

StrategiChess™II

The second generation of **StrategiChess™** was created in 2008 also by the original design team of myself (Alan Cartwright) and my son, Ali Taft.

Three new pieces are introduced. The game shifts one big leap further away from regular chess with the first and most interesting of these new pieces – the **Archbishop**.

The Archbishop is a “leaper”. In regular chess, the sole leaper is the Knight or Rook.

The Archbishop, like the regular Bishop moves along diagonal paths. Unlike the Bishop it does not capture opposing pieces by landing on their squares: instead it ‘leaps’ over any piece (whether friendly or enemy) and lands on the square immediately behind, removing any opposing piece on that square. [note: obviously it cannot land on a square occupied by a *friendly* piece]

This creates very interesting and problematical possibilities for this piece. It checks in a similar fashion i.e. it can only check the opposing King if there is a piece to leap which would put the King immediately behind that piece.

To defend against the Archbishop, in complete difference to the regular Bishop, a friendly piece immediately in front of the threatened piece can be moved to directly expose the threatened piece (i.e. with no intervening pieces between the threatened piece and the attacking Archbishop) and thereby remove the threat of capture – because the Archbishop must leap a piece before it can capture.

The unusual attributes of this ‘long range’ leaper also provide the sometimes bizarre (compared with regular chess) opportunity of moving a friendly piece into position as the piece to be leapt in order to capture the opposing target piece.

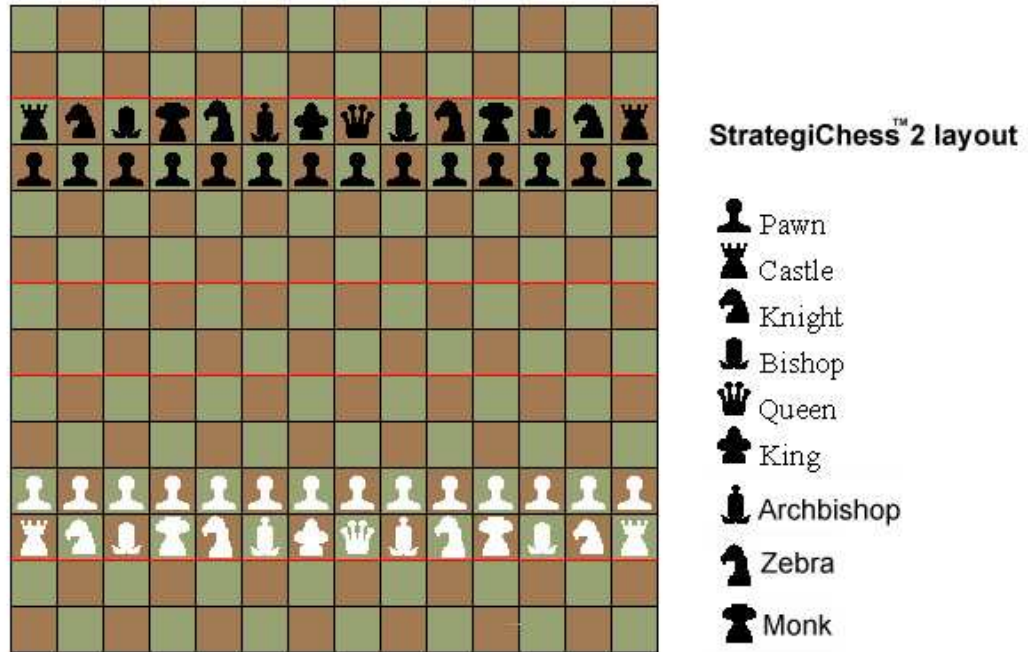
You will enjoy the many extremely and often bizarre scenarios presented by this new piece.

The second new piece, in historical chess lore, is called the **Zebra**. The name Zebra is a generic name for a “Fairy chess” piece that has appeared in many chess variant games and has Knight-like similarities in that it moves either 3 squares horizontally and 2 vertically or vice versa. It is, in short, a ‘long’ Knight. Like the regular Knight, each move takes it to a square of the opposite colour. Note: in multi-board games, a Zebra leaping to an adjacent board can complete its move, like a Knight, to the fullest extent possible.

The third new piece moves like a ‘short’ Queen i.e. up to three squares in any direction in a straight line – horizontally, vertically or diagonally. This piece is called the **Monk**. On the large 14x14 **StrategiChess™II** board it is capable of controlling a big area of the board 10 squares x 10 squares. Not a long range piece but a solid area controller of that part of the board that it can dominate.

There you have it – **StrategiChess™II** – a game that exceeds the excitement and variety of the original game.

In **StrategiChess™II** the three new pieces replace the duplicated second Bishop, Knight and Castle each side of the King and Queen – see the new board layout below.



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