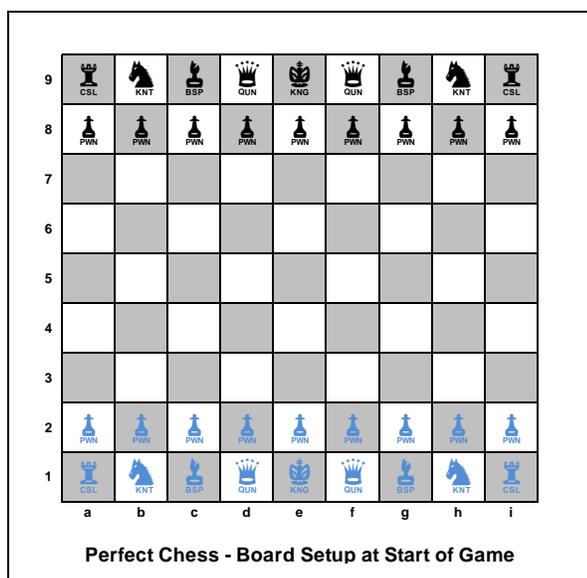


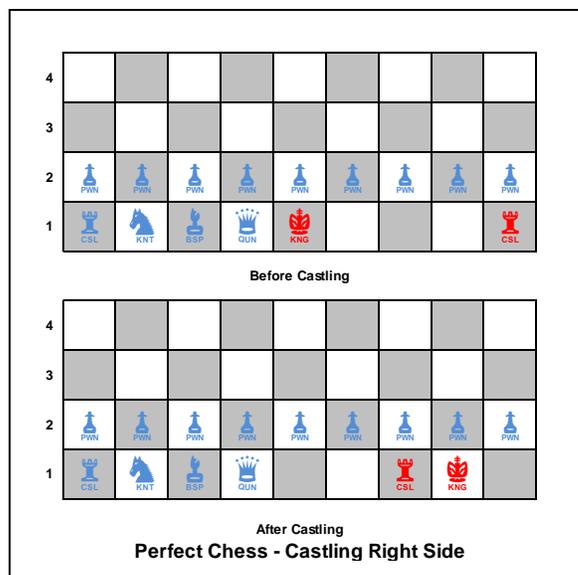
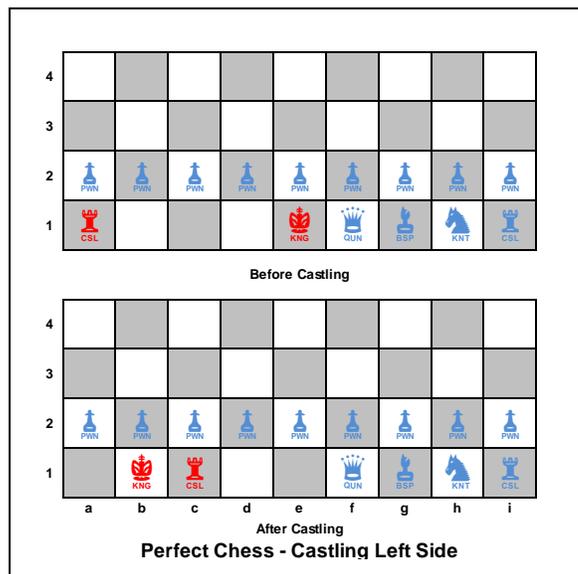
Highlights of Perfect Chess

The rules for Perfect Chess are similar to Traditional Chess. There are five significant differences. These differences include:

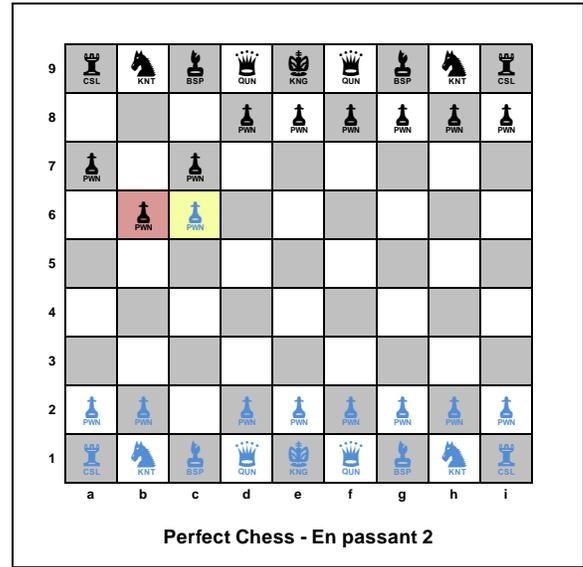
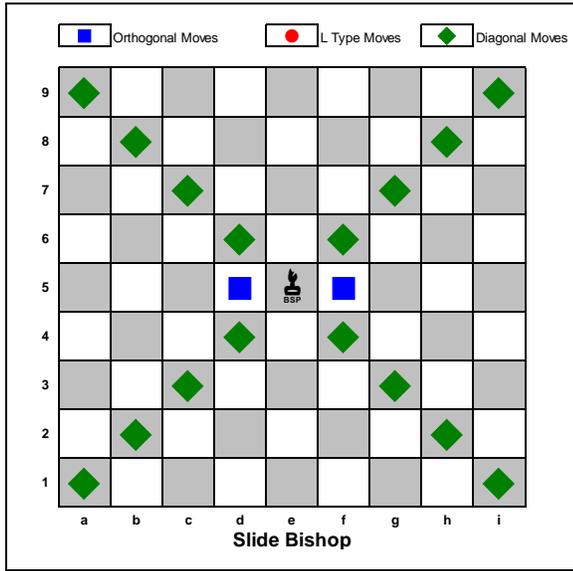
1. **BOARD SIZE** - The Perfect Chess game board is 9x9 while the Traditional Chess game board is 8x8. The Perfect Chess board has 26.6% more squares (81 vs. 64).



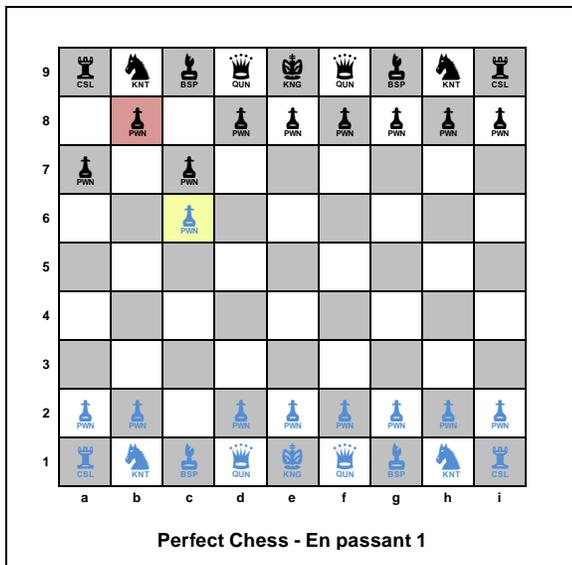
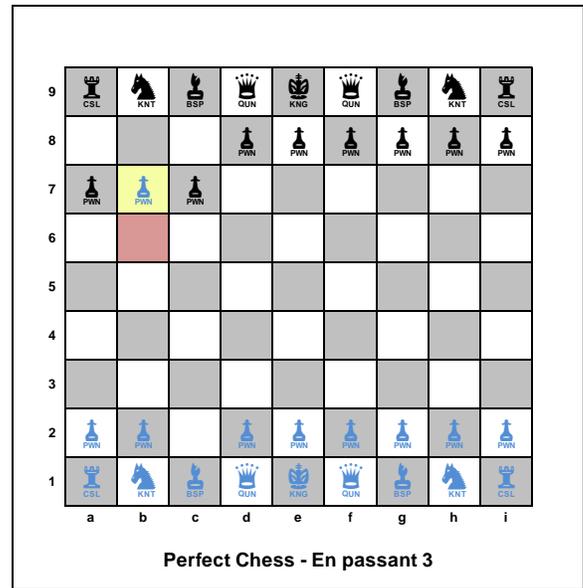
2. **TWO QUEENS** - There are two Queens for each player in Perfect Chess while there is only one Queen for each player in traditional Chess. The King (white e1, black e9) is initially located on back-center square of the board with a Queen (white d1, f1 & black d9, f9) on each side of the King.
3. **SYMETRICAL CASTLING** - When the King castles in Perfect Chess, from either the left or right side, the result is symmetrical and similar to Queen-side castling in Traditional Chess.



4. **SLIDE BISHOP** - Due to the symmetrical layout of the pieces at the start of the game, all four Bishops begin on a dark square (white c1, g1 & black c9, g9). To give the Bishops greater mobility and flexibility, they are given the ability to slide one square to either side at any time as well as being able to move any number of squares diagonally.



5. EN PASSANT – The obscure En Passant Pawn move and capture is retained in Perfect Chess. However, because the game board is one row deeper than Traditional Chess, the En Passant move takes place in the sixth row forward for the Pawn instead of the fifth row in Traditional Chess.



not allowed to be returned to the board unless a Promotion occurs. Refer to Section 3.6.3 for the Details of Promotions.

1. Playing the Game

- 1.1. Players – there are 2 opposing players for a Perfect Chess Game.
- 1.2. Pieces – Each player controls the movement of only one set of pieces, the set is either is colored white or black. A set of pieces at the beginning of the game consists of 1 King, 2 Queens, 2 Bishops, 2 Knights, 2 Castles and 9 Pawns for a total of 18 pieces per set as shown in Figure 1.
- 1.3. Board – The board is an array of squares, 9 rows wide by 9 columns deep, of alternating dark and light squares as shown in Figure 2, with the four most outer corner squares being dark. Each square of the board is labeled with a unique notation beginning with “a1” in the bottom right corner and progressing to “i9” in the top left hand corner as shown in Figure 2.

1.4. Moves

1.4.1. Defining a Move – A move consists of a player removing one piece of one’s own set from one square and placing it on another square, which that piece is permitted to move.

1.4.2. Alternating Moves - The first move of the game is made with one of white pieces. Next a black piece is moved by the opponent. The moves continue to alternate between white and black pieces in this manner until the game is completed.

1.4.3. Permitted Moves - Only certain moves are permitted for each type of piece as presented in Section 3.

1.4.4. Prohibited Moves

1.4.4.1. Same Color Piece - A piece is not permitted to move to a square which is occupied by a piece of the same color.

1.4.4.2. Occupied Squares - A piece is not permitted to move to another square, if squares directly in the movement path are occupied by pieces of either color.

1.4.4.3. Knight Exempted – The Knight is exempted from Section 1.4.4.2 and can move to any new square, even if there are pieces occupying squares directly in the travel path to the new square.

1.4.4.4. Capture – When a piece moves to a square occupied by the opponent’s piece, the opponent’s piece is removed from the board and is considered captured. The piece is

One Set of Pieces for Perfect Chess

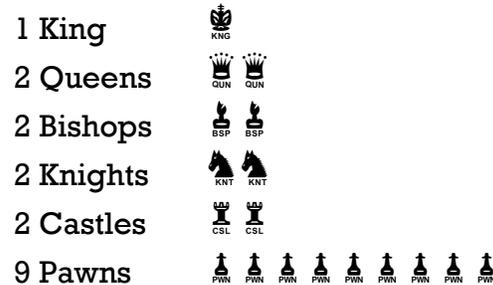


Figure 1

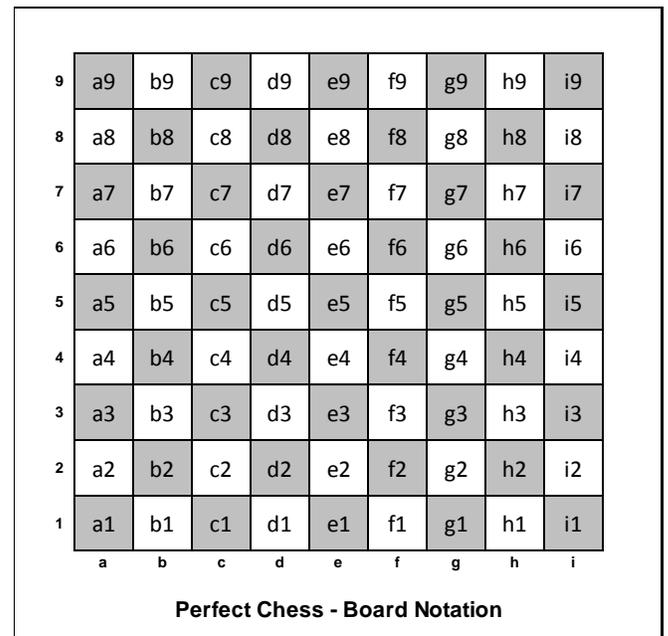


Figure 2

2. Starting the Game

2.1. Location at Start of Game – The pieces are placed on the squares noted following at the start of the game. Refer to Figure 3.

2.1.1. King

2.1.1.1. White King – e1

2.1.1.2. Black King – e9

2.1.2. Queen

- 2.1.2.1. White Queen – d1 and f1
- 2.1.2.2. Black Queen – d9 and f9
- 2.1.3. Bishop
 - 2.1.3.1. White Bishop – c1 and g1
 - 2.1.3.2. Black Bishop – c9 and g9
- 2.1.4. Knight
 - 2.1.4.1. White Knight – b1 and h1
 - 2.1.4.2. Black Knight – b9 and h9
- 2.1.5. Castle
 - 2.1.5.1. White Castle – a1 and i1
 - 2.1.5.2. Black Castle – a9 and i9
- 2.1.6. Pawn
 - 2.1.6.1. White Pawn – a2, b2, c2, d2, e2, f2, g2, h2, i2.
 - 2.1.6.2. Black Pawn – a8, b8, c8, d8, e8, f8, g8, h8, i8.

2.2. The Game Board – refer to Figure 2 and Figure 3

- 2.2.1. Size – The board is an array of squares, 9 rows wide by 9 columns deep.
- 2.2.2. Arrangement - The board is of alternating dark and light squares, with the four most outer corner squares being dark.
- 2.2.3. Notation - Each square of the board is labeled with a unique notation beginning with “a1” in the bottom right corner and progressing to “i9” in the top left hand corner, as shown in Figure 2.

3.1.1.2. Diagonal – one move

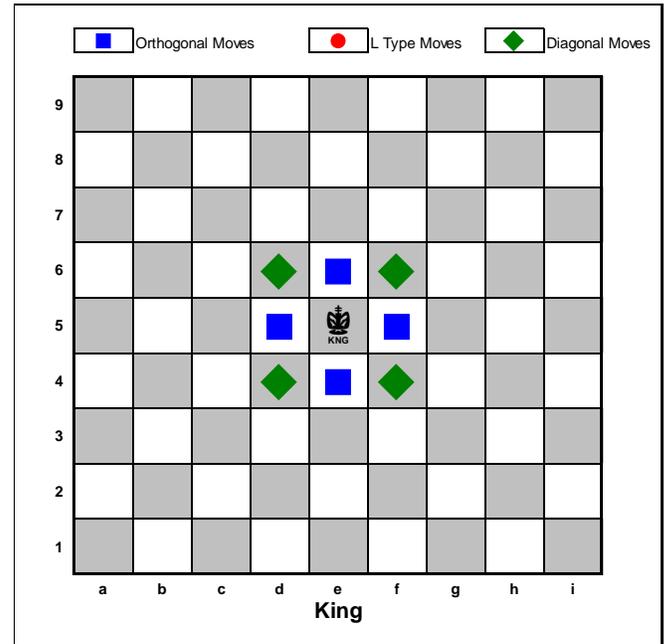


Figure 4a

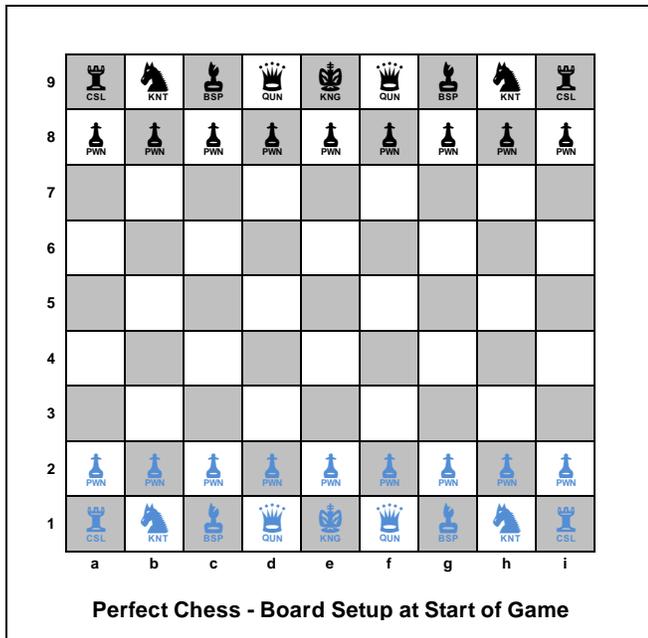


Figure 3

3. The Moves of the Pieces

3.1. King

- 3.1.1. Normal – Refer to Figure 4a.
 - 3.1.1.1. Orthogonal – one move

3.1.2. Castling

3.1.2.1. Castling Left - Refer to Figures 4b.

Castling is permitted only if:

- 3.1.2.1.1. Neither the King (e1 for white or e9 for black) nor the Castle (i1 for white or a9 for black) has ever been moved.
- 3.1.2.1.2. No pieces are located in between the King or the Castle, all squares (b1, c1, d1 for white or b9, c9, d9 for black) are clear.
- 3.1.2.1.3. None of the squares involved in castling (a1, b1, c1, d1, e1 for white or a9, b9, c9, d9, e9 for black) being subject to attack by any opponent’s piece.
- 3.1.2.1.4. After castling the King occupies square b1 (white) or b9 (black) and the Castle occupies c1 (white) or c9 (black).

3.1.2.2. Castling Right -Refer to Figure 4c.

Castling is permitted only if:

- 3.1.2.2.1. Neither the King (e1 for white or e9 for black) nor the Castle (i1 for white or i9 for black) has ever been moved.

- 3.1.2.2.2. No pieces are located in between the King or the Castle, all squares (f1, g1, h1 for white or f9, g9, h9 for black) are clear.
- 3.1.2.2.3. None of the squares involved in castling (e1, f1, g1, h1, i1 for white or e9, f9, g9, h9, i9 for black) being subject to attack by any opponent's piece.
- 3.1.2.2.4. After castling the King occupies square h1 (white) or h9 (black) and the Castle occupies g1 (white) or g9 (black).

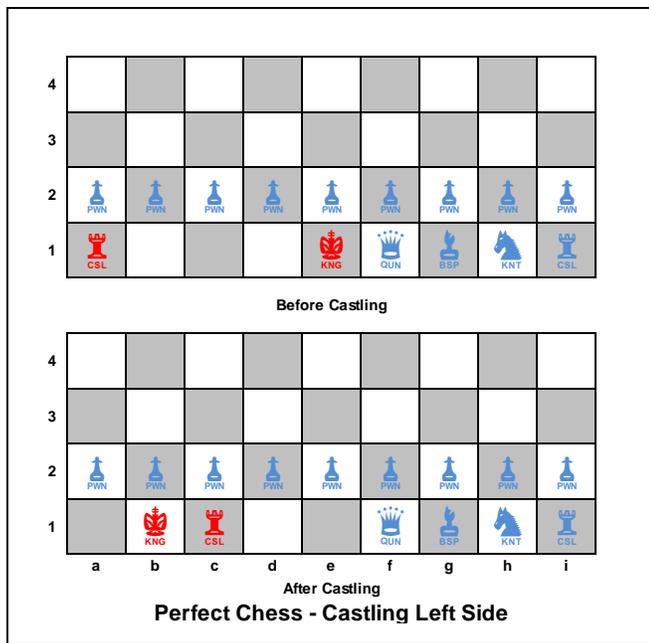


Figure 4b

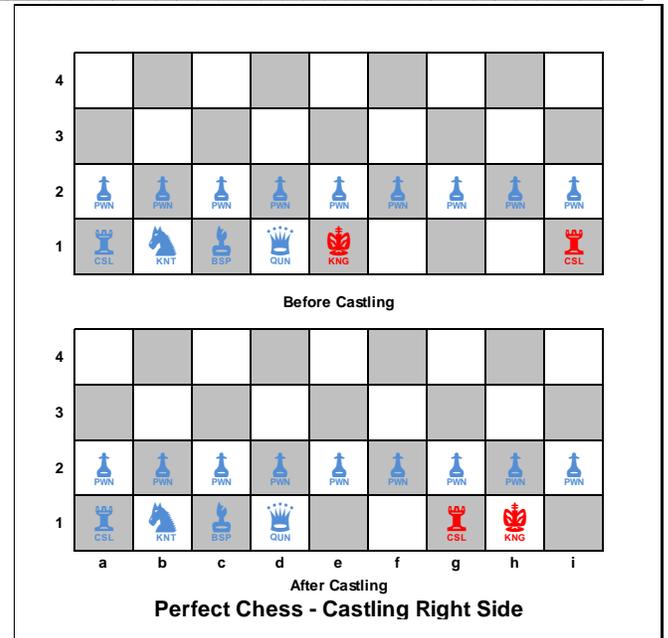


Figure 4c

3.1.3. – Check. The King is in Check when it will be captured by an opponent's piece on the opponent's next move if the King is not immediately moved to a square where it cannot be captured on the opponent's next move.

3.2. Queen – Refer to Figure 5.

3.2.1. Orthogonal – entire row or column

3.2.2. Diagonal – entire diagonal

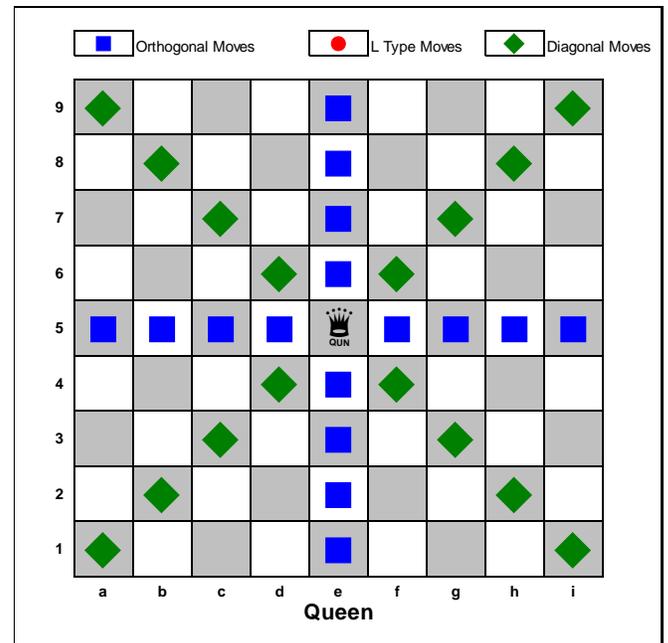


Figure 5

- 3.3. Bishop – Refer to Figure 6.
 - 3.3.1. Orthogonal – one sideways left or right.
 - 3.3.2. Diagonal – entire diagonal

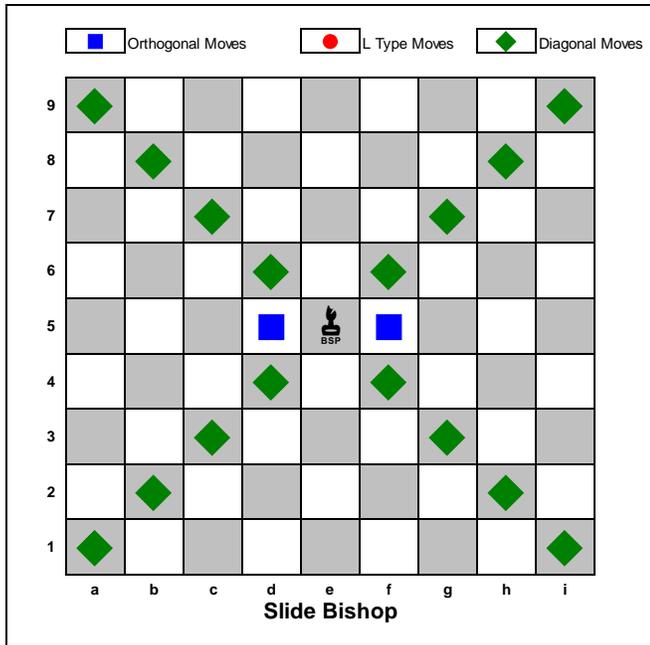


Figure 6

- 3.4. Knight – Refer to Figure 7.
 - 3.4.1. L type move – 2 squares, one square. All 8 directions.

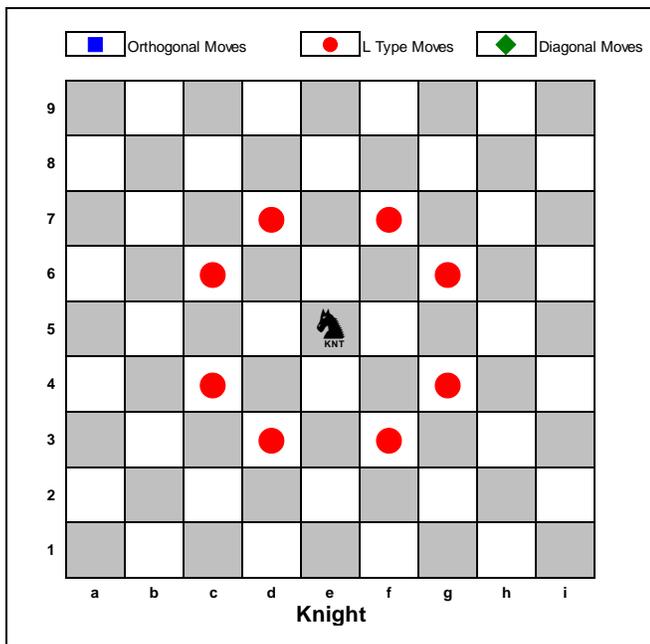


Figure 7

- 3.5. Castle
 - 3.5.1. Normal – Refer to Figure 8.
 - 3.5.1.1. Orthogonal – entire row or column
 - 3.5.2. Castling – Refer to Sections 3.1.2.1 with Figure 4b and 3.1.2.2 with Figure 4c for details.

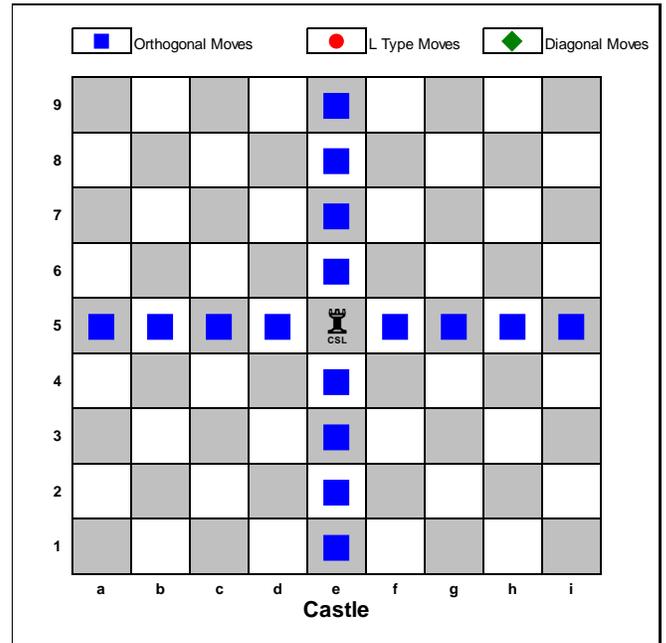


Figure 8

- 3.6. Pawn – Refer to Figure 9.
 - 3.6.1. First Move – On the first move only, for any Pawn, the Pawn may advance directly forward one square or two squares if there are no pieces occupying the squares to prevent the move. The Pawn cannot capture an opponent's piece by moving straight ahead on the first move or any subsequent move.
 - 3.6.2. Normal – The Pawn can advance forward, but never backward. The Pawn moves ahead one square straight ahead. The Pawn cannot capture an opponent's piece by moving straight ahead. The Pawn can only capture an opponent's pieces one diagonal move ahead as shown on Figure 9.

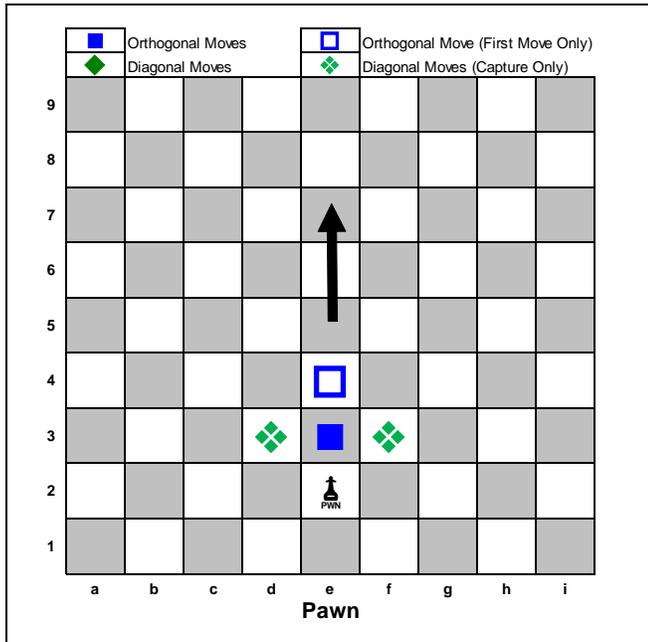


Figure 9

3.6.3. Promotion – Refer to Figure 10.

3.6.3.1. When a Pawn advances forward and reaches the end of the board, it can be promoted to a Queen, Bishop, Knight or Castle. The Pawn is replaced with the promoted piece and continues participating in the game. A Pawn cannot be promoted to a King. If a Pawn is not promoted, it cannot move. The promoted piece moves normally having any permitted moves of that type of piece.

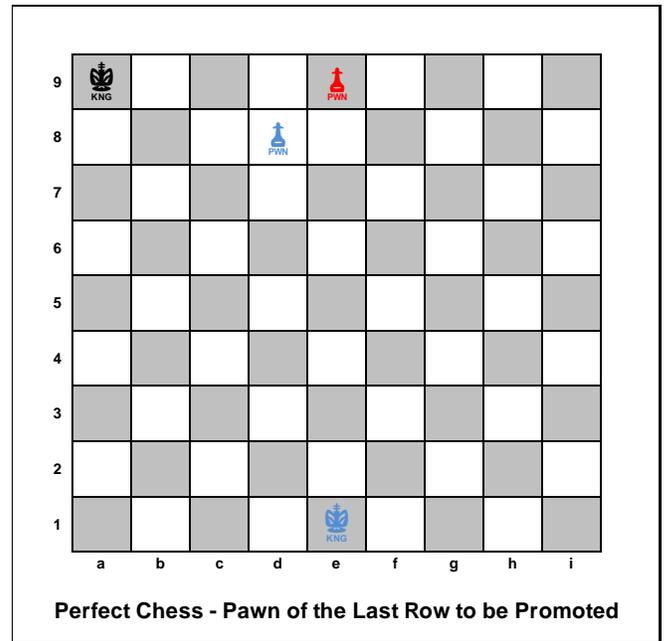


Figure 10

3.6.4. En Passant – En Passant occurs when the Pawn of one Player advances to the sixth row forward. In the next opponent’s move, an opposing Pawn located on the column on either side of the sixth row Pawn moves ahead two squares and is now directly across from the attacking Pawn. To complete the En Passant capture, the attacking Pawn moves forward into the seventh row and over the left or right one column so it is directly behind the opponent’s pawn which moved two squares on its opening move. The attacking Pawn declares En Passant and captures and removes the opponent’s Pawn. Refer to Figures 11a, 11b and 11c.

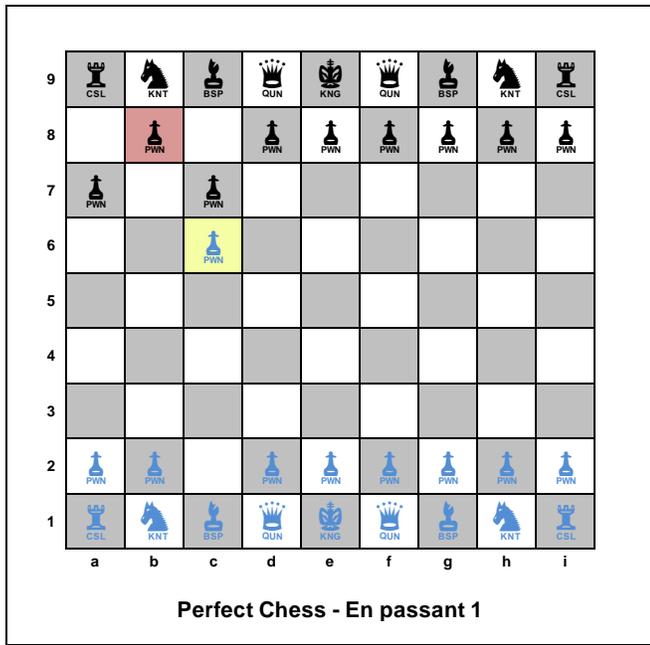


Figure 11a

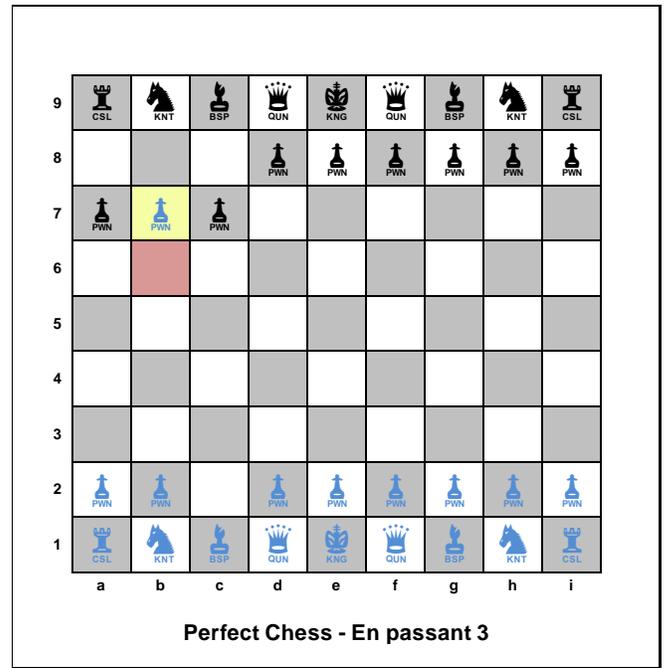


Figure 11c

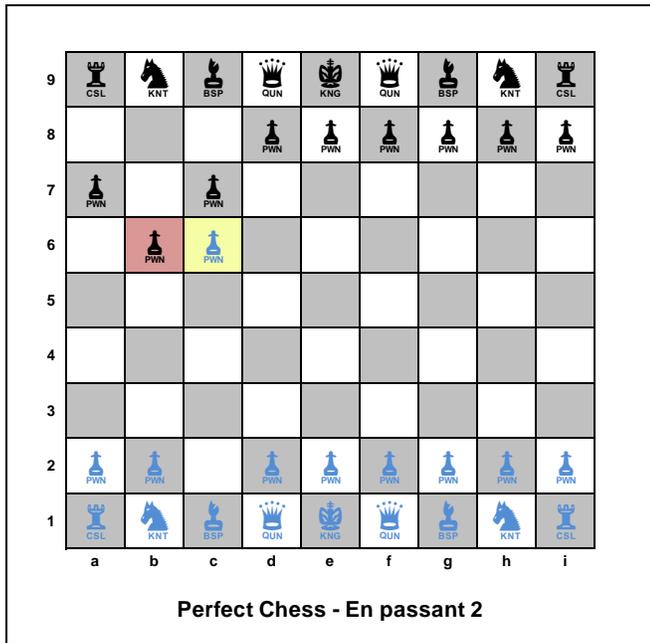


Figure 11b

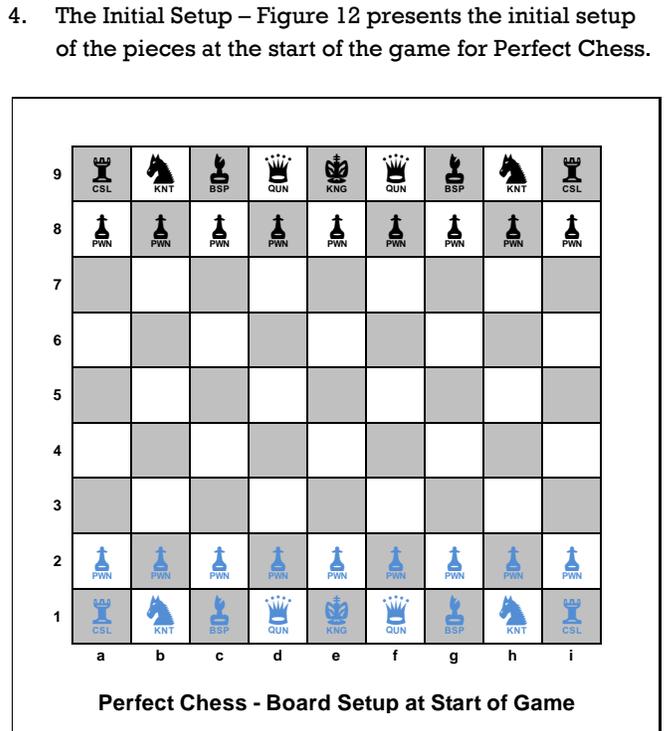


Figure 12

5. Winning the Game
 - 5.1. Checkmate occurs when one king is being attacked and it has no permitted moves to escape from the attack and shall be captured with the opponent's next move.
 - 5.2. When one player is able to Checkmate (capture) the opponent's King, then that player has won the game. Refer to Section 5.1 for details of Checkmate.
 - 5.3. If one player resigns because he believes that he cannot escape Checkmate in a future move, then that player loses the game and the opponent wins the game.

6. Drawing the Game
 - 6.1. If one player cannot move his King and he is not in check, then the game is a draw.
 - 6.2. If each player has made 50 consecutive moves and no pawn has moved and no piece has been captured, then the game is a draw.
 - 6.3. If the every piece appears in exactly the same location 3 times during the game, (not required to be consecutively), then the game is a draw.
 - 6.4. If there is no possible combination of moves that will result in a Checkmate for either player, then the game is a draw.
 - 6.5. If each player agrees to a draw, the game is a draw.