

CHESS · VARIANT 137 OF 153

Suicide Chess

8×8

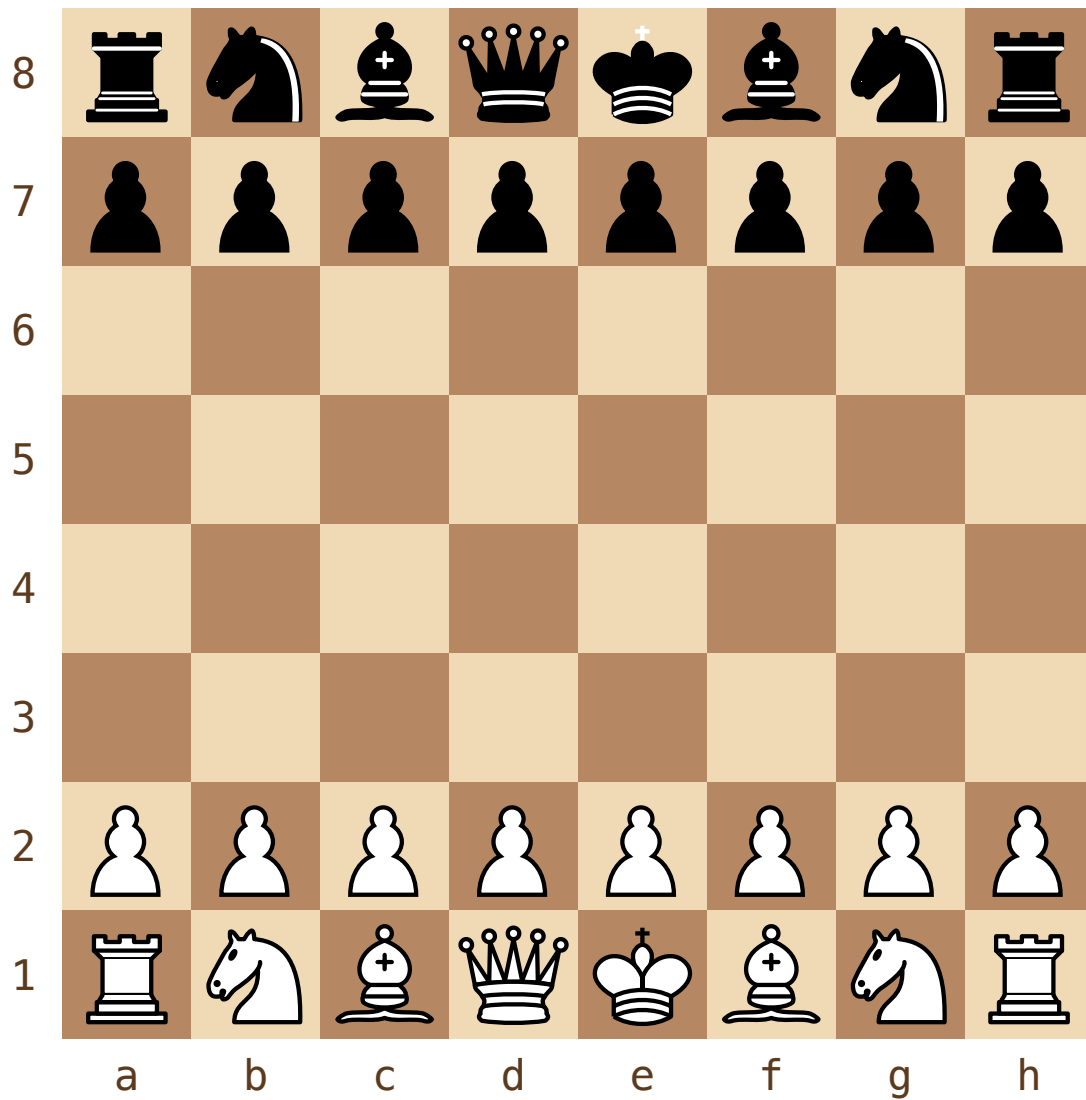
BOARD

2

PLAYERS

SUICIDE CHESS

Nearly identical to Giveaway (forced captures, lose all pieces to win), with one critical difference: stalemate is a draw, not a loss.



Suicide Chess – starting position

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

SETUP

Board: Standard 8×8.

Setup: Standard chess starting position.

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

RULES

- ♦ If you can capture, you **MUST** capture. If multiple captures are available, you choose which one.
- ♦ The King is not royal; there is no check or checkmate. The King can be captured like any other piece.
- ♦ No castling.
- ♦ Pawns promote normally.
- ♦ Stalemate = draw (unlike Giveaway where stalemate is a loss).

WIN CONDITION

Lose all of your pieces (including the King).

DIFFERENCE FROM GIVEAWAY

The only rule difference is the stalemate condition. In Giveaway, being stalemated means you lose. In Suicide Chess, stalemate is a draw. This seemingly small change has significant strategic implications: reaching a position where neither side can force their remaining pieces to be captured is a valid defensive resource.

STRATEGY

Similar to Giveaway, but the draw-by-stalemate option adds a defensive layer. If you're losing (i.e., your opponent is losing pieces faster than you), you can aim for a stalemate position. This makes the endgame more complex and gives the "losing" side more fighting chances.

ATTRIBUTION

Traditional variant. Public domain.