

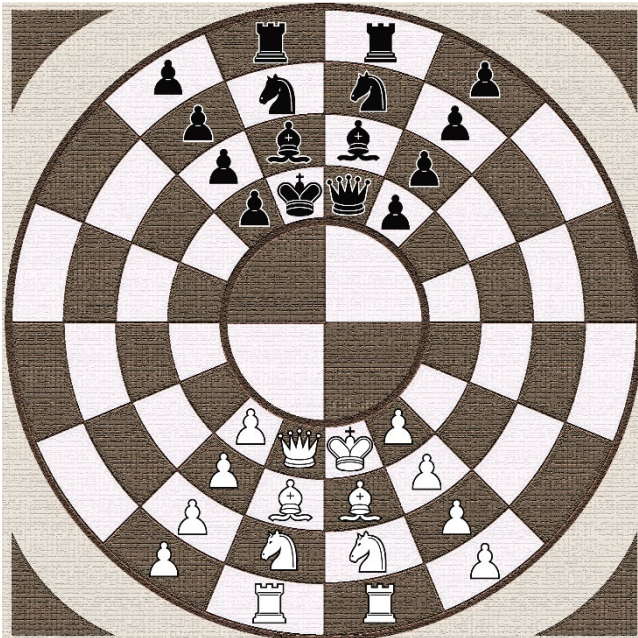
Circular Chess

2 players / 60 minutes / 8 years and older

Among the variants of chess, **Circular Chess** has a long history. In the Byzantine Empire in the 10th century B.C., a game in which the rules of Shatranj, the predecessor of chess, were applied to a circular board became popular (Byzantine chess). In 1983, Dave Reynolds of England, probably based on this Byzantine chess rules and invented a circular chess game to which the rules of modern chess are applied.

The following rules are my original version, which follows as strictly as possible the rules of both Byzantine and modern chess. **Note that they differ from the Reynolds rules**, which are not included here, but are readily available on the web.

Initial position




COMPORNENTS

- Circular board with 64 spaces (center space is not used)
- 32 regular chess pieces (2 colors)

SETUP

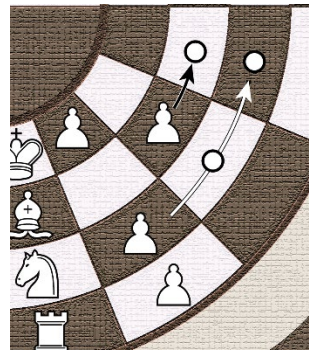
Decides who use which color and places the pieces as shown in the diagram at left.

PIECES

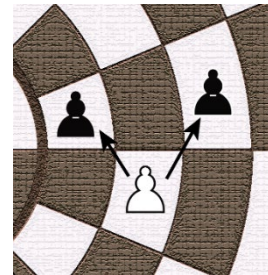
 Pawn (8 for each)

The pawn moves forward one step along the circumference. Pawns in the right column move only counterclockwise and pawns in the left column move only clockwise, and cannot change direction (thus, it is necessary to remember which direction the pawn is facing). Only pawns that have not moved from their initial position can take two steps forward.

When a pawn performs a capture, it moves forward diagonally to capture. Thus, a pawn cannot capture an enemy piece that is in front of it.



Pawn's moves

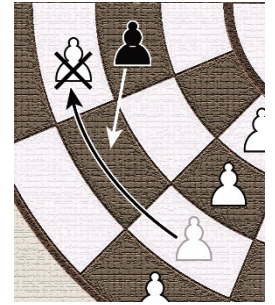



Pawn's capture

As a special rule, immediately after an enemy pawn takes two steps forward, you can capture that pawn by advancing your pawn diagonally behind it (en passant).

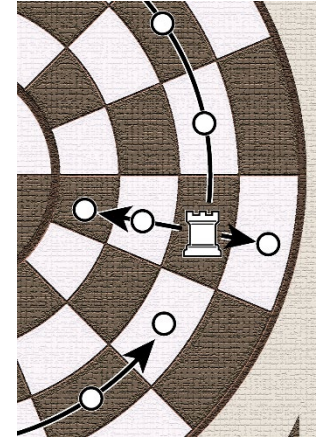
There is no promotion of pawns. If two enemy pawns in different directions of travel meet each other and get stuck, you may remove the two pawns (this removal does not count as a move).

En passant



 Rook (2 for each)

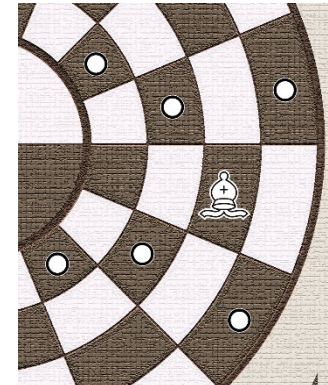
The rook can move in any one direction, back and forth, left or right, for any distance in the range until it hits another piece or the edge of the board. If there are no other pieces, it can go around the circle, but it must not land in the same position as before it moved.



Rook's move

 Bishop (2 for each)

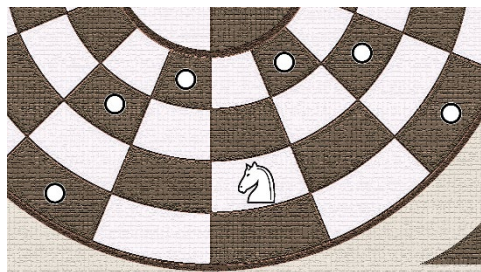
The bishop can move in any diagonal direction, for any distance in the range until it hits another piece or the edge of the board. Note that the bishop always moves on squares of the same color.



Bishop's move

Knight (2 for each)

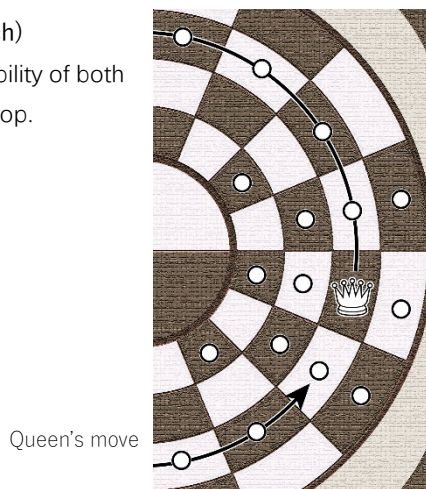
The Knight moves either 1 square forward/backward + 2 squares left/right, or 2 squares forward/backward + 1 square left/right (it can jump over other pieces in between). Knight always lands on a square of a different color than before the move.



Knight's move

Queen (1 for each)

Queens have the mobility of both the rook and the bishop.

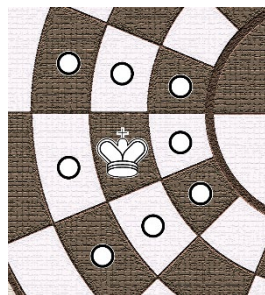


Queen's move

King (1 for each)

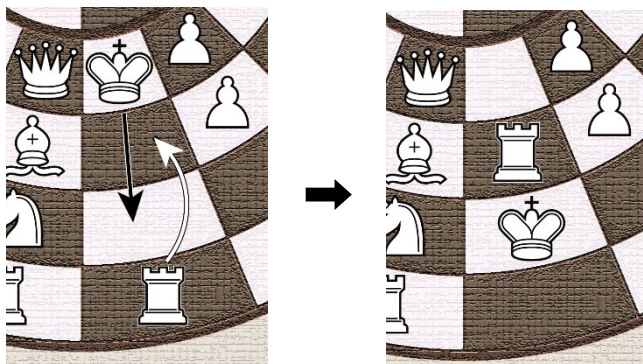
The king moves one step to an adjacent square either vertically, horizontally or diagonally.

The king cannot move to a position where it will be captured by the opponent in the next move.



King's move

As a special move, a king that has not moved from its initial position can move two steps toward a rook, and at the same time the rook can move two steps across the king, if there is a rook in the same row that has not moved as well, and there are no other pieces between them. (castling). Both moves are made in a single turn.



Castling Procedure

Castling cannot be performed when the king is checked or when the two empty squares between the pieces are within the movement range of the opponent's pieces.

GAMEPLAY

White is the first player to move. On your turn, you move one (in principle) of your pieces according to the movement rules for each piece above. Passing is not allowed. If there is an enemy piece at the destination, it is captured by replacement and eliminated from the game.

Other points not specifically mentioned conform to the normal chess rules.

GAME END

When an opponent's king is within the attack range of your piece, it is called a check. The checked player must release his

or her king or capture an attacking enemy piece to break the check on his or her turn.

The player who cannot escape the check loses the game (checkmate).

When no piece can be moved without being checked by the opponent, it is called stalemate, and the game is a forced draw (remember that a king cannot move into the opponent's attack range).

NOTES

A circular board makes a variety of differences in chess strategy. In terms of the value of the pieces, queens and rooks who can circle the board are more powerful, while bishops and knights are more restricted in their moves. Bishops, in particular, can only move a maximum of three squares. The lack of board edges also means that many of the orthodox chess conventions no longer apply, such as pushing the opponent's king to the edge or defending your king in the corner. Be resourceful and enjoy your own strategies!