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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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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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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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NONABELIAN

Reveal cards until two non-commuting cards are found. Use those in the most interesting order.

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

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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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## JEDI ORDER

If you only have one ① on the board, it can also move and take like a Queen.

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

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## TRADING PLACES

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

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

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## COPYCAT

② 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

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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

C



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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.

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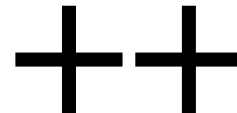
## CHAOS

Deal three more cards.

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

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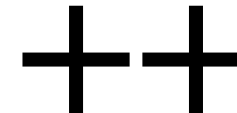
## COMPLICATE

Deal two more cards.

---

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

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## COMPLICATE

Deal two more cards.

---

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

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LONG LEAPER

①

↕↔: ♔↕↔

②

✂: ↻♔↕↔

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

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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

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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

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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

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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

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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

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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

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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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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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BRIBE


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

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

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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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PARACHUTE


You may pick up a friendly piece as a move.

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

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KING CHAMELEON


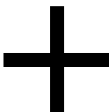
Kings may also move/take like any piece attacking them.

---

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

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PRECOCIOUS PAWNS


Pawns start advanced one rank. Draw another card.

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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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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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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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*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.

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*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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BIAS

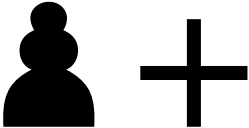
You may only drop pieces on your color.

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

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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.

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

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NO CLONING THEOREM

You cannot act with a  piece your opponent just used.

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

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GENTLEMEN'S AGREEMENT

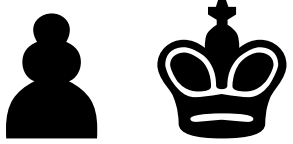
You may not drop for check.

---

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

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IT FOLLOWS

After moving a non-pawn piece, the closest  $L_1$  norm pawn to the opponent's king moves one space forward.

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*Love make us poets, and the approach of death should make us philosophers.—George Santayana*

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CROWNED

①

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

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NIGHT WIZARD

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[1,1],[1,3]

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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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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.

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

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CHAMELEON

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takes X only as X would take.

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*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.

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*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.

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*Attack is the best defense.*  
—Chinese proverb

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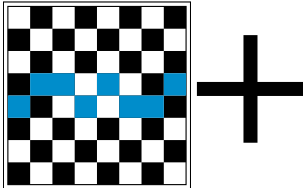
**CANON CHINESE CANNON**

A rook takes by leaping over any piece and landing on a piece 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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**MOAT**

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

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*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.

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*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.

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

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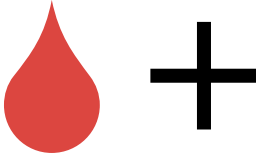
**CYLINDER**

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.

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

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**CAMOUFLAGE**

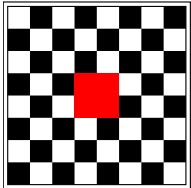
You can move through friendly pieces on your color squares.

---

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

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FLOOR IS LAVA

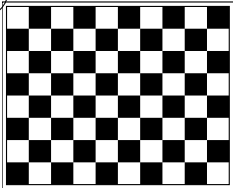
Pieces ending their turn on the four central squares die. Pieces may move over lava.

---

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

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8x10 BOARD

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

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*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.

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*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.

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

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SUPREME SACRIFICE

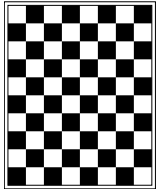
You may remove any number of friendly pieces before your turn.

---

*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.

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*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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FORCE DROP


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

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*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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SITH v1

As a pre-move, your opponent can have one  attack the other.

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



(C)

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## SITH v2

If one ① is captured, the other is as well. Drop both on the same turn.

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

(C)

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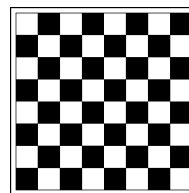
## AGENT SMITH

Your may switch positions 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.

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

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## NO STALLING

Captured pieces are placed in a staging area. You may not drop a piece from the staging area if your partner has two or more pieces staged than than you.

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

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## TWO FACED

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

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

(C)



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## CROWDSURF

♔♚<sup>+</sup>: 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*

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## THREE'S A CROWD

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

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

(C)



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## NEAR SWAP

♔♚<sup>+</sup>: Two adjacent friendly ♔ pieces may swap places.

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*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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## KNIGHT SWAP

<sup>+</sup>: Two friendly pieces which are a standard knight move apart may swap places.

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

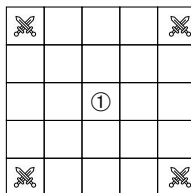
C

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## MAJOR X

① <sup>+</sup>:  $\pm[2,2]$



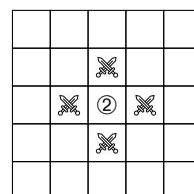
C

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## MINOR +

② <sup>+</sup>:  $\pm[0,1]$



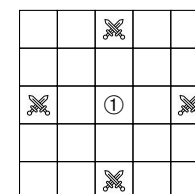
C

①

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## MAJOR +

① <sup>+</sup>:  $\pm[0,2]$



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## 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*

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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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## RUNAWAYS

Bishops may also take by retreating.

<sup>+</sup>:

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

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②

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## TELEPORTER

② 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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MAGNETO

② cannot attack, but may move any friendly piece from one square they can move to to another.

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

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BISHOP CHAMPION

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✖		✖		✖
		✖		
✖	✖	♞	✖	✖
		✖		
✖		✖		✖

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BISHOP COCHAMPION

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✖		✖		✖
	✖		✖	
✖		♞		✖
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✖		✖		✖

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PENALTY BOX

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

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

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MINOR X KNIGHT

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 : ±[1,1]

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	✖		✖	
		♞		
	✖		✖	

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CAVALRY

A knight can make two captures in one turn.

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 It's hard to lead a cavalry charge if you think you look funny on a horse. —Adlai Stevenson

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DROP DELAY

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

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

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RETREATER

① moves like a ♔, but takes 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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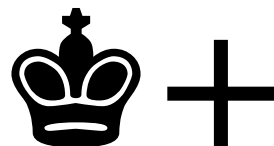
## TALLADEGA KNIGHTS

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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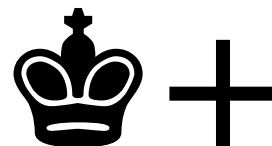
## TOUCHDOWN

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

(C)



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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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## 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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## 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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## EXTINCTION

You lose if you lose all of any piece.

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

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## 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



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## 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 chancel-  
lor is stirring a saucepan'.  
—Angela Merkel*

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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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## META RULES 2

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