

Expanded Chess Appendix C

GAME DESCRIPTION & GAME ARRANGEMENT for NEW GAMES

**Table C-1
New Expanded Chess Games
Game Description & Game Arrangement**

Game No.	Size (RxC)	No. of Pieces per side L/H/C	No. of Pieces per side Total	No. of Players per side	Checkmate Piece (King Emperor)	Rows occupied @ start of game per side	Table	Name
0909-001	9 x 9	9/2/6/1	18	2	King	2	C-2	Perfect Chess
1010-001	10 x 10	10/2/7/1	20	2	King	2	C-3	Breakout Chess
1111-001	11 x 11	11/6/15/1	33	2	Emperor	3	C-4	Next Level Chess
1212-001	12 x 12	12/12/11/1	36	2	Emperor	3	C-5	Arrival Chess
1313-001	13 x 13	13/16/9/1	39	2	Emperor	3	C-6	Lucky 13 Chess
1414-001	14 x 14	14/28/13/1	56	2	Emperor	4	C-7	Steinitz Chess
1515-001	15 x 15	15/31/13/1	60	2	Emperor	4	C-8	Laskers Chess
1616-001	16 x 16	16/32/15/1	64	2	Emperor	4	C-9	Tarrasch Chess

Expanded Chess Game Sheet 1A



General Items

1	Game Name	Traditional FIDE Chess
2	Game Identification Number	0808-001

1.1 Game Board Arrangement

1	Dimensions of the game board – rows wide	8
2	Dimensions of the game board – columns deep	8
3	Number of rows occupied at the start of the game per side	2
4	Number of colors on the game board	2

1.2 Game Material Configuration

1	Total number of types of Checkmate level pieces	1
2	Total number of types of High level pieces	3
3	Total number of types of Intermediate level pieces	1
4	Total number of types of Low level pieces	1
5	Total number of types of pieces per side	6
6	Total number of Checkmate level pieces	1
7	Total number of High level pieces	5
8	Total number of Intermediate level pieces	2
9	Total number of Low level pieces	8
10	Total number of pieces per side	16

1.3 Players

1	Number of players per side	1
2	Number of moves in turn for each side	1
3	Multiple moves with any piece	Not Included
4	Multiple moves with single piece	Not Included
5	Multiple pieces with single move each	Not Included
6	Player's access to game board	Unlimited
7	Player's access to game board – limited by spatial boundaries	Unlimited
8	Player's access to game board – limited by square color	Allowed to play: Black White
9	Player's access to game material	Unlimited
10	Player's access to game material – limited to pieces shown	N/A





1.4 Special Rules

1	Two Move – Pawn Opening	Included
2	En Passant	Included
3	Castling	Included
4	Slide Bishop	Not Included

































Expanded Chess Game Sheet 1B



General Items

1	Game Name	Traditional FIDE Chess
2	Game Identification Number	0808-001
1.5 Capture		
1	Rewards of capture - Return of a player's previously captured piece of equal or lesser strength to the game board on capture square.	Not Included
2	Rewards of capture - Move capturing piece to a new location and leave captured piece on board in present location.	Not Included
3	Penalties of capture - Remove captured piece from the game board for the duration of the game.	Included
4	Penalties of capture - Move captured piece to a new location chosen by capturing player.	Not Included
1.6 Promotion		
1	Pieces each player can promote	
2	Pieces available for promotion	
2a	Direct Promotion	  
2b	Promotion Reward	Not Included
1.7 Check		
1	Rewards of check - Having an already captured low or intermediate level piece returned to the game in lieu of forcing the checked piece to move or blocking the check. The returned piece will be placed on the location where the check would have occurred.	Not Included
2	Rewards of check - Place checking piece to a new location after declaring check and essentially using check to gain a free move and leave checked piece on board in present location. The new location may or may not be a checking location.	Not Included
3	Penalties of check - Removing another piece in lieu of forcing the checked piece to move or blocking the check. The checking piece would stay at its pre-check location after declaring the intention to check and the location of the checking piece, and then remove the opponent's piece from the board. Removal of low or intermediate level pieces only will be permitted.	Not Included
4	Penalties of check - Preventing a potential check-blocking piece from moving to a blocking location and forcing Checkmate piece to move instead.	Not Included
1.8 Checkmate		
1	Checkmate piece location at start of game	e01 e08

Expanded Chess Game Sheet 1C

Game Name								Traditional FIDE Chess								
Game Identification Number								0808-001								
16x16 Game Board																
16																
15																
14																
13																
12																
11																
10																
09																
08	 CSL	 KNT	 BSP	 QUN	 KNG	 BSP	 KNT	 CSL								
07	 PWN	 PWN	 PWN	 PWN	 PWN	 PWN	 PWN	 PWN								
06																
05																
04																
03																
02	 PWN	 PWN	 PWN	 PWN	 PWN	 PWN	 PWN	 PWN								
01	 CSL	 KNT	 BSP	 QUN	 KNG	 BSP	 KNT	 CSL								
	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p

Expanded Chess Game Sheet 2A



General Items

1	Game Name	Perfect Chess
2	Game Identification Number	0909-001

1.1 Game Board Arrangement

1	Dimensions of the game board – rows wide	9
2	Dimensions of the game board – columns deep	9
3	Number of rows occupied at the start of the game per side	2
4	Number of colors on the game board	2

1.2 Game Material Configuration

1	Total number of types of Checkmate level pieces	1 KNG
2	Total number of types of High level pieces	3 QUN CSL BSP
3	Total number of types of Intermediate level pieces	1 KNT
4	Total number of types of Low level pieces	1 PWN
5	Total number of types of pieces per side	6
6	Total number of Checkmate level pieces	1 KNG
7	Total number of High level pieces	6 QUN QUN CSL CSL BSP BSP
8	Total number of Intermediate level pieces	2 KNT KNT
9	Total number of Low level pieces	9 PWN PWN PWN PWN PWN PWN PWN PWN PWN
10	Total number of pieces per side	18

1.3 Players

1	Number of players per side	1
2	Number of moves in turn for each side	1
3	Multiple Moves with Different Piece Each Move	Not Included
4	Multiple Moves with Same Piece Each Move	Not Included
5	Multiple Moves with Any Piece Each Move	Not Included
6	Player's access to game board	Unlimited
7	Player's access to game board – limited by spatial boundaries	Unlimited
8	Player's access to game board – limited by square color	Allowed to play: Black White
9	Player's access to game material	Unlimited
10	Player's access to game material – limited to pieces shown	N/A

1.4 Special Rules

1	Two Move – Pawn Opening	Included
2	En Passant	Not Included
3	Castling	Included
4	Slide Bishop	Included

Expanded Chess Game Sheet 2B



General Items

1	Game Name	Perfect Chess
2	Game Identification Number	0909-001

1.5 Capture

1	Rewards of capture - Return of a player's previously captured piece of equal or lesser strength to the game board on capture square.	Not Included
2	Rewards of capture - Move capturing piece to a new location and leave captured piece on board in present location.	Not Included
3	Penalties of capture - Remove captured piece from the game board for the duration of the game.	Included
4	Penalties of capture - Move captured piece to a new location chosen by capturing player.	Not Included

1.6 Promotion

1	Pieces each player can promote	
2	Pieces available for promotion	
2a	Direct Promotion	
2b	Promotion Reward	Not Included





































1.7 Check

1	Rewards of check - Having an already captured low or intermediate level piece returned to the game in lieu of forcing the checked piece to move or blocking the check. The returned piece will be placed on the location where the check would have occurred.	Not Included
2	Rewards of check - Place checking piece to a new location after declaring check and essentially using check to gain a free move and leave checked piece on board in present location. The new location may or may not be a checking location.	Not Included
3	Penalties of check - Removing another piece in lieu of forcing the checked piece to move or blocking the check. The checking piece would stay at its pre-check location after declaring the intention to check and the location of the checking piece, and then remove the opponent's piece from the board. Removal of low or intermediate level pieces only will be permitted.	Not Included
4	Penalties of check - Preventing a potential check-blocking piece from moving to a blocking location and forcing Checkmate piece to move instead.	Not Included

1.8 Checkmate

1	Checkmate piece location at start of game	e01 e09




























Expanded Chess Game Sheet 2C

Game Name									Perfect Chess							
Game Identification Number									0909-001							
16x16 Game Board																
16																
15																
14																
13																
12																
11																
10																
09	 CSL	 KNT	 BSP	 QUN	 KNG	 QUN	 BSP	 KNT	 CSL							
08	 PWN	 PWN	 PWN	 PWN	 PWN	 PWN	 PWN	 PWN	 PWN							
07																
06																
05																
04																
03																
02	 PWN	 PWN	 PWN	 PWN	 PWN	 PWN	 PWN	 PWN	 PWN							
01	 CSL	 KNT	 BSP	 QUN	 KNG	 QUN	 BSP	 KNT	 CSL							
	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p

Expanded Chess Game Sheet 3A



General Items

1	Game Name	Breakout Chess
2	Game Identification Number	1010-001
1.1 Game Board Arrangement		
1	Dimensions of the game board – rows wide	10
2	Dimensions of the game board – columns deep	10
3	Number of rows occupied at the start of the game per side	2
4	Number of colors on the game board	2
1.2 Game Material Configuration		
1	Total number of types of Checkmate level pieces	1  KNG
2	Total number of types of High level pieces	4  QUN  CSL  CTP  BSP
3	Total number of types of Intermediate level pieces	1  KNT
4	Total number of types of Low level pieces	1  KNV
5	Total number of types of pieces per side	7
6	Total number of Checkmate level pieces	1  KNG
7	Total number of High level pieces	7  QUN  CSL  CSL  CTP  CTP  BSP  BSP
8	Total number of Intermediate level pieces	2  KNT  KNT
9	Total number of Low level pieces	10  KNV  KNV  KNV  KNV  KNV  KNV  KNV  KNV  KNV  KNV
10	Total number of pieces per side	20
1.3 Players		
1	Number of players per side	1
2	Number of moves in turn for each side	1
3	Multiple Moves with Different Piece Each Move	Not Included
4	Multiple Moves with Same Piece Each Move	Not Included
5	Multiple Moves with Any Piece Each Move	Not Included
6	Player's access to game board	Unlimited
7	Player's access to game board – limited by spatial boundaries	Unlimited
8	Player's access to game board – limited by square color	Allowed to play: Black White
9	Player's access to game material	Unlimited
10	Player's access to game material – limited to pieces shown	N/A
1.4 Special Rules		
1	Two Move – Pawn Opening	Not Applicable
2	En Passant	Not Applicable
3	Castling	Included
4	Slide Bishop	Not Included









































Expanded Chess Game Sheet 3B



General Items

1	Game Name	Breakout Chess
2	Game Identification Number	1010-001
1.5 Capture		
1	Rewards of capture - Return of a player's previously captured piece of equal or lesser strength to the game board on capture square.	Not Included
2	Rewards of capture - Move capturing piece to a new location and leave captured piece on board in present location.	Not Included
3	Penalties of capture - Remove captured piece from the game board for the duration of the game.	Included
4	Penalties of capture - Move captured piece to a new location chosen by capturing player.	Not Included
1.6 Promotion		
1	Pieces each player can promote	
2	Pieces available for promotion	
2a	Direct Promotion	
2b	Promotion Reward	Not Included
1.7 Check		
1	Rewards of check - Having an already captured low or intermediate level piece returned to the game in lieu of forcing the checked piece to move or blocking the check. The returned piece will be placed on the location where the check would have occurred.	Not Included
2	Rewards of check - Place checking piece to a new location after declaring check and essentially using check to gain a free move and leave checked piece on board in present location. The new location may or may not be a checking location.	Not Included
3	Penalties of check - Removing another piece in lieu of forcing the checked piece to move or blocking the check. The checking piece would stay at its pre-check location after declaring the intention to check and the location of the checking piece, and then remove the opponent's piece from the board. Removal of low or intermediate level pieces only will be permitted.	Not Included
4	Penalties of check - Preventing a potential check-blocking piece from moving to a blocking location and forcing Checkmate piece to move instead.	Not Included
1.8 Checkmate		
1	Checkmate piece location at start of game	f01 f10

Expanded Chess Game Sheet 3C

Game Name										Breakout Chess						
Game Identification Number										1010-001						
16x16 Game Board																
16																
15																
14																
13																
12																
11																
10	 FTS	 KNT	 CHL	 BSP	 EPR	 QUN	 BSP	 CHL	 KNT	 FTS						
09	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV						
08																
07																
06																
05																
04																
03																
02	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV						
01	 FTS	 KNT	 CHL	 BSP	 EPR	 QUN	 BSP	 CHL	 KNT	 FTS						
	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p

Expanded Chess Game Sheet 4A



General Items

1	Game Name	Next Level Chess
2	Game Identification Number	1111-001

1.1 Game Board Arrangement

1	Dimensions of the game board – rows wide	11
2	Dimensions of the game board – columns deep	11
3	Number of rows occupied at the start of the game per side	3
4	Number of colors on the game board	2

1.2 Game Material Configuration

1	Total number of types of Checkmate level pieces	1
2	Total number of types of High level pieces	5
3	Total number of types of Intermediate level pieces	5
4	Total number of types of Low level pieces	1
5	Total number of types of pieces per side	13
6	Total number of Checkmate level pieces	1
7	Total number of High level pieces	9
8	Total number of Intermediate level pieces	12
9	Total number of Low level pieces	11
10	Total number of pieces per side	33

1.3 Players

1	Number of players per side	1
2	Number of moves in turn for each side	1
3	Multiple Moves with Different Piece Each Move	Not Included
4	Multiple Moves with Same Piece Each Move	Not Included
5	Multiple Moves with Any Piece Each Move	Not Included
6	Player's access to game board	Unlimited
7	Player's access to game board – limited by spatial boundaries	Unlimited
8	Player's access to game board – limited by square color	Allowed to play: Black White
9	Player's access to game material	Unlimited
10	Player's access to game material – limited to pieces shown	N/A

1.4 Special Rules

1	Two Move – Pawn Opening	Not Applicable
2	En Passant	Not Applicable
3	Castling	Not Included
4	Slide Bishop	Not Included

Expanded Chess Game Sheet 4B





General Items

1	Game Name	Next Level Chess
2	Game Identification Number	1111-001

1.5 Capture

1	Rewards of capture - Return of a player's previously captured piece of equal or lesser strength to the game board on capture square.	Not Included
2	Rewards of capture - Move capturing piece to a new location and leave captured piece on board in present location.	Not Included
3	Penalties of capture - Remove captured piece from the game board for the duration of the game.	Included
4	Penalties of capture - Move captured piece to a new location chosen by capturing player.	Not Included

1.6 Promotion

1	Pieces each player can promote	
2	Pieces available for promotion	
2a	Direct Promotion	
2b	Promotion Reward	Not Included



































































1.7 Check

1	Rewards of check - Having an already captured low or intermediate level piece returned to the game in lieu of forcing the checked piece to move or blocking the check. The returned piece will be placed on the location where the check would have occurred.	Not Included
2	Rewards of check - Place checking piece to a new location after declaring check and essentially using check to gain a free move and leave checked piece on board in present location. The new location may or may not be a checking location.	Not Included
3	Penalties of check - Removing another piece in lieu of forcing the checked piece to move or blocking the check. The checking piece would stay at its pre-check location after declaring the intention to check and the location of the checking piece, and then remove the opponent's piece from the board. Removal of low or intermediate level pieces only will be permitted.	Not Included
4	Penalties of check - Preventing a potential check-blocking piece from moving to a blocking location and forcing Checkmate piece to move instead.	Not Included

1.8 Checkmate

1	Checkmate piece location at start of game	f01 f11

Expanded Chess Game Sheet 4C

Game Name								Next Level Chess								
Game Identification Number								1111-001								
16x16 Game Board																
16																
15																
14																
13																
12																
11	 FTS	 MSL	 KNT	 BSP	 QUN	 EPR	 QUN	 BSP	 KNT	 MSL	 FTS					
10	 CDL	 RAM	 CHL	 ARC	 AGL	 CSL	 AGL	 ARC	 CHL	 RAM	 CDL					
09	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV					
08																
07																
06																
05																
04																
03	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV					
02	 CDL	 RAM	 CHL	 ARC	 AGL	 CSL	 AGL	 ARC	 CHL	 RAM	 CDL					
01	 FTS	 MSL	 KNT	 BSP	 QUN	 EPR	 QUN	 BSP	 KNT	 MSL	 FTS					
	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p

Expanded Chess Game Sheet 5A











General Items

1	Game Name	Arrival Chess
2	Game Identification Number	1212-001

1.1 Game Board Arrangement

1	Dimensions of the game board – rows wide	12
2	Dimensions of the game board – columns deep	12
3	Number of rows occupied at the start of the game per side	3
4	Number of colors on the game board	2

1.2 Game Material Configuration

1	Total number of types of Checkmate level pieces	1 
2	Total number of types of High level pieces	6 
3	Total number of types of Intermediate level pieces	6 
4	Total number of types of Low level pieces	1 
5	Total number of types of pieces per side	14
6	Total number of Checkmate level pieces	1 
7	Total number of High level pieces	11 
8	Total number of Intermediate level pieces	12 
9	Total number of Low level pieces	12 
10	Total number of pieces per side	36

1.3 Players

1	Number of players per side	1
2	Number of moves in turn for each side	1
3	Multiple Moves with Different Piece Each Move	Not Included
4	Multiple Moves with Same Piece Each Move	Not Included
5	Multiple Moves with Any Piece Each Move	Not Included
6	Player's access to game board	Unlimited
7	Player's access to game board – limited by spatial boundaries	Unlimited
8	Player's access to game board – limited by square color	Allowed to play: Black White
9	Player's access to game material	Unlimited
10	Player's access to game material – limited to pieces shown	N/A

1.4 Special Rules

1	Two Move – Pawn Opening	Not Applicable
2	En Passant	Not Applicable
3	Castling	Not Included
4	Slide Bishop	Not Included

Expanded Chess Game Sheet 5B



General Items

1	Game Name	Arrival Chess
2	Game Identification Number	1212-001

1.5 Capture

1	Rewards of capture - Return of a player's previously captured piece of equal or lesser strength to the game board on capture square.	Not Included
2	Rewards of capture - Move capturing piece to a new location and leave captured piece on board in present location.	Not Included
3	Penalties of capture - Remove captured piece from the game board for the duration of the game.	Included
4	Penalties of capture - Move captured piece to a new location chosen by capturing player.	Not Included

1.6 Promotion

1	Pieces each player can promote	KNV
2	Pieces available for promotion	
2a	Direct Promotion	
2b	Promotion Reward	Not Included









































































1.7 Check

1	Rewards of check - Having an already captured low or intermediate level piece returned to the game in lieu of forcing the checked piece to move or blocking the check. The returned piece will be placed on the location where the check would have occurred.	Not Included
2	Rewards of check - Place checking piece to a new location after declaring check and essentially using check to gain a free move and leave checked piece on board in present location. The new location may or may not be a checking location.	Not Included
3	Penalties of check - Removing another piece in lieu of forcing the checked piece to move or blocking the check. The checking piece would stay at its pre-check location after declaring the intention to check and the location of the checking piece, and then remove the opponent's piece from the board. Removal of low or intermediate level pieces only will be permitted.	Not Included
4	Penalties of check - Preventing a potential check-blocking piece from moving to a blocking location and forcing Checkmate piece to move instead.	Not Included

1.8 Checkmate

1	Checkmate piece location at start of game	f01 f12
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Expanded Chess Game Sheet 5C

Game Name								Arrival Chess								
Game Identification Number								1212-001								
16x16 Game Board																
16																
15																
14																
13																
12	 FTS	 CPN	 CHL	 POP	 QUN	 EPR	 EPS	 QUN	 POP	 CHL	 CPN	 FTS				
11	 ARM	 MAC	 SGT	 SNT	 CSL	 BSP	 BSP	 CSL	 SNT	 SGT	 MAC	 ARM				
10	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV				
09																
08																
07																
06																
05																
04																
03	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV	 KNV				
02	 ARM	 MAC	 SGT	 SNT	 CSL	 BSP	 BSP	 CSL	 SNT	 SGT	 MAC	 ARM				
01	 FTS	 CPN	 CHL	 POP	 QUN	 EPR	 EPS	 QUN	 POP	 CHL	 CPN	 FTS				
	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p

Expanded Chess Game Sheet 6A



General Items

1	Game Name	Lucky 13 Chess
2	Game Identification Number	1313-001

1.1 Game Board Arrangement

1	Dimensions of the game board – rows wide	13
2	Dimensions of the game board – columns deep	13
3	Number of rows occupied at the start of the game per side	3
4	Number of colors on the game board	2

1.2 Game Material Configuration

1	Total number of types of Checkmate level pieces	1
2	Total number of types of High level pieces	5
3	Total number of types of Intermediate level pieces	7
4	Total number of types of Low level pieces	2
5	Total number of types of pieces per side	15
6	Total number of Checkmate level pieces	1
7	Total number of High level pieces	9
8	Total number of Intermediate level pieces	16
9	Total number of Low level pieces	13
10	Total number of pieces per side	39

1.3 Players

1	Number of players per side	1
2	Number of moves in turn for each side	1
3	Multiple Moves with Different Piece Each Move	Not Included
4	Multiple Moves with Same Piece Each Move	Not Included
5	Multiple Moves with Any Piece Each Move	Not Included
6	Player's access to game board	Unlimited
7	Player's access to game board – limited by spatial boundaries	Unlimited
8	Player's access to game board – limited by square color	Allowed to play: Black White
9	Player's access to game material	Unlimited
10	Player's access to game material – limited to pieces shown	N/A

1.4 Special Rules

1	Two Move – Pawn Opening	Not Applicable
2	En Passant	Not Applicable
3	Castling	Not Included
4	Slide Bishop	Not Included

Expanded Chess Game Sheet 6B



General Items

1	Game Name	Lucky 13 Chess
2	Game Identification Number	1313-001

1.5 Capture

1	Rewards of capture - Return of a player's previously captured piece of equal or lesser strength to the game board on capture square.	Not Included
2	Rewards of capture - Move capturing piece to a new location and leave captured piece on board in present location.	Not Included
3	Penalties of capture - Remove captured piece from the game board for the duration of the game.	Included
4	Penalties of capture - Move captured piece to a new location chosen by capturing player.	Not Included

1.6 Promotion

1	Pieces each player can promote	
2	Pieces available for promotion	
2a	Direct Promotion	
2b	Promotion Reward	Not Included















































































1.7 Check

1	Rewards of check - Having an already captured low or intermediate level piece returned to the game in lieu of forcing the checked piece to move or blocking the check. The returned piece will be placed on the location where the check would have occurred.	Not Included
2	Rewards of check - Place checking piece to a new location after declaring check and essentially using check to gain a free move and leave checked piece on board in present location. The new location may or may not be a checking location.	Not Included
3	Penalties of check - Removing another piece in lieu of forcing the checked piece to move or blocking the check. The checking piece would stay at its pre-check location after declaring the intention to check and the location of the checking piece, and then remove the opponent's piece from the board. Removal of low or intermediate level pieces only will be permitted.	Not Included
4	Penalties of check - Preventing a potential check-blocking piece from moving to a blocking location and forcing Checkmate piece to move instead.	Not Included

1.8 Checkmate

1	Checkmate piece location at start of game	g01 g13

Expanded Chess Game Sheet 6C

Game Name								Lucky 13 Chess								
Game Identification Number								1313-001								
16x16 Game Board																
16																
15																
14																
13																
12																
11																
10																
09																
08																
07																
06																
05																
04																
03																
02																
01																
	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p

Expanded Chess Game Sheet 7A



General Items

1	Game Name	Steinitz Chess
2	Game Identification Number	1414-001
1.1 Game Board Arrangement		
1	Dimensions of the game board – rows wide	14
2	Dimensions of the game board – columns deep	14
3	Number of rows occupied at the start of the game per side	4
4	Number of colors on the game board	2
1.2 Game Material Configuration		
1	Total number of types of Checkmate level pieces	1
2	Total number of types of High level pieces	7
3	Total number of types of Intermediate level pieces	9
4	Total number of types of Low level pieces	2
5	Total number of types of pieces per side	19
6	Total number of Checkmate level pieces	1
7	Total number of High level pieces	5
8	Total number of Intermediate level pieces	2
9	Total number of Low level pieces	8
10	Total number of pieces per side	56
1.3 Players		
1	Number of players per side	1
2	Number of moves in turn for each side	2
3	Multiple Moves with Different Piece Each Move	Not Included
4	Multiple Moves with Same Piece Each Move	Not Included
5	Multiple Moves with Any Piece Each Move	Not Included
6	Player's access to game board	Unlimited
7	Player's access to game board – limited by spatial boundaries	Unlimited
8	Player's access to game board – limited by square color	Allowed to play: Black White
9	Player's access to game material	Unlimited
10	Player's access to game material – limited to pieces shown	N/A
1.4 Special Rules		
1	Two Move – Pawn Opening	Not Applicable
2	En Passant	Not Applicable
3	Castling	Not Included
4	Slide Bishop	Not Included

Expanded Chess Game Sheet 7B



General Items

1	Game Name	Steinitz Chess
2	Game Identification Number	1414-001

1.5 Capture

1	Rewards of capture - Return of a player's previously captured piece of equal or lesser strength to the game board on capture square.	Not Included
2	Rewards of capture - Move capturing piece to a new location and leave captured piece on board in present location.	Not Included
3	Penalties of capture - Remove captured piece from the game board for the duration of the game.	Included
4	Penalties of capture - Move captured piece to a new location chosen by capturing player.	Not Included

1.6 Promotion

1	Pieces each player can promote	
2	Pieces available for promotion	
2a	Direct Promotion	
2b	Promotion Reward	Not Included

















































































































1.7 Check

1	Rewards of check - Having an already captured low or intermediate level piece returned to the game in lieu of forcing the checked piece to move or blocking the check. The returned piece will be placed on the location where the check would have occurred.	Not Included
2	Rewards of check - Place checking piece to a new location after declaring check and essentially using check to gain a free move and leave checked piece on board in present location. The new location may or may not be a checking location.	Not Included
3	Penalties of check - Removing another piece in lieu of forcing the checked piece to move or blocking the check. The checking piece would stay at its pre-check location after declaring the intention to check and the location of the checking piece, and then remove the opponent's piece from the board. Removal of low or intermediate level pieces only will be permitted.	Not Included
4	Penalties of check - Preventing a potential check-blocking piece from moving to a blocking location and forcing Checkmate piece to move instead.	Not Included

1.8 Checkmate

1	Checkmate piece location at start of game	g01 g14

Expanded Chess Game Sheet 7C

Game Name								Steinitz Chess								
Game Identification Number								1414-001								
16x16 Game Board																
16																
15																
14																
13																
12																
11																
10																
09																
08																
07																
06																
05																
04																
03																
02																
01																
	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p

Expanded Chess Game Sheet 8A



General Items

1	Game Name	Laskers Chess
2	Game Identification Number	1515-001
1.1 Game Board Arrangement		
1	Dimensions of the game board – rows wide	15
2	Dimensions of the game board – columns deep	15
3	Number of rows occupied at the start of the game per side	4
4	Number of colors on the game board	2
1.2 Game Material Configuration		
1	Total number of types of Checkmate level pieces	1
2	Total number of types of High level pieces	8
3	Total number of types of Intermediate level pieces	12
4	Total number of types of Low level pieces	2
5	Total number of types of pieces per side	21
6	Total number of Checkmate level pieces	1
7	Total number of High level pieces	18
8	Total number of Intermediate level pieces	27
9	Total number of Low level pieces	15
10	Total number of pieces per side	60
1.3 Players		
1	Number of players per side	1
2	Number of moves in turn for each side	2
3	Multiple Moves with Different Piece Each Move	Not Included
4	Multiple Moves with Same Piece Each Move	Not Included
5	Multiple Moves with Any Piece Each Move	Not Included
6	Player's access to game board	Unlimited
7	Player's access to game board – limited by spatial boundaries	Unlimited
8	Player's access to game board – limited by square color	Allowed to play: Black White
9	Player's access to game material	Unlimited
10	Player's access to game material – limited to pieces shown	N/A
1.4 Special Rules		
1	Two Move – Pawn Opening	Not Applicable
2	En Passant	Not Applicable
3	Castling	Not Included
4	Slide Bishop	Not Included

Expanded Chess Game Sheet 8B



General Items

1	Game Name	Laskers Chess
2	Game Identification Number	1515-001

1.5 Capture

1	Rewards of capture - Return of a player's previously captured piece of equal or lesser strength to the game board on capture square.	Not Included
2	Rewards of capture - Move capturing piece to a new location and leave captured piece on board in present location.	Not Included
3	Penalties of capture - Remove captured piece from the game board for the duration of the game.	Included
4	Penalties of capture - Move captured piece to a new location chosen by capturing player.	Not Included

1.6 Promotion

1	Pieces each player can promote	
2	Pieces available for promotion	
2a	Direct Promotion	
2b	Promotion Reward	Not Included

























































































































1.7 Check

1	Rewards of check - Having an already captured low or intermediate level piece returned to the game in lieu of forcing the checked piece to move or blocking the check. The returned piece will be placed on the location where the check would have occurred.	Not Included
2	Rewards of check - Place checking piece to a new location after declaring check and essentially using check to gain a free move and leave checked piece on board in present location. The new location may or may not be a checking location.	Not Included
3	Penalties of check - Removing another piece in lieu of forcing the checked piece to move or blocking the check. The checking piece would stay at its pre-check location after declaring the intention to check and the location of the checking piece, and then remove the opponent's piece from the board. Removal of low or intermediate level pieces only will be permitted.	Not Included
4	Penalties of check - Preventing a potential check-blocking piece from moving to a blocking location and forcing Checkmate piece to move instead.	Not Included

1.8 Checkmate

1	Checkmate piece location at start of game	h01 h15

Table C-8B Expanded Chess Sheet 8C

Game Name								Laskers Chess								
Game Identification Number								1515-001								
16x16 Game Board																
16																
15	 FTS	 CDL	 DUK	 CPN	 BSP	 QUN	 EPS	 EPR	 EPS	 QUN	 BSP	 CPN	 DUK	 CDL	 FTS	
14	 NUN	 WZD	 WZD	 CTP	 CTP	 DUK	 CSL	 CHL	 CSL	 DUK	 CTP	 CTP	 WZD	 WZD	 NUN	
13	 KNT	 CRD	 RAM	 RAM	 SGT	 SGT	 AGL	 POP	 AGL	 SGT	 SGT	 RAM	 RAM	 CRD	 KNT	
12	 KNV	 SQR	 KNV	 SQR	 KNV	 SQR	 KNV	 SQR	 KNV	 SQR	 KNV	 SQR	 KNV	 SQR	 KNV	
11																
10																
09																
08																
07																
06																
05																
04	 KNV	 SQR	 KNV	 SQR	 KNV	 SQR	 KNV	 SQR	 KNV	 SQR	 KNV	 SQR	 KNV	 SQR	 KNV	
03	 KNT	 CRD	 RAM	 RAM	 SGT	 SGT	 AGL	 POP	 AGL	 SGT	 SGT	 RAM	 RAM	 CRD	 KNT	
02	 NUN	 WZD	 WZD	 CTP	 CTP	 DUK	 CSL	 CHL	 CSL	 DUK	 CTP	 CTP	 WZD	 WZD	 NUN	
01	 FTS	 CDL	 DUK	 CPN	 BSP	 QUN	 EPS	 EPR	 EPS	 QUN	 BSP	 CPN	 DUK	 CDL	 FTS	
	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p

Expanded Chess Game Sheet 9A



General Items

1	Game Name	Tarrasch Chess
2	Game Identification Number	1616-001

1.1 Game Board Arrangement

1	Dimensions of the game board – rows wide	16
2	Dimensions of the game board – columns deep	16
3	Number of rows occupied at the start of the game per side	4
4	Number of colors on the game board	2

1.2 Game Material Configuration

1	Total number of types of Checkmate level pieces	1
2	Total number of types of High level pieces	8
3	Total number of types of Intermediate level pieces	11
4	Total number of types of Low level pieces	2
5	Total number of types of pieces per side	22
6	Total number of Checkmate level pieces	1
7	Total number of High level pieces	18
8	Total number of Intermediate level pieces	9
9	Total number of Low level pieces	16
10	Total number of pieces per side	64

1.3 Players

1	Number of players per side	1
2	Number of moves in turn for each side	2
3	Multiple Moves with Different Piece Each Move	Included
4	Multiple Moves with Same Piece Each Move	Not Included
5	Multiple Moves with Any Piece Each Move	Not Included
6	Player's access to game board	Unlimited
7	Player's access to game board – limited by spatial boundaries	Unlimited
8	Player's access to game board – limited by square color	Allowed to play: Black White
9	Player's access to game material	Unlimited
10	Player's access to game material – limited to pieces shown	N/A

1.4 Special Rules

1	Two Move – Pawn Opening	Not Applicable
2	En Passant	Not Applicable
3	Castling	Not Included
4	Slide Bishop	Not Included

Expanded Chess Game Sheet 9B



General Items

1.5 Capture

1	Rewards of capture - Return of a player's previously captured piece of equal or lesser strength to the game board on capture square.	Not Included
2	Rewards of capture - Move capturing piece to a new location and leave captured piece on board in present location.	Not Included
3	Penalties of capture - Remove captured piece from the game board for the duration of the game.	Included
4	Penalties of capture - Move captured piece to a new location chosen by capturing player.	Not Included

1.6 Promotion

1	Pieces each player can promote	KNV SQR
2	Pieces available for promotion	
2a	Direct Promotion	 SNT CPN MSL
2b	Promotion Reward	Not Included

































































































































1.7 Check

1	Rewards of check - Having an already captured low or intermediate level piece returned to the game in lieu of forcing the checked piece to move or blocking the check. The returned piece will be placed on the location where the check would have occurred.	Not Included
2	Rewards of check - Place checking piece to a new location after declaring check and essentially using check to gain a free move and leave checked piece on board in present location. The new location may or may not be a checking location.	Not Included
3	Penalties of check - Removing another piece in lieu of forcing the checked piece to move or blocking the check. The checking piece would stay at its pre-check location after declaring the intention to check and the location of the checking piece, and then remove the opponent's piece from the board. Removal of low or intermediate level pieces only will be permitted.	Not Included
4	Penalties of check - Preventing a potential check-blocking piece from moving to a blocking location and forcing Checkmate piece to move instead.	Not Included

1.8 Checkmate

1	Checkmate piece location at start of game	i01 i08
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Expanded Chess Game Sheet 9C

Game Name								Tarrasch Chess								
Game Identification Number								1616-001								
16x16 Game Board																
16	 CSL	 FTS	 ARB	 ARB	 AGL	 QUN	 EPS	 CHL	 EPR	 EPS	 QUN	 AGL	 ARB	 ARB	 FTS	 CSL
15	 NUN	 ABY	 PRS	 DUK	 BSP	 BSP	 CHL	 POP	 POP	 CHL	 BSP	 BSP	 DUK	 PRS	 ABY	 NUN
14	 HCT	 ARC	 ARC	 SNT	 SNT	 CTP	 CPN	 MSL	 MSL	 CPN	 CTP	 SNT	 SNT	 ARC	 ARC	 HCT
13	 SQR	 SQR	 KNV	 SQR	 SQR	 KNV	 SQR	 SQR	 SQR	 SQR	 KNV	 SQR	 SQR	 KNV	 SQR	 SQR
12																
11																
10																
09																
08																
07																
06																
05																
04	 SQR	 SQR	 KNV	 SQR	 SQR	 KNV	 SQR	 SQR	 SQR	 SQR	 KNV	 SQR	 SQR	 KNV	 SQR	 SQR
03	 HCT	 ARC	 ARC	 SNT	 SNT	 CTP	 CPN	 MSL	 MSL	 CPN	 CTP	 SNT	 SNT	 ARC	 ARC	 HCT
02	 NUN	 ABY	 PRS	 DUK	 BSP	 BSP	 CHL	 POP	 POP	 CHL	 BSP	 BSP	 DUK	 PRS	 ABY	 NUN
01	 CSL	 FTS	 ARB	 ARB	 AGL	 QUN	 EPS	 CHL	 EPR	 EPS	 QUN	 AGL	 ARB	 ARB	 FTS	 CSL
	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p