



## LEND ME YOUR HORSE

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

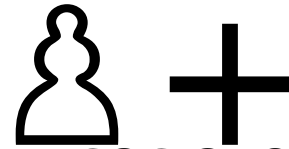
*"You should know better than to mount another's war-horse", I said with a smirk. —Jessica Leake*



## JEDI KNIGHT

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

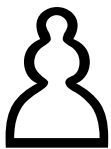
*In my experience, when you think you understand the Force, you realize just how little you know. —Ahsoka Tano*



## PRECOCIOUS PAWNS

Pawns start on the third rank. Draw another card.

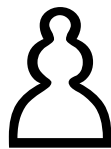
*Precocious was not the same as smart, much less the same as wise, and the perfect opposite of informed. —Lionel Shriver*



## CHECKERS

Pawns move and take like checkers.

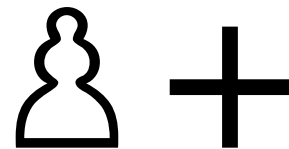
*These guys are playing checkers. I'm out here playing chess. When they figure it out, it's too late. —Max Holloway*



## BEROLINA PAWNS

Pawns move diagonally and take forward. They may move 2 squares diagonally when leaving their starting square.

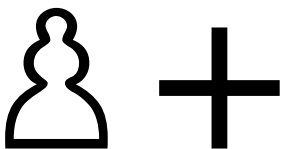
*Berolina is the female personification of Berlin and the allegorical female figure symbolizing the city. —Wikipedia*



## SHOGI PAWNS

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

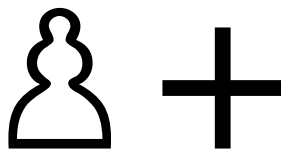
*If there is mate with a Pawn drop, there is a legal mate too. —Shogi proverb*



## 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.

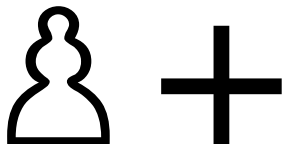
*Never underestimate the effectiveness of a straight cash bribe. —Claud Cockburn*



## CHINESE CHECKERS

Pawns take normally, but move like Chinese checkers (king move + hopping over other pawns).

*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*



## SIDE PAWNS

Pawns may also capture sideways. Draw another card.

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*Quote needed*



## NIGHT WIZARD

Move/take like a giraffe [1,3], or one square diagonally [1,1]. Omega Chess Wizard.

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

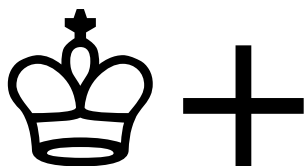


## TALLADEGA KNIGHTS

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

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

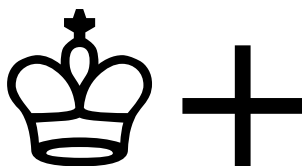


## TOUCHDOWN

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

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*Quote needed*

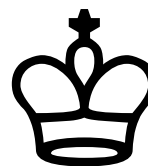


## SUMO KING

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

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



## 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*

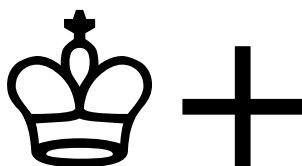


## NEAR MIMIC

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*



## KING OF THE HILL

If your King makes a legal move into the center four squares, you win Mark. Draw another card.

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*Quote needed*



## ANYTHING CAPTURES EN PASSANT

Pieces may capture a piece that just moved through an area they attack.

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*Quote needed*



## CAMOUFLAGE

You can move through 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 conceal. —Russell Lynes*

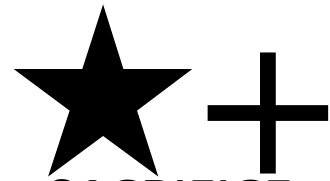


## PARACHUTE

You may pick up friendly pieces. Draw another card.

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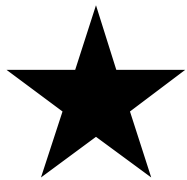


## SACRIFICE

You may take your own pieces. Draw another card.

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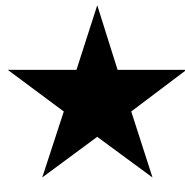


## NEAR SWAP

Two adjacent friendly pieces may swap places.

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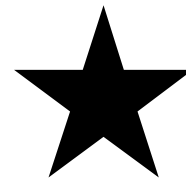


## KNIGHT SWAP

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

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*Quote needed*



## MOVE SWAP

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

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*Quote needed*



## UNFAIR

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

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*Quote needed*



## UNFAIR

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

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*Quote needed*

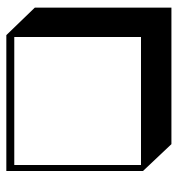


## BOUNCE

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

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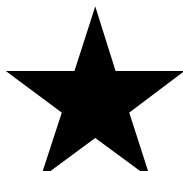


## CYLINDER

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

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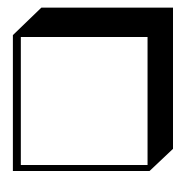


## PROFESSIONAL COURTESY

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

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*Quote needed*



## INSANE CYLINDER

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

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*Quote needed*



## MOVE THROUGH FRIENDLY PIECES

Friendly pieces do not block movement.

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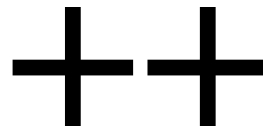


## MOVE TWICE

Move twice, or any other action once.

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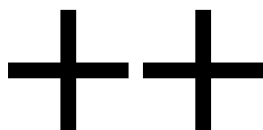


## COMPLICATE

Deal two more cards.

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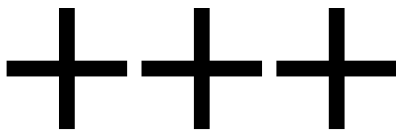


## COMPLICATE

Deal two more cards.

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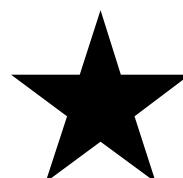


## CHAOS

Deal three more cards.

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



## SUPREME SACRIFICE

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

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*Quote needed*



## TAKE TWICE

Take twice, or any other action once.

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*Quote needed*



## EXTINCTION

You lose if you lose all of any piece.

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*Quote needed*



## CROWDSURFING

Any non-King piece can crowdsurf.

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*Quote needed*

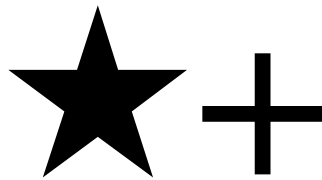


## OOBLEK

Pieces must move as far as legally possible.

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*Quote needed*



## 10x10 BOARD

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

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*Quote needed*

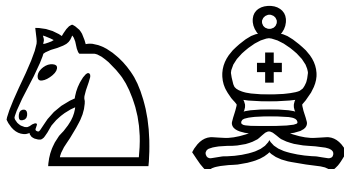


## TELEPORTER

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*

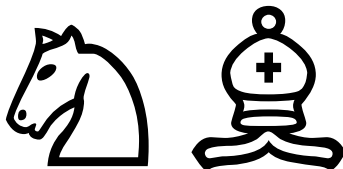


## MINOR TENET

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

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*Quote needed*



## BISHOP-KNIGHT SWAP

Bishops take like Knights. Knights take backward like Bishops. Both move normally.

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*Quote needed*



## 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*



## BISHOP-KNIGHT QUEEN

Queens move and take  
like Bishop+Knight.

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*Archbishop*



## ROOK-KNIGHT QUEEN

Queens move and take  
like Rook+Knight.

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*Chancellor*



## CROWNED BISHOP

Bishops may also  
move/take live a King.

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*Quote needed*



## CROWNED CASTLE

Rooks may also  
move/take live a King.

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*Quote needed*



## CHINESE CANNON

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

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*Quote needed*



## 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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*Quote needed*



## IMMOBILIZER

Pieces adjacent to an en-  
emy Rook may not move.  
Rooks may not capture.

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*Quote needed*



## ROYAL REVERSE

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

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*Quote needed*



## ROOK-QUEEN SWAP

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

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*Quote needed*



Knights and Kings move/take like each other.

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*Quote needed*



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

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*Quote needed*



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*



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

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*Omega Chess Champion*



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

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*Ultima*



Bishops can banish any adjacent enemy piece to any empty square. Bishops move like Queens, but cannot capture.

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*Quote needed*



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

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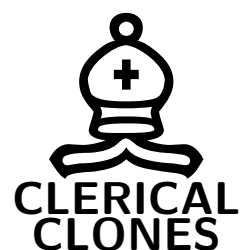
*Quote needed*



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

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*Ultima*

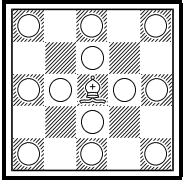


Bishops may move/take like the last piece the opponent moved.

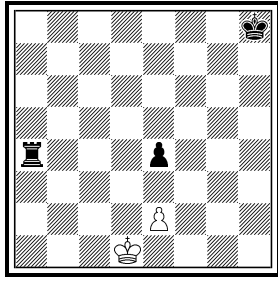
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*Quote needed*

1



C- (1+0) h#7



C- (2+3)

