

CHESS · VARIANT 49 OF 153

Displacement Chess

8×8

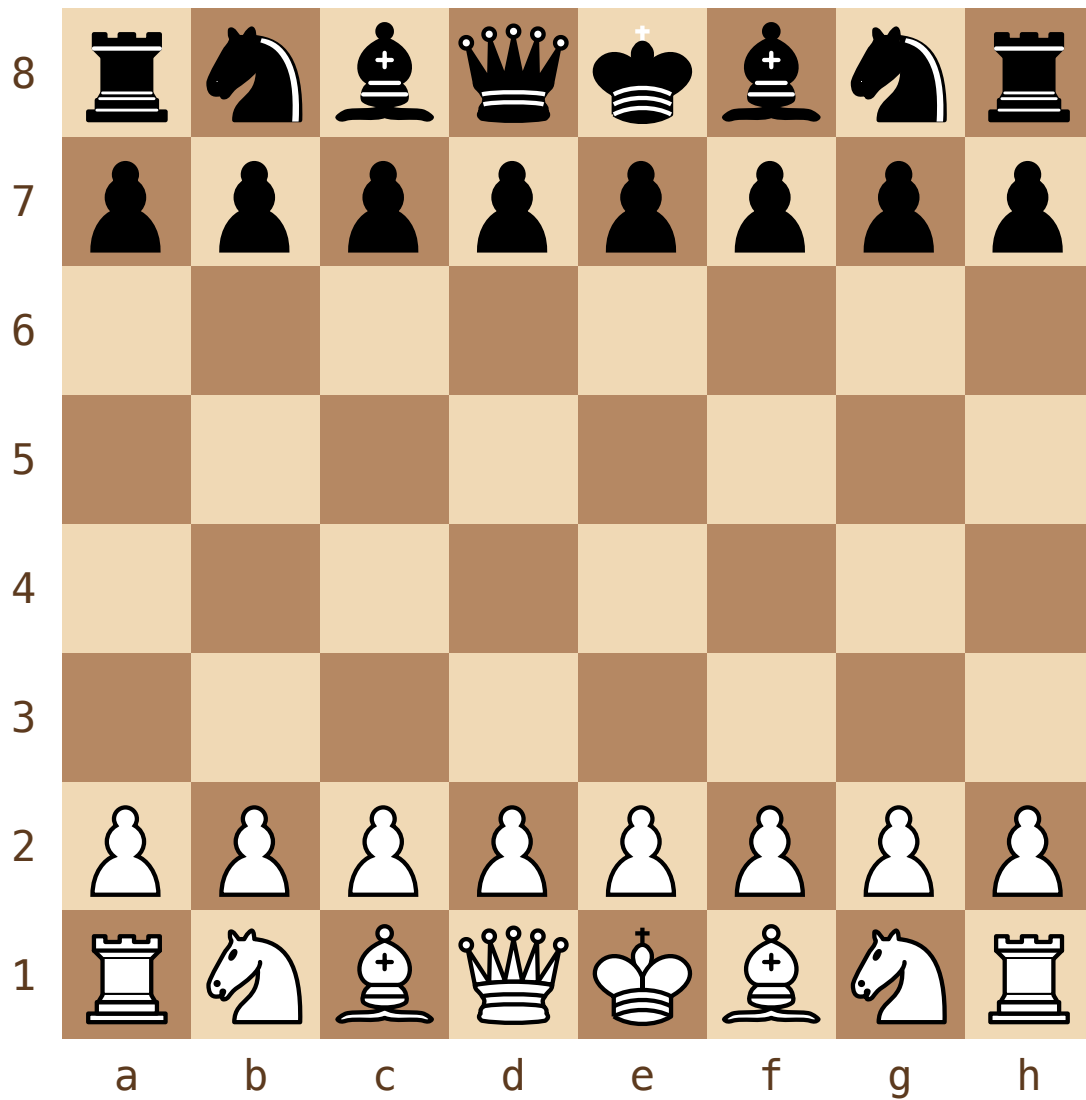
BOARD

2

PLAYERS

DISPLACEMENT CHESS

Any piece can swap positions with an adjacent friendly piece instead of making a normal move.



Displacement Chess – starting position

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

SETUP

Board: Standard 8×8.

Setup: Standard chess setup.

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

RULES

- ♦ On your turn, instead of a normal move, you may swap any of your pieces with an adjacent friendly piece (horizontally, vertically, or diagonally adjacent).
- ♦ The King may not swap into a square where it would be in check.
- ♦ A swap counts as your entire move for that turn.
- ♦ Normal moves, captures, castling, en passant, and promotion all work as standard chess.
- ♦ Swaps are never captures – both pieces must be friendly.

WIN CONDITION

Checkmate the opponent's King.

STRATEGY

Swaps enable rapid piece coordination – a trapped rook can swap with an adjacent pawn to escape. The King can dodge threats by swapping with a defender. Development becomes faster since pieces can be repositioned without spending multiple tempi. Watch for swap-based discovered attacks.

ATTRIBUTION

Modern variant. Public domain.