

Koedem is a variant of Bughouse chess (**Koedem** is a German portmanteau word for **Koenigs-Tandem**, engl.: kings bughouse).

A short summary of **bughouse rules**:

In bughouse two teams of two players face each other on two chessboards.

Each player of a team plays at his board against a player of the opposing team.

The two players of a team play different colors. Normal chess rules apply, except that a player who captures a piece gives that piece to his teammate who then can drop the piece on an empty square which counts as a normal move. He can also keep the piece in reserve and use it at a later move.

Pawns can only be dropped on ranks 2-7. There are no further restrictions, i.e. pieces can be dropped giving check or even mate. As soon as one king is mated the game is over and the mating team wins the game.

When a pawn reaches the opponent's back row that player is allowed to replace that pawn by a piece ("grab" a piece) from the other board of his color (which also is the opposing team's color on that other board). The promoted pawn is given to the opposing team.

As an alternative rule it is possible for the promoting player to announce what piece that pawn should become. Then that pawn can (only) move like that piece though once captured is only a pawn.

Bughouse is played with limited thinking time to prevent a player from stopping play in a lost position and hoping that his teammate wins.

If a player loses on time that team loses the game instantly.

Koedem rules:

The Koedem rules are based on the above explained bughouse rules though with the following differences:

Kings can be captured. Whenever a player captures a king he has to immediately give it to his teammate who as his next move has to play that king. The game ends as soon as one team has all four kings (where holding a king meets that criterion).

Due to kings being allowed to get captured it can happen that a player has no pieces at all. In this case he will have to wait for his teammate to capture a piece. His time keeps running down in the meanwhile.

Stalemate and draws in general don't exist.

The official Koedem rules play with "grabbing" as pawn promotion. Kings can't be grabbed.

As variant it is possible to play with "announce piece" or to allow grabbing kings though especially the latter leads to a very different game.

As time control Fischer blitz with three minutes plus two seconds increment is recommended.