

CHESS · VARIANT 90 OF 153

# Mansindam (Pantheon Tale)

**9×9**

BOARD

**2**

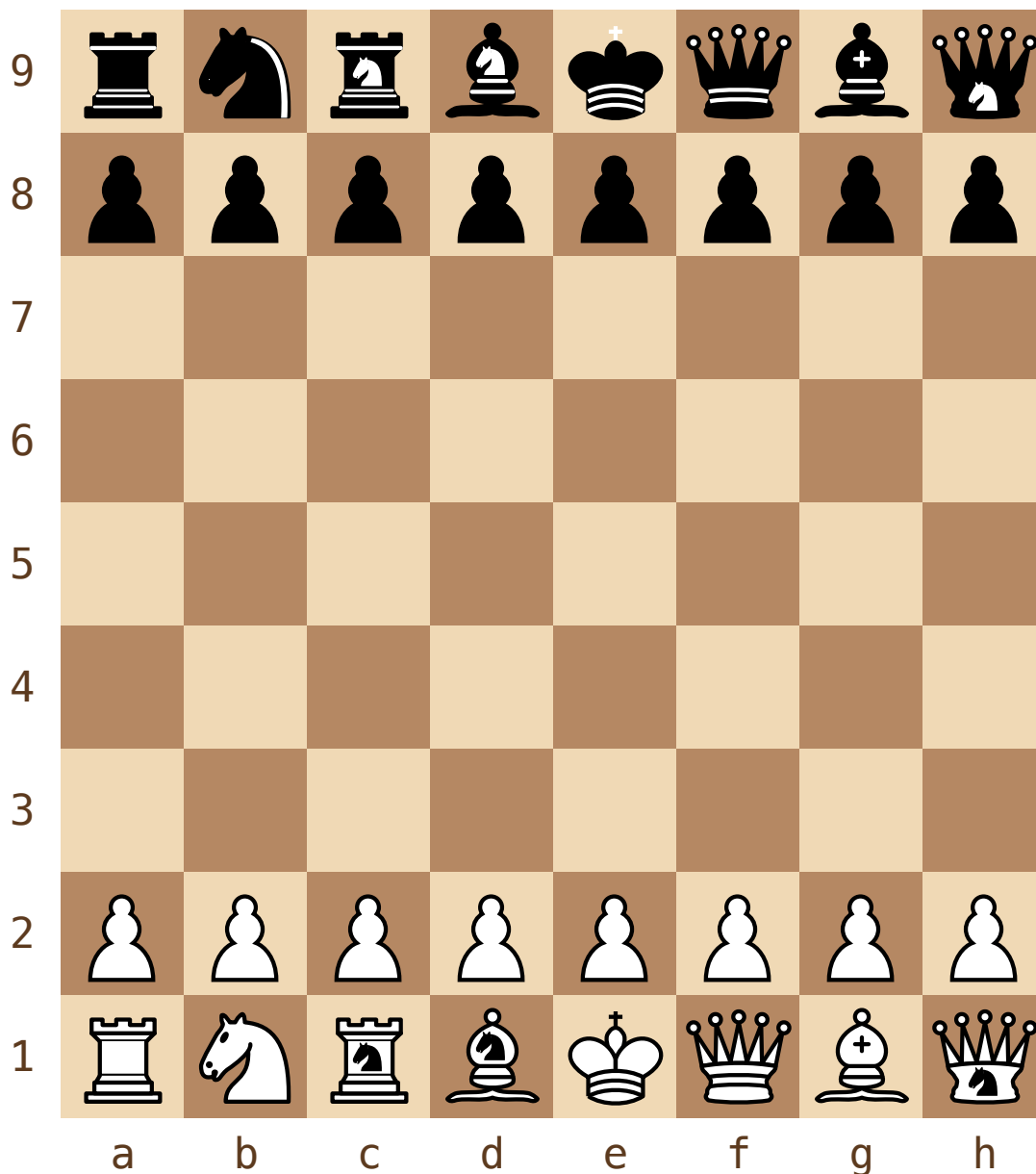
PLAYERS

# Mansindam (Pantheon Tale)

*A variant that combines Shogi's drop rule with strong compound pieces, and has no draws.*

Mansindam is a chess variant designed by Couch Tomato. It takes two of Shogi's most distinctive mechanics – dropping captured pieces back onto the board, and mandatory promotion on entering the enemy camp – and combines them with a set of powerful compound pieces drawn from the fairy chess tradition. The result is a game with dramatically more tactical complexity than standard chess, no drawing mechanisms, and two additional win conditions beyond checkmate.

## THE BOARD



*Mansindam (Pantheon Tale) – starting position*

<https://engine.moddable.games/play/?game=chess&variant=mansindam>

Mansindam is played on a **9×9 board** (9 files × 9 ranks). Ranks are numbered 1-9 from White's side. Files are lettered a-i.

## STARTING POSITION

### White (Yang):

- ♦ Rank 1: Marshal(a), Knight(b), Cardinal©, Queen(d), King(e), Angel(f), Bishop(g), Knight(h), Rook(i)
- ♦ Rank 2: empty
- ♦ Rank 3: 9 Pawns (a3-i3)

### Black (Eum):

- ♦ Rank 7: 9 Pawns (a7-i7)
- ♦ Rank 8: empty
- ♦ Rank 9: Rook(a), Knight(b), Bishop©, Angel(d), King(e), Queen(f), Cardinal(g), Knight(h), Marshal(i)

Each side has exactly one of each major piece type in the back rank. White (Yang) moves first.

**FEN:** rnbakqcnm/9/ppppppppp/9/9/9/PPPPPPPPP/9/MNCQKABNR[] w - - 0 1

## PROMOTION ZONE

Ranks 7, 8, and 9 are the **enemy camp** for White. Ranks 1, 2, and 3 are the enemy camp for Black.

A piece promotes when it **moves to, moves from, or moves within** the enemy camp. **Promotion is mandatory** – a piece that can be promoted must be promoted. On a physical board this is accomplished by flipping the piece upside-down, as in Shogi.

Promoted pieces revert to their pre-promotion state if captured by the opponent. Pieces are always **dropped in their pre-promotion state**.

The following pieces **do not promote**: Queen, Angel, King.

## PIECES

Every promoted piece gains the additional ability to move as a non-royal King (one square in any direction) on top of its base movement.

**PAWN (P) / BO – PROMOTES TO GUARD**

Moves one square **orthogonally forward** only. No two-square advance. No en passant.

**Promoted form – Guard (G) / Cho:** Moves one square orthogonally or diagonally (same as a standard King, but not royal).

#### KNIGHT (N) / GI - PROMOTES TO CENTAUR

Moves as a standard chess Knight (leaps to nearest squares not on the same file, rank, or diagonal). Can jump over intervening pieces.

**Promoted form – Centaur (E) / Wi:** Moves as Knight + King (Knight leap or one step in any direction).

#### BISHOP (B) / GAK - PROMOTES TO ARCHER

Moves any number of squares diagonally. Cannot jump over pieces.

**Promoted form – Archer (H) / Ma:** Moves as Bishop or King (diagonals any distance, or one step orthogonally or diagonally).

#### ROOK ® / BANG - PROMOTES TO TIGER

Moves any number of squares orthogonally. Cannot jump over pieces.

**Promoted form – Tiger (T) / Yong:** Moves as Rook or King (orthogonals any distance, or one step in any direction).

#### CARDINAL @ / YE - PROMOTES TO RHINO

Moves as a Bishop or Knight. Cannot jump over pieces for the Bishop component; can jump for the Knight component.

**Promoted form – Rhino (I) / Seong:** Moves as Cardinal (Bishop + Knight) plus one step orthogonally (adds the King's orthogonal reach).

#### MARSHAL (M) / SU - PROMOTES TO SHIP

Moves as a Rook or Knight. Cannot jump over pieces for the Rook component; can jump for the Knight component.

**Promoted form – Ship (S) / Myeong:** Moves as Marshal (Rook + Knight) plus one step diagonally (adds the King's diagonal reach).

#### QUEEN (Q) / BUN - DOES NOT PROMOTE

Moves any number of squares orthogonally or diagonally. Cannot jump over pieces. Equivalent to a standard chess Queen.

#### ANGEL (A) / CHEON - DOES NOT PROMOTE

Moves as a Queen or Knight (orthogonals any distance, diagonals any distance, or Knight leap). The most powerful piece in the game.

## KING (K) / OK

Moves one square orthogonally or diagonally. Royal piece – if checkmated, the game is lost. White's King is called Yang; Black's King is called Eum. In notation both are written as K.

## PIECE SUMMARY TABLE

| ENGLISH  | KOREAN | SYMBOL | MOVES AS                     | PROMOTES TO      |
|----------|--------|--------|------------------------------|------------------|
| Pawn     | Bo     | P      | One step forward (ortho)     | Guard            |
| Guard    | Cho    | G      | King (non-royal)             | – promoted form  |
| Knight   | Gi     | N      | Knight leap                  | Centaur          |
| Centaur  | Wi     | E      | Knight + King                | – promoted form  |
| Bishop   | Gak    | B      | Bishop (diagonals)           | Archer           |
| Archer   | Ma     | H      | Bishop + King                | – promoted form  |
| Rook     | Bang   | R      | Rook (orthogonals)           | Tiger            |
| Tiger    | Yong   | T      | Rook + King                  | – promoted form  |
| Cardinal | Ye     | C      | Bishop + Knight              | Rhino            |
| Rhino    | Seong  | I      | Bishop + Knight + ortho-step | – promoted form  |
| Marshal  | Su     | M      | Rook + Knight                | Ship             |
| Ship     | Myeong | S      | Rook + Knight + diag-step    | – promoted form  |
| Queen    | Bun    | Q      | Rook + Bishop                | does not promote |
| Angel    | Cheon  | A      | Rook + Bishop + Knight       | does not promote |
| King     | Ok     | K      | King (royal)                 | does not promote |

## RULES

### BASIC MOVEMENT

- ♦ A piece cannot move to a square occupied by a friendly piece.
- ♦ A piece that moves to a square occupied by an enemy piece captures that enemy piece.
- ♦ All pieces except the Knight cannot jump over intervening pieces on their path.
- ♦ There is no castling.
- ♦ There is no passing a turn.
- ♦ There is no 50-move rule.

## THE KING AND CHECK

The state in which the King is attacked by an opponent's piece is **check**. A player in check must resolve it immediately. The King may never move to or remain on a square attacked by an opponent's piece. A player who cannot escape check loses by **checkmate**.

## DROPS

Any piece a player captures is a **hand piece**, held in reserve. On any turn, instead of moving a piece on the board, a player may **drop** a hand piece onto any empty square.

Drop rules:

- ♦ Only one piece may be dropped per turn.
- ♦ Pieces are always dropped in their **pre-promotion state**.
- ♦ A piece dropped in the enemy camp is **not automatically promoted** – it can only promote when subsequently moved from that square.
- ♦ A player may deliver check or checkmate by dropping a piece.

## PAWN DROP RESTRICTIONS

- ♦ Two or more of a player's unpromoted Pawns may not occupy the same file. (Prohibition of Two Pawns)
- ♦ Pawns cannot be dropped on the last rank (rank 9 for White; rank 1 for Black), as a Pawn dropped there could never move.
- ♦ Unlike Shogi, delivering **checkmate by dropping a Pawn is legal**.

## STALEMATE - LOSS

A player who has no legal move and no legal drop **loses**. Stalemate is not a draw.

## CAMPMATE - WIN

A player who successfully moves their **King to the opponent's last rank** without landing on a square attacked by an opponent's piece wins by **campmate**. For White: reach rank 9. For Black: reach rank 1.

## PROHIBITION OF THREEFOLD REPETITION

Neither player may cause the same position (including hand pieces and side to move) to occur three times. If a position has occurred twice, the player whose move would create the third occurrence is forbidden from making that move. A player unable to block or avoid a perpetual check due to this rule also loses.

## NO DRAWS

Because stalemate is a loss, the 50-move rule does not exist, and threefold repetition is prohibited rather than drawn, **Mansindam has no drawing mechanism**. Every game ends in victory for one player.

## DEFEAT CONDITIONS

A player loses when:

- 1 Their King is checkmated.
- 2 The opponent's King reaches their last rank (campmate).
- 3 They cannot move or drop any piece (stalemate).
- 4 They declare resignation (by placing their King on their piece stand, on their turn).
- 5 They violate a rule of the game.
- 6 They forfeit on time.

## ATTRIBUTION

Mansindam (Pantheon Tale) was designed by Couch Tomato. Rules documented from the PyChess variant guide at [pychess.org/variants/mansindam](https://pychess.org/variants/mansindam). Piece names use both the English labels and Korean/Chinese character names as given in that source.