

XODUL

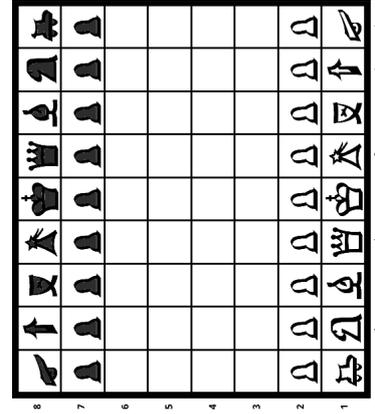


introduction

Xodul is a tactical and strategy game invented by Silvia M.G. Rodrigues, 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.

setup

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



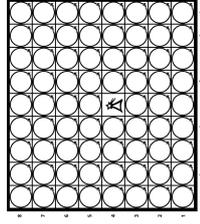
where the pieces of line #1 from left to right are: the car, the knight, the bishop, the queen, the king, the wizard, the guard, the lance, and the cannon; the game is played in a board with 8x8 lines & columns.

>> the rules of xodul follow the rules of international chess, except in the movement of the additional pieces, the promotion of pawns, and that there is neither castle nor *en passant*.

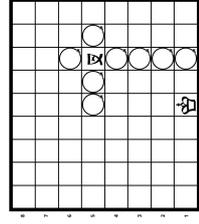
the pieces

- 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**];

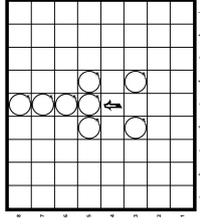
the wizard has two options:
 i) the special movement – if the king is not in check the wizard can use the teleport, i.e. it can move directly to any empty square of the board;
 ii) in addition, the wizard can move exactly two squares in diagonal without jumping over pieces, for instance to capture a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



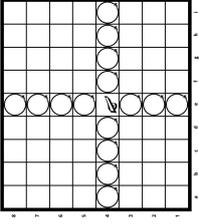
the guard has two options:
 i) it can move one square up /down /left /right;
 ii) in addition, it can move various squares along its line /column in the direction of its king up to the maximum of intercepting a coordinate of that king.



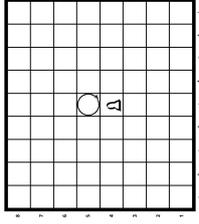
the lance has two types of movement:
 i) it can move to the front any number of squares (without making jumps over other pieces);
 ii) in addition, it can move one square in any diagonal.



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.



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.

comments

- an original method was created, for this game, for the changeement 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 has been developed since the academic year 2010/2011 until december 20th, 2017; it is 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.

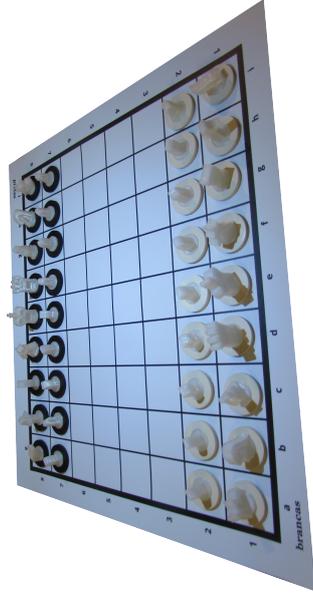
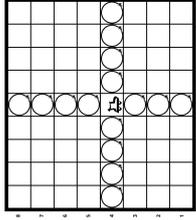
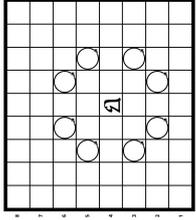


fig.: 1st xodul set impressed on a 3D printer [model of the printer: BEETHEFIRST].

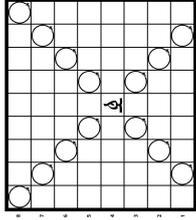
□ and finally, there are **the pawns**, whose normal movement is the same as they have in international chess, but whose promotion in this game is made accordingly to original rules.



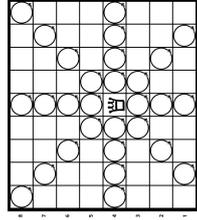
the car moves along lines or columns, the desired number of squares.



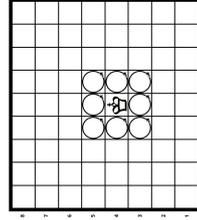
the knight moves in the form of the capital letter “L”, jumping over the pieces with its movement, if the player wants that.



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.

complementary information

objective:

– to checkmate the opponent's king.

check & checkmate:

– when the king is being attacked by one or more opposing pieces he is said to be in check; if there is no legal move with any piece to remove the king from the check, then the game ends up with checkmate, being a victory for the player who made that attack, and a defeat for the other one.

capture:

– the capture is made by moving a piece to the place occupied by an opposing piece, according to the rules of the movement of the piece that is going to do the capture [obs.: some pieces have a capture movement different from their normal movement – see rules].

end of the game:

– q.: when is it a victory & defeat?

a.: there are several chances to be victory & defeat:

i) when one of the players checkmates the other; ii) when one of the players resigns the game; iii) in the case of games with time, when the time of one of the players ends.

– q.: when is it a draw?

a.: there are several chances to be a draw:

i) when one of the players proposes a draw and the other accepts it; ii) when the same position is repeated 3 times [eg.: in the case of a perpetual check]; iii) when there are not enough pieces for any of the players to checkmate; iv) if there are no significant changes in 40 moves: i.e. neither moving nor promoting any pawn nor capturing any piece; v) when one of the kings is stalemated [i.e. it is out of check, however the player has no valid moves].