

Genie Of The Lamp

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Introduction

There are many people who like Chess variants, including many Grandmasters of the world stage.

The arguments for evolving Chess are many, but fundamentally it is commonly felt that the standard game has been played out.

For in truth there are only a finite number of openings that are actually praiseworthy of playing to good fruition and even less so whence one does not possess the world champion ability to study future patterns at the atomic level.

This fundamental depression of classical Chess theorem is the axis of the good novice's disinterest.

My life time mission has been to not only increase the playability of the opening for all grades of players, but to improve the playability of the game in general, hereto by adding a pinch of good magic, yet without altering the standard inventory or romantic appeal of the classical game.

Equipment

- Standard sixty-four square board.
- Standard inventory of pieces.

This game is designed for round flat counter pieces, with blank undersides.

The recommended German set, for which this game was originally designed, is the SONDERGUT roll-up leather travel set.

The Genie

The Genie is an additional piece indeed, but which only materialises when a Pawn of the player's choosing is flipped over, so its underside faces upwards, thus becoming the Genie.

Pawns are the keepers of the lamp.

There is only one Genie allowed per player, yet any of a player's Pawns may grant entrance to the Genie, providing the Pawn of the player's choosing has not advanced beyond the centre of the board, to the opponent's side.

Entering one's Genie counts as one singular and complete move. Thus a player may not first move a Pawn and then flip the Genie in the same turn, but merely flip the Genie to announce its entrance. Nor may the player move any other piece until the next turn.

This basic principle of entrance strongly initiates a significant change to the game's conversation.

The Genie moves and captures a maximum of two squares in any direction and may jump any colour piece occupying the closest square.

However, the Genie also has a special move. In a single turn, the Genie may instead move by jumping TWICE, altering direction en route if desired, either orthogonally or diagonally, as if it had actually taken two jumping moves.

However, the Genie MAY NOT CAPTURE if performing this special move and MAY NOT jump vacant squares.

Once a player's Genie has been captured it may not again enter the game, unless or until the promotion of a Pawn.

Notation

The Genie is notated with a "G".

The Genie is pictured with a circle "O".

To notate the Genie's entrance, one merely writes the initial letter of the Genie, followed by the square coordinates of the Pawn granting entrance.

For example, if the Genie enters to the Pawn's square of d2, then its entrance would be notated "Gd2".

Notes

Due to its ability to jump, Check from a Genie cannot be blocked.

A player's Pawn may only promote to a Genie if the player promoting does not already have a Genie on the board.

A standard inventory of pieces contains only one Queen per player.