



Niel's Chess - Poker Variant



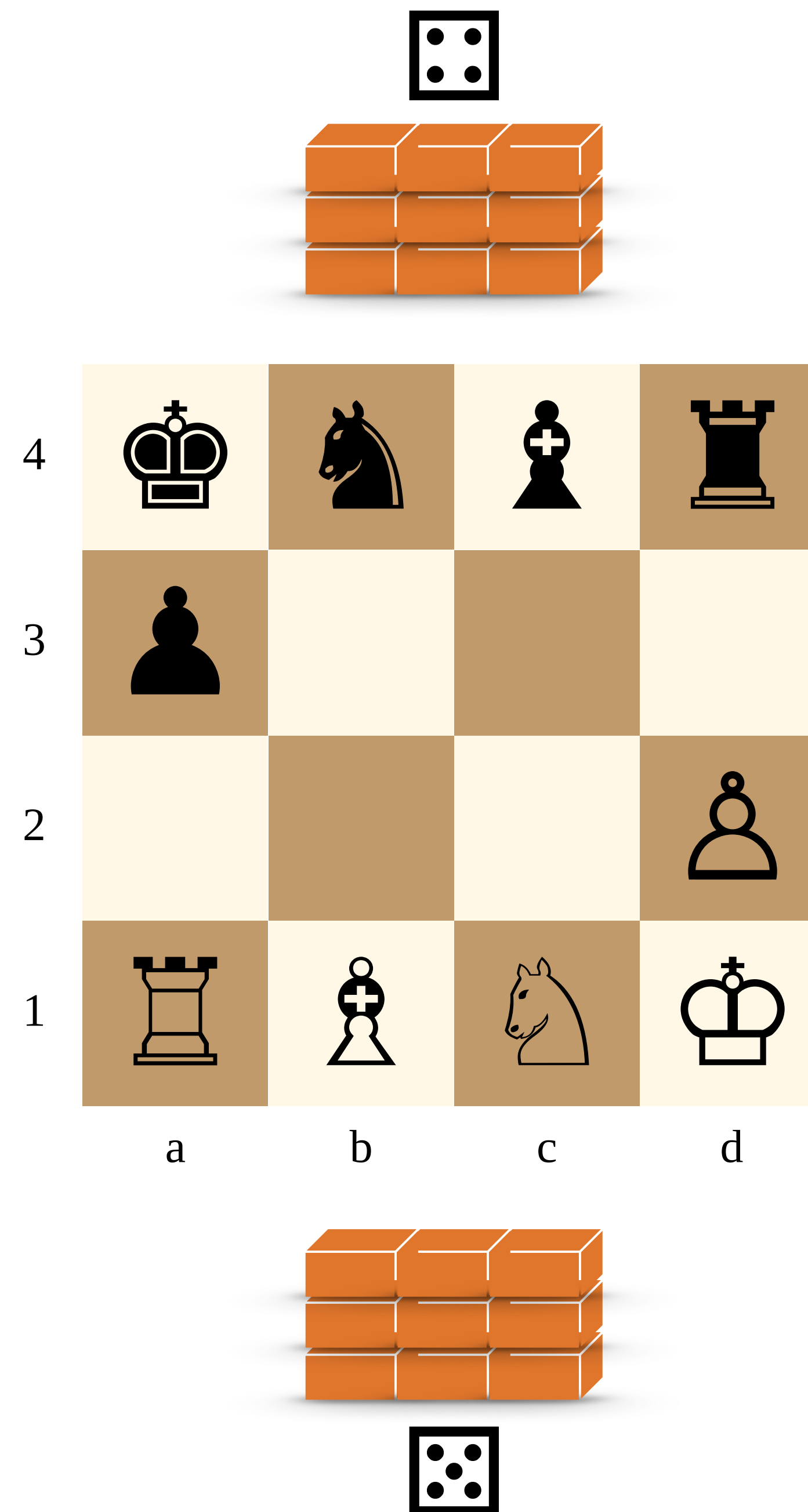
Initial position

We recommend playing the game on a **4x4 chessboard**, with the initial position shown on the right.

👉 *Other board sizes, such as 5x6 or 8x8, may also be used.*

At the beginning, each player must **roll the dice** and **hide the result** from the opponent.

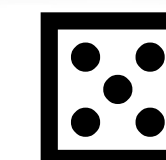
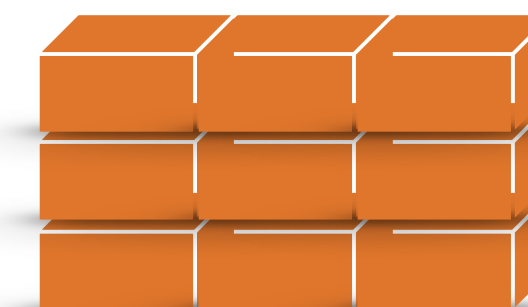
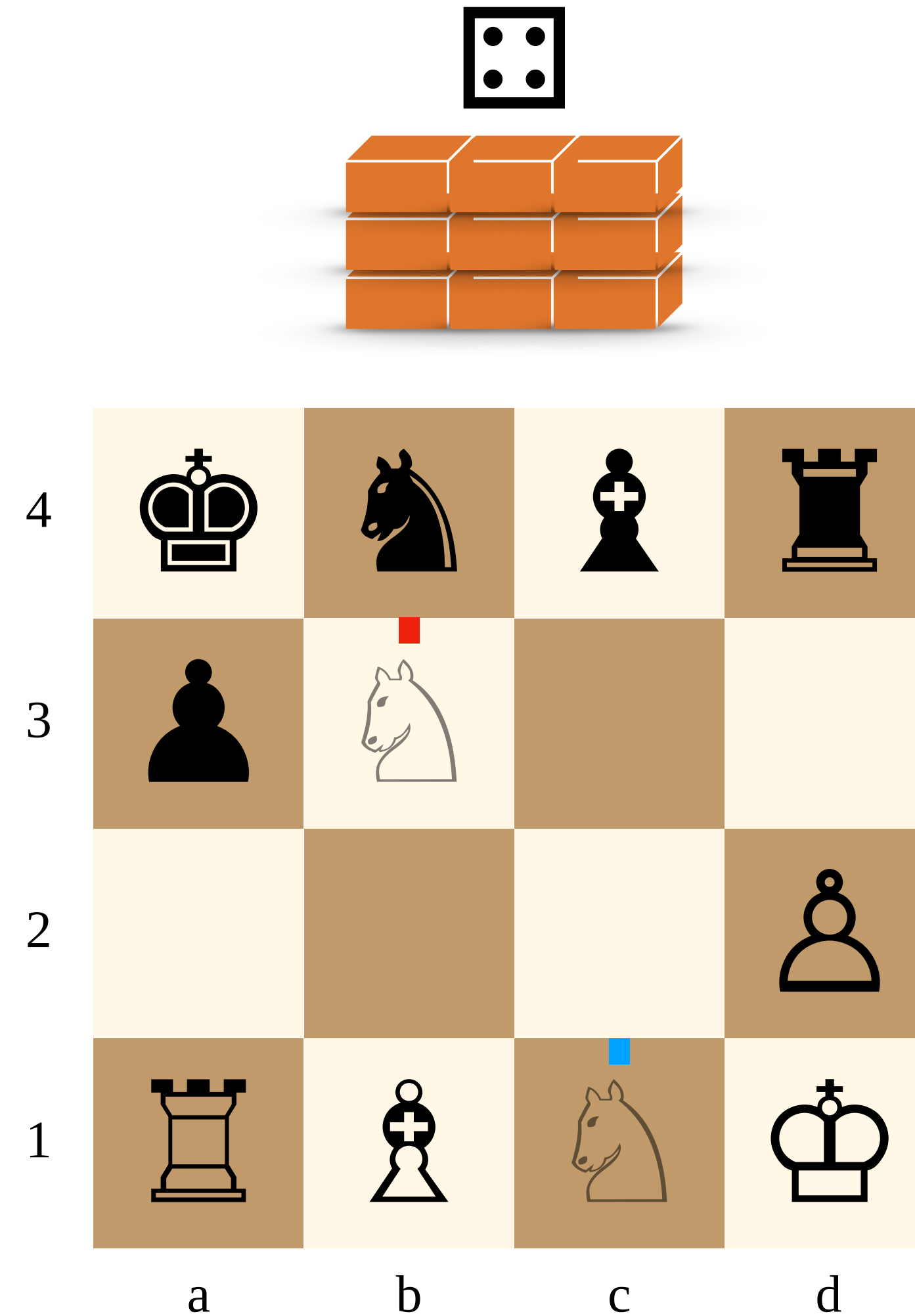
White has rolled a 5 (🎲), which is hidden from Black. Likewise, White cannot see what Black has rolled.



First game

White began with a superposition move, with its knight staying on **c1** and moving to **b3**.


Let's see how Black responds...

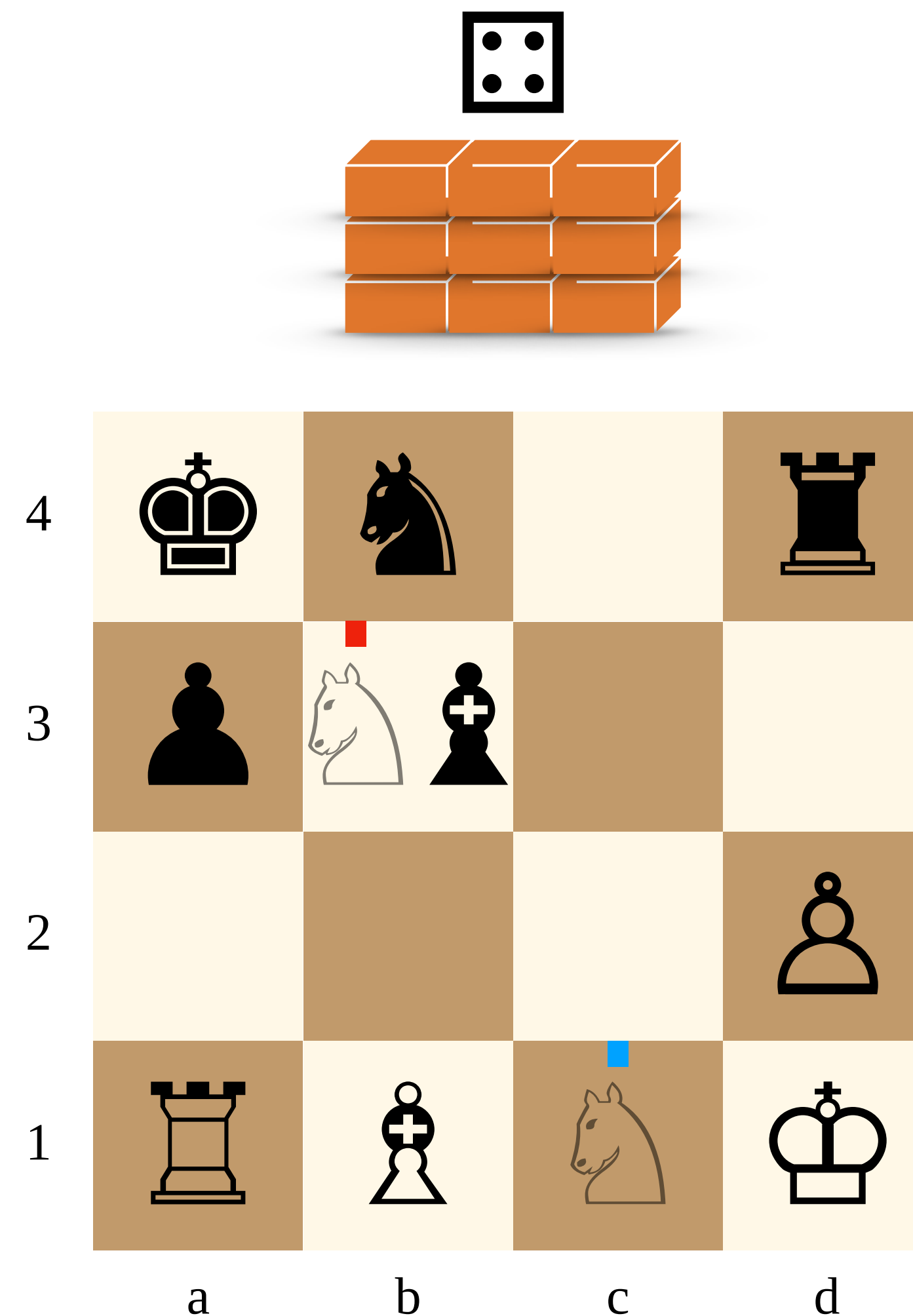


First game

Black tries to capture the knight on **b3**.

Now, White has to reveal its dice to collapse its knight.

It's a 5 ()...

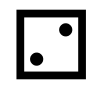


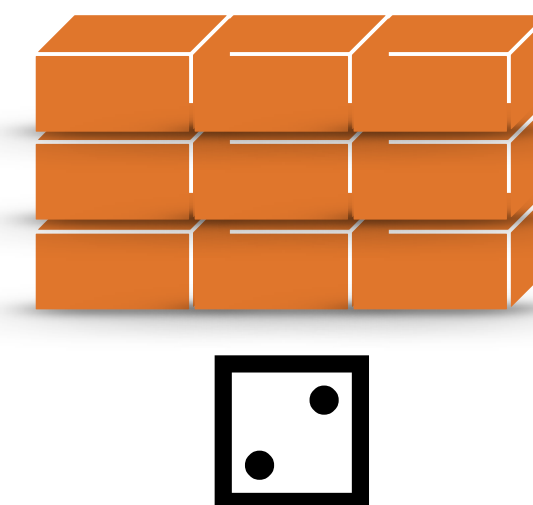
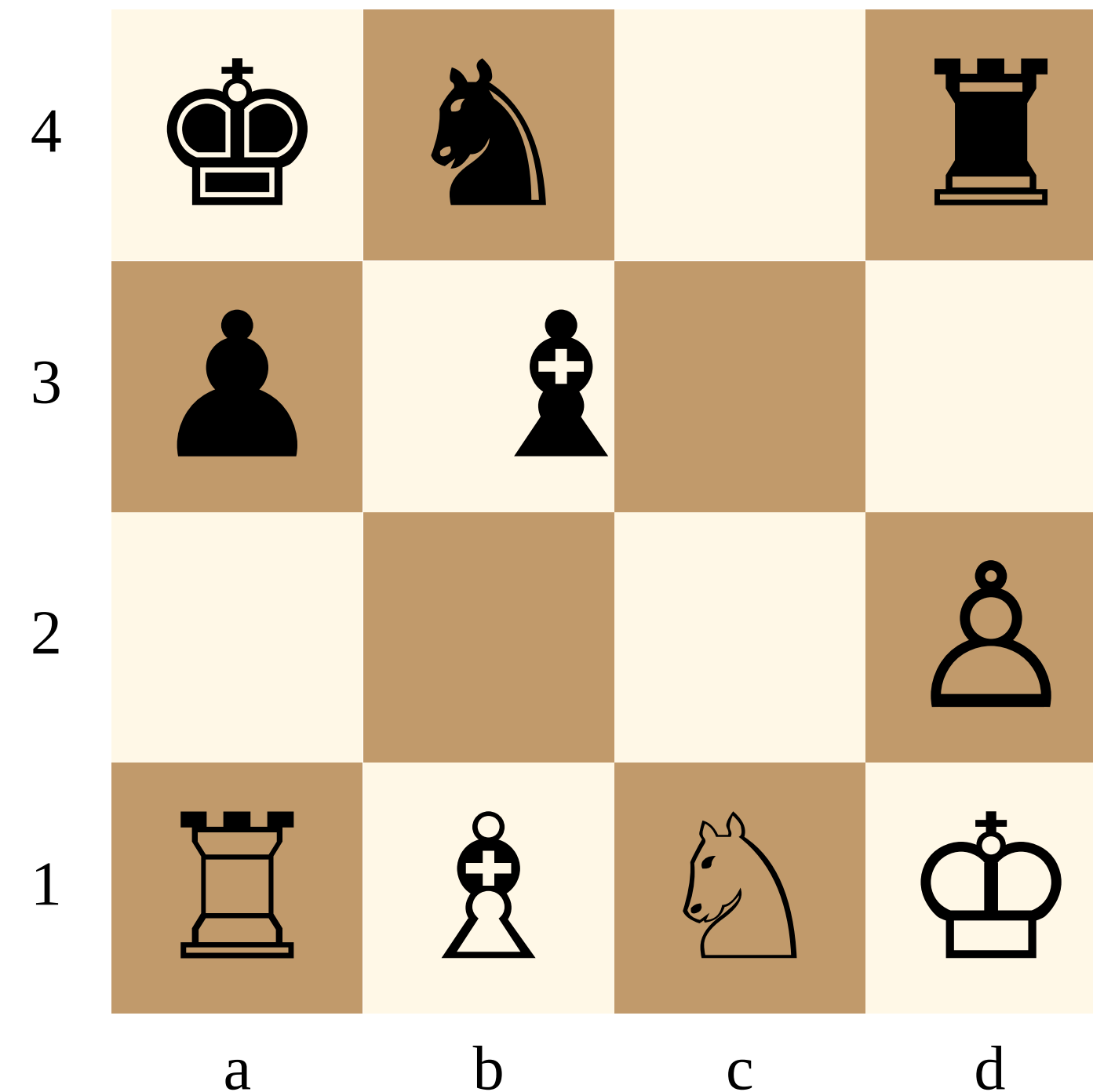
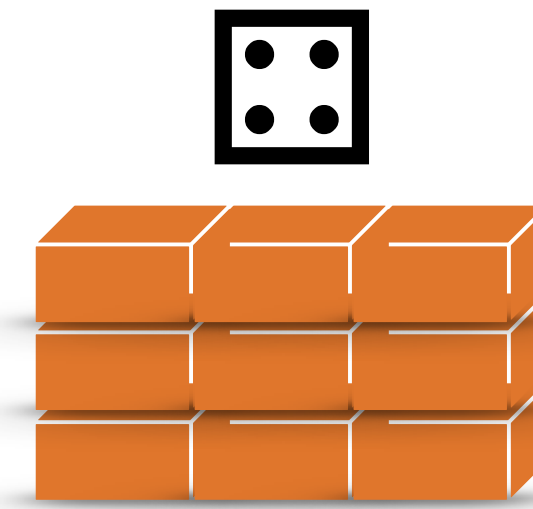
First game

The knight collapsed to **c1**, and with that, it has escaped.

💡 *White knew in advance where its knight was going to collapse! However, **according to quantum mechanics, this is impossible...** The poker variant of Niel's Chess is just a fun game where we falsely assume that players possess this kind of “supernatural foresight” for their own pieces.*

As White's dice was revealed, it had to **roll again**.

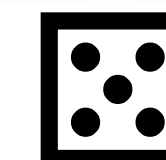
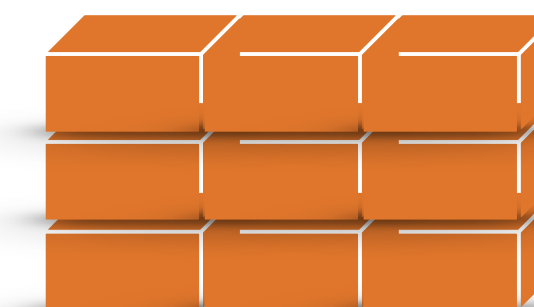
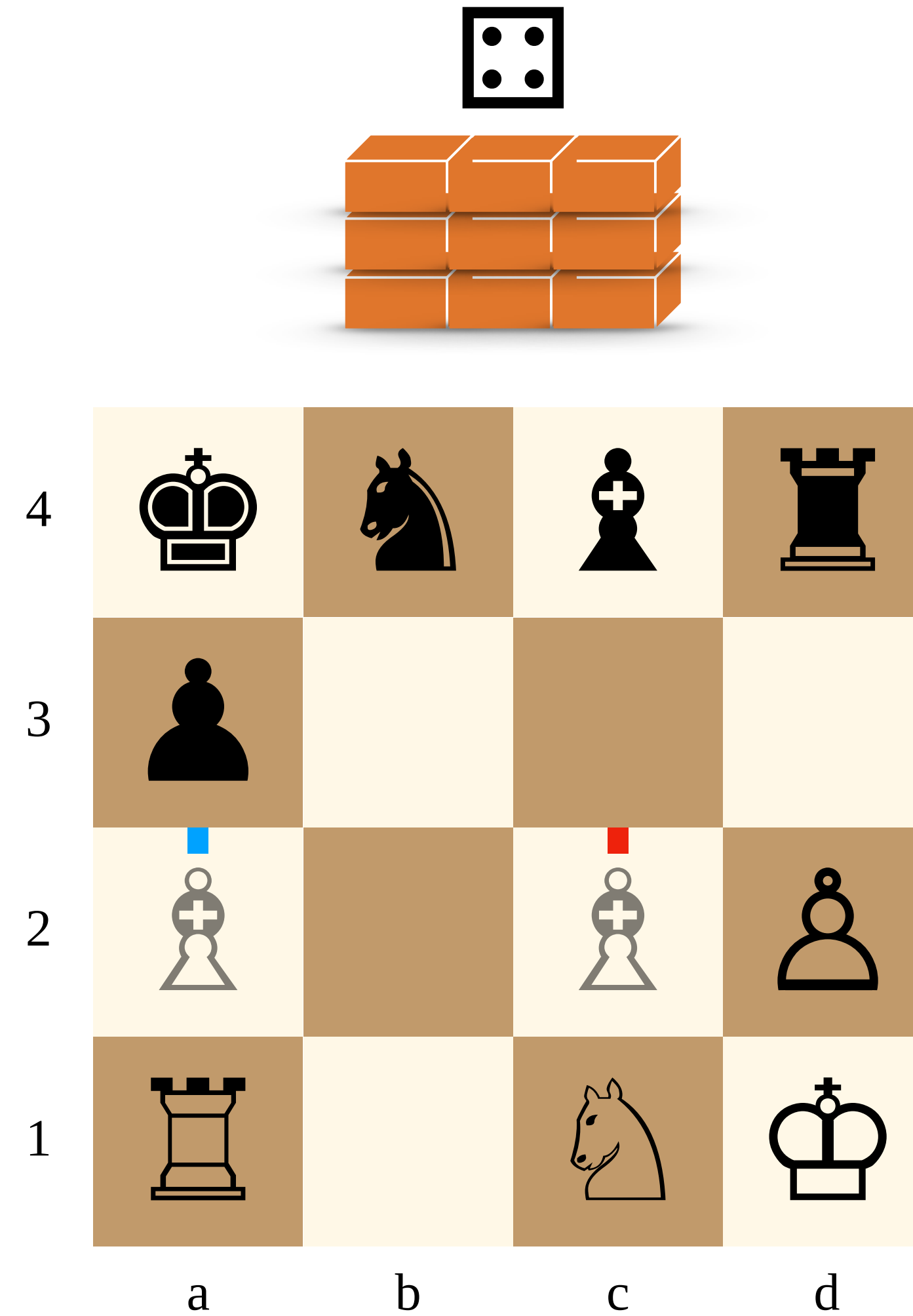
It has rolled a 2 ()... hidden from Black... to be used next time.



Second game

White began with a superposition move, with its bishop moving to **a2** and **c2**.

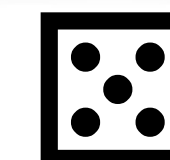
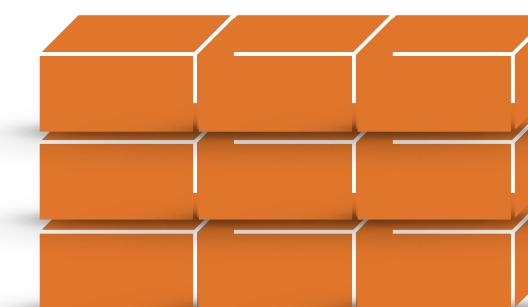
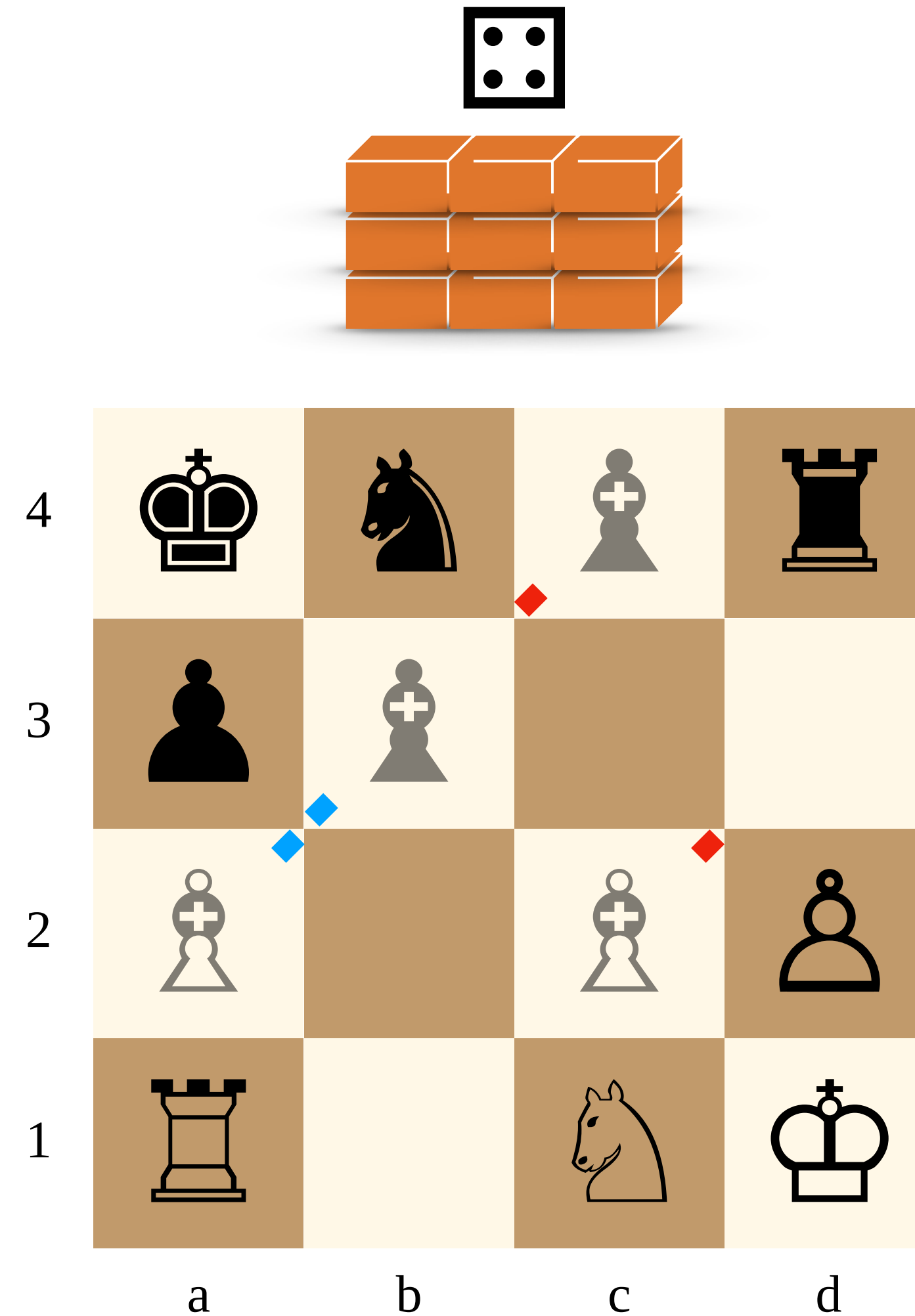
Let's see how Black responds...



Second game

Black's bishop entangled with White's bishop, by staying on **c4** and moving to **b3**.


Let's see how White responds...

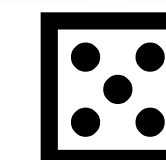
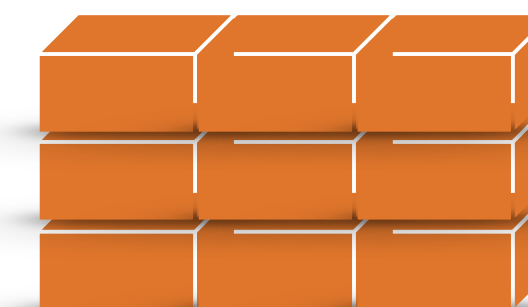
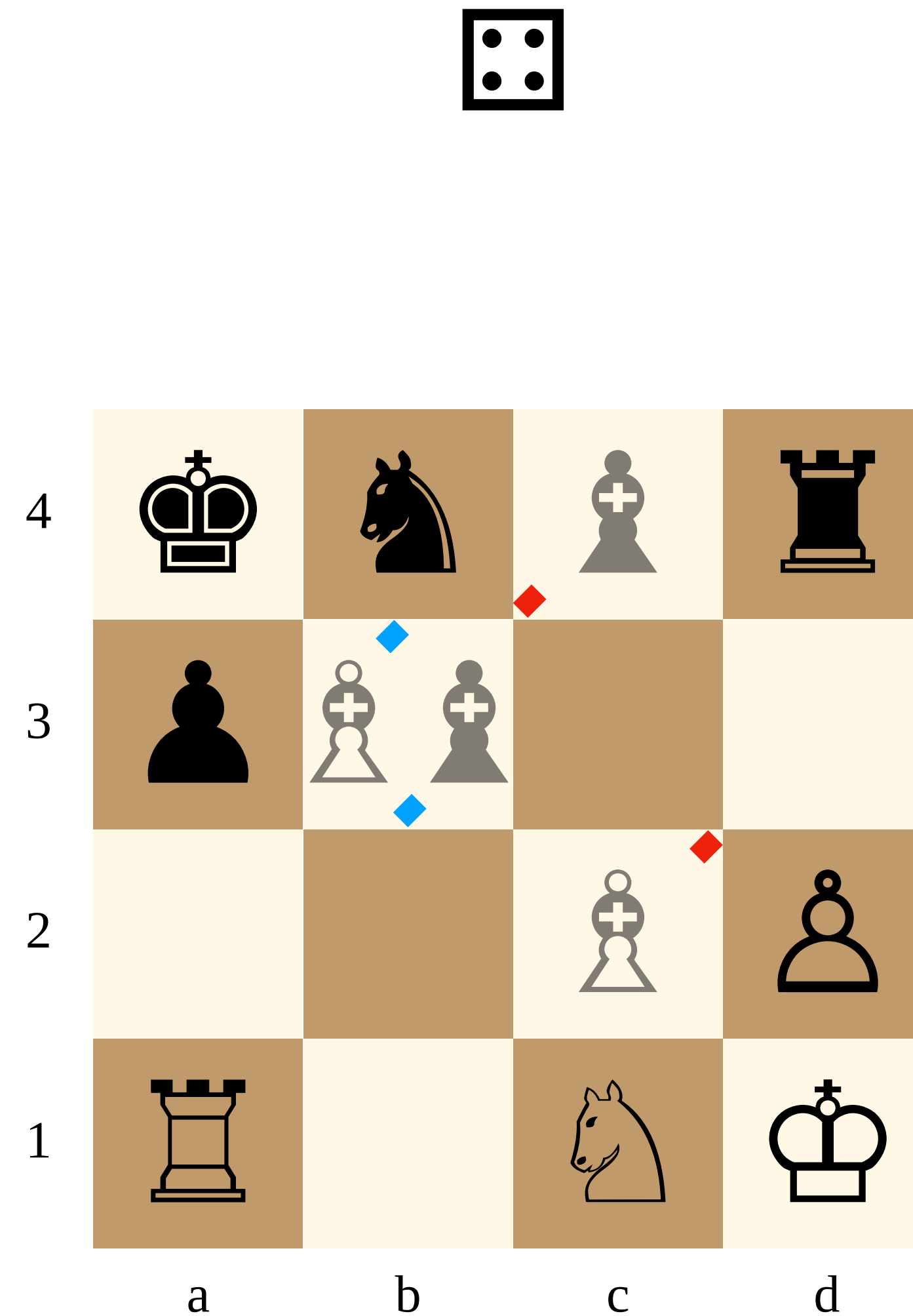


Second game

White tries to capture Black's bishop on **b3**.

Now, since an attempt is being made to capture Black's piece, **Black has to reveal** its dice to collapse its bishop.

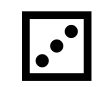
It's a 4 ()...

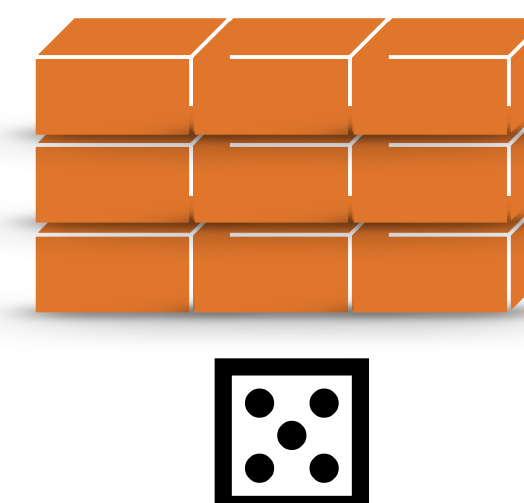
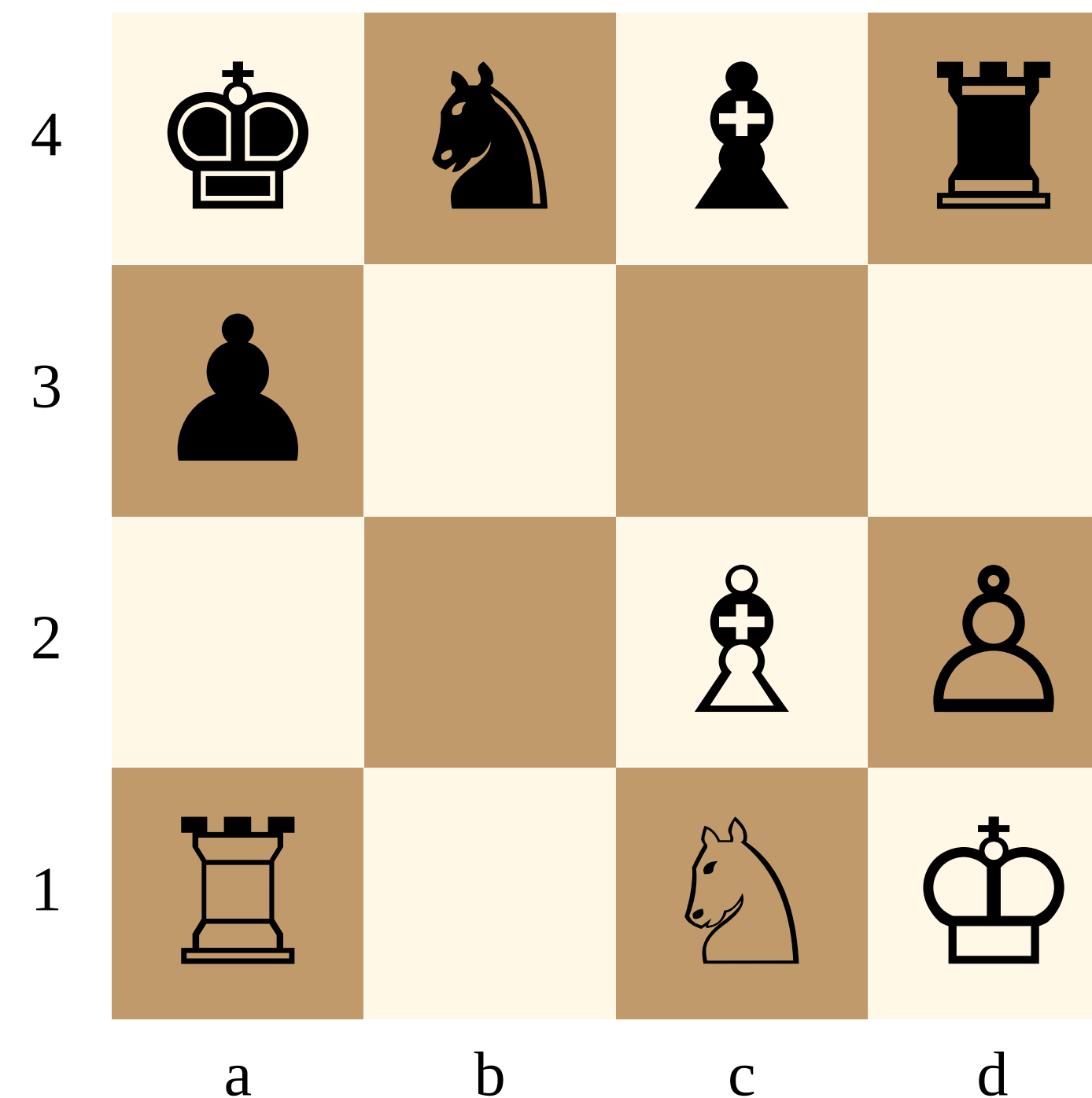
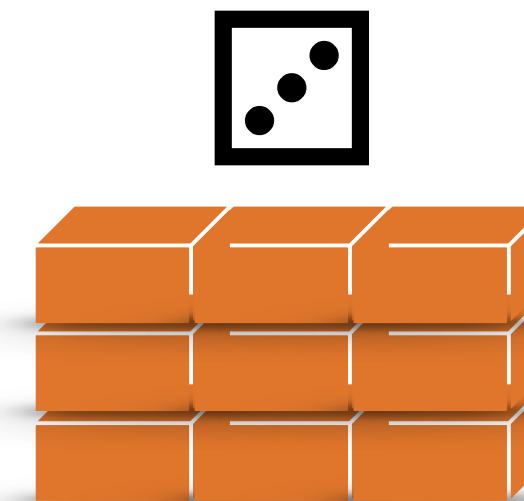


Second game

The bishops collapsed to **c4-c2**; Black's bishop has escaped.

As Black's dice was revealed, it had to **roll again**.

It has rolled a 3 ()... hidden from White... to be used next time.



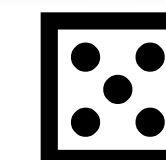
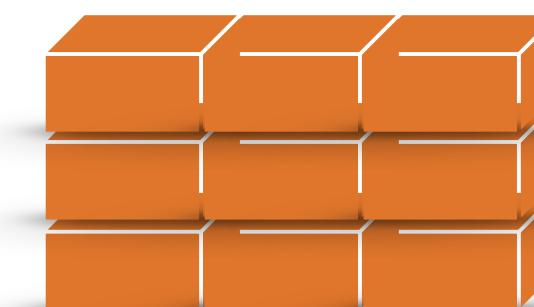
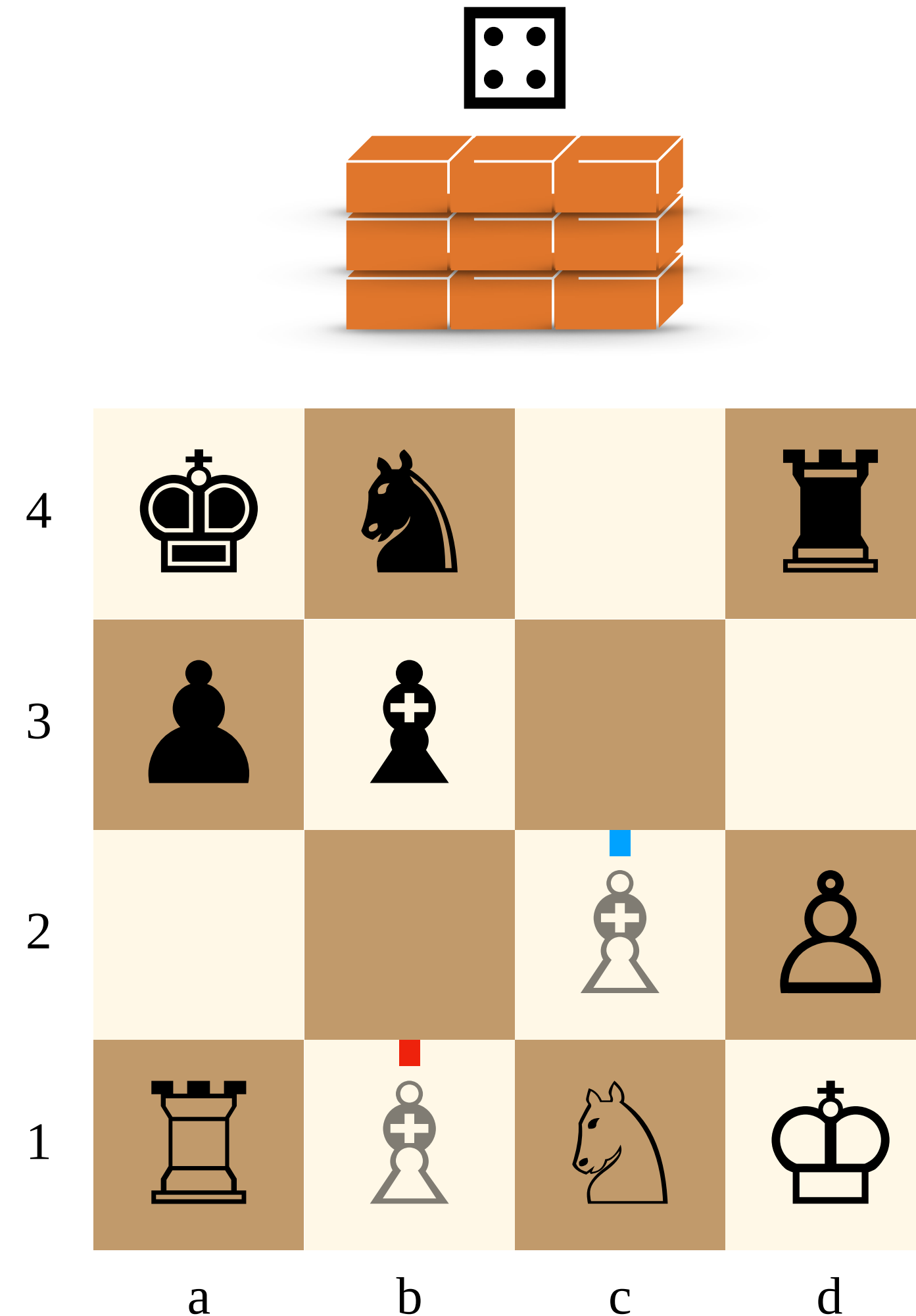
Third game

Two moves into the game...

White's bishop on **c2** may try to capture Black's bishop on b3, because White **knows for sure** that the capture will succeed.

! *In other words, White knows its bishop won't collapse to b1, so the king on d1 won't be exposed to check by Black's bishop.*

So, White is free to go ahead and checkmate Black's king!



Start equal

Unlike the poker card game, in Niel's Chess both players begin with the **same "hand,"** i.e. initial position.

