

DYNAMO CHESS

OFFICIAL RULEBOOK

10×10 Board · 20 Pieces Per Side · The Missile Piece

10×10

Board Size

20

Pieces/Side

2

Missiles/Side

7pts

Missile Value

INCLUDES: How It Differs From Classical Chess

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Introduction

Dynamo Chess is a modern variation of classical chess designed to expand the strategic depth of the game. Played on a larger 10×10 board, it introduces a powerful hybrid piece — the **Missile** — while preserving the core principles that have made chess timeless.

The objective is identical to traditional chess: **checkmate the opponent's King**. However, the expanded board and the Missile piece open entirely new dimensions of attack, defence, and long-term strategy that are simply not possible in standard chess.

Dynamo Chess is designed for both experienced chess players seeking a fresh challenge and newcomers who want to explore a dynamic version of the game from the very beginning.

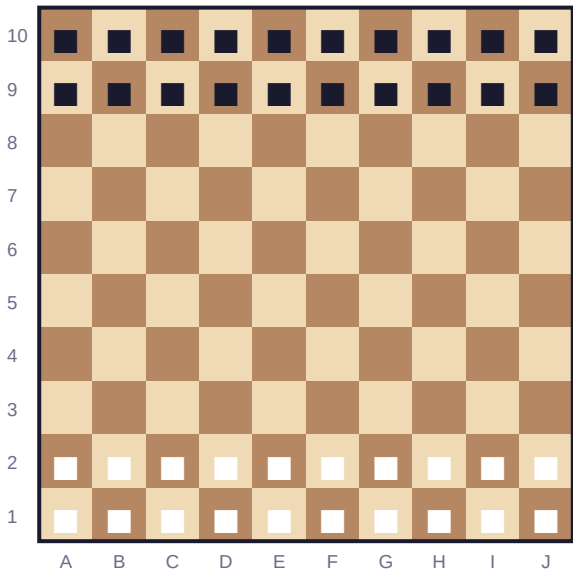
Objective	Checkmate the opponent's King
Board	10×10 grid, 100 squares
Pieces	20 per player (16 classical + 2 Missiles + 2 extra Pawns)
New piece	The Missile — moves as Bishop + Knight combined

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The Board

Dynamo Chess is played on a **10×10 grid** of 100 squares arranged in alternating light and dark colours. This expanded board — compared to the classical 8×8 — provides significantly more room for strategic manoeuvring and long-range piece play.

Board orientation: When setting up the board, the square at each player's **right-hand corner must be a light square**. This rule is identical to classical chess.



Starting position: Rook · Knight · Bishop · Missile · Queen · King · Missile · Bishop · Knight · Rook

Classical Chess	Dynamo Chess
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Grid	8×8	10×10
Total squares	64	100
Files	A–H (8)	A–J (10)
Ranks	1–8	1–10

3 Game Pieces

Each player begins the game with **20 pieces**: 10 Pawns, 1 King, 1 Queen, 2 Missiles, 2 Rooks, 2 Bishops, and 2 Knights.



Missile NEW PIECE

value: 7 pts

Moves diagonally any number of squares (like a Bishop) OR jumps in an L-shape (like a Knight). The defining piece of Dynamo Chess.



Queen

value: 9 pts

Moves any number of squares in any direction — horizontally, vertically, or diagonally. The most powerful classical piece.



Rook

value: 5 pts

Moves any number of squares horizontally or vertically. Essential for castling and endgame play.



Bishop

value: 3 pts

Moves any number of squares diagonally. Each bishop is confined to squares of one colour throughout the game.



Knight

value: 3 pts

Moves in an L-shape: two squares in one direction then one square perpendicular. The only piece that can jump over others.



King

value: ∞ pts

Moves one square in any direction. Must be protected at all times — checkmate ends the game.



Pawn

value: 1 pts

Advances forward one square; captures diagonally. On its first move may advance 1, 2, or 3 squares. Promotes on the far rank.

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The Missile — New Dynamo Piece

The **Missile** is the signature piece of Dynamo Chess. Each player starts with **two Missiles**, positioned beside the King and Queen during setup.

Movement	The Missile combines two movement patterns in one piece:
Bishop mode	Can slide any number of squares diagonally in any direction (identical to a Bishop).
Knight mode	Can jump in an L-shape — two squares in one direction, one square perpendicular (identical to a Knight). It can jump over other pieces.
Point value	7 points — higher than a Rook (5) but lower than a Queen (9).
Count	2 per player, placed on d1 and g1 for White (beside King and Queen).
Promotion	Pawns may promote to a Missile upon reaching the far rank.

Strategic note: The Missile's dual movement makes it exceptionally versatile. Its Bishop range threatens long diagonals while its Knight jump allows it to escape traps, leap over blocking pieces, and deliver surprise attacks. Treat it as a high-value piece — losing both Missiles early puts you at a serious disadvantage.

5 Pawn Movement

Pawn movement in Dynamo Chess follows classical rules with one important extension:

- **First move:** A pawn on its starting rank may advance **1, 2, or 3 squares** forward (classical chess allows only 1 or 2).
- **Subsequent moves:** After the first move, a pawn may advance only **one square** at a time.
- **Capture:** Pawns capture one square diagonally forward — identical to classical chess.
- **En passant:** Standard en passant rules apply as in classical chess.
- **Promotion:** When a pawn reaches the **far rank** (rank 10 for White, rank 1 for Black), it is promoted. See Section 7.

6 Castling

Castling in Dynamo Chess is similar to classical chess but adjusted for the wider board:

Rule	Classical Chess	Dynamo Chess
King moves	2 squares toward Rook	3 squares toward Rook
Rook lands	Square the King crossed	Directly beside the King
Restrictions	Standard	Same standard restrictions apply

Standard castling restrictions still apply: The King must not have previously moved, the Rook must not have previously moved, no piece may stand between them, the King may not be in check, and the King may not pass through or land on a square under attack.

7 Pawn Promotion

When a pawn reaches the **furthest rank** from its starting position (rank 10 for White, rank 1 for Black), it must be promoted immediately.

Piece	Symbol	Value	Available?
Queen	■	9 pts	Yes
Rook	■	5 pts	Yes
Bishop	■	3 pts	Yes
Knight	■	3 pts	Yes
Missile	■	7 pts	Yes — Dynamo exclusive

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Winning the Game

The objective of Dynamo Chess is identical to classical chess: **checkmate the opponent's King**.

Check	The King is in check when it is under attack by one or more opponent pieces.
Checkmate	A player wins immediately when the opposing King is placed in checkmate — in check with no legal escape.
Stalemate	If the player to move has no legal moves and is NOT in check, the game is a draw by stalemate.
Draw	Draws occur by stalemate, mutual agreement, threefold repetition, the fifty-move rule, or insufficient material.

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Standard Chess Rules

All standard chess rules apply in Dynamo Chess **unless otherwise specified** in this rulebook. This includes:

- Legal piece movement for all classical pieces (King, Queen, Rook, Bishop, Knight, Pawn)
- Check and checkmate detection
- Stalemate and draw conditions
- En passant captures
- Piece capture mechanics
- Touch-move rule in over-the-board play
- Threefold repetition and fifty-move rule

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How Dynamo Differs From Classical Chess

The table below summarises every rule that changes when you move from classical to Dynamo Chess. Red = classical rule · Green = Dynamo rule.

Category	Classical Chess	Dynamo Chess
Board size	8×8 (64 squares)	10×10 (100 squares)
Files & Ranks	8 files (A–H), 8 ranks	10 files (A–J), 10 ranks
Pieces per player	16 pieces	20 pieces
Special new piece	None	Missile (Bishop + Knight)
Missile count	N/A	2 per player
Missile value	N/A	7 points
Pawn first move	1 or 2 squares forward	1, 2, or 3 squares forward
Castling — King	Moves 2 squares	Moves 3 squares
Castling — Rook	Lands on square King crossed	Lands directly beside King
Promotion options	Q, R, B, or N	Q, R, B, N, or Missile
Piece count total	32 pieces on board	40 pieces on board

In summary: Dynamo Chess takes everything you love about classical chess and scales it up. The larger board rewards patient, long-range strategy; the extra pawns create richer pawn structures; and the Missile piece introduces tactical possibilities that simply do not exist in classical play. The rules are intentionally close to classical chess so any chess player can pick up Dynamo Chess immediately — while still offering years of new strategic depth to explore.