

# checkers-chess variations

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## types of games

there are 3 types of games (checkers, nonroyal chess, royal chess).  
1st & 2nd players can choose the type of game independently.

checkers-chess – 1st player plays checkers. 2nd player plays chess.

chess-checkers – 1st player plays chess. 2nd player plays checkers.

the chess player tries to capture all the checkers pieces.

the checkers player tries to jump the chess king.

## types of boards

square

normal  $8 \times 8$  board.

annulus

the sides of the board are joined. there are 2 edges and no corners.

in chess, your rooks are adjacent to each other.

mobius strip

the sides of the board are joined with a twist. there is 1 edge and no corners.

in chess, your rooks are adjacent to your opponent's rooks.

diagonals crossing the boundary will change color and reverse direction.

(checkers or chess) pawns crossing the boundary will reverse direction.

## the game is over

checkers (2 possibilities)

- you have no pieces.
- you have pieces, but no legal moves. (this could happen if you end up with pawns.)

nonroyal chess (2 possibilities)

- you have no pieces. (the king is not royal. he may be captured like any other piece.)
- you have pieces, but no legal moves. (this could happen if you end up with pawns.)

royal chess (5 possibilities)

- the king is in stalemate.  
the king is not currently under attack. anywhere he goes, he will be under attack.
- the king is in checkmate.  
the king is currently under attack. anywhere he goes, he will be under attack.
- you have no pieces except the king. (the king is royal. he must be protected at all times!)
- you have no pieces except the king, and the king is in stalemate.
- you have no pieces except the king, and the king is in checkmate.

## mandatory capture rule

checkers

if you can jump, then you must jump.

(if there are several ways to do this, then you can choose.)

if you can continue to jump, then you must continue to jump.

(if there are several directions at each step, then you can choose.)

nonroyal chess

if you can capture, then you must capture.

(you can choose which piece to capture.)

## royal chess

- (1) if the king is in check, and you can capture to get out of check, then you must capture to get out of check.  
(if there are several ways to do this, then you can choose.)  
otherwise...
- (2) if the king is in check, then you must get out of check.  
(if there are several ways to do this, then you can choose.)  
otherwise...
- (3) if you can capture, then you must capture.  
(if there are several ways to do this, then you can choose.)

## types of goals

### checkers

#### lenient giveaway

- yes mandatory capture rule.
- you win when you have no pieces.
- you win when you have pieces, but no legal moves.

#### medium giveaway

- yes mandatory capture rule.
- you win when you have no pieces.
- you draw when you have pieces, but no legal moves.

#### strict giveaway

- yes mandatory capture rule.
- you win when you have no pieces.
- you lose when you have pieces, but no legal moves.

#### reverse giveaway

- yes mandatory capture rule.
- you lose when you have no pieces.
- you lose when you have pieces, but no legal moves.

#### regular

- no mandatory capture rule.
- you lose when you have no pieces.
- you lose when you have pieces, but no legal moves.

### nonroyal chess

#### lenient giveaway

- yes mandatory capture rule.
- you win when you have no pieces.
- you win when you have pieces, but no legal moves.

#### medium giveaway

- yes mandatory capture rule.
- you win when you have no pieces.
- you draw when you have pieces, but no legal moves.

#### strict giveaway

- yes mandatory capture rule.
- you win when you have no pieces.
- you lose when you have pieces, but no legal moves.

#### reverse giveaway

- yes mandatory capture rule.
- you lose when you have no pieces.
- you lose when you have pieces, but no legal moves.

#### regular

- no mandatory capture rule.
- you lose when you have no pieces.
- you lose when you have pieces, but no legal moves.

## royal chess

### lenient giveaway

- yes mandatory capture rule.
- you draw when the king is in stalemate.
- you win when the king is in checkmate.
- you win when you have no pieces except the king.
- you win when you have no pieces except the king, and the king is in stalemate.
- you win when you have no pieces except the king, and the king is in checkmate.

### medium giveaway

- yes mandatory capture rule.
- you draw when the king is in stalemate.
- you draw when the king is in checkmate.
- you win when you have no pieces except the king.
- you win when you have no pieces except the king, and the king is in stalemate.
- you win when you have no pieces except the king, and the king is in checkmate.

### strict giveaway

- yes mandatory capture rule.
- you draw when the king is in stalemate.
- you lose when the king is in checkmate.
- you win when you have no pieces except the king.
- you win when you have no pieces except the king, and the king is in stalemate.
- you draw when you have no pieces except the king, and the king is in checkmate.

### reverse giveaway

- yes mandatory capture rule.
- you draw when the king is in stalemate.
- you lose when the king is in checkmate.
- you lose when you have no pieces except the king.
- you lose when you have no pieces except the king, and the king is in checkmate.
- you lose when you have no pieces except the king, and the king is in stalemate.

### regular

- no mandatory capture rule.
- you draw when the king is in stalemate.
- you lose when the king is in checkmate.
- you draw when you have no pieces except the king.
- you draw when you have no pieces except the king, and the king is in stalemate.
- you lose when you have no pieces except the king, and the king is in checkmate.

## promotions

### checkers

- if your pawn reaches your opponent's side, she becomes a king.

### nonroyal chess

- if your pawn reaches your opponent's side, she becomes a king/queen/rook/bishop/horsey.

### royal chess

- if your pawn reaches your opponent's side, she becomes a queen/rook/bishop/horsey.

some people say that she must always become a queen in giveaway chess. i say that you can choose the piece. certain pieces will be more (dis)advantageous, depending on the situation, and this is true even in giveaway. also, it makes the game more interesting, because your opponent will not know in advance, what you will choose.

## other rules

### $(m,n)$ board

- you could generalize the board to any size  $m \times n$ .

### checkers – flying kings

- you could play with flying kings. (in this case, it would be better to call them queens.)

### chess – castling

- you can castle, even in giveaway chess.