

xodul

introduction

Xodul is a tactical and strategy game, which is a variant of chess. This game is inspired on international chess, chinese chess (xiang-qi), and japanese chess (shogi).

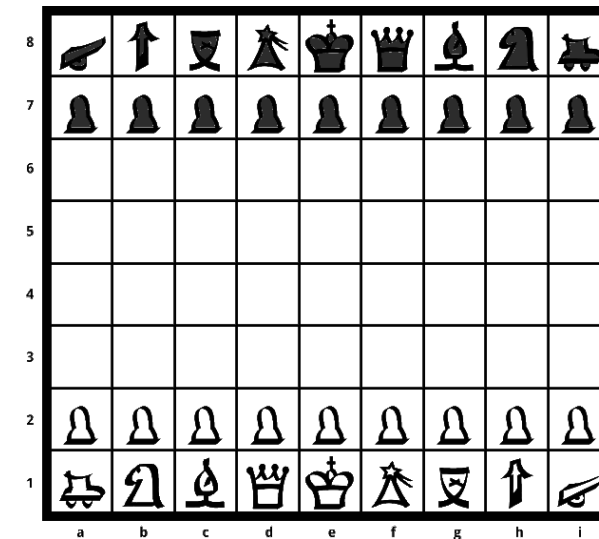
In particular, xodul has 10 different pieces from each other: car, knight, bishop, queen, king, wizard, guard, lance, cannon and pawns. In this game, the promotion of pawns can be made accordingly to a distinct rule: in a move it is possible to replace a pawn by a captured piece; therefore, the pieces can change their colour.

>> the rules of xodul follow the rules of international chess, except in:

- the movements of the additional pieces,
- the promotion of pawns,
- and, in xodul, there is neither castle nor *en passant*.

setup

The initial setup of the xodul game is as illustrated in the following figure:

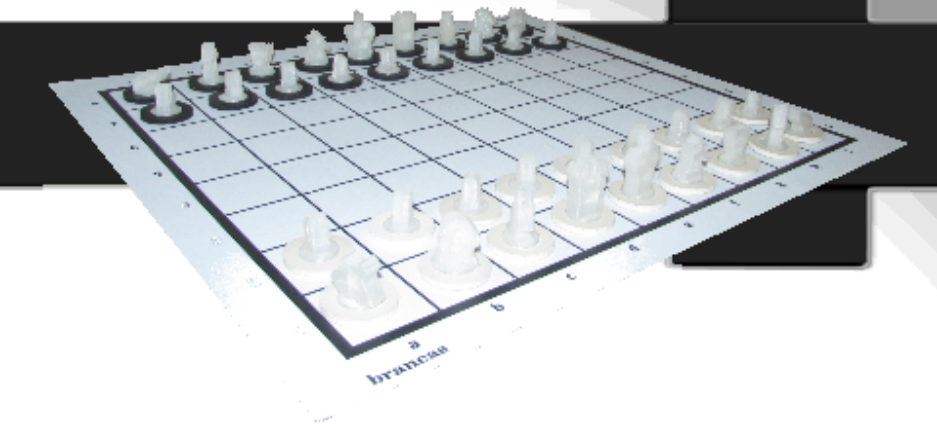


here, the pieces of line #1 from left to right are: the car, the knight, the bishop, the queen, the king, the wizard, the guard, the lance, and the cannon;

the game is played in a board with 8x9 lines & columns.

the pieces

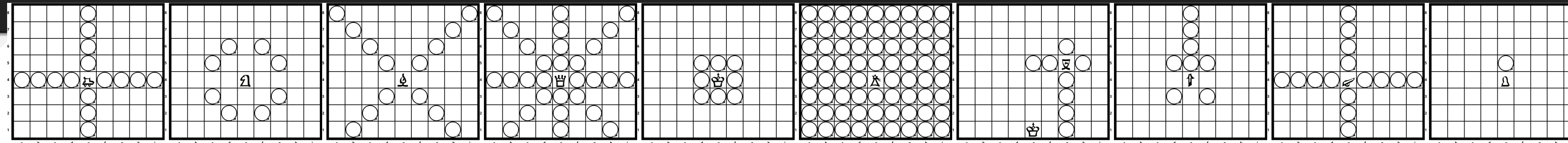
- in this game, there are some pieces equal in name and movement to the international chess [**the knight, the bishop, the queen and the king**];
- there are two pieces equal in name and movement to those of chinese chess /xiang-qi [**the car and the cannon**]; note that the movement of the car is equal to the movement of the rook piece of international chess];
- there are two pieces with repeated names of chinese /xiang-qi chess and japanese chess /shogi, but with original movements [**the guard and the lance**, respectively];
- there is a totally original piece [**the wizard**];
- and finally, there are **the pawns**, whose normal movement is the same as they have in international chess, but whose promotion in this game is made accordingly to original rules.



promotion of pawns:

at any phase of the game, instead of doing a normal move, the player can promote any of its pawns by replacing it with a captured piece (along the game, that can be done the number of times the player wants, while having pawns);

if a pawn reaches the last line it is converted into a "general", which can move one square to the front or one square in any diagonal.



the car moves along lines or columns, the desired number of squares.

the knight moves in the form of the capital letter “L”, jumping over the pieces with its movement, if the player wants that.

the bishop moves along diagonal directions, the desired number of squares.

the queen moves along lines, columns or diagonals, any number of squares.

the king moves one square in any direction.

the wizard has two options:

- i) the special movement - if the king is not in check the wizard can use the teleport, i.e. it can move directly to any empty square of the board;
- ii) in addition, the wizard can move exactly two squares in diagonal without jumping over pieces, for instance to capture a piece (or to defend checks).

the guard has two options:

- i) it can move one square up /down /left /right;
- ii) in addition, it can move various squares along its line /column in the direction of its king up to the maximum of intercepting a coordinate of that king.

the lance has two types of movement:

- i) it can move to the front any number of squares (without making jumps over other pieces);
- ii) in addition, it can move one square in any diagonal.

the cannon has a normal movement equal to the car's movement; however, when it is going to make a capture it must jump over one, and only one, other piece of any colour.

the pawn's normal movement is to move one square to the front if that square is empty; in its first move, it has the option of moving two squares to the front; in another hand, its capture movement is to move one square in diagonal to the front.

comments

- an original method was created, for this game, for the changement of the colours of pieces: there is a white or black base (eg a rubber washer) that fits the piece which will have a neutral colour such as white, translucent, beige, or brown etc.
- this game was invented since the academic year 2010/2011 until december 20th, 2017; it is officialy registered in IGAC-portugal.
- the word “xodul” is the concatenation of “x”, which is the 1st letter of the portuguese word “xadrez” (that means chess), with the inverse of the latin word “ludo” (that means game /to play); therefore we have “x”+“odul”, i.e. the word “xodul”, which was coined by the game’s creator.