

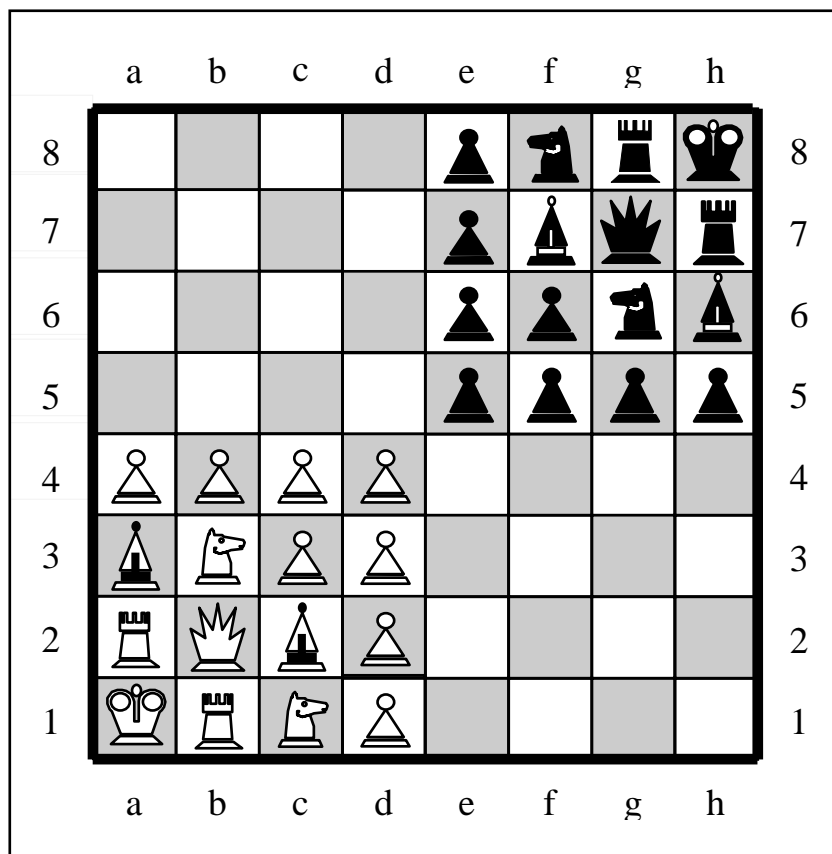
Basic rules of the game INGOLS Chess

The chess-board arrangement is classic, including marking and location of fields; i. e. the field **h1** is white and, from the „White“ point of view, it is on the right-hand side down.

Each player has got 16 classic pieces.

Attention - change!

Prior to each game start, pieces are located in two square blocks - white and black, so that the main diagonal **a1h8** is fully occupied by two pawns, queen and king set from the centre - see the diagram.



Basic lay-out notation:

White : Ka1, Qb2, Ra2, Rb1, Ba3, Bc2, Nb3, Nc1,
pawns - a4, b4, c3, c4, d1, d2, d3, d4

Black : Kh8, Qg7, Rg8, Rh7, Bf7, Bh6, Nf8, Ng6,
pawns - e5, e6, e7, e8, f5, f6, g5, h5

Rules of the game **INGOLS Chess**
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INGOLS Chess
New game variant of classic chess

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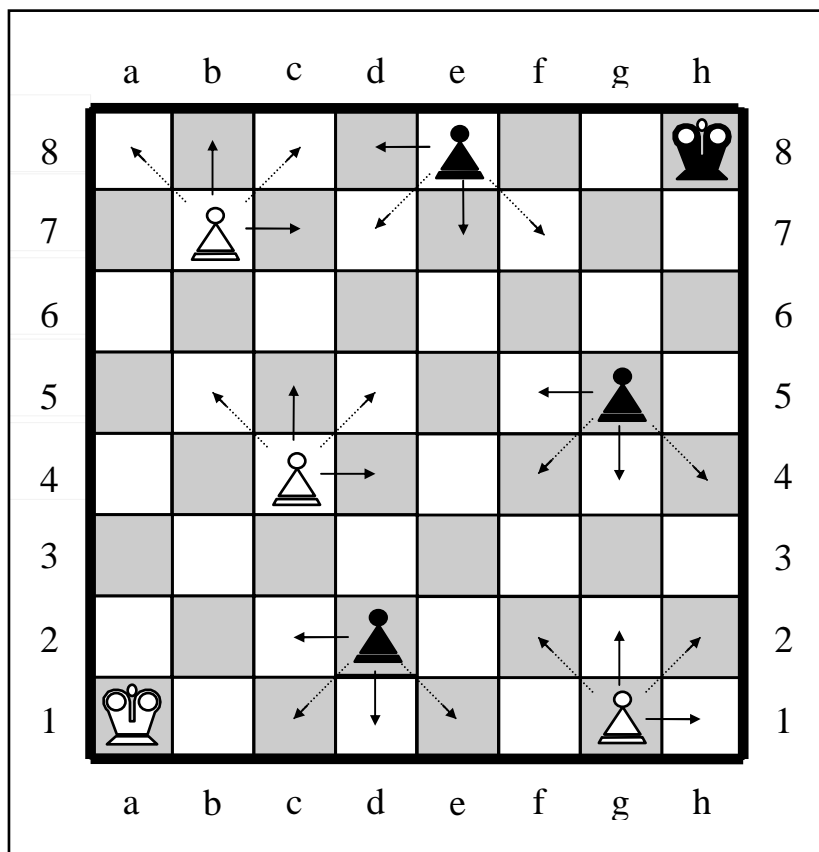
Pieces in their basic position are set-out in a different way, however, their features are the same as in the classic chess-game. As resulted from the pieces location, no rules of castling are applicable.

Further biggest change - features of pawns !

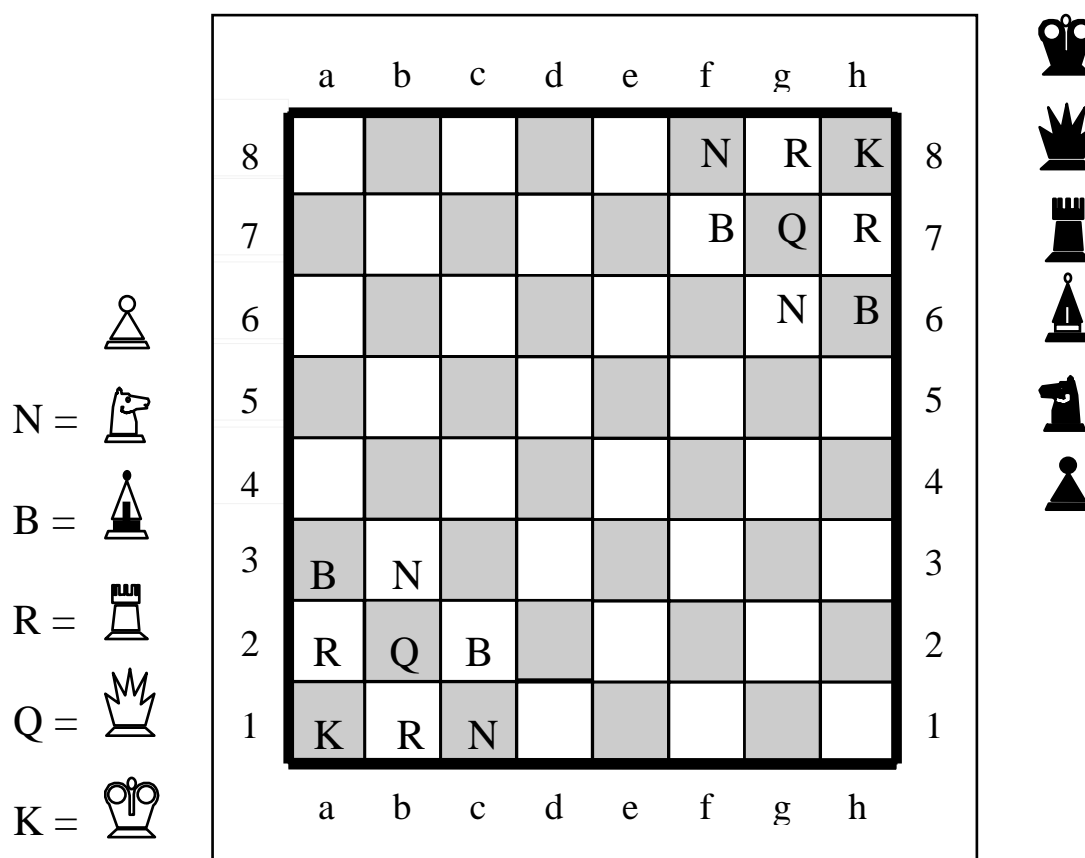
Each pawn can move at one free move always about **one field forward or to the right**, at a taking to the left or right transversally forward as well.

In comparison with classic chess-game the attacking fields of pawns are not changed - it is valid that they are always these nearest fields on the diagonals in the left or right positions a front of the pawn, even if the pawn went to the right. Also from its initial position the pawn must not step-on by the one move more than on the neighbour field - no position for in-the-passing taking is possible.

As valid also for this game, the pawn must never return, it can go on at its free move forward, or to the right only, at taking also transversally forward to the left or to the right as well. Theoretically, any pawn is able to occupy any field from the opponent' initial lay-out of pieces.

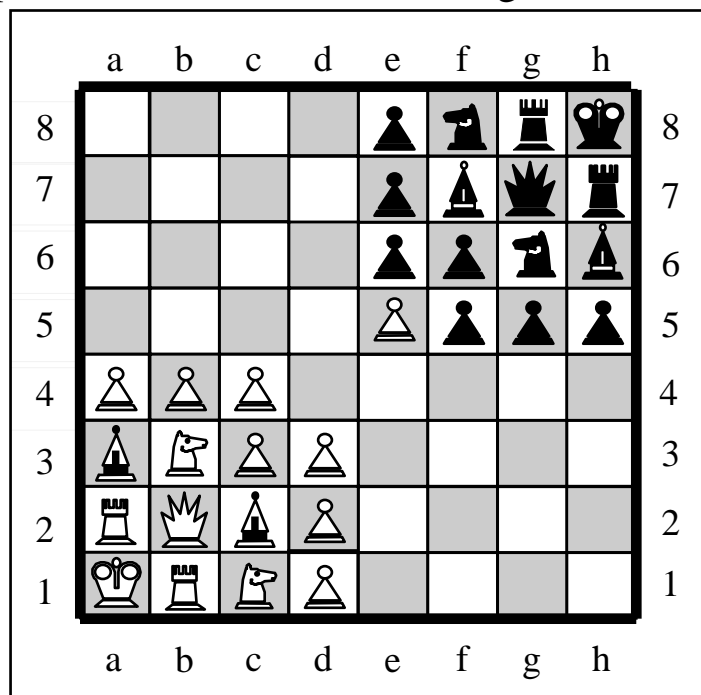


In case a field, on which a rival' figure was standing in the initial position, has reached by a pawn, it can be changed-over to the same figure, of course, one of its own. The conversion has to occur at once, otherwise the pawn keeps to be a pawn until it moves on some other field; then such pawn can be changed-over to the corresponding figure only. For illustration, the relevant fields are marked by a letter - symbol of the relevant figure. In case the pawn has changed-over to a king, a friendly king has introduced and the game is over if the rival' king is not checkmated! However, it is only one and less probable end of the game.



The motion of pawns in this new game is more sophisticated and their influence on the play course is substantially higher than this of the classic game. It can be taken as a main, positive contribution-the game becomes more dynamic.

The dynamic character of the game is evoked also with the basic position of the central pawns, which are in a direct opposition - they stay just on the attack field of the counter-pawn - the game can be opened by a mutual direct fight - by the rival' pawn taking - the first move of the white is **1.dxe5** - see the diagram. Similar possibility, except one exclusion, - the white moves the pawn d4 first - has got even black in his first move - **1. ... exd4**, and such move can be, from the tactic point of view, more interesting.



For his initial move the white has got 12 possibilities altogether, which are less than offered in the classic chess-game, however, it is sufficient entirely.

In this new game, the opening will go on the middle play almost every time and endings will differ substantially in dependence of the pieces left on the chess-board - either figures, or pawns are dominating there.

In the first case, if the last pawn „turns dead“ on the chess-board, the new game goes-over to the classic game, giving application possibilities of all known figure endings.

The endings with pawns, or with one pawn at least, will be, on the contrary, quite different. There is an apparent target of the both rivals - to win. However, only one of them can be a winner. Here, two possibilities are available, either by a classic mate of the king, or by a new possibility of the rival' king field occupation by own pawn.