

MODDABLE CHESS · VARIANT 45 OF 54

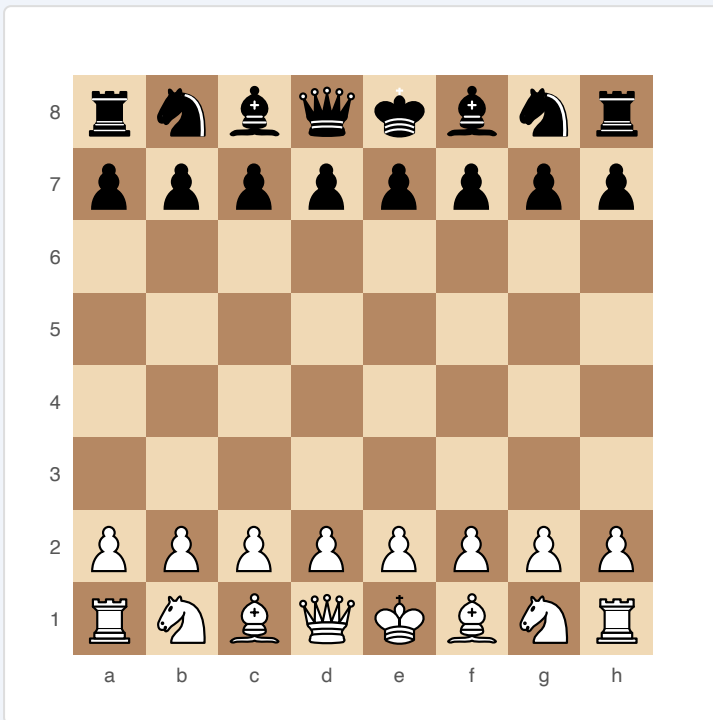
Progressive

8×8
BOARD

2
PLAYERS

PROGRESSIVE

Each turn, the number of moves you make escalates: 1, 2, 3, 4, 5... Delivering check ends your turn early regardless of how many moves remain.



Progressive Chess — 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

- ♦ White's first turn: 1 move. Black's first turn: 2 moves. White's second turn: 3 moves. And so on.
- ♦ If you deliver check at any point during your turn, your turn ends immediately. You cannot continue moving after giving check.
- ♦ You may not move into or through check on any individual move.
- ♦ Captures are normal — you can capture multiple pieces in a single turn.
- ♦ Castling counts as one of your moves for that turn.
- ♦ En passant is available only if the double-step happened on the opponent's immediately preceding sequence of moves.

WIN CONDITION

Checkmate (delivered as part of giving check, which ends your turn).

STRATEGY

Early turns play like normal chess, but the game explodes around turn 4-5. Planning multi-move sequences that culminate in check is the core skill. Leaving pieces undefended is catastrophic because your opponent's next turn gives them enough moves to reposition AND capture. Material sacrifices that limit the opponent's useful moves become strong.

ATTRIBUTION

Traditional variant (Italian Progressive rules). Public domain.