

?




TRADING PLACES

You may swap the locations of a friendly knight and bishop for your turn.

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

S




CHINESE SHOGI PAWNS

Pawns take one square forward and move like Chinese checkers. Drop only in file without friendly pawns.

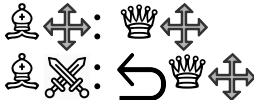
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*If there is mate with a Pawn drop, there is a legal mate too.* —Shogi proverb

U



RETREATER




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

U



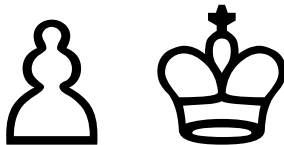
BISHOP LONG LEAPER




---

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

C




IT FOLLOWS

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

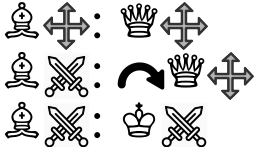
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*Love make us poets, and the approach of death should make us philosophers.* —George Santayana

C



CROWNED LONG LEAPER




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*Jump!* —Van Halen

C



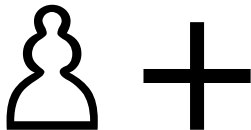
CROWNED RETREATER




---

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

S



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

?



# 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

I



# CROWNED CASTLE

♖♚+: ♔♚  
♖♚+: ♔♚

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

I



# CROWNED BISHOP

♗♚+: ♔♚  
♗♚+: ♔♚

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

C



# THREE'S A CROWD

You may not have more than two of any non-pawn piece on the board, including prompted pieces.

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

Ω



# NIGHT 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



# 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.*

Ω



# BISHOP CHAMPION

♗♚♚: ±[0,1], ±[2,2], ±[2,0]

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

C

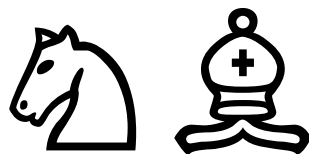


## BISHOP COCHAMPION

$\text{♙} \text{♜} \text{♞} : \pm[1,1],$   
 $\pm[2,2], \pm[2,0]$

*Between two evils, I always  
pick the one I've never tried  
before. —Mae West*

?



## BISHOP-KNIGHT SWAP

$\text{♙} \text{♞} : \text{♜} \text{♞}$   
 $\text{♞} \text{♞} : \text{♙} \text{♞}$

*It's time to bait a trap.*  
—Katie Reus

I



## KNIGHT+ v1

$\text{♙} \text{♜} \text{♞} \text{♞} : \pm[1,1]$

*Graphic needed.*

I



## KNIGHT+ v2

$\text{♙} \text{♜} \text{♞} \text{♞} : \pm[2,2]$

*Graphic needed.*

I



## KNIGHT+ v3

$\text{♙} \text{♜} \text{♞} \text{♞} : \pm[0,1]$

*Graphic needed.*

I

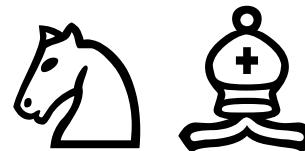


## KNIGHT+ v4

$\text{♙} \text{♜} \text{♞} \text{♞} : \pm[0,2]$

*Graphic needed.*

C



## PRISON BREAK

All knights start off the board in  
jail. If a bishop moves/attacks,  
ending on the last rank, knights  
of the same color are now avail-  
able to be dropped by the owner.

*Preparation can only take you so far. After  
that, you have to take a few leaps of faith.*  
—Michael Scofield

?



## 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



## UNFAIR

Deal a card. It only applies to white. Deal a second card. It only applies to black. Deal with it.

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

C



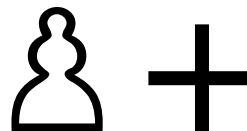
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---

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

C



## 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*

C



## NO CLONING THEOREM

If your opponent just moved a bishop, rook or queen, you may not act with a piece of the same type.

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

C



## THE ANTS GO MARCHING

If a non-pawn action was taken, you must move a pawn one square forward if possible.

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*We are not as strong as we think we are. —Rich Mullins*

C



## UNFAIR

Deal a card. It only applies to white. Deal a second card. It only applies to black. Deal with it.

---

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

C



## 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.

C



## CHAIN REACTION

If a pawn capture is made, another action may be taken with a piece that has not moved yet this turn.

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*We never know which of us will start the chain reaction. But one of us will. —Colin Beavan*

C



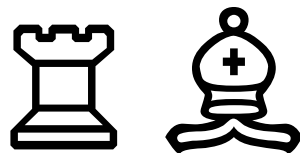
## STRAIGHT FROM THE HORSE'S MOUTH

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.

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*A team of horses cannot overtake a word that has left the mouth. —Wu Cheng'en*

C



## ROYAL REVERSE

Bishops and Rooks may move and take backwards like an Orthodox Queen.

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

C



## COOLDOWN

You may not use the same piece on two consecutive turns.

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

C



## CONJOINED TWINS

Pieces may move to another friendly piece to form a single, conjoined piece. Conjoined pieces cannot be separated or conjoined further.

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*There are two things in life for which we are never truly prepared: twins. —Josh Billings*

C



## MOVE SWAP

Two friendly pieces 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*

C



## TELEPORTER

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

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*If I could teleport, I'd probably still be late. —Anonymous*

C



## 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*

C



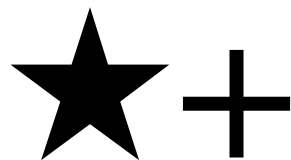
## MAXIMUM EFFORT

Pieces must act as far as legally possible.

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

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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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## NEAR SWAP

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

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

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*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.

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*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.

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

C



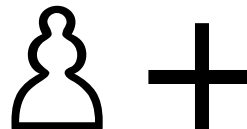
## CAMOUFLAGE

You can move through friendly pieces on your color squares.

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

I



## 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*

C



## 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*

U



## BISHOP CHAMELEON

Bishops move normally, but only takes X as X would take. Bishops attack each other normally.

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

I



## 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.

---

*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.

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

C



## JEDI KNIGHT

If you only have one knight 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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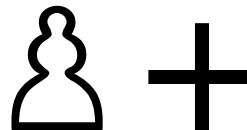
## BEROLINA PAWNS

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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## FAST PAWNS

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

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*In ceremonies of the horse-men, even the pawn must hold a grudge.* —Bob Dylan

C



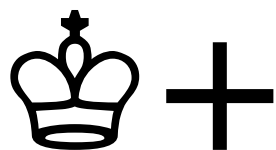
## TALLADEGA KNIGHTS

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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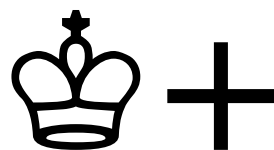
## TOUCHDOWN

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*

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



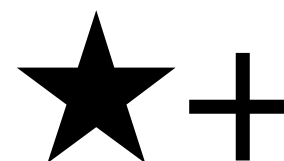
## ALL PASSANT

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*

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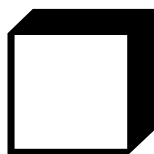
## SACRIFICE

You may take your own pieces. Draw another card.

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

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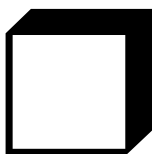
## BOUNCE

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*

I



## CYLINDER

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

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

C



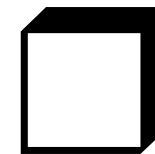
## PROFESSIONAL COURTESY

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*

I



## 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 Lev-*



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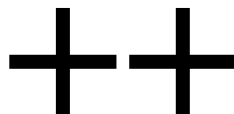
## MOVE THROUGH FRIENDLY PIECES

Friendly pieces do  
not block movement.

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

C



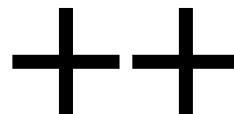
## COMPLICATE

Deal two more cards.

---

*When all else fails, compli-  
cate matters. —Aaron Allston*

C



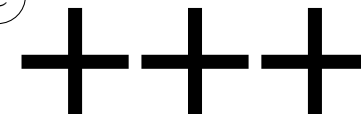
## COMPLICATE

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 dedi-  
cation and what you're will-  
ing to sacrifice. —Nathan W.*

I



## EXTINCTION

You lose if you lose  
all of any piece.

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*Extinction is the rule. Sur-  
vival is the exception. —Carl  
Sagan*

C



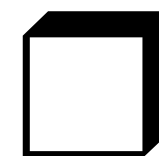
## CROWDSURF

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 men-  
tal side of the sport. —Kelly  
Slater*

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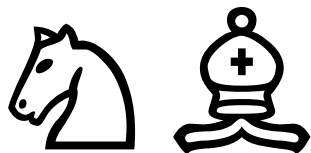
## 10x10 BOARD

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

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

(C)



## MINOR TENET

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

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

(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.

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

(?)



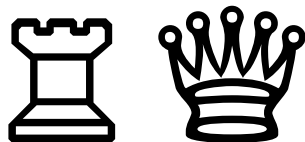
## CHINESE CANNON

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

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

(?)



## ROOK-QUEEN SWAP

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

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

(I)



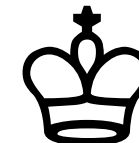
## KNIGHT-KING SWAP

Knights and Kings move/take like each other.

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*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.

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

?



## SUMMONER

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*

C



## CLERICAL CLONES

Bishops 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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## KNIGHT+[2,2]

