# TCHESS - Layer 1

The first layer is similar to regular chess, with the introduction of several new pieces and one new mechanic. We will not consider the moves of ordinary chess pieces here. The rules have been cleared of special moves: castling, en passant capture, and the first move of a Pawn to two squares have been removed. If the King only has moves that lead to attack, then this is the end of the game - there is no stalemate here.

It is recommended to immediately consider the addition "Strike". This makes the game what it was intended to be:

All sides move three pieces in one move. If there is no one to perform three movements, then do as many as you can.

Arrangement of pieces on the field:
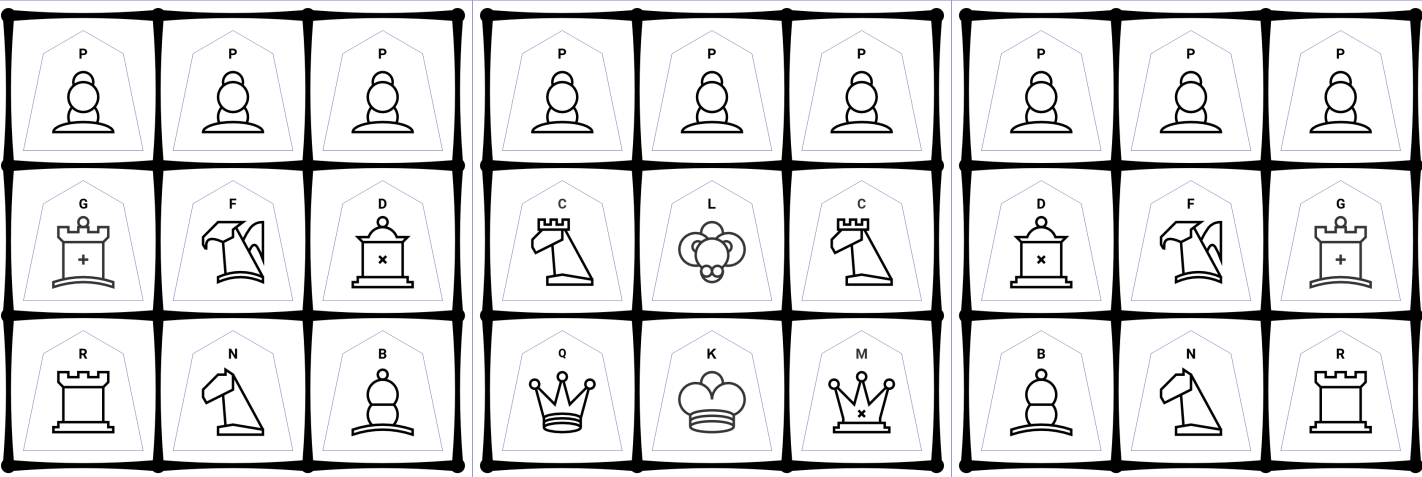
New pieces from this section first simply move around the field and cannot immediately capture opponent's pieces. When a piece has moved, in the same move it gets the opportunity to capture the opponent's piece, but the pattern of capturing is different from the pattern of movement. Thus, the move consists of two parts: first the piece moves, and then, if possible, it captures.
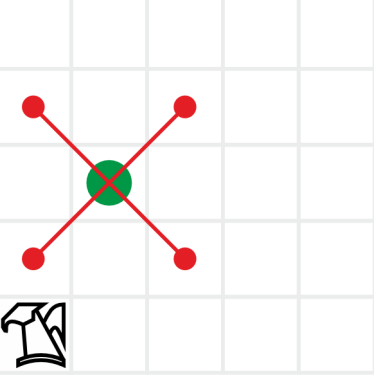
G - Guardian - Guardian

Derived from Tower (Rook) and Bishop (Bishop). Walks in straight lines without taking; then he can take one square diagonally.
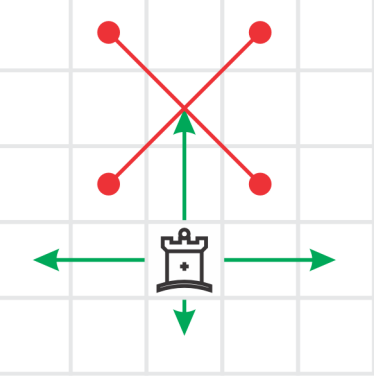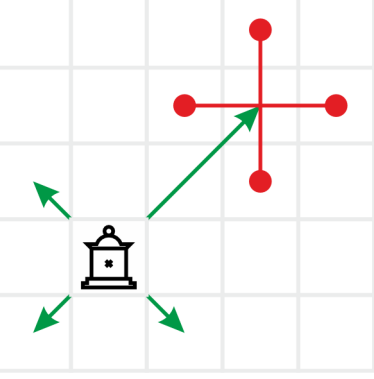

F - griFfin - Griffin

Derived from Horse and Bishop. Jumps forward and sideways "like a horse" without taking; after landing, he can capture one square diagonally.
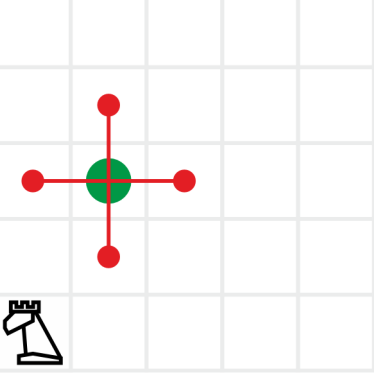

D - palaDin - Paladin

Derived from Bishop and Tower. Moves along diagonals without capturing; then he can take one square in a straight line.
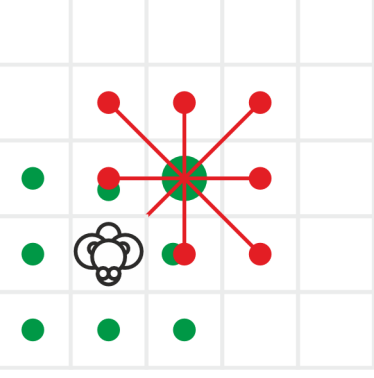

C - Champion - Champion

Derived from Horse and Tower. Jumps forward and sideways "like a horse" without taking; after landing, he can capture one square in a straight line.
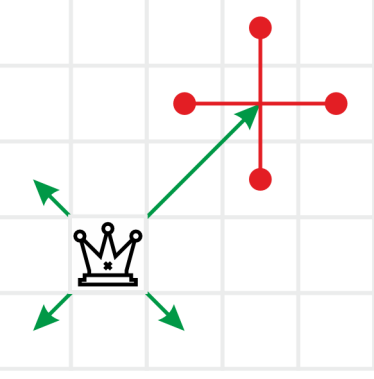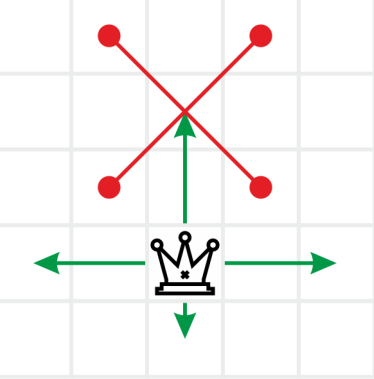

L - Lion - Lion

Derivative of King. Moves one square in any direction without capturing; then he can carry out a capture one cell in any direction.

M - Magister - Master

Derived from Guardian and Paladin. Two options:

• Walks in straight lines without taking; then he can take one square diagonally.
• Or along diagonals without taking; then he can take one square in a straight line.

TCHESS - Layer 2

The second layer considers replacing some of the figures with their reverse sides. For learning purposes, don't replace everything at once. You can continue to introduce new figures, 1-2 types per game. If one piece is replaced, then a similar replacement occurs for the opponent to maintain symmetry.

Shapes of the main set
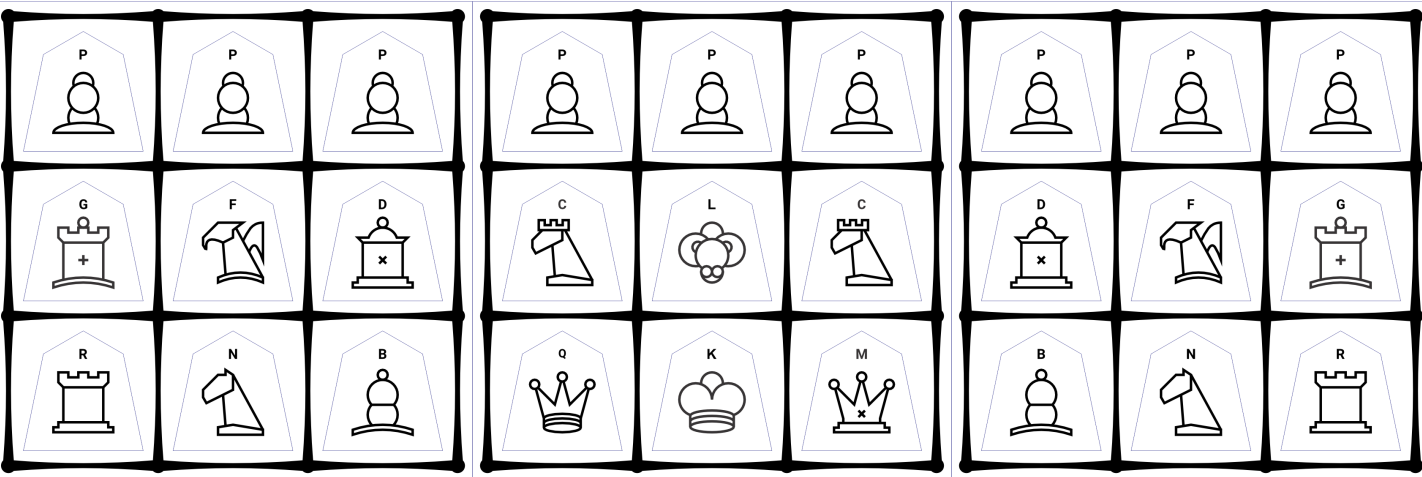

Their downsides
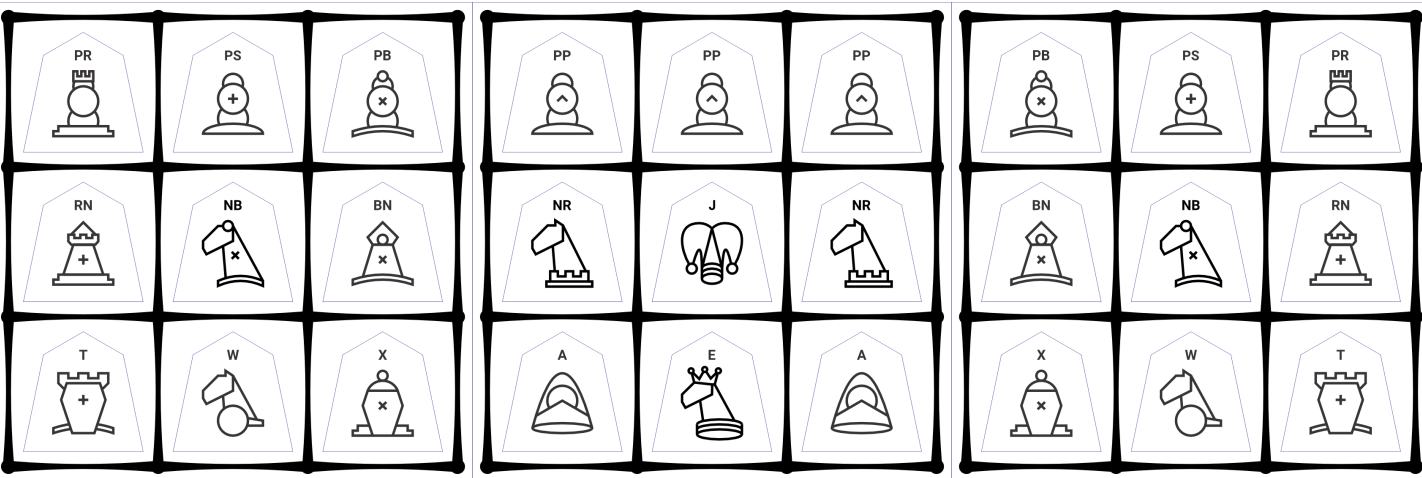
The alternative sides of the figures are approximately equal in strength to the main ones, which allows you to maintain balance. Therefore, you can consider a game option where each player independently chooses a combination of the main and back sides of the pieces that will be used in the game. This approach adds variety to tactics and strategy, allowing players to adapt and select pieces that suit their playstyle.

The "sliding knight" mechanic is added, when a piece moves in a "corner" and cannot jump over others, but can capture an opponent's piece at any point on its route. In addition, for some pieces, movement and capture occur along different trajectories: they move in one way, and capture the opponent along a different route.
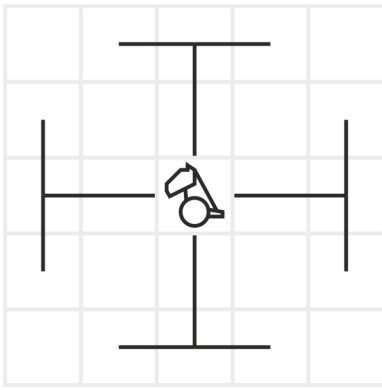
T - Templar

Derived from Tower and Bishop. Moves along diagonals without capturing. Or in straight lines only with takeover.
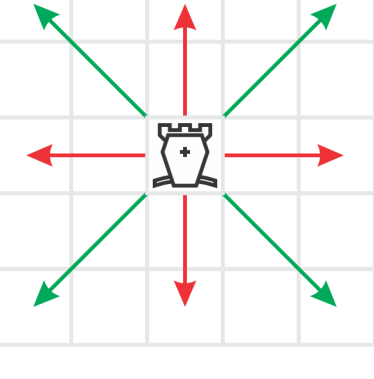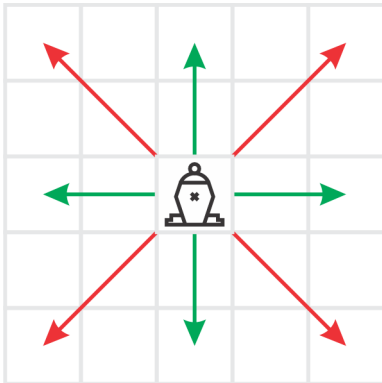

W - Warchariot - Warchariot

Derivative of Horse. He walks "in a corner": first on two squares, then sideways on one. Doesn't jump over pieces. Stops when taken. Doesn't go first to one, then to two!
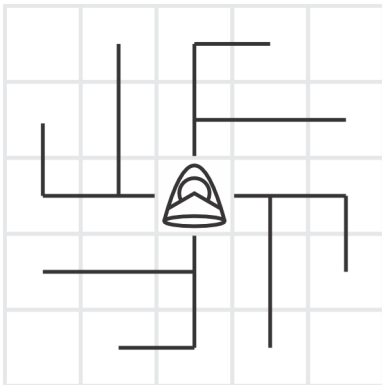
X - eXarch - Exarch

Derived from Bishop and Tower. Walks in straight lines without taking. Or along diagonals only with capture.

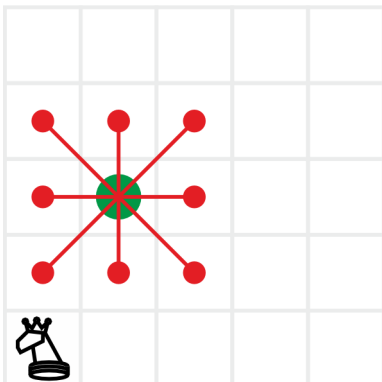

A - Assassin - Assassin

Derived from Chariot. Moves with capture "corners": first on two squares, then sideways on one; or first one square, then sideways two. Doesn't jump over pieces. Stops when taken.
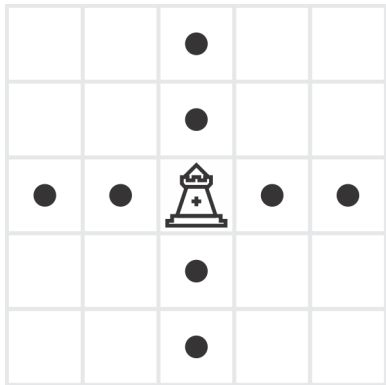

E - Emperor - Emperor

Derived from Knight and King. Jumps forward and sideways "like a horse" without taking; after landing, he can carry out a capture one square in any direction.

RN - Rook-kNight - Ballista

Derivative of Tower and Horse. Moves with capture in straight lines on two squares, jumping over the pieces.

NB - kNight-Bishop - Mounted Bishop

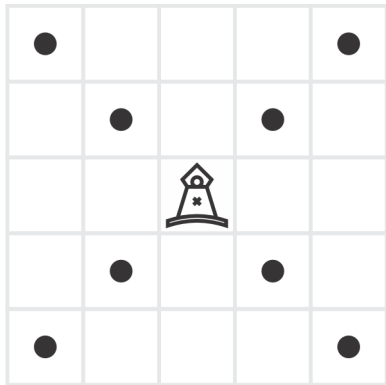Jumps forward and sideways "like a horse" without capturing. Or along diagonals only with capture.
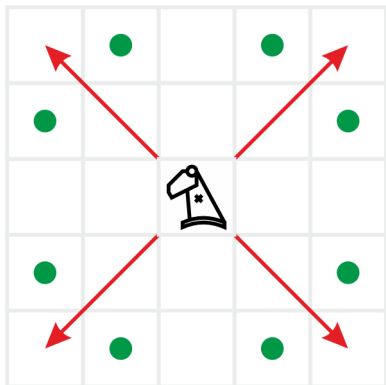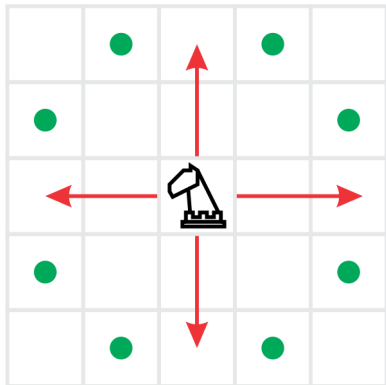
BN - Bishop-kNight - Archer

Derived from Bishop and Horse. Moves to capture along diagonals of two squares, jumping over the pieces.

NR - kNight-Rook - Shock-cavalryman

Jumps forward and sideways "like a horse" without capturing. Or in straight lines only with takeover.

J - Jester - Jester
Does not have its own move. Can repeat the move of the opponent's last piece, even duplicate the move of another Jester.
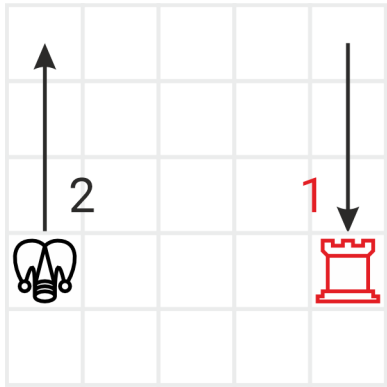
PR - Pawn-Rook - Flanker
Derivative of Pawn. Moves forward by one square. Or without taking one square sideways. At the end of the board it can turn into senior pieces.
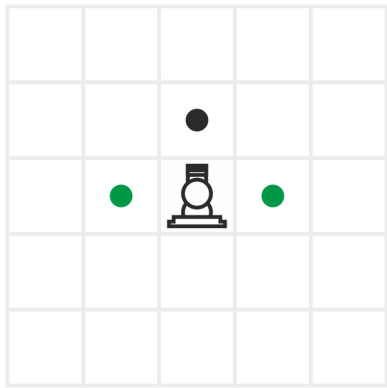
PS - Pawn-Sentinel - Sentinel
Derivative of Pawn. Moves diagonally one square forward. Hit one square forward or sideways. At the end of the board it can turn into senior pieces.
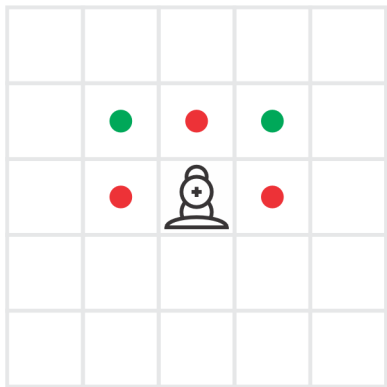
PB - Pawn-Bishop - Zealot
Derivative of Pawn. Moves with capture along diagonals forward. At the end of the board it can turn into senior pieces.

PP - Pawn-Pikeman - Pikeman

Derivative of Pawn. Moves forward one square without capturing. Strikes forward through one square, but not through other figures. At the end of the board it can turn into senior pieces.
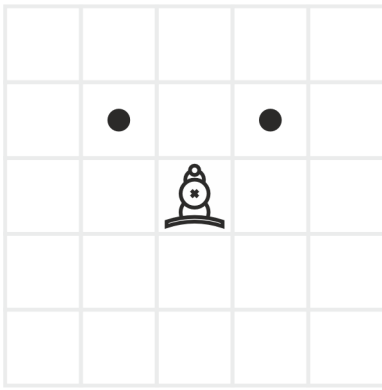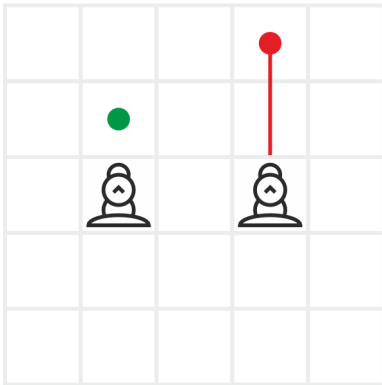

TCHESS - Layer 3

The third layer adds simple (and not so simple) modifications for the game TCHESS. Choose what changes you want to bring to the game. You can combine them with each other.

Strike

Recommended mod. All sides move three pieces in one move. If there is no one to perform three movements, then do as many as you can.

Now figures can act in groups in conjunction, for example, one figure first stands for cover, then moves away, giving space for the figure behind it to strike. In the one-action-per-turn variant, one player can constantly impose mandatory moves that require an immediate response. In the three-action version, the player retains more freedom - even after answering, there are still opportunities for independent actions.

Escort the King

To win, you need to guide your King to the enemy portal.

Capture the King

The king does not attack, only moves. Instead of checkmate, the piece that captured the King becomes the second tier on top. Now this is a composite figure that needs to be taken into your portal. The top piece continues to make its usual moves, carrying the King with it.

When a holding piece is captured, the King is freed and placed on any nearest free cell.

Capture the flag

Same as King Capture, but the King is completely passive: does not move or attack.

Replacement

If a Jester is lost, the selected Pawn becomes the new Jester. The rule can be expanded to offer other substitution options. For example, Master to Queen and vice versa if one of them is lost.

Other priorities

Designate other pieces as the capture target instead of the King. For example, you can catch Assassins.

Transportation

Figures based on the Horse (including the Griffin, etc.) can transport other figures across the field, except for the King and other horse-like ones. It works like this:

1. Jump your horse onto another piece of yours.
2. The bottom figure does not walk, but is transferred along with the "horse", forming a "two-story" figure.
3. You can complete the transportation by simply moving the "horse" to another square, leaving the bottom figure in place.
4. If the "knight" has a compound move, you can leave the bottom piece after the first "jump" and continue moving the "knight" without it.
5. You can also take a piece with the first "jump", and then move it with the second part of the same move.
6. When the carrier is captured, the bottom piece is also lost.

Polarity

The move of a piece is counted relative to its rotation. The figures move in the direction of the tip. Those.

• Pieces that move diagonally, like the Bishop, can only move forward diagonally.
• Pieces with straight moves, like the Tower, can move straight forward or to the sides.
• Horse-like figures walk forward and sideways or sideways and forward.

If a figure has a compound move, then all its parts are performed in the same direction. For composite horse-like figures, capture is carried out in a common motion vector:

For example, the Champion walked forward and to the left, but can continue moving forward or to the left. If the Griffin's first movement was forward and left, then the second will be diagonally forward and left.

Small addition: pieces are rotated only if they have made a movement. You can consider a version where the chip can be rotated in place without moving it. This will provide more tactical options but will slow down the game, so it is not included in the main version of the rules.