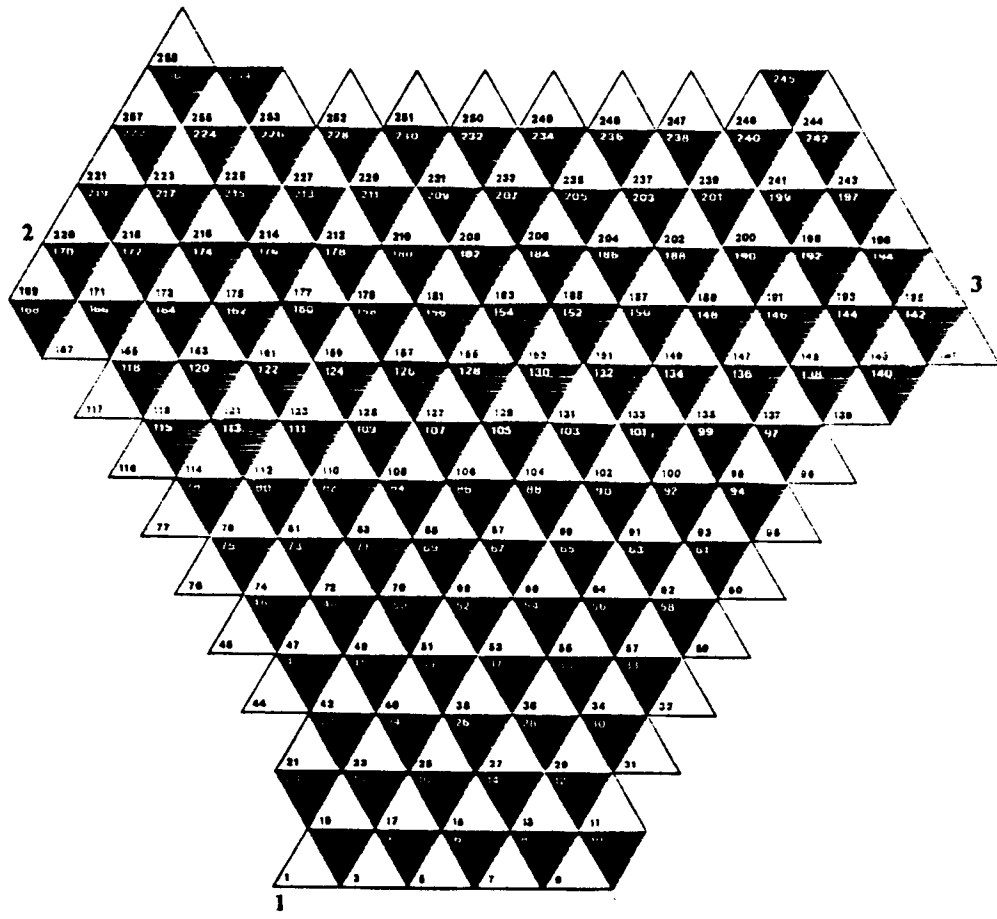


TRIMENS



CHESS

CHESS FOR 3 PLAYERS

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TRIMENS CHESS

A Brief Introduction

TRIMENS CHESS was specifically designed as a game for three people. As a variation of standard (2 player) chess TRIMENS CHESS uses the same compliment of sixteen pieces per player and the same rules.

The following pages will explain TRIMENS CHESS in detail with no prior knowledge of chess assumed or required. If you already play chess, TRIMENS CHESS will take only a few moments to learn.

TRIMENS[★]

A NEW
△NGLE
ON
CHESS

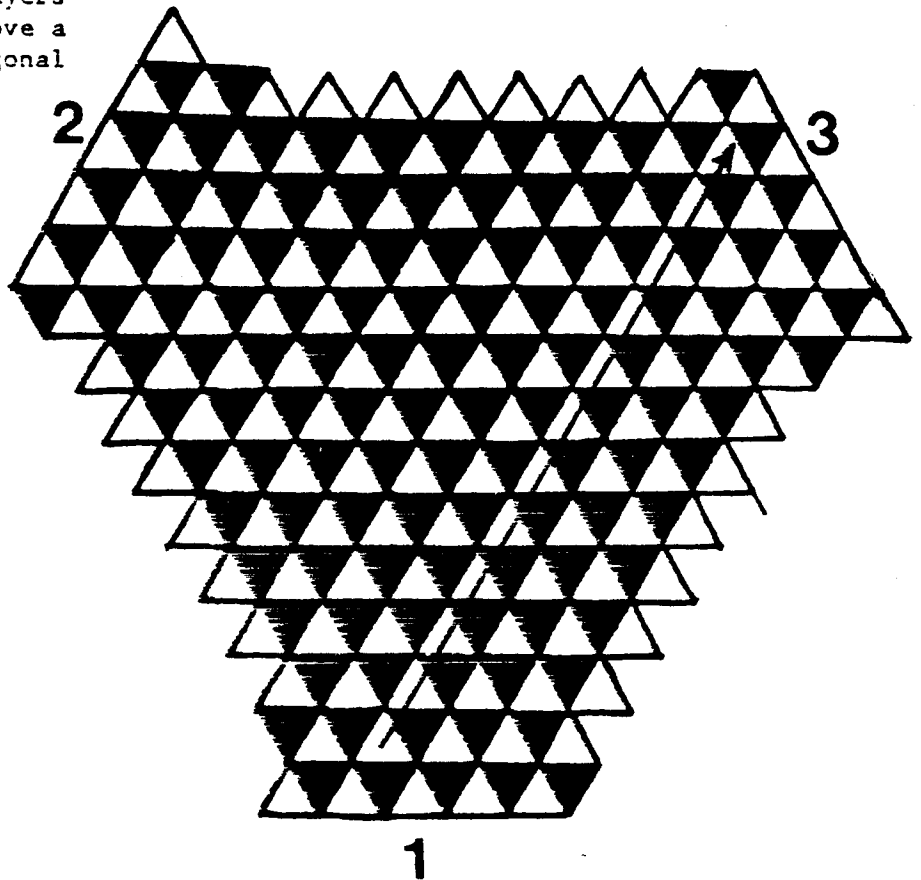
★ TRIMENS - Latin / tri-three, mens-minds.

TRIMENS CHESS is a chess game designed for three players, however, it may also be played by two players. TRIMENS CHESS is the logical application of the rules of chess to a playing board composed of triangles. Each player is equipped with the sixteen standard chess pieces and all standard chess rules apply, (with the exception of "en passant").

The main concept of TRIMENS CHESS is that moves are always made from the moving player's viewpoint. In a standard chess game, when one player moves horizontally, the move is horizontal to both players, (the same applies to vertical and diagonal moves). In TRIMENS CHESS the players are at sixty degree angles to each other, therefore when player 2 makes a horizontal move the move will be viewed by players 1 and 3 as being diagonal. See diagram 1.

Diagram 1:

A horizontal move by player 2. Viewed as diagonal by players 1 and 3. Is this move a horizontal or a diagonal move?



In TRIMENS CHESS all moves are made from the moving player's viewpoint, therefore the example given above is a horizontal move because from the moving player's (player 2's) viewpoint it is horizontal. Whenever you look at an enemy piece you must remember that: 1) you are at a sixty degree angle from your opponent(s) and 2) your opponent(s) move(s) will be made from their respective viewpoint(s). Diagrams 5 through 10, which show the movements possible for each piece, illustrate this point. (Diagrams 5a through 11a illustrate these movements on a regular chess board).

There are two additional rules unique to TRIMENS CHESS:

- 1) The rule of diagonal movement, and
- 2) The rule of 'dead pieces'.

Why the rule of diagonal movement?

How to view the TRIMENS CHESS playing board.

The following illustrations show how to properly view the TRIMENS CHESS playing board with the corresponding view on a standard chess board also illustrated.

Regular Chess
Diagram 1b

TRIMENS CHESS
Diagram 1c

Horizontal Moves
rule

On both boards, while moving horizontally (from the moving player's viewpoint) your move must alternate between colors. i.e. black--white--black--etc. Therefore a chess piece on either color blocks your path.



Regular Chess

Diagram 1d



TRIMENS CHESS

Diagram 1e

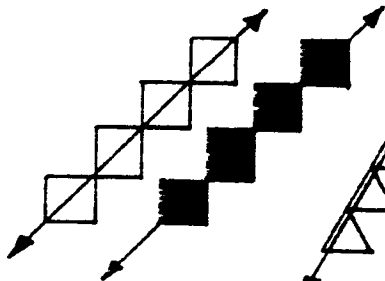


Vertical Moves
rule

On both boards, while moving vertically (from the moving player's viewpoint) your move must alternate between colors. i.e. black--white--black--etc. Therefore a chess piece on either color blocks your path.

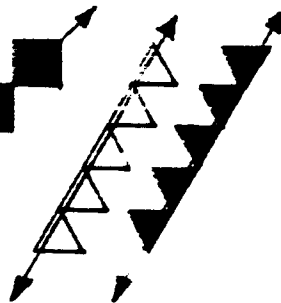
Regular Chess

Diagram 1f



TRIMENS CHESS

Diagram 1g



Diagonal Moves (legal)
rule

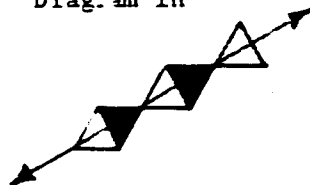
On a regular chess board a diagonal move moves along one color only, so too on the TRIMENS CHESS board. When moving diagonally (from the moving player's viewpoint) you may move along one color only (the color from which your move originates). Therefore a chess piece on a triangle the same color as that from which your move originates blocks your path, however, a chess piece on the opposite color may be passed.

Regular Chess

TRIMENS CHESS

Diagonal Moves (illegal)
rule

Diagram 1h



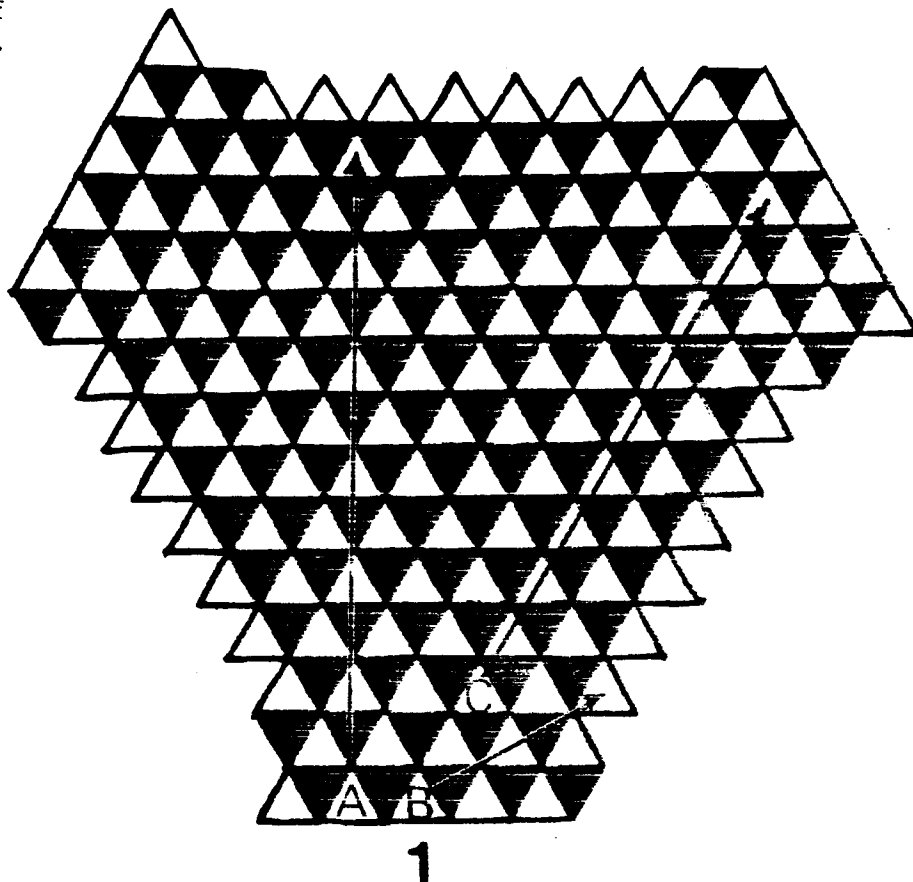
Rule of diagonal movement: While moving diagonally (from the moving player's viewpoint) you cannot pass through the points of the triangle. Notice that this move does not exist on a regular chess board.

See page 3, diagram 2.

The rule of diagonal movement states: "while moving diagonally a player may not pass through the points of the triangles." Passing through the points of the triangles is possible only for pieces moving vertically. Diagram 2 illustrates this rule.

Diagram 2:

The rule of diagonal movement.

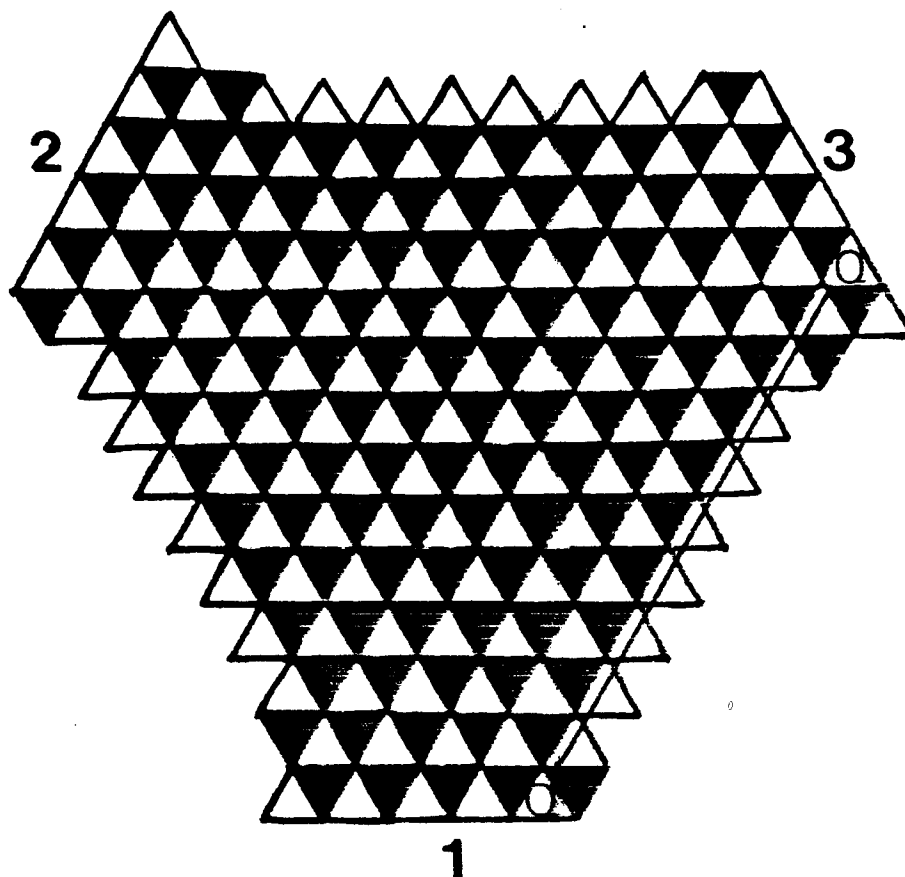


Moves A and C illustrate legal moves for player 1, move A being a vertical move, passing through the points of the triangles, and move C being a diagonal move not passing through the points of the triangles. Move B is an illegal move; it is a diagonal move, passing through the points of the triangles, breaking the rule of diagonal movement. See page 2 diagrams 1b through 1h.

The rule of dead pieces states: "any piece belonging to a player who is checkmated (or stalemated) before the termination of the game, is to be considered a "dead piece", and is not to be removed from its position on the board." "Dead pieces" become a part of the playing board and cannot be displaced by either remaining player.

When in doubt about the moves possible to a certain piece, refer to a standard chess board, and follow the same rules. i.e. In TRIMENS CHESS the Queen may move horizontally, vertically or diagonally, however, as on a standard chess board, while moving diagonally the Queen may only stop on the color from which the move originated. Also, when moving horizontally or vertically, it must be possible for her to stop on either color. The move illustrated in diagram 3 is a legal move if performed by a Queen moving diagonally (players 1 and 3). It is an illegal move if performed by a Queen moving horizontally (player 2) as it would not be possible for her to stop on both colors.

Diagram 3



The most noticeable difference between TRIMENS CHESS and standard chess is the playing board. The TRIMENS CHESS board is made up of 258 triangles arranged as illustrated in diagram 4, which also illustrates the opening position of the chess pieces.

The chess pieces are abbreviated as follows:

- King-----K
- Queen-----Q
- Rook-----R
- Bishop-----B
- Knight-----N
- Pawn-----P

Numerically (see page 19) the opening positions are as follows:

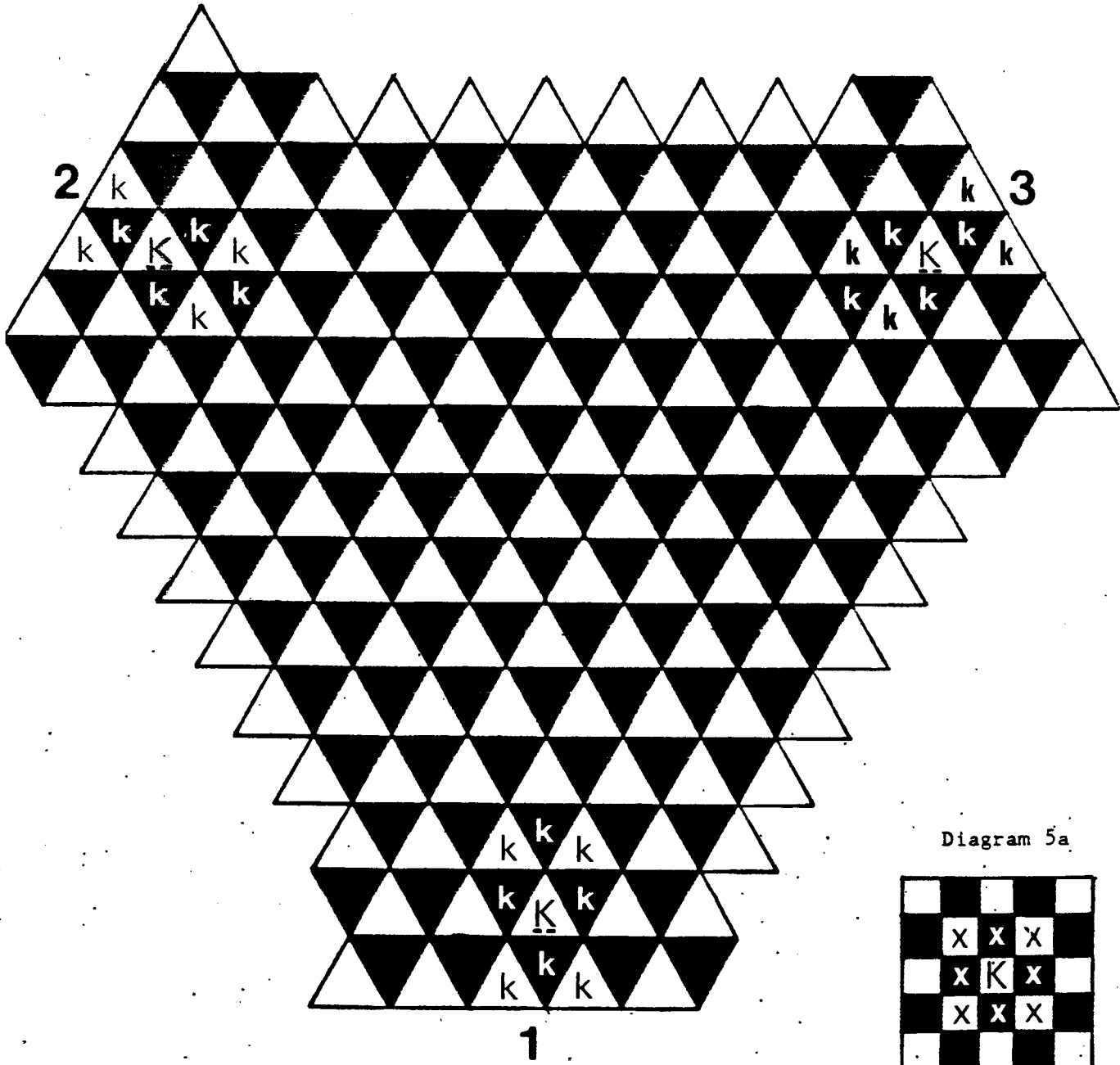
Player 1 (white)	Player 2 (black)	Player 3 (red)
K-6	K-219	K-197
Q-5	Q-221	Q-196
R-1,10	R-168,258	R-141,245
B-3,8	B-170,257	B-195,242
N-2,9	N-169,256	N-142,244
P-11,12,14,15, 16,17,19,20	P-167,166,172,218, 217,223,255,254	P-140,143,193,192, 198,199,240,246

The King:

The King (subject to limitations that are described later) moves one triangle in any direction. See diagram 5. (While moving diagonally, only stopping on the color from which the move originated and adhering to the rule of diagonal movement).

The King cannot displace or leap over any of its forces. The King captures the same way it moves. When it captures an enemy piece it displaces that piece (occupies the triangle of the captured unit).

Diagram 5: The King has eight possible moves, indicated here by 'k'.



The Queen:

Like the King the Queen can move in any direction (one direction at a time) with the difference being that the Queen can move the whole length of any available line as long as there is no obstacle in her way. (While moving diagonally only stopping on the color from which the move originated and adhering to the rule of diagonal movement). See diagram 6.

There are two possible obstacles: friendly pieces, which the Queen cannot displace or leap over; or enemy pieces, which can be captured by displacement.

Diagram 6: The Queen may move (one direction at a time) along the lines indicated.

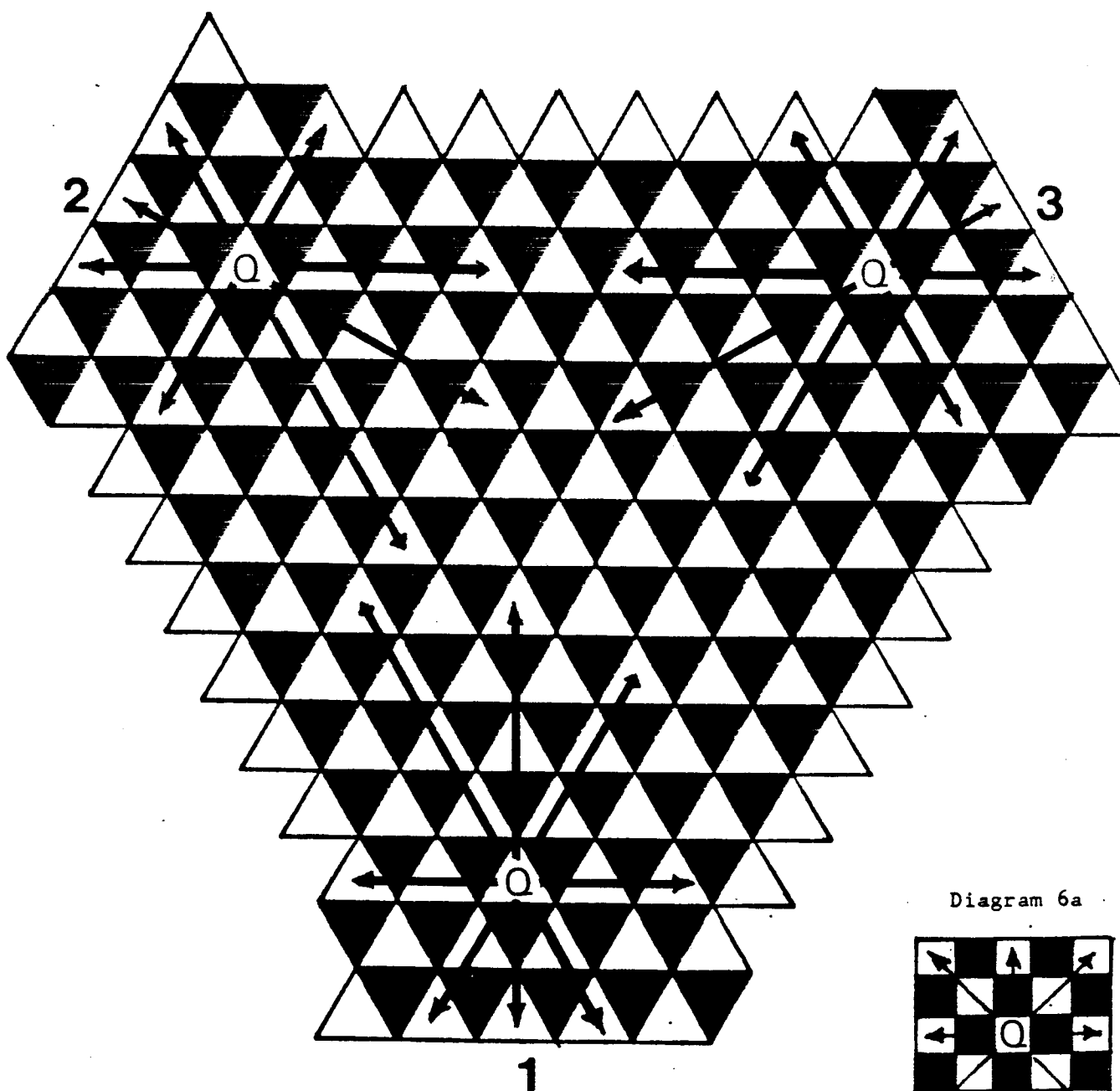
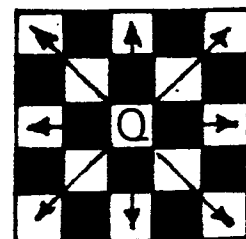


Diagram 6a



The Rook:

The Rook (sometimes referred to as the castle) moves horizontally or vertically (from the moving player's viewpoint) one direction at a time. See diagram 7.

The Rook captures hostile pieces by displacement. It cannot displace or leap over its own forces. The Rook captures in the same way it moves.

Diagram 7: The Rook can move along the lines indicated, stopping on either color triangle.

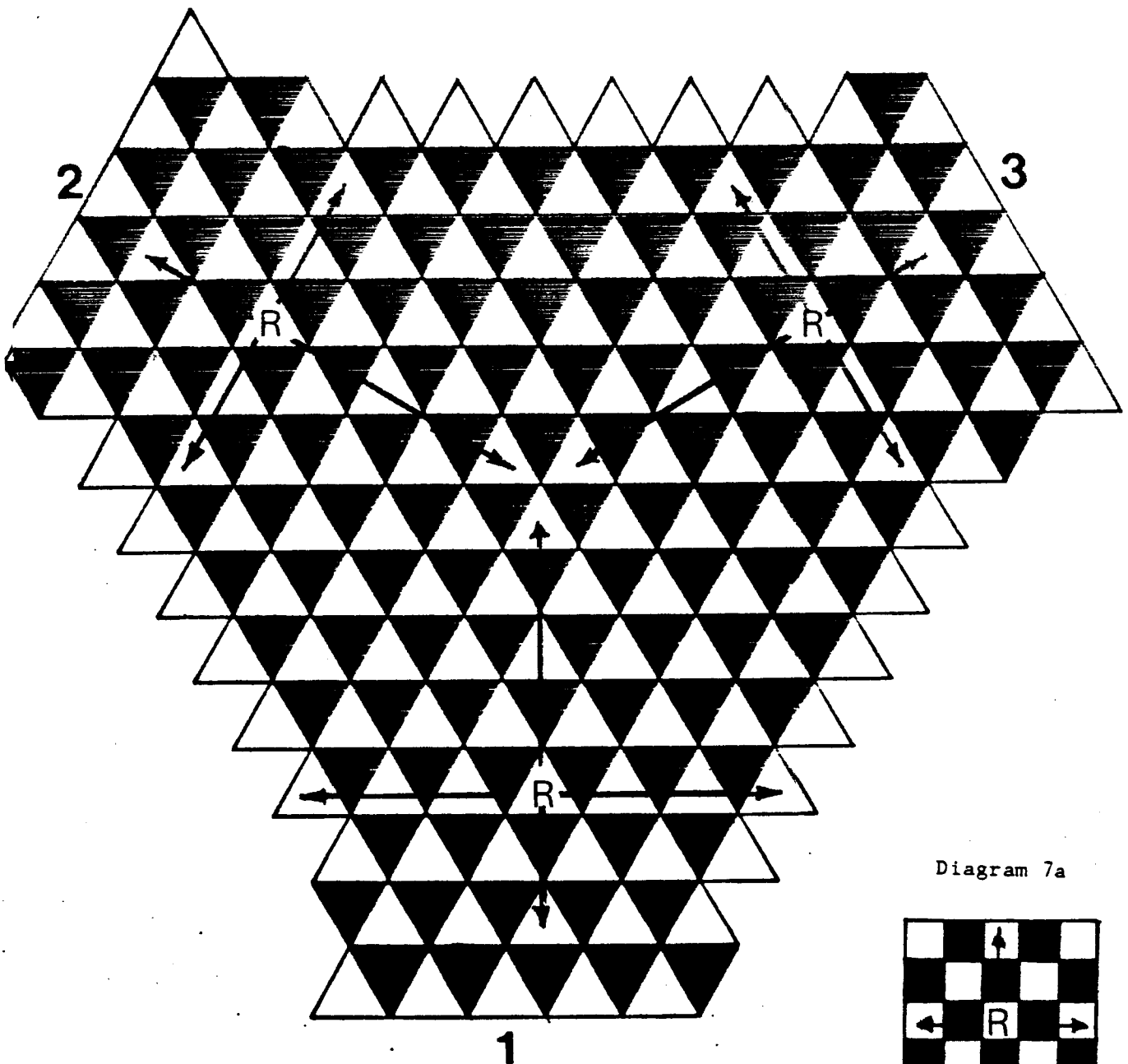
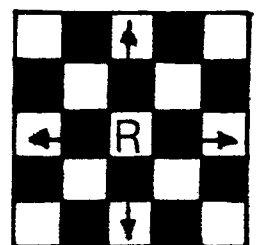


Diagram 7a

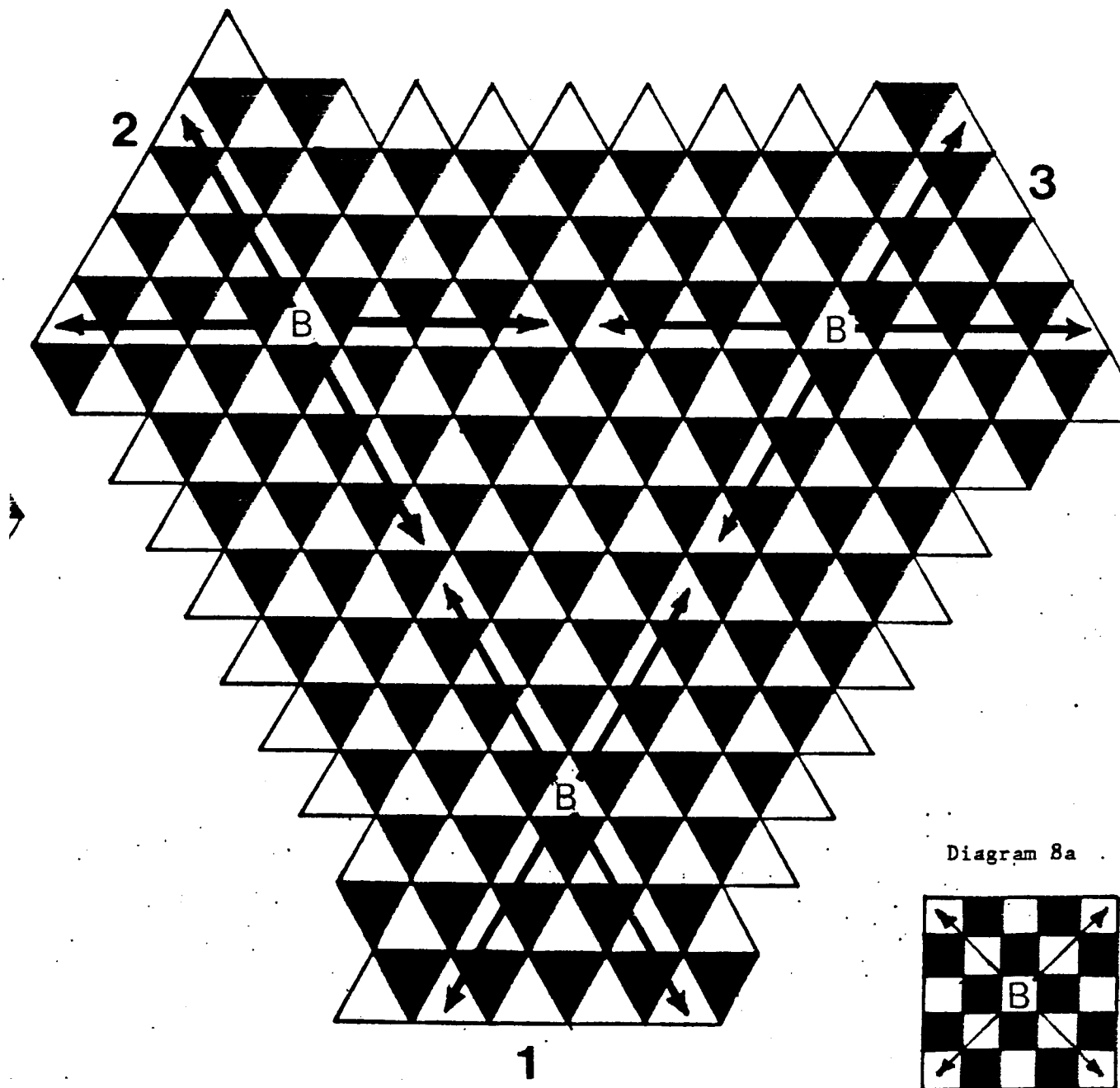


The Bishop:

The Bishop, moving in one direction at a time, moves and captures diagonally (from the moving player's viewpoint). See diagram 8.

The Bishop captures hostile pieces by displacement. It cannot displace or leap over its own forces.

Diagram 8: The Bishop (adhering to the rule of diagonal movement) can move along the lines indicated, stopping only on its original color.



The Knight:

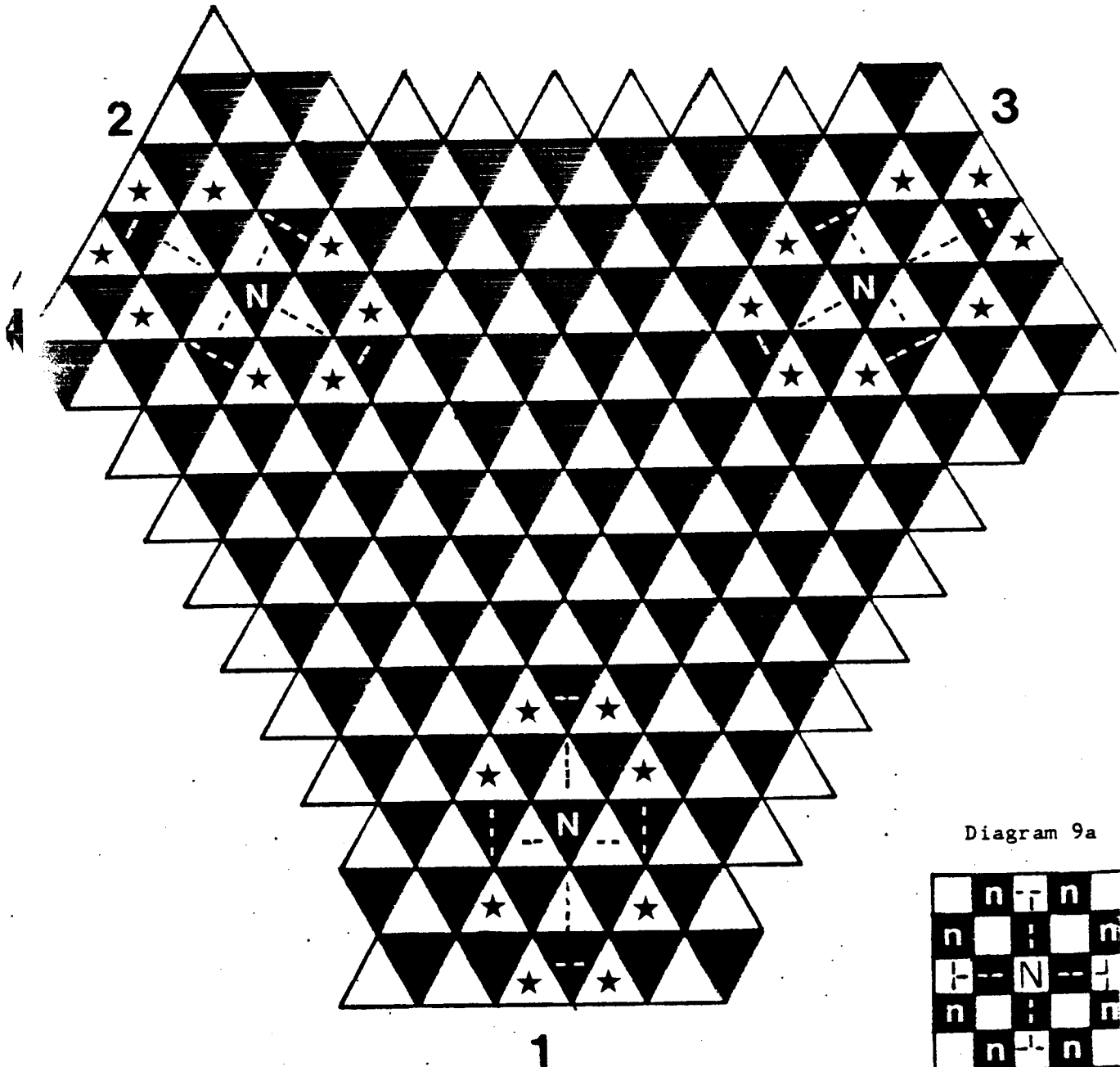
The Knight is the only piece that can leap over other units, his own or the opponents. The Knight also has a move of fixed length. It moves a total of three triangles in either one of two ways: (always from the moving player's viewpoint).

- 1) two triangles forward or backward, then one triangle to the right or to the left.
- 2) two triangles to the right or left, then one triangle forward or backward. See diagram 9.

The Knight captures only on the terminal triangle of its move, displacing the piece it captures.

Note that the Knight changes the color of its triangle each time it moves. From a white to a black triangle or from a black to a white.

Diagram 9: The Knight can move to any of the triangles indicated by a star.



The Pawn:

The Pawn is the only unit that is limited to moving in only one direction: straight ahead (from the moving player's viewpoint).

With one exception (to be noted shortly) a Pawn moves one triangle forward unless its path is blocked by one of his own units, or by a hostile unit. See diagram 10a. The Pawn has one important option; when any Pawn is moved from its opening position, even if this occurs at a late stage of the game, that Pawn on its first move has the option of moving one triangle or two. See diagram 10b.

The Pawn's capturing methods differ from the way it moves. The Pawn moves by advancing straight ahead. In capturing however, the Pawn can take a hostile unit only if it is located on either of the diagonally-forward-adjointing triangles. See diagram 11. The Pawn cannot capture a hostile unit which is directly in front of it. The triangle to which a Pawn moves in capturing will always be the same color as the triangle from which the move originated. i.e. a Pawn occupying a white triangle protects the two white diagonally-forward-adjointing triangles. See diagram 11.

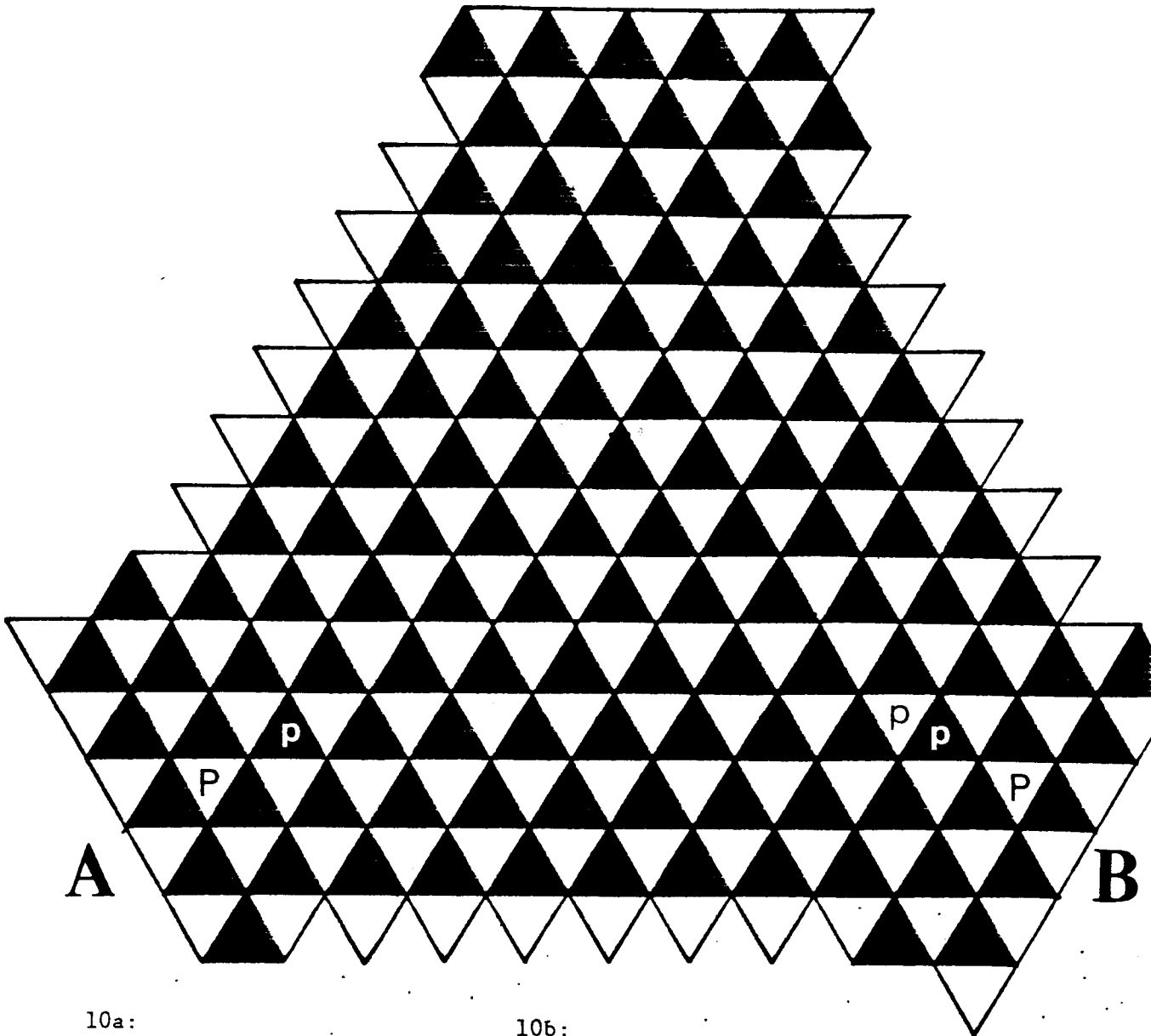
Additional powers of the Pawn:

Pawn Promotion: If a Pawn reaches the last triangle it must be promoted to a Queen, a Rook, a Bishop or a Knight, the option going to the moving player. See diagram 12.

The 'last triangle' is defined as a triangle from which, although the Pawn's movement is not blocked by another piece, the Pawn cannot move forward.

Diagram 10:

The Pawn can move in the direction indicated following the rules cited above.

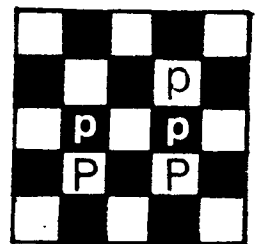


10a:

The Pawn moves one triangle forward as indicated by the lower case 'p'.

10b:

From the opening position the Pawn may move one triangle or two as indicated by the lower case 'p'.



A B

Diagram 11:
The Pawn captures at the
two diagonally-forward-
adjoining triangles in-
dicated by the stars.

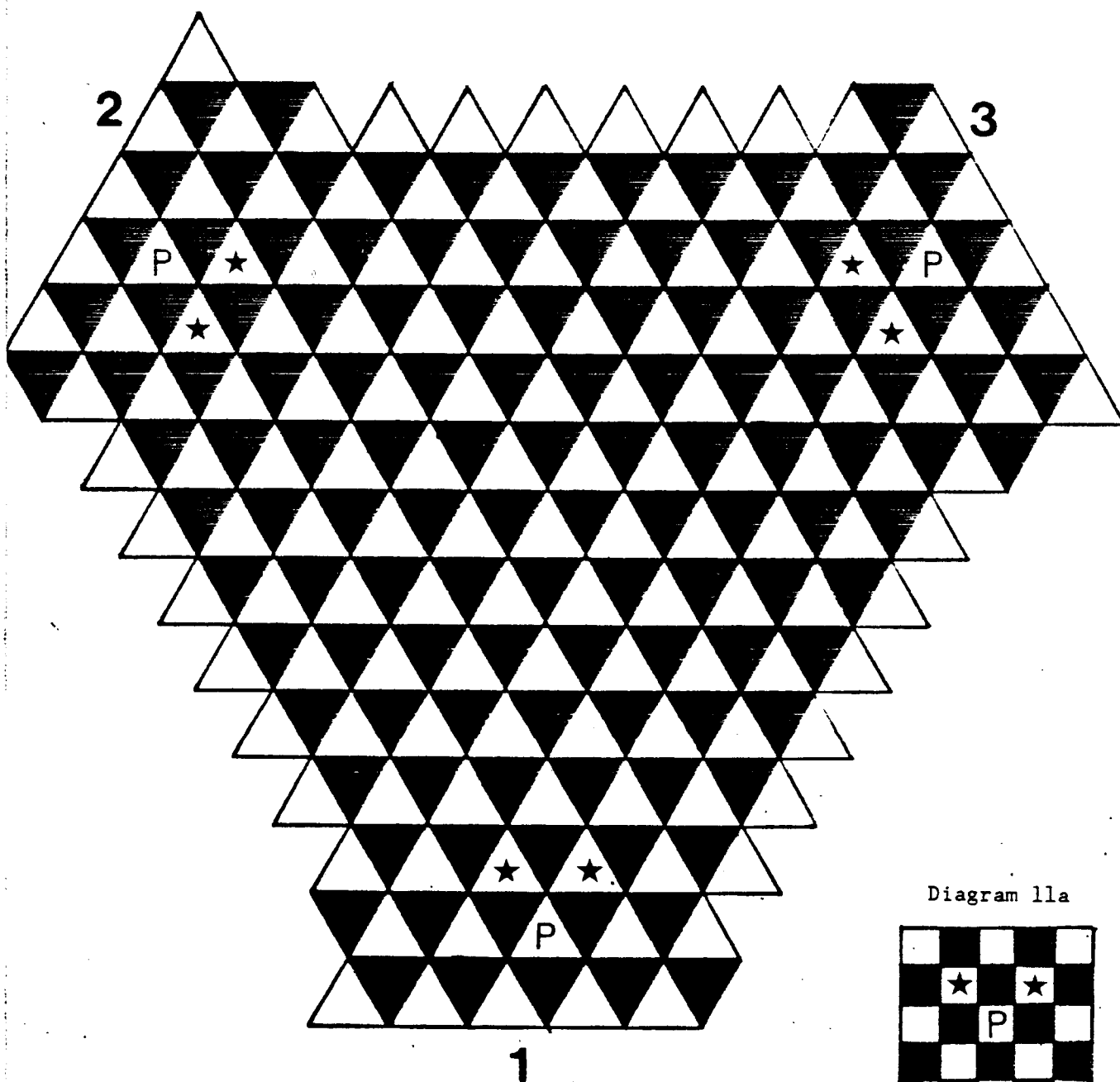


Diagram 11a

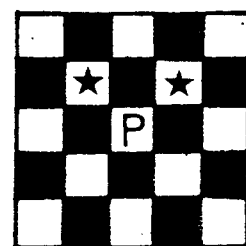
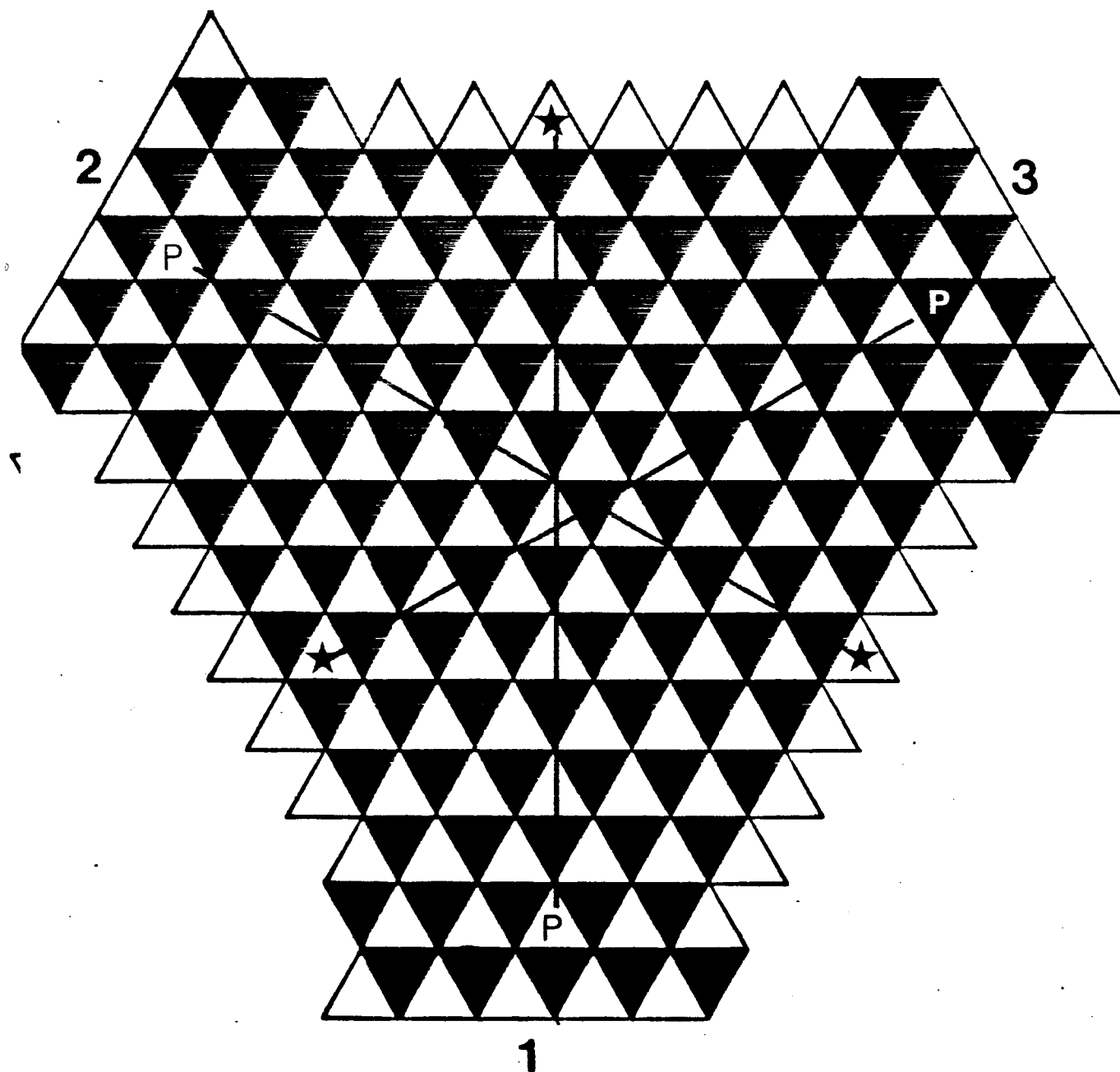


Diagram 12:
Pawn must be promoted (see page
11) when it reaches the last
triangle.



Castling:

The special move known as " castling " offers a valuable method for safeguarding the King against attack. Castling is the only move in chess which is really two separate moves, a King move and a Rook move.

Castling, as well, is the only move that each player can carry out only once during a game. It is possible to castle with the King and King's Rook (King side castling), or with the King and Queen's Rook (Queen side castling).

To castle King side a player moves his King three triangles to the right, landing next to his Rook. He then moves his Rook to the other side of the King. When castling is completed the castled King and Rook are on adjacent triangles. Diagram 13, player 1 illustrates a completed King side castle.

To castle Queen side a player moves his King three triangles to the left and then moves his Rook to the other side of the King. As in King side castling, when completed the King and Rook are on adjacent triangles. Diagram 13, player 2 illustrates a completed Queen side Castle.

Diagram 13, player 3 illustrates the King and Rooks in their original positions, prior to castling.

Requirements for castling:

Castling is permanently impossible if:

- a) the King has already moved, or
- b) the Rook intended for castling has already moved.

When castling is impossible:

Castling is impossible for the time being when:

- a) the triangles between the King and Rook are not vacant,
- b) a player's King is in check,
- c) the King has to pass over a triangle controlled by an enemy unit,
- d) the King will land on a triangle commanded by an enemy unit.

While castling is impossible as long as any of these conditions applies, castling becomes feasible as soon as all limiting conditions are removed.

Check and Checkmate:

The King is the most important piece in chess. The basic method of winning a game of chess is to attack the hostile King in such a way that it cannot escape. This is called "checkmate", (the King is actually not captured, its inability to escape from attack is what constitutes the checkmate).

Any attack by a piece or Pawn directly on a King is called a "check". When a King is checked it must immediately get out of check. The King cannot be allowed to remain in check. If it is a player's turn to move and his King is not in check, he cannot make any move that exposes the King to check. The King must never come within the capturing range of hostile pieces.

There are three ways to get out of check:

- 1) to capture the unit that is giving the check.
- 2) to move the King out of the line of attack but not into the line of attack of some other hostile unit,
- 3) to interpose one of your own units between the King and the hostile unit that is giving check.

If none of these methods can be applied then the King is checkmated.

Stalemate:

In the description of checkmate it was stated that a player is checkmated when his King is in check (under attack) and when there is no possibility of getting out of check. In the case of stalemate the following conditions have to be present:

- 1) it is a player's turn to move,
- 2) his King is not in check,
- 3) the only moves he can make would place his King in check.

As in standard chess, in TRIMENS CHESS when there are two players and a stalemate arises the game is declared a draw.

If the stalemate arises where three players are involved, the player who is in the stalemate position withdraws from play and the game is continued by the two remaining players.

TRIMENS CHESS may be played in one of two ways:

- 1) Designated play,
- 2) Open play

Designated play:

Before the start of play it may be designated that each player must first checkmate the player to his right (or left) before checkmating his remaining opponent. In designated play a player may check or checkmate only his designated opponent (after which he and his remaining opponent complete the game).

Designated play (continued)

Just as a player may not place his own King in check, in designated play a player may not make any move which would place the King of the player not designated to him, in check or checkmate unless he has already checkmated his designated opponent).

Diagram 14 is an example of designated play. To win the game:

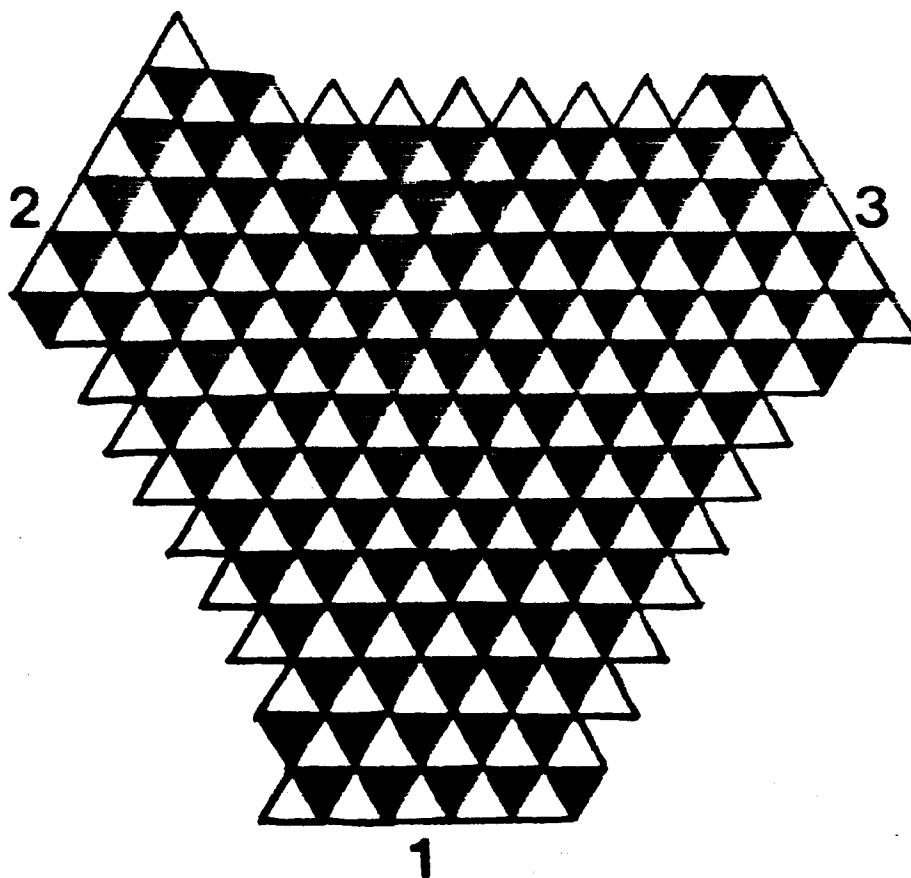
Player 1 must checkmate player 3, and then checkmate player 2.

Player 2 must checkmate player 1, and then checkmate player 3.

Player 3 must checkmate player 2, and then checkmate player 1.

Each player, in this case, must first checkmate the opponent to his right and then checkmate the opponent to his left to win the game.

Diagram 14.



Open play:

TRIMENS CHESS may be played openly. i.e. each player may attempt to checkmate his opponents in the order of his choice. (this choice not to be specified and/or designated).

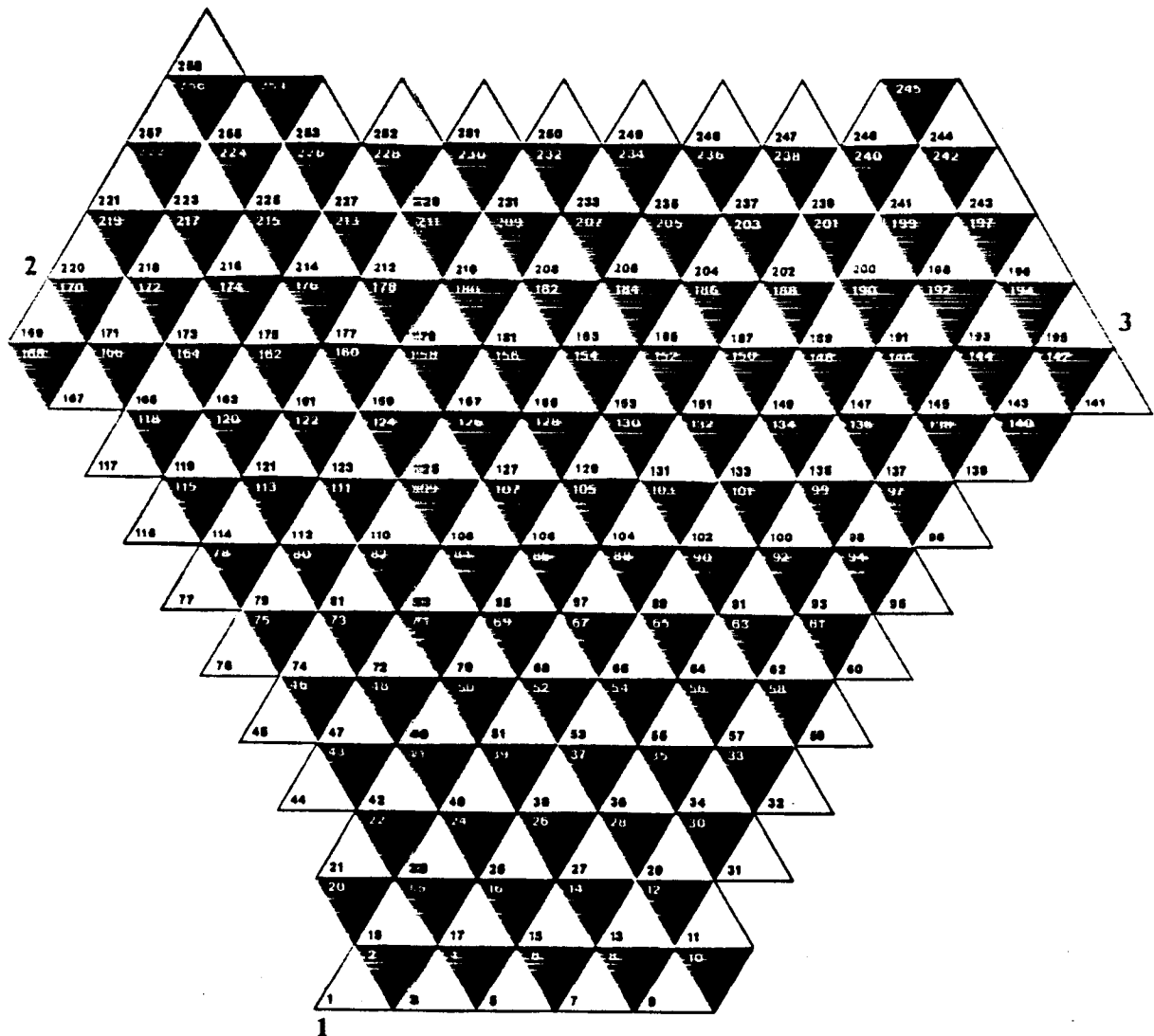
How moves are recorded:

Each chess piece has a name and a letter:

- King-----K
- Queen-----Q
- Rook-----R
- Bishop-----B
- Knight-----N
- Pawn-----P

Each triangle on the board has a designated number. The board is numbered as illustrated in diagram 15.

Diagram 15.



How moves are recorded (continued)

In stating a move, we name the player making the move, the chess piece that is moving, the number of the triangle from which the move originates and the number of the triangle to which it is moving.

Additional abbreviations and symbols:

captures-----X
moves to-----
moves from-----/
check-----ch
promotes to a Queen-----/Q
Queen side castle-----0-0-0
King side castle-----0-0
checkmate-----²-----chmt

Diagram 16 illustrates three moves made by player 1 and the way in which these moves are recorded.

Move A:

Player 1 moves his Queen from triangle 7 to triangle 98.
1Q/7-98

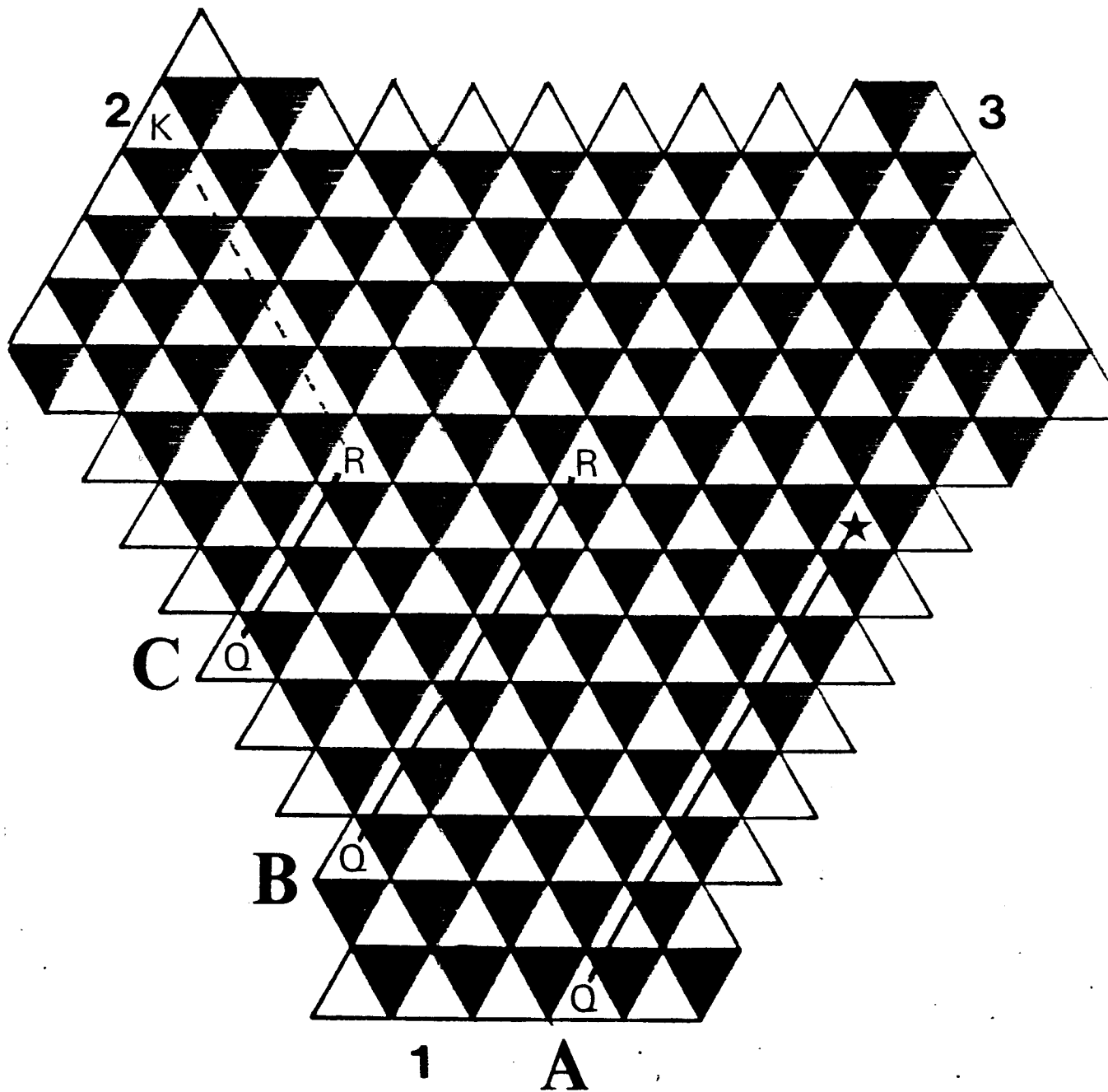
Move B:

Player 1 moves his Queen from triangle 21 to triangle 129 and captures Rook.
1Q/21-129xR

Move C:

Player 1 moves his Queen from triangle 76 to triangle 123, captures Rook and places opponent in check.
1Q/76-123xR ch

Diagram 16



Sample TRIMENS CHESS game: Designated play - players must checkmate the player to their left first and then the player to their right to win the game. Each player is attacking one opponent and defending against the other. For the beginner's convenience the direction of each move (from the moving player's viewpoint) is shown after each move by a 'V' for vertical; an 'H' for horizontal; a 'D' for diagonal or an 'N' for the movement of a Knight. Also comments are given after some moves to ensure a better understanding. White (player 1) begins and play moves in order, i.e. 1-2-3-1-2-3-etc.

THE FOLLOWING SAMPLE GAME IS FOR ILLUSTRATION ONLY.

<u>MOVE</u>	<u>DIRECTION</u>	<u>EXPLANATION</u>
1p/15-26	V	
2p/218-174	V	
3p/198-190	V	
1p/17-24	V	
2p/223-215	V	
3p/193-146	V	
1Q/5-119	D	moving only through white triangles
2N/169-164	N	move is 166-165-164
3B/195-191	D	moving only through white triangles
1Q/119-122	H	moving through white and black triangles
2p/166-165	V	moving through white and black triangles
3Q/196-198	D	moving only through white triangles
1p/14-27	V	Pawn is unprotected
2B/257-223	D	moving only through white triangles
3B/191-27xP	D	moving only through white triangles
1Q/122-230	D	moving only through black triangles
2B/223-243	D	moving only through white triangles therefore not blocked by, or a threat to, player 1's C
3B/27-5	D	moving only through white triangles
1N/9-14	N	move is 8-7-14: now in position to attack Bishop (15-16-5)
2B/243-141xR	D	moving only through white triangles therefore not blocked by the King or the Knight which occupy black
3Q/198-15 chmt	D	moving only through white triangles therefore not blocked by the Knight at 14 At this point player 1 has been checkmated and all his pieces become 'dead pieces'. See page 3.
2B/170-118	D	moving only through black triangles therefore not blocked by the Pawn at 165
3Q/15-91	D	moving only through white triangles
2 O-O		King side castle: new positions K-169, R-170
3Q/91-97	V	moving through white and black triangles
2Q/221-243 chmt	D	moving only through white triangles. the checkmate is made on a horizontal line (from player 2's viewpoint). The Queen is protected by the Bishop at 141.

Player 2 is the victor.