

# Jeppscha'nga

*And other Chess Variants by S.IMON*

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**Jeppscha'nga** is more than a mere game of thrones, for it is a conversation with God. Indeed it is true to say, that with a pure and honest heart, God need be thine only opponent.

*Jeppscha'nga* is a two player adaptation of the ancient Indian game of Chaturanga. All the Classical pieces of the modern game are repositioned around the board into a new formation, an encircling of the playing arena with a wonderous new concept of play.

*Jeppscha'nga* is played with two six-sided dice and a regular Chess set, but gives the Queen a new identity of *Vimāna* and features one more additional piece, the *Conker*.

First I will describe the philosophy founding this Chess Variant and then give a detailed description of the rules, with further sections on tactical analysis and game logic.

Jump to the Rules...



जेप्पस्चा'न्गा  
By Simon Jepps

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## Jeppscha'nga Philosophy

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The game of *Jeppscha'nga* is a carefully crafted and passionately finetuned transposition of ancient Chaturanga unto modern Chess. It could be described, not as the *next evolution of Chess*, but as the *next revolution of Chaturanga*.

The philosophical story behind this game is that, in order for two Christian Kings to resolve their differences and determine who, if either is most righteous, they need to summon the power of time and space through the employment of a Hindu *Vimāna*.

Hindu *Vimāna* are mythological flying palaces or chariots described in Hindu texts and Sanskrit epics. The Pushpaka *Vimāna* of the king Ravana is the most quoted example of a *Vimāna*.

*Vimāna* are historically documented, sometimes in exquisite detail and are believed to be likened to spaceships, or eternal chariots of both space and time.

Thus the message or 'prophecy' of *Jeppscha'nga*, is that one must surrender unto the greater enlightenment of all good faiths, in order to find true salvation.

**Chaturanga**, the origin of Chess, is indeed a most sacred game handed down through ancient Indian texts dating back thousands of years.

Unfortunately Chess today has been engineered into an ultimate face off between two mad Kings who's common identity of the Cross founds their disagreement and unto which they declare a WOMAN must fight in war to defend their own selfish idiocracies.

This was not in any way the original practice or purpose of Chaturanga.

Quietly in fact much the opposite, since it was to be that Chaturanga would heal the meanderings of conflict, into a craft of understanding amongst enemies.

For the four armies take their places around the four sides of the sixty four square board. The number eight signifying eternity and the four armies the sacred squaring of a circle.

Behold this now an eternal game of an eternal world.

Historically thus, the game of "four arms" would be played with dice, whereby their outcome would decide which pieces a player would be allowed to move.

The reason for this is a deeply philosophical one.

God understands there may indeed be a time of war whence those whom block up their ears refuse to embrace good and righteous reasoning.

Yet it should not be in any man's eyes to seek pleasure from wrong doing and to worsen the pains of innocent people.

For this reason Chaturanga is the conversational ground between God and war. Whence the dice are cast it is only chance that decides what pieces shall be moved and under no circumstances shall any man alone pick up his sword and make for himself an unrighteous kingdom.

This is in itself a teaching that, whilst it is holy to overthrow and destroy an evil ruler, war is only ever to be regarded as the unfortunate work of chaos and not the divine prophecy of almighty God.

Here then is *Jeppscha'nga*.

A triumph of the sacred and the mathematical, of the historic and the modern, the mystical past, the inspiring present and the future harmony between Western Chess and Ancient India.

*Jeppscha'nga*, a beautiful modern evolution of an ancient game, could be regarded as the marriage of past and present, a welcome salute between Hinduism and Christianity and the timelessness of a newborn sacred pastime.

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## The Sacred Rules Of Jeppscha'nga



*Jeppscha'nga* is played with a regular Chess set but gives the Queen a new identity of *Vimāna* and features one more additional piece, the *Conker*.

**The objective of the game is to capture the opponent's King.**

There is no 'check' or 'check mate', but players utilize various natural elements of the game in order to corner their opponent and eventually capture the King.

- *Jeppscha'nga* employs a standard 64 square Classical Chess board & pieces.
- Pieces may only be moved if instructed by the rolling of two six sided dice.
- Various dice combinations grant alternative & sometimes special powers.
- The Conker is the only piece that is almost guaranteed movement.

As in Chaturanga, the pieces are positioned along all four sides of the board, however in *Jeppscha'nga*, just two armies maintain the same inventory, with a change to the Queen's piece powers, which is now called the *Vimāna*.



The *Vimāna* replaces the Queen from Classical Chess, yet whilst it is an exceptionally unique and different piece, a Queen may still be used to represent the *Vimāna*.

The Kings are positioned at **d1** and **e8** respectively, whilst the *Vimānas* are positioned at **h4** and **a5** respectively.

From each corner towards the King or *Vimāna*, the pieces placed in order are Rook, Knight and Bishop, whereby the King or *Vimāna* sits adjacent to the Bishop on the open end. The four Pawns per each division are then positioned in front of each the pieces as would be relative in Classical Chess.

Excepting the very first turn of the game which is always made by the Conker, players take it in turns to roll both dice, whereby the outcome of the dice determines what pieces may be moved.

The player must choose one piece of whichever two piece values are shown on the dice to move in the turn, OR choose to move his/her Conker according to the ability given by the dice.

- A player **MUST** move if possible to do so, or forfeit their turn. It is near-on impossible that the Conker will be unable to move, unless completely surrounded.

The dice values and what these values represent are as follows.



1. = Pawn
2. = Knight
3. = Bishop
4. = Rook
5. = King
6. = Vimāna

- **1-6 lowest value** = Maximum number of squares Conker may move orthogonally without capturing.
- **Sum of dice equal 6** = Conker may capture like a Knight.
- **Double value** = Dice may be re-rolled.
- **Double 1** = Pawn may move TWO SQUARES orthogonally SIDEWAYS or ONE SQUARE diagonally FORWARDS.
- **Double 6** = Vimāna may move infinitely.
- **5+4** = King and Rook of same division may SWAP places, providing neither has yet moved.

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## The Pawn



The Pawn of *Jeppscha'nga* MOVES without capturing similarly to a Classical Chess Pawn, thus ONE square vertically forward towards the Opponent's side of the board, but may ALSO move ONE square horizontally sideways.

The Opponent's 'side of the board' is the 8th/1st rank.

The Pawn, as like Classical Chess, MAY ONLY capture by moving ONE square diagonally forward towards the Opponent's side of the board.

A DOUBLE Pawn (1+1) dice roll grants the Pawn the option to move TWO SQUARES orthogonally SIDEWAYS or ONE SQUARE diagonally FORWARDS without capturing.

There is no En Passant in *Jeppscha'nga*.

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## The Conker



Whilst featured in other Jepps Chess Variants, the Conker of *Jeppscha'nga* is completely unique to this game and delivers a most intriguing tactical twist.

- The Conker MOVES WITHOUT CAPTURE the maximum (or less than) number of squares dictated by the LOWEST value die of the two dice.
  - Or if BOTH dice added together equal the SUM of SIX thence MAY CAPTURE like a KNIGHT.

Note; The Conker MAY ONLY move like a KNIGHT whence to CAPTURE.

White places the Conker knotted side up whilst Black places the Conker knotted side down, thus distinguishing them apart.

The Conker is the ONLY piece that is almost GUARANTEED MOVEMENT and so herewith the Conker is a tremendously valuable piece since it opens many corridors of tactical attack and defense.

For this reason the Conker's designed probability of a capturing move is only 5/36, or 13.89%, in comparison to any other piece which is 1/6, or 16%.

**The Conker ALWAYS makes the FIRST MOVE of the game and ENTERS through a precession of orthogonal square travelling, counting the maximum (or less than) number of squares dictated by the LOWEST value die of the two dice.**

- White rolls BOTH DICE first and counts a path of squares ONLY in an ORTHOGONAL precession, according to the LOWEST value die of the two dice, STARTING from either of the two empty squares adjacent to the King. For White these squares are e1/f1 and for Black these squares are c8/d8.

See notes on Conker...

Thus if a 4+3 is rolled, White enters his Conker to e1/f1 and counts orthogonally along up to a MAXIMUM of THREE squares.

OR, if a 5+6 is rolled, Black enters his Conker to c8/d8 and counts orthogonally along up to a MAXIMUM of FIVE squares.

IF both dice are the SAME value then the Conker moves whatever value they share. For example if a 2+2 is rolled, the Conker moves a MAXIMUM of TWO squares.

- Whilst the Conker MAY move LESS squares than the LOWEST die value given, the Conker MAY NOT move MORE than SIX squares and ALWAYS moves to a NEW and EMPTY square ORTHOGONALLY each count on EVERY MOVE.

A player may mentally prepare a route beforehand, but NO SQUARE may be counted TWICE ~ the Conker MUST proceed to a NEW and EMPTY square each count.

Upon this final square the player enters his/her Conker.

Once both players have entered their Conker, the game properly begins with White making the first regular piece move with the dice.

- Whilst the Conker ALWAYS makes the first move of the game, the Conker MAY NOT be moved AGAIN until BOTH players have next moved a REGULAR PIECE. Thereafter the Conker may be moved on ANY turn.

As stated earlier, a player MUST move if possible to do so, or forfeit their turn. It is near-on impossible that the Conker will be unable to move, unless completely surrounded.

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## The Vimāna



Whilst featured in other Jepps Chess Variants, the Vimāna of *Jeppscha'nga* is likewise completely unique to this game and its offering is a magic born of the fifth dimension.

**Note:** The Vimāna MAY NOT BE CAPTURED until it has made its FIRST MOVE.

- The Vimāna MOVES and captures TWO SQUARES in ANY DIRECTION and may JUMP the nearest piece.
  - Yet the Vimāna is truly a sacred vehicle of time and space, for its specialty is the ability to traverse the board beyond the known laws of physics...
- Herewith, should a DOUBLE SIX be granted by the dice, the Vimāna may MOVE INFINITELY from edge to edge.

**Infinite Movement** is the ability to move DIAGONALLY, VERTICALLY or HORIZONTALLY BEYOND the board's EDGE and to arrive unto the OPPOSITE EDGE of the SAME DIAGONAL, VERTICAL or HORIZONTAL from which it originally travelled.

**See notes on Vimāna...**

Thus IF the Vimāna is positioned on the very EDGE of the board, it may enter a maximum of TWO squares unto the other edge of the same diagonal, vertical or horizontal from which it left.

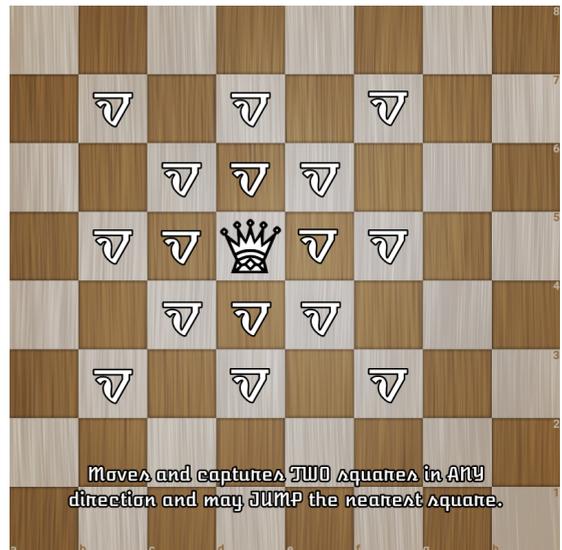
If positioned on the SECOND RANK or FILE in from the board's edge, then the Vimāna must travel ONE square unto the board's edge and thence MAY ONLY enter a maximum of ONE square unto the other edge of the same diagonal, vertical or horizontal from which it left.

If positioned on the THIRD RANK or FILE in from the board's edge, then the Vimāna is TOO FAR away from the board's edge and thus OUT OF RANGE to travel infinitely.

The power of *Infinite Movement* grants this apparently short range piece the elusive ability to actually traverse the ENTIRE board in a single move! Providing of course it is within a TWO square range of the board's edge...

Truly a strategical marvel to behold.

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# Tactical & Analysis



There are some interesting points I would like to discuss. These are:

- Initial Board Setup & Strategical Curiosity ↓
- Conker Foundational Notes, Tactical Prowess & Cultural Belonging ↓
- Vimāna Foundational Notes, The Double 6 & Infinite Movement ↓
- Castling, Promotion & Notation ↓



## Initial Board Setup & Strategical Curiosity



Readers studying *Jeppscha'nga* for the first time, will notice how at the beginning of the game, the King seems dangerously exposed to an early Vimāna'n division attack and the Vimāna seems dangerously exposed to an early King's division attack.

Yet firstly the Vimāna MAY NOT BE CAPTURED until it has made its FIRST MOVE.

Also remember, in the game *Jeppscha'nga*, not only are the moves of the pieces determined by DICE, but also their prowess.

As such Pawns MAY NOT move TWO squares FORWARDS but ONLY two squares SIDEWAYS.

Thus, unless Black is GRANTED FOUR Pawn moves in a row and White is NEVER GRANTED a SINGLE Pawn OR King move in that time, thence in order for Black by chance to carry out a Vimāna'n division attack in his FIRST FEW MOVES, he would need to play... **1. ... b4, 2. ... Bc4, 3. ... Va4, 4. ... b3...** and then hope for the very best!!

### See About Notation...

Remember also the Conker is a very strong defense if deployed, not least due to its increased certainty of dice outcome, YET in all reasonable truth, IF your opponent is lucky to be granted several Pawn moves in his FIRST turns, he is more likely to make use of that by defending HIS OWN King from such a vice versa attack.

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## Conker Foundational Notes, Tactical Prowess & Cultural Belonging



I invented the Conker as a spiritual and cultural nutrient unto Chaturanga, yet also as a 'dynamic fairy piece', so that Chess players would have a personally tailorable variant piece for any variant of Chess they desire.

Yet whilst therefore featured in other Jepps Chess Variants, the Conker of *Jeppscha'nga* is completely unique to this game and delivers a most intriguing tactical twist.

The Conker is a tremendously valuable piece since it is the ONLY piece that is almost GUARANTEED MOVEMENT, albeit with a lower 5/36 probability of a capturing move, as such the Conker opens many new and intriguing corridors of tactical attack and defense.

Allowing a piece to move freely every move whence all other pieces must await SPECIFIC instruction from the dice GREATLY increases the said piece's tactical prowess.

For this very reason the Conker's capturing move is SPECIFICALLY designed with a reduced probability of only 5/36, or 13.89%, in comparison to any other piece which is 1/6, or 16%.

Aye, whilst the Conker's certainty of movement is almost absolute, this should not dictate irrational attacks under the illusion that a truly 1/6 chance piece will not return to it a fatal blow.

This is because whilst the Conker may ALWAYS evade capture by at least ONE square, it MAY ONLY move ORTHOGONALLY and likewise, whilst the Conker may ALWAYS have at least a 5/36 (13.89%) chance of captive movement, this power value is ONLY for CAPTIVE movement.



White rolls a 4+3 to begin the game and chooses to enter his Conker the allowed maximum of THREE squares unto e3.

Black rolls a 6+5 on his opening roll and chooses to enter his Conker FOUR squares unto e6, just less than the allowed maximum of five squares.

In other words remember, it is BECAUSE the Conker is the ONLY piece that may move and capture via multiple dice outcomes that means it is FAR TOO valuable to risk sacrificing unto the mere roll of a dice ~ rather than assuming its certainty of movement will guarantee its victory over the Vimāna.

Conclusively the Conker is indeed a most valuably powerful piece, yet this power is purely dependent on positional liberty.

***Aye, a truly mind boggling piece and which brings incredible enjoyment to the Chess board. Furthermore, the Conker is even born of a cultural heritage and is thus a fine artistry of the game.***

The Conker not only delivers a great positivity unto the game strategically, but believe it or not, also culturally by the blending of different aspects of ancient board games, not found in any other variant of Chess.

Indeed the opening entrance and in-game movement of the Conker through its precession of square travelling is reminiscent of ancient games like Egyptian Senet and The Royal Game of Ur.

A negative aspect of the original Indian Chaturanga is how a player may be absolutely unable to move with the dice. Of course that can be fun and is also a lesser but continuum of a character in *Jeppscha'nga*.

Yet the difference of this character in *Jeppscha'nga* is of course the humble Conker.

The invention and implementation of the Conker was administered specifically to remedy this negativity of gameplay and to provide the individual with a more direct and personal, Classically Chess-like interaction with the board.

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## Vimāna Foundational Notes, The Double 6 & Infinite Movement



The invention of the Jeppsian *Vimāna* Chess piece is itself a journey through time and space, ever since its beginnings as a mere concept sans identity, through to its first experiments of *Chessatya*, another of my variants, unto its final maturity and realisation herein the game *Jeppscha'nga*.

I have never felt the Queen of Classical Chess to be a spiritually balanced piece and this is because I have always found it an INSANE concept to send a LADY off to war in order to fight for and defend the selfish idiocracies of two mad Kings who's common identity of the Cross founds their disagreement.

Of course I understand a woman may acquire for herself a position of power, yet the reason a ship is often called a 'lady' is not because it is a lady who should carry our burdens and pains, but because it is we, the people and men of the world, who's moral and holy obligation unto God it is to fight for and defend the naturally sacred power of all eternal love.

The feminine message of nurturing peace, love and hope through the powers of all that is sacred, is embodied therefore in this ship.

Thus in *Jeppscha'nga* the Queen piece is purely metaphysical, a spiritual representation of the holy ship which we shall sail across the waters of eternity, through all time and space, unto its righteous and victorious harbouring unto the Heavens.

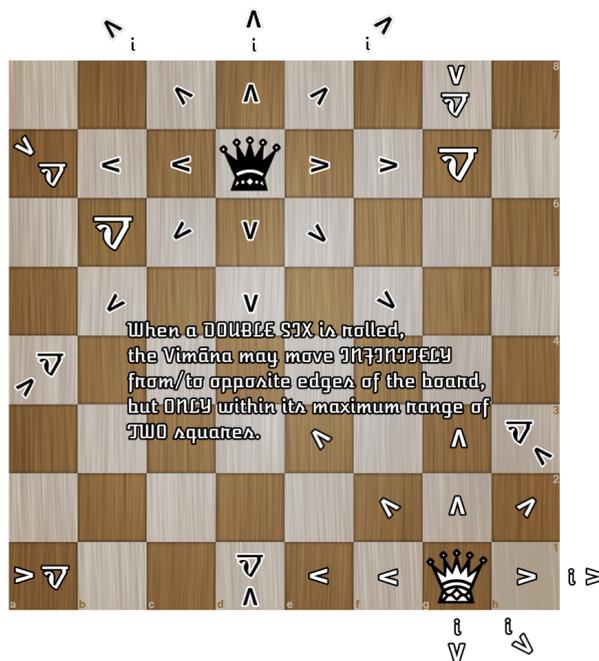
For this reason and of course to bring some much thirsted magic into the game of Chess, the *Vimāna* piece is empowered with the ability of *Infinite Movement*.

Whilst the concept of ***Infinite Movement*** may sound daunting and dangerous, it is actually fantastic and like a fragrant breeze unto the orthodox stuffiness of Classical Chess.

With practice, like all good things, *Infinite Movement* will become only second nature to you and a powerful tool with which to master your game.

Nay, in fact *Infinite Movement* although elusive and difficult to instantly detect, won't go unnoticed, especially if one spends the entire game suspiciously lurking their *Vimāna* about the edges of the board!

Yet there is one single scenario where *Infinite Movement* proves to be a most unfortunately powerful crashing of chance.



This is known as the **Dice Of Doom**.

Should by mere freak of opportunity, any player roll a 6 followed by a Double 6 on his first two moves and the opponent is unable to evade his King betwixt these rolls, thence the Vimāna can move infinitely and CAPTURE THE KING on the SECOND MOVE.

If playing White the 6,6+6 combination of moves would be **1. Vh5 2. Vxe8**.

If playing Black the 6,6+6 combination of moves would be **1. ... Va4 2. ... Vxd1**.

Hence players of *Jeppscha'nga* sometimes prefer a "best of five" tournament.

Haha, but seriously this combination of dice rolls is actually SO RARE that moving your Vimāna one square sideways on the first, or even ITS first move, is actually MORE DANGEROUS for the Vimāna than for your opponent's King.

This is because whilst there is a fairly good 1/6 chance of rolling ANY double, there is only a 1/36 chance of being granted the SPECIFIC double necessary to capture the King.

Remember, once your Vimāna has made its first move it is no longer immortal and can be captured by any piece.

During which time... Your opponent will come charging.

If attempting the *Dice Of Doom*, playing for example as White, not only does the above risk assesment apply but Black has THREE possible chances of evading the attack and NOT merely by moving his King.

After **1. Vh5** and before **2. Vxe8** if Black rolls...

1. A value of FIVE = he may move his King. (1/6 chance)
2. Any DOUBLE value = he may roll the dice again. (1/6 chance)
3. A DOUBLE SIX = he may move his OWN Vimāna INFINITELY and CAPTURE YOUR Vimāna by playing **1. ... Vxh5!** (1/36 chance)

Include with the above variables the original 1/6 chance of White being ABLE to move the Vimāna to **h5** in the FIRST place and then the 1/36 chance of actually being GRANTED the double six for INFINITE movement... and you truly DO have a VERY RARE event.

Hence the name... **Dice Of Doom**.

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## Castling, Promotion & Notation

### Castling



Castling in *Jeppscha'nga* is very different to that of Classical Chess.

When a player rolls a 5+4, the King and Rook of the same division may SWAP places, providing neither has yet moved.

Unlike in Classical Chess, it makes no difference if the Knight and Bishop have not yet moved, the path DOES NOT need to be clear of other pieces.

Thus whence a 5+4, the King and Rook may simply exchange places, arriving the King to the corner square and the Rook to the central file.

Castling is notated **K-R**.



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### Promotion



A Pawn may only promote onto the opponent's King square; thus onto **e8** if playing White, or onto **d1** if playing Black. Yet remember Pawns may also move sideways or sometimes diagonally, depending on the value of the dice.

A Pawn may only promote to and thus reinstate, a piece previously captured.

Promotion is notated by placing the new piece's initial in brackets after the Pawn's move, such as, **f1d1(V)**.

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### Notation



Most of *Jeppscha'nga* notation is the same as Classical Chess notation, yet with the exception of a few additions and adjustments.

C = Conker

The pictographical symbol for the **Conker** is: ○ ~ *A circle*.

V = Vimāna

The pictographical symbol for the **Vimāna** is: ✨ ~ *The Indian Wheel Of Dharma*.

However for ease of publication it is perfectly appropriate to employ the Classical Western Queen symbol, if a more dedicated publication is impractical, not least because a lady in truth represents the Vimāna and its sacred transcendence of time and space through God.

✨ ~ *The Indian Wheel Of Dharma* however, is chosen to represent the Vimāna because it portrays the helm of a sailing ship, wherefore the Vimāna, a wondrous vessel of time and space, travels forever upon the infinite waters of eternity.

When notating the **Pawn**, just as in Classical Chess we merely write the square it moves to, for example **1. d3**, HOWEVER if the Pawn is moving **SIDEWAYS** or **DIAGONALLY**, or it is otherwise unclear which Pawn may have moved, we also write the square from which it originated, for example **1. g4f4** or **1. ... b8c7**.

**Castling** is notated **K-R**.

**Promotion** is notated by placing the new piece's initial in brackets after the Pawn's move, such as, **f1d1(V)**.

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## Unto Truth



People argue that Chess with dice is merely a game of chance and that it lacks the individual creative intellect which makes Classical Chess the professional international sport we know today.

Aye, there is a difference for sure, but in terms of "individual creative intellect" the game of *Jeppscha'nga* actually harbours a likewise academically professional relationship with those who play it.

Not least to say those of the mathematical schools.

It is actually safe to say that a child prodigy of Chess would be sooner to emerge than a child prodigy of *Jeppscha'nga* and this is because, unlike Chess, the game of *Jeppscha'nga* requires more than the knowledge of mere pattern recognition, memory augmentation and problem solving, it requires a good understanding of mathematics, probability and chance.

Yet even without taking into account the maths of chance we have presented before us a nevertheless academically enticing intellectual challenge.

This is because even if you are already very good at Chess, thence when you find yourself in a *Jeppscha'nga* position where you have lost almost all your pieces against a mere novice from the Classical Chess scene, THIS will be the moment of your career to prove your mastery at the board as you attempt, against all odds, to resurrect your King's prowess and overthrow the dark forces of chance and misfortune.

Do you see the wizard amongst the trees now?

Without question, the ONE aspect of Classical Chess which destroys its seeming timeless appeal is the eventuality of how ONE miscalculated move WILL in most professional games completely DESTROY your hard-earned advantage.

Whilst lending this advantage unto a pair of dice sounds like a suicidal contradiction in terms, it is far from suicide.

Suicide is watching yourself making the worst possible mistake with the knowledge that, if only sans the distractions of your painful life, you know you could have done better.

*Jeppscha'nga* is watching your opponent turn to slime as you roll a six on the first move and a double six on the second.

Here then we have truth translated. The first game is a lifetime of slaving away at a Chess board, studying centuries of literature and sacrificing hours after hours of sleep, in the hope that you won't, at your next tournament, make that atomically tiny yet fatally fragile mistake again.

The second game... *Jeppscha'nga*... is actually fun.



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