

CHATURANGA – THE CHESS ANCESTOR

reconstructed historical game

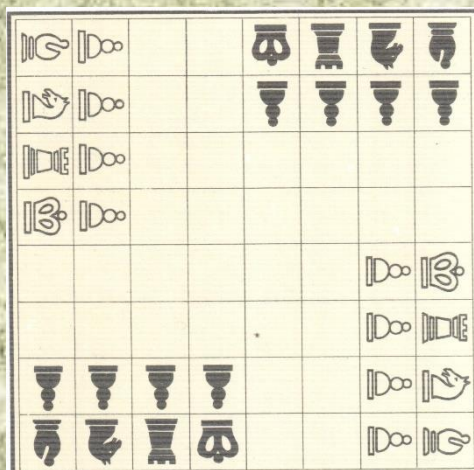
START

It's a game for 4 players that are set in 2 teams: gray and white, and blue and violet.
Players from one team sets their figures on the opposite corners of the map.

Figures of each player: 1 king, 1 elephant, 1 horse, 1 tower, 4 knights.

Figures of player who lost his king disappears from the map.

Winner team is the one who captures both kings of enemy team.



MOVEMENTS

Players are moving watchwise.

KING moves like in the modern chess.

HORSE moves like in the modern chess.

TOWER moves in a straight lines, max 3 chess fields.

ELEPHANT (bishop) moves in a straight diagonal line, max 3 chess fields

KNIGHT (pawn) moves by 1 chess field, but he only captures diagonally (like in the modern chess).

You can't put your figures on the chess fields that are occupied by your own figures.

You can't jump over fields that are occupied by any figure (the exception is a horse).

CAPTURING

You can capture enemy figure by standing on their occupied chess field.

In this game there is no mate rule.

PROMOTION

Knight (pawn), that reach the last row of the board can be promoted to any own figure that were captured by enemy.

VARIANTS

The game is at the level of the first tests. We allow the possibility of checking the various rules and variants. The first rule of reconstruction is: **good rules are the one that makes your game the most interesting.**

The present set of rules are my temporary proposition. If you discover something interesting about this game, please do not hesitate to share your ideas.

Possible testing variants:

- *The winning team is the one, that captures one of the enemy kings.*
- *Another way of setting the figures at the start..*
- *Another movement restrictions for tower and elephant.*
- *Pawn captures forward instead of diagonally.*
- *Mate system – obligation to save the endangered king.*
- *When one of the kings id captured, his troops are not removed from the board.*



- ...

HISTORY

The game was discovered in a Jerzy Giżycki book named “With chess through the ages and states”, that I got from my deceased grandfather ‘s bookcase, that spent a lot of time on 64 chess fields.

You can find information about “Chaturanga” online that says its an ancient precursor of the modern chess but in a version for two players only. Giżycki claims, that there are an older version of Chaturanga that was for 4 players. That’s why the name of Chaturanga is derived from four weapons/elements/minds.

The exact rules of the game are not known, but the things we know about it are enough for making reconstruction attempts. The goal is to check the point of the game by using various rules and variants. This time AI won’t do it for us, we have to experience and test the game live.

We are planning to collect feedback from players as long as we know the best possible version of gameplay. First tests showed us, that Chaturanga has some values that are surpassing 2-player chess. And that are:

- *The need to understand without using words the strategy of our partner in game.*
- *Increased amount of moves that are made between moves of any of the players.*

In years 2019-20 we have made the first reconstruction steps:

- Kuba Mularczyk made beautiful 3-d models of figures in a old-indian style.
- Dawid Karcz printed the first set of our Chaturanga
- Zbyszek Janczukowicz wrote this modest text.

We invite you for having intellectual fun together!