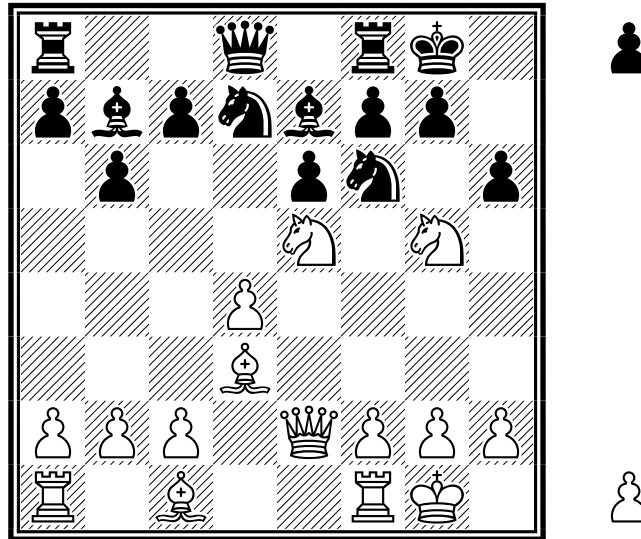


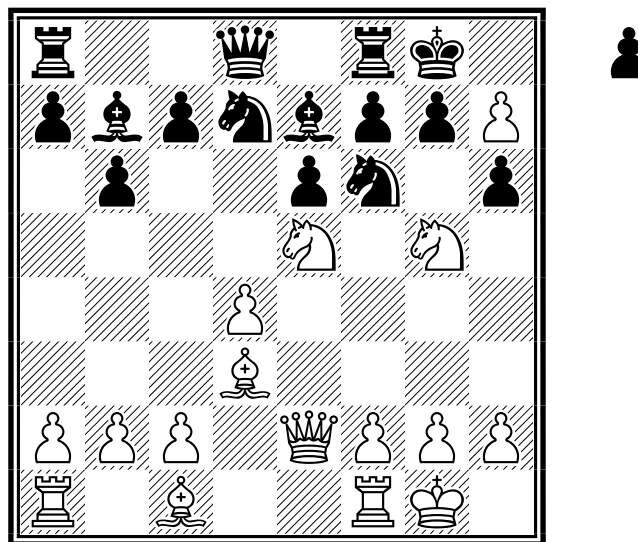
What is Crazyhouse? Crazyhouse is a modified version of Bughouse, for two players. The rules are the same as Bughouse, except there isn't another board. The rules are the same as chess, with one quirk: Any piece or pawn that you capture becomes yours to drop back onto the board as your piece later. Dropping the piece uses a move; it is not a "free move." As you might imagine the logistics of organizing a crazyhouse game over the board is a bit daunting, as you must have two sets of chess pieces, and swap whatever piece you have just captured for a piece of your own color to put in your "hand" (side of board usually) to drop later. Internet chess servers do this task for you, making it much better suited for play over the Internet, such as on USCL.

With the concept of crazyhouse in place, examples are the best way for a demonstration of how it actually works. The below diagram is from Colle-Tartakower, Niendorf 1927. When the pieces and pawns are counted, it is apparent that if this was a crazyhouse game, the only pieces in hand for both White and Black is a pawn.



In a normal chess game, Black is in no trouble, but in a crazyhouse game, with a pawn in hand, White has a mate in four. The winning move for White would be dropping his pawn at h7 to check the Black king.

1. p@h7+! ...



1. ... Nxh7
2. Bxh7+! Kh8

Since White captured a knight, he can use it to mate via either:

3.Nxf7+ Rxf7 4.N@g6# or

3.N@g6+ pxN 4.Nxg6#

If Black had instead skipped Nxf7, and done Kh8, White would have still mated by any N x f7+, Rxf7, Nxf7#.

This just demonstrates how explosive crazyhouse games can be, from having just a pawn in hand. After looking at the diagrams about the concept of dropping pieces, we're ready to move on to looking at a full crazyhouse game from start to finish. I searched on USCL for a good example of play, and of course I had to turn to pminear's journal to find the gem I was looking for, where pminear methodically crushes his hapless opponent while offering his queen en prise for most of the game.

[Event "ICS Rated crazyhouse match"]

[Site "server.uschesslive.org"]

[Date "2001.11.27"]

[Round "-"]

[White "Kevindaman"]

[Black "pminear"]

[Result "*"]

[WhiteElo "2020"]

[BlackElo "2853"]

[TimeControl "300"]

[Variant "crazyhouse"]

1. e4 e5 2. Nf3 Nc6 3. Bc4 Be7

Black fights for space here with his crazyhouse opening.

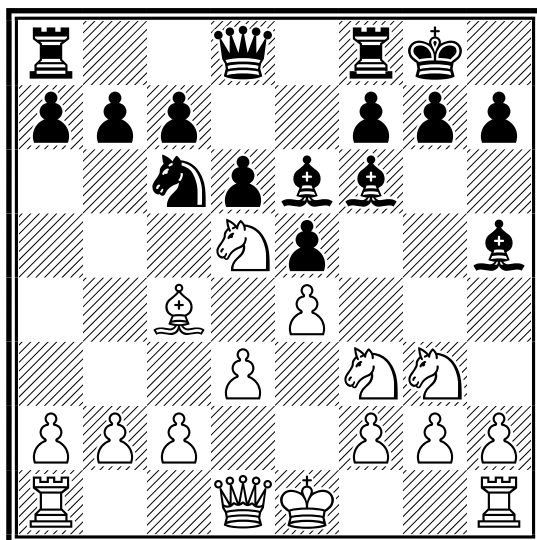
4. d3 Nf6 5. Nc3 d6 6. Bg5 O-O 7. Bxf6 Bxf6

So far the players are developing, until they exchange pieces finally and White gains a knight to drop in exchange for giving Black a bishop to drop.

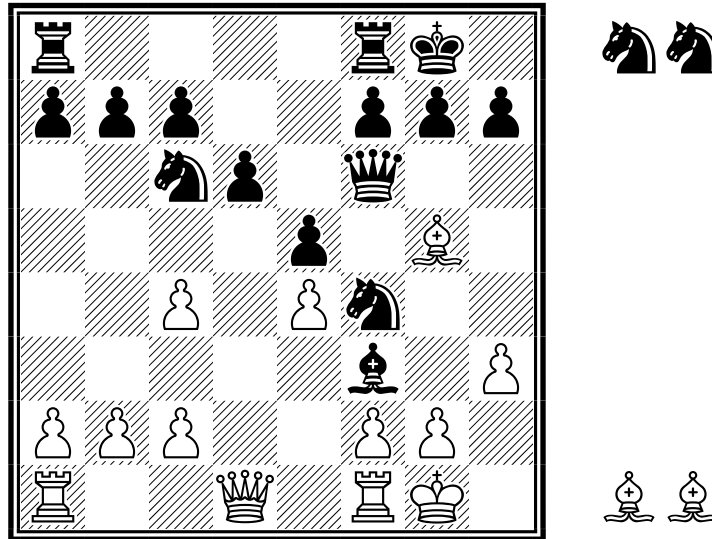
8. h3 B@h5

Black makes good use of his bishop to pin White's knight on f3. White tries to remedy this by initiating a series of exchanges of minor pieces which is an error as Black ends up with the tempo to use his new pieces.

9. Nd5 Be6 10. N@g3



Bxd5 11. Nxf6 Bxc4 12. Nxf6+ Qxf6 13. dxc4 N@f4
 Pminear seizes the tempo and begins slowly throttling Kevindaman.
 14. O-O B@e2 15. B@g5 Bxf3!

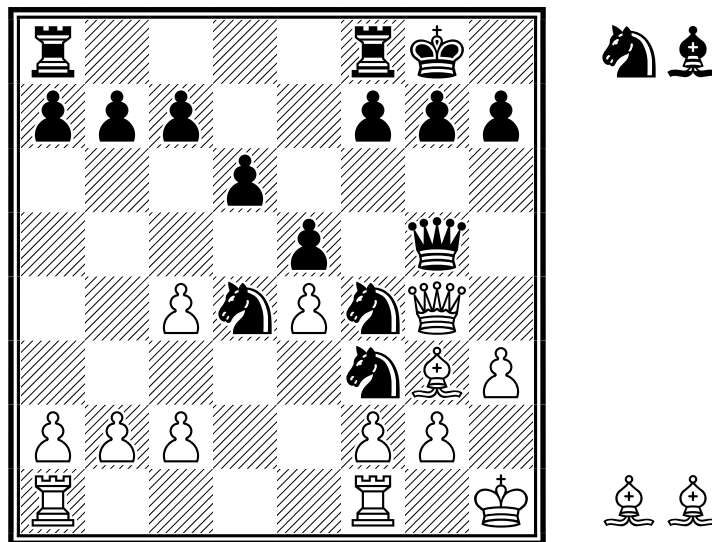


Removing the knight as the defender makes B@g5 look silly, as his queen is en prise as well; pminear has gained a free piece here.

16. Qxf3 Qxg5 17. B@g3 Nd4

Attacking the white Queen and bringing his other knight into the fray pointing towards the critical castled position of Kevindaman's king.

18. Qg4 N@f3+ 19. Kh1



Avoiding pxN, B@g2+, Kh2, QxQ!! And White is lost, as capture of the queen allows Q@h3+, Kg1, and either N@e2# or Qh1#.

Qxg4 20. hxg4 Q@h3+

White cannot capture the Queen as B@g2 is mate. Pminear apparently enjoys torturing Kevindaman by leaving his queen en prise but immune to capture.

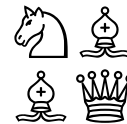
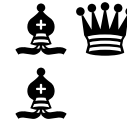
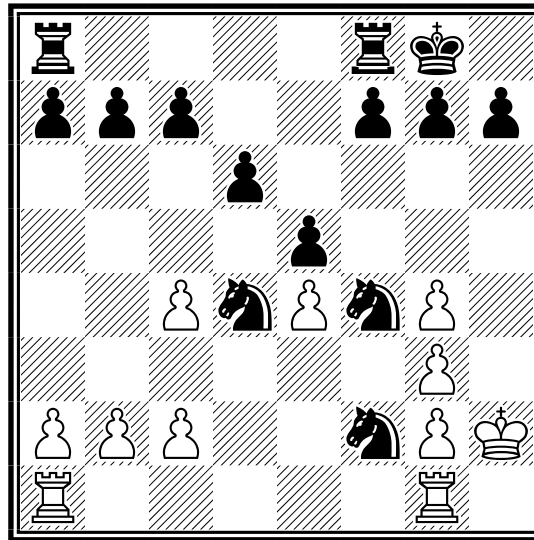
21. Q@h2 Nxh2

Threatening Qxg2# or if pxQ, Q@g2#.

22. Rg1 Qxg3 23. fxg3 N@f2+ 24.

Kxh2

Setting up the most storied of finishes ever, in both chess and crazyhouse, where Pminear sacrifices his Queen for the most dazzling finish I have ever seen. (Of course, Nf3+, pxf3, Q@h3# works too but it's less fun!)



Q@h3+!!! 25. gxh3 Nf3# 0-1.

