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[Home](#) \* [Games](#) \* **Losing Chess**

**Losing Chess**, (Antichess, Giveaway Chess, Suicide Chess, Killer Chess, LC)

a [chess variant](#) in which the objective of each player is to have no [moves](#), that is to lose all of his [pieces](#) or be [stalemated](#). There are variations called LC1, LC2, LC3 and LC4, in the 'International' ruleset LC1, capturing is compulsory, the [King](#) is an ordinary piece to which a [Pawn](#) can [promote](#), and there is no [castling](#), [check](#) and [checkmate](#). In the [FICS](#) version LC2, a stalemate means that the side with least pieces wins <sup>[1]</sup>.

## Solving

Since late 2011 [Mark Watkins](#) worked on his long-term goal to [weakly solve](#) the game of [Losing Chess](#), presumably by showing that 1. e3 wins for White. As of summer 2014 <sup>[2]</sup>, leaving b6 and c5 as the remaining Black responses <sup>[3]</sup>, all other responses to 1.e3 are indeed White wins, along with earlier work done by [Ben Nye](#) and others, as demonstrated by [Proof-Number Search](#) combined with [Endgame Tablebases](#). On February 02, 2015, 1. e3 c5 was announced solved, on October 10, 2016, 1. e3 b6, proving 1.e3 wins <sup>[4]</sup>.

## Engines

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

1. [Pulsar](#)
2. [PyChess](#)
3. [Rival](#)
4. [Sjaak](#)
5. [Sjeng](#)
6. [Zillions of Games](#)

## See also

- [Proof-Number Search](#)

## Publications

- [John Beasley](#) (2001). *Computer Discoveries in Losing Chess*. [ICGA Journal](#), Vol. 24, No. 2
- [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
- [Mark Watkins](#) (2012). *A status report on Losing Chess*. [pdf](#)
- [Mark Watkins](#) (2014). *Solved Openings in Losing Chess*. [ICGA Journal](#), Vol. 37, No. 2, [preprint as pdf](#)
- [Mark Watkins](#) (2017). *Losing Chess: 1. e3 Wins for White*. [ICGA Journal](#), Vol. 39, No. 2

## Forum Posts

- [Losing Chess: 1. e3 wins](#) by [BB+](#), [OpenChess Forum](#), October 10, 2016
- [Losing chess / suicide chess \(weakly\) solved](#) by [Ronald de Man](#), [CCC](#), October 11, 2016
- [Suicide chess tablebases \(stalemated player wins\)](#) by [Niklas Fiekas](#), [CCC](#), October 25, 2016 » [Syzygy Bases](#)

## External Links

- [Losing chess from Wikipedia](#)
- [Losing Chess](#) by [Guy Haworth](#), [ICGA](#)
- [The John and Sue Beasley WebSite](#)
- [Losing Chess](#) by [Hans Bodlaender](#), [The Chess Variant Pages](#)
- [Losing Chess Page](#) by [Stan Goldovski](#)
- [Suicide Chess Rules - Unix-AG](#)
- [Losing Chess](#) by [Mark Watkins](#)

## References

1. [^ Losing Chess](#) by [Guy Haworth](#), [ICGA](#)
2. [^ Mark Watkins](#) (2014). *Solved Openings in Losing Chess*. [ICGA Journal](#), Vol. 37, No. 2
3. [^ Losing Chess 1 e3 e6](#) by [John Beasley](#), August 2014
4. [^ Losing Chess: 1. e3 wins](#) by [BB+](#), [OpenChess Forum](#), October 10, 2016

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