Scacchronos

Italian {scacchi} + Greek {chronos}

Scacchronos is a Chess Variant played with two 6-sided dice.

This is a simple yet engrossing game whereby the two 6-sided dice substitute the Chess Clock of traditional timed play. The two dice also grant extra abilities during the Opening.

Each player begins with 320 points, a representation of remaining time.

Before making a move, each turn the player rolls the two 6-sided dice and attempts to score as *low* as possible. The player has the *choice to re-roll one* of the dice, but only one.

The points shown by the dice are then deducted from the player's running point-time.

For example, if the first move of the game and thus White has 320 points remaining, should White roll a total score of 12 points, these are deducted from his point-time, leaving 308 points remaining.

The objective therefore, is to Check Mate your opponent before your point-time runs out.

Should a player's point-time run out before a Check Mate is delivered, the player with remaining point-time wins the game.

Extra Abilities

Doubles grant extra powers during the Opening game.

When a player rolls/scores a double, the piece represented by the dice *may leap to the second square away*, in any direction, providing it *has not yet* made its *first move*.

However the piece *may not capture* when performing this special move.

The values of the dice represent the pieces as follows.

1. Pawn
2. Knight
3. Bishop
4. Rook
5. Queen
6. King

For example, if Black's turn and neither his Knight nor Bishop has yet moved, should Black roll a 3+2, he could re-roll either in hope of a double 3 or double 2.

Whichever double is achieved, providing the respective piece _has not yet_ made its _first move,_ it may leap to the second square away, in any direction.

Remember also, if a double 3, then 6 points are deducted and if a double 2, then 4 points are deducted, from Black's running point-time.

Tournaments

Scacchronos tournaments consist of 6 games per player.

Each player accumulates his/her remaining point-time from each previous game as a secondary running tournament score, regardless of whether the previous game was won or lost.

Thus, should the final game result be tied, the player with the most point-time accumulated at the end of the tournament distinguishes 1st place and/or 2nd/3rd place runners.

Summary

Philosophically, the difference between real-time and point-time is that in real life, whilst we can righteously invest in and thus so pursue the maximum longevity of our lives, at the end of the day we are nevertheless unable to know exactly for how long we will live.

Likewise in Chess, if attempting to portray this temporal truth within the laws of the game, rather than a Clock which its longevity is predetermined, it would make more sense to create a representation of time in a manner which more accurately reflects the uncertainty of expiration.

Thus the featuring of dice as the medium through which personal game-time is measured, truly delivers a more realistic and thus more entertaining aesthetic to the game.

The initial point-time of 320pts is designed to provide reasonable longevity of play based on the probabilities of average values rolled by each player during an average game.

For example, if a player rolled a double 6 / 12pts every single turn the game would only last for a maximum of 27 moves. An unlikely scenario of course.

However, if through the allowance of re-rolling one die, whilst occasionally attempting doubles, each player could influence and likely average their rolls to a maximum of 7pts each turn, then the game would last for a maximum of 46 moves.

Yet, I would expect, given that players would likely value point-time over piece-power, it could be feasible to influence the game's longevity to 50 or 60+ moves, in some scenarios.

Of course though, chance is both the beauty and the beast of _Scacchronos._

With regards to piece-power, I primarily wanted to expand the possibilities of Opening play, particularly the Knight who is usually stuck with the mundane move *KtK/QB3,* but I only wanted to increase piece powers unto the absolute minimum, so as not to destroy the historic tradition and to actively preserve the Classical continuum of the game.

Thus the *two-square-leap* is only granted to a piece on its very first move, without capture and only if the respective double value is granted by the dice. Yet, for those of you who would welcome more variation in piece-power regardless, by all means feel free to employ the double value piece-power throughout the game!

Nevertheless, you will notice that oftentimes Pawns remain unmoved for a long time, even into the Endgame, and thus here is where the *double 1 dice roll* proves its undying fame!

Aye, here then is a game of Chess worth living... and dying for.

Thank you for reading.

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