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SECOND WIND

If a ① moves adjacent to another ①, then it may act again.

Most people never run far enough on their first wind to find out they've got a second.
—William James

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TRON

① attacks by rectilinearly moving 1+ squares and then moving 1+ squares orthogonally.

Did anyone see the movie Tron? No. No. No. No. Yes, I mean no. —Simpsons

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NOBLESSE OBLIGE

① cannot be attacked by pawns, but also may not take the attack the king.

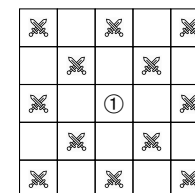
Oh, the English, and their STUPID sense of fair play!
—Chauvelin

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WILD ELEPHANT



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BESERKER

① must take if legal. If a ① takes, you may act with another piece.

If you're always worried about crushing the ants beneath you... you won't be able to walk. —Guts

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BACKGAMMON PAWNS

♟+: May do two ♞/♞ with different pawns. ♟ may move to a square with other friendly pawns. ♟ sharing a square cannot be captured.

The only athletic sport I ever mastered was backgammon. —Douglas William Jerold

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TWO FACED

Rooks may invert after an action. Inverted rooks act like a ①.

God has given you one face, and you make yourself another. —William Shakespeare

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POSSESSION

Non-pawn pieces protected by a ① may also move/take like a ①.

An object in possession seldom retains the same charm that it had in pursuit. —Pliny the Elder

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CANON CHINESE CANNON

① takes by leaping over any piece and landing on a piece in any direction of movement.

I spend most of my life feeling like I've been shot out of a cannon. —Molly Ivins

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DROP BEAR


If you can legally drop a piece, you must do so.

The primary prey of Drop Bears are unsuspecting tourists, often Welsh or German but usually US American or Japanese. – Unknown

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ASSASSIN

① capture one piece by moving past an adjacent piece orthogonal to the movement.

Assassins and presidents invite the same basic question: Just who do you think you are? – Sarah Vowell

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ZEROED

You may not drop a piece on your board unless there is a matching type on the board. Promoted pieces match.

If your position is everywhere, your momentum is zero. –Michael Korda

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DROP DELAY

You may not use a piece dropped on the previous turn.

It's easier to cool down a fanatic than to warm up a corpse. —Michael L. Brown

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FORCE DROP

You may drop one of your opponent pieces for your turn.

Perhaps not willingly, but pain can make a man do things he wouldn't willingly do. —Anne Bishop, Daughter of the Blood

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GENTLEMEN'S AGREEMENT

You may not drop for check.

A gentleman is simply a patient wolf. —Lana Turner

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BIAS

You may only drop pieces on your color.

If you spend too much time thinking about a thing, you'll never get it done.

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URGENCY

You may only drop pieces you had at the start of your turn.

Patience is not simply the ability to wait - it's how we behave while we're waiting. —Joyce Meyer

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NO CLONING

You cannot act with a your opponent just used. A piece cannot be denied on consecutive turns.

There should be a list of people who can and cannot clone themselves. —Ted Danson

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SITH

If one ① is captured, the other is as well. Drop both on the same turn. No more than two sith can be on the board.

Always two, there are. No more, no less. A master and an apprentice. —Yoda

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EXTINCTION

You lose if you lose all of any piece.

Extinction is the rule. Survival is the exception. —Carl Sagan

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LONG LEAPER

① :

① :

That's one small step for a man, one giant leap for mankind. —Neil Armstrong

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SILVER GENERAL

Shogi silver general.

	①	

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GOLD GENERAL

Shogi gold general.

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MINOR X

① + +: ±[1,1]

		①		

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MINOR +

①⚡+⚔+: ±[0,1]

		⚔		
	⚔	①	⚔	
		⚔		

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JEDI ORDER

If you only have one ① on the board, it may also act like a ♔.

If you strike me down, I shall become more powerful than you can possibly imagine.
—Obi-Wan Kenobi

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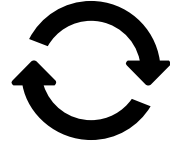
PENALTY BOX

If an enemy ⚔ piece captured last turn, you may move it to any empty square.

I believe that people would be alive today if there were a death penalty. —Nancy Reagan

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UNION

Reveal two ①. Use the union of the card rules applied in either order.

Anything irreversible should be granted the "everything" of our attention. —Craig D. Lounsbourg

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REVERSE RIFLE

Backward attacks by ① act like a rifle.

Aim high. You may still miss the target, but at least you won't shoot your foot off.
—Lois McMaster Bujold

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KNIGHT SWAP

Two friendly ⚔ pieces which are a knight move apart may swap places.

Don't swap horses in crossing a stream. —Abraham Lincoln

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TELEPORTER

① may move to any open square adjacent to a friendly pawn.

If I could teleport, I'd probably still be late. —Anonymous

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COPYCAT

① may move/take like the last piece the opponent moved.

I'm starting to see players copy what I do. I'm flattered.
—Dennis Rodman

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CHAMPION

✖		✖		✖
		✖		
✖	✖	①	✖	✖
		✖		
✖		✖		✖

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RUNAWAYS

① may also take by re-treating.

①✖⁺: ♞①♞

When danger reared it's ugly head, he bravely turned his tail and fled. —Sir Robin's minstrel

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♞

HALF WIZARD

♞♞: ±[1,1],[1,3]

♞✖: ≡

Do not meddle in the affairs of Wizards, for they are subtle and quick to anger. —J. R. R. Tolkien

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MAGNETO

① cannot attack, but may move any friendly piece from one square they can move to to another.

Mankind has always feared what it doesn't understand. —Magneto

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MINOR TENET

① and ② move and take backwards like the other.

Bold I'm Fine With. I Thought You Were Gonna Say Nuts. —Mahir

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♔1

KING SWAP

♔ and ① switch actions.

If I was King for just one day, I would give it all away. —Thompson Twins

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ATTACK SWAP

① and ② move the same, but attack like the other.

The human race has one really effective weapon, and that is laughter. —Mark Twain

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ROYAL REVERSE

① may move and take backwards like a ♔.

To the royal guards of this realm, we are all victims in-waiting. —Cheshire Cat

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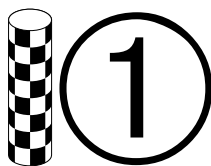
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SUMMONER

① may summon a friendly
♣ to an adjacent square

*My name is Mortimer Alexander and I am a licensed summoner." "Darn. I'd hoped you were the pizza delivery guy."
—Jana Oliver*

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CYLINDER

① may act as if it is on
a left-right cylinder.

*There are no boundaries -
only possibilities. — Sakyong
Mipham*

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CYLINDER ⇒

The right and left side of
the board are adjacent to
each other. Pieces may not
move left from their POV.

*Always choose the right
path and speak the truth.
—Mahatma Gandhi*

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TRADING PLACES

You may swap the lo-
cations of a friendly ①
and ② for your turn.

*You'll all be very, very sorry.
—Louis Winthorpe*

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FAIR UNFAIR

Reveal cards until two
matching type cards are
found (+, -, ⇒). The
first applies to white, the
second applies to black.

*I know the world isn't fair,
but why isn't it ever unfair in
my favor? —Bill Watterson*

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FAIR UNFAIR

Reveal cards until two
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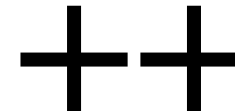
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CHAOS

Deal three more cards.

*Life is nothing without a little
chaos to make it interesting.
—Amelia Atwater-Rhodes*

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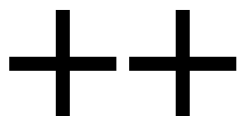
∅

COMPLICATE

Deal two more cards.

*When all else fails, compli-
cate matters. —Aaron Allston*

(C)



(∅)

COMPLICATE

Deal two more cards.

When all else fails, complicate matters. —Aaron Allston

(S)



(-)

CHINESE SHOGI PAWNS

Pawns take one square forward and move like Chinese checkers. Drop only in file without friendly pawns.

If there is mate with a Pawn drop, there is a legal mate too. —Shogi proverb

(C)



(-)

THE ANTS GO MARCHING

If a non-pawn action was taken, you must move a pawn one square forward if possible.

We are not as strong as we think we are. —Rich Mullins

(C)



(+)

CHAIN REACTION

If a pawn capture is made, another action may be taken with a piece that has not moved yet this turn.

We never know which of us will start the chain reaction. But one of us will. —Colin Beavan

(C)



(+)

STRAIGHT FROM THE HORSE'S MOUTH

After an action, knights may be re-oriented to face any of the eight adjacent squares, initially facing forward. Knights may capture pieces on the faced square without moving.

A team of horses cannot overtake a word that has left the mouth. —Wu Cheng'en

(C)



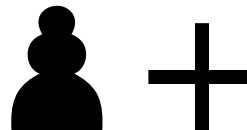
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MAXIMUM EFFORT

Pieces must act as far as legaly possible.

Your crazy matches my crazy. Big time. —Deadpool

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FAST PAWNS

Pawns capture normally, but may move any number of squares forward. Draw another card.

In ceremonies of the horsemen, even the pawn must hold a grudge. —Bob Dylan

(C)



(+)


LEND ME YOUR HORSE

Non-pawn pieces protected by a knight may also move/take like a knight.

"You should know better than to mount another's war-horse", I said with a smirk. —Jessica Leake

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BEROLINA PAWNS

Pawns move diagonally and take forward.

Berolina is the female personification of Berlin and the allegorical female figure symbolizing the city. —Wikipedia

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MOVE TWICE

Move two different pieces, or any take other action once.

When someone says you can't do something, do it twice and take pictures. —Anonymous

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TAKE TWICE

Take with two different pieces, or take any other action once.

As long as I breathe, I attack. —Bernaud Hinault

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BRIBE

On your turn you can do an action by an enemy pawn instead.

Never underestimate the effectiveness of a straight cash bribe. —Claud Cockburn

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CHECKERS

Pawns move and take like checkers.

These guys are playing checkers. I'm out here playing chess. When they figure it out, it's too late. —Max Holloway

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PARACHUTE

You may pick up a friendly piece as a move.

Another mode of accumulating power arises from lifting a weight and then allowing it to fall. —Charles Babbage

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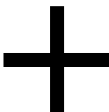
KING CHAMELEON

Kings may also move/take like any piece attacking them.

I can kind of be a chameleon. —Sasha Spielberg

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PRECOCIOUS PAWNS

Pawns start advanced one rank. Draw another card.

Precocious was not the same as smart, much less the same as wise, and the perfect opposite of informed. —Lionel Shriver

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CHINESE CHECKERS

Pawns take normally, but move like Chinese checkers.

The Pentagon banned the army from using Chinese-made berets. In a more veiled slap at the Chinese, the Pentagon also banned any alternative form of checkers. —Jimmy Fallon

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SIEGE TOWER

A piece may move legally to where there is a rook. It goes on top making a combined piece. The combination acts as the bottom rook. The piece on top can move off as a normal action. Stacks are ok. Multi-color is ok.

A siege is an act of war. —Noam Chomsky

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CONJOINED TWINS

Pieces may move to another friendly piece to form a single, conjoined piece. Conjoined pieces cannot be separated or conjoined futher.









There are two things in life for which we are never truly prepared: twins. —Josh Billings

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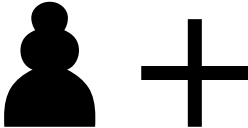
NIGHT KING QUEEN

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Night's King was only a man by light of day, Old Nan would always say, but the night was his to rule. —Brandon Stark

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SHOGI PAWNS

Pawns take one square forward and may not move two squares initially. Drop only in file without friendly pawns.





If there is mate with a Pawn drop, there is a legal mate too. —Shogi proverb

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CROWNED


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In the land of the blind the one-eyed man is king. —Efren Ramirez

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CROWNED LONG LEAPER

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Jump! —Van Halen

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CROWNED RETREATER

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:


He who fights and runs away, lives to fight another day. —Proverb

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REARGUARD

Whenever a Queen moves (not drop), it may summon a pawn to the square behind it.

If you think you're going to be a backup, you're going to be a backup. —Nick Foles

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CHAMELEON

①♣: ≡
 ①♣: ① takes X only as X would take.

I could spend the rest of my life in copying a chair. —Alberto Giacometti

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XIANGQI KNIGHTS

Knights move/take by moving first one square orthogonally and then one square diagonally.

The operation was called "hobbling". —Annie Wilkes

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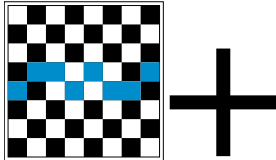
XIANGQI SOLDIERS

Pawns move and take only one square forward. Pawns past the center line may also move and take horizontally.

Attack is the best defense. —Chinese proverb

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MOAT

Pieces ending their turn on central water squares die. Pieces may move over water.

In business, I look for economic castles protected by unbreachable 'moats'. —Warren Buffett

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INSANE CYLINDER

Pieces do not move/take backwards. The top and bottom of the board are considered adjacent.

There's a fine line between genius and insanity. I have erased this line. —Oscar Levant

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MINIONS

Whenever you are checked, you may first take a free pawn action before your normal action.

C'est banana! Hahaha! Miam Miam! Huh? —Minions

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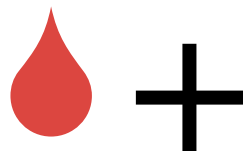


CYLINDER

Pieces may move as if the right and left side of the board are adjacent to each other.

Everything in nature takes its form from the sphere, the cone and the cylinder. —Paul Cezanne

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SACRIFICE

You may take
your own pieces.

*You can't achieve anything in
life without a small amount
of sacrifice. —Shakira*

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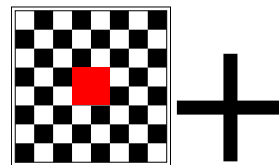
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CAMOUFLAGE

You can move through
friendly pieces on
your color squares.

*Three things cannot be long
hidden: the sun, the moon,
and the truth. —Buddha*

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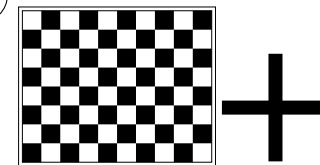
FLOOR IS LAVA

Pieces ending their
turn on the four cen-
tral squares die. Pieces
may move over lava.

*Zeal is a volcano, the peak of which the
grass of indecisiveness does not grow.*

—Khalil Gibran

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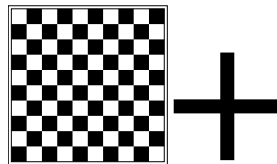
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8x10 BOARD

The legal playing area
includes an additional
file on the right and left.

*The Bureau doesn't have any
secret files. —W. Mark Felt*

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10x10 BOARD

The legal playing area
now surrounds the board.


*I don't have anything against
walls. You know what it is?
I like open spaces. —Dion
Dublin*

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MOVE SWAP

Two friendly  may
swap places if one can
move to or take the other.

*Trading is very competitive
and you have to be able to
handle getting your butt
kicked. —Paul Tudor Jones*

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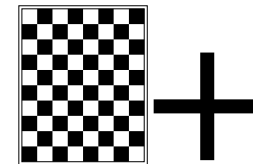
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SUPREME SACRIFICE

You may remove any
number of friendly
pieces before your turn.

*The speed of your success is limited only by
your dedication and what you're willing to
sacrifice. —Nathan W. Morris*

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10x8 BOARD

Add an additional rank
on the top and bottom.

*He who joyfully marches to music in rank
and file has already earned my contempt.
He has been given a large brain by mistake,
since for him the spinal cord would suffice.
—Albert Einstein*

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AGENT SMITH

Your may switch posi-
tions between a ① and
any friendly ♖ piece.

Me, me, me. —Agent Smith

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BOUNCE

The board continues
by reflection in the
outer ranks and files.

*Success is how high you
bounce when you hit bottom.
—George S. Patton*

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CROWDSURF

♖♗⁺: Any non-King
piece can crowdsurf.

*The joy of surfing is so many things com-
bined, from the physical exertion of it to the
challenge of it, to the mental side of the
sport. —Kelly Slater*

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THREE'S A
CROWD

You may not have
more that two of any ♗
on the board, includ-
ing promoted pieces.

*Every crowd has a silver lin-
ing. —P.T. Barnum*

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NEAR SWAP

♖♗⁺: Two adjacent
friendly ♖ pieces
may swap places.

*Would I swap what I have achieved as a
cook if I could have been as successful as a
footballer? Definitely. —Gordon Ramsay*

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MAJOR X

①♖⁺♗⁺: ±[2,2]

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MAJOR +

①♖⁺♗⁺: ±[0,2]

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BLOCKADE

At the end of a Rook ac-
tion, it may be inverted.
Upside-down rooks
move normally, but can-
not be taken or attack.

*Everyone thinks at some point if what they
are doing has any meaning or not. —William
Macbeth*

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SHOGI PAWN REBELLION

Pawns take one square forward and may not move two squares initially. No drop restriction.

The thing worse than rebellion is the thing that causes rebellion. —Frederick Douglass

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RETREATER

① moves like a ♔, but takes by moving away from an adjacent piece.

He who fights and runs away, lives to fight another day. —Proverb

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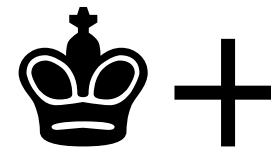
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TALLADEGA KNIGHTS

Knights on your color may move/take like Rooks. Knights on your opponents color may move/take like Bishops.

If you ain't first, you're last. —Ricky Bobby

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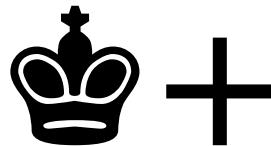
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TOUCHDOWN

If your king is on the last rank at the end of your turn, you win.

It's one of those things: I would 100 percent pancake a guy and steal his soul over scoring a touchdown. —George Kittle

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SUMO KING

Kings may take normally or shove billiards style. Pieces that fall off the edge die.

Good spirit! But you should push an opponent with more force! —E. Honda

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ALL PASSANT

Any piece may capture any piece en passant.

You never advance without losing something en passant, and you lose it because you're paying so much attention to the new thing. —Ninette de Valois

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PROFESSIONAL COURTESY

Pieces do not attack or capture a piece of the same type. Pawns are not professional.

Courtesy is contagious - let's start an epidemic. —Evan Esar

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MOVE THROUGH FRIENDLY PIECES

Friendly pieces do not block movement.

True friends stab you in the front. —Oscar Wilde

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ARCHBISHOP

Queens move and take like Bishop+Knight.
Fairy chess Archbishop.

If people want a sense of purpose they should get it from their archbishop. They should certainly not get it from their politicians.

—Harold MacMillan

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CHANCELLOR

Queens move and take like Rook+Knight.
Fairy chess Chancellor.

When I'm stirring a saucepan, I don't say to myself, 'Now the chancellor is stirring a saucepan'.

—Angela Merkel

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META RULES 2

- 1=NBRQ, 2=BNRQ, -1=RNbQ.
 2. Action=Move, Attack or Drop
 3. Retreat=Move away from an adjacent piece and capture
 4. You may not make a move that undoes a move made by the opponent.
 5. No piece may act twice in a turn.
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META RULES

1. A piece may take at most one action per turn.
 2. A piece acting like a pawn may always use en passant to capture another piece acting like a pawn.
 3. A king may only castle when moving as a canonical king.
 4. Non-king pieces may never castle.
 5. Only the first + is applied.
 6. Properties gained on a board are lost when a piece is removed from the board. $\pm[x,y]$ means all 8 possible variations of changing signs and position.
-