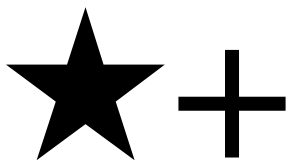


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PARACHUTE

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*

?



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

?



KNIGHT SWAP

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

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

?



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*

C



FAR MIMIC

Kings act only as any friendly piece which can move to it. No castling.

I've been imitated so well I've heard people copy my mistakes. —Jimi Hendrix

I



CROWNED CASTLE

Rooks may also move/take like a King.

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

I



CROWNED BISHOP

Bishops may also move/take like a King.

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

C



NEAR MIMIC

Kings act only as any adjacent friendly piece. No castling.

You can't really copy what I do because I don't do anything. —David Bailey

(C)



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*

(I)



KNIGHT+ v1

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

Graphic needed.

(I)



KNIGHT+ v2

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

Graphic needed.

(I)



KNIGHT+ v3

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

Graphic needed.

(I)

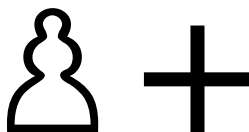


KNIGHT+ v4

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

Graphic needed.

(I)



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

(C)



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*

(U)

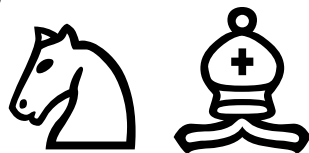


BISHOP CHAMELEON

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

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

?



BISHOP-KNIGHT SWAP

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

It's time to bait a trap.
—Katie Reus

I



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

?



TAKE TWICE

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

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

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

?



JEDI KNIGHT

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

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

I



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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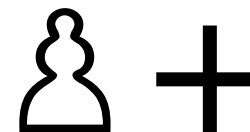


BEROLINA PAWNS II

Pawns move diagonally. The take forward and sideways.

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

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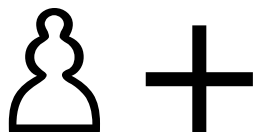


SHOGI PAWNS

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

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

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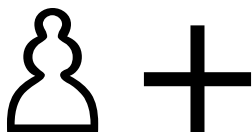


FAST PAWNS

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

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

?



BRIBE

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

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

?



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

Ω



NIGHT WIZARD

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

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

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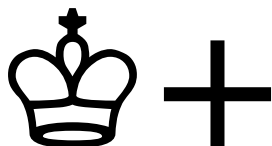


TALLADEGA KNIGHTS

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

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

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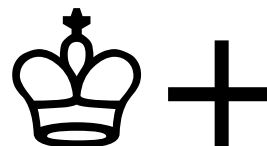


TOUCHDOWN

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

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

C



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

C

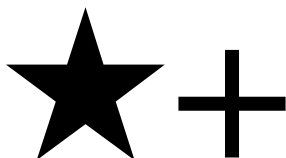


ALL PASSANT

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

?



SACRIFICE

You may take your own pieces. Draw another card.

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

?



MOVE SWAP

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

Quote needed

C



UNFAIR

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

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

C

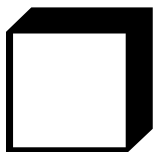


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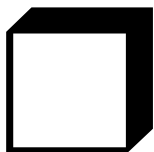


BOUNCE

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

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

I



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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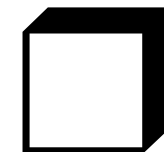


PROFESSIONAL COURTESY

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

I



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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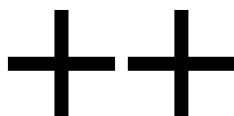


MOVE THROUGH FRIENDLY PIECES

Friendly pieces do not block movement.

True friends stab you in the front. —Oscar Wilde

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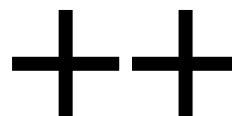


COMPLICATE

Deal two more cards.

When all else fails, complicate matters. —Aaron Allston

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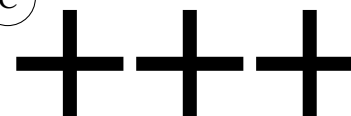


COMPLICATE

Deal two more cards.

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

C



CHAOS

Deal three more cards.

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.

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.

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

C



CROWDSURF

Any non-King piece can crowdsurf.

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.

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.

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

(C)

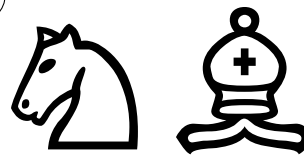


TELEPORTER

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

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.

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

(?)



NIGHT KING QUEEN

Queens move and take like Knight+King.

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.

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)

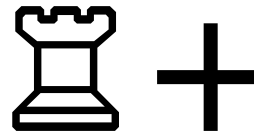


CHANCELLOR

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

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

(C)



BLOCKADE

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

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

(?)



CHINESE CANNON

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

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

U

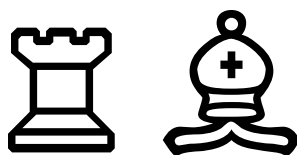


IMMOBILIZER

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

The activity of worrying keeps you immobilized. —Wayne Dyer

C



ROYAL REVERSE

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

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

?



ROOK-QUEEN SWAP

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

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

I



KNIGHT-KING SWAP

Knights and Kings move/take like each other.

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

I



KING CHAMELEON

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

I can kind of be a chameleon. —Sasha Spielberg

?



SUMMONER

Bishops may summon a friendly non-King piece 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

Ω



BISHOP CHAMPION

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

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

U



RETREATER

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

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

?



BANISHER

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

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

U



BISHOP LONG LEAPER

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

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

C



CLERICAL CLONES

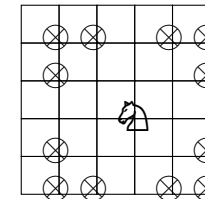
Bishops may move/take like the last piece the opponent moved.

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

I



KNIGHT+[2,2]



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