

CHESS · VARIANT 136 OF 153

Stupidhouse

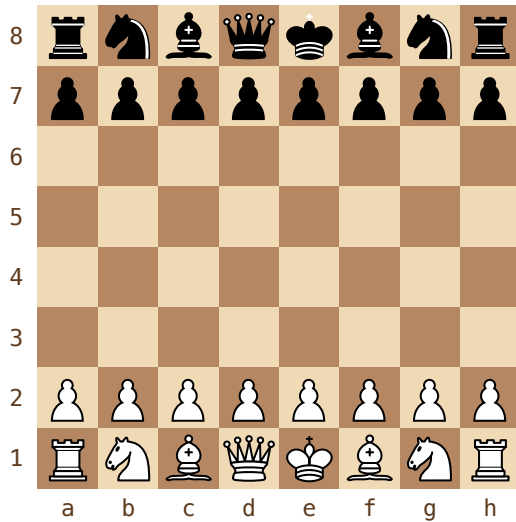
2× 8×8

BOARD

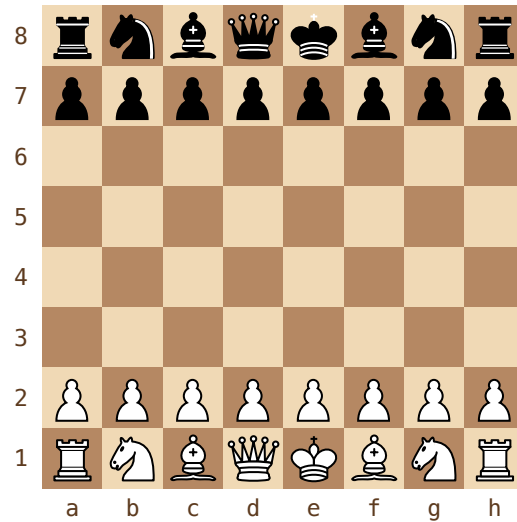
4 (2 teams of 2)

PLAYERS

Board 1



Board 2



Stupidhouse – starting position

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

Stupidhouse is a Bughouse chess variant that modifies the drop mechanic: when a player uses a received piece, it is placed on a **randomly selected legal empty square** rather than on a square of the player's choosing. This removes the strategic core of Bughouse – targeted drops – and replaces it with unpredictable chaos.

SETUP AND TEAMS

Identical to Bughouse / Tandem Chess:

- ♦ Two standard 8×8 boards
- ♦ Four players in two teams: Team A (White on Board 1, Black on Board 2) vs Team B (Black on Board 1, White on Board 2)
- ♦ Partners play on different boards with opposite colours

PLAY

As in Bughouse:

- 1 Games run simultaneously
- 2 On your turn you may make a normal chess move, or drop a received piece onto the board
- 3 When you capture an enemy piece, it passes face-down to your partner

The Stupidhouse twist: When a player drops a received piece, they do not choose the square. The piece lands on a randomly determined empty square from all legal drop squares. (Standard drop restrictions apply: no Pawn on the 1st or 8th rank, no dropping into check.)

WIN CONDITION

Checkmate either opposing King. The first team to checkmate an opposing King wins.

ATTRIBUTION

Stupidhouse is a Bughouse variant documented on chessvariants.com.