

Super Chess

Super chess is a chess variant that adds new “super” pieces to the standard game by allowing pieces to stack on top of rooks. Super chess is a proper superset of standard chess, meaning that all legal actions in standard chess are also legal in super chess.

Rules

Cursory rules: Super chess is played on a standard 8 x 8 chess board with the same initial configuration as standard chess. Checkmate is the same as standard chess and is the primary win condition (though not the only). Stalemate rules are the same as in standard chess.

Super Chess introduces two new primary mechanics: The creation of super pieces by stacking on top of rooks (described later), and the slide out/jump off mechanic, described below.

Slide Out and Jump Off:

When you have a super piece, and when doing so would not violate any other restrictions (eg: Hyper Queen) or standard chess rules (eg: check), you have the option to either slide out or jump off. This mechanic allows you to decouple a super piece into its constituent parts. Unless otherwise stated, you are allowed to attack by sliding out/jumping off.

Slide out: To move the lower half of a super piece, leaving the upper half behind on the same square.

Jump off: To move the upper half of a super piece, leaving the lower half behind on the same square.

When you slide out or jump off, you use the movement set of the piece you are moving. For example: If you had a pseudo queen, you could slide out the rook, making a rook move, or jump off the bishop, making a bishop move.

Slide out and jump off rules apply equally to super pieces of all sizes, meaning if you had a GOAP, you could do any of the following:

- Jump off a pawn
- Jump off an MVP
- Slide out a rook
- Slide out a cathedral.

New Pieces

The new pieces introduced in super chess are all built by hopping any of the standard chess pieces on top of a rook. The triple super pieces involve hopping a rook or a pawn on top of a cathedral, and the quadruple piece involves a king/pope on top of the Vatican.

Important note: All super pieces are created by one piece hopping on top of another piece. You can never slide a piece under another piece to create a super piece. A piece can only hop on top of a rook if it would have been able to move to that location had the rook not been there. You are only allowed to have one super piece at a time.

Double Pieces:

All double pieces combine a standard chess piece (P, R, K, Q, N, B) on top and a Rook on the bottom.

MVP:

Creation: Hopping a pawn on top of a rook.

Movement: Rook movement set

Attack: Attacks like a rook and a pawn (infinite straight attack range + both forward diagonal squares).

Special: An MVP can promote to any double super piece (except king-like pieces) when it reaches the back rank. See bottom notes on promoting for more information.

Additional notes: Creating an MVP does not protect you from en passant: the entire piece could be taken.

Cathedral:

Creation: Hop a rook on top of a rook.

Movement: Rook movement set.

Attack: Rook attack set.

Special: Grants you access to the super castle ability: allows you to trade places with a (cowardly)king/pope once for every (cowardly)king/pope you own, regardless if they have moved/castled/hyper castled before.

Additional notes: Once a king/pope has super castled, they are not eligible to castle. A Cathedral can be converted to an Hourglass if one of the rooks is still valid for time travel, but converting it uses your turn.

Hourglass:

Creation: Hop a rook on top of a rook. The top rook is upside down.

Movement: Rook movement set.

Attack: Rook attack set.

Special: Time Travel: Allows you to revert to any previous board state.

Additional notes: Time travel can not be used the same turn you acquire it. In order to create an hourglass, at least one of the rooks must have never been used for time travel before. Time travel never negates a rooks “used” status, meaning that the theoretical max number of time travels a side can do is 9: once with the two initial rooks, and 8 more times with rooks created from promoting pawns. If you return to a board state with an hourglass that would no longer be valid, it converts to a cathedral. You can convert an hourglass to a cathedral, but it uses your turn. Converting an hour glass to a cathedral does not “use up” the rooks time travel ability. See the bottom notes on Time Travel for more information.

Paladin:

Creation: Hop a knight on top of a rook.

Movement: Can move to anywhere on the perimeter of the 5 length square with the paladin in the center.

Attack: Same as its movement positions.

Pseudo Queen:

Creation: Hop the *black square* bishop on top of a rook.

Movement: Same as a standard queen.

Attack: Same as a standard queen.

Additional notes: The bishops always “remember” what they were originally, meaning that if you jump the black square bishop off on to a white square, then jump back on, it's still a black square bishop, and therefore you still create a pseudo queen.

Cardinal:

Creation: Hop the *white square* bishop on top of a rook.

Movement: Queens movement set but restricted to only 3 squares in any direction.

Attack: Same as movement set.

Special: Upon taking 7 points of material or 3 pieces with the cardinal, whichever comes first, your cardinal is promoted, on the same turn, to a cowardly Pope.

Additional notes: The material/piece count is retained *per white square bishop*, meaning that if you hop off your bishop, its count stays with it, and continues where it left off when you hop back on. Super pieces have a “point premium” meaning that taking any super piece, even an MVP, would instantly promote a cardinal.

Hyper Queen:

Creation: Hop a queen on top of a rook.

Movement: Read carefully: The queen must, in 1 turn, make a standard queen move, *then* a standard king move.

Attack: The Hyper Queen can only take a piece on the kings move portion of its turn.

Additional notes: The Hyper Queen can not be split: The queen can not hop off and the rook can not slide out. The “kings move” portion of the Hyper Queens turn only refers to movement, the hyper queen is allowed to move to a square that would be considered check if it was a king.

Interaction with kings/popes: The Hyper Queen only interacts with (cowardly)kings/popes as if it had a standard queen’s movement, meaning that Check(mate) is based only on direct lines and diagonals, the kings move portion of the Hyper Queen is irrelevant for check(mate).

Cowardly King:

Creation: Hop a King on top of a rook.

Movement: Standard rook movement, but is never allowed to move into a position that would be considered check for a king.

Attack: The Cowardly King can not attack directly, the only way for the piece to attack is for the rook to slide out and attack.

Additional notes: The King is Not allowed to hop off to attack. This piece can be put in check like a normal king, and the same rules apply: The threat must be eliminated, or the piece must move.

End Game rules: Once all other pieces have been lost, after 10 turns, the cowardly king must be split if not already, and can never be remade.

Cowardly Pope:

Creation: Hop a Pope on top of a rook, or promote a Cardinal.

Movement: Same as Cowardly King.

Attack: Same as Cowardly King.

Additional notes: The cowardly pope acts nearly identically to the Cowardly King, the only difference is that in the end game there is no requirement to split the piece.

Triple Pieces:

GOAP:

Creation: Hop a pawn on top of a cathedral, or hop an MVP on top of a rook.

Movement: Rook movement set.

Attack: Attacks like a rook and pawn, but pawn move can now attack *any* of the adjacent diagonal squares, not just the forward two (infinite straight attack range + four diagonal squares).

Special: A GOAP can promote to a Vatican when it reaches the back rank.

Additional notes: Creating a GOAP does not protect you from en passant: the entire piece could be taken.

Vatican:

Creation: Hop a rook on top of a cathedral, or hop a cathedral on top of a rook, or promote a GOAP.

Movement: Rook movement set.

Attack: Rook attack set.

Special: Grants you access to the hyper castle ability: allows you to move a (cowardly)king/pope anywhere within their 5 x 5 square (with them at the center) once for every (cowardly)king/pope you own, regardless if they have moved/castled/super castled before.

Quadruple Pieces:

High Ground:

Creation: Hop a king/pope on top of a Vatican, or a cowardly king/pope on top of a cathedral.

Movement: N/A

Attack: N/A

Special: Gaining the High Ground is an automatic victory. It is the only alternative win condition to a checkmate or a concession.

Special Pieces:

Pope:

Creation: Promoting a cardinal creates a Cowardly pope. Sliding out then gets you just the Pope.

Movement: King movement set.

Attack: King attack set.

Additional notes: The pope acts just like a king, with the only exception being a cowardly pope does not have to dismount in the endgame, unlike the cowardly king. Having multiple king-like pieces does change how check works, see the section on check below.

Additional Rules

Check with king-like pieces:

(Cowardly) kings/popes count as “king-like” pieces. Whenever you have a single king-like piece, check and checkmate act exactly the same as they do in standard chess: king-like pieces can not move into check, and if put in check they must either move, or the threat must be eliminated. If you have multiple king-like pieces, then check doesn't exist, and a king-like piece can be captured like a normal piece.

Time Travel:

When returning to a previous board state, the following rules apply:

- All pieces are returned to where they were at that point.
- You can travel to *any* previous board state from that game, what time branch they came from is irrelevant.
- The other player must agree that the board state is accurate, otherwise you need proof (such as a picture).
- After time traveling, Hourglasses that are no longer valid convert to Cathedrals

When Time traveling, the following values DO revert back to how they were at that time:

- Piece positions.
- Turn.
- Cardinal promotion counts (material/pieces captured).
- Whether a piece had castled, super castled, or hyper castled.

The following DO NOT revert back:

- Rook time travel “used” status.

Time travel CAN be used to escape check(mate).

Castling:

Regular castling acts exactly the same as in standard chess. When you promote a cardinal to a cowardly pope, it still counts as having moved, therefore popes can never castle.

Every king-like piece can castle, super castle, and hyper castle once, using up a turn. Changing a king/pope to a cowardly king/pope or vice versa does NOT count as a *new* king-like piece, and thus you can not abuse that to (super, hyper) castle more than once per king-like piece.

Pawn Promotion

Promoting a pawn is exactly the same as in regular chess, the only difference is that if you decide to get a bishop, the color it was promoted on becomes its initial color, which is important for determining if it becomes a cardinal or a Pseudo Queen.

MVPs can promote to any double super piece except of course for any king-like piece.

Promoting to a Cardinal or Pseudo Queen is determined by the color of the square you promote on: *White* squares promote into Cardinals, *Black* squares promote into Pseudo Queens.

GOAPs can only promote into Vaticans.