

Conqueror 64 ~ The Nostalgic Evolution Of Chess

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Those of you interested in **Conqueror Chess** will be interested to read now about **Conqueror 64**, an 8x8 adaptation of the game.

Whilst it is a unanimous desire to evolve Chess and whilst games like *Conqueror Chess* may be prime candidates for the next evolution, there are nevertheless THREE primary remaining obstacles which hamper the progress of any popularization.

Those three obstacles are commerce, academia and nostalgia.

I don't expect millions of *Conqueror Chess* sets to appear worldwide over night, even if I made and gave them away for free. This is because, and even I myself feel the same, there is and always will be an undying attachment to the Classical 64 square game.

Thus and furthermore, the immense history of Classical Chess has within its vast libraries, endless books and studies, biographies and conversations from all the ancient and modern masters of the game.

Such a history does not merely "step aside" for a new game.

I have therefore contracted myself the task to create an adaptation of *Conqueror Chess* for the classical 64 square Chess set.

How To Play

Conqueror 64 is played in exactly the same way as Classical Chess but featuring the addition of one extra piece ~ the Conker ~ and one extra rule of movement for the Knight.

- The **CONKER** moves and captures to the NEAREST like-coloured square. Thus: ONE square diagonally and LEAPS to the SECOND square orthogonally. The Conker also has a very special move: OR, if the opponent moves his King, THENCE like a WIZARD. This is a 3,1 'L' shaped move. Whilst the actual Wizard piece is not present in Conqueror 64, its spirit is still nevertheless a trait of the Conker itself.
 - The Conker remains OFF the board at the start of play and is 'placed' onto any square within the player's own side of the board, at any time of choosing. Alternatively, the Conker MAY ENTER via the *Seirawan* method, occupying the first-time vacated square of any piece during the same move of its first vacating. However a player MUST ENTER his Conker BEFORE ALL four Knights have entered play, or before all uncaptured Knights have entered play. Entering the Conker counts as one whole complete move. A Conker MAY NOT make the first move of the game. White places the Conker knotted side up whilst Black places the Conker knotted side down, thus distinguishing them apart.
- The **KNIGHT** may move like a CONKER on its FIRST move, or normally like a regular Classical Knight, but NOT like a Wizard.
 - This attribute is given to the Knight in order to resolve the piece's compromised disposition during the Opening. Whilst there are proclaimed an infinite number of Opening possibilities in Chess, this is somewhat of a fallacy since the Knight actually only has one logical square available to it, c3/c6/f3/f6 where in fact it is easily pinned and lest a time consuming combination of flank moves are employed. Granting the Knight to move like a Conker on its first move provides the piece with many more options for Opening repertoire.



The Conker is notated with a capital 'C'. If entering play via the *Seirawan* method, we notate this with a forward slash following the regular move. For example, if we moved our c8 Bishop for the first time to e6 and entered our Conker to the just vacated square of c8, we would write this as **Be6/C**.

Analysis Of Evolution

The real evolutionary beauty of **Conqueror 64** is the nutritious relationship between the Knight and the Conker. An infinite new array of Opening repertoires is only the tip of the strategical iceberg.

For amongst the Knight's augmented arsenal is an end to the most infuriating Berlin style Queen exchange ~ with a predatory recapture from b1/b8!

And the Conker itself can truly become an instrument of torture should one fall asleep under its duress. Behold this exchange now sans Knight, for with a Black Conker on e4, there is no hope for White should Black play Qxd1. The movement of the King whence Kxd1 would only place itself in Check!

Nature, art both kind and cruel.

Whilst the Conker of *Conqueror 64* is identical to that of *Conqueror Chess*, its value in relation to other pieces changes with the decreased board size and as such its value is calculated differently.

The Conker in *Conqueror 64* is similar to a Knight but cannot leap as far or change its square colour. In this respect it is weaker.



Yet the Conker may be dropped to any near side square on its first move and on occasion may even leap like a Wizard. In this respect it is stronger.

On a 64 square board the Wizard's Leap assigned to the Conker is much more powerful than on a 100 square board because the piece can traverse the whole board more easily.

Thus in turn it is actually at least an equal to the Knight, yet its prowess is strongly dependent on material and position.

Conqueror 64 therefore hereby values the Conker an almost equal but variably stronger value to a Knight at **3.25**.

King = ∞
Pawn = 1.0
Knight = 3.0
Conker = 3.25/var
Bishop = 3.0
Rook = 5.0
Queen = 8.0

Psychologically the Conker can be most frustrating, for whilst it sits there appearing worthy only of 3.25 points, the player knows that this value is merely positional and may increase dramatically. Thus the question this piece presents is: *Would exchanging your Knight for a Conker be worthwhile?*

The Conker actually increases in value towards the Endgame and this is because as more and more pieces are taken, the chances of the opponent moving his King increases.

As such an Endgame between a King and Conker is the same as an Endgame between a King and Wizard. Whilst a Wizard cannot force Mate, even with the assistance of its own King, it only needs one other piece, or Pawn, to seal the enemy's fate.

However, if your King is well defended, then come the Endgame it may hardly ever find it needs to move and thus your opponent's Conker will just sit there or roll about lazily, not really posing much of a threat to you at all...

... or... will it...?

Aye, let's make 64 squares great again. Let's CONQUER.

Thank you for reading.

Blog posts in Chess.



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