

MODDABLE CHESS · VARIANT 37 OF 54

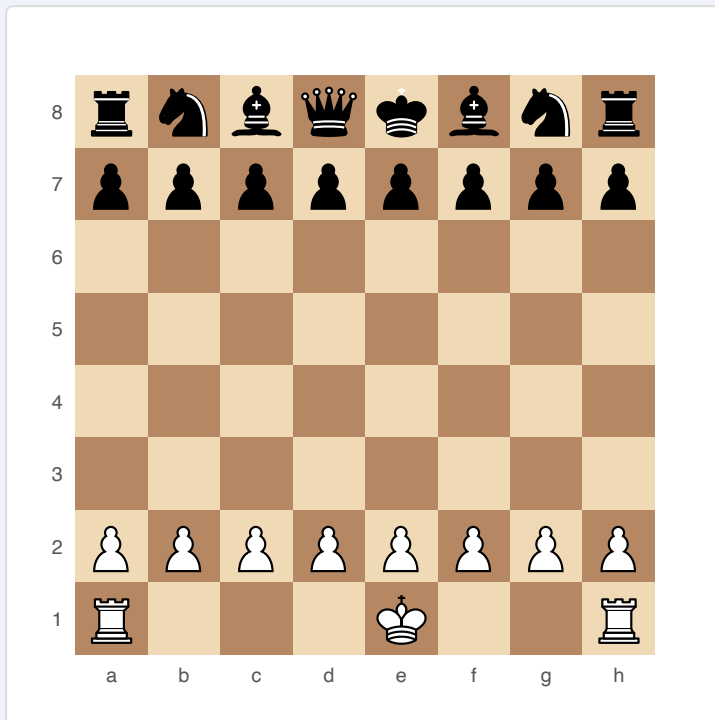
Monster Chess

8×8
BOARD

2
PLAYERS

MONSTER CHESS

White gets two moves per turn. Black gets one. To compensate, White starts with only a King and Rooks — no minor pieces, no Queen, no pawns.



Monster Chess — starting position

SETUP

Board: Standard 8×8.

Setup (FEN): rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/R3K2R

White starts with: King (e1) + two Rooks (a1, h1) + eight Pawns. Black starts with: Full standard army.

RULES

- ♦ White makes two moves per turn. Black makes one.
- ♦ If White delivers check on the first move of their turn, the turn ends immediately (no second move).
- ♦ White can castle on either of their two moves (but only once per turn, and the King can't have moved earlier that turn).
- ♦ All other standard chess rules apply.

WIN CONDITION

Checkmate, same as standard chess.

STRATEGY

White's double-move creates devastating tactical threats but the material deficit is severe. White must use tempo advantage aggressively before Black's army coordinates. Black should trade pieces and simplify — every piece traded hurts White disproportionately since White has so few.

ATTRIBUTION

Traditional variant. Public domain.