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**PERSIAN CHECKMATE – ‘THE KING IS OPPRESSED’
ON THE ORIGIN OF THE CHESSMEN’S NAMES**

Chess – the most popular ‘war-game’ game for two, with 16 pieces each, played on a chequered board of 64 squares – has developed out of various Indian games. Its immediate predecessor was ‘four-handed’ *Chaturanga*,¹ invented between the 2nd and 5th century.² In this ancient game, which made use of a dice,³ four teams of 8 pieces were fighting for a final victory. The name *Chaturanga* (Skr. *catur-aṅga*- ‘having four ranks, limbs’) refers to the four members of the Indian army: chariots (Skt. *rāthah*), elephants (Skt. *hastī*), cavalry (Skt. *śvaḥ*) and infantry (Skt. *padātīḥ*). In India, it has been played on *ash-tapada*⁴ (Skt. *aṣṭā-pada*- ‘having eight feet’) board. This word is attested in the Sanskrit texts in relation to various games, but the only thing that we are sure of is that it was for a dice game.⁵ Even if we do not know exactly what kind of game was played on the *ash-tapada* board before 600 C.E., it is certain that it was very popular. According to the earliest Persian traditions, this Indian board game reached Persia by the 6th century of our era. Although it is probable that

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- ¹ Beside the more conventional ‘two-handed’ *chaturanga*, which is very much like the Persian *šatrang*, in India there is still popular a ‘four-handed’ *chaturanga*, also called by some authors *chaturaji* (‘four kings’).
 - ² Some authors claim that chess was invented in China (*wei-chi*, *go* games), see: H.A. Davidson: 1949, H. Golombek: 1976, cf. also *The Oxford Encyclopedia of Chess Games*, Oxford University Press 1983.
 - ³ It should be stressed that chess and dice were by no mean incompatible. Muslims played oblong chess (over a 4×16 board) with a dice. Dice were often used in medieval Europe as an alternative of the regular play (for instance in *Hugon de Bordeaux*, a French romance from the 13th century). Al-Biruni describes an Indian variant of chess, played with a pair of dice by four players on an ordinary board eight squares on a side.
 - ⁴ MP *hašt-pāy*, as the name of a game, is mentioned in a treatise *Xusraw ud rēdag* (Khosrow and his page). The page declares, that he is superior to his comrades in chess, backgammon and *hashtpay* (15).
 - ⁵ It is true that the Indians did not pay much attention to writing the rules of their games, as the Persians or the Arabs did.

chess were known and played in Persia at the end of the Sasanian rule, the earliest certain evidence comes from the period of the Islamic conquest. The Book Pahlavi texts, which mention chess, cannot be accepted as historical sources since they are conventional and represent post-Sasanian redactions.⁶ Chess spread from Persia to the Arabs⁷ and other Muslim peoples, who then carried it along with the *Koran* all the way across North Africa into Spain and France, within less than one hundred years. It subsequently traveled to Byzantium and Europe, where it was already known before the Crusades. This is the reason why chess seems to have appeared everywhere almost simultaneously. The game in Europe prior to 1475 was still substantially identical to that played by the Persians, Indians and Arabs in the 7th century. Indeed, the terms: Persian chess, Indian chess, Arabic chess and medieval chess had been used more or less interchangeably since there seemed to be no known lasting differences between the games. We know from the writings of Lucena (of 'Lucena position' fame) that the modern form of chess was invented, or at least codified, in Italy during the period from 1475 to 1497 A.D. and spread rapidly across Europe. There were constant experiments with different types of pieces, such as griffins, unicorns and other strange animals, just as there are even today.⁸ This game brought together three features which medieval chess did not have: the modern Queen, the modern Bishop and en passant Pawn capturing.⁹ These major

⁶ These three Pahlavi texts are: *Kārnāmag ī Ardaxšīr ī Pābagān* (The book of the deeds of Ardashir I, son of Pabag), *Xusraw ud rēdag* (Khosrow and his page), and *Wizārišn ī Čatrang ud nihišn ī nēw-ardaxšīr* (The explanation of chess and the invention of backgammon). The stories recorded there are clearly legendary and thus cannot be reliable. Moreover, they give no certain indication of the date when chess was introduced into Persia.

⁷ According to the Muslim tradition, only a few years after the death of Mohammad in 642 A.D., the Caliphs Omar and Ali already knew of the game and perhaps played it themselves. (Some more present day Muslims, however, maintain that chess playing is a sin and such a thing could never have happened.) In any event, it is a proven historical fact that in the Ommayyad period of the Syrian rule in the eighth century, which started with the death of Ali, chess was popular throughout the Muslim world. Needless to say, an endorsement of the caliph (or of Ali, the first Imam, depending upon which branch of Islam one happened to belong to) was sufficient to insure that all Muslims would take up the game. Cf. S. Sloan, *The Origin of Chess*, Sloan Publishers 1985.

⁸ In Great chess (*šatranj-e kabir*), played with 56 men, 28 on each side, on a board with 112 squares, there were also extra pieces: two giraffes (*zarrāfa*), two lions (*šīr*), two battering rams (*dabbāba*) and two camels (*oštōr*).

⁹ No doubt, the modern Bishop and the modern Queen were first thought of long before 1497. The Queen, which formerly could move only one square at a time diagonally, was given the power to move along the entire board both diagonally and in a straight line. This version of play was called *de la dama* (in the style of Queen), in contrast to *del viejo* (the old style), cf. Utas, *EL*, p. 395.

changes were made more or less simultaneously and the old game was almost immediately forgotten.¹⁰

The Chessmen

The arrangement of the pieces was mentioned in the Pahlavi text *Wizārišn ī čatrang ud nihišn ī nēw-ardaxšīr* (The explanation of chess and the invention of backgammon), where we read:

Sacīdarm ēn čatrang pad čim (ī) kārezār homānāg kard. U-š homānāg dō sar-xwadāy kard, šāh ō mādayān, rax ō hōyag ud daš-nag homānāg, frazēn ō artēštārān-sālār homānāg, pīl ō puštībānān-sālār homānāg, ud asp ō aswārān-sālār homānāg, payādag ō ān ham payādag homānāg pēš-razm. (9-10)

“Sacīdarm¹¹ (Skt. **Satya-dharma*-) made this game of chess like a battle. He made the two chiefs like the Kings, (with their) lifeguards – the Rooks on the left and right flanks, the Farzin to resemble the chief of the warriors, the Elephant to resemble the chief of the bodyguards, the Horse to resemble the chief of the horsemen (riders, cavalry), (and) the Pawns to resemble the foot-soldiers, in the front line.”¹²

Ferdowsi, retelling this story in his *Šāhnāme* (VIII), followed the description of the pieces very closely: *šāh, rox, dastur (farzāna), pil, asb* and *piyāda*. He also mentioned an extra piece in the shape of a camel (*oštōr*) on each side,

¹⁰ The oldest game in *The Oxford Encyclopedia of Chess Games* is dated 1490, and even that does not play legally according to the rules of modern chess. Cf. Levy, D. & O’Connell, K. *The Oxford Encyclopedia of Chess Games*, Oxford University Press 1983.

¹¹ *Sacīdarm* – name of an Indian sovereign (Nyberg: 171). According to the Pahlavi text, during the reign of Khosrow Sacidarm set up the game of *chatrang* (16 pieces of diamonds and 16 pieces of red ruby) and sent it as a riddle to the king of Persia. In a letter to Khosrow, he wrote: ‘As your name is the King of Kings, all your emperors over us connote that your wise men should be wiser than ours. Either you send us an explanation of this game, or send revenue and tribute to us.’ Wazurgmihir, the famous Grand Vizier of Khosrow, solved the riddle and explained that game quickly.

¹² “Divsaram made this game of chess like war. He made the two generals like the Kings (who are) essential for the left and the right, the Farzin to resemble the chief of the warriors, the Elephant to resemble the chieftain protecting the rear, the Knight to resemble the chief of the horsemen, (and) the Pawns to resemble the foot-soldiers who lead in battle”, translation by J.C. Tarapore, *Vijārišn ī Chatrang*, Bombay 1932.

between the Elephant and the Horse. These names were borrowed or translated into Arabic, whence some of them found their way into European languages.¹³ Now let us look at the original meaning of the Persian chessmen's names.

King

MP *šāh* > NP *šāh* (Ar. lw. *al-šāh*) 'king, ruler; the King in chess' (McK 79, Nyberg 183) < OP *xšāyaθiya-* 'king' (**kšāiatīa-*) < OP *xšay-*, Av. *xšā(y)-*, Skt. *kṣā-* 'to rule, possess' (Kent 181). The names of this figure in all European games are not influenced by this Persian word, they simply denote 'king': Fr. *Roi*, Sp. *Rey*, Germ. *König*, Pol. *Król*, Russ. *Король*. This is due to the fact that NP *šāh* was the base for another term, indicating the exposure of the King to direct attack from an opposing piece or an announcement of this by the attacking player¹⁴: Sp. *jaque*, Germ. *Schach*, Pol. *szach*, Russ. *uax*; cf. also Fr. *chèque*, Engl. *check*.¹⁵

The King occupies the central position on the board, and the main objective of this game is checkmating it. Only the Spanish name of the game: *ajedrez* (also Port. *xadrez*) derives its name from the New Persian *šatrang*, *šatranj* < MP *čatrang* (NP form was changed due to the Arabic pronunciation *al-šatranj*, *al-šitranj*). Other European languages call it 'the game of kings, the kings' game': Fr. *échec*,¹⁶ Engl. *chess*, It. *scacchi*, Germ. *Schach(spiel)*, Pol. *szachy* ('kings'). These forms developed under the influence of the term: *šāh-māt*¹⁷ (the final movement which prevents the opponent's king from being moved away from a direct attack), cf. Sp. *jaque y mate*, *jaqui mate*, It. *scacco matto*, Fr. *échec et mat*, Engl. *checkmate* (cf. Russ. *uaxматы* 'chesspieces' lit. 'check-mates'), Germ. *schachmatt*,¹⁸ Pol. *szach i mat*. It is generally supposed that *māt*

¹³ Old Persian artwork, such as that shown by Golombek (pp. 31, 36, 53), shows them of the pieces written in Arabic on the board, rather than stand-up pieces.

¹⁴ Pers. *šāhšāh* 'check' or *begard* (lit. 'turn back!') in Ferdowsi's *Šāhnāme*.

¹⁵ Fr. *chèque*: angl. *cheque*, altération, d'après *exchequer bill* 'billet du Trésor', de *check* "contrôle", de *to check* "contrôler", littéralement "faire échec", issu du fr. *eschec*. Cf. Picoche: 229.

¹⁶ "D'une forme *eschac*, *eschec* (du frq. **skāk*) anciennement attestée au plur. seulement du persan *shāh* 'roi', employé dans la locution *shāh māt* 'le roi est mort'" (Picoche: 229).

¹⁷ Also: *bord o māt* 'check and mate', where *bord* 'gained at play'. In Persian 'check' also: *keš*, *kešt* from *koštan* 'to strike, kill' (beside *zadan* 'to hit'). These forms were introduced much later, on analogy to Arabic *māt*, which the Iranians, and many Iranologists, still consider to be an Arabic word meaning: 'is dead'.

¹⁸ Here possibly Germ. *matt* 'schwach, dull' > Engl. *mat*, *matt* 'without lustre, dull (in surface)', *mate* 'to confound, subdue, crush', Pol. *matowy* 'dull'.

‘he died, he is dead’ is the Arabic perfect of the verb ‘to die’,¹⁹ but, as Bo Utas suggests in *EI*, this seems unlikely since the early usage implies that Arabic *al-šāhmāt* was a loanword from Persian.²⁰ Moreover, the very point of the story, as told in *Šāhnāme*, is that King is made powerless and paralysed without being hit by anybody²¹; other pieces get killed (NP *košte*), but the King becomes *māt*, i.e. ‘broken, oppressed’. This word, which must be of an Iranian origin (like the rest of chess terms), appears in various Eastern Iranian languages, both old and modern, with the meaning ‘broken, paralysed’: Pashto *māt* ‘broken’ (Morgenstierne 48), Ormuri *maštak*, *mazm-* ‘to break’, Khotan Saka *māšta-* ‘oppression, oppressed’ < **maz-* ‘to press’ < PIE **maǵ-* ‘to knead, press, smear’²² (Bailey 330). The evidence of Khotan Saka *māšta-*, with its clear Iranian etymology, is especially precious since this language, spoken in the Khotan kingdom (between 300 and 1000 A.D) and known mainly from the Buddhist texts, was free from Arabic influence.

Queen

MP *frazēn* [plcyn’] > NP *farzin* (Ar. lw. *al-firzān*), *farzi* (Amid 909); *farzinband* ‘position in which a pawn is protected by the Queen in order to block the forward movement of a hostile piece, whose only chance of advancing is to take the pawn’.

“*Fracīn* – the next highest man in chess, in Oriental terminology ‘the Vizier’” (Nyberg 74). This figure, which moves one square diagonally, was to resemble the chief of the warriors (*frazēn ō artēštārān-sālār homānāg*). Both Nyberg’s and MacKenzie’s suggestions as to its etymology, given in their dictionaries, are wrong. Nyberg states that: “Arab. lw. *firzān* is a secondary sg. formed from **farazīn*, which was understood as a broken pl. *farāzīn*, cf. *παράδειος*: *farā-dīs*: *firdaus-*”. McKenzie, quite differently, claims that this word lit. means ‘guard’ (McK 33). In fact, this word derives from Av. *fra-zan-* ‘to find out’ (AiW 1659), cf. MP *frazānag* ‘learned, wise, intelligent’. So, originally this figure represented a wise person, i.e. king’s advisor, chancellor, minister, counsellor. In *Šāhnāme* it is called also *dastur* ‘minister’. When chess was

¹⁹ K. Lokotsch 1443: Ar. *māta* ‘er ist gestorben, tot’; F. Steingass 1136, who marks this word with *a*, suggests that it is common to both languages, Persian and Arabic, without proof positive to which it belongs originally, and translates: ‘he died, he is dead, reduced to the last extremity (at chess); astonished, amazed’.

²⁰ B. Utas, *The History of Chess in Persia*, *EI*, p. 395.

²¹ Cf. Murray, p. 159.

²² Cf. Greek *μαγ-*, *μάσσω* ‘to press’, Celt. Bret. *meza* ‘to knead’, Welsh *maeddu* ‘to fight’.

introduced to Europe, this piece was re-named: *Queen*²³. (Eng. *Queen*, Pol. *Królowa* (also: *Baba* ‘woman’, *Pani* ‘mistress’, *Dama* ‘lady’), Russ. *Королева*, *Ферзь* (Pers. loanword). In New Persian also a new term has been introduced: *wazir* ‘minister’,²⁴ Pol. *Hetman*.

Bishop

MP *pīl* [pyl] > NP *pil*, *fil* (Ar. lw. *al-fil*) ‘elephant’, cf. Sogd. *pīd* [pyδh], Parth. *pyl*, Khwar. *pyz* (Gharib 8327), OP *piru-* ‘ivory’ (of Semitic origin, cf. Akk. *pīluḥ*), Skt. *pīluḥ* ‘elephant’ (Kent 197, KEWA II 296).

Pīl ō puštībānān-sālār homānāg.

“The Elephant resembling the chief of the bodyguards.”

In the old game of *Chatrang* this figure occupied a position next to the King and Queen and is hence mentioned in the Pahlavi text immediately after the *Farzin*. It now occupies the last corner square on the board on either side at the beginning of the game.²⁵ This square was in *Chatrang* given to the Rook or Ship,²⁶ which had moves peculiar to itself. At some later date a double transposition took place. The Elephant and the Rook exchanged positions, one going in the other’s place. The pieces retained their moves but changed their titles. The Elephant assumed the name of Rook, which it had displaced and is now

²³ The Queen was first invented in Italy in the fifteenth century, long after the other branches of the tree had divided. The old name is still used in Persia and India by chess players.

²⁴ In Great chess (*šatranj-e kabir*) *farzin* and *wazir* are two distinct pieces with different moves.

²⁵ Placing Elephants in the corner and the piece with the Rook move close to the King is also a long Indian tradition, noted by al-Adli in 840. Then, the situation has been very confusing, and the names of the pieces have been switched as well. In short, in Indian chess description, the Elephant is given either a1 or c1 square, and 3 possible moves, depending on the source: a 2-step diagonal leap (like in *šatranj*), a 2-step orthogonal leap or a the Rook move.

²⁶ The use of Ships instead of Chariots in the 4-Handed *Chaturanga* and their switched positions with the Elephants, here placed at the corners of the board. However, this is merely a reflection of chess habits in India and is in complete line with the situation of the 2-Handed *Chaturanga* at the same period. The use of Ship (*Nauka*) is only accounted in Raghunandana’s *Tithitattva*, which comes not before the late 15th century. Al-Biruni had a Chariot (*Rook*). This is probably a consequence of the use of Arabic style piece were the Rook was depicted with a large “V” slot, which could be interpreted as a boat shape. *Nauka* has been often used later, in Bengal especially (S. Sloan, *The Origin of Chess*, Sloan Publishers 1985). Cf. also Russ. *Ладья* ‘boat’.

called the *Rook* in Europe,²⁷ though it retains its old name in India. The Rook of India is now called the *Bishop* in Europe (Pol. *Ksiądz*, *Kapłan*, *Pop* ‘priest’, *Mnich* ‘monk’) and has assumed the name of the Camel in India (it is called *oštor* ‘camel’ in the *Šāhnāme*). Another European names: Germ. *Läufer* ‘runner, messenger’ (Pol. *Laufer*, *Goniec*), Ros. *Офицер* ‘officer’, Pol. *Giermek* ‘armour-bearer’, *Strzelec* ‘shooter’. It is still ‘elephant’ in Russian: *Слон* (Polish *Słoń* is quite a different piece!) and in several other languages to this day: e.g. Spanish: *Alfil* (from the Arabic *al-fīl*), It. *alfido*, *alfino*, OFr. *Aufin* > Fr. *Fou*. As to the Bishop, only Japanese chess has a western style Bishop, but the Japanese believe that this coincidence is relatively modern.²⁸ However, we know that the modern Bishop is a purely western innovation that was derived from the Elephant, most likely in the fifteenth century.

Knight

MP *asp* > NP *asp*, *asb* (Ar. *al-faras*²⁹ ‘horse’) < Av. *aspa-*, OP *asa-*, Skt. *ásva-* (Kent 173).

Asp ō aswārān-sālār homānāg.

“The Horse resembling the chief of the horsemen.”

In the European chess the piece is known as ‘knight’: Pol. *Jezdny* ‘rider’, *Rycerz* ‘knight’, Fr. *Cavalier* (from *cheval* ‘horse’),³⁰ and also ‘horse’: Sp. *Ca-ballo*, Pol. *Koń*, Russ. *Конь*. Germ. *Springer*, Pol. *Skoczek*, *Skakun* ‘jumper’ derive their name from the movement of this figure.³¹

²⁷ This piece is the Castle or Rook in chess as now played.

²⁸ In Japanese chess, each side has only one Bishop, and that starts out at an unlikely spot directly in front of the left side Knight. These dissimilarities indicate either that the Japanese Bishop was developed independently from the western Bishop and the similarities between them are purely a matter of chance, or that westerners brought the Bishop to Japan (or the Japanese took their Bishop to the west) in relatively modern times.

²⁹ Ar. *faras* ‘Pferd’, *fāris* ‘Reiter, Ritter’ > Sp. *alferez*, It. *alfiere* ‘Läufer im Schachspiel’, Pol. *farys* ‘Beduinenhäuptling’ (Lokotsch: 586, 591).

³⁰ The Persian word for a chess piece is *savār* ‘rider, lit. on horseback’ (< OP *asa-bara-*).

³¹ The movement is the same in all games, except that the horse cannot jump in the Chinese chess. The Chinese say that this restriction was a more modern innovation, to reduce the power of the horse.

Castle, Rook

MP *mādayār* [m'tgd'l] 'steward' (McK 53) < *mātag-dār* < **mātaka-dāra*- (cf. Arm. lw. *matakarar* 'administrator'), where *mādag* 'the essential element of anything; its core, essence' + *dār* 'having' (present stem of the verb *dāštan*), also MP *mādagwar* 'principal, essential, chief', *mādayān* (< **mādag-dān*) 'essence, basis, core, essential; chief; the main body, the centre of an army, as opposed to the right and the left flank, the lifeguards of the king' (MP 53, Nyberg 128-9). The name of this piece is also 'Chariot' in Persian chess³²:

Rax ō hōyag ud dašnag homānāg.
"The Rooks on the left and right flanks."

MP *rah* [ls], *rox* 'chariot, wagon' (McK 70) > NP *rox* (Ar. *al-rux*) < Av., OP *raθa-* 'wagon', KhS *rraka* 'car', Skt. *rāthaḥ* 'chariot, car, two-wheeled war-chariot', Lat. *rota* 'wheel', PIE **ret-*, *reth-* 'run' (KEWA III 38, Bailey 360, Kent 205). This word was brought to Europe by the Arabs: Ar. *al-rux* > Sp. *Roque* (*enrocar* 'to castle the king'), Port. *Roque*, It. *Rocco* (*arrocare*), Fr. *Roc* 'castle' (*roquer* 'to castle', *rocade* 'castling', Germ. *rochieren*, Pol. *roszada*), Engl. *Rook*, Pol. *Roch*. Other names: Sp. *Torre*, Germ. *Turm*, Pol. *Wieża* 'tower' (also *Słoń* 'elephant!'), Russ. *Ладья* (lit. 'boat'³³), *Тыра* 'tower', Engl. *Castle* (cf. *šatranj-e dawāt al-hosun* 'chess with castles' – a game played on a board with 10 by 10 squares, where the four corner squares are called *hesn* 'castle').

Pawn

MP *payādag* [pd'tk'] 'on foot, foot-soldier, walking' < **padātiya-* (McK 66), cf. Skt. *padāti-*, KhS *pāti* 'pedestrian' > NP *piyāde*³⁴ and arabicized forms: *baydaq*, *bedaq*, *beyzaq* (Ar. *al-bayzaq*) 'foot-soldier'. Cf. NP *peyk* 'Bote, Fußgänger' (Horn 80) > Tur. *peyk*, OPol. *paik*, *pajuk* (17-18th c.) 'man-servant, messenger'.

Payādag ō ān ham payādag homānāg pēš-razm.
"The Pawns to resemble the foot-soldiers, in the front line."

³² The piece in the corner in Chinese chess is called the Chariot. Modern Chinese players sometimes call it the Car.

³³ See the footnote no. 26.

³⁴ NP *piyāde-ye asl* 'the original pawn' (Ar. *bayzaq al-bayzaq*) – two special pawns, one to each side, in Great chess. They are positioned in front of the *farzin*'s Rook (Bland: 12-13).

The name for this piece, which is of the lowest rank, in the European languages derives from the OFr. *Paon*, *Poon*, *Peon* ‘foot-soldier’ > Fr. *Pion*,³⁵ Sp. *Peon*, Engl. *Peon*, *Pawn*, Germ. *Pion* > Pol. *Pionek*, *Pieszek*, Russ. *Пешка* ‘walker’. In Polish chess it was also called *Drab* (16th c.) ‘a mercenary foot-soldier, guard; bounder’ < Czech *Drab* < Germ. *Drabant*, *Trabant* ‘halberdier, guardsman’, while in German its name is now *Bauer* ‘peasant’.

MP	NP	Arabic	Spanish	French	English	German	Polish	Russian
<i>čatrang</i>	<i>šatrang</i> <i>šatranj</i>	<i>šatranj</i>	<i>ajedrez</i>	<i>échecs</i>	<i>chess</i>	<i>Schach</i> (-spiel)	<i>szachy</i>	<i>шах-маты</i>
<i>šāhšāh</i>	<i>šāhšāh</i> <i>begard</i>	<i>šāhšāh</i>	<i>jaque</i>	<i>échec</i> <i>chèque</i>	<i>check</i>	<i>Schach</i>	<i>szach</i>	<i>шах</i>
* <i>šāhmāt</i>	<i>šāhmāt</i>	<i>šāhmāt</i>	<i>jaque</i> <i>y mate</i>	<i>échec</i> <i>et mat</i>	<i>check-</i> <i>mate</i>	<i>Schach-</i> <i>matt</i>	<i>szach</i> <i>i mat</i>	<i>шах</i> <i>и мат</i>
<i>šāh</i>	<i>šāh</i>	<i>šāh</i>	<i>Rey</i>	<i>Roi</i>	<i>King</i>	<i>König</i>	<i>Król</i>	<i>Король</i>
<i>frazēn</i>	<i>farzin</i> <i>wazīr</i> <i>dastur</i>	<i>fīrzan</i>	<i>Reina</i>	<i>Reine</i>	<i>Queen</i>	<i>Königin</i>	<i>Królowa</i> <i>Hetman</i>	<i>Ферзь</i> <i>Королева</i>
<i>pīl</i>	<i>pīl</i> <i>fil</i>	<i>fil</i>	<i>Alfil</i>	<i>Fou</i>	 <i>Bishop</i>	<i>Läufer</i>	<i>Goniec</i> <i>Laufner</i> <i>Giermek</i> <i>Strzelec</i> <i>Ksiądz</i> <i>Kapłan</i> <i>Mnich</i> <i>Pop</i>	<i>Слон</i> <i>Офицер</i>
<i>asp</i>	<i>asp asb</i>	<i>faras</i> <i>faris</i>	<i>Caballo</i>	<i>Cavalier</i> <i>Chevalier</i>	<i>Knight</i>	 <i>Springer</i>	<i>Koń</i> <i>Rycerz</i> <i>Skoczek</i>	<i>Конь</i>
<i>mādayār</i> <i>rah rox</i>	<i>rox</i>	<i>rux(x)</i>	<i>Roque</i> <i>Torre</i>	<i>Roc</i>	<i>Rook</i> <i>Castle</i> <i>Tower</i>	 <i>Turm</i>	<i>Roch</i> <i>Wieża</i> <i>Słoń</i>	 <i>Туря</i> <i>Ладья</i>
<i>payādag</i>	<i>piyāde</i> , <i>beyzaq</i>	<i>beyzaq</i>	<i>Peón</i>	<i>Pion</i>	<i>Pawn</i>	<i>Bauer</i>	<i>Pionek</i> <i>Pieszek</i> <i>Drab</i>	<i>Пешка</i>

³⁵ Fr. *pion* (13th century): piece du jeu d'échecs, bas. lat. *pedo*, *-ōnis*, devenu synonyme de *pedester*. Cf. Picoche: 515.

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A b b r e v i a t i o n s

Akk. – Akkadian, **Ar.** – Arabic, **Av.** – Avestan, **Celt. Bret.** – Celtic Breton, **Engl.** – English, **Fr.** – French, **Germ.** – German, **PIE** – Proto-Indo-European, **It.** – Italian, **KhS** – Khotan Saka, **Khwar.** – Khwaresmian, **Lat.** – Latin, **MP** – Middle Persian, **NP** – New Persian, **OFr.** – Old French, **OP** – Old Persian, **OPol.** – Old Polish, **Parth.** – Parthian, **Port.** – Portuguese, **Pol.** – Polish, **Russ.** – Russian, **Skt.** – Sanskrit, **Sogd.** – Sogdian, **Sp.** – Spanish, **Tur.** – Turkish.