

CHESS · VARIANT 53 OF 153

Einstein Chess

8×8

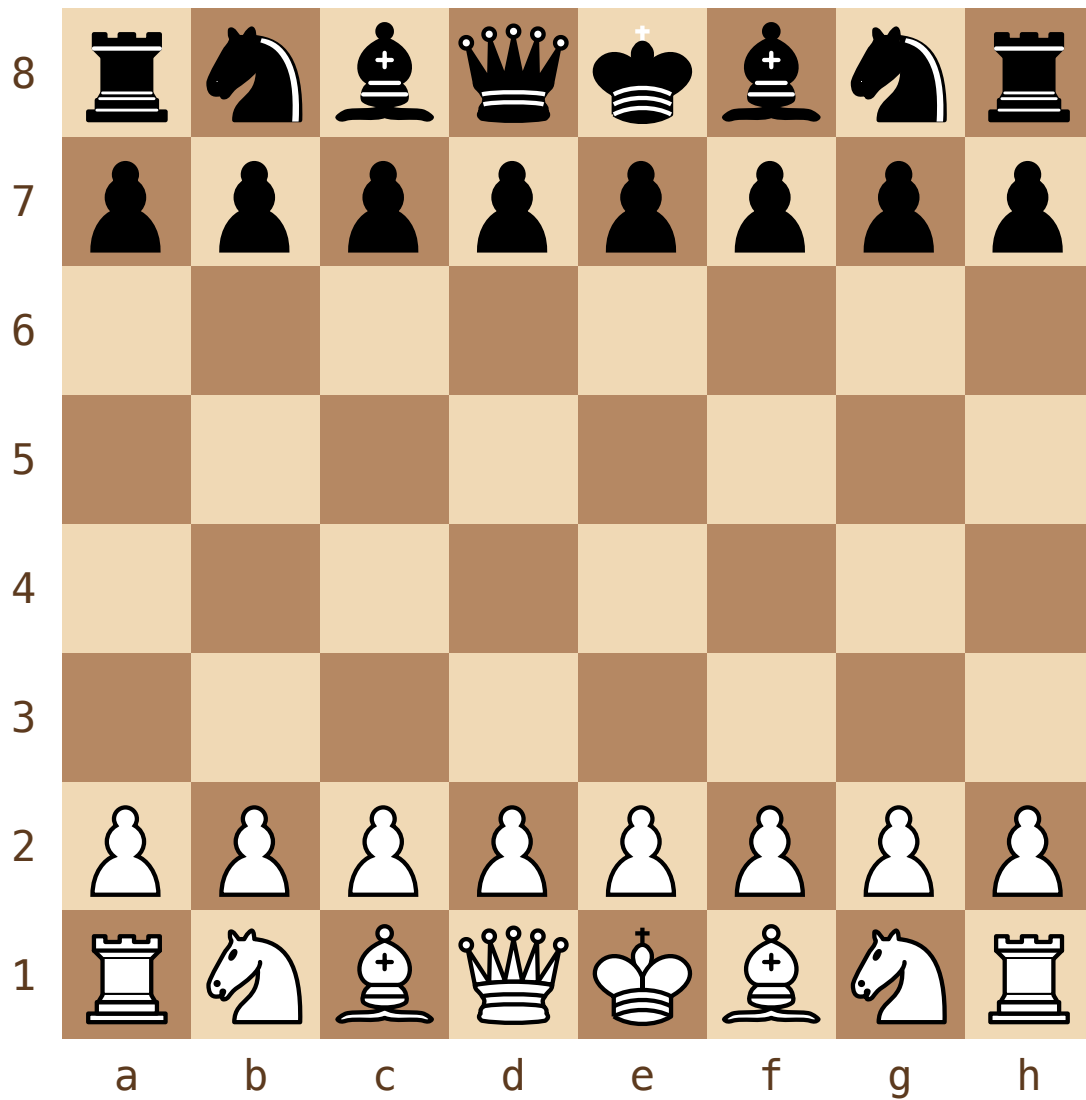
BOARD

2

PLAYERS

EINSTEIN CHESS

Pieces transform after every move. Captures promote, non-captures demote – cycling through the piece hierarchy.



Einstein Chess – starting position

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

SETUP

Board: Standard 8×8.

Setup: Standard chess setup.

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

RULES

- ♦ After a piece makes a non-capturing move, it demotes one step: $Q \rightarrow R \rightarrow B \rightarrow N \rightarrow P$.
- ♦ After a piece makes a capture, it promotes one step: $P \rightarrow N \rightarrow B \rightarrow R \rightarrow Q$.
- ♦ Kings are exempt — they never transform.
- ♦ Pawns that demote have nowhere to go (they remain pawns).
- ♦ Queens that promote have nowhere to go (they remain queens).
- ♦ Transformation happens immediately after the move resolves.
- ♦ Standard promotion on the 8th rank still applies to pawns.

WIN CONDITION

Checkmate the opponent's King.

STRATEGY

Every move changes your piece composition. Aggressive play (captures) builds stronger pieces, but quiet manoeuvring weakens them. Knights and Bishops are unstable — one capture turns them into Rooks, but one quiet move turns them into Pawns. Queens are fragile: one quiet move demotes to Rook. Material calculation is inverted.

ATTRIBUTION

Invented by B. Iqbal, 2005. Public domain.