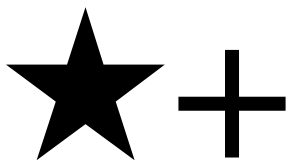


?



## 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



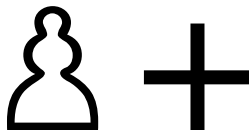
## KNIGHT+ v4

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



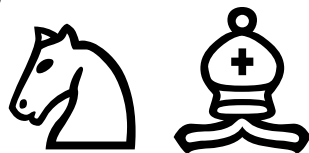
## BISHOP CHAMELEON

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

I



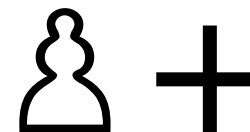
## BEROLINA PAWNS II

Pawns move diagonally. The take forward and sideways.

---

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

S



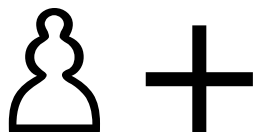
## SHOGI PAWNS

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

?



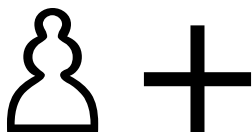
## FAST PAWNS

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 like 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*

C



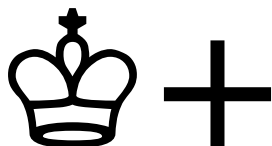
## TALLADEGA KNIGHTS

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*

?



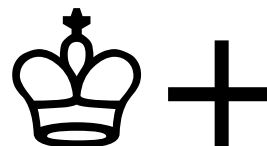
## TOUCHDOWN

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



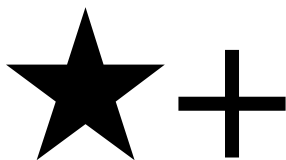
## ALL PASSANT

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 Watterson*

C



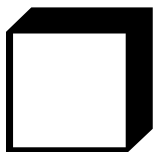
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I



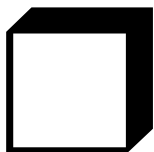
## BOUNCE

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

?



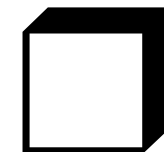
## PROFESSIONAL COURTESY

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*

?



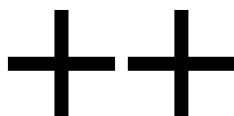
## MOVE THROUGH FRIENDLY PIECES

Friendly pieces do not block movement.

---

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

C



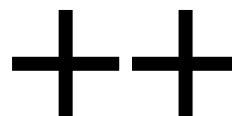
## COMPLICATE

Deal two more cards.

---

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

C



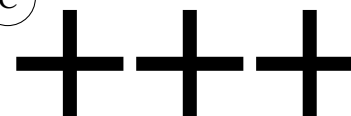
## COMPLICATE

Deal two more cards.

---

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

C



## CHAOS

Deal three more cards.

---

*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)



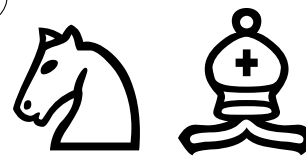
## TELEPORTER

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)



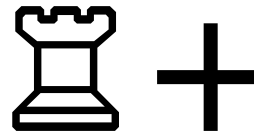
## CHANCELLOR

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



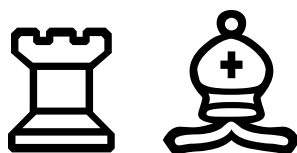
## IMMOBILIZER

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 Jaffrey*

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*