

MODDABLE CHESS · VARIANT 24 OF 54

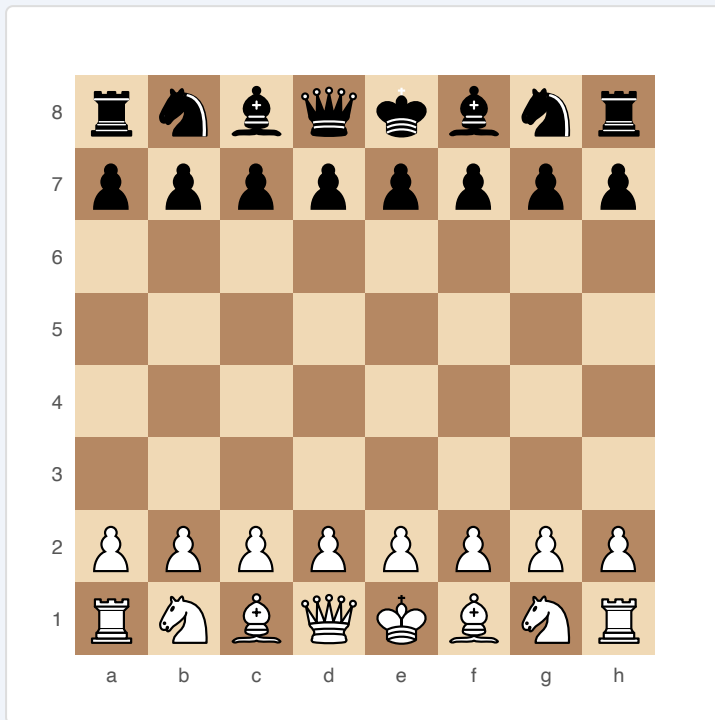
# Giveaway

**8×8**  
BOARD

**2**  
PLAYERS

# GIVEAWAY

Forced captures. Lose all your pieces to win. Stalemate counts as a loss for the stalemated player. The ultimate inversion of chess logic.



Giveaway — starting position

## 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 (the King has no special status).
- ♦ Pawns promote normally (Queen, Rook, Bishop, or Knight).
- ♦ Stalemate = loss for the stalemated player (the player who cannot move loses).

## **WIN CONDITION**

Lose all of your pieces (including the King).

## **STRATEGY**

You want to GIVE pieces away, not protect them. But forced captures mean your opponent can force you to capture their pieces too — creating bizarre tactical lines. The ideal position has your pieces offering themselves while your opponent's pieces have no captures available. Pawns are hard to lose (they only capture diagonally) and become liabilities in the endgame. Underpromotion to Bishop is sometimes correct to limit your own capture options.

## **ATTRIBUTION**

Traditional variant. Also known as “Giveaway Chess.” Public domain.