

MODDABLE CHESS · VARIANT 17 OF 54

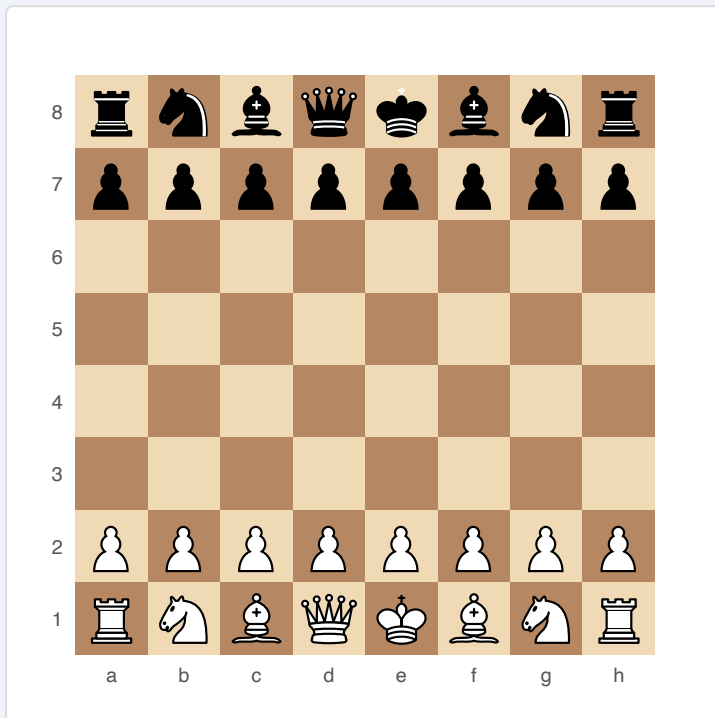
Dice Chess

8×8
BOARD

2
PLAYERS

DICE CHESS

Before each move, roll two dice. The numbers determine which piece types you may move. Randomness meets strategy.



Dice Chess — starting position

SETUP

Board: Standard 8×8.

Setup: Standard chess starting position. Two standard dice required.

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

RULES

- ◆ Before each move, the player rolls two dice. Numbers correspond to piece types: 1 = Pawn, 2 = Knight, 3 = Bishop, 4 = Rook, 5 = Queen, 6 = King.
- ◆ The player may move either piece type indicated by the two dice.
- ◆ Rolling doubles (same number on both dice) grants a free choice — move any piece.
- ◆ Castling is only allowed on a roll of 4 (Rook), 6 (King), or doubles.
- ◆ En passant is only possible on a roll of 1 (Pawn) or doubles.
- ◆ If a player cannot make a legal move with either rolled piece type, the turn is lost (passed).
- ◆ When in check, the player must still roll — if neither rolled piece type can resolve the check, the turn is lost. If check persists and the King is captured, the game ends.

WIN CONDITION

Checkmate, or capture of the opponent's King (if check cannot be answered due to dice).

STRATEGY

Develop all piece types early so you have legal moves regardless of the roll. Knights (2) and Bishops (3) cover the most frequent useful results. Keep your King safe — the random element means surprise attacks are harder to repel. Pawn-only positions are fragile because you may roll high numbers with no legal move.

ATTRIBUTION

Ancient origins (11th–14th century Europe, earlier roots in India/Burma). Modern codification by Anne Sunnucks, *The Encyclopaedia of Chess*, 1970. Public domain.