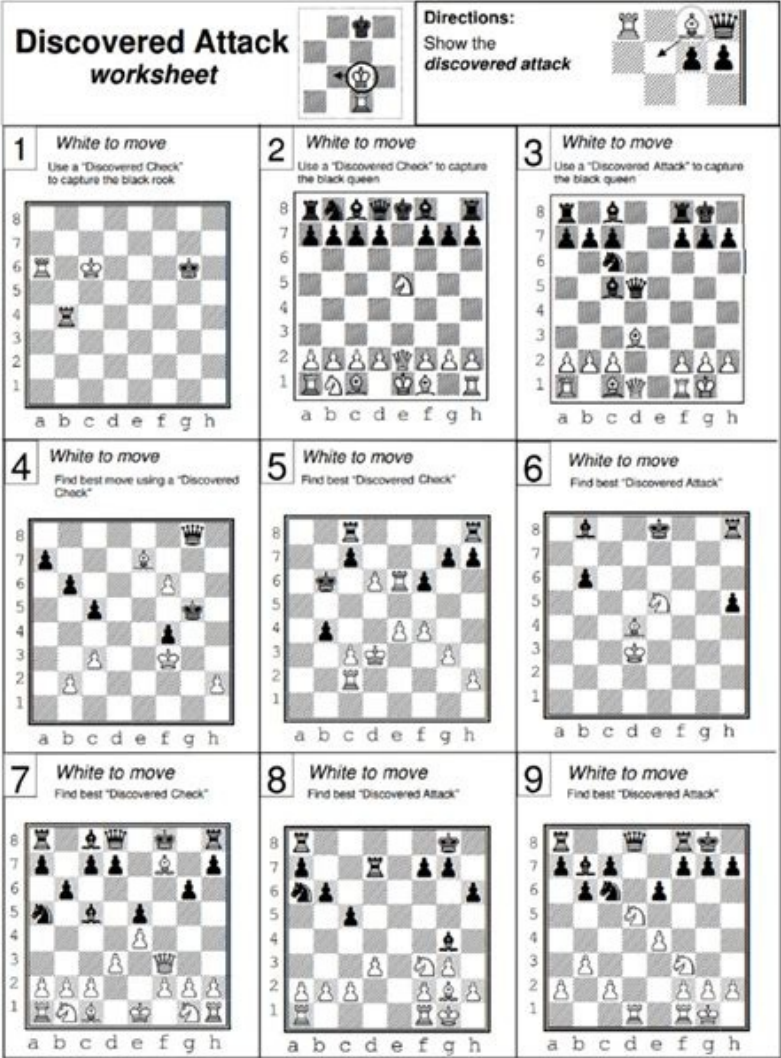


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Full PDF PackageDownload Full PDF PackageThis PaperAs a short summary of this paper31 Full PDFs related to this paperDownloadFull PDF PackagePac Games related to, derived from or inspired by chess A three-player chess variant which uses a hexagonal board A chess variant is a game related to, derived from, or inspired by chess.[1] Such variants can differ from chess in many different ways. "International" or "Western" chess itself is one of a family of games which have related origins and could be considered variants of each other: Chess developed from chaturanga, from which the modern game of chess is derived. Chess variants can be played over the board, by correspondence, or by computer. Some internet chess servers facilitate the play of some variants in addition to orthodox chess. In the context of chess problems, chess variants are called heterodox chess or fairy chess.[4][5] Fairy chess variants tend to be created for problem composition rather than actual play. There are thousands of known chess variants (see list of chess variants). The Classified Encyclopedia of Chess Variants catalogues around two thousand, with the preface noting that—with creating a chess variant being relatively trivial—many were considered insufficiently notable for inclusion.[6] Evolution of chess a b c d e f g h 8 8 7 7 6 6 5 5 4 4 3 3 2 2 1 1 a b c d e f g h Chaturanga starting setup.[7] Chaturanga is believed to be the origin of all games in the chess family. See also: History of chess The origins of the chess family of games can be traced to the game of chaturanga during the time of the Gupta Empire in India.[2] Over time, as the game spread geographically, modified versions of the rules became popular in different regions. In Sassanid Persia, a slightly modified form became known as shatranj. Modifications made to this game in Europe resulted in the modern game. Courier chess was a popular variant in medieval Europe, which had a significant impact on the "main" variant's development.[2] Other games in the chess family, such as shogi (Japan), and xiangqi (China), are also developments from chaturanga made in other regions. These related games are considered chess variants(citation needed), though the majority of variants are, expressly, modifications of chess. The basic rules of chess were not standardized until the 19th century, and the modern game of chess is a result of centuries of evolution. Chess variants can be created for a wide range of reasons, from the desire to create new challenges for enthusiasts or a wider audience. Variants normally have the same public domain status as chess, though a few (such as Knightmare Chess) are proprietary, and the materials for play are released as commercial products. The variations from chess may be done to address a perceived issue with the standard game. 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