

CHESS · VARIANT 141 OF 153

Teleportation Chess

8×8

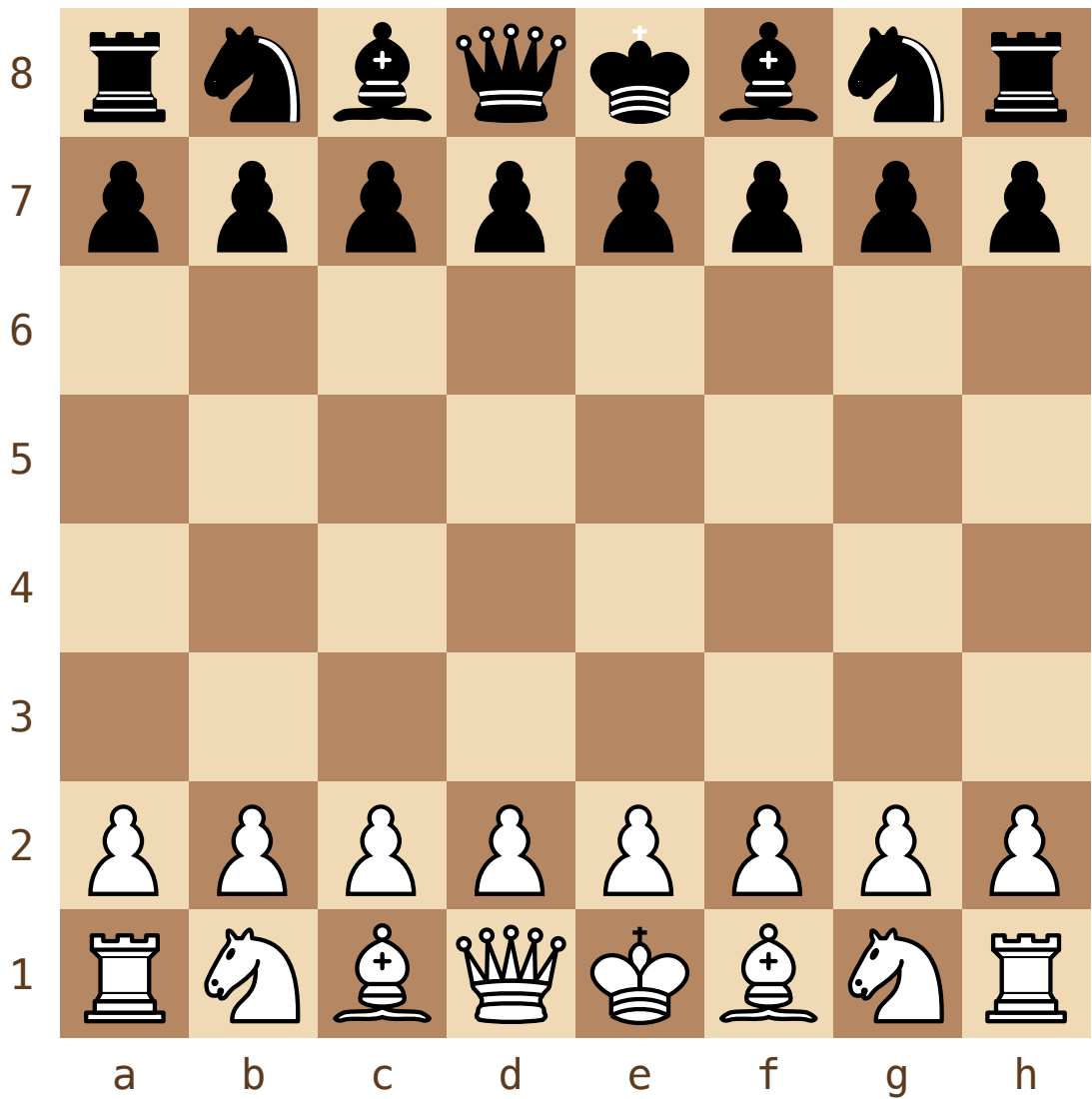
BOARD

2

PLAYERS

TELEPORTATION CHESS

Each player has 3 teleports per game. Instead of a normal move, any piece can teleport to any empty square on the board. Use them wisely – they don't come back.



Teleportation Chess – starting position

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

SETUP

Board: Standard 8×8.

Setup: Standard chess setup. Each side begins with 3 teleport charges.

FEN: rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR w KQkq - 0 1

RULES

- ◆ Instead of a normal move, a player may teleport any of their pieces to any empty square on the board.
- ◆ Teleportation uses one charge. Each side has exactly 3 per game.
- ◆ Teleportation does not count as capturing; you can only teleport to empty squares.
- ◆ A teleported piece cannot give check on the teleport move (it arrives but doesn't attack until the next turn).
- ◆ All other standard chess rules apply.

WIN CONDITION

Checkmate the opponent's King.

STRATEGY

Teleports are powerful but finite; save them for decisive moments. Common uses: teleporting a Knight or Queen into a mating net, escaping a trapped piece, or repositioning the King to safety. Bluffing with teleport availability adds a psychological dimension.

ATTRIBUTION

Modern variant. Public domain.