

Sorcerer's Chess

sorcerers.academy/chess

A modern evolution of the game of Chess, which compliments and expands classical Chess genetics, offers uncountable more game scenarios, extensively varied and deep opening strategies, a greater character of unpredictability and many fascinating, magically logical puzzles.



Introduction

The game of Sorcerer's Chess was invented by Simon E. Jepps in the year 2014 AD.

Whilst larger Chess boards with more pieces may be more complicated when evaluating future positional scenarios, a well designed Chess variant such as Sorcerer's Chess improves, augments, enriches and embraces much more the present position or moment of play and the gradual passage of time, so one does not feel as though studying only a square centimetre of timber at the atomic level.

The original classical game of Chess often leaves novices and masters alike frustrated by the repetitive similar opening choices presented at the beginning of every game. Sorcerer's Chess however firmly asserts diversity in the opening and arms each player with an immensely rich arsenal of different opening strategies and scenarios.

Indeed since this game features a greater playing arena, the game will inevitably become more complex as it progresses, whereby an uncountable number of possible future scenarios will emerge, but that is of course the nature of Chess and this game which improves and augments the classic original, only welcomes more play and further study. In short Sorcerer's Chess makes the game much more free spirited, much more alive and much friendlier as an intellectual sport.

Sorcerer's Chess is played in the same way as orthodox/original Chess but on a 100 square board and with the addition of a new piece called the Sorcerer.

This new piece is very interesting since it adds a deeper level of foresight requirement and defensive planning, which makes the game much more exciting and full of puzzles.



Board Set Up

The board is set up as shown here, with the two Sorcerers either side of the King and Queen. Sorcerer's Chess, as the name suggests, features a "Sorcery" rule, which in short offers set-up relocation, and so players who may prefer their Bishops closer to their King or Queen, rather than their Sorcerers, have an opportunity to relocate them during opening play.

The Queen sits on her own colour square.

The board is positioned with the black square to the player's right hand in order to maintain the nature of right-King-side Castling for White, and vice versa for Black.

The Sorcerer uses the letter 'S' for notation.



- Knights may move elongated, 3,1 (colour-bound) or regularly 2,1 on their first move because the entire outer ring, that being the first/last ranks and first/last files, is known as The Templar's Realm. Whenever a Knight sits within this realm, it may move out from it as Templar Knight (3,1), as an optional alternative to its regular movement. So watch out! This law allows a Knight to maintain a very worthwhile presence on the board, regardless of the larger playing arena which would otherwise reduce its value. In the game of Sorcerer's Chess, a Knight positioned at the edge of the board is in turn much more valued than compared to that of original Chess.

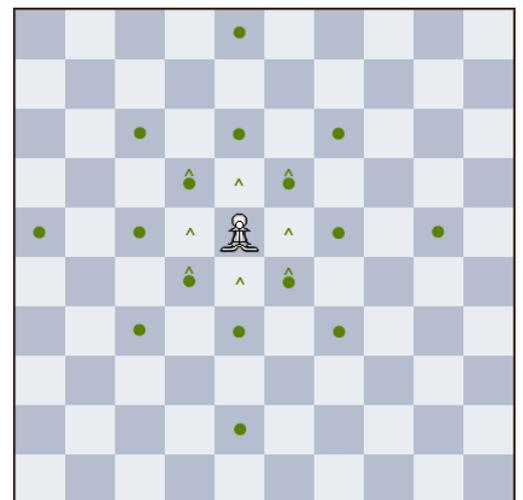
Pawns may move 1, 2, or 3 squares on their first move. En passant is legal capture when a Pawn advances by 2 or 3 squares, but only when landing horizontally adjacent to the capturing Pawn.

The Sorcerer

The Sorcerer is a colour-bound leaper piece. It moves and captures two squares diagonally, but most uniquely, also moves and captures in an orthogonally colour-bound manner. When moving horizontally or vertically, it cannot land on an opposite colour square to which it is bound. Similarly of course, diagonal movement is the same.

It can jump the nearest square to itself in any direction, but only the nearest. Since its range is only limited diagonally, it can still travel the entire length of the board orthogonally when jumping.

Capture whilst jumping however, is limited to only two squares in any direction. In other words, there must be a clear path between the Sorcerer and opponent's piece in order to perform a capture, a Check or a Check Mate, if and when the target piece is further than two squares away.



A piece must reside on the same colour square as the Sorcerer in order to be captured or attacked and similarly a King must also reside on the same colour square as the Sorcerer in order to be Checked or Check Mated.

The Sorcerer is one of the most valuable pieces on the board, its general worth is estimated to be somewhat more than a Rook, but due to its vulnerability from long range and orthogonally close range, would not be worth as much as Queen. This piece brings a deeper diversity and most lovely balance to play, which many people have felt absent in the original game of Chess.

Sorcery

The "Sorcery Rule" allows either player to relocate any piece which has not yet moved, to either a Sorcerer's starting square during the moment it becomes vacated, or vice versa, a Sorcerer to another piece's starting square during the moment it becomes vacated. Enabling this rule grants players greater flexibility in their opening strategy.

Relocations are "first" moves. So you cannot relocate a piece if it has already made its first move, or if it has already been relocated, or if the destination starting square it wishes to relocate to has already been vacated.

Any piece, including the Pawns and even the King, may relocate.



- There are only two ways to relocate. Either a regular piece to a vacated Sorcerer's starting square, or vice versa, a Sorcerer to another piece's vacated starting square. In other words, any relocation must incorporate a Sorcerer.
- Therefore Sorcery can only be performed twice.
- A piece must relocate in the same move the other piece's square first becomes vacated or the square will no longer be legally available.
- Only one piece can relocate during each act of Sorcery.
- You cannot Relocate or Castle out of Check.
- You cannot Castle the King if it has Relocated.
- You cannot Relocate the King if it has Castled.

When relocating a piece to a Sorcerer's vacated starting square, we first write the move as per usual and then simply add the relocation afterwards in brackets.

So for example, if we move our Sorcerer from **g1** to **g3** and wish to relocate our **c** file Bishop to the Sorcerer's now vacated starting square, we would notate that move as **Sg3 (Bc1g1)**. If there is only one unmoved Bishop still on its starting square, then the origin square for that Bishop need not be notated and we could just write **Sg3 (Bg1)**.

Similarly, when relocating a Sorcerer to another piece's starting square, we first write the move as per usual and then simply add the relocation afterwards in brackets.

So for example, if we move our Knight from **b1** to **c4** and wish to relocate our **g** file Sorcerer to the Knight's now vacated starting square, we would notate that move as **Nc4 (Sg1b1)**. If there is only one unmoved Sorcerer still on its starting square, then the origin square for that Sorcerer need not be notated and we could just write **Nc4 (Sb1)**.

Finally, when relocating either a Sorcerer to a Pawn's starting square, or a Pawn to a Sorcerer's starting square, we would follow the same format of notation, using Pawn square coordinates. However be aware that since relocations are counted as "first moves" that a relocated Pawn will no longer be able to move more than one square forward.

Beware of double colour-bound pieces!

Castling & Promoting

Castling is 3 squares in range for both King-side or Queen-side.

There are no double Queens, you may only promote to a piece available from the set. When a Pawn promotes to Knight, it will momentarily be Knight Templar since it sits within the Templar's Realm.

How To Make A Sorcerer

Making a Sorcerer is actually very easy. All you need is:

- 2 spare Queens for each colour.
- 2 spare Pawns for each colour.
- A cutting saw.
- Sandpaper.
- Super glue.



You can make a Sorcerer in 6 simple steps:

1. Use the saw to cut off the heads of each Queen, just above the shoulder blooms.
2. Use the saw to cut off the heads of each Pawn, just above the shoulder blooms.
3. Sand the exposed surfaces so they are smooth and flat.
4. Apply a small amount of Super glue to the exposed neck stump of each Queen.
5. Carefully affix the removed heads of each Pawn to the exposed neck stump of each Queen.
6. Leave the pieces to dry.

Optionally you may wish to carefully scrape away or disguise any visible glue or cutting marks with some matching paint, varnish or wood dye.

Once you have made them look smart and left them to dry you have finished.

Well done! You now have some splendid looking Sorcerers for your game of Chess.

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