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Crazyhouse,

a [chess variant](#) which incorporates the [Shogi](#) rule in which a player can drop a [captured piece](#). A captured piece reverses its color and goes to the capturing player's reserve or pocket. At any time, instead of making a move with a piece on the board, a player can drop a piece from his reserve onto an empty square on the board ^[1].

Crazyhouse could be played with [Zillions of Games](#) by [Jeff Mallett](#) and [Mark Lefler](#). A pioneer in implementing [Bughouse](#) and Crazyhouse with his engine [Sunsetter](#) was [Georg von Zimmermann](#). More recently, [Harm Geert Muller](#) made the necessary extensions and generalizations of the [Chess Engine Communication Protocol](#) along with its [XBoard](#) and [WinBoard GUIs](#) to support Crazyhouse as well as other variants and games ^[2], and also published his new engine [CrazyWa](#) which supports Crazyhouse plus five Shogi variants ^[3]. [Multi Variant Stockfish](#), a [Stockfish](#) fork maintained by [Daniel Dugovic](#) ^[4] ^[5], incorporated in various [Lichess](#) projects ^[6] ^[7], is able to play Crazyhouse as well. In 8 months, Stockfish-Crazyhouse was improved by 800 Elo points ^[8]. In 2016, [Ferdinand Mosca](#) started to play Crazyhouse tournaments ^[9] to maintain a rating lists ^[10].

Engines

To expand this list of [engines](#) able to play Losing Chess, create a new engine page with the [tag "crazyhouse"](#), or assign the tag to appropriate existing engine pages.

1. [CrazyWa](#)
2. [Nebiyu](#)
3. [Pulsar](#)
4. [PyChess](#)
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6. [Sjeng](#)
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8. [Zillions of Games](#)

See also

- [Bughouse](#)
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- [Shogi](#)

Publications

- [Sacha Droste](#), [Johannes Fürnkranz](#) (2008). *Learning of Piece Values for Chess Variants*. Technical Report TUD-KE-2008-07, Knowledge Engineering Group, [TU Darmstadt](#), [pdf](#)
- [Sacha Droste](#), [Johannes Fürnkranz](#) (2008). *Learning the Piece Values for three Chess Variants*. [ICGA Journal](#), Vol. 31, No. 4

Forum Posts

2000 ...

- [programs to play crazyhouse / w23](#) by [Georg von Zimmermann](#), [CCC](#), January 06, 2001
- [Sunsetter\(C\) source released](#) by [Georg von Zimmermann](#), [CCC](#), June 04, 2001
- [Very interesting crazyhouse position-to Georg Zimmerman \(sunsetter test\)](#) by Lieven Clarisse, [CCC](#), November 11, 2002

2005 ...

- [Variants and Board Size](#) by [Harm Geert Muller](#), [CCC](#), October 25, 2007

- [BugHouse / CrazyHouse under Winboard](#) by [Harm Geert Muller](#), [CCC](#), October 29, 2007
- [Winboard Crazyhouse alpha testers wanted!](#) by [Harm Geert Muller](#), [CCC](#), October 31, 2007
- [Variant ICS](#) by [Harm Geert Muller](#), [CCC](#), January 13, 2009

2010 ...

- [Shogi now operational on Variant ICS](#) by [Harm Geert Muller](#), [CCC](#), October 11, 2010
- [Xboard crazyhouse problem](#) by [Steven Atkinson](#), [CCC](#), March 23, 2012
- [Piece drops and horizon effect](#) by [Harm Geert Muller](#), [CCC](#), September 12, 2013
- [Creating a crazyhouse opening book for xboard](#) by Isaac Haïk Dunn, [CCC](#), June 16, 2014

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- [UCI engines for Suicide, Wild, Crazyhouse...](#) by Tasic Vladimir, [CCC](#), March 24, 2015
- [Crazyhouse](#) by [Ferdinand Mosca](#), [CCC](#), May 02, 2015

2016

- [Awesome lichess :-\)](#) by [Marco Costalba](#), [CCC](#), August 14, 2016
- [1st CCC World Computer Crazyhouse Championships](#) by [Ferdinand Mosca](#), [CCC](#), September 02, 2016
- [Crazyhouse tournaments and rating list](#) by [Ferdinand Mosca](#), [CCC](#), September 08, 2016
- [Proof-number search](#) by [Harm Geert Muller](#), [CCC](#), October 20, 2016 » [Proof-Number Search](#)
- [QS in Crazyhouse](#) by [Harm Geert Muller](#), [CCC](#), October 24, 2016
- [Stockfish Crazyhouse Engine](#) by Andreas Paulick, [CCC](#), November 04, 2016
- [Crazyhouse Computer Championships 2016](#) by [Ferdinand Mosca](#), [CCC](#), November 17, 2016
- [Human vs Engine Top Crazyhouse match !](#) by [Vincent Lejeune](#), [CCC](#), December 01, 2016
- [Crazyhouse, man vs machine, the return of the revenge !](#) by [Vincent Lejeune](#), [CCC](#), December 13, 2016
- [crazyhouse promotions](#) by [Erin Dame](#), [CCC](#), December 30, 2016
- [New crazyhouse engine](#) by [Harm Geert Muller](#), [Winboard Forum](#), December 31, 2016 » [CrazyWa](#)

2017

- [Swiss Crazyhouse Tournament](#) by Carlos Pagador, [CCC](#), January 02, 2017
- [Winboard variants online](#) by [Erin Dame](#), [CCC](#), March 22, 2017 » [Chess Variants](#), [WinBoard](#)
- [crazyhouse tips?](#) by [Erin Dame](#), [CCC](#), March 27, 2017
- [2nd Crazyhouse Computer Championships 2017](#) by [Ferdinand Mosca](#), [CCC](#), December 07, 2017

External Links

- [Crazyhouse from Wikipedia](#)
- [Crazyhouse](#) by [Fergus Duniho](#), [The Chess Variant Pages](#)

- [Crazyhouse Chess Variant Association](#) by [Ferdinand Mosca](#)
- [1st CCVA Computer Championships 2016 - Challenge](#)

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1. [^ Crazyhouse from Wikipedia](#)
2. [^ WinBoard 4.7](#)
3. [^ New crazyhouse engine](#) by [Harm Geert Muller](#), [Winboard Forum](#), December 31, 2016
4. [^ GitHub - ddugovic/Stockfish: Multi-variant fork of popular UCI chess engine](#)
5. [^ Home · ddugovic/Stockfish Wiki · GitHub](#)
6. [^ Stockfish is learning | Blog • lichess.org](#)
7. [^ Awesome lichess :-\)](#) by [Marco Costalba](#), [CCC](#), August 14, 2016
8. [^ http://35.161.250.236:6543/regression](#)
9. [^ 1st CCC World Computer Crazyhouse Championships](#) by [Ferdinand Mosca](#), [CCC](#), September 02, 2016
10. [^ Crazyhouse Chess Variant Association](#) by [Ferdinand Mosca](#)

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