

Additional rules of 20-chess

1-as in orthodox chess

2-turn consists of 2 moves, with 2 different pieces (ex K+p) (so 2 moves for white, followed by 2 moves for black)

3-each player first exchanges the position of two of his own chessmen, next each player makes a move with one of his other chessmen.

4-in case both players has captured pieces (if not, just orthodox chess), each player chooses one of his captured pieces and drops it on an empty square of his choice (except: checking is not allowed, a pawn cannot be dropped on the last row). Next each player moves with another piece.

5-as 4, except the piece is chosen by the opponent

6-in case both players have captured pieces (if not, just orthodox chess), each player keeps on placing his captured pieces as in rule 4, untill one of the players does not have a captured chessman anymore. Followed by a move with another piece.

7-this move is only with a pawn or the king

8-this move is only with a knight or the king

9-this move is only with a bishop or the king

10-this move is only with a rook or the king

11-both bishop and rook have the additional power of moving one square in the remaining direction (such as promoted rook or bishop in shogun)

12-each player drops the additional chessman on an empty field of his choice (as in shogun), which is now a fool (has the capacity of the previous moved chessman).*

Followed by a move with another chessman

13-each player drops the extra chessman on an empty field of his choice (as in shogun), which is now an elephant (one or two squares diagonally, also jumping).* Followed by a move with another chessman

14-each player drops the extra chessman on an empty field of his choice (as in shogun), which is now a mountain (cannot move and cannot be captured).* Followed by a move with another chessman

15. the king has now and only now the capacity of a knight, (one can also choose to move another chessman), castling is not allowed in this turn

16-in this turn the chess board has to be regarded as cylindrical, the right and left side are interconnected (as if the chess board were a cylinder)

17-a move (or capture) is only allowed when another of your chessmen of your choice, makes an identical move (not regarding his normal capacity), and by doing so lands on an empty square.

18-in this turn only backwards moving is allowed (if the chessman has this capacity)

19- each player chooses one of his chessman on the board to give to his opponent as a captured piece. Followed by a move as in orthodox chess.

20-when a player chooses to move his knight, bishop or rook, he has to move both of this type of chessmen (if they are still on the game) (both can move, capture or check)

(*) When the additional chess piece is already in the game, it's capacity changes and it can be dropped again on any empty field as if it was not in the game yet. In case of the extra piece was in capture, it is put into the game again. When white has done a move with the additional piece, black still can do a move with his (even so when the extra piece is a fool). By 4, 5 and 6 they are not regarded as part of the captured pieces. The capacity of the additional piece remains constant untill a cast changes it or untill they are captured. It also remains when the cast is one.

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