

# Chess++: An Elegant Variant of Standard Chess

Rajdeep Das

## Rules

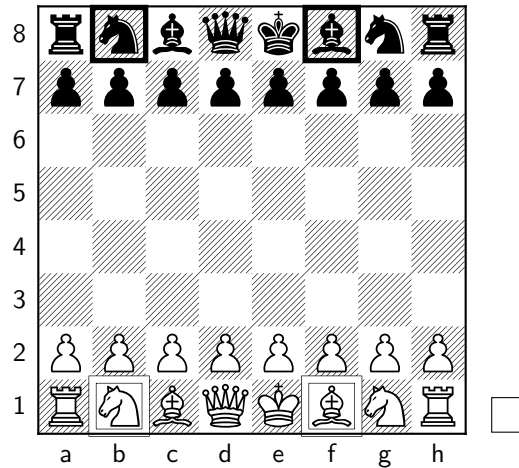
Chess++ introduces a new piece called **The Catapult**, keeping all the other rules of Standard Chess same.

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 Catapult initially takes up the squares b1, f1 (for white Catapult), b8, f8 (for black Catapult). Shown below



### Starting Configuration

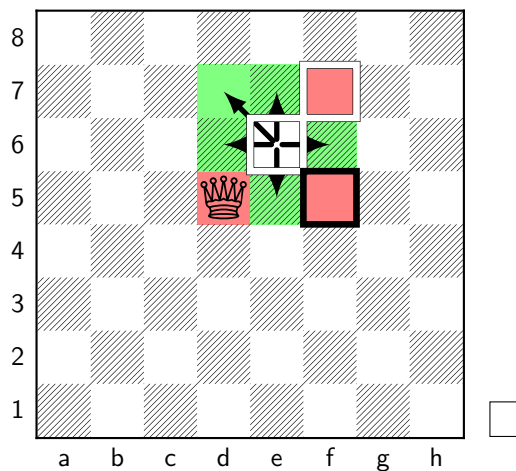
(Notice Black Catapult is represented by Black boundary square at b8, f8 square & White Catapult is represented by White boundary square at b1, f1 square.)

## The Catapult: A Revolutionary Piece

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

### Movement

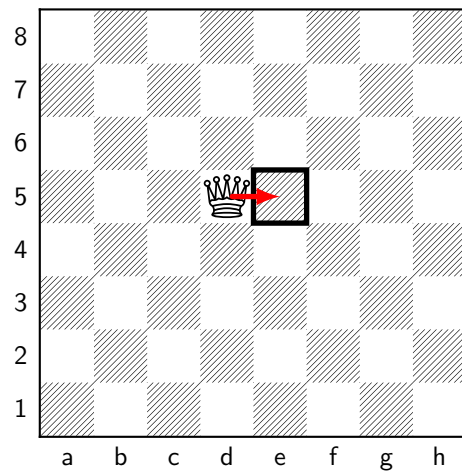
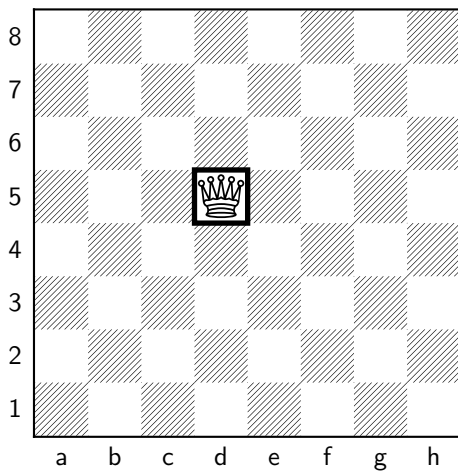
- **Basic Movement** : The Catapult moves one square in any direction and can only move to Empty Square.



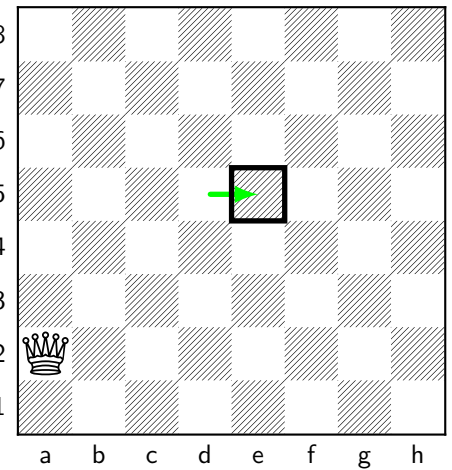
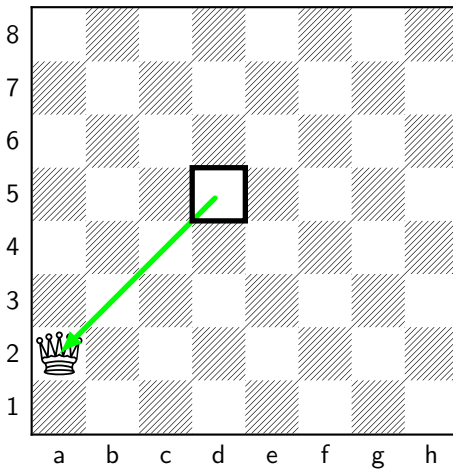
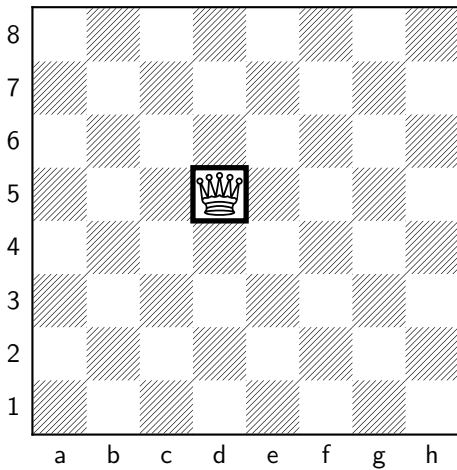
Valid squares to move shown in **GREEN**, Invalid squares to move shown in **RED**.

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

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

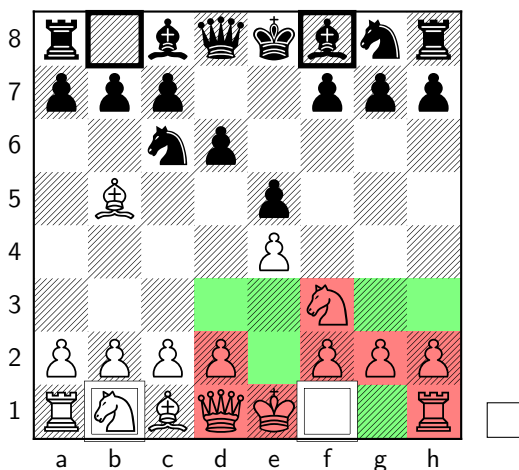


Shown above is an **ILLEGAL** move. The Catapult moved to e5 square even though A piece was sitting on it. **NOT ALLOWED IN CHESS++**

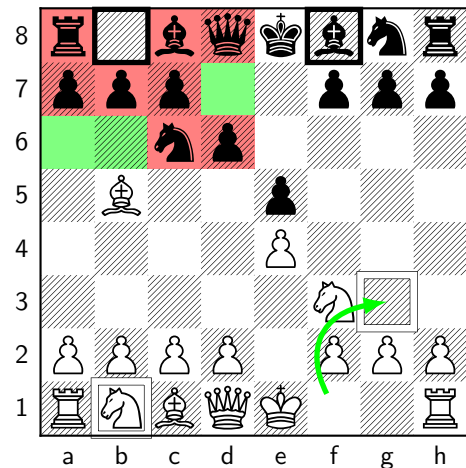


The sequence of Moves shown in above diagram are **LEGAL**. Notice that first queen moved to a2 and then only d5 Catapult moved to e5 square.

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



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

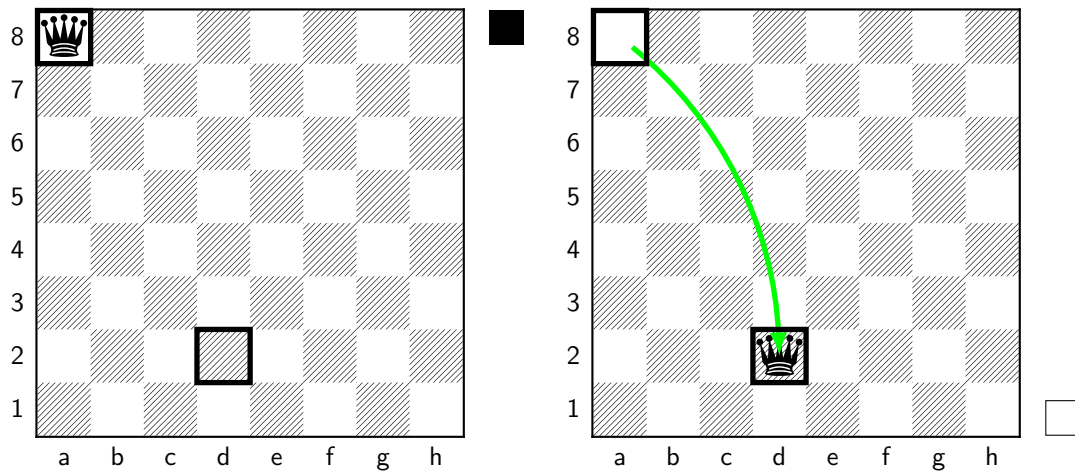


Catapult at f1 moved to d3 square and valid squares of b8 Catapult are shown. Notice that b1 & f8 Catapults cannot be moved now as some pieces are sitting on them. Also g3 Catapult cannot move to any 2 square proximity now because it already turned its first turn.

## Teleportation

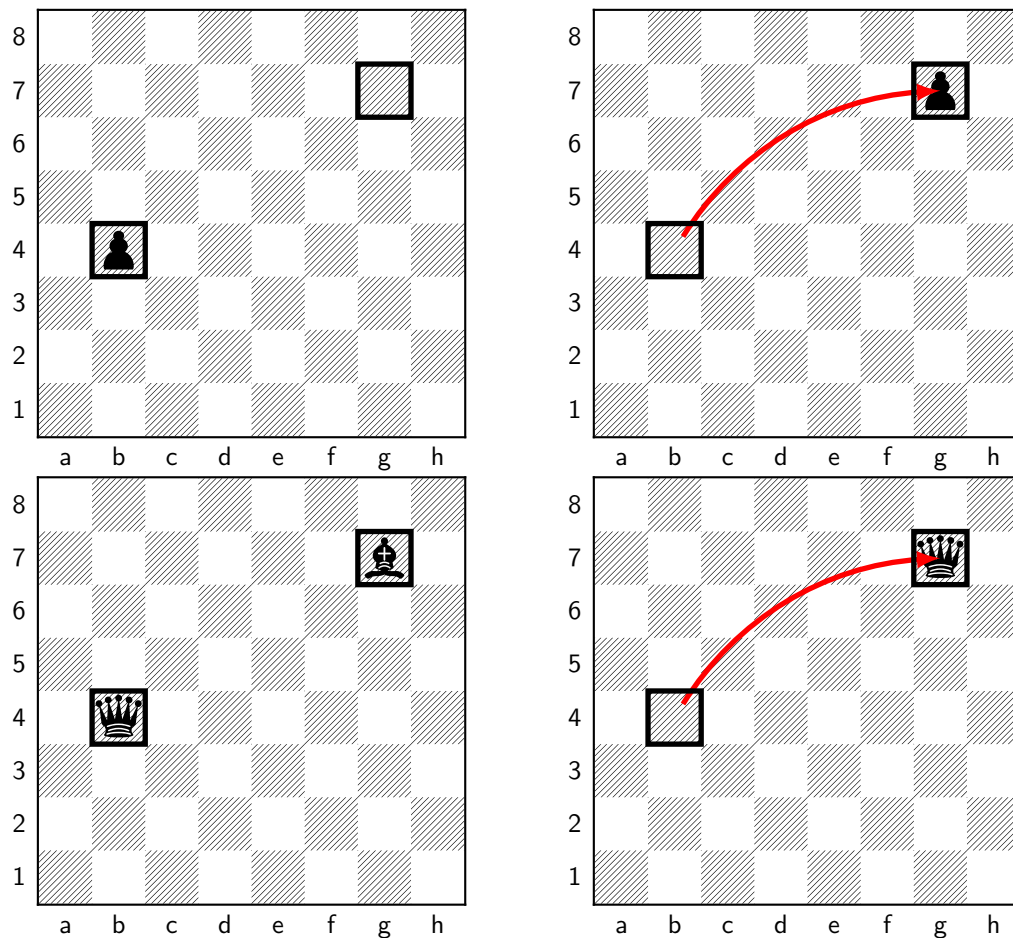
- **Mechanism:** The Catapult allows players to move any of his/her non-pawn piece sitting on his/her own Catapult to The other end (Destination Catapult)of his/her own Catapult (Given the destination Catapult is not occupied by players own piece[Going to be discussed shortly]).

**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.)

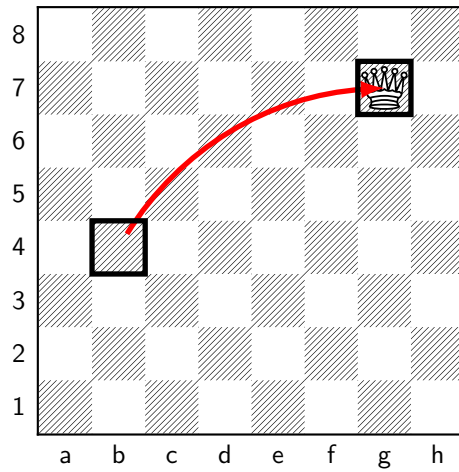
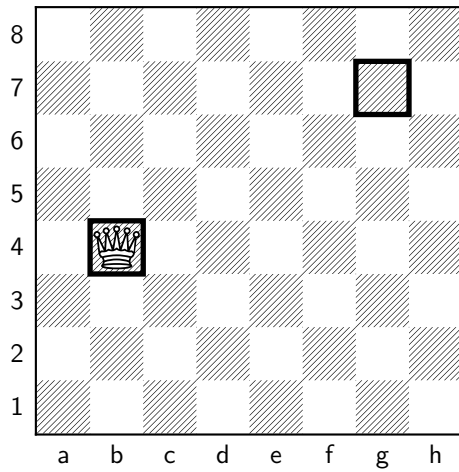


The above Diagram shows Teleportation Mechanism In action.

- **Eligibility and Restriction :** You are allowed to Teleport your own pieces except pawn through your own Catapult. You cannot use your opponents Catapult for Teleporting your pieces neither your opponent can use yours. While teleporting, The destination Catapult 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).

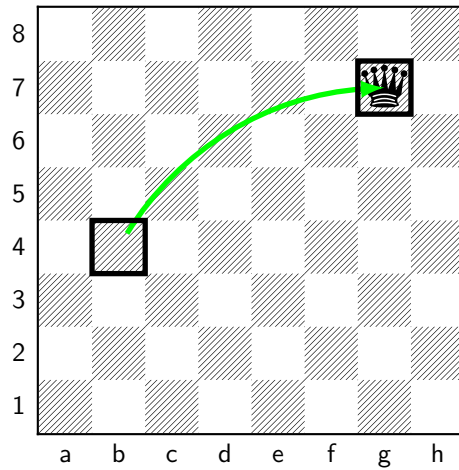
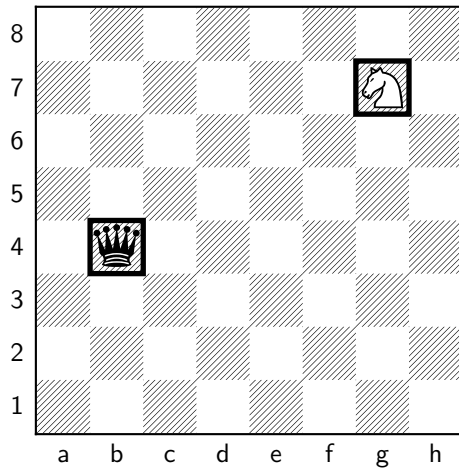


The Top two pictures showing **ILLEGAL** Move because pawns are **NOT ELIGIBLE** for Teleportation. Also Bottom two pictures showing **ILLEGAL** Move Because the destination Catapult square is already occupied by a black piece, Hence The black queen cannot teleport.

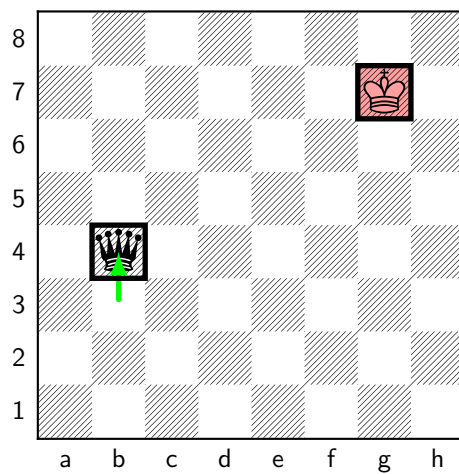
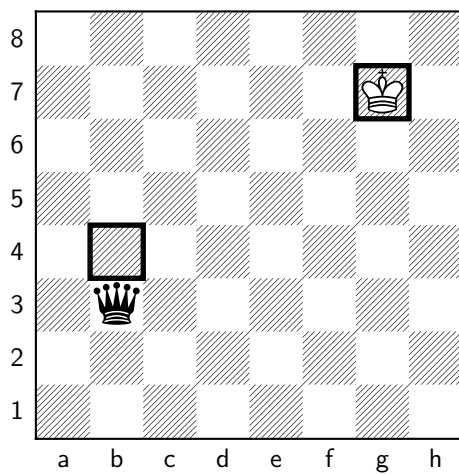


Only black piece can be teleported through a Black Catapult and vice-versa. Hence the above move is **ILLEGAL** to play.

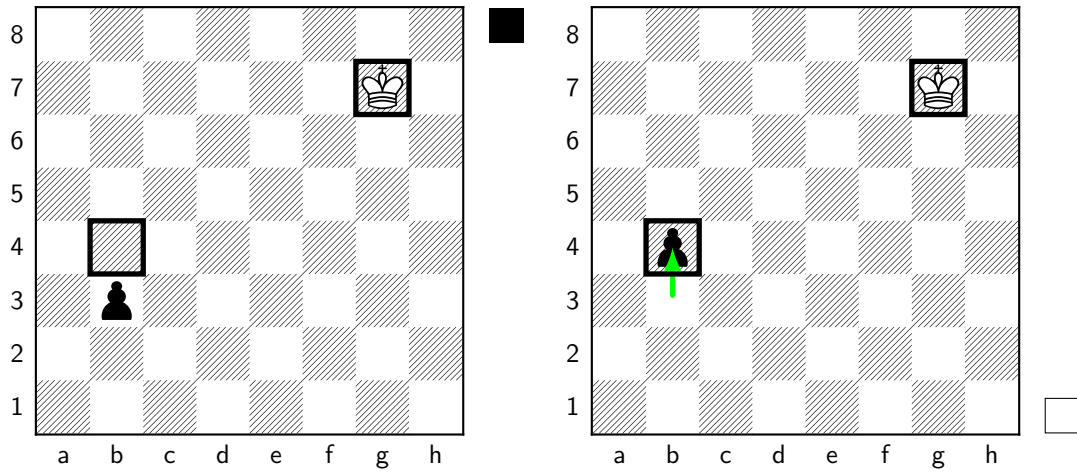
- **Capturing Through Teleportation:** While teleportation if the destination Catapult is occupied by any opponents piece then after teleportation the opponents piece will be replaced with the teleporting piece. (Or in other word the opponents piece will be captured and your teleporting piece will occupy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



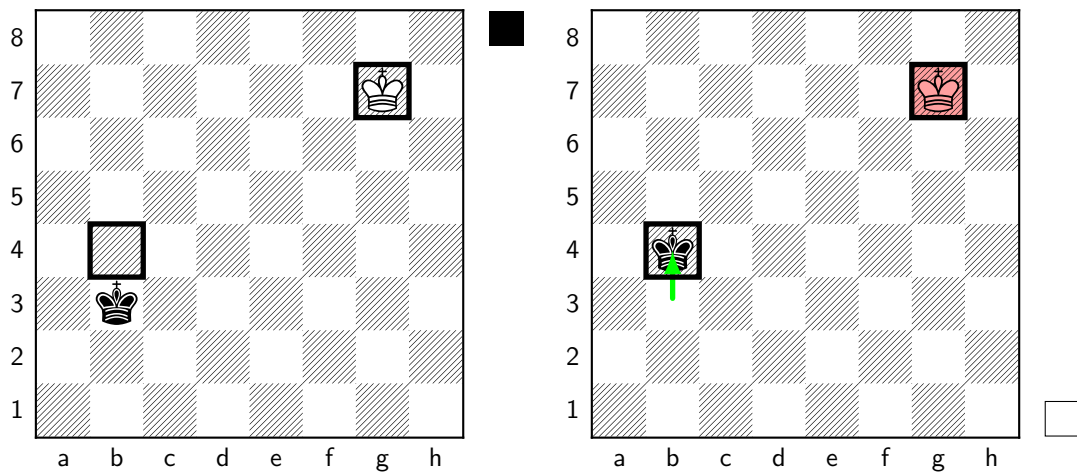
Above diagram showing white knight sitting on g7 Catapult got captured through Teleportation by Black Queen.



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



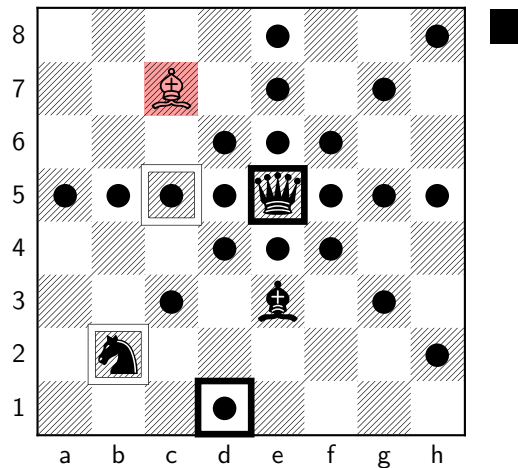
Here Black Pawn moved to b4 Catapult but cannot threaten to capture white king through teleportation as pawns are ineligible for Teleportation.



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

## Piece Interaction

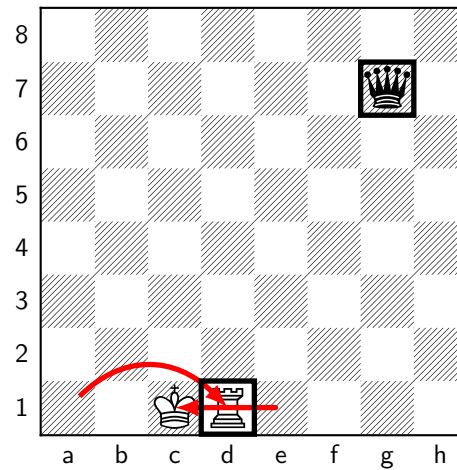
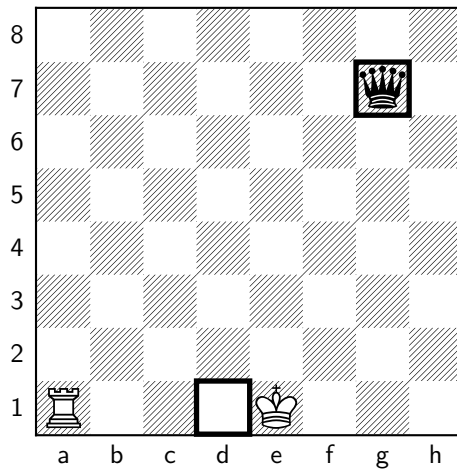
- **Standard Chess Pieces** : All the Standard Chess pieces are allowed to jump over any unoccupied Catapult at any point of time.



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

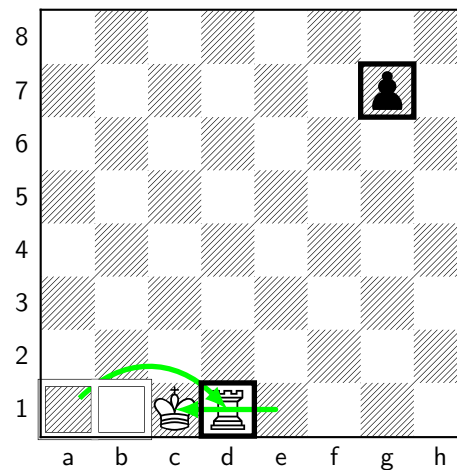
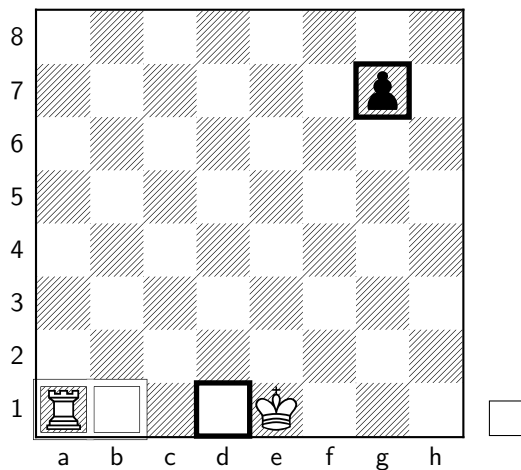
- The Catapult and Castling :

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



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

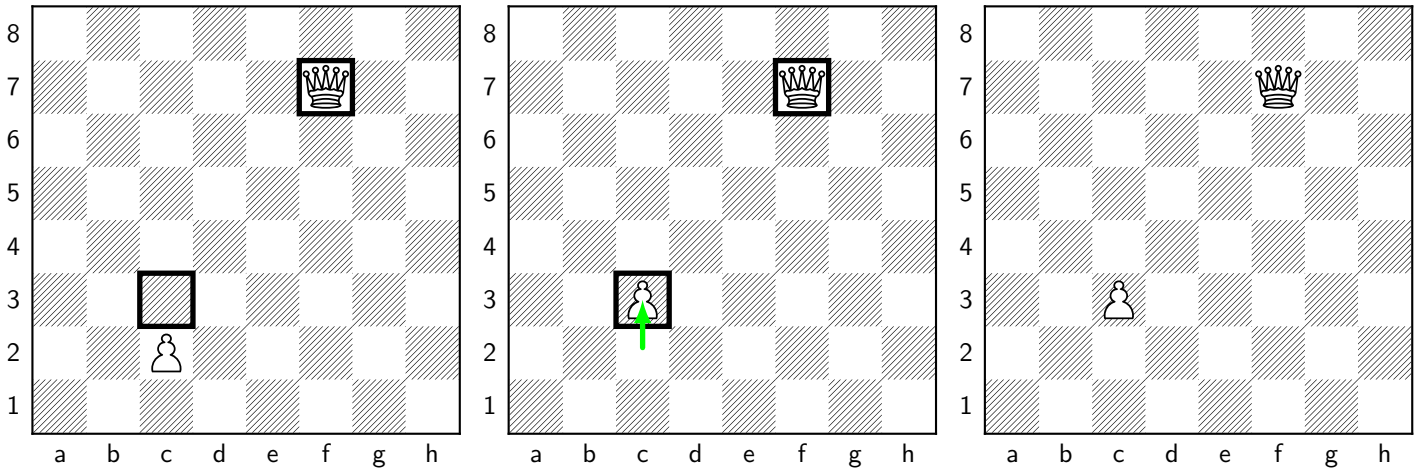
→ **Allowed Scenario** : Casting is always allowed if ones own Catapult(unoccupied) is in between King and Rook. If some opponent's Catapult is in between King and Rook then castling is only allowed if no opponents piece can teleport to Catapult.



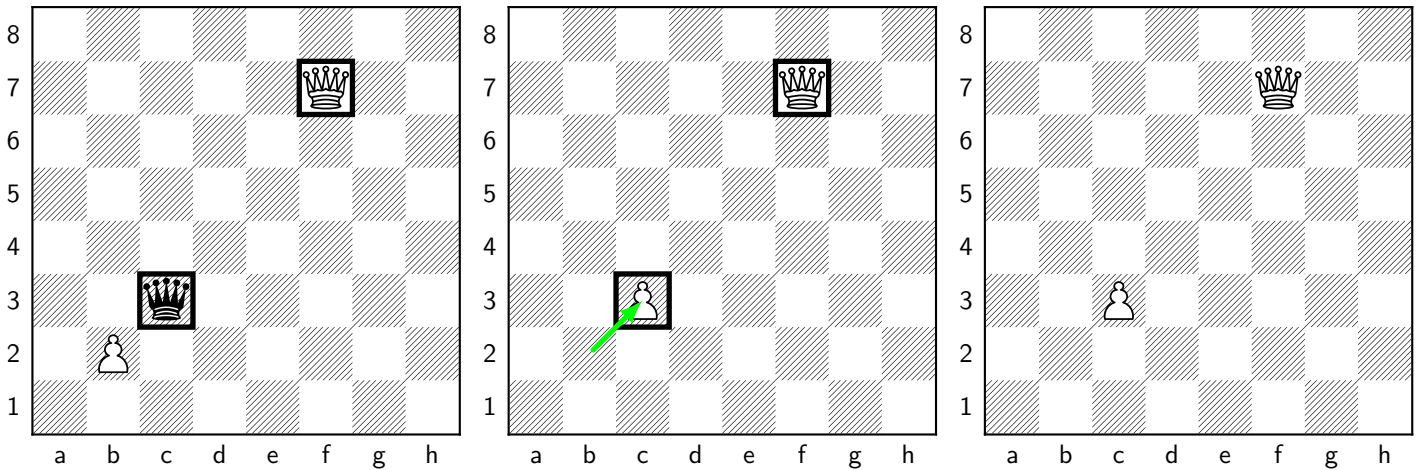
The above scenario captures an allowed cases of castling when some Catapult is in between King and Rook. Notice pawn cannot teleport through Catapult thus castling is **LEGAL** here.(Would have also worked if g7 Catapult was unoccupied or occupied by some white piece)

## Capturing The Catapults

The Catapults can only be captured both at once. To capture the Catapults both the Catapults 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 Catapult. In right scenario the Two black Catapults 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 Catapult at the same time. In right its showing the Two black Catapults are removed from board as they are captured by white now. Note That one black queen and two black Catapult 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](mailto:rjdpdas131@gmail.com)

© 2025 Rajdeep Das

This work is licensed under a Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License. This document and all concepts within (including the Chess++ game variant and Catapult piece) are original creations. You may share this material freely with attribution, but commercial use or modification is not permitted without permission. Visit <https://creativecommons.org/licenses/by-nc-nd/4.0/> for full terms.