

Chess Variants

ROTATION CHESS

After ten moves on each side, the board is turned around, White taking Black's position and vice versa. After twenty moves, the board is turned around again; and so on, every ten moves. All the normal rules of chess apply.

PAWN-SNATCHER'S DELIGHT

Place all White's pawns on White's fourth rank, and all Black's pawns on Black's fourth rank. Proceed as in regular chess. If any pawns survive, they can move only one square forward at a time.

PRE-CHESS

Start with all the pawns in place, on their respective second ranks, but with the first rank clear of all pieces. Each player then uses his first eight moves to place his pieces on his first rank in any location he pleases. (The only restriction is that bishops must be on opposite colors.) From the ninth move onward, the regular rules of chess apply.

SIXTEEN-PAWN CHESS

White plays without his queen, but with eight extra pawns, located at the beginning of the game on b3, c3, c4, d4, e4, f4, f3, and g3. (Thus he has sixteen pawns in all.) The eight extra pawns move only one square at a time. All the other rules of chess apply.

DICE CHESS

Use the special chess dice. Each player rolls the dice on his turn, and can move only those pieces shown on the dice. If neither of the pieces rolled can make legal moves, the player loses his turn. Players in check do not have to roll; they may make any legal move to get out of check.

GIVEAWAY CHESS

The object of the game is to compel your opponent to capture all your pieces. The winner is the player who gets rid of all his pieces first. Captures are compulsory. The king can be captured like any other piece. If a player has several legal captures, he may make whichever he pleases. There are no checks, checkmates, or stalemates. If a pawn reaches the eighth rank, it must be promoted to a queen. The game is drawn if the player to move has no legal move. The starting position and all moves are the same as in regular chess, including castling and en passant.

DOUBLE-MOVE CHESS

Each player makes two moves on each turn. If he gives check on his first move, he loses the second. Check must be parried by the first move of the player in check. A player may take an opposing pawn en passant with his first move only, and only if his opponent did not use his second move to further advance the pawn to the fifth rank. A player is stalemated if he has no legal move on either his first or second move. Other than these exceptions, the regular rules of chess apply.

SCOTCH CHESS

Similar to Double-Move Chess, except White makes one move, Black two, White three, Black four, etc. If a player gives check, he loses the right to make any more moves in that series. Checks must be parried immediately, and the king cannot be exposed to check at any time during the series of moves. (No one has ever been able to decide if the first move is an advantage.)

PAWNS VS. KNIGHTS

White starts with his eight pawns along the second rank and his king at K1. Black has his king at K1, one pawn at K2, and four knights, at QN1, QB1, KB1, and KN1. (Black should win, but it requires great manouvering skill.)

BUGHOUSE CHESS

No men are ever taken off the board. When you capture an enemy piece, you must put it back somewhere on the board. The only restriction are that a bishop must be replaced on its original-colored square, and that pawns cannot be put on the first rank. The starting position and rules are the same as regular chess.