

Swarm Games

Why just read about online swarms when you can engage with them on the chessboard?

Below are easy-to-follow instructions for four swarm-like chess variants: Horde Chess, Monster Chess, Peasant's Revolt, and Duck Chess. Each game features a twist with "swarms" of varying capabilities. Whether you're overwhelming your opponent with pawns, using the duck as a blocker, or guiding a powerful "Monster" piece to victory, these games bring to life the essence of what it means to be in, or against, a swarm.

As you navigate the unique, asymmetrical protocols of war that each army offers, you'll find yourself pondering the larger question: How do we steer swarms when they're made of bots or people—not pawns? Get ready to unleash your inner swarm strategist!

Horde Chess

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It can be hard to understand the scale of a swarm. In Horde Chess, White controls 36 pawns and Black has a traditional army. Will the swarm trap the king or will Black prevail?

Monster Chess

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Swarms tend to move quickly. In this variation, White only has four pawns and a king... But White moves twice, while Black only moves once. Can you defeat The Monster?

Peasant's Revolt

[Learn more](#)



You've summoned a swarm and taken Black by surprise. In this game, White has eight pawns and Black has four knights and a pawn. Can the surprise swarm overcome the King's Guard?

Duck Chess

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At times, multiple parties use swarms to their advantage. In this variant, players move The Duck (the swarm!) to any empty spot after each turn. The Duck is full blocker; nothing can move through The Duck. How will you manipulate the swarm to your advantage?