

JEPPSQUARE

" Time plays Chess. "

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About the author

i²

A Chess Variant By Simon Edward Jepps Download ~ PDF \sim \cdot .

How To Play

 i^2 is an 8x8 *QwikVar* played just like Classical Chess only featuring THREE additional rules which augment the game into a new dimension.

One of these rules is a concept called **Infinite Movement**. This is a concept involving the ability of pieces to travel off the edge of the board and arrive to the opposite edge, as if travelling in a 4D loop.

Granted, the concept of *Infinite Movement* is seldom if ever used in Chess Variants and this is because it is an astronomical alteration to the methodical philosophy of the game.

In short it usually gets very confusing. But stay with me, for usually the confusion only arises whence granting most pieces this ability most of the time.

 i^2 is very different and is designed to cradle, cherish and preserve the Classical philosophy of the game by only allowing *Infinite Movement* on a maximum of TWO occasions.

Yet moreover, in graceful conjunction with TWO other minor enhancements to the game, i^2 has nailed the beauty of this concept firmly into the ancient wooden grain of this legendary boardgame.

Infinite Movement for Knights & Bishops

The **Bishop** may ONCE in the game move *Infinitely* <u>without capturing</u>, arriving to any square of the travelled diagonal or to any intersecting orthogonal <u>end-square</u> and halt.

The **Knight** may ONCE in the game move *Infinitely* <u>without capturing</u>, however ONLY as a **Rook**, arriving to any square of the travelled orthogonal. The **Knight** may NOT otherwise move orthogonally.

Pieces may NOT move *Infinitely* on their FIRST move; NOR may they move 'through' other pieces, only physically in a 4D loop.

<u>Note:</u> Infinite Movement is restricted to ONE move per **Knight** & **Bishop** ONCE in the game each. Thus once you have moved your **Bishop** or **Knight** *Infinitely*, that piece may NOT move *Infinitely* again for the rest of the game. Use them wisely.

Double 1st move for a chosen Knight

ONE of a player's **Knight**s may move TWICE <u>without capturing</u> on its FIRST move but ONLY if it does not land beyond the player's own **3rd** rank.

Knight move for the King

If any player employs the *Infinite* power of either the **Bishop** or the **Knight**, the opponent may in response move his **King** <u>without capturing</u> like a **Knight**. Yet whilst this special **King** move MUST be made immediately, it can therefore be made on a maximum of TWO occasions.



i² Chess Variant features:

> Infinite Movement for Knights & Bishops.

The BISHOP may ONCE in the game move 'infinitely' without capturing, arriving to any square of the travelled diagonal or to any intersecting orthogonal end-square and halt.

The KNIGHT may ONCE in the game move 'infinitely' without capturing, however ONLY as a ROOK, arriving to any square of the travelled orthogonal.

Pieces may NOT move infinitely on their FIRST move; NOR may they move 'through' other pieces, only physically in a 4D loop.

> Double 1st move for a chosen Knight.

ONE of a player's KNIGHTs may move TWICE without capturing on its FIRST move but ONLY if it does not land beyond the player's own 3rd rank.

> Knight move for the King.

If any player employs the Infinite power of either the BISHOP or the KNIGHT, the opponent may in response move his KING without capturing like a KNIGHT. Yet whilst this special KING move MUST be made immediately, it can therefore be made on a maximum of two occasions.

= Example Position =

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1. f4 d5 **2.** c4 dxc4 **3.** Nc3 a6 **4.** e3 b5 **5.** b4 f5 **6.** Bb2 Nf7²

Mujannah Opening

In this position we can see how **White**'s **b2 Bishop** has the option of moving *Infinitely* to **h4**! Notated *Bh4*². We can also see how **Black**'s **f7 Knight** arrived there via **h6** - Notated *Nf7*², the double leap.

The reason the indicating arrows do not continue along the *Infinite* diagonal towards **e7/d8** is because when a **Bishop** moves *Infinitely* to an intersecting orthogonal <u>end-square</u> it must halt on that end-square. Whereas only if travelling *Infinitely* along the same diagonal may it continue to any square.

Whilst not mentioned in the diagram, **White**'s **c3 Knight** can also move *Infinitely*, herein arriving to **h3**, **g3** or **f3**. Notated for example *Ncg3*². The **Knight** may NOT move orthogonally to **d3**, since that would not be *Infinitely*.

The superscript 'squared' suffix (²) is used for **all** special moves in the *i*² variant. I decided this would be OK because the few special moves that exist in the variant are actually easily interpreted and distinguishable when reading through a game.

However, when notating **Knight**s it is important that their origin square is given, like in the example from the diagram. This is because unlike **Bishop**s, when notating *Infinite Movement* there can be confusion between whether or which an *Infinitely Moving* **Knight** or a *Double Leaping* **Knight** made the move.

Finally for example, if a player were to move his **King** like a **Knight** to say **b3**, thus in response to *Infinite Movement* by the opponent, this would be notated *Kb3*².

Alternative Gameplay

For the die-hard *Classicalist*, an alternative gameplay would be to allow *Infinite Movement* only ONCE in the game, of either the **Bishop** or **Knight**, each player making their own choice between the two. All other *i*² rules would remain the same. I like this idea myself, but made the official game a little more dynamic for entertainment purposes.

Summary

I have been tinkering with the concept of *Infinite Movement* since the very beginning of my lifelong Chess Variant investigations.

I think any artist or philosopher would agree that when looking at a Chess board it seems only natural to assume that there should be an evolution of the game that embraces such a concept.

Indeed though whilst people might like the idea of all and any piece moving *Infinitely* here, there and everywhere, it has been a generation-long subconscious project of mine to triangulate, target and engage with the elusive quantum anomaly hampering the realisation of *Infinite Movement* within the popular Classical setting.

Yet it is not only *Infinite Movement* which I have had a deep, longing connection for, but also the evolution of the **Knight**. I have written many times about how I feel the **Knight** needs to improve its 1st-move footprint beyond the mere **K/QB3** square. Likewise, finding a classically embracing solution has also been a labour of love and yet, I do believe this simple 2-move rule for just one chosen **Knight** to be the very flavour of change the game requires.

Finally I should mention, the special **King**'s **Knight** move is not just a reasonable relief for any player facing a scary surprise of *Infinite* proportions, but is in fact a salutation to ancient India, whence in times of despair a **King** could summon his one-time special power and move also, like a **Knight**.

Herewith, I hope with i^2 to have crafted a new version of Chess that appeals to every kind of player, from amateur, to club, through tournament and competition all the way to Grandmasters and perhaps... beyond.

In any case, I myself am very happy with the final work.

Thank you for reading.



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