

(C)

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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

(C)



+

## BULL RUSH

♔ may move forward any number of squares and wins if he reaches the last rank.

---

*Don't take the bull by the horns, take him by the tail; then you can let go when you want to.* —Josh Billings

(C)



-

## MAXIMUM EFFORT

Choose to move or take. Pieces must then act as far as legally possible.

---

*Your crazy matches my crazy. Big time.* —Deadpool

(C)



-

## MICRO-MANAGER

Pieces more than one rank in front of the King may not attack.

---

*I know it was your idea, but it was my idea to use your idea.* —Anonymous

(C)



-

## ROCK, PAPER, SCISSORS

Bishops can't take Knights which can't take Rooks which can't take Bishops.

---

*Lisa: Poor predictable Bart. Always takes 'rock'.*  
*Bart: Good ol' rock. Nuthin' beats that!* —The Simpsons

(C)



+

## SUMO PAWNS

♟♞: A ♟ may push any number of ♟ pieces while moving.

---

*The world is moved along, not only by the mighty shoves of its heroes, but also by the aggregate of the tiny pushes of each honest worker.* —Helen Keller

(C)

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⇒

## BERSERKER

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

(C)



+

## WAR AND PEACE


You may take a move and attack action with different pieces.

---

*Only the dead have seen the end of war.* —Plato

C

-



FAMINE

You may only drop a piece if you have another in supply.

---

*Near the gates and within two cities there will be scourges the like of which was never seen: famine within plague, people put out by steel, crying to the great immortal God for relief. —Nostradamus*

C

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TRON

① attacks by rectinlin-early moving 1+ squares and then moving 1+ squares orthogonally.

---

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

C

⇒

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NOBLESSE OBLIGE

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

---

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

C

⇒

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WILD ELEPHANT

---

✕		✕		✕
	✕		✕	
✕		①		✕
	✕		✕	
✕		✕		✕

C

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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*

C

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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*

C

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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*

I

⇒

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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*

(C)



(-)

## 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*

(C)



(⇒)

## 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*

(C)



(-)

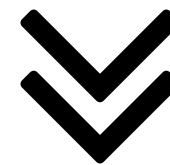
## ZEROED

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*

(C)



(-)

## 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*

(C)



(+)

## 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*

(C)



(-)

## GENTLEMEN'S AGREEMENT

You may not drop for check.

---

*A gentleman is simply a patient wolf. —Lana Turner*

(C)



(-)

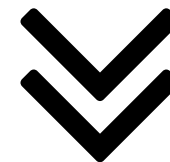
## BIAS

You may only drop pieces on your color.

---

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

(C)



(-)

## 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*

C

-

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*

C

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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*

C

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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.

---

	①	

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MINOR X

① ++: ±[1,1]

---

		①		

C

+

1

MINOR +

① ++: ±[0,1]

---

		①		

C

1

+

## 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

C



+

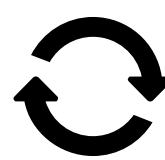
## PENALTY BOX

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

C



∅

## 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

C

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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

C



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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

C

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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

C

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## COPYCAT

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

---

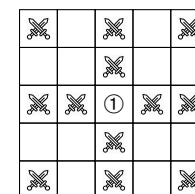
*I'm starting to see players copy what I do. I'm flattered.*  
—Dennis Rodman

Ω

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⇒

## CHAMPION



C

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## RUNAWAYS

① may also take by re-treating.

①♙<sup>+</sup>: ♖①♙

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

Ω



⇒

## 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*

C

1

⇒

## 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*

C

1 2

⇒

## 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*

C



1

⇒

## KING SWAP

♔ and ① switch actions.

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

C

1 2

⇒

## 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*

C

1

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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*

C

1

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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*

C

+



CYLINDER


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

---

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

C

-



CYLINDER ⇒

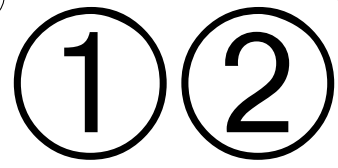
The right and left side of the board are adjacent to each other. Pieces may not move left from their POV.

---

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

C

+



TRADING PLACES

You may swap the locations of a friendly ① and ② for your turn.

---

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

C

∅



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*

C

∅



FAIR UNFAIR

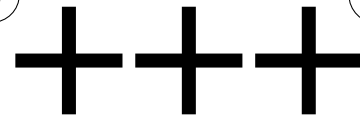
Reveal cards until two matching type cards are found (+,-,⇒). The first applies to white, the second applies to black.

---

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

C

∅



CHAOS

Deal three more cards.

---

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

C

∅



COMPLICATE

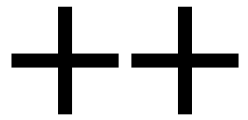
Deal two more cards.

---

*When all else fails, complicate 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



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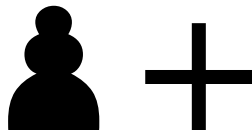
## STRAIGHT FROM THE HORSE'S MOUTH

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*

I



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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



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## 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*

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



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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*



(C)

(+)



## TAKE TWICE

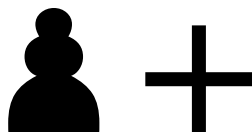
Take with two different pieces, or take any other action once.

---

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

(C)

(+)



## 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

(C)

(⇒)



## CHECKERS

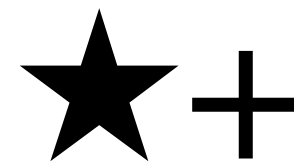
Pawns move and take like checkers.

---

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

(I)

(+)



## 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

(I)

(+)



## KING CHAMELEON

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

---

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

(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)

(⇒)



## 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

(C)

(+)



## 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

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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*

C

⇒

NIGHT KING QUEEN

: (

)

  
: (

)

---

*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*

S

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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*

C

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CROWNED

+:

  
+:

---

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

C

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CROWNED LONG LEAPER

:

  
:


  
:

---

*Jump! —Van Halen*

C

⇒

CROWNED RETREATER

:

  
:


  
:

---

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

C

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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*

C

⇒

CHAMELEON

:

  
:
 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

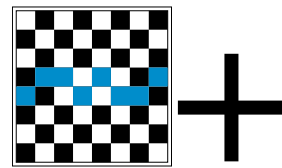
Pawns move and take only one square forward. Pawns past the center line may also move and take horizontally.

---

*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*

C

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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

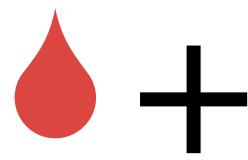
Pieces may move as if the right and left side of the board are adjacent to each other.

---

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

C

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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*

C

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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*

C

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+

FLOOR IS LAVA

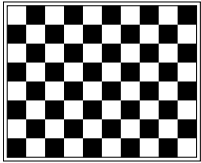
Pieces ending their turn on the four central squares die. Pieces may move over lava.

---

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

C

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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*

C

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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*

C

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SUPREME SACRIFICE

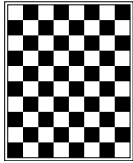
You may remove any number of friendly pieces before your turn.

---

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

C

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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

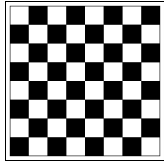
You may switch positions between a ① and any friendly  piece.

---

*Me, me, me. —Agent Smith*

I

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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

(C)

+



## CROWDSURF

①♔<sup>+</sup>: 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)

-



## THREE'S A CROWD

You may not have more than two of any ① on the board, including promoted pieces.

*Every crowd has a silver lining. —P.T. Barnum*

(C)

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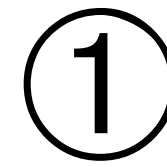
## NEAR SWAP

①♔<sup>+</sup>: Two adjacent friendly ① 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*

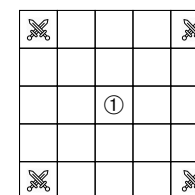
(C)

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## MAJOR X

①♚<sup>+</sup>♚<sup>+</sup>: ±[2,2]



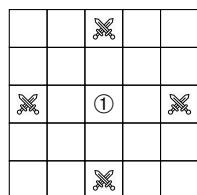
(C)

+



## MAJOR +

①♚<sup>+</sup>♚<sup>+</sup>: ±[0,2]



(C)

+



## BLOCKADE

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

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

(C)

⇒



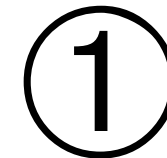
## SHOGI PAWN REBELLION

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*

(C)

⇒



## 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*

(C)



(+)

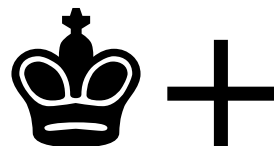
## TALLADEGA KNIGHTS

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.*  
—Rick Bobby

(I)



(+)

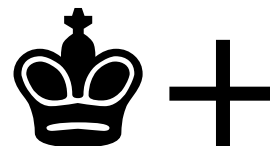
## TOUCHDOWN

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

(C)



(+)

## SUMO KING

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

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

(C)



(+)

## 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

(C)



(-)

## 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

(C)



(+)

## MOVE THROUGH FRIENDLY PIECES

Friendly pieces do not block movement.

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

(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

C

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## META RULES 2

1. 1=NBQR, 2=BNRQ, -1=RNBRQ.
  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.
- 

C

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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.
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