

CHESS · VARIANT 11 OF 153

Anti-King Chess II

8×8

BOARD

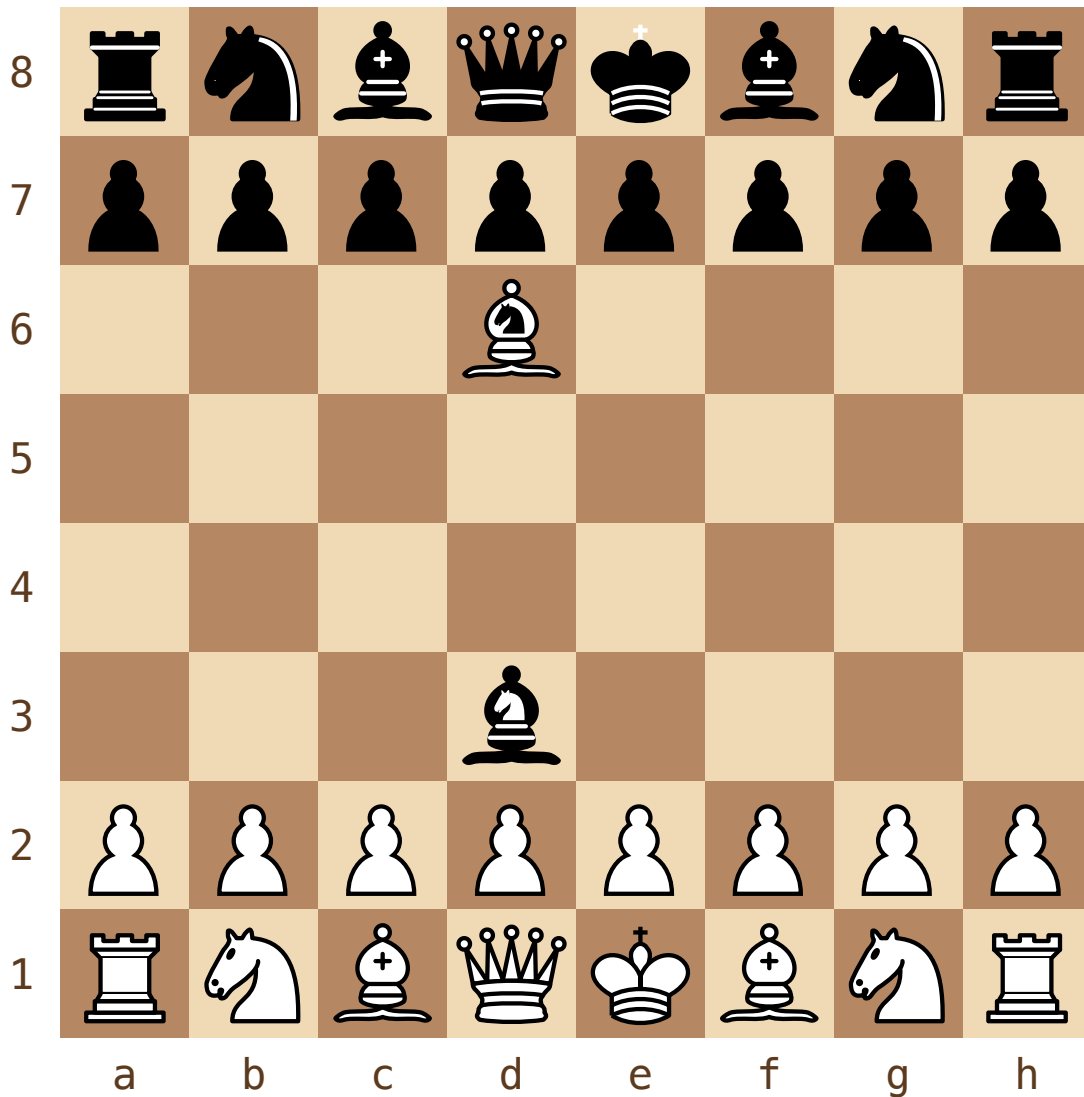
2

PLAYERS

Anti-King Chess II

Invented by Peter Aronson, 2002.

OVERVIEW



Anti-King Chess II – starting position

<https://engine.moddable.games/play/?game=chess&variant=anti-king-chess-2>

Anti-King Chess II adds an Anti-King to each side's standard FIDE army. The Anti-King is a royal piece with inverted check: it is in check when it is *not* attacked by any enemy piece. A player who ends their turn with their Anti-King unattacked is checkmated and loses. Win by checkmating either the opponent's King or the opponent's Anti-King.

SETUP

Standard 8×8 board. Each side begins with the normal FIDE complement plus an Anti-King placed in the center files.

FEN: `rnbqkbnr/pppppppp/3A4/8/8/3a4/PPPPPPPP/RNBQKBNR w KQkq - 0 1`

- ♦ **White:** King e1, Anti-King d6, Queen d1, Rooks a1/h1, Bishops c1/f1, Knights b1/g1, Pawns a2–h2
- ♦ **Black:** King e8, Anti-King d3, Queen d8, Rooks a8/h8, Bishops c8/f8, Knights b8/g8, Pawns a7–h7

FEN notation: A = White Anti-King, a = Black Anti-King.

PIECES

All FIDE pieces move and capture as normal. The Anti-King is a special royal piece:

ANTI-KING

- ♦ Moves one square in any direction (like a King).
- ♦ **Is in check when it is NOT attacked by any enemy piece.**
- ♦ Cannot capture enemy pieces; may only capture friendly pieces.
- ♦ Cannot be captured — it can only be mated.
- ♦ Does not give check to the friendly King.
- ♦ A hostile King adjacent to the Anti-King does not count as attacking it (Kings do not attack Anti-Kings).

RULES

All standard FIDE rules apply with these modifications:

Check and checkmate apply to both royal pieces. A player is in check if their King is attacked by an enemy piece, or if their Anti-King is not attacked by any enemy piece. A player must escape check on their turn; if they cannot, they are checkmated and lose.

Winning: Checkmate the opponent's King (King attacked and unable to escape) or checkmate the opponent's Anti-King (Anti-King unattacked and unable to reach an attacked square).

Pawns follow standard FIDE rules: double push from the starting rank, en passant, and promotion to Queen, Rook, Bishop, or Knight.

Castling is permitted under standard conditions.

Stalemate: a player with no legal moves but not in check is stalemated (drawn, as in standard chess).

NOTES

The Anti-Kings start on d6 and d3 – directly in the path of development – so they tend to be well-covered early by natural piece deployment. This makes the opening phase more conservative than Anti-King Chess I (which uses Berolina Pawns and a scattered setup). Players must maintain coverage of their Anti-King while simultaneously pressing for mate on either of the opponent's royal pieces.

Source: chessvariants.com/diffobjective.dir/anti-king-chess.html