

Genie Of The Lamp

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Introduction

There are many people who like Chess variants, including many Grandmasters of the world stage.

The arguments for evolving Chess are many, but fundamentally it is often felt amongst club players and Grandmasters also, that the standard game has been played out.

For in truth there are only a finite number of Openings that are actually praiseworthy of playing to good fruition and even less so whence one does not possess the world champion ability to study future patterns at the atomic level.



To be clear, whilst any Opening you like may of course be played, all too common routes eventually become the norm whereby repetitive irritations, such as a pinned Knight on its only sensibly accessible first square K/QB3, only prove the game is actually lacking in scope.

This fundamental depression of classical Chess theorem is the axis of the good novice's disinterest. Aye, even a Pawn has more logical first moves than a Knight and this is an ailment which must be remedied.

The invention herewith, of the '*Genie*', preserves the Classical gameplay we are all familiar with, yet whilst alleviating the stresses of repetitive scenarios by creating new routes of Opening possibilities.

My lifetime mission has been to not only increase the playability of the Opening for all grades of players, but to improve the playability of the game in general, hereto by adding a pinch of good magic, yet without altering or disrupting the standard inventory or romantic appeal of the classical game itself.

Equipment

- Standard sixty-four square board.
- Standard inventory of pieces.

This game is designed for round flat counter pieces, with blank undersides.

The recommended German set, for which this game was originally designed, is the SONDERGUT rollup leather travel set. However a company called SCHYLLING produce a lovely bamboo counter piece set, which I happen to rather like now instead!

The Genie

The Genie is an additional piece indeed, but which only materialises when a Pawn of the player's choosing is flipped over, so its underside faces upwards, thus becoming the Genie.

This basic principle of the Genie's entrance is perhaps a revolution in Chess evolution and many academics would agree, the new Genie strongly initiates a significant strategic change and fantastic new language to the game's conversation.

Pawns are the keepers of the lamp, whom summon the Genie's power.

Thus only a Pawn may become the Genie, however, any Pawn may be flipped, in any position, anywhere on the board and at any moment of play.

Only ONE Genie is allowed per player.

A Pawn which becomes the Genie may not revert back to a Pawn.

Entering one's Genie counts as one singular and complete move. Thus a player may not first move a Pawn and then flip the Genie in the same turn, but merely flip the Genie to announce its entrance. Nor may the player move any other piece until the next turn.

The Genie moves and captures a maximum of TWO squares in any direction and may jump any colour piece occupying the closest square. The Genie captures only unto the square it lands.

However, the Genie also has a special move. In a single turn, the Genie may instead move by jumping TWICE, altering direction en route if desired, either orthogonally or diagonally, as if it had actually taken two jumping moves.

However, the Genie MAY NOT CAPTURE if performing this special move and MAY NOT jump vacant squares.

Once a player's Genie has been captured it may not again enter the game, unless or until the promotion of a Pawn.

Notation & Notes

The Genie is notated with a "G".

The Genie is pictured with a circle "O".

To notate the Genie's entrance, one merely writes the initial letter of the Genie, followed by the square coordinates of the Pawn becoming empowered.

For example, if the Genie enters to the Pawn's square of d2, then whence the Pawn is flipped, its entrance would be notated "Gd2". Or another example, if Black moves 1. ... c5 and then on the next move flips the c5 Pawn, then its entrance would be notated "2. ... Gc5".

Check may be delivered by a Genie even whence it enters the game.

Due to its ability to jump, Check from a Genie cannot be blocked.

A player's Pawn may only promote to a Genie if the player promoting does not already have a Genie on the board.

A standard inventory of pieces contains only one Queen per player, whereby promoting pieces must become a previously captured piece, thereof available from the set.

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