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About the author

# POCKET WIZARD

A Chess Variant By Simon Edward Jepps

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## How To Play

**Pocket Wizard** is a variation of the popular *Pocket Knight* variant, which has been known to be played around the world.

It is unknown who however, if any an *individual* invented *Pocket Knight*, but the earliest records of its play are found to be from the late 19th century.

In short, the game is played with a **Wizard** instead of a **Knight**, and which may be 'dropped' into play at any time.

Yet this is not an *Omega Wizard*, a piece I am very fond of, for that piece is not compatible with the nature of this game.

This piece in this game is a specifically designed **Pocket Wizard**, hereby named the **Wizardp**.

- The **Wizardp** moves and captures by leaping directly to the **SECOND** square away in **ANY** direction.
  - However, the **Wizardp** MAY move **SANS CAPTURE** like a **Knight** **THRICE** in the game. After this move has been used **THREE TIMES** it is then exhausted for the game.

If you think about it, a **Wizard** makes much more sense than a **Knight**, because the very nature of this 'pocket' piece is to enter the game at any time unto any square - as if an otherworldly character materialising in time and space.

The rules are quite simple and as follows.

- Each player has **ONE Wizardp** 'off-board' awaiting deployment ~ its entrance a complete turn.
- Thy **Wizardp** MAY enter to **ANY** vacant **LIKE-COLOURED** square at **ANY** time... however:
  - ... **MAY NOT** enter to Attack the **King** OR **Queen**.
  - ... Thus **MAY NOT** enter to Deliver Check or Mate.
  - ... **MAY NOT** enter to Block Check.

Herewith, because thy **Wizardp** is allowed to enter play to **ANY** like-coloured square on **EITHER** side of the board, the **design** of the piece has to be such that it maintains a relatively short-range footprint, thus indeed one similar to that of a **Knight**.

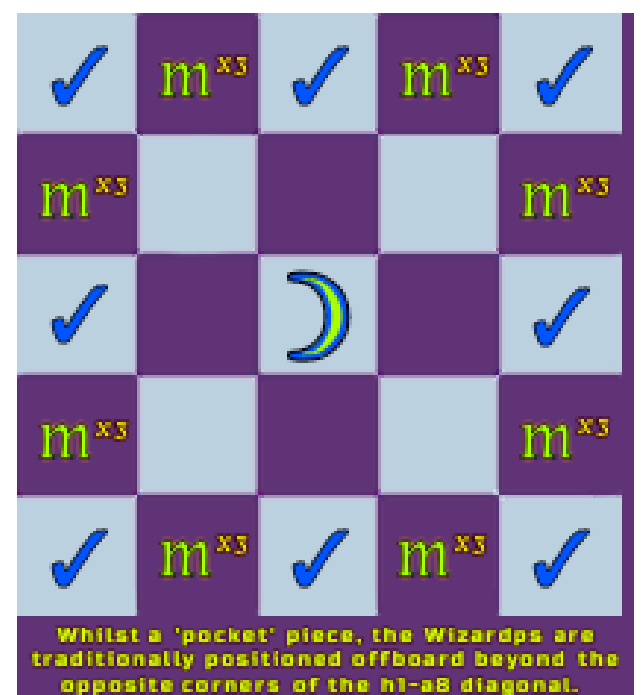
As much as I love the *Omega Wizard*, the piece has quite a stride for something that could just pop out of thin air into your home camp - **Rooks** would be the immediate obvious target.

For this reason the **Pocket Wizard** or **Wizardp** moves & captures in the way described above and in the diagram.

Another reason for this piece design is that it provides more variation in movement patterns, rather than just merely another **Knight**. Of course the piece has to be a leaper, since Chess is imbalanced in that respect, and being a semi-colour-bound piece not only rectifies another imbalance but adds strategical wonder to choosing its deployment square.

All in all, I think this is a wonderful **Qwik Var** featuring a wonderful new Chess piece!

Thank you for reading.



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