

RevoChess: Official Rules

(v1.0)

A Chess Revolution — Where Instinct defeats the Machine

Core Gameplay

- Dual-Move System**
Each player plays two moves per turn, executed consecutively.
Examples:
Two different pieces: 1. e3 Nf3
Same piece twice: 1. e4 e5
- Standard Movement & Setup**
All pieces move as in classical chess. The board layout and starting positions are unchanged.
- Opening Restrictions**
On the first turn, players cannot move their king or queen.
- En Passant Disabled**
The en passant rule is not used in RevoChess.
- No Stalemate**
The king may enter or remain on attacked squares.
Stalemate is not recognized—the game continues until a king is captured.

Castling

- One-Time Castling**
Each player may castle once per game.
- Flexible Castling Mechanics**
Castling is a direct swap between the king and any rook, provided:
 - Both pieces are on the same row or column
 - The king and rook may swap positions directly, even if:
 - There are pieces (friendly or enemy) between them
 - The king is in check, or would pass through check
 - The rook is not adjacent to the king
- Castling Counts as One Move**
Players may castle and make another move in the same turn.
The order is flexible:
 - Move first, then castle
 - Castle first, then move
 - Reposition the rook on the first move, then castle with the king on the second
- Choice of Rook**
If both rooks are aligned with the king, the player may choose either rook to castle with—even the far one.

No Check Rule

- Check Is Ignored**
The king may move freely—even into squares attacked by enemy pieces.
Players may ignore check, play pinned pieces, or castle while in check.
Kings can capture each other directly.
Tactical sacrifices and risky plays are allowed, even if they expose the king.

Victory Conditions

- Checkmate = Capture**
The game ends when a player captures the opponent's king.
- Draw Conditions**
 - Threefold repetition
 - Insufficient material

Stalemate is not a draw in RevoChess. The king can always move—even into danger.

RevoChess Notation Guide

- Turn Format**
Each turn includes two moves per player, separated by a period (.) between White and Black:
1. e4 Nf3 .e6 Nc6
2. d4 d5 .Qf6 Be7
3. 0-h1 d5 .Bxc1 0-c6
Turn number precedes White's moves. White's two moves come first, followed by a period, then Black's two moves.
- Castling Notation**
Because RevoChess allows castling with any rook, notation must specify the rook's square:
0-h1 → Castling with rook on h1
0-a8 → Castling with rook on a8
0-c6 → Castling with rook on c6
Castling is treated as one move, so it can be paired with another move in the same turn.
- Examples**

Turn Notation	Description
1.e4 Nf3 .e6 Nc6	Standard opening with dual moves
2.d4 d5 .Qf6 Be7	Development and pressure
3. 0-h1 dxc6 .dxc6 0-a8	White castles with rook on h1; Black castles with rook on a8

Riadh Touj
09 August 2025
Bizerta (7000), Tunisia

If this vision resonates with you — join, play, share, support.
RevoChess is yours to shape.