

Displacement Chess: Peripheral Bishops

Modified Rules

The main purpose of Peripheral Bishops Displacement Chess is to eliminate the advantage players might have through the memorization of stock 'opening moves'. A further benefit is that the board tends to 'open up' during the initial phases of the game, with the Rooks coming into play far sooner.

1 => During initial setup, the Bishops are placed in the "a" and "h" files, and the Rooks and Knights are shifted one square inward (Rooks shift to the "b" and "g" files, Knights shift to the "c" and "f" files).

With the exception of Castling, the game plays identically to standard Chess.

2 => To Castle, as per standard Chess, neither the King nor the castled Rook may have been moved prior. Also as per standard Chess, the Bishop and Knight (and Queen if applicable) must have been cleared from the rear row on the side of the Castle. The difference from standard Chess is that the Rook remains stationary, and the King moves all the way into the corner (files "a" or "h" as applicable).

The new Castle provides better King protection, but also increases the possibility of Checkmate.