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## CAMOUFLAGE

You can move through friendly pieces on squares matching your color.

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*Camouflage is a game we all like to play, but our secrets are as surely revealed by what we want to seem to be as by what we want to*

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## KNIGHT+ v1

Knights may also move/take  $[\pm 1, \pm 1]$ .

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*Graphic needed.*

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## KNIGHT+ v2

Knights may also move/take  $[\pm 2, \pm 2]$ .

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*Graphic needed.*

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## KNIGHT+ v3

Knights may also move/take one square orthogonally,  $[1, 0]$  and  $[0, 1]$ .

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*Graphic needed.*

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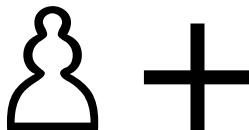
## KNIGHT+ v4

Knights may also move/take two square orthogonally,  $[2, 0]$  and  $[0, 2]$ .

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*Graphic needed.*

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## PRECOCIOUS PAWNS

Pawns start advanced one rank. Draw another card.

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*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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## CHECKERS

Pawns move and take like checkers.

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*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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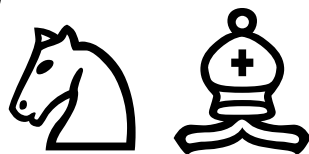
## BISHOP CHAMELEON

Bishops move normally, but only attack pieces that attack them. Bishops attack each other normally.

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

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## BISHOP-KNIGHT SWAP

Bishops take like Knights. Knights take like Bishops. Movement remains unchanged.

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*It's time to bait a trap.*  
—Katie Reus

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## MOVE TWICE

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

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*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.

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

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## CROWNED BISHOP

Bishops may also move/take like a King.

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

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## LEND ME YOUR HORSE

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

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

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## JEDI KNIGHT

If you only have one knight on the board, it can also move and take like a Queen.

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*In my experience, when you think you understand the Force, you realize just how little you know.*  
—Ahsoka Tano

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## BEROLINA PAWNS

Pawns move diagonally and take forward.

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

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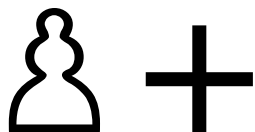
## BEROLINA PAWNS II

Pawns move diagonally. The take forward and sideways.

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

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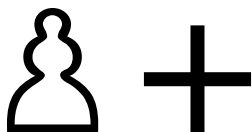
## SHOGI PAWNS

Pawns move and take one square forward. Two Shogi Pawns may not be placed in the same file. Draw another card.

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

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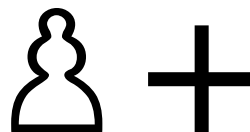
## FAST PAWNS

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

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

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## BRIBE

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

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

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## CHINESE CHECKERS

Pawns take normally, but move like Chinese checkers.

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*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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## NIGHT WIZARD

Move/take life a giraffe [1,3], or one square diagonally [1,1].

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

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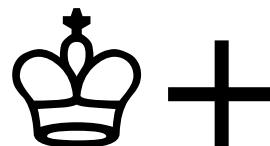
## TALLADEGA KNIGHTS

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

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

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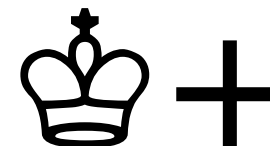
## TOUCHDOWN

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

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*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 of the edge die.

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

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## FAR MIMIC

Kings act only as any friendly piece which can move to it. No castling. If pawn can move to king and king is on rank 2, can move 2 as pawn and be taken en-passant.

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*Quote needed*

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## NEAR MIMIC

Kings act only as any adjacent friendly piece. No castling. If pawn can move to king and king is on rank 2, can move 2 as pawn and be taken en-passant.

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*Quote needed*

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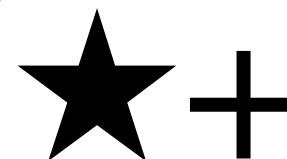
## ALL PASSANT

Any piece may capture any piece en passant.

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*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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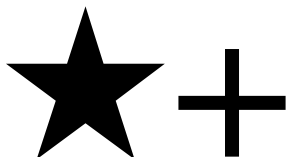
## PARACHUTE

You may pick up friendly pieces. Draw another card.

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*Quote needed*

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## SACRIFICE

You may take your own pieces. Draw another card.

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

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## NEAR SWAP

Two adjacent friendly pieces may swap places.

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*Quote needed*

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## KNIGHT SWAP

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

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*Quote needed*

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## MOVE SWAP

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

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*Quote needed*

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## UNFAIR

Deal a card. It only applies to white or black; white decides. Repeat for black decides.

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

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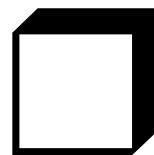
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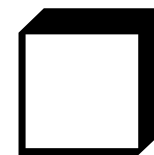
## BOUNCE

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

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

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## CYLINDER

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

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

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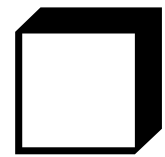
## PROFESSIONAL COURTESY

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

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

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## INSANE CYLINDER

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

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

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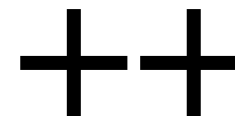
## MOVE THROUGH FRIENDLY PIECES

Friendly pieces do not block movement.

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*True friends stab you in the front. —Oscar Wilde*

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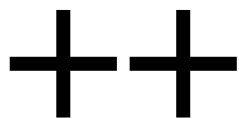
## COMPLICATE

Deal two more cards.

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*When all else fails, complicate matters. —Aaron Allston*

(C)



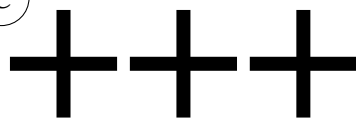
## COMPLICATE

Deal two more cards.

---

*Progress is man's ability  
to complicate simplicity.  
—Thor Heyerdahl*

(C)



## CHAOS

Deal three more cards.

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

(C)



## SUPREME SACRIFICE

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

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

(I)



## EXTINCTION

You lose if you lose all  
of any piece.

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

(C)



## CROWDSURF

Any non-King piece can  
crowdsurf.

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

(C)



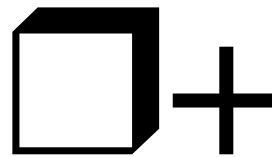
## OOBLEK

Pieces must move as far  
as legally possible.

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*To me, if life boils down to  
one thing, it's movement.  
To live is to keep moving.  
—Jerry Seinfeld*

(I)



## 10x10 BOARD

The legal playing area  
now surrounds the  
board. Draw another  
card.

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

(C)



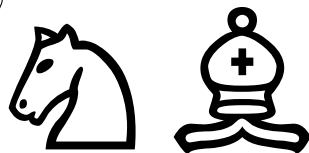
## TELEPORTER

Identify the piece type  
adjacent to the King  
towards the center as a  
teleporter. Teleporters  
may move to any square  
adjacent to a pawn.

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

C



## MINOR TENET

Bishops move and take backwards like Knights. Knights move and take backward like Bishops.

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

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## NIGHT KING QUEEN

Queens move and take like Knight+King.

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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*

F



## ARCHBISHOP

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

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*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*

F



## CHANCELLOR

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

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*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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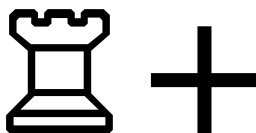
## CROWNED CASTLE

Rooks may also move/take live a King.

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*In the land of the skunks, he who has half a nose is king. —Chris Farley*

C



## BLOCKADE

At the end of a Rook move, it may be inverted. Upside-down rooks cannot be taken or attack. Draw another card.

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

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## CHINESE CANNON

A rook takes by throwing a friendly piece so that it jumps the rook in a rook direction.

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

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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.

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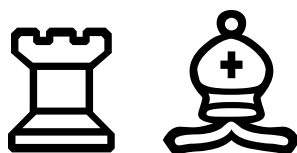
## IMMOBILIZER

Pieces adjacent to an enemy Rook may not move. Rooks may not capture.

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*The activity of worrying keeps you immobilized. —Wayne Dyer*

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## ROYAL REVERSE

Bishops and Rooks may move and take backwards like a Queen.

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

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## ROOK-QUEEN SWAP

Queens and Rooks move normally, but take like each other.

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*I am definitely the queen. I definitely see myself as the queen. —Lil' Kim*

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## KNIGHT-KING SWAP

Knights and Kings move/take like each other.

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

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## KING CHAMELEON

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

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*I can kind of be a chameleon. —Sasha Spielberg*

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## SUMMONER

Bishops may summon a friendly non-King piece to an adjacent square

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*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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## BISHOP CHAMPION

Bishops may move/take using a 2 square jump in any direction. They may also move/take one square rectilinearly.

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*Every absurdity has a champion to defend it. —Oliver Goldsmith*

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## RETREATER

Bishops move like a queen, but take by moving away from an adjacent piece.

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



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## BANISHER

Bishops only move like Queens and banish an adjacent non-King enemy piece to any empty square.

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*I know that you cannot banish the truth permanently, you can only cloud it temporarily. —Javed Jaffrey*

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## BISHOP LONG LEAPER

Bishops move like a queen, but take by leaping over a piece.

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

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## CLERICAL CLONES

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

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