] Classified Encyclopedia of Chess Variants, [associated with] First survey of losing chess endgame material published up to the end of 1999, [also] John Beasley, [associated with] Walnut chess

Beatty, Charles. [main entry] Beatty, Charles, [also] Charles Beatty, [associated with] Total chess: the rules of the game, its rationale, and some notes: a practical method for chess in three dimensions

Beiblatt der Mitteilungen über Raumschach. [main entry] Beiblatt der Mitteilungen über Raumschach, [see also] raumschach, [associated with] Maack, Ferdinand, [also] Raumschach (periodical)

Bell, Robert C.. [main entry] Bell, Robert C., [associated with] Board and Table Games From Many Civilizations, [also] Robert C. Bell

Ben Foster. [main entry] Ben Foster, [see] Foster, Benjamin R.

Benedict chess. [main entry] Benedict chess, [associated with] Troyka, W. D.

bent rider. [main entry] bent rider

Berlin chess. [main entry] Berlin chess, [see] Berolina chess

Berlin pawn. [main entry] Berlin pawn, [see] Berolina pawn

Berolina chess. [also] Berlin chess, [main entry] Berolina chess, [see also] Berolina pawn, [see also] Berolina pawn

Berolina pawn. [also] Berlin pawn, [see also] Berolina chess, [main entry] Berolina pawn, [see also] Berolina chess, [associated with] Hebermann, Edmund, [see also] bishlion

Berolina plus pawn. [main entry] Berolina plus pawn

Berolina Plus Pawn. [also] Berolina plus

Berolina plus. [main entry] Berolina plus, [see] Berolina Plus Pawn

Betza, Ralph. [associated with] avalanche chess, [main entry] Betza, Ralph, [associated with] Betza's funny notation, [associated with] chess with different armies, [also] Ralph Betza

Betza's chess. [main entry] Betza's chess, [see] chess with different armies

Betza's funny notation. [main entry] Betza's funny notation, [associated with] Betza, Ralph, [also] funny notation

Betza's unequal armies. [main entry] Betza's unequal armies, [see] chess with different armies

bifurcating piece. [main entry] bifurcating piece

Bilal, Enki. [main entry] Bilal, Enki, [associated with] chess boxing, [also] Enki Bilal

Bird, H. E.. [main entry] Bird, H. E., [associated with] Bird's chess, [also] H. E. Bird, [associated with] Proposed modification in the game of chess

Bird's chess. [main entry] Bird's chess, [see also] Capablanca chess, [associated with] Bird, H. E., [see also] Proposed modification in the game of chess

bishkni. [main entry] bishkni, [see also] sniper, [associated with] Maus, Frank G.

bishlion. [main entry] bishlion, [see also] Berolina pawn

bishop, reflecting. [main entry] bishop, reflecting, [see] reflecting bishop

bishop. [main entry] bishop

bishop-camel compound. [main entry] bishop-camel compound, [also] caliph

bishop-knight compound. [main entry] bishop-knight compound, [see] knighted bishop

bishopper. [main entry] bishopper

bishroo. [main entry] bishroo, [see also] sniper, [associated with] Maus, Frank G.

bison. [main entry] bison

Bland, Nathaniel. [main entry] Bland, Nathaniel, [also] Nathaniel Bland, [associated with] Persian chess

blindfold chess. [main entry] blindfold chess

blitz chess. [main entry] blitz chess, [see] progressive chess

blitzkrieg. [main entry] blitzkrieg, [see] progressive chess

Blythe, W. H.. [main entry] Blythe, W. H., [associated with] Four chess, [also] W. H. Blythe

Board and Table Games From Many Civilizations. [main entry] Board and Table Games From Many Civilizations, [associated with] Bell, Robert C.

board move. [main entry] board move

board square. [main entry] board square, [see also] cell

board. [main entry] board, [see] chess board

boat (chaturaji). [main entry] boat (chaturaji), [see] roca

Bobby Fischer. [main entry] Bobby Fischer, [see] Fischer, Robert James

Bodlaender, Hans. [main entry] Bodlaender, Hans, [associated with] Chess Variant Pages, [also] Hans Bodlaender

Book of chess, dice and tables. [main entry] Book of chess, dice and tables, [see] Libro de acedrex, dados e tablas

Book of games chess, dice and tables. [main entry] Book of games: chess, dice and tables, [see] Libro de acedrex, dados e tablas

book. [main entry] book

Bosworth. [main entry] Bosworth, [associated with] Out of the Box Publishing, [see also] Out of the Box Publishing

Böttcher, Jürgen. [main entry] Böttcher, Jürgen, [also] Jürgen Böttcher, [associated with] Schach für 2 und 3 Spieler

bowman. [main entry] bowman

boxing chess. [main entry] boxing chess, [see] chess boxing

Boyer, Joseph. [main entry] Boyer, Joseph, [associated with] circean piece, [associated with] grasshopper chess, [associated with] Jeux d'échecs non orthodoxes (Boyer), [also] Joseph Boyer, [associated with] New unorthodox chess games, [associated with] Nouveaux jeux d'échecs non orthodoxes, [associated with] reinforcement chess

boyscout. [main entry] boyscout, [also] crooked bishop

British Chess Problem Society. [main entry] British Chess Problem Society, [associated with] Fairy Chess Review

British Chess Variants Society. [also] BCVS, [main entry] British Chess Variants Society, [see also] Variant Chess, [see also] Variant Chess Website

British Shogi Federation. [main entry] British Shogi Federation, [see also] shogi, [associated with] Faldon, David, [also] BSF

Brown, John William. [main entry] Brown, John William, [also] John William Brown, [associated with] Meta-Chess: Adventures Beyond the Bounds of Chess

Bruce Zimov. [main entry] Bruce Zimov, [see] Zimov, Bruce

Bruno Faidutti. [main entry] Bruno Faidutti, [see] Faidutti, Bruno

BSF. [main entry] BSF, [see] British Shogi Federation

buffalo. [main entry] buffalo

bug. [main entry] bug, [see] bughouse

bug-eyed monster. [main entry] bug-eyed monster, [associated with] Crumlish, M.

Bughouse chess tandem-chess, team-chess, Siamese chess, Hungarian chess. [main entry] Bughouse chess: tandem-chess, team-chess, Siamese chess, Hungarian chess, [see also] bughouse, [associated with] Zimmermann, Georg von, [associated with] Aronsson, Maarten

bughouse chess. [main entry] bughouse chess, [see] bughouse

bughouse. [also] bug, [main entry] bughouse, [also] bughouse chess, [see also] Bughouse chess: tandem-chess, team-chess, Siamese chess, Hungarian chess, [also] double bughouse, [see also] DoubleChessBoard, [also] exchange chess, [also] matrix chess, [also] New England double bughouse, [also] pass-on chess, [also] Siamese chess (bughouse), [see also] Siamese chess: how to play-- how to win!, [also] Siamese chess: how to play-- how to win!, [see also] Sunsetter, [also] swap chess, [also] tandem chess, [also] tandem put-back, [also] transfer chess

Burmese chess. [main entry] Burmese chess, [see] sittuyin

Burroughs, Edgar Rice. [main entry] Burroughs, Edgar Rice, [associated with] Chessmen of Mars, [also] Edgar Rice Burroughs, [associated with] jetan

Byway, Paul. [main entry] Byway, Paul, [associated with] modern courier chess, [also] Paul Byway

Byzantine chess. [main entry] Byzantine chess, [also] circular chess (ancient), [also] round chess (ancient), [also] Zatrikion

C

C. D. Locock. [main entry] C. D. Locock, [see] Locock, C. D.

C. K. Lai. [main entry] C. K. Lai, [see] Lai, C. K.

Caïssa. [main entry] Caïssa

caliph. [main entry] caliph, [see] bishop-camel compound

camel chess. [main entry] camel chess, [see] shatranj kamil

camel. [main entry] camel, [see also] camelrider

cameleopard. [main entry] cameleopard

camelrider. [main entry] camelrider, [see also] camel

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cannon move. [main entry] cannon move, [see also] hopper

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Capablanca, José Raúl. [associated with] Capablanca chess, [main entry] Capablanca, José Raúl, [also] José Raúl Capablanca

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capture zone. [main entry] capture zone

capture. [main entry] capture, [also] take

cardinal. [main entry] cardinal, [see] knighted bishop

carpenter. [main entry] carpenter

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commoner. [main entry] commoner, [also] man (piece), [also] mann

commuter. [main entry] commuter

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counselor. [main entry] counselor, [see] advisor (xiangqi)

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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.

Joao Pedro Neto. [main entry] Joao Pedro Neto, [see] Neto, Joao Pedro

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

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John Gollon. [main entry] John Gollon, [see] Gollon, John

John Leslie. [main entry] John Leslie, [see] Leslie, John

John Manners. [main entry] John Manners, [see] Duke of Rutland

John McCallion. [main entry] John McCallion, [see] McCallion, John

John William Brown. [main entry] John William Brown, [see] Brown, John William

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, Franz. [also] Franz Joseph, [main entry] Joseph, Franz, [associated with] tri-dimensional chess

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

- Kahl, Peter. [associated with] dynamo chess, [main entry] Kahl, Peter, [also] Peter Kahl
- kamikaze piece. [main entry] kamikaze piece, [associated with] Monreal, Pierre
- kangaroo (hopper). [main entry] kangaroo (hopper)
- kangaroo. [main entry] kangaroo
- Karsch, W.. [associated with] Feenschach, [main entry] Karsch, W., [also] W. Karsch
- Kasparov, Garry. [associated with] advanced chess, [also] Garry Kasparov, [main entry] Kasparov, Garry
- Keene, Raymond D. [associated with] Chinese chess: an introduction to the openings, [main entry] Keene, Raymond D, [also] Raymond D Keene
- Keller, Michael. [main entry] Keller, Michael, [also] Michael Keller, [associated with] WGR
- Ken Whyld Association. [main entry] Ken Whyld Association
- Ken Whyld. [main entry] Ken Whyld, [see] Whyld, Ken
- Kermeur, Legall de. [main entry] Kermeur, Legall de, [also] Legal, [also] Legal, M. de, Sire de Kermur, [associated with] pawns game
- Kerry Handscomb. [main entry] Kerry Handscomb, [see] Handscomb, Kerry
- Kiinalaisen shakin ystävät Suomessa ry. [main entry] Kiinalaisen shakin ystävät Suomessa ry, [see] Friends of Chinese Chess in Finland
- KIISYS. [main entry] KIISYS, [see] Friends of Chinese Chess in Finland
- killer chess. [main entry] killer chess, [see] losing chess
- king (ortho chess). [main entry] king (ortho chess)
- king (shogi). [main entry] king (shogi), [see] jeweled general
- king (xiangqi). [main entry] king (xiangqi), [see] general
- king battler. [main entry] king battler
- king's leap. [main entry] king's leap
- Kister, J.. [associated with] Experiments in chess, [also] J. Kister, [main entry] Kister, J.
- Kling, Werner. [associated with] chess attack, [main entry] Kling, Werner, [also] Werner Kling
- Kluever, Hans. [main entry] Kluever, Hans, [see] Klüver, Hans
- Klüver, Hans. [associated with] Doppelzugschach: eine Darlegung des Spiels, [associated with] dynamo chess, [associated with] Dynamo Schach, [also] Hans Kluever, [also] Hans Klüver, [also] Kluever, Hans, [main entry] Klüver, Hans
- knibis. [main entry] knibis, [see also] sniper, [associated with] Maus, Frank G.
- knight (shogi). [main entry] knight (shogi), [see] honorable horse
- knight (xiangqi). [main entry] knight (xiangqi), [see] mao
- knight relay chess. [main entry] knight relay chess, [associated with] Charosh, Mannis, [also] knight-relay chess, [also] n-relay chess
- knight. [see also] ashwa, [also] horse, [main entry] knight
- knighted bishop. [also] archbishop (knighted), [also] bishop-knight compound, [also] cardinal, [main entry] knighted bishop, [also] paladin, [also] princess

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
 Nightmare chess. [main entry] Nightmare 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.
 Koernke, Robert E. [associated with] Complete rules of three dimensional chess, [main entry] Koernke, Robert E, [also] Robert E Koernke
 Kogbetliantz, E. G.. [also] E. G. Kogbetliantz, [main entry] Kogbetliantz, E. G., [associated with] Space-chess (book)
 Kōichi Masukawa. [main entry] Kōichi Masukawa, [see] Masukawa, Kōichi
 Korean chess. [main entry] Korean chess, [see] janggi
 Korolev, Vitaly. [main entry] Korolev, Vitaly, [associated with] synchronous chess, [also] Vitaly Korolev
 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
 kriegspiel. [see also] Are there any? A chess problem book, [see also] Chess detective: Kriegspiel strategies, endgames, and problems, [also] commando chess, [see also] darkness chess, [main entry] kriegspiel, [associated with] Temple, Henry Michael, [see also] Kriegspiel, or, The chess war game, [see also] Kriegspiel: chess under uncertainty, [also] screen chess (kriegspiel), [also] war-chess
 Kusumoto, Shigenobu. [main entry] Kusumoto, Shigenobu, [associated with] minishogi, [also] Shigenobu Kusumoto
 kyai ho. [main entry] kyai ho, [see] river

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 L'Hermitte, Serge L.J.. [also] Hermitte, Serge L.J. L', [associated with] Jeux d'échecs non orthodoxes (L'Hermitte), [main entry] L'Hermitte, Serge L.J., [also] Serge L J L'Hermitte
 ladies' game. [main entry] ladies' game, [see] must capture chess
 Lai, C. K.. [also] C. K. Lai, [associated with] Chinese chess: an introduction to the openings, [main entry] Lai, C. K.
 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

Lau, H. T.. [associated with] Chinese chess (book-1985), [also] H. T. Lau, [main entry] Lau, H. T.

Lauterbach, Rudolf. [associated with] janus chess, [main entry] Lauterbach, Rudolf, [also] Rudolf Lauterbach

Lauzon, Robert H.. [main entry] Lauzon, Robert H., [associated with] Nost-algia, [also] Robert H. Lauzon

Lawrence, Maxwell. [main entry] Lawrence, Maxwell, [also] Maxwell Lawrence, [associated with] transcendental chess (game), [associated with] Transcendental chess (periodical)

Laws, B. G.. [also] B. G. Laws, [main entry] Laws, B. G., [associated with] reflex chess

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

Lee, W. M.. [associated with] Chinese chess internationalized, [main entry] Lee, W. M., [also] W. M. Lee

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

Leoncini, Mario. [associated with] Fondamenti di Scacchi Progressivi, [main entry] Leoncini, Mario, [associated with] Manuale di scacchi eterodossi, [also] Mario Leoncini

Les Roselle. [main entry] Les Roselle, [see] Roselle, Les

Leslie, John. [associated with] hostage chess, [also] John Leslie, [main entry] Leslie, John

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Leventhal, Dennis A. [associated with] Chess of China, [also] Dennis A Leventhal, [main entry] Leventhal, Dennis A

Levy, David. [also] David Levi, [main entry] Levy, David, [associated with] Mind Sports Olympiad

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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

Locock, C. D.. [also] C. D. Locock, [associated with] jibber, [main entry] Locock, C. D.

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

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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

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lynx. [main entry] lynx

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M. Crumlish. [main entry] M. Crumlish, [see] Crumlish, M.

ma. [main entry] ma, [see] mao

Maack, Ferdinand. [associated with] Beiblatt der Mitteilungen über Raumschach, [also] Ferdinand Maack, [main entry] Maack, Ferdinand, [associated with] raumschach, [associated with] Raumschach: Einführung in die Spielpraxis, [associated with] Schachraumspiel

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

Magari, Roberto. [main entry] Magari, Roberto, [associated with] Manuale di scacchi eterodossi, [also] Roberto Magari

magnetic chess. [main entry] magnetic chess, [associated with] Chaunier, Claude, [associated with] Neto, Joao Pedro

maharaja and the sepoy. [main entry] maharaja and the sepoy, [see] maharajah and the sepoy

maharaja. [main entry] maharaja, [see] maharajah

maharajah and the sepoy. [also] maharaja and the sepoy, [main entry] maharajah and the sepoy, [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

Malcolm Horne. [main entry] Malcolm Horne, [see] Horne, Malcolm

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 Charosh. [main entry] Mannis Charosh, [see] Charosh, Mannis

Manomohan Ghosh. [main entry] Manomohan Ghosh, [see] Ghosh, Manomohan

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, Filippo. [also] Filippo Marinelli, [associated with] fusilier, [associated with] Giuoco degli scacchi fra tre, [main entry] Marinelli, Filippo, [associated with] Triple chess (book), [associated with] triple chess (game)

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

Masters, James. [associated with] Chess Family - History and Useful Information, [also] James Masters, [main entry] Masters, James

Masukawa, Kōichi. [also] Kōichi Masukawa, [main entry] Masukawa, Kōichi, [associated with] Shōgi (book)

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

Maura, 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

Maus, Frank G.. [associated with] bishkni, [associated with] bishroo, [also] Frank Maus, [associated with] knibis, [associated with] kniroo, [main entry] Maus, Frank G., [associated with] roobis, [associated with] rookni

Maus, Frank. [associated with] Cavalry chess (book), [associated with] Cavalry chess (game), [also] Frank Maus, [main entry] Maus, Frank

Maxwell Lawrence. [main entry] Maxwell Lawrence, [see] Lawrence, Maxwell

McCallion, John. [associated with] English progressive chess, [also] John McCallion, [main entry] McCallion, John

McCooley, David. [also] David McCooley, [main entry] McCooley, David, [associated with] McCooley's hexagonal chess

McCooley and Honeycutt's hexagonal chess. [main entry] McCooley and Honeycutt's hexagonal chess, [see] McCooley's hexagonal chess

McCooley's hexagonal chess. [also] hexagonal chess (McCooley), [also] McCooley and Honeycutt's hexagonal chess, [main entry] McCooley's hexagonal chess, [see also] hexagonal chess (broad term), [associated with] McCooley, David

medieval chess. [main entry] medieval chess

men. [main entry] men, [see] chess piece (broad term)

Meng, Ligu. [associated with] Chinese chess: the endgame technique, [also] Ligu Meng, [main entry] Meng, Ligu

mermaid. [main entry] mermaid

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Meta-Chess. [main entry] Meta-Chess, [see] Meta-Chess: Adventures Beyond the Bounds of Chess

Michael D Eschner. [main entry] Michael D Eschner, [see] Eschner, Michael D.

Michael Greene. [main entry] Michael Greene, [see] Greene, Michael

Michael Jameson. [main entry] Michael Jameson, [see] Jameson, Michael

Michael Keller. [main entry] Michael Keller, [see] Keller, Michael

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middle shogi. [main entry] middle shogi, [see] chu shogi

midlegame. [main entry] midlegame

Mike Nelson. [main entry] Mike Nelson, [see] Nelson, Mike

Milener, Gene. [also] Gene Milener, [main entry] Milener, Gene, [associated with] Play stronger chess by examining Chess960: usable strategies of Fischer Random Chess discovered

Miller, Donald L.. [also] Donald L. Miller, [associated with] Gamesman, [main entry] Miller, Donald L.

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Mind Sports Organization. [main entry] Mind Sports Organization, [see] Mind Sports Olympiad

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] chaturaji

Modern chess (book). [main entry] Modern chess (book), [see] Modern chess: including the Prime Minister, a new major piece

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

Moeser, David. [also] David Moeser, [associated with] J'adoube!, [associated with] lotus chess, [associated with] Lotus Chess: The Book, [main entry] Moeser, David, [associated with] Neue chess

Mongolian chess. [main entry] Mongolian chess, [see] shatar

Mongolian great chess. [main entry] Mongolian great chess, [see] hiashatar

monochromatic chess. [main entry] monochromatic chess, [associated with] Smullyan, Raymond

Monreal, Pierre. [associated with] circe chess, [associated with] circean piece, [associated with] kamikaze piece, [main entry] Monreal, Pierre, [also] Pierre Monreal

moo. [main entry] moo

moo-hopper. [main entry] moo-hopper

Morley, F. V.. [also] F. V. Morley, [main entry] Morley, F. V., [associated with] Morley's chess, [associated with] My one contribution to chess

Morley's chess. [main entry] Morley's chess, [see also] My one contribution to chess, [associated with] Morley, F. V., [see also] My one contribution to chess

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

Muller, H. G.. [associated with] Fairy-Max, [also] H. G. Muller, [associated with] Joker80, [main entry] Muller, H. G.

Multhopp, Hans. [associated with] checkers chess, [also] Hans Multhopp, [main entry] Multhopp, Hans

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, H. J. R.. [main entry] Murray, H. J. R., [see] Murray, Harold James Ruthven

Murray, Harold James Ruthven. [also] H. J. R. Murray, [also] Harold James Ruthven Murray, [associated with] History of Chess (Murray), [also] Murray, H. J. R., [main entry] Murray, Harold James Ruthven

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

My game for 2000 A.D. and after. [main entry] My game for 2000 A.D. and after, [associated with] Parton, Vernon Rylands

My one contribution to chess. [see also] Morley's chess, [main entry] My one contribution to chess, [see also] Morley's chess, [associated with] Morley, F. V.

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

Neto, Joao Pedro. [also] Joao Pedro Neto, [associated with] magnetic chess, [main entry] Neto, Joao Pedro

Neue chess. [main entry] Neue chess, [associated with] Moeser, David

neutral piece. [main entry] neutral piece

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Parlett, David. [also] David Parlett, [associated with] Oxford history of board games, [main entry] Parlett, David

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W. Karsch. [main entry] W. Karsch, [see] Karsch, W.

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