

CHESS · VARIANT 1 OF 153

Standard Nightrider Chess

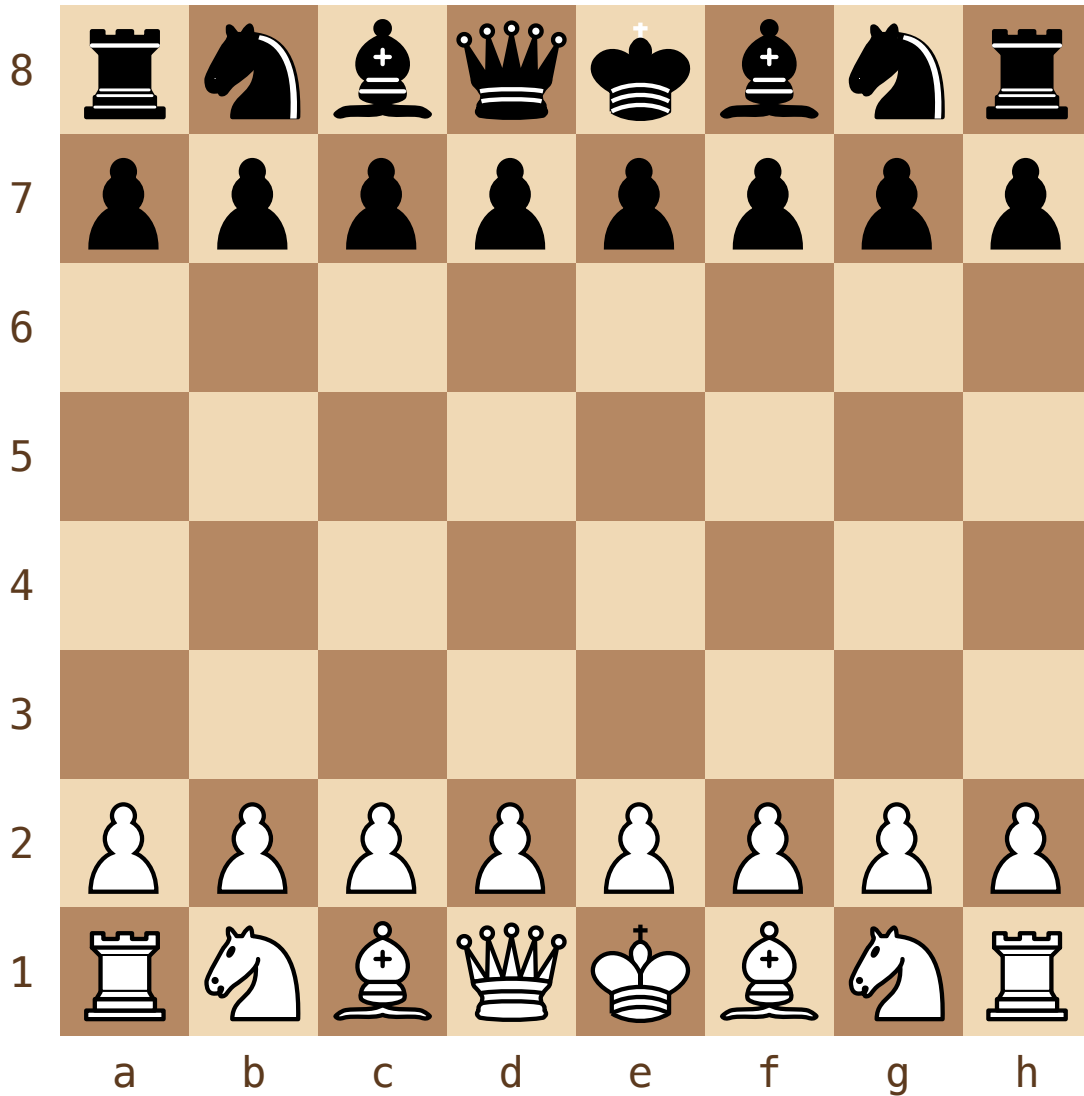
8x8

BOARD

2

PLAYERS

STANDARD NIGHTRIDER CHESS



Standard Nightrider Chess – starting position

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

Played on a standard 8×8 board with all standard chess rules, except: **both knights on each side are replaced by Nightriders**. All other pieces and rules are unchanged.

STARTING POSITION

Identical to standard chess:

```
rnbqkbnr
pppppppp
.....
.....
.....
.....
PPPPPPPP
RNBQKBNR
```

Where N/n = Nightrider.

THE NIGHTRIDER

PROPERTY	RULE
Move pattern	Repeated knight-steps (1,2) in a fixed direction
Directions	8 directions (all knight-step vectors: $\pm 1/\pm 2$, $\pm 2/\pm 1$)
Range	Unlimited (up to board edge)
Blocking	Blocked by any piece on an intermediate square
Capture	Lands on occupied enemy square (cannot jump over to continue)
Check/mate	Nightriders can deliver check and checkmate along their ride lines

Nightrider directions (from origin): (1,2), (2,1), (2,-1), (1,-2), (-1,-2), (-2,-1), (-2,1), (-1,2). Each is a distinct ride line.

PROMOTION

Pawns may promote to: Queen, Rook, Bishop, or **Nightrider**. Promotion to Nightrider is legal and encouraged — it is generally stronger than a rook in open positions.

ALL OTHER RULES

Castling, en passant, stalemate, and the fifty-move rule all apply without modification.

ENGINE NOTES

The Nightrider is implemented in Fairy-Stockfish (`-piece nightrider`), GNU Chess fairy extensions, and Green Chess. FEN notation: **N**/**n** throughout (same glyph as standard knight — disambiguate via variant flag).

ATTRIBUTION

Nightrider piece invented by T. R. Dawson, 1925. Public domain. Rules in the public domain. Implemented in Fairy-Stockfish, Green Chess, and Zillions of Games.