

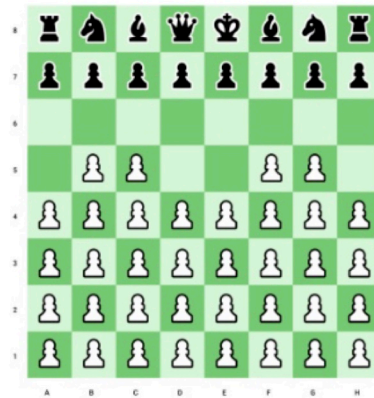
# Swarm Games

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.

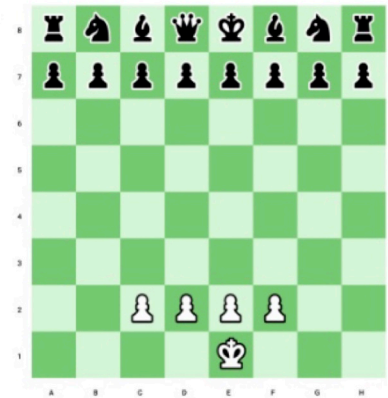
As you navigate the unique, asymmetrical protocols of war that each army offers, you'll find yourself pondering the larger question: How do we steer swarms when they're made of bots or people—not pawns? Get ready to unleash your inner swarm strategist!

## Horde Chess



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



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



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



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?