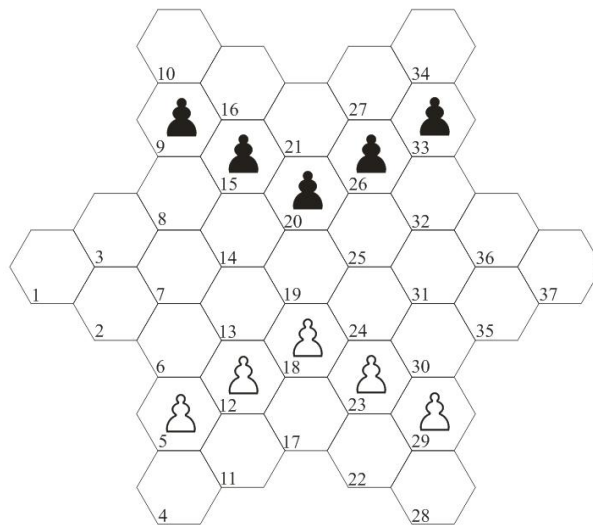


Polgar Superstar Chess (Starchess)

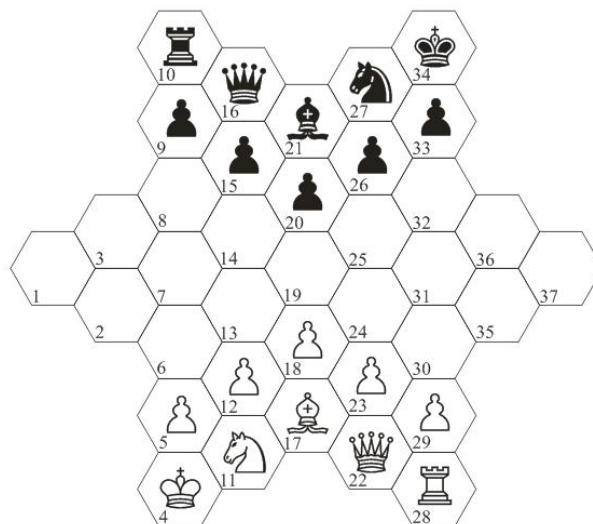
Website: <http://polgarstarchess.com>

Invented by **László Polgár**, father of the famous Polgár sisters, Starchess is played on a star-shaped board with rules which are very similar to those from classical chess.

Both white and black has **a king, a queen, a bishop, a knight, a rook** and **5 pawns**. The game begins from the following position with pawns already placed on the board:

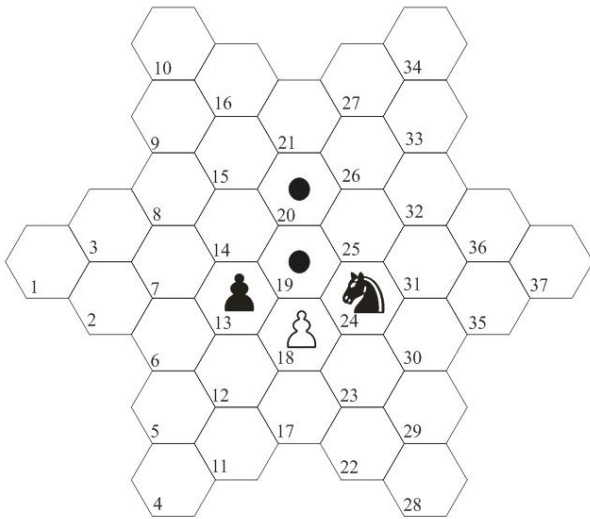


The first phase of the game is the **setup**: white and black places alternately their other men one-by-one on the back rank behind the pawns in no particular order. We could arrive for example to the following starting position (1 of 14400):

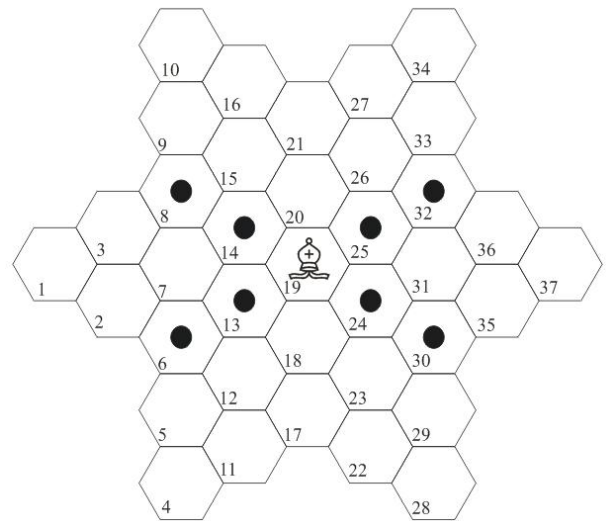


The movement of pieces:

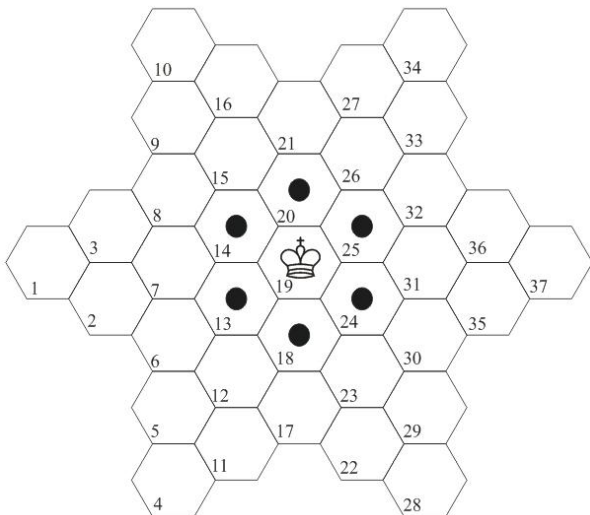
The pawn moves forward and captures diagonally. Only the pawn's first move can be two cells forward:



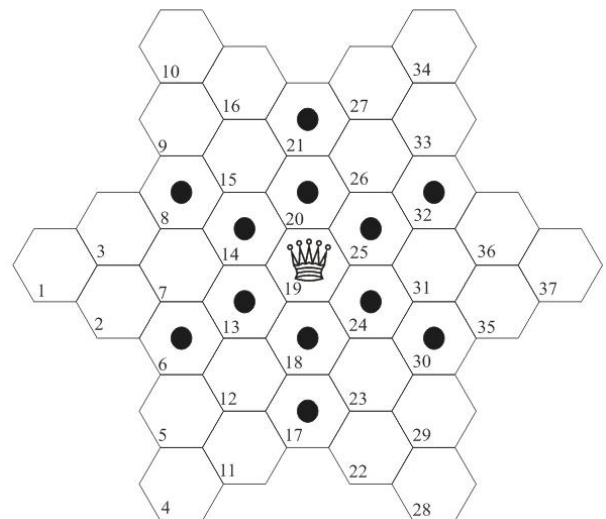
The bishop moves diagonally:



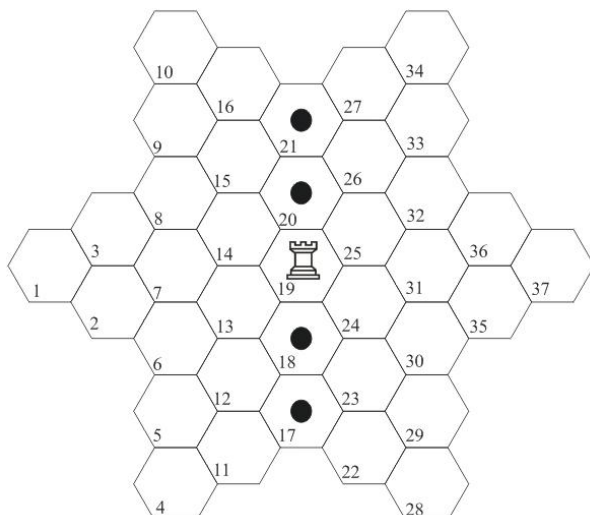
The king moves to a neighbouring cell:



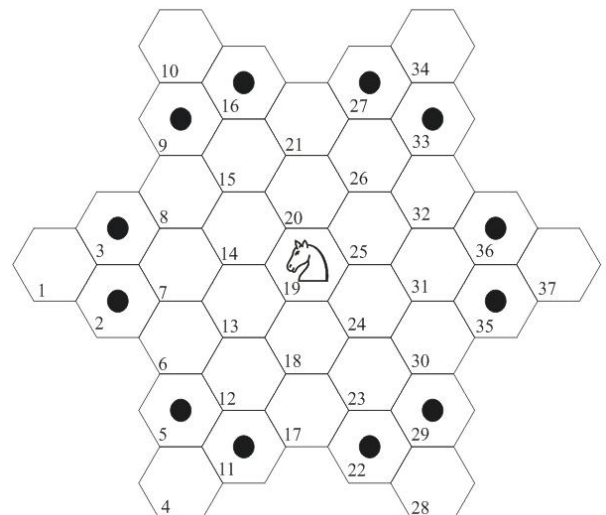
The queen moves in every direction one or more cells:



The rook moves only vertically:



The knight jumps:

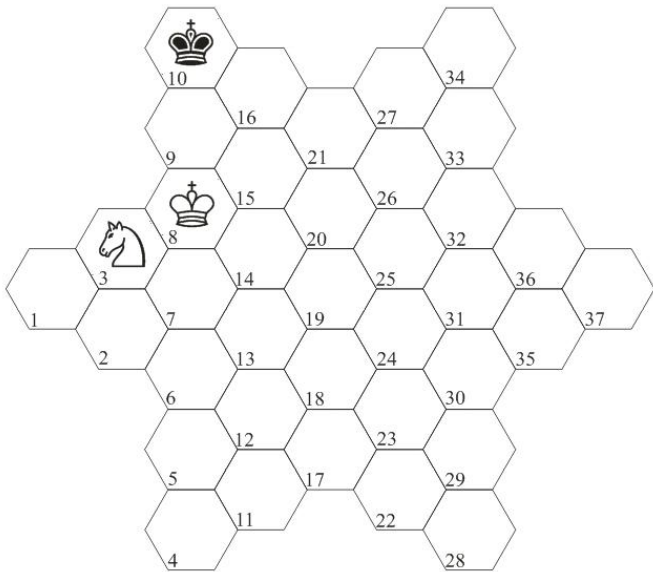


Promotion

When a pawn reaches the opposing side's back rank, then it immediately has to promote to a queen, bishop, knight or rook of the same color.

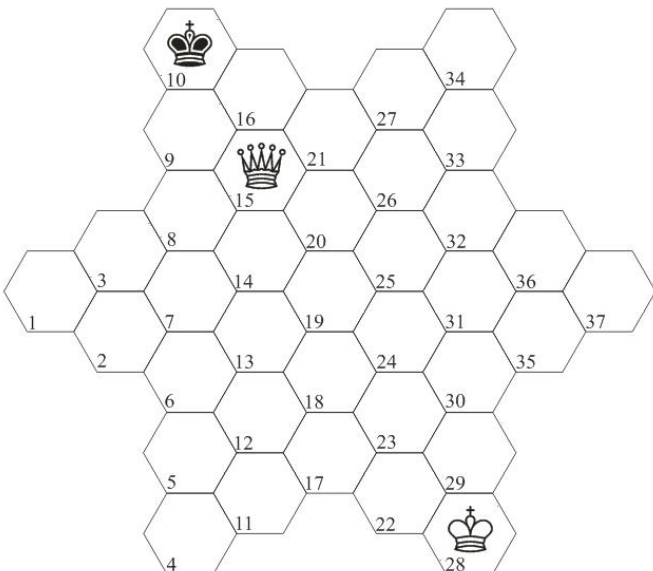
Checkmate

The main objective of the game is to checkmate the opponent's king. An example for a mate position is the following:



Stalemate

A stalemate is a position where the side which is on move doesn't have any legal move and his king is not in check. An example:



The end of the game

The possible result of a game is **win** for one side or a **draw**.

Win:

- one side checkmates the opponent's king
- one side gives up the game
- one side oversteps the time limit

Draw:

- a stalemate position is reached
- there is insufficient material left to give checkmate
- by repetition of the same position on the board three times
- by 50 move rule - no captures and pawn moves over 50 moves. (Endgames proved by tablebases to require more than 50 moves are exceptions from this rule!)
- a draw proposal during the game is accepted by the other side

En passant and castling moves

There are no such special moves in StarChess.

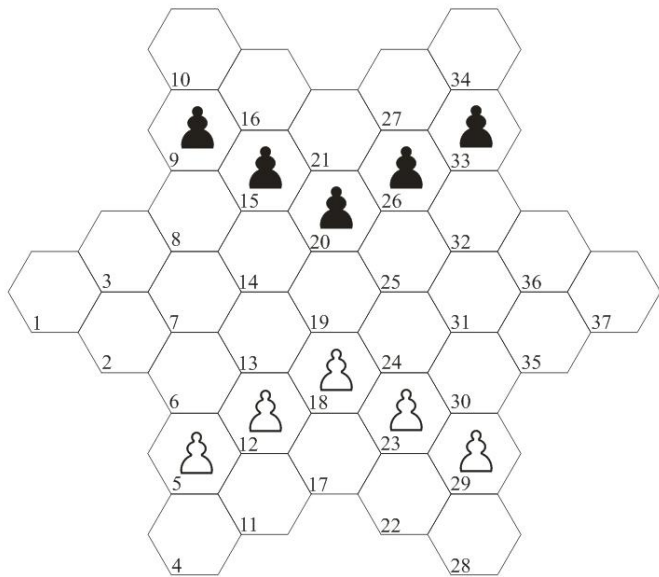
Vocabulary

limping pawn: a pawn which is on an initial cell and apparently can move two steps forward, but it has lost that possibility by already making a capture. (Remember, only a pawn's first move can be two cells forward!)

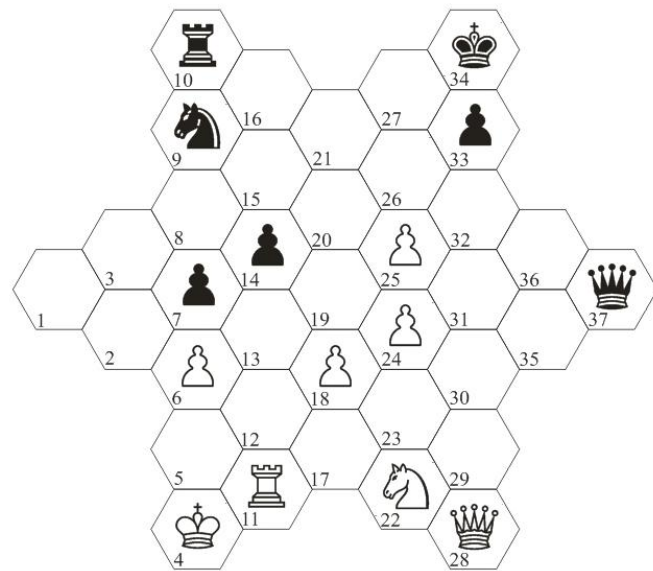
dead pawn: a pawn which is on cell 2, 3, 35 or 36 (it has to capture once to have a chance to promote)

mummy: a pawn which is on cell 1 or 37 (very rare in practical games)

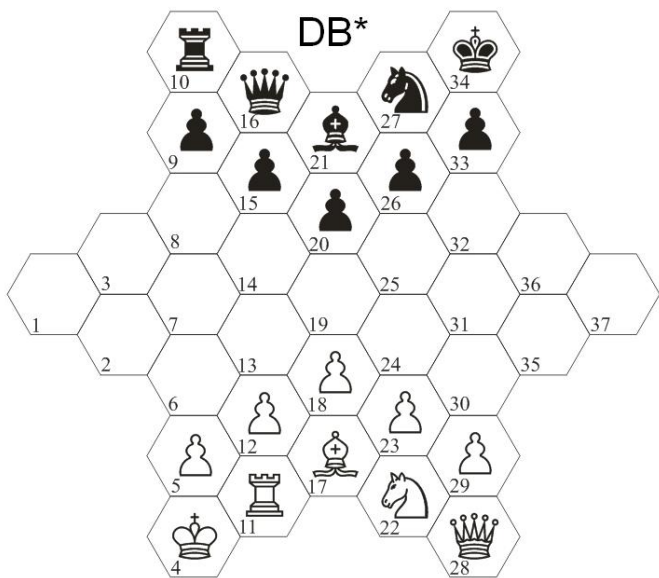
A game



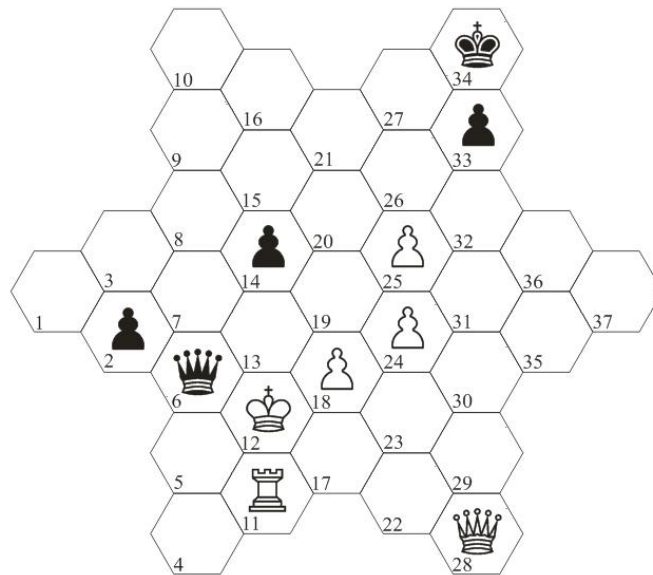
I. 17 ♘ 21 ♘ II. 22 ♘ 27 ♘ III. 4 ♔ 10 ♖
 IV. 28 ♗ 16 ♗ V. 11 ♖ 34 ♔



8. - ♘2! 9. ♖2 ♖2 10. ♘5 ♖5
 11. ♔5 ♗10 12. ♔12 ♗6#



1. ♖14 ♖14 2. ♖14 ♖25 3. ♖11 ♖14
 4. ♖24 ♖7 5. ♖31 ♘37 6. ♘37 ♗37
 7. ♖25 ♘9 8. ♖6



The white king is in checkmate. Black wins.