

CHESS · VARIANT 112 OF 153

# Pocket Knight Chess

**8×8**

BOARD

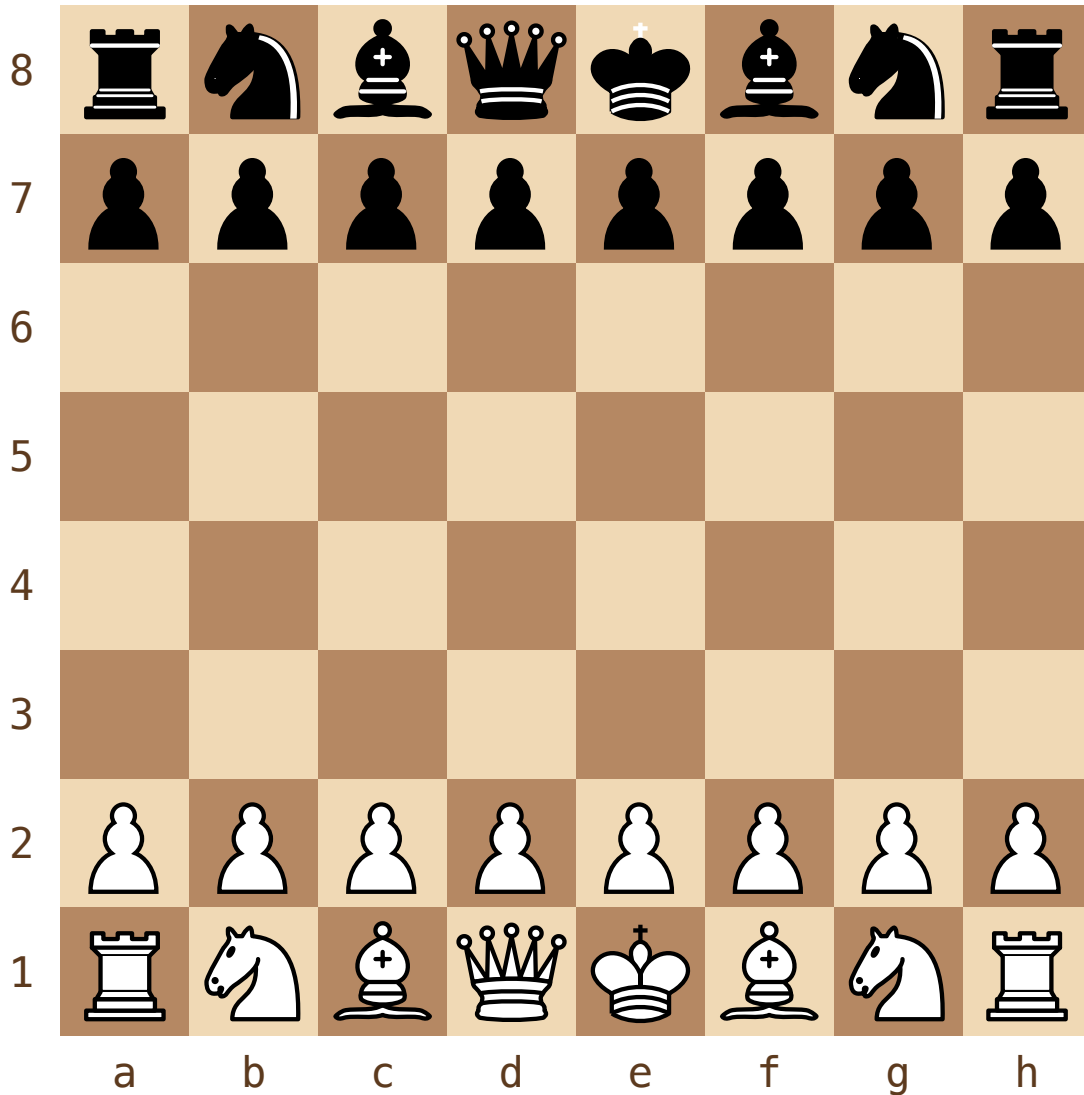
**2**

PLAYERS

# Pocket Knight Chess

By Ed Friedlander, 2001.

## OVERVIEW



*Pocket Knight Chess – starting position*

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

Pocket Knight Chess is standard chess with one addition: each player begins the game holding a spare Knight in their “pocket.” Once in the game, a player may spend their move to drop this Knight onto any empty square instead of moving a piece on the board.

## SETUP

---

Standard FIDE starting position. Each player also holds one Knight in reserve (not on the board).

FEN: rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR w KQkq – 0 1  
(Plus one White Knight and one Black Knight in pocket)

## RULES

---

All standard FIDE rules apply, with the following addition:

### THE POCKET DROP

- Once per game, on their turn, a player may **drop their pocket Knight** onto any empty square on the board instead of making a normal move.
- The square must be empty.
- A drop counts as a full move.
- Each player may only do this **once** in the game.
- A player who drops their Knight may not do so again, even if the Knight is later captured.

### ALL OTHER RULES

Castling, en passant, promotion, and all other FIDE rules apply normally.

## STRATEGY NOTES

---

The pocket Knight provides a powerful surprise weapon: it can be dropped on any empty square, making it useful for outpost manoeuvres, sudden forks, or reinforcing a collapsing defense. Because the drop can only happen once, timing is crucial — spending it too early may waste the element of surprise; spending it too late may be too little.

*Source: [chessvariants.com/play/erf/PocketKt.html](https://chessvariants.com/play/erf/PocketKt.html)*