

Chess++: An Elegant Variant of Standard Chess

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Rules

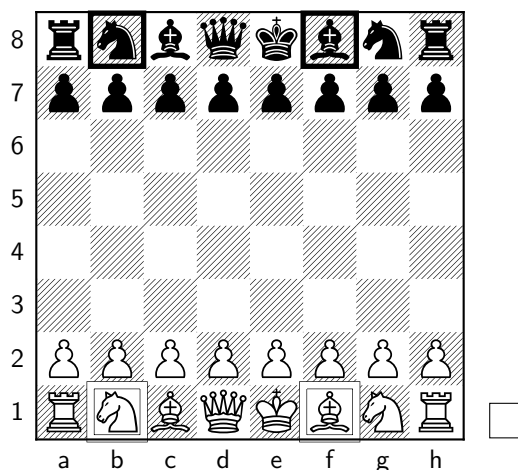
Chess++ introduces a new piece called **The Gulti**, keeping all the other rules of Standard Chess same.

This Section only explains the Newly Introduced Piece and Its Interactions with standard chess pieces, Hence Knowing Standard Chess Rules is a prerequisite to understanding Chess++.

To understand Standard chess rules please click [here](#).

Initial Board Configuration

For all standard chess pieces, Initial Board configuration of chess++ is exact same as standard chess. The newly introduced piece Gulti initially takes up the squares b1, f1 (for white Gulti), b8, f8 (for black Gulti). Shown below



Starting Configuration

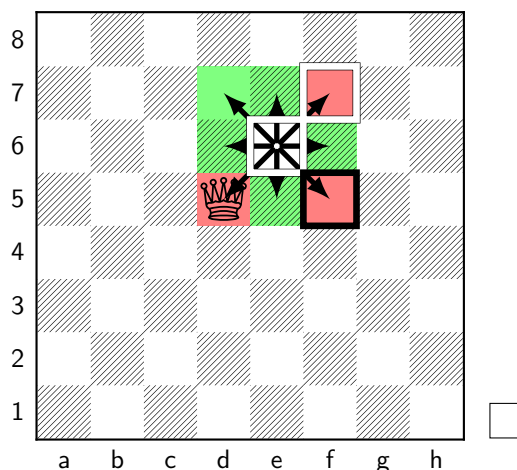
(Notice Black Gulti is represented by Black boundary square at b8, f8 square & White Gulti is represented by White boundary square at b1, f1 square.)

The Gulti: A Revolutionary Piece

The Gulti is the heart of Chess++. Here's how it works:

Movement

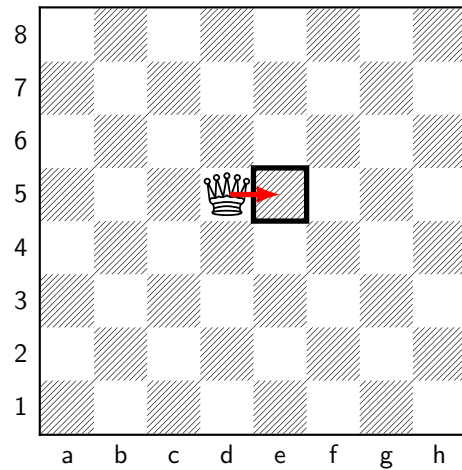
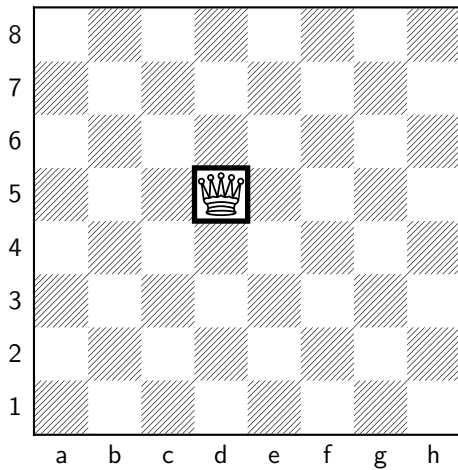
- **Basic Movement** : The Gulti moves one square in any direction and can only move to Empty Square.



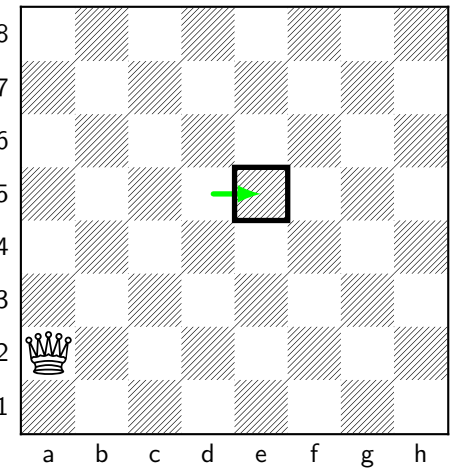
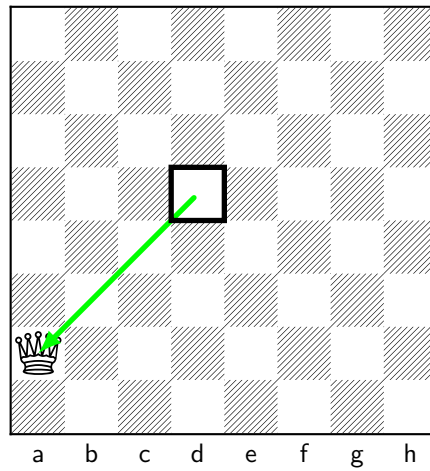
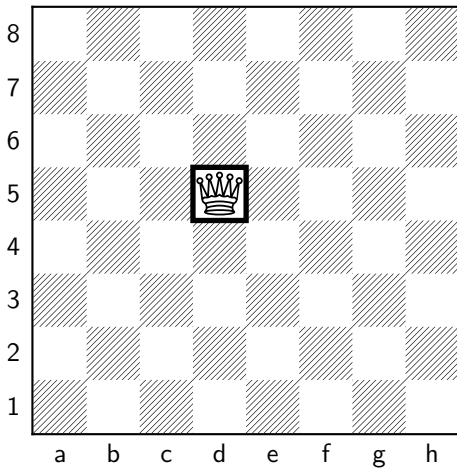
Valid squares to move shown in **GREEN**, Invalid squares to move shown in **RED**.

Note that: As Gulti is only allowed to move to empty square thus no possibility of capturing any piece by Gulti is arising. Hence Gulti is not capable of capturing any piece at any point of time through out the gameplay.

- **Restriction** : The Gulti is only allowed to move when no piece is sitting on it. A piece sitting on Gulti can also be referred as “The gulti is locked by some piece” or “The Gulti is Occupied by some piece”.

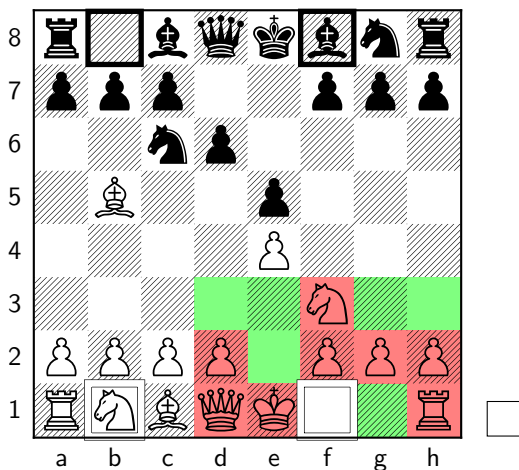


Shown above is an **ILLEGAL** move. The Gulti moved to e5 square even though A piece was sitting on it. **NOT ALLOWED IN CHESS++**

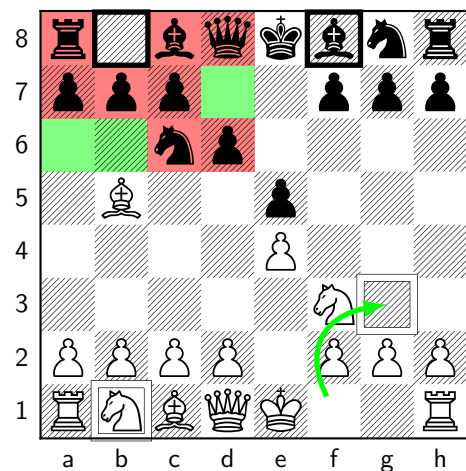


The sequence of Moves shown in above diagram are **LEGAL**. Notice that first queen moved to a2 and then only d5 Gulti moved to e5 square.

- **Initial Mobility Move** : In its 1st turn Gulti can move within any 2 square proximity.



Squares in **Red** & **Green** are 2 square proximity squares of f1 gulti and Squares in green specifically are the squares where f1 Gulti can move to in its first turn.

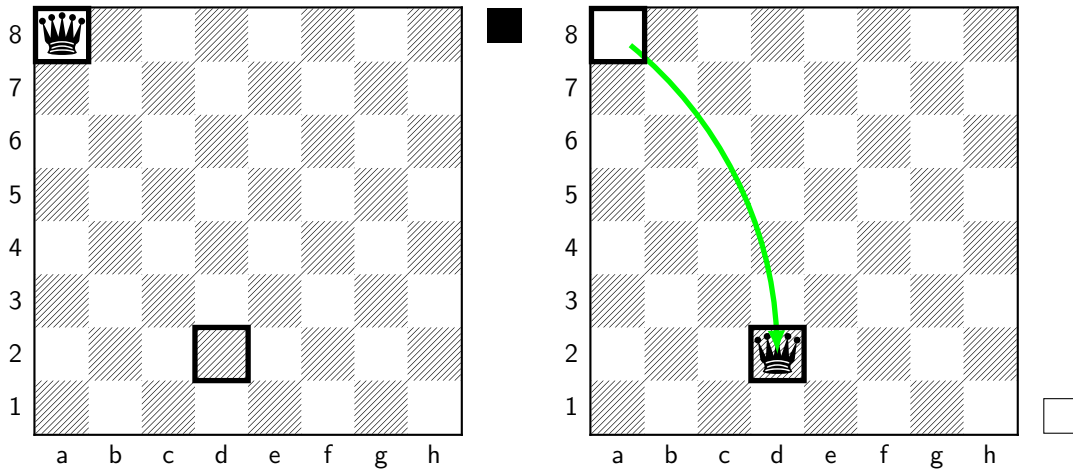


Gulti at f1 moved to d3 square and valid squares of b8 Gulti are shown. Notice that b1 & f8 gultis cannot be moved now as some pieces are sitting on them. Also g3 gulti cannot move to any 2 square proximity now because it already turned its first turn.

Teleportation

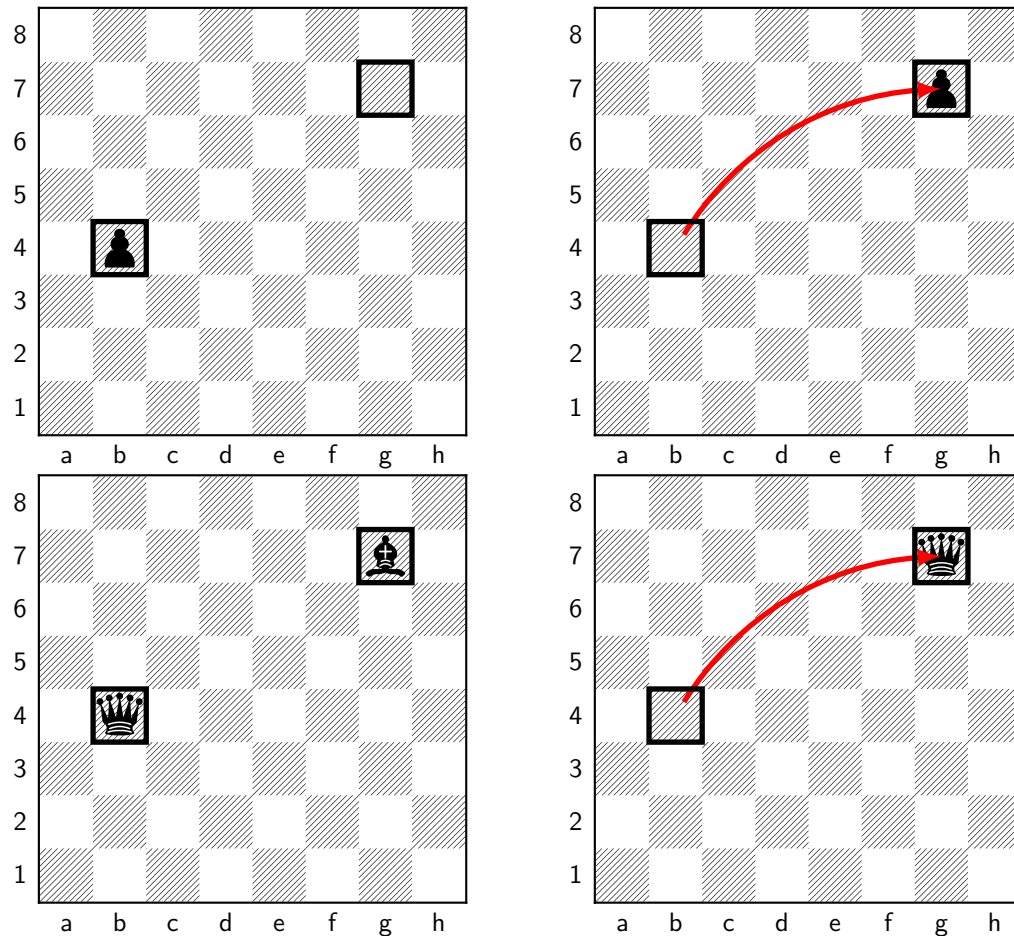
- **Mechanism:** The Gulti allows players to move any of his/her non-pawn piece sitting on his/her own Gulti to The other end (Destination Gulti)of his/her own Gulti (Given the destination gulti is not occupied by players own piece[Going to be discussed shortly]).

Note That : Teleportation do not happen Instantly. It Takes players one turn(That is after you done teleporting its your opponent's turn to move. Follow the move indicator beside the diagrams shown below for better understanding.)

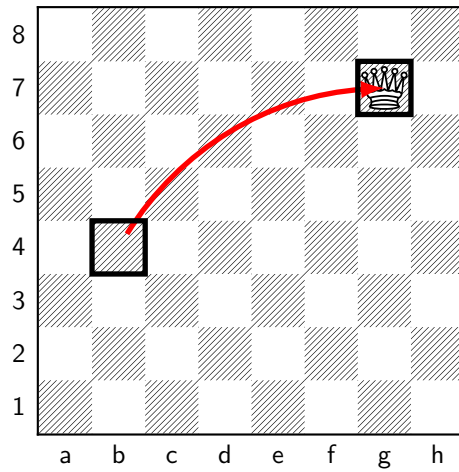
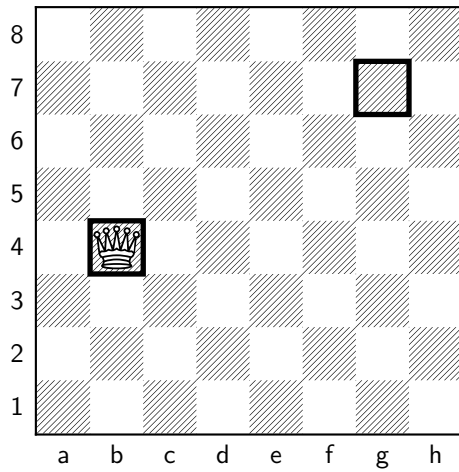


The above Diagram shows Teleportation Mechanism In action.

- **Eligibility and Restriction :** You are allowed to Teleport your own pieces except pawn through your own Gulti. You cannot use your opponents gulti for Teleporting your pieces neither your opponent can use yours. While teleporting, The destination Gulti must be unoccupied by players own piece. If instead some opponents piece is sitting on there It will be captured(Going to be discussed shortly).

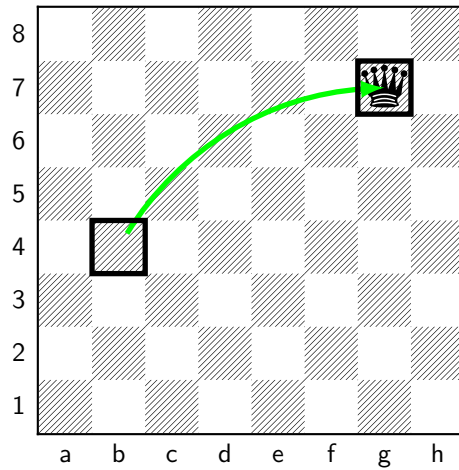
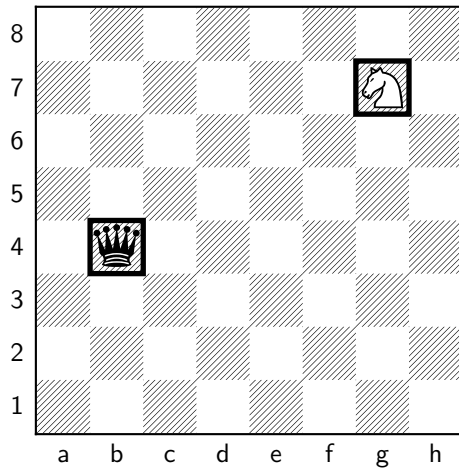


The Top two pictures showing **ILLEGAL** Move because pawns are **NOT ELIGIBLE** for Teleportation. Also Bottom two pictures showing **ILLEGAL** Move Because the destination Gulti square is already occupied by a black piece, Hence The black queen cannot teleport.

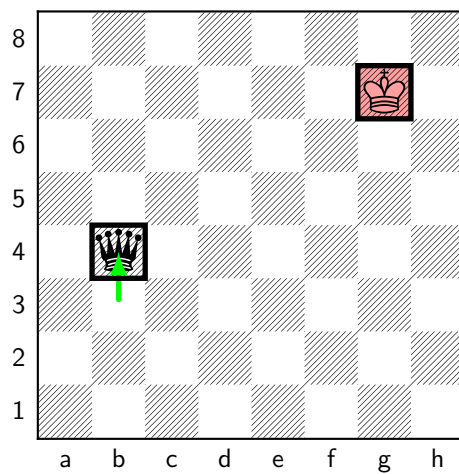
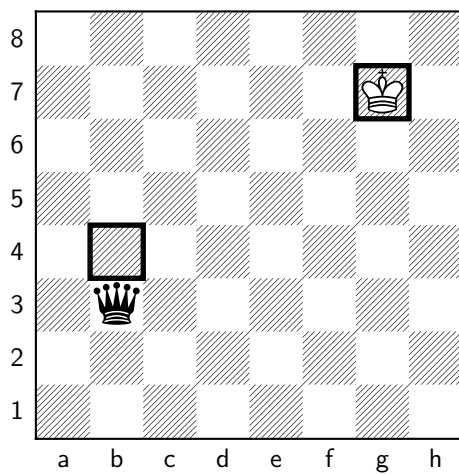


Only black piece can be teleported through a Black Gulti and vice-versa. Hence the above move is **ILLEGAL** to play.

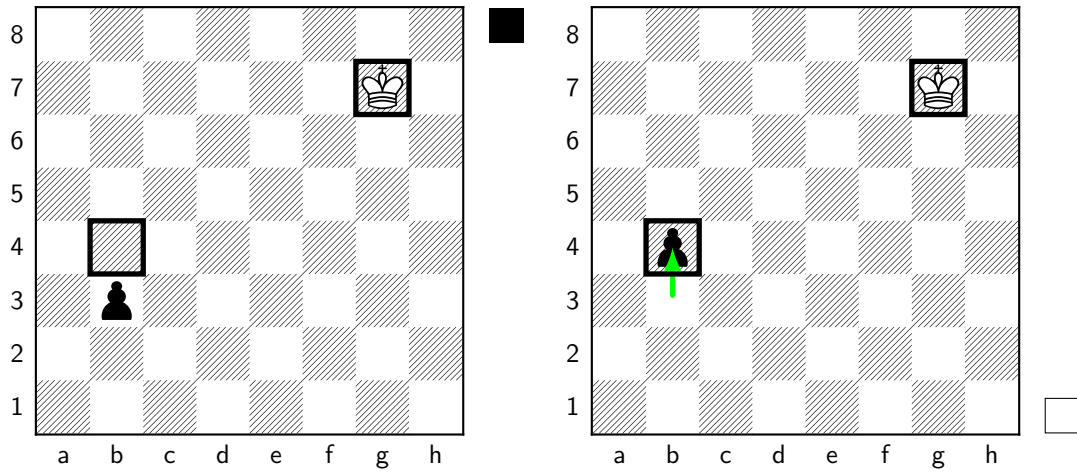
- **Capturing Through Teleportation:** While teleportation if the destination Gulti is occupied by any opponents piece then after teleportation the opponents piece will be replaced with the teleporting piece. (Or in other word the opponents piece will be captured and your teleporting piece will occupy the destination Gulti.)



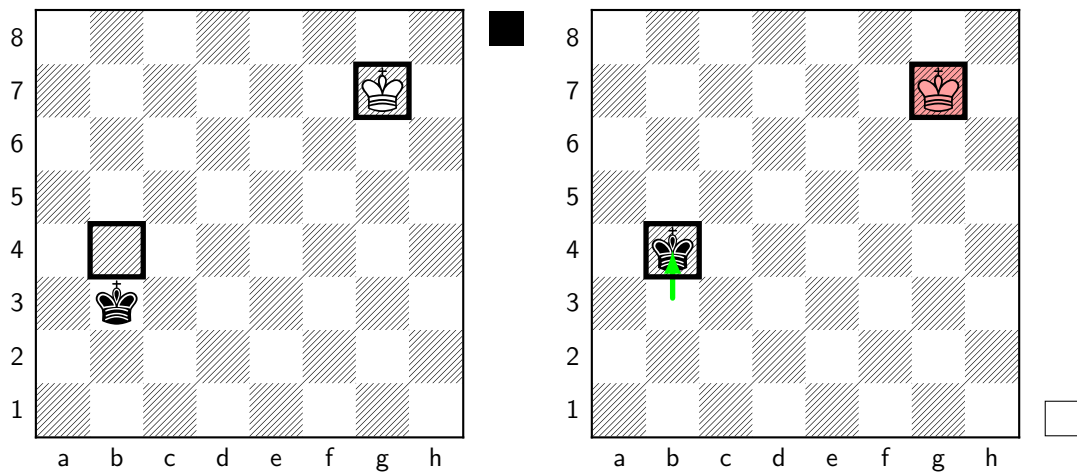
Above diagram showing white knight sitting on g7 Gulti got captured through Teleportation by Black Queen.



Here Black queen moved to b4 Gulti and threatening to capture white king through teleportation in next move. Hence giving Check to white King.



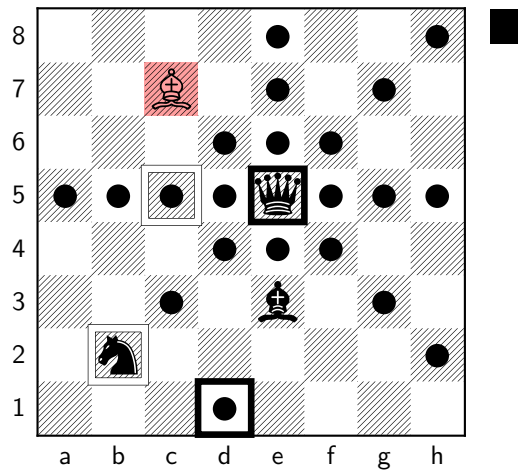
Here Black Pawn moved to b4 Gulti but cannot threaten to capture white king through teleportation as pawns are ineligible for Teleportation.



Here Black King moved to b4 Gulti and threatens to capture the white king hence giving check to white king. Whereas white king cant teleport through black Gulti thus cannot give check to black. The above King giving check to another King scenario is completely **ALLOWED IN CHESS++**.

Piece Interaction

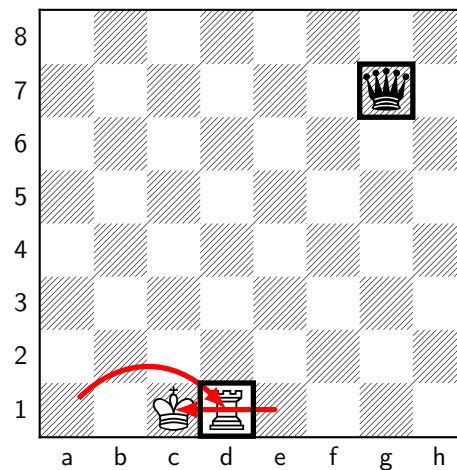
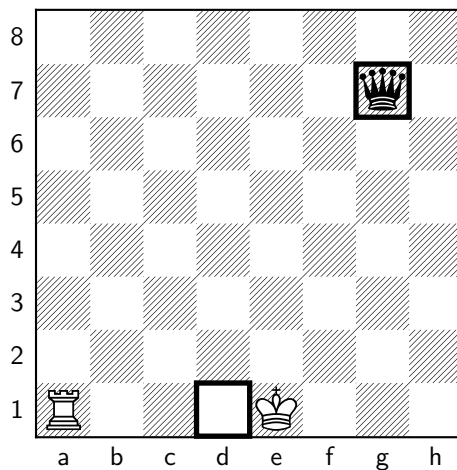
- **Standard Chess Pieces :** All the Standard Chess pieces are allowed to jump over any unoccupied Gulti at any point of time.



Black dots are representing all the squares where e5 queen can move to. Notice it can jump over unoccupied c5 Gulti but not allowed to jump over b2 gulti because it is occupied by some piece.

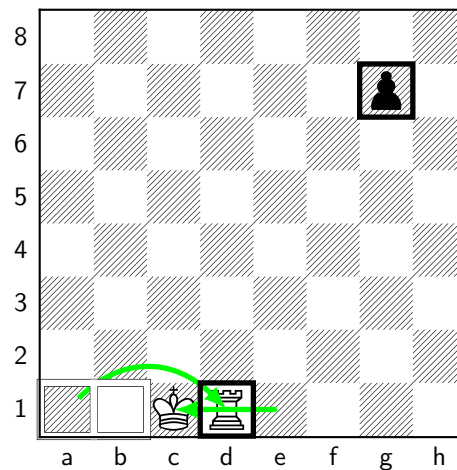
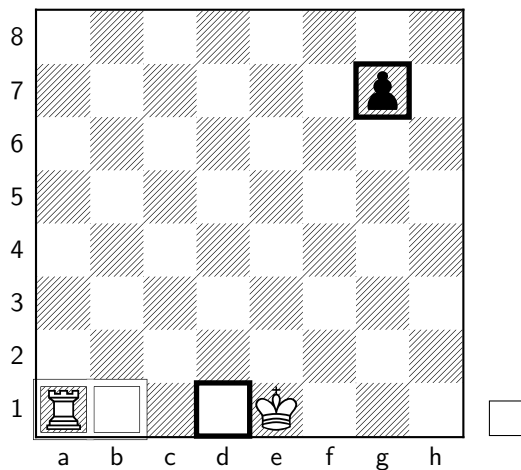
- The Gulti and Castling :

→ **Not Allowed Scenario** : If some opponents Gulti is placed between King & Rook such that some opponent's piece can teleport to the Gulti in next move. In such scenario castling is not allowed.



The above scenario captures **NOT ALLOWED** cases of castling. Notice Queen sitting on g7 Gulti can teleport to d1 Gulti in next move. Thus Castling is **ILLEGAL** here.

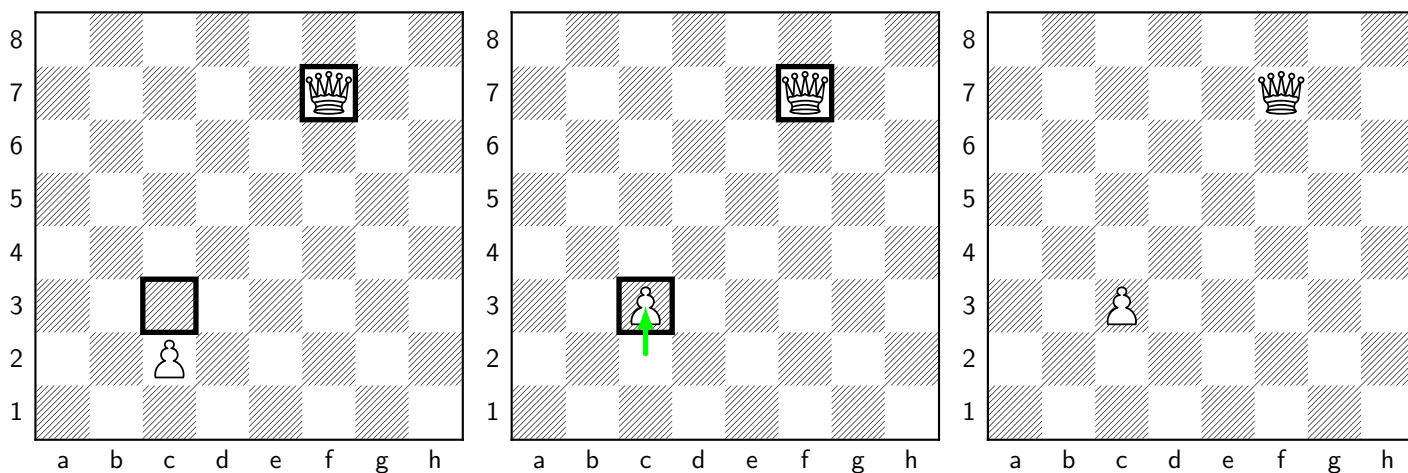
→ **Allowed Scenario** : Casting is always allowed if ones own Gulti(unoccupied) is in between King and Rook. If some opponent's gulti is in between King and Rook then castling is only allowed if no opponents piece can teleport to Gulti.



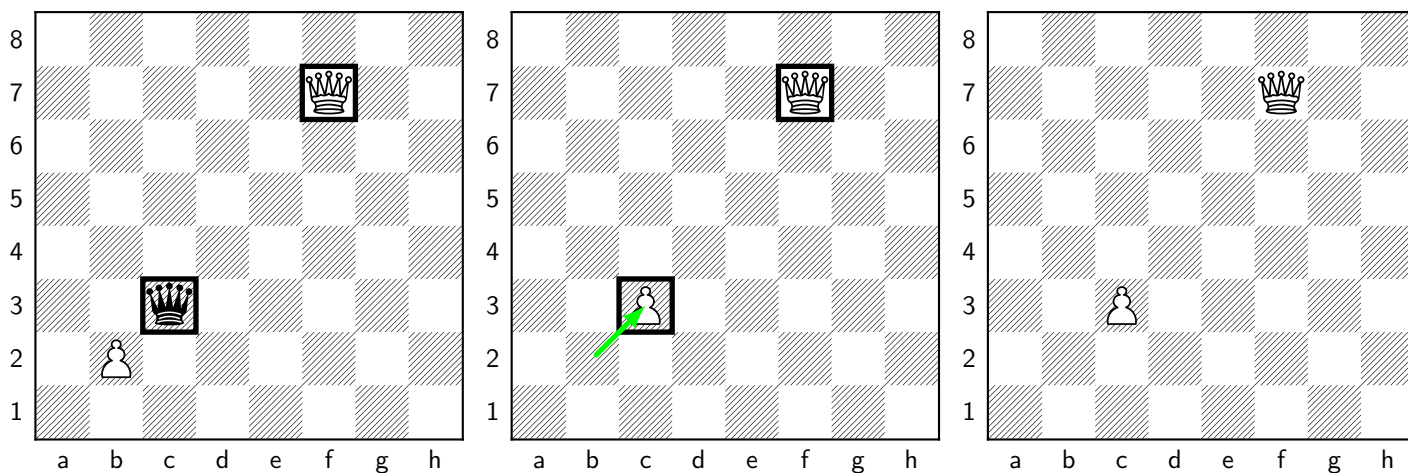
The above scenario captures an allowed cases of castling when some Gulti is in between King and Rook. Notice pawn cannot teleport through Gulti thus castling is **LEGAL** here.(Would have also worked if g7 gulti was unoccupied or occupied by some white piece)

Capturing The Gultis

The Gultis can only be captured both at once. To capture the Gultis both the Gultis must be occupied by some of the Opponent's pieces.



Its whites turn in left scenario. The scenario in the middle showing pawn moved to c3 and occupying c3 Gulti. In right scenario the Two black Gultis are removed from board as they are captured by white now.(All of this happens in single turn by white)



Its whites turn in left board scenario. The middle picture showing pawn captures c3 queen and also occupying c3 Gulti at the same time. In right its showing the Two black Gultis are removed from board as they are captured by white now. Note That one black queen and two black gulti are all captured in a single move by white here, which is completely **ALLOWED IN CHESS++**.

Please feel free to share your thoughts via mailing me at rjdpdas131@gmail.com

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