

Rules for Tensor™ Chess

The rules for traditional chess apply unless otherwise stated.

The pieces, or men, of traditional chess are found in this game, but have expanded powers. In addition, there is a new type of piece named the Tensor™ Beast. It is referred to throughout this rulebook as the beast. Each player gets two beasts at the start of the game. There are two extra pawns for each side. The alignment of the pieces is the same as in traditional chess except that the beast is situated between the rook and knight.

The initial alignment of the pieces can be seen in Diagram 1. The new piece is labeled T. The board is eight squares wide and ten squares long. It has eight ranks (horizontal rows) and ten files (vertical columns), which are labeled below.

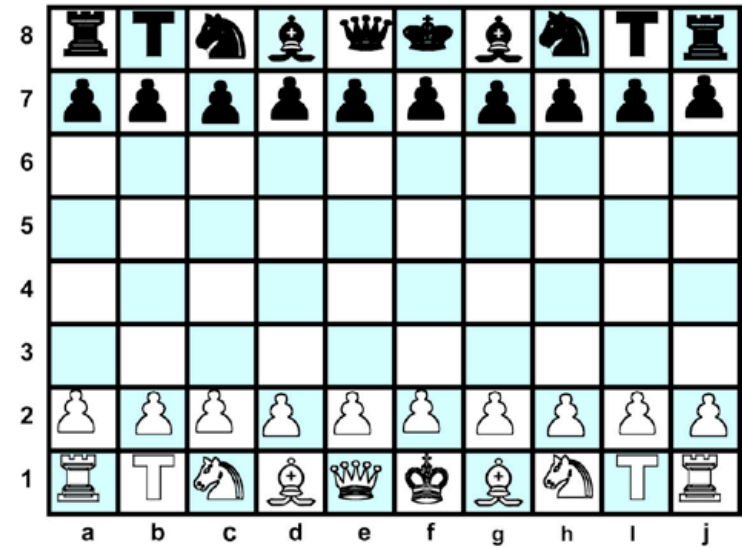


Diagram 1: Initial Setup

 = Bishop

 = King

 = Knight

 = Pawn

 = Rook

 = Queen

 = Tensor Beast

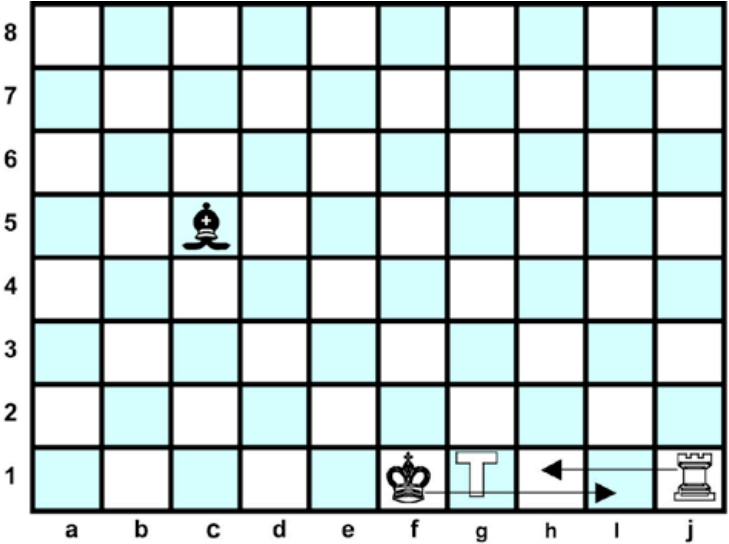


Diagram 13: Castling Through a Beast

The king can pass through the beast to castle. The king would have to end on i1 and rook on h1 because the position of the beast precludes the other normal kingside castling option. The beast guards square g1 from an attack by the Black bishop, allowing the king to pass over the square.

Promotion

On reaching the far rank, a pawn may be promoted to a knight, rook, bishop, or queen as in traditional chess. It may also be promoted to a beast.

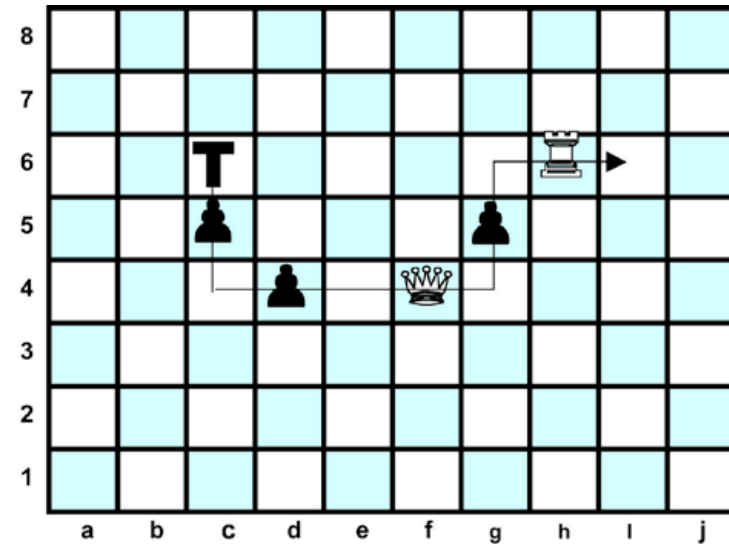


Diagram 3: Tensor Beast's Orthogonal Hopping

Capture and the Beast

The beast can only capture an opposing beast and can only be captured by an opposing beast. A beast captures an enemy beast by hopping over it rather than landing on the same square. It is not required to capture when hopping over an opposing beast. For example, a beast may hop over an enemy beast, not capture it, and proceed to hop over and capture another beast.

Capture Ending a Turn

If a player captures an opposing piece, that capture ends the player's turn. Only one piece can be captured in a player's turn.

Pass Through

A bishop, rook or queen may pass through (or over) a beast of its own color, but not an enemy beast. Thus a beast can act as a shield for its own pieces and can also block opposing pieces. Passing through may involve more than one beast.

Both knights and beasts can hop over opposing beasts.

A king may pass through its own beast only when castling. See section entitled "Castling."

A pawn may pass through its own beast only on the pawn's first move and only when the pawn is moving straight forward to an unoccupied square. It cannot pass through and capture.

See Diagram 4.

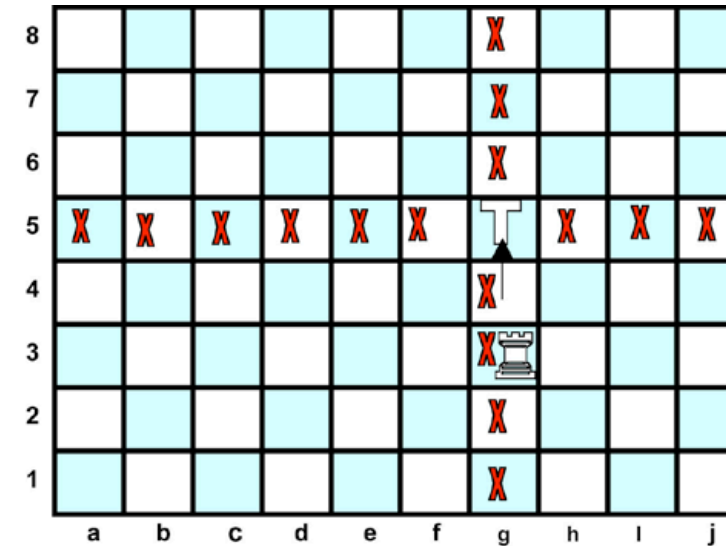


Diagram 10: Rook Propel

The rook moves to g5, the beast's starting square. The beast can then move to any one of the squares marked x on the same turn. Note that the beast can move to the rook's starting square or as far as g1 or g2.

Castling

As in traditional chess, when castling, the king and rook must end adjacent to one another and the rook must end closer to the center of the rank. However, the king may land one or two squares from the edge of the board (i.e., in file b, c, h, or i.) See Diagrams 11 and 12.

The king or the rook may pass through a beast of the same color when castling. See Diagram 13. **This is the only instance when a king may pass through a beast.** When the king passes through in this manner, other restrictions on castling still apply. Thus if a beast occupies square h1, the White king cannot castle kingside because it could not end both adjacent to the rook and one or two squares from the board's edge.

In traditional chess, a king may not castle if in doing so it crosses over a square that is under attack. This is considered going through a check. In Tensor™ Chess, however, such a square would be considered guarded if occupied by a beast of the king's color. The beast, rather than the opposing piece, is considered to control the square. The king may pass through the beast and across the square to castle. See Diagram 13.

No piece can simply bounce and return to the square where it started. In effect, this would be skipping a turn.

Only one bounce can be made on a player's turn.

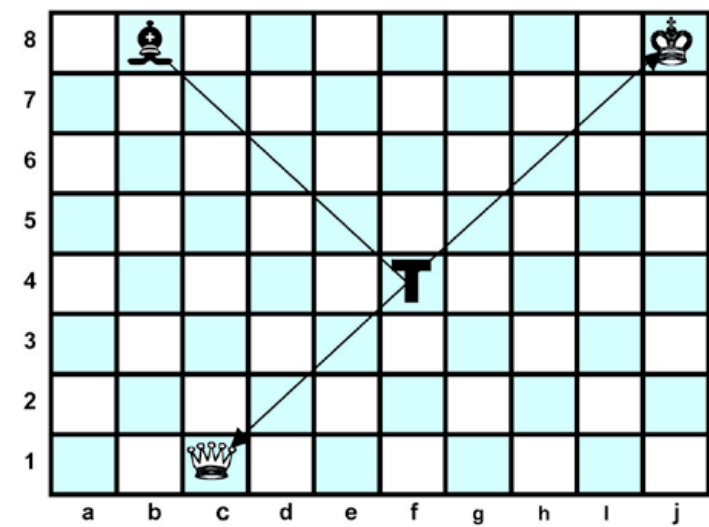


Diagram 5: Bishop Bounce

The Black bishop can bounce off the Black beast on f4 and move at a right angle along the c1-j8 diagonal. It attacks both the White king and queen. The bishop is not under attack itself since the White queen cannot bounce off an opposing beast.

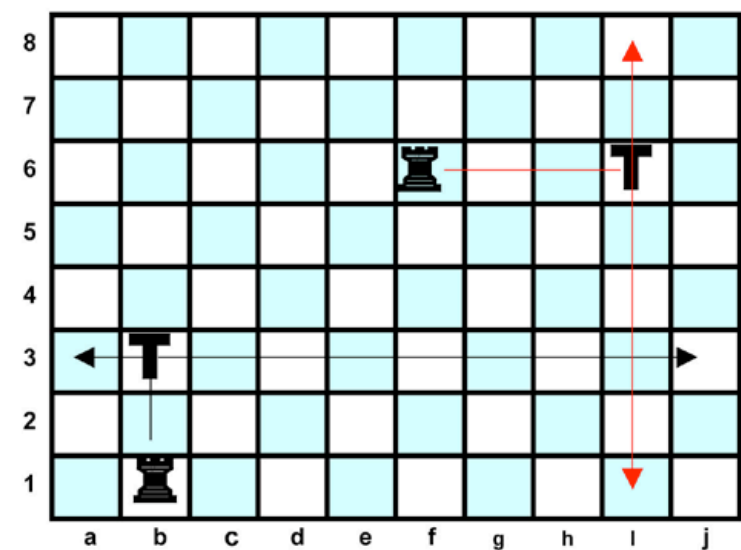


Diagram 6: Rook Bounce

The rook on b1 can bounce off the beast on b3 and move at a right angle along the third rank. The rook on f6 can bounce off the beast on i6 and move along the i file.

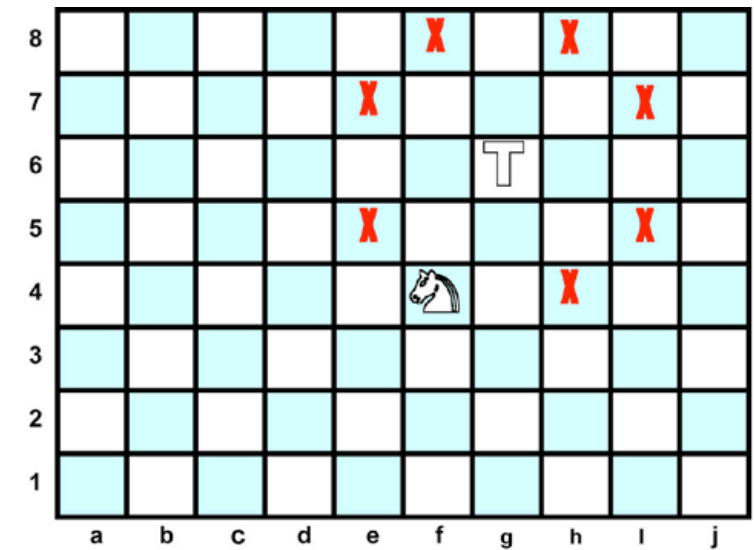


Diagram 7: Knight Bounce

The squares marked x are the squares to which the knight on f4 could go by bouncing off the beast on g6.

Propelling

A knight, bishop, rook, or queen may ‘propel’ a beast of its own color. By this maneuver, a player moves two of his pieces on the same turn. The propelling piece comes to a beast’s square and occupies the square. The beast then moves in the manner of that piece. Again, this occurs in a single turn. Propelling can be in any direction. For example, if a bishop propels a beast, the beast can move along either of the diagonals that cross its starting square. This movement can be forward or backward along either diagonal. See Diagram 9.

When propelled by a knight, the beast can hop over other pieces in the manner of a knight. See Diagram 8. However, when propelled by a bishop, rook, or queen, a beast cannot hop over other pieces. See Diagrams 9-10. No capture can be made on the turn in which a beast is propelled.

A pawn can propel a beast but only on the pawn’s first move. It can only propel a beast forward one square.

A king cannot propel.

A beast cannot propel another beast.

A player may propel only once per turn. A player cannot bounce and propel on the same turn.

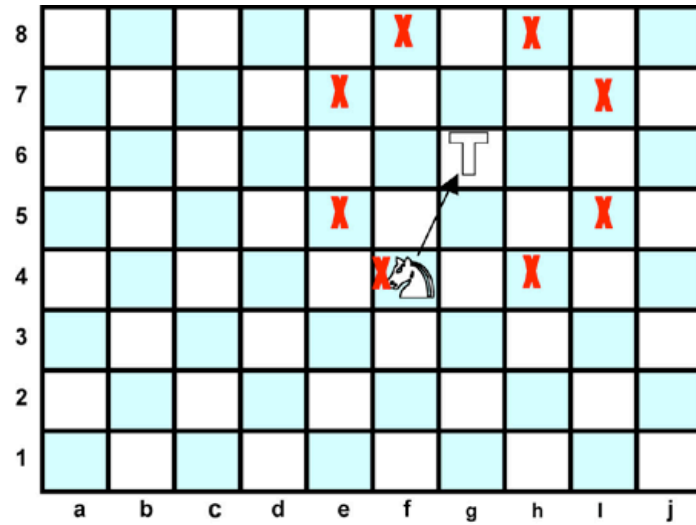


Diagram 8: Knight Propel

The squares marked x are the squares to which the beast on g6 could go by being propelled by the knight that was initially on f4. The knight would end on square g6, the beast's starting square. Note that the beast could go to f4, the knight's starting square. Note also the similarity to Diagram 7. Here, however, it is the beast rather than the knight that can move to the squares marked x.

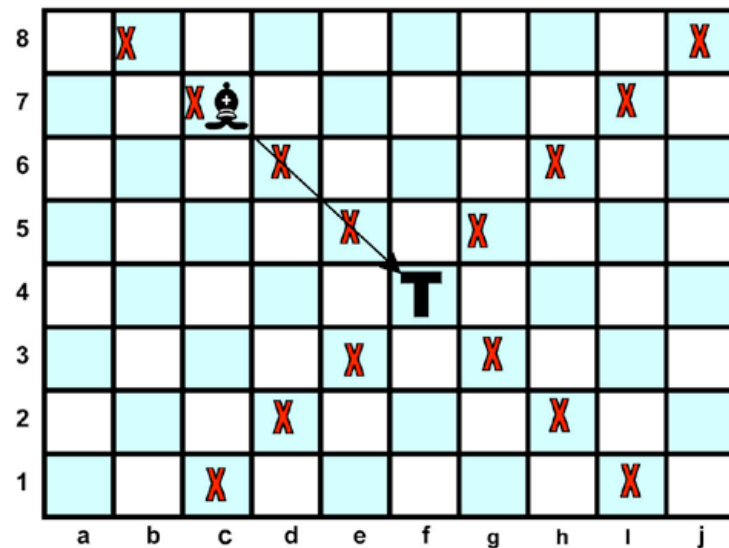


Diagram 9: Bishop Propel

The bishop moves to f4, the square occupied by the beast. The beast can then move to any one of the squares marked x on the same turn. Note that the beast may move to the bishop's starting square or as far as b8.

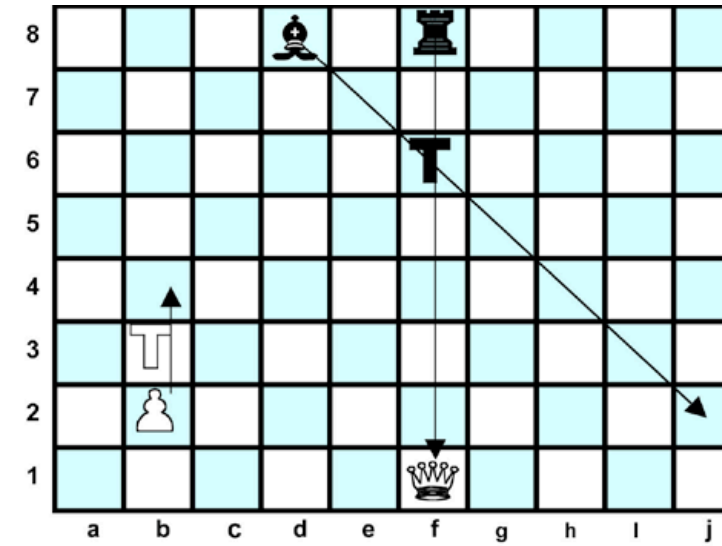


Diagram 4: Pass Through

White's pawn can pass through to b4. Black's bishop can pass through the Black beast and move along the diagonal as far as j2. Alternatively, the Black rook could pass through as far as f1, capturing the White queen. The White queen could not pass through the Black beast to capture the Black rook. The Black rook is shielded by the Black beast.

Bouncing

A bishop, knight, rook or queen may 'bounce' off a beast of the same color.

A bishop may move diagonally to a square occupied by one of its own beasts and then bounce by moving at a right angle along another diagonal. This occurs in a single turn. See Diagram 5.

A rook may move orthogonally (along a rank or file) to a square occupied by one of its own beasts and then bounce by moving at a right angle. This occurs in a single turn. If the initial movement is along a rank, the right angle movement is along a file, and vice versa. See Diagram 6.

In traditional chess, a queen can move like a bishop or like a rook, but not in both ways on the same turn. Similarly, in Tensor™ Chess, a queen may bounce like a bishop or like a rook, but not in both ways on the same turn. If the queen moves diagonally, like a bishop, to a square occupied by a beast of the same color, it can only bounce along a diagonal, like a bishop. If the queen moves like a rook to a square occupied by a beast, it must bounce along a rank or file, like a rook.

A knight bounces by coming to a square occupied by a beast of its own color and then making a further knight move. See Diagram 7.

Kings and pawns cannot bounce. A beast cannot bounce off another beast.

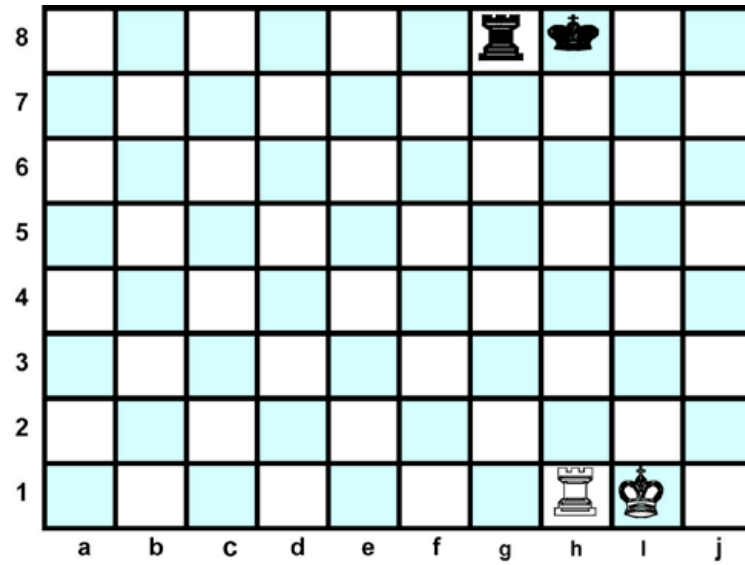


Diagram 11: Castling Kingside

White has chosen to have the king end one square closer to the edge than Black.

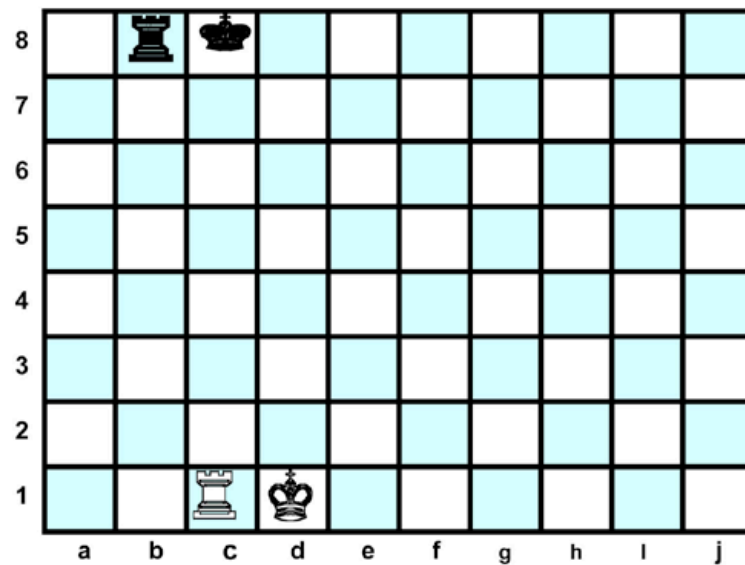


Diagram 12: Castling Queenside

Two different options.

Movement of the Beast

The beast can only move to an unoccupied square. It has several ways it can move:

- It can move one square in any direction. This is similar to the movement of the king.
- It can hop diagonally over its own or opposing pieces like a checker. It can do this moving forward and/or backward on the same turn. It can continue hopping sequentially to unoccupied squares. See Diagram 2.
- It can hop orthogonally (along a rank and/or file) over its own or opposing pieces. As with diagonal movement, it can move both forward and backward on the same turn. It can hop along a file and then shift direction and move along a rank, or vice versa. It can continue hopping sequentially to unoccupied squares. See Diagram 3.
- It can be propelled by one of its own pieces. See section entitled "Propelling."

On any turn, the beast can move in only one of the ways described above. It cannot, for instance, move one square and then begin hopping. Nor can a beast hop diagonally and orthogonally on the same turn.

A beast cannot carry out a series of hops and simply return to its starting square on the same turn. In effect, this would be skipping a turn. However, a beast can return to its starting square on the same turn if it captures an opposing beast by its final hop.

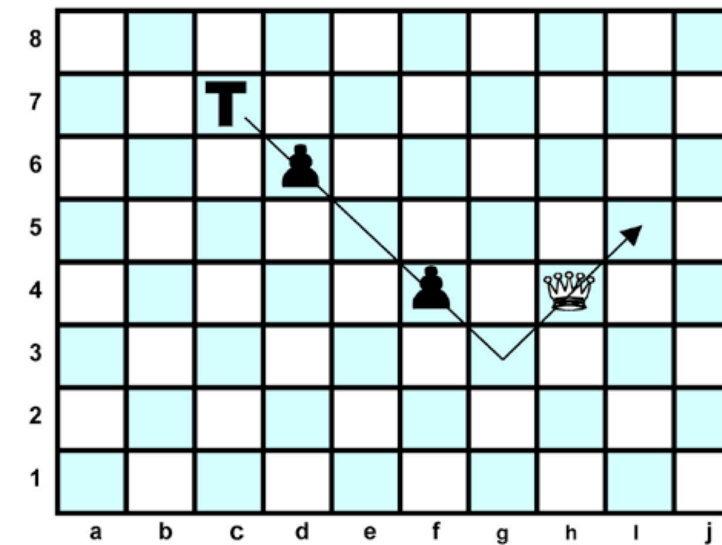


Diagram 2: Tensor Beast's Diagonal Hopping

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