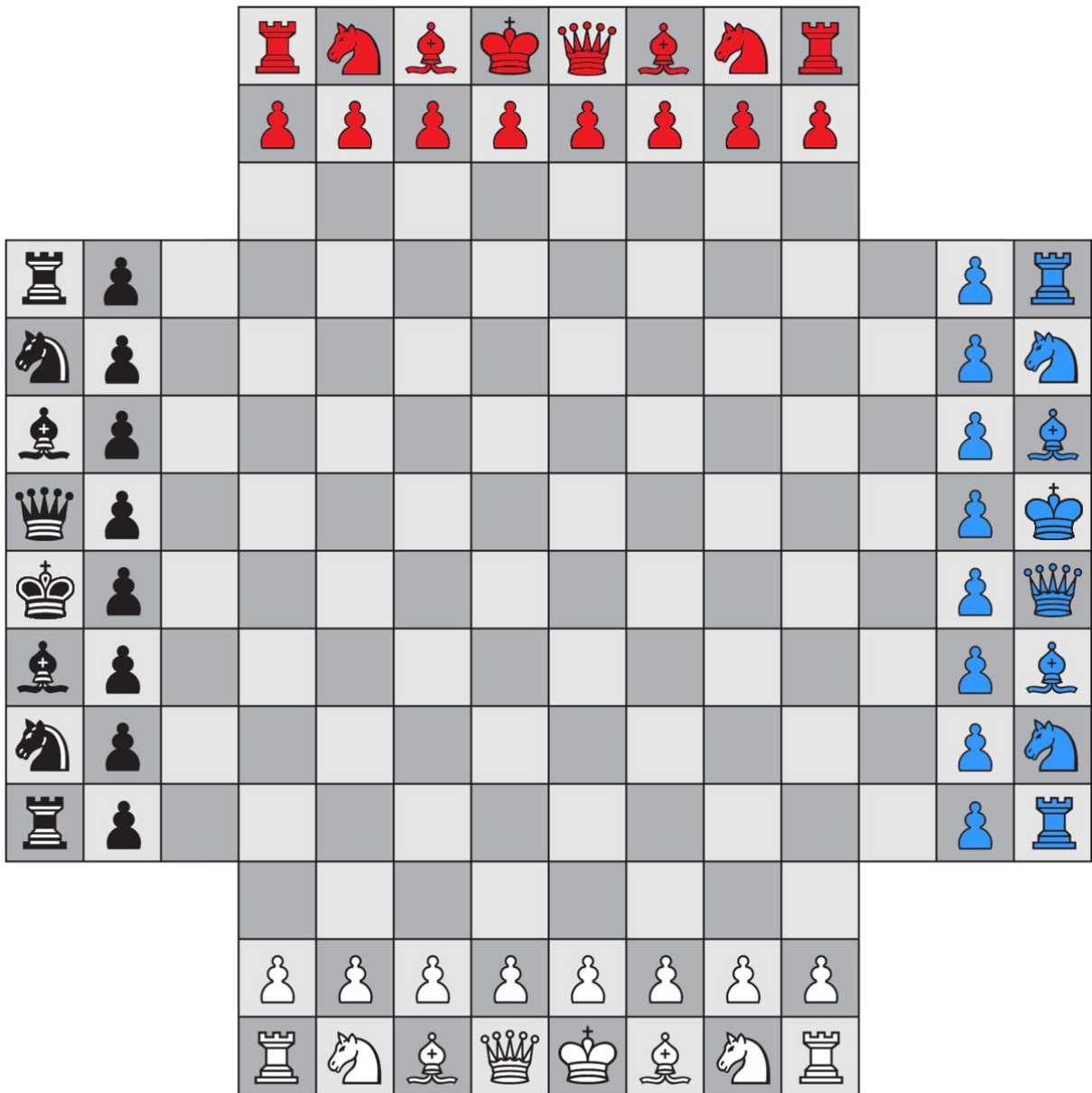


FOUR WAY CHESS

RULES OF PLAY

(BUSCEMI VARIANT)



THE GAME

1. The ordinary laws of chess apply.
2. The game is played on a special board of 160 squares with four sets of chess pieces, each player having their own distinguishable color. The players sit around the board as if for bridge, with their partners opposite.
3. White and red are partners and each must always have a white square at the right hand corner nearest to them. Their Queens will always start the game on white squares. Black and blue are partners, and their Queens will always start the game on black squares.
4. Each player plays in turn in a clockwise direction. Partners' pieces combine together against the combined forces of their opponents and are in no way antagonistic to each other. Partners' Kings may meet on adjoining squares and one partner cannot check the other partner's King or take their pieces.
5. The object of the game is to checkmate both opposing Kings. If one of the opposing Kings is checkmated and the other is stalemated, the game is drawn. The game is also drawn if it is impossible for either side to checkmate the opposing Kings. A draw may also be agreed upon by both teams.
6. All games must be played under the "Rules of Fair Play."
7. Once you touch a piece that can legally be moved, you must move that piece.
8. When you let go of a piece, the move is made.
9. Should a player in any way communicate a desirable move to their partner, the opponents can object and the particular move may not be made until three further moves have been made by the three other players. Should a player in any way communicate moving a desirable piece, the opponents can object and the particular piece may not be moved until one move has been made by each other player.

THE PAWN

1. Pawns can only promote by reaching the opponents' back rank. This can only be achieved by a series of captures.
2. A Pawn that meets a partner's Pawn may leap over it to the next square, if vacant. In the unlikely event that an opponent's Pawn is positioned to take the partner's pawn, *En Passant* doesn't apply because the pawn did not pass through an unoccupied square, it jumped the square.
3. When a Pawn reaches its partner's back rank, it remains a Pawn. It moves and attacks backward toward the player until it reaches the player's original starting position, when it moves forward again in the original way. A Pawn which is being moved backward should be marked in some way to make all players aware of this.

4. A double Pawn move may be met by an *En Passant* capture on the opponents' next opportunity only.

CHECK / CHECKMATE / STALEMATE

1. You may not object to notification of check by any other player.
2. No player may move a piece and expose a partner's King to check, except to relieve his partner's checkmate.
3. You may move your partner's pieces (only in a check situation) to relieve a check, regardless of whose King is in check.
4. A check on any one King cannot be disregarded, regardless of whose turn it is to move.
5. If you move a piece and check both opponent's Kings, they must both get themselves out of check on their proper turns. If the checks on both Kings can be relieved with one move, it must be made.
6. When a player is checkmated, they retire from the game until the checkmate is relieved. Their pieces remain on the board, and their partner continues playing the game single-handed. The pieces of the checkmated player are not liable to capture and are devoid of all offensive power (frozen). The opposition may therefore move into check from those pieces with impunity.
7. When a checkmate is relieved, the checkmated player returns to the game. If the checkmate is relieved by an opponent, the opponent may not, on the move which relieves the checkmate, take the checkmated opponent's piece. Directly after the releasing move is made, the pieces of the released player are liable to capture, even if the player released has not had a turn in which to move.
8. You may checkmate the player that is checking you.
9. You may checkmate the player who is checkmating you with your partner's pieces. You may not checkmate the player who is checkmating you with your own pieces.
10. You may not move your King next to an opponents' checkmated King if your King is supporting the checkmate.
11. If two opposing Kings stand next to one another and neither is in checkmate, the game is a stalemate.

HISTORY OF FOUR-HANDED CHESS

In *Frere's Chess Handbook: Containing Elementary Instruction and the Laws of Chess*, which was first published in 1858, there is a section giving an overview of the rules of Four-Handed Chess, with no game designer attributed.

In 1881, Captain George Hope Verney wrote a booklet with his variant of Four-Handed Chess. In Verney's variant, each side has three added rows and all four queens start on white squares. Additionally, pawns are not allowed an initial double step, and there is no castling. Verney's game received much attention in and outside London, and from 1885 until World War II, a Four-Handed Chess club met in London at Holborn Restaurant.

In 1888, M. E. Hughes-Hughes proposed slightly modified rules for the game, which quickly became the standard in the London Four-Handed Chess club. In Hughes-Hughes' version of the game, each side has three added rows and the four queens start on the left side of the kings in the opening setup.

In 1974, Carmine Buscemi found the rules to Four-Handed Chess in a book of Hoyle's Games. He subsequently founded a Four-Handed Chess club that met in New York, although he referred to the game as Four-Way Chess. His brother Peter Buscemi later moved to Wilson, North Carolina, and founded a second club there. From 1986 to 2005, these two clubs met annually in Washington, DC and held a tournament for the Four-Way Chess club trophy. After Peter's death in 1992, the trophy was renamed the Peter Buscemi Memorial Four-Way Chess club trophy. Upon retiring to New Bern, North Carolina in 2015, Carmine started another Four-Way Chess club there, which he helped run until his death in 2020.

The above ruleset, which is based on the Hughes-Hughes variant, was created by Carmine Buscemi to cover various oddities and edge cases that occurred over the course of his lifetime of playing but were not specifically handled in the Hughes-Hughes ruleset.