

CHESS · VARIANT 1 OF 153

Standard Grasshopper Chess

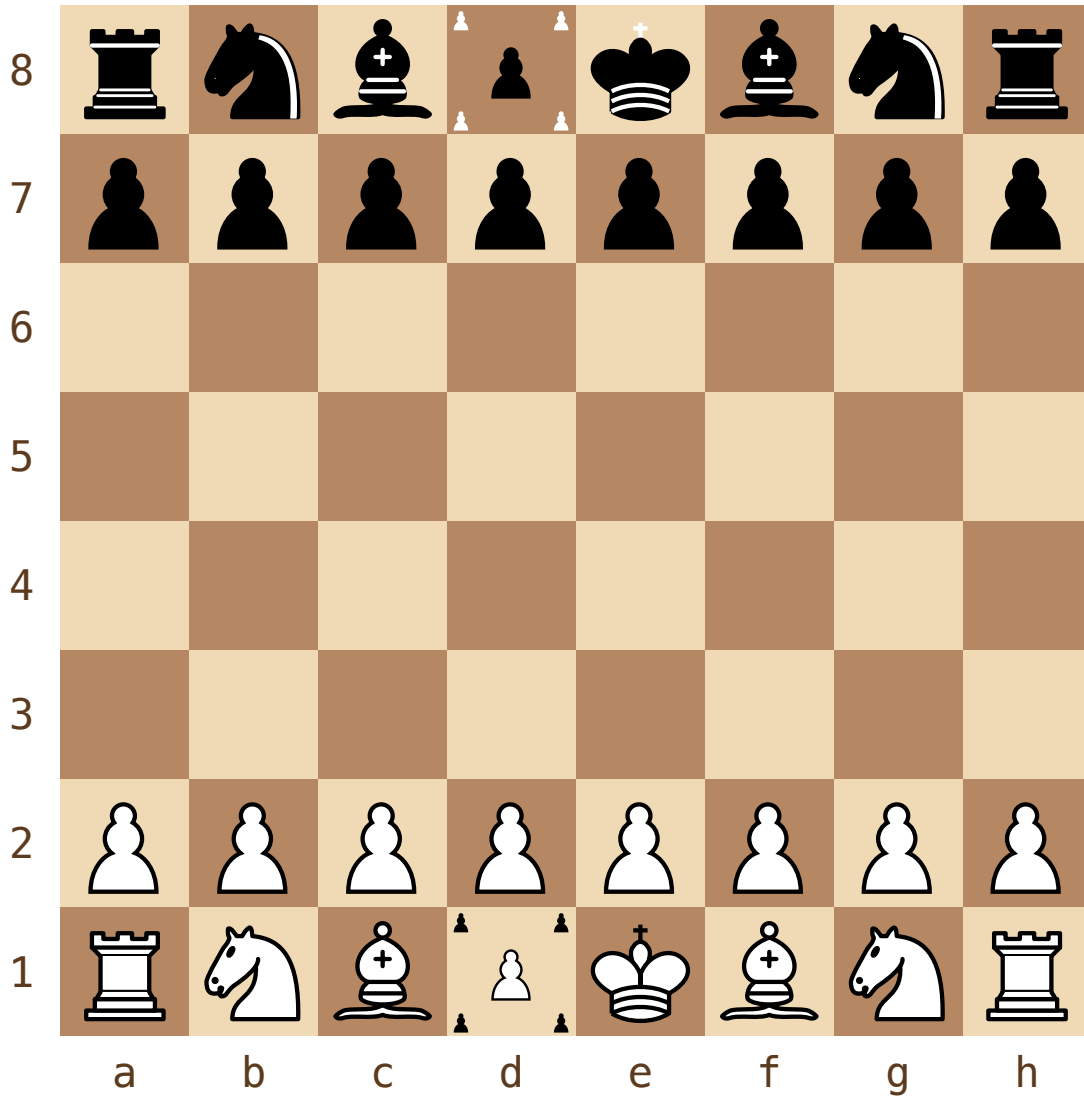
8x8

BOARD

2

PLAYERS

STANDARD GRASSHOPPER CHESS



Standard Grasshopper Chess – starting position

<https://engine.moddable.games/play/?game=chess&variant=grasshopper>

Played on an 8×8 board with all standard chess rules, except: **both queens are replaced by Grasshoppers**. All other pieces and rules are unchanged.

STARTING POSITION

rnbgkbnr
pppppppp
.....
.....
.....
.....
PPPPPPPP
RNBGKBNR

Where G/g = Grasshopper (d1/d8).

THE GRASSHOPPER

PROPERTY	RULE
Move lines	Queen lines (rank, file, diagonal)
Requirement	Must hop over exactly one piece (the hurdle)
Hurdle	Any piece of either colour
Landing	Immediately beyond the hurdle (one square past it)
Capture	Landing on an enemy piece captures it
Blocked landing	If the square beyond the hurdle is occupied by a friendly piece, the move is illegal
No hurdle	If no piece exists in a direction, the Grasshopper cannot move that way
Range	Always lands exactly one square past the hurdle — no choice of range

Tactical implications: the Grasshopper grows weaker as pieces are captured (fewer hurdles), and stronger in crowded positions. It can be its own hurdle — a Grasshopper cannot hop over itself.

PROMOTION

Pawns promote to: Queen, Rook, Bishop, Knight, or **Grasshopper**.

ALL OTHER RULES

Castling, en passant, stalemate, and draw rules apply without modification.

ATTRIBUTION

Grasshopper invented by T. R. Dawson, *Fairy Chess Review* (1913, problem no. 1). Public domain. Implemented in Fairy-Stockfish and Zillions of Games.