

Endgame Chess

Introduction

This is a version of Chess where Pawns are not promoted to a Queen, Rook, Bishop, or Knight. Instead, there are new pieces that Pawns are promoted to. The new pieces are called the Chancellor, the Fortress, the Archbishop, the Unicorn, and the Soldier. These pieces move differently than the Queen, Rook, Bishop, or Knight.

If you do not have special pieces to denote these new pieces you can tie a ribbon or wrap a label around a Queen to denote it as a Chancellor, and do the same to denote a Rook as a Fortress, a Bishop as an Archbishop, a Knight as a Unicorn, and a Pawn as a Soldier.

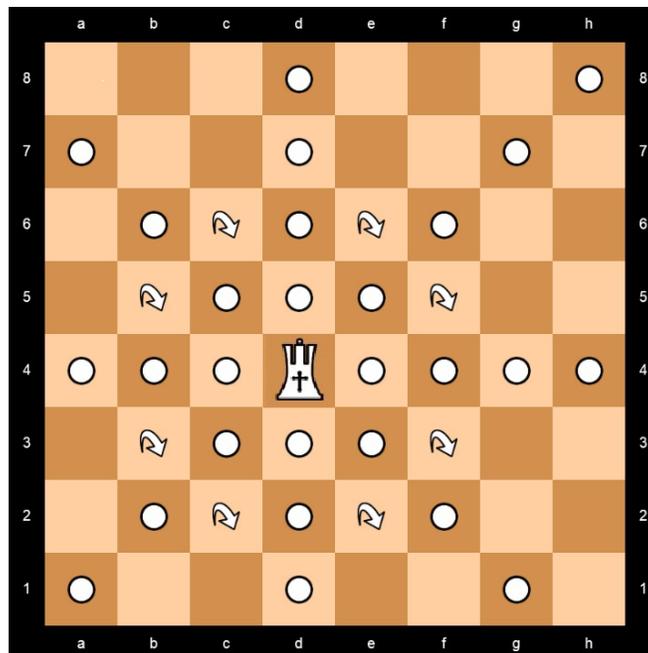
If you have any questions, comments, or suggestions please e-mail me at michael.casey@comcast.net

Endgame Chess Rules

The Moves of the Pieces

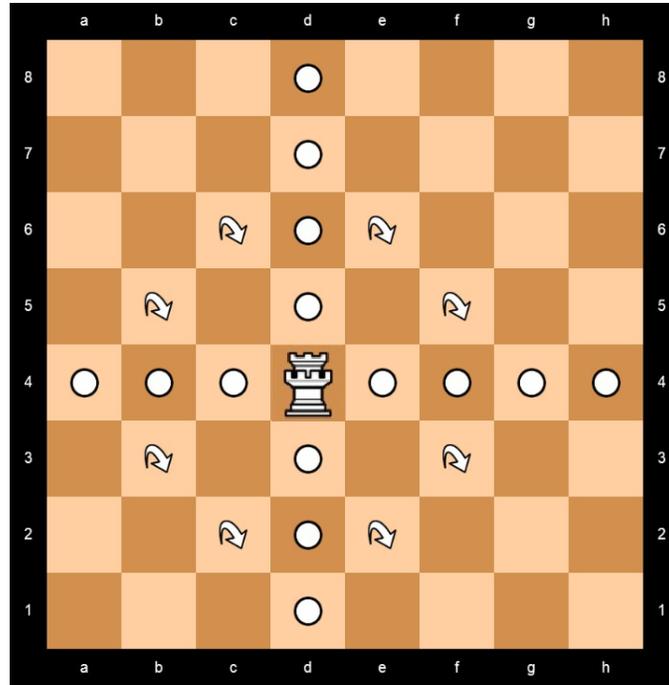
The Chancellor

The Chancellor has the combined powers of a Queen and a Knight.



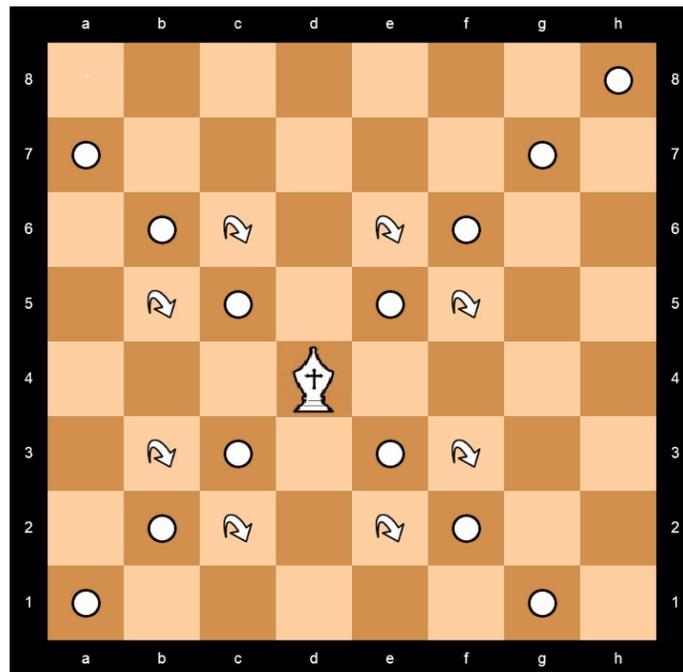
The Fortress

The Fortress has the combined powers of a Rook and a Knight.



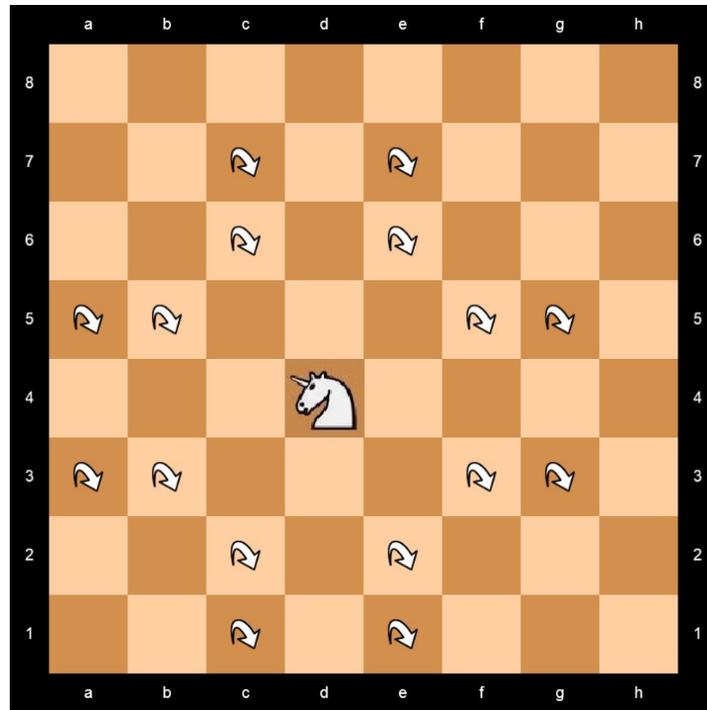
The Archbishop

The Archbishop has the combined powers of a Bishop and a Knight.



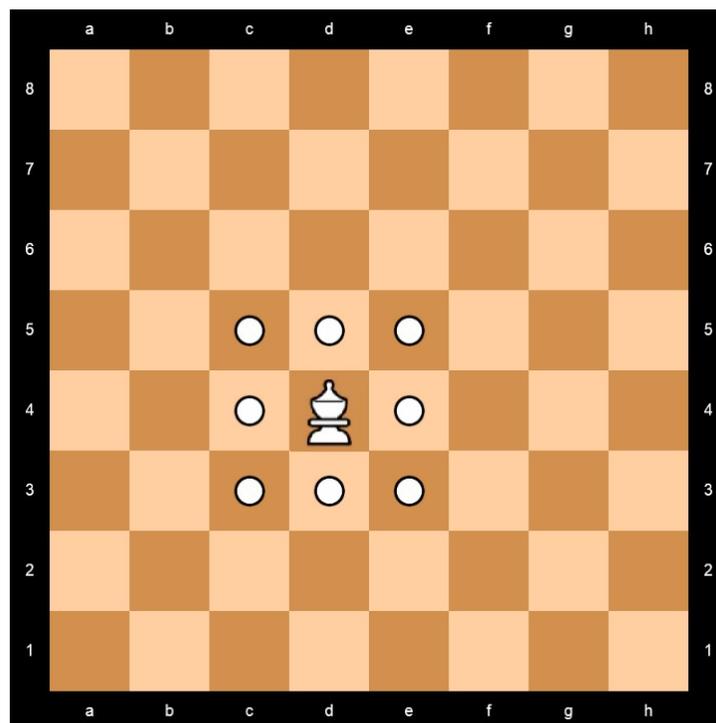
The Unicorn

The Unicorn has the choice of moving as a Knight does (two squares forwards, backwards, or sideways and then one square at a right angle, in the shape of an “L”) or may move three squares forwards, backwards, or sideways and then one square at a right angle, in the shape of an extended “L”.



The Soldier

The Soldier moves the same way as a King.



Promotion of the Pieces

If a pawn is promoted to a Chancellor, Fortress, Archbishop, or Unicorn and that promoted piece is captured no other pawn may be promoted to that same captured piece. Any number of pawns can be promoted to a Soldier. It is theoretically possible to promote all eight pawns to a Soldier and have eight Soldiers in the game.

Chancellor – a player may only promote a pawn to a Chancellor if the only pieces that he has in the game at this time are his King and one or more Pawns.

Fortress – a player may only promote a Pawn to a Fortress if he has no Queen or Chancellor or Rooks in the game at this time.

Archbishop – a player may only promote a Pawn to an Archbishop if he has no Queen or Chancellor or Bishops in the game at this time.

Unicorn – a player may only promote a Pawn to a Unicorn if he has no Queen or Chancellor or Knights in the game at this time.

Soldier – a player may promote a Pawn to a Soldier at any time. He must promote a Pawn to a Soldier if the conditions for promoting a Pawn to any of the other pieces are not available.

A player not have to promote a Pawn to the most powerful piece that the conditions permit him to. He may under-promote. For example, if a player has only his King and Pawns he can promote a Pawn to a Chancellor. He may, however, choose to promote that Pawn instead to a Fortress, Archbishop, Unicorn, or Soldier.