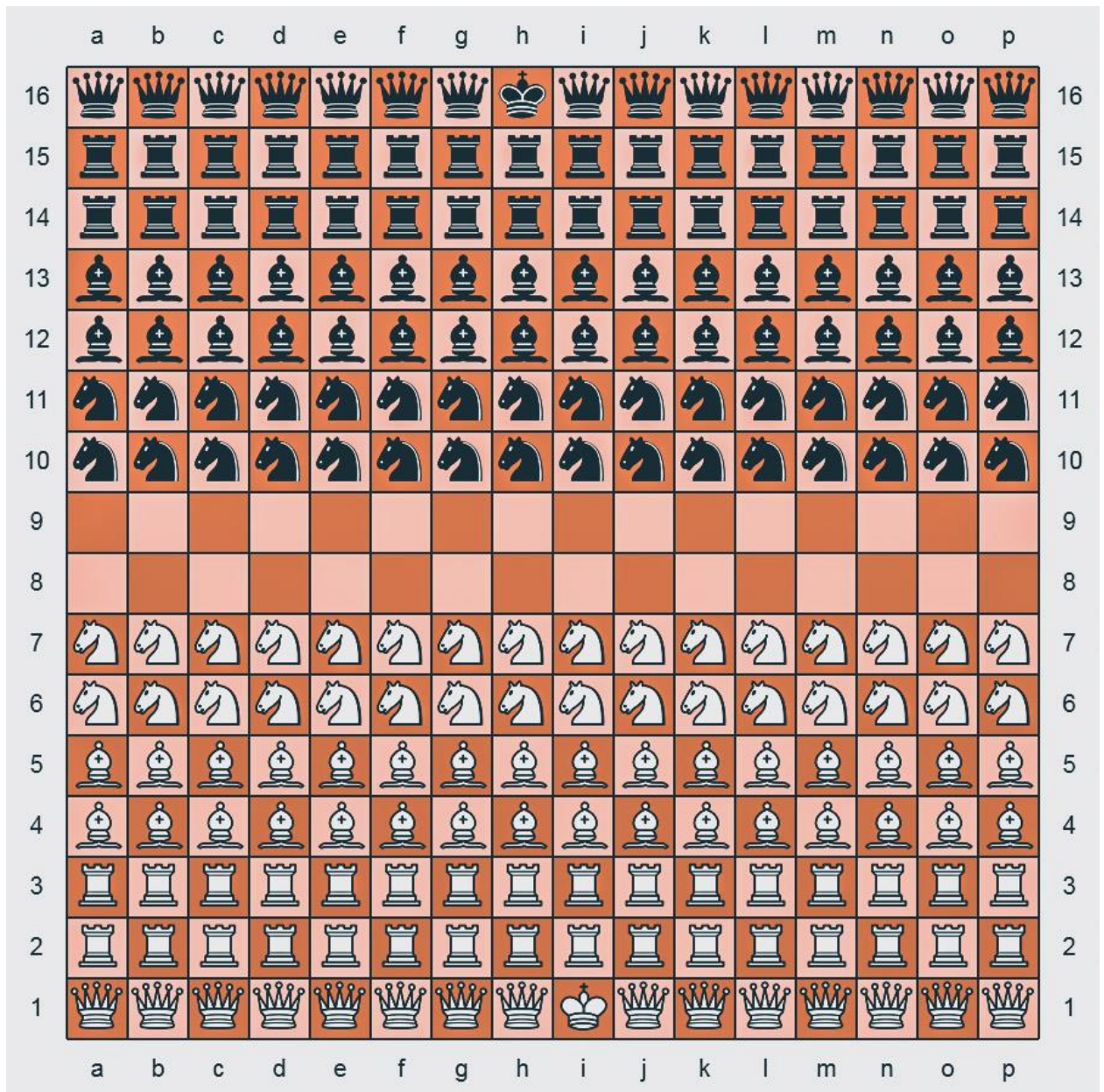


Tremendous Chess

In the literal and figurative sense

By Vadrya Pokshtya



Tremendous Chess is a large chess variant invented by Vadrya Pokshtya that is played on a 16×16 chessboard with 112 pieces per player.

The chess pieces move and capture according to the rules of standard chess.

No pawns, no castling, no promotion zone.

The goal is to checkmate the opponent's king.

Tremendous Chess is played according to the rules of progressive chess, i.e. players, rather than just making one move per turn, play progressively longer series of moves. The game starts with White making one move, then Black makes two consecutive moves, White replies with three, Black makes four and so on.

Series are continuous and there are no restrictions on individual moves in a series except for the following:

- a check may only be given on the last move of a full series (for example, on move six, a check can only be given on the sixth move), while checkmate can be delivered on any move of the current series. If the only way to escape a check is to give check on the first move of the series, then the game is lost by the player in check by progressive checkmate.
- if at any stage a player has no legal moves but is not in check, the game is a draw by progressive stalemate.

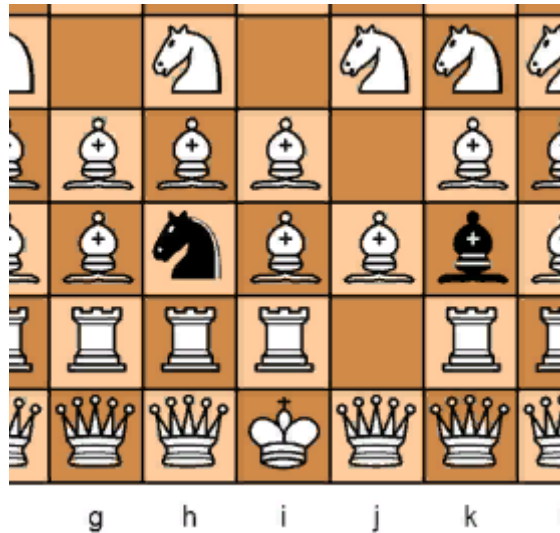
A check must be escaped from on the first move of a series—if this cannot be done, it is checkmate and the game is lost.

The move number is equal to the number of moves in a series available to a player on that turn.

We have just begun to explore the mysterious and unknown world of this chess.

We have many more discoveries to make. So let's not delay and immediately go on a journey to this wonderful world of Tremendous Chess!

Checkmate with a knight and a bishop.

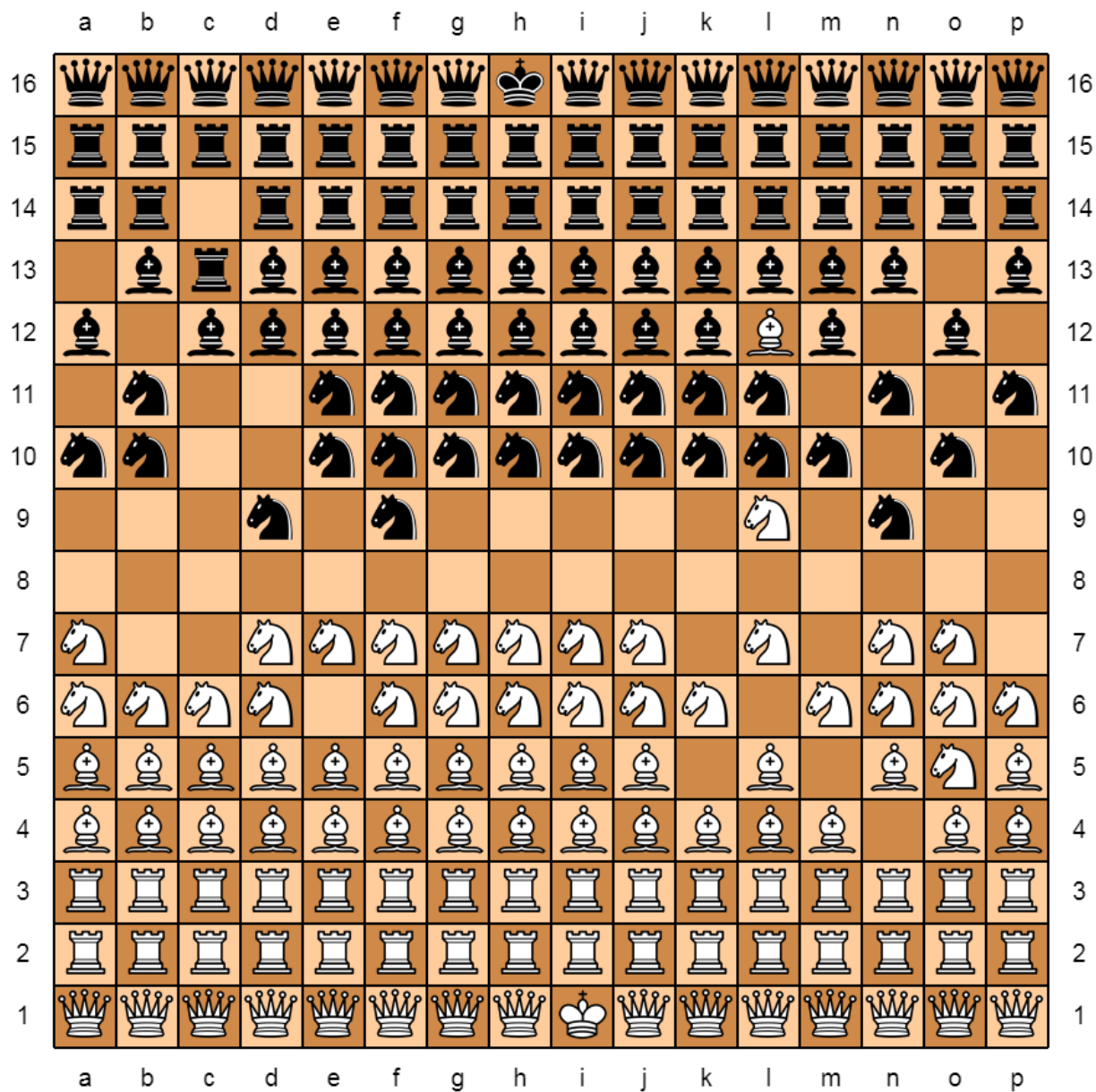


As a rule, already after the seventh series of moves, the probability of checkmate increases significantly. At this point in the game, the importance of dark-squared bishops becomes critical. Thus, opening moves should aim to create the prerequisites for the destruction of such a formidable force in the arsenal of the opponent. Since each player has sixteen dark-squared bishops at the very beginning of the game, this task seems easy, especially considering that the move number is equal to the number of moves in a series available to a player on that turn.

In practice, the implementation of such a task is fraught with obvious difficulties: as the mission is completed, it is necessary to prevent the deterioration of one's own position, which becomes more and more vulnerable with a change in the number of moves in the white and black series.

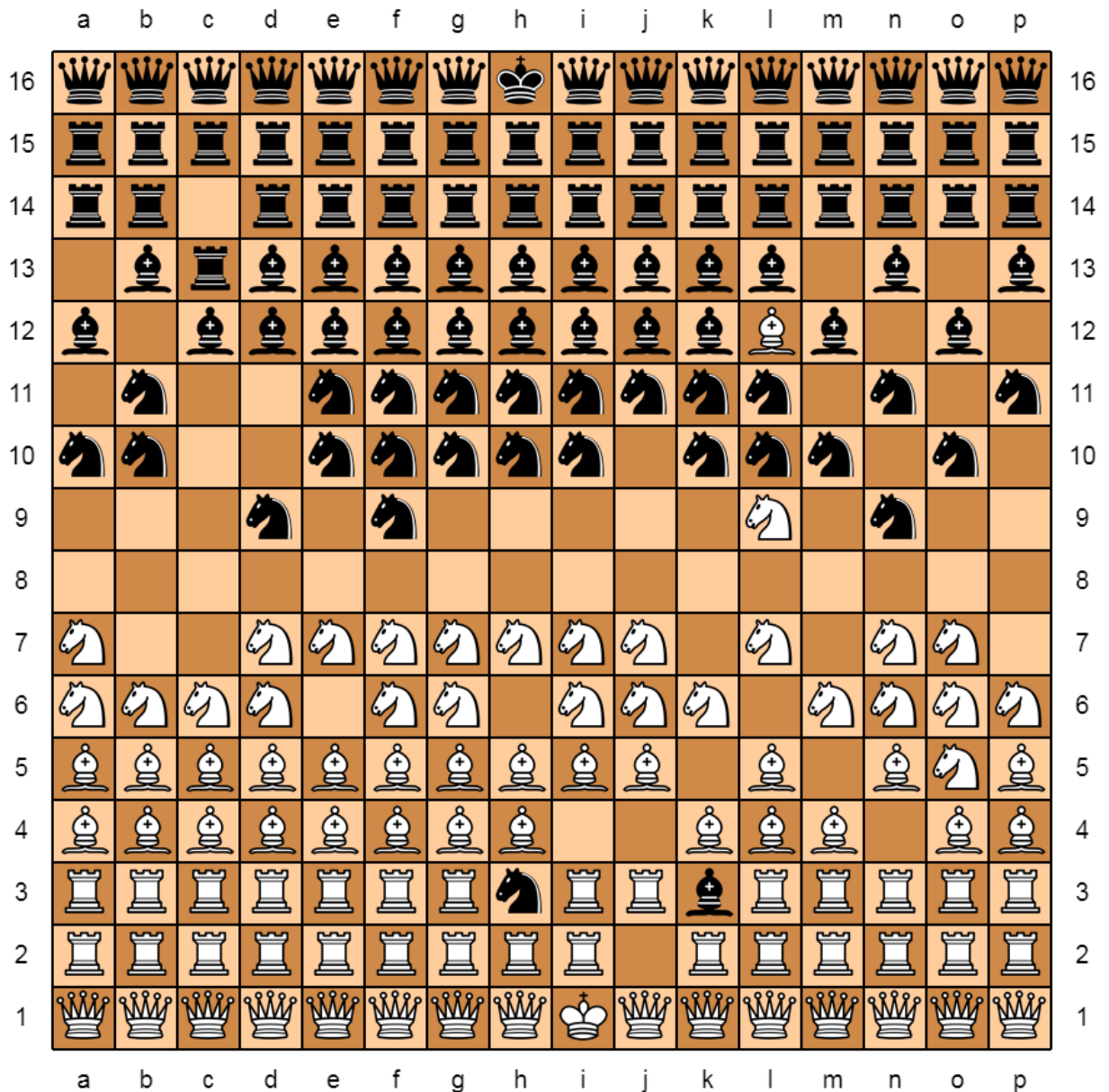
As an example, consider the following position:

Black #8



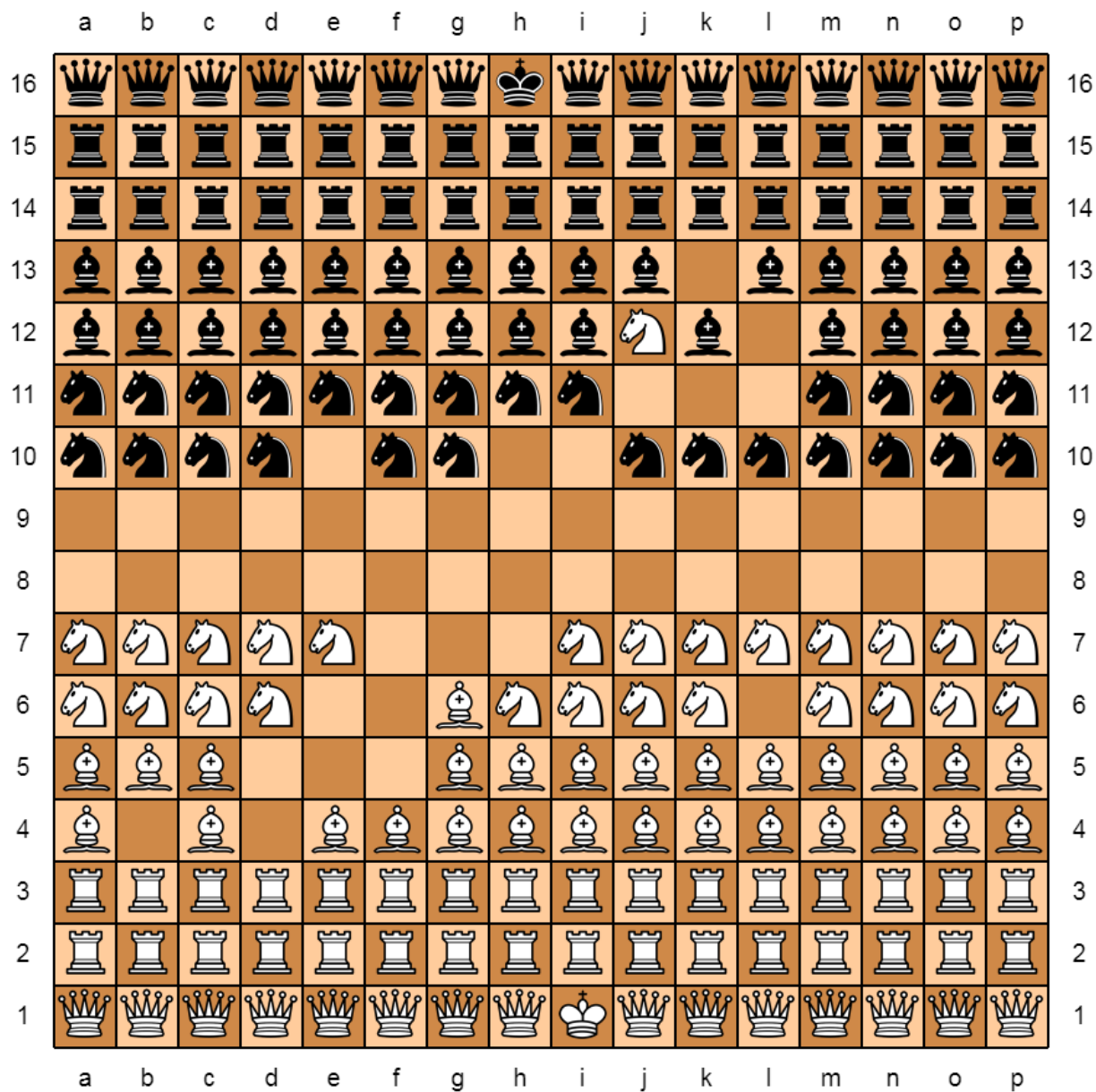
White has just completed his seventh move, in which he was mainly engaged in capturing black's dark-squared bishops. However, he overlooked Black's deadly attack, which was made possible by the activity of the white bishop:

8. Nji8 Nxh6 Nxi4 Nxj2 Bp10 Bxj4 Bxk3 Nxh3#



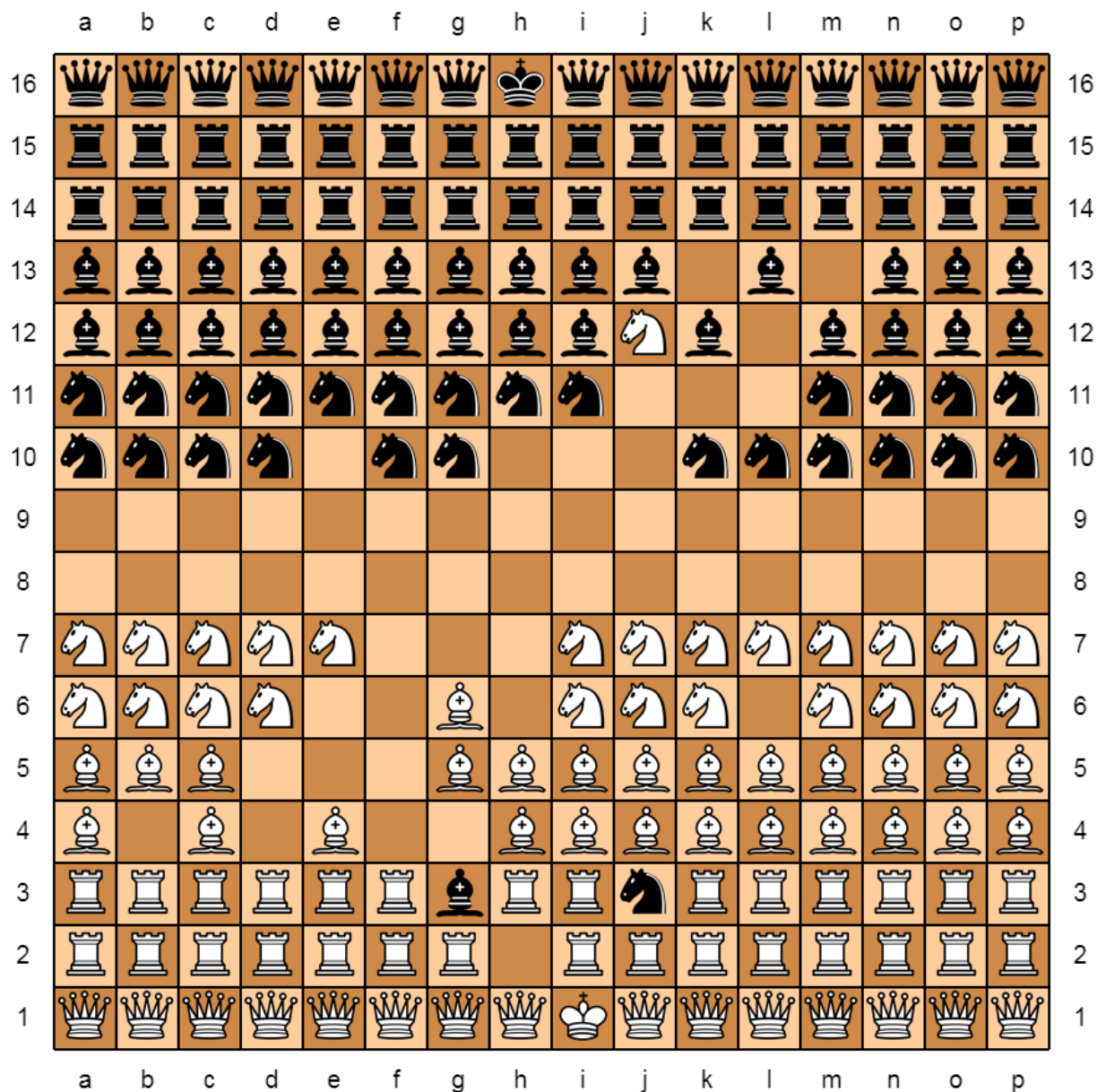
This situation can happen quite often if you do not pay attention to the impending danger.

Black #8



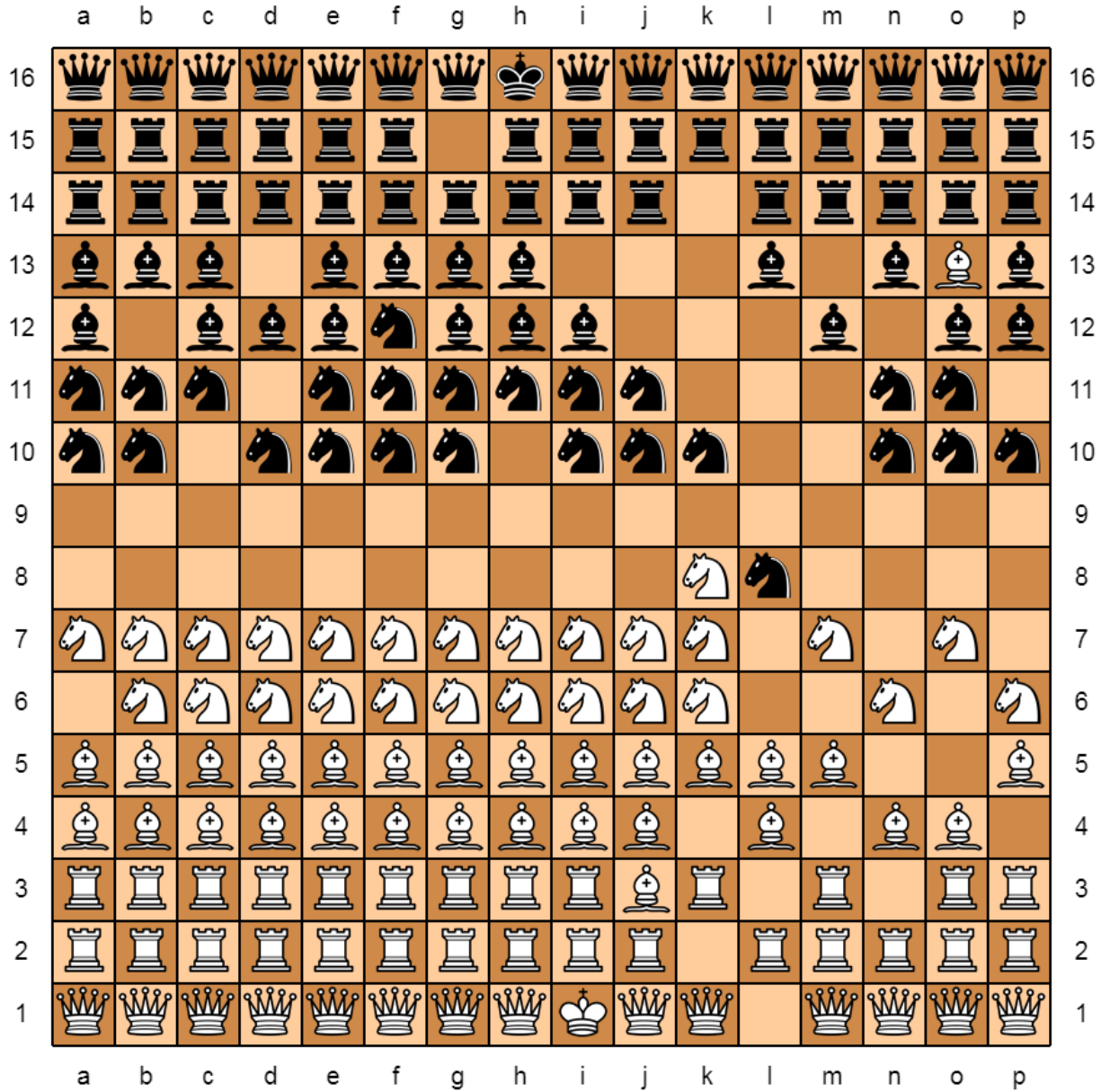
Again, as in the example above, White dug his own grave, clearing the way for enemy pieces to reach his king:

8. Ni8 Nxh6 Nxg4 Nxh2 Be5 Bxf4 Bxg3 Nxj3#



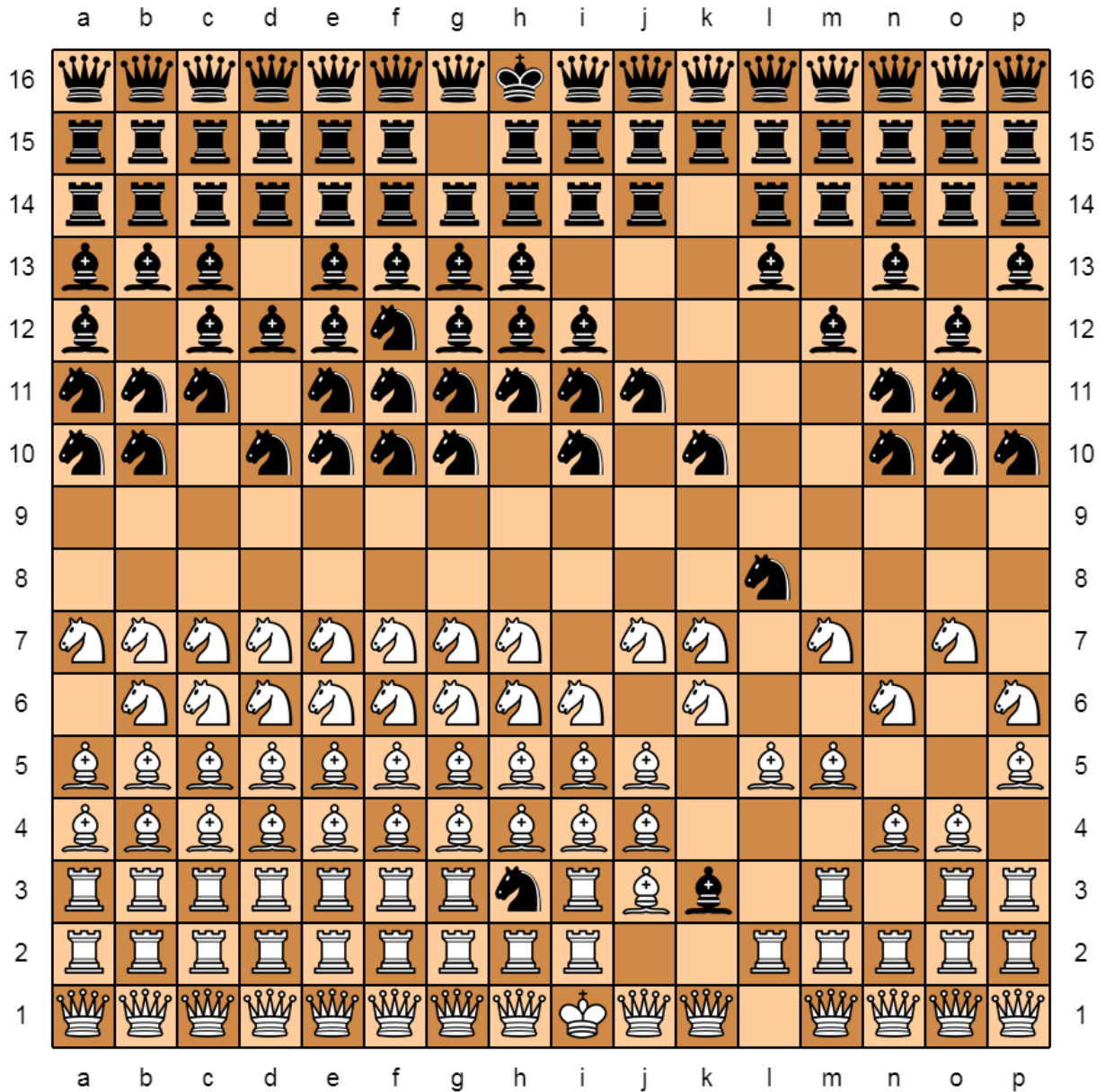
Another example of fruitful interaction between a knight and a bishop:

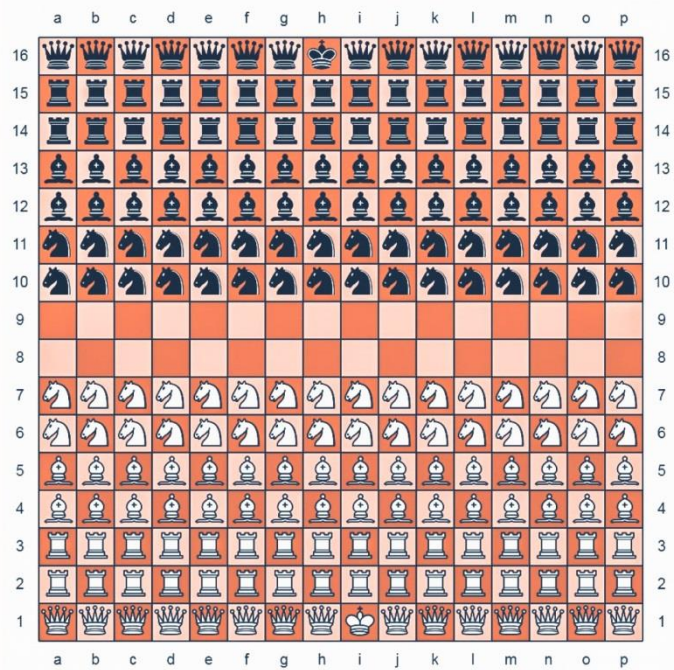
Black #10



At first glance, it is difficult to determine which dark-squared bishop will reach the k3 square the fastest. But it's actually not hard to find:

10. N_xk8 N_xj6 N_k4 N_xj2 B_xo13 B_xi7 B_xk5 B_xl4 B_xk3 N_xh3#

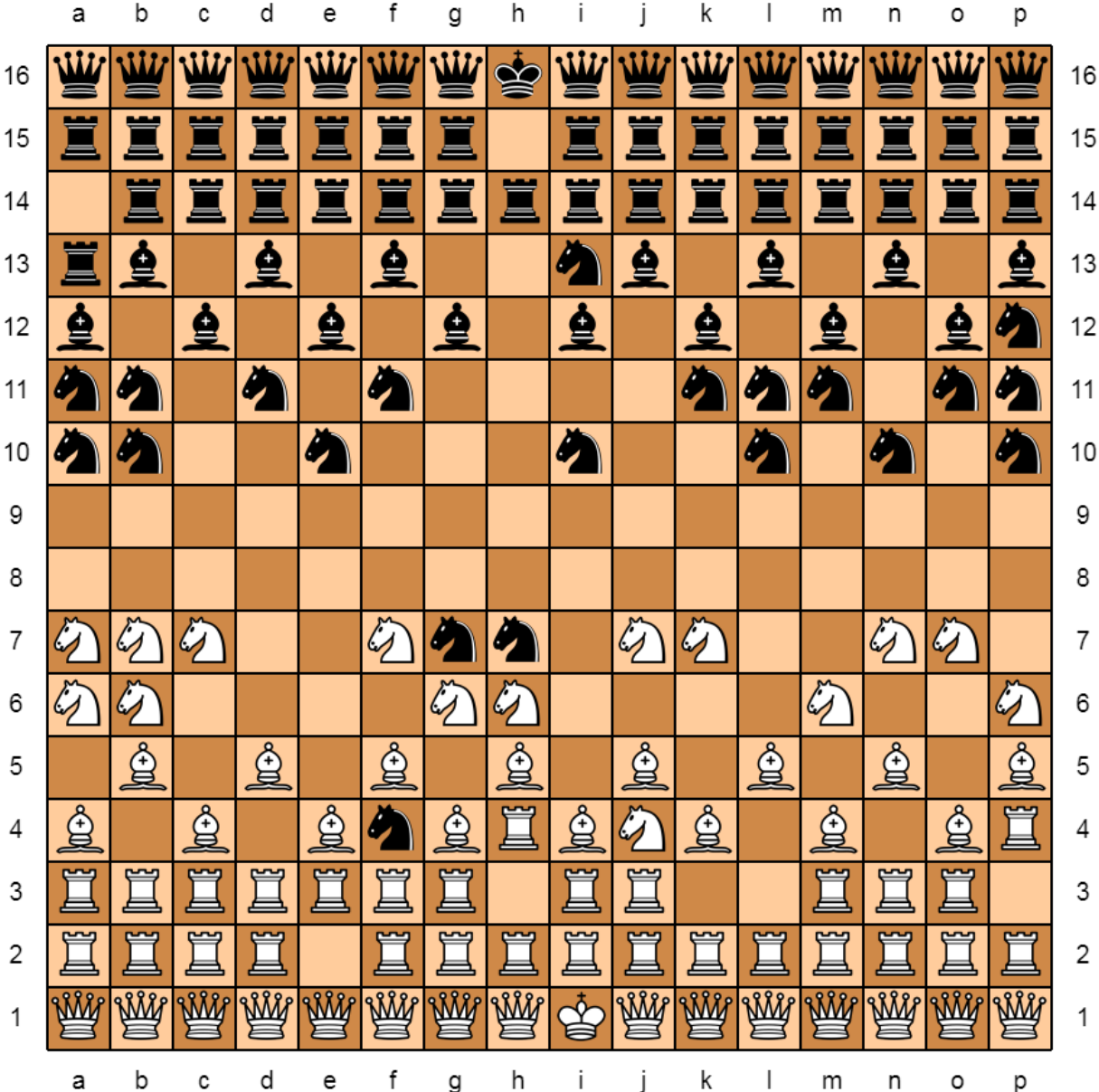




Another checkmate patterns

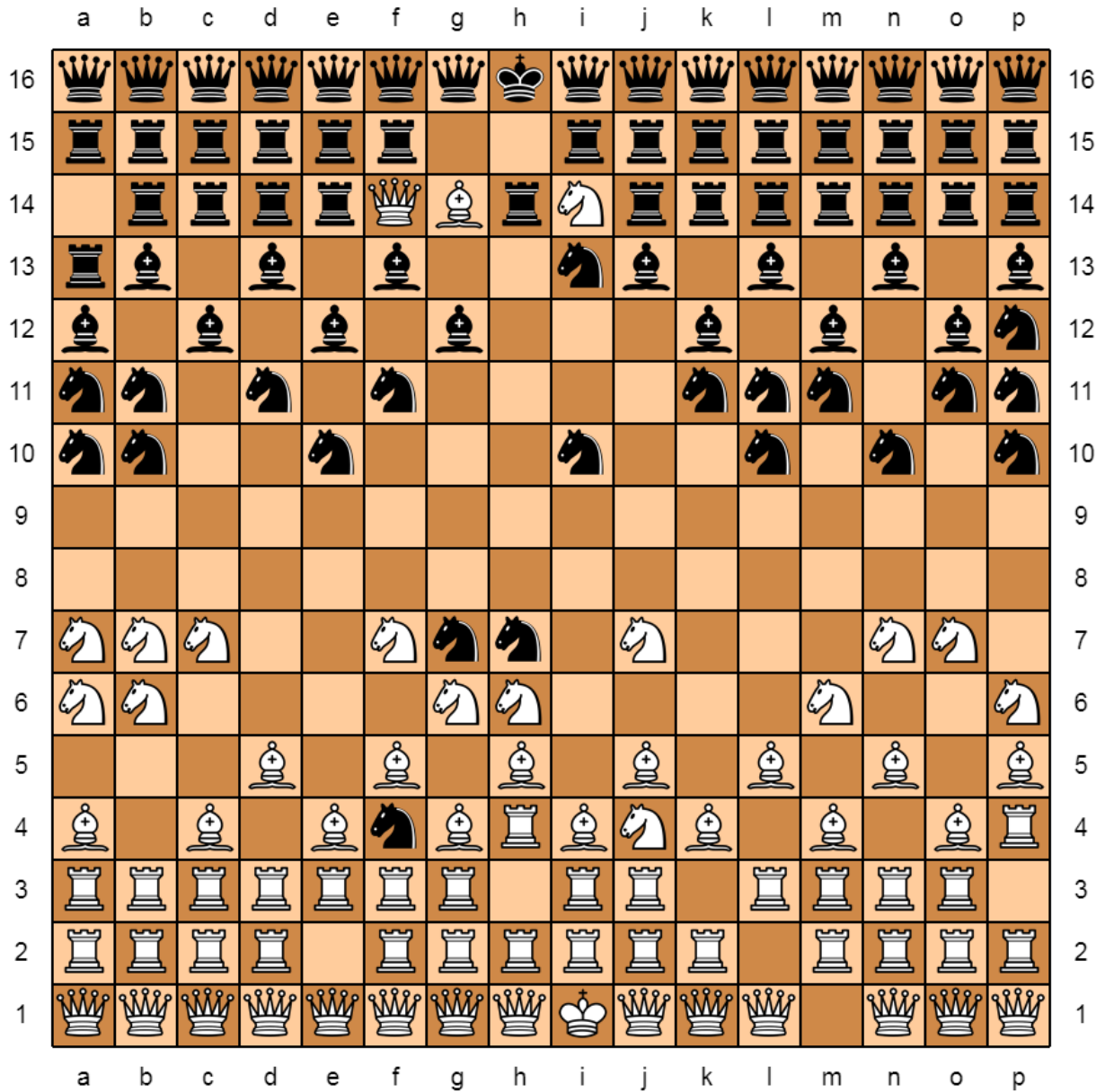
As the dark-squared bishops are captured, their attacking role is successfully played by the queens.

White #11



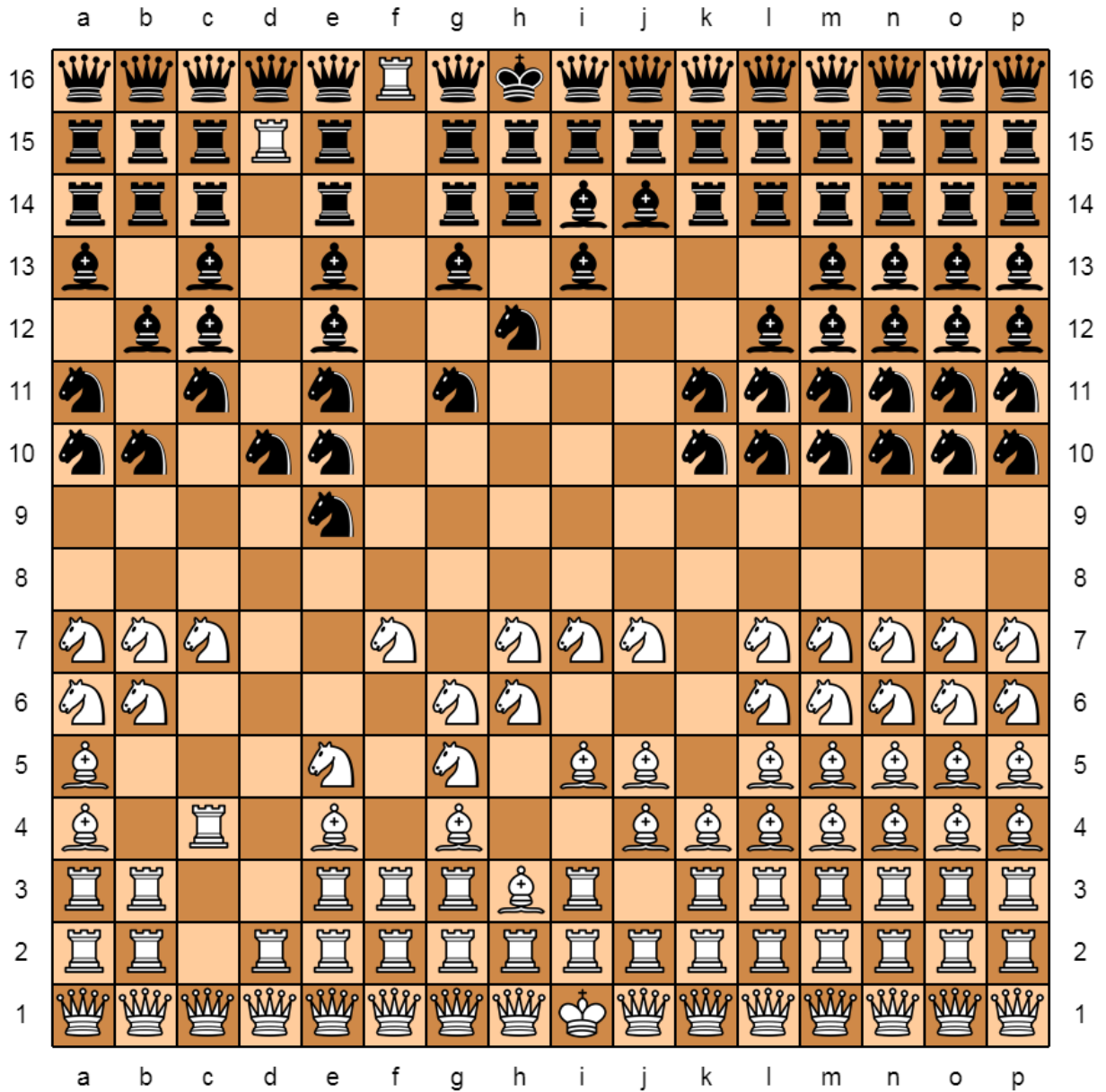
Both White and Black did a good job capturing the menacing dark-squared bishops. How can White deliver checkmate now? The solution comes naturally:

11. Nj9 Ni11 Nh13 Nxg15 Bxi12 Bxg14 Rll3 Qk3 Qn6 Qxf14 Ni14#



The more moves there are in a series, the more opportunities appear to deliver different types of checkmate well known in standard chess. Here is one example of a smothered mate:

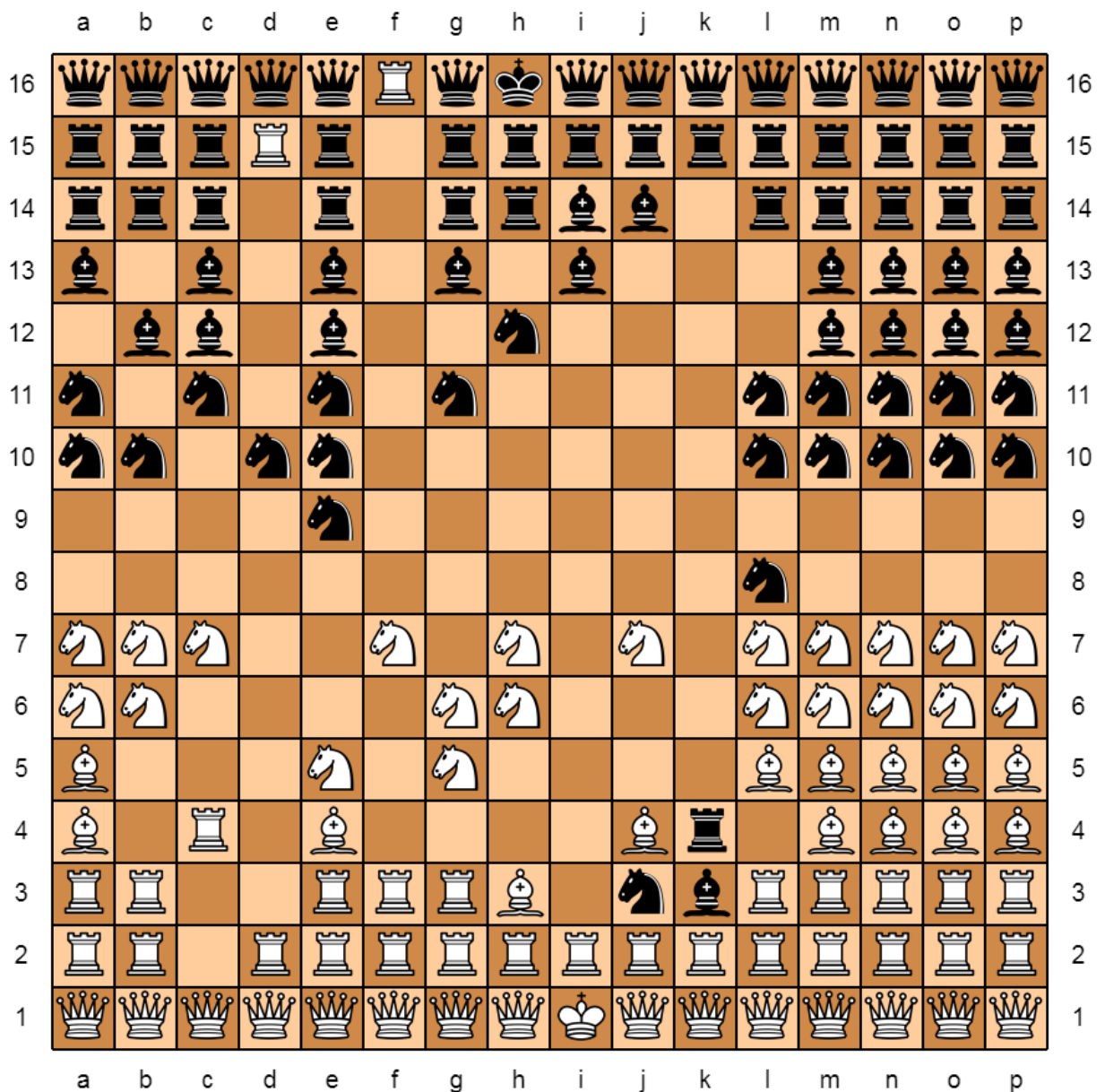
Black #12



As we know, in chess, a smothered mate is a checkmate delivered by a knight in which the mated king is unable to move because it is completely surrounded (or smothered) by its own pieces.

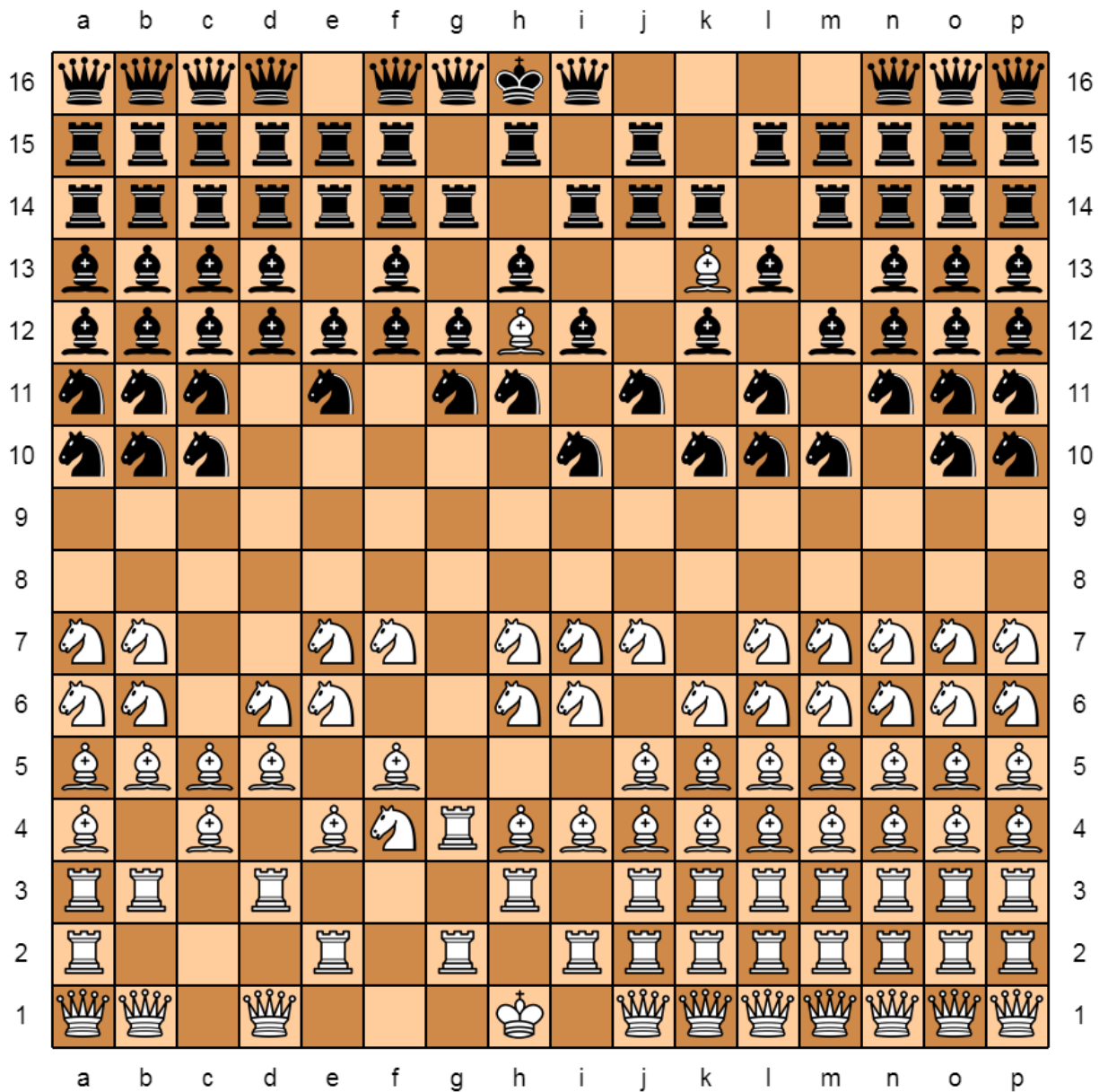
In the above example, Black finds a very difficult and spectacular path to victory:

12. Nk_{j9} Nxi₇ Nxj₅ Nxi₃ Nxg₄ Nxi₅ Bh₈ Bxl₄ Bxk₃ Nkl₈ R_{xk4} Nj₃#



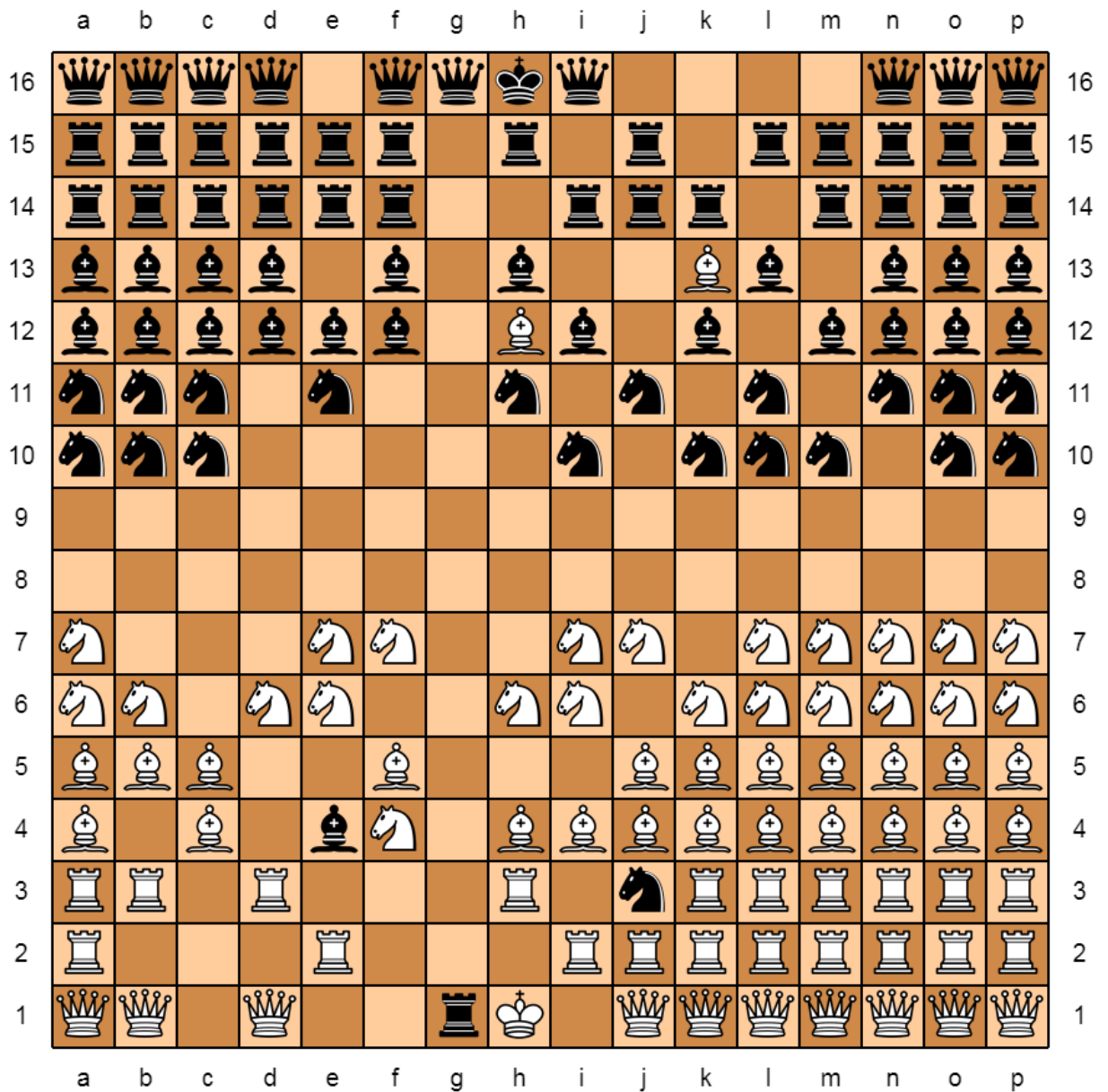
As we can see, after the tenth move, checkmate with three pieces becomes quite common:

Black #11



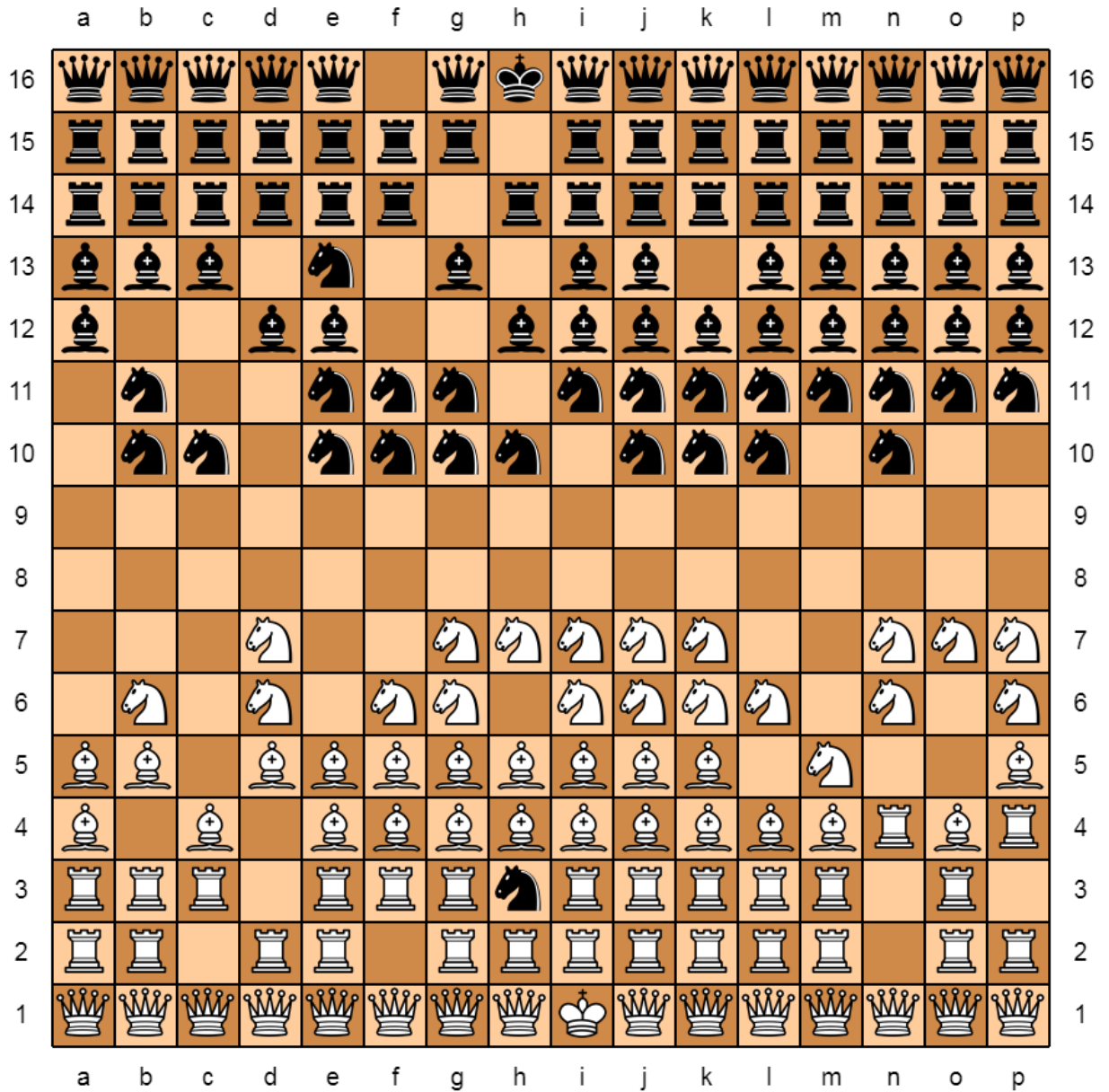
The white king has left the dark square and the white-square artillery enters the business:

11. Nge10 Nf8 Nxh7 Ni5 Nxj3 Bxb7 Bxd5 Bxe4 Rxg4 Rxg2 Rg1#



A check at the end of a series is an effective means to deprive a player of much-needed tempo. It is due to this action that the number of useful moves of the opponent is reduced by one.

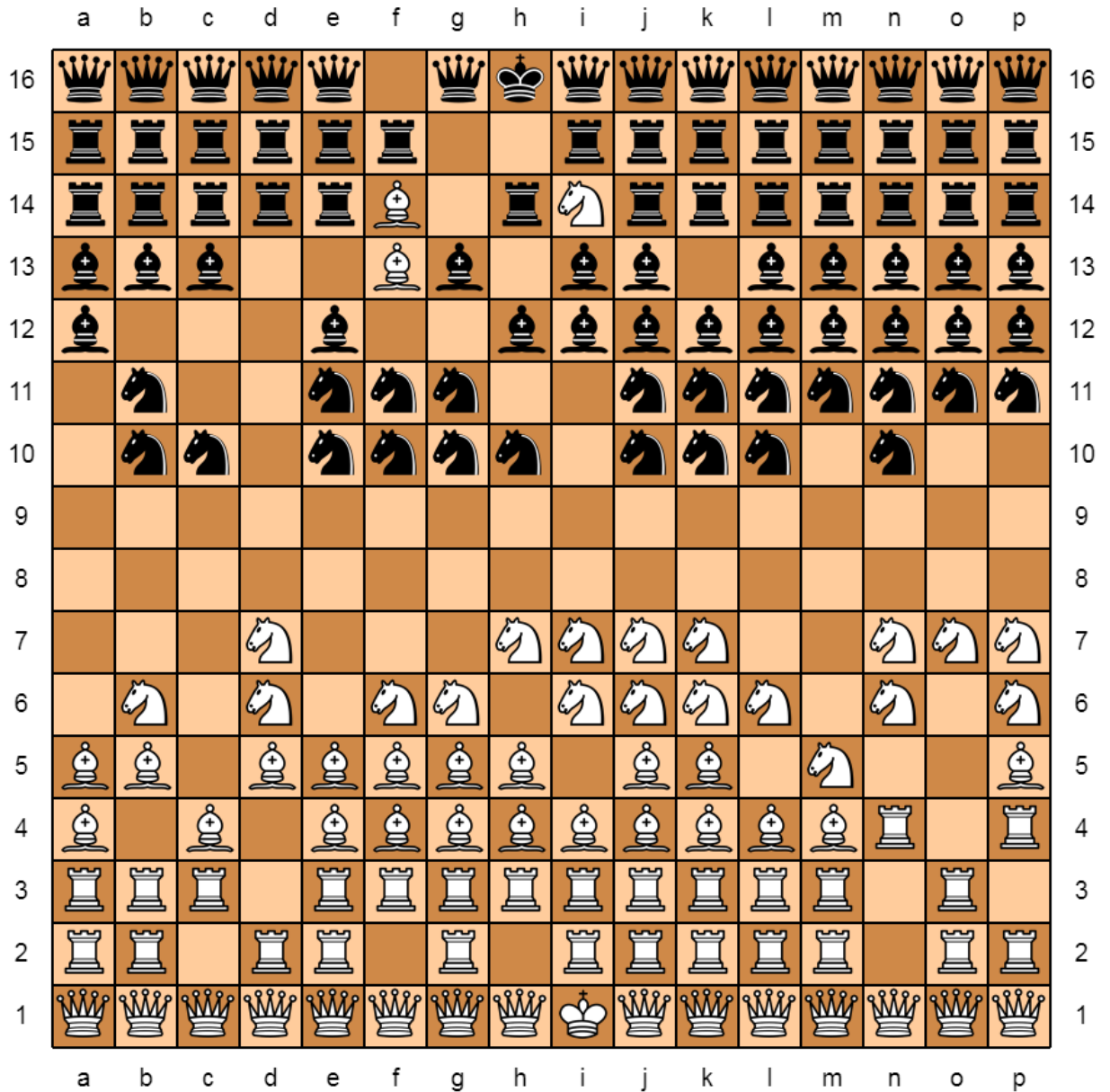
White #11

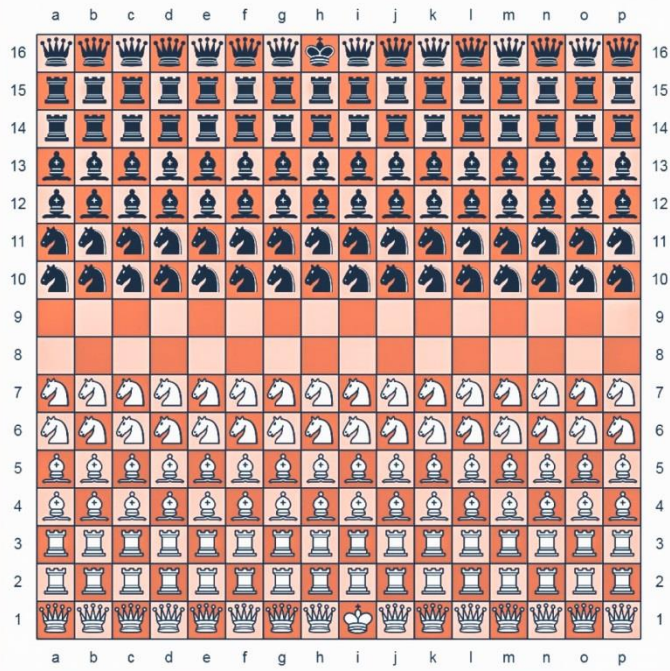


At the end of the tenth move, Black gave check to White, leaving the latter only 10 useful moves out of 11 in the series.

However, ten moves are enough for White to finish the game:

11. Rhxh3 Ngh9 Nxi11 Nh13 Nxd12 Bxe13 Bf13 Nxi14#

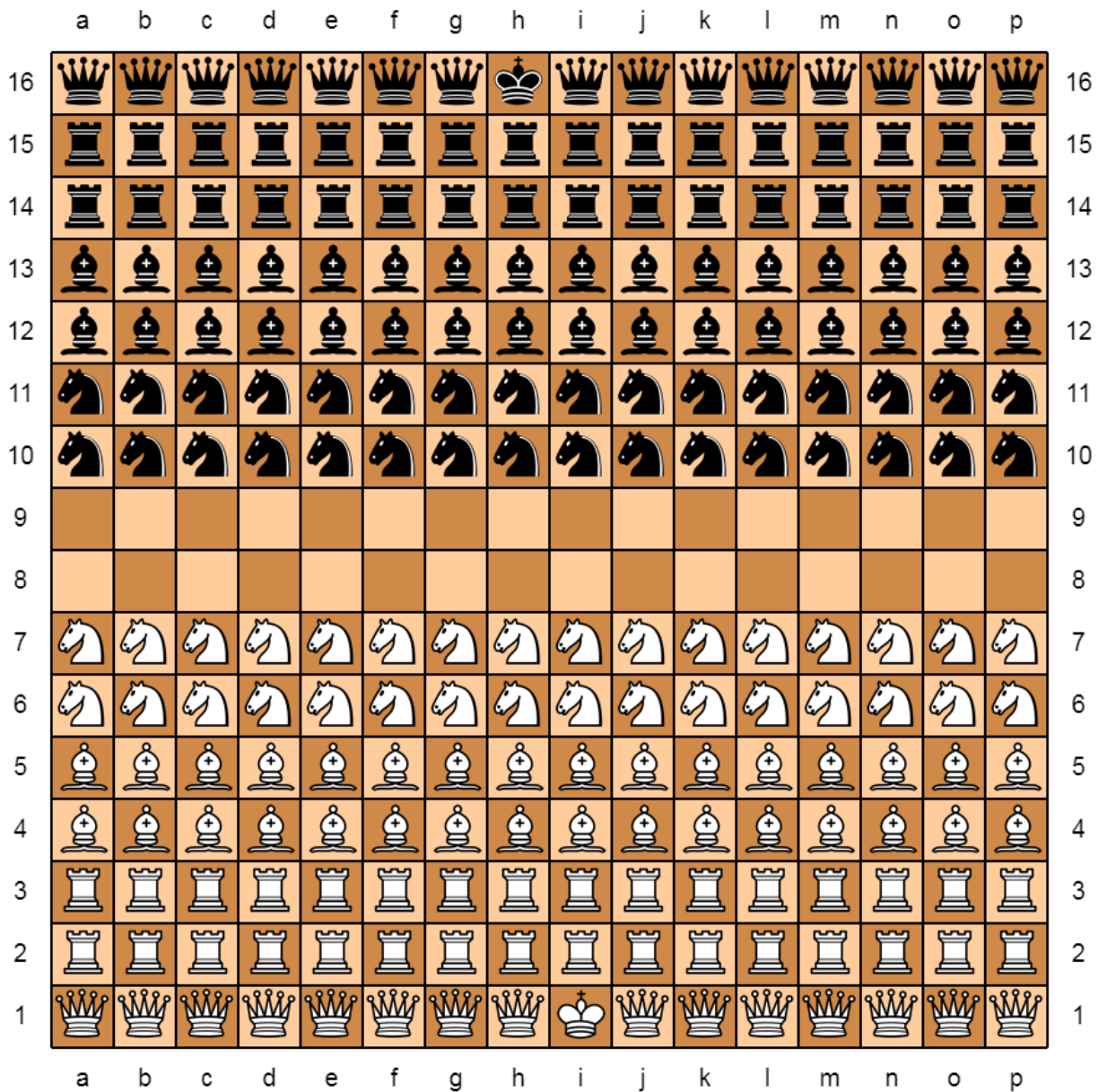




Free space around your King

As the number of moves in the series increases, completely surrounded by its own pieces, the king becomes very vulnerable. Neither the quality nor the quantity of such pieces will help save it from mate.

Let's take another look at the starting position in Tremendous Chess:

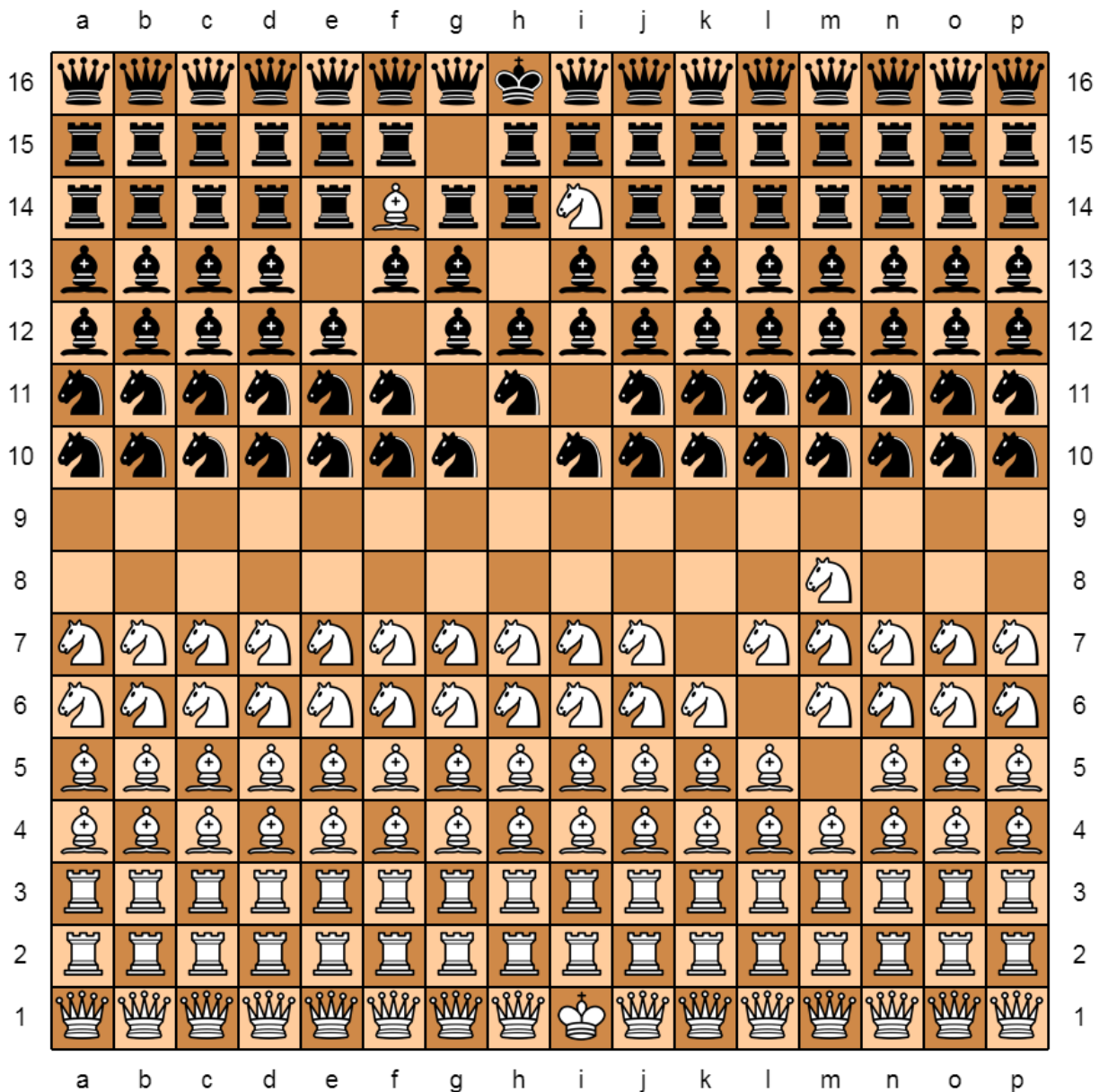


If you ask yourself the question, what is the minimum series of moves for which you can checkmate the opponent in the starting position, then it will not be difficult to find the answer.

This will require 11 consecutive moves.

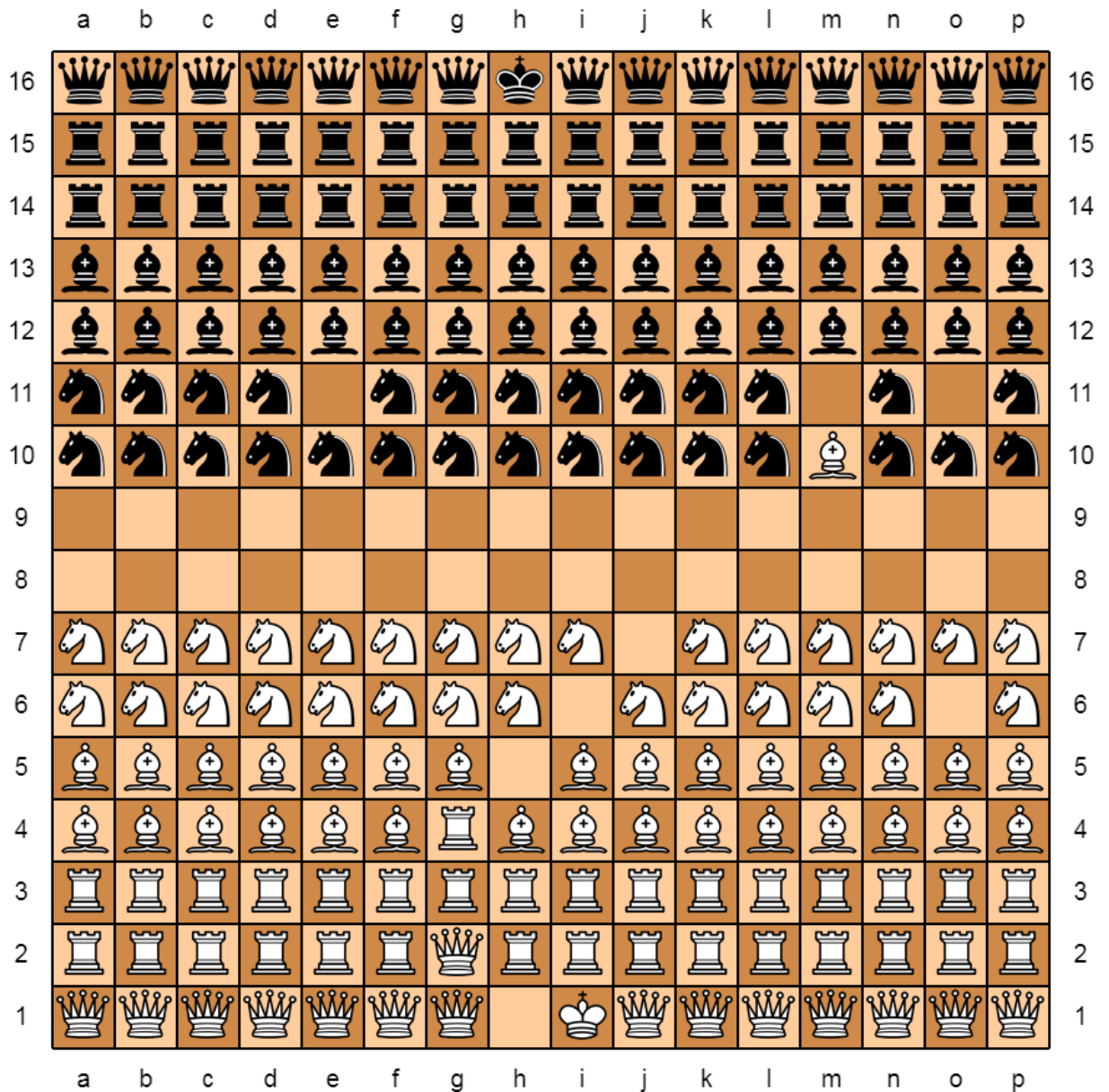
You can do this in several ways, for example like this:

11. Nk1j9 Nxi11 Nxh13 Nxg15 Nlm8 Bxh10 Bxg11 Bxf12 Bxe13 Bxf14
Nxi14#



In order to save your king from such adventures in the near future, it is vital to take care of the space around it in advance. The king must have the agility to avoid various threats such as checkmate with a knight and a bishop, for example.

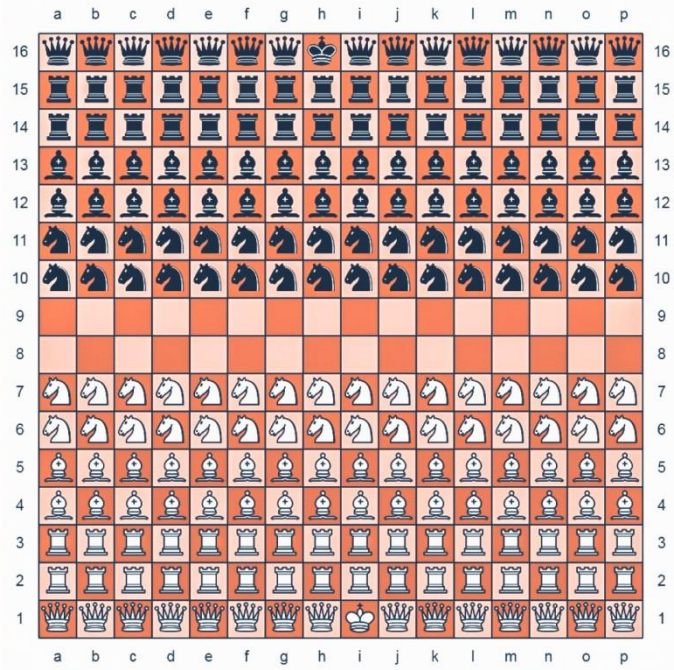
This can be achieved in different ways. The easiest way is to start doing it from the first moves.



Here is the position after White's fifth move. Now black's dark-squared bishops do not pose such a serious threat to White's player, and Black has yet to solve “the problem of the 11th move”.

As the free space around your king increases, the opponent needs to involve more and more pieces to checkmate you.

Thus, the game of Tremendous Chess requires not only far-sighted calculation of the attack, but also sophisticated defensive actions at the same time.



Some final thoughts

At the moment, while the game is only developing and being tested by practice, it is not possible to cover all its aspects, all the conceivable types of checkmates that may come up in the game etc. However, experience along with clear thinking should get you through any situation.

Before us is a very curious chess variant, where such a thing as a material advantage does not exist in principle, since the presence of an abundance of combat units on the chessboard allows you to fully implement various ideas leading to the final goal - the opponent's king checkmate.

I am sure that Tremendous Chess is a challenge to the human intellect and this chess variant will be of interest not only among fans of Progressive Chess.

It is well known that Progressive Chess perfectly develops combinational vision, promotes the development of strategic thinking and long-term planning skills. And this is all on a standard 8x8 chessboard, with a standard game set. Now imagine what Tremendous Chess can contribute to and what unique talents such chess can awaken in you!

December, 2022