

BUGHOUSE CHEAT CARD

Two boards. Four players. Captured pieces feed your partner.

THE SETUP

- **Two boards, four players, two teams** — both boards play at the same time.
- Teammates play **opposite colors**: White on board A partners Black on board B (and vice-versa).
- Each board starts from the normal chess position and has its own pair of clocks.
- All standard chess rules apply on each board (castling, en passant, promotion, checkmate).

PIECE PASSING — THE BIG RULE

When you **capture** a piece, it goes to your **partner's pocket** on the other board. They can later **drop** it as one of their own pieces.

Promoted pieces revert: capture a pawn-turned-queen and your partner receives a **pawn**, not a queen.

CLOCKS

- Your clock runs only while it's your move on your board.
- Time controls (initial time, increment/delay) are set per match, same on both boards.
- **Flagging on either board loses the whole match** for your team.
- Low on time? Your partner can stall on their board — tell them to **sit**.

DROPS

On your turn: make a normal move *or* drop a piece from your pocket.

- **Empty squares only** — you can't capture by dropping.
- **No pawn drops on the 1st or 8th rank** — no instant promotion.
- A drop **can give check**, including discovered check.
- A dropped rook **can't castle** — it counts as having moved.
- A dropped pawn **can't be captured en passant**.
- **Drop-mate** (checkmate by drop) is legal by default; a match can be set to forbid it.

DROP NOTATION

@ means "from the pocket":

- P@e4 — pawn dropped on e4
- N@f7+ — knight dropped on f7, check
- Q@h5# — queen dropped on h5, checkmate

Everything else is standard algebraic notation: Nf3, exd5, 0-0, e8=Q.

PIECE VALUES

P	N	B	R	Q
1	3	3	5	9

Guideline only — in Bughouse, pawns and knights punch above their weight (N@f7-style drops end games), and every trade arms the other board. Ask "what am I handing their partner?" before you capture.

WINNING THE MATCH

Bughouse is won by the **team** — either board can end it:

- **Checkmate** on either board — the mated player's team loses.
- **Flag-fall** on either board — the flagged player's team loses.
- **Resignation** ends the match for the other team.
- **Mutual abort** (both agree) — no winner.

Three-fold repetition and the 50-move rule are not enforced.

TALK TO YOUR PARTNER

Coordinating with your teammate is **expected, not cheating**. The four signals that matter:

- Sit!** Don't move — stall on your clock, a drop against me is coming.
- Go now!** Play on / move fast — the danger has passed or we're winning the race.
- Hold N!** Keep that piece in your pocket — don't let it reach their board.
- Need R!** Capture me that piece — I have a decisive drop if you feed me one.

Only with your own partner — never coordinate with the opposing team.