



LEND ME YOUR HORSE

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

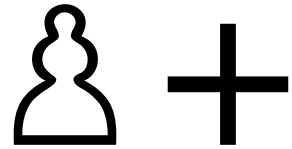
"You should know better than to mount another's war-horse", I said with a smirk. —Jessica Leake



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.

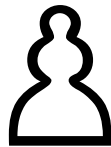
Precocious was not the same as smart, much less the same as wise, and the perfect opposite of informed. —Lionel Shriver



CHECKERS

Pawns move and take like checkers.

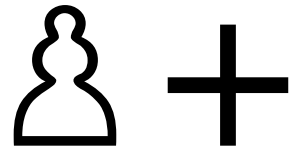
These guys are playing checkers. I'm out here playing chess. When they figure it out, it's too late. —Max Holloway



BEROLINA PAWNS

Pawns move diagonally and take forward.

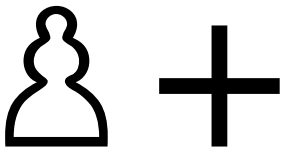
Berolina is the female personification of Berlin and the allegorical female figure symbolizing the city. —Wikipedia



SHOGI PAWNS

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

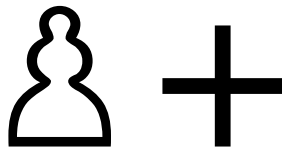
If there is mate with a Pawn drop, there is a legal mate too. —Shogi proverb



FAST PAWNS

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

In ceremonies of the horse-men, 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.

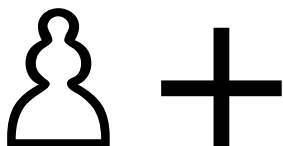
Never underestimate the effectiveness of a straight cash bribe. —Claud Cockburn



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.

Quote needed



NIGHT WIZARD

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

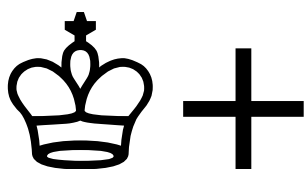
Do not meddle in the affairs of Wizards, for they are subtle and quick to anger. —J. R. R. Tolkien



TALLADEGA KNIGHTS

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

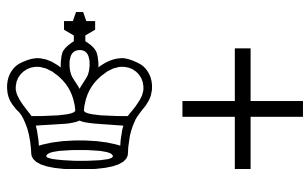
If you ain't first, you're last. —Ricky Bobby



TOUCHDOWN

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

Quote needed



SUMO KING

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

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.

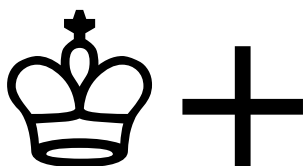
Quote needed



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.

Quote needed



KING OF THE HILL

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

Quote needed



ANYTHING CAPTURES EN PASSANT

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

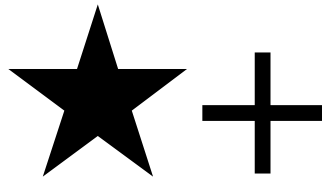
Quote needed



CAMOUFLAGE

You can move through pieces on squares matching your color.

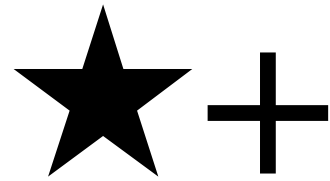
Camouflage is a game we all like to play, but our secrets are as surely revealed by what we want to seem to be as by what we want to conceal. —Russell Lynes



PARACHUTE

You may pick up friendly pieces. Draw another card.

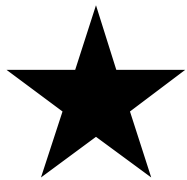
Quote needed



SACRIFICE

You may take your own pieces. Draw another card.

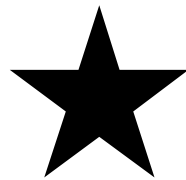
Quote needed



NEAR SWAP

Two adjacent friendly pieces may swap places.

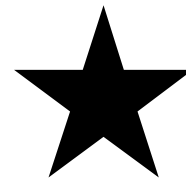
Quote needed



KNIGHT SWAP

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

Quote needed



MOVE SWAP

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

Quote needed



UNFAIR

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

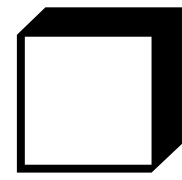
I know the world isn't fair, but why isn't it ever unfair in my favor? —Bill Watter-son



UNFAIR

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

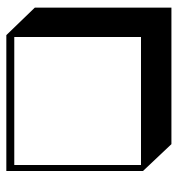
I know the world isn't fair, but why isn't it ever unfair in my favor? —Bill Watter-son



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



CYLINDER

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

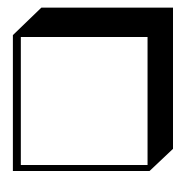
Everything in nature takes its form from the sphere, the cone and the cylinder.
—Paul Cezanne



PROFESSIONAL COURTESY

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

Courtesy is contagious - let's start an epidemic.
—Evan Esar



INSANE CYLINDER

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

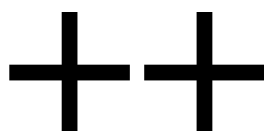
There's a fine line between genius and insanity. I have erased this line. —Oscar Levant



MOVE THROUGH FRIENDLY PIECES

Friendly pieces do not block movement.

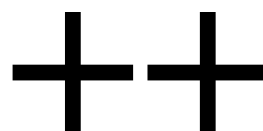
True friends stab you in the front. —Oscar Wilde



COMPLICATE

Deal two more cards.

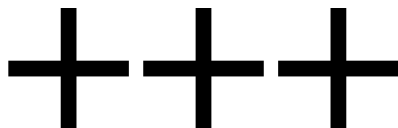
When all else fails, complicate matters. —Aaron Allston



COMPLICATE

Deal two more cards.

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



CHAOS

Deal three more cards.

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.

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



MOVE TWICE

Move twice, or any other action once.

When someone says you can't do something, do it twice and take pictures.
—Anonymous



TAKE TWICE

Take twice, or any other action once.

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



EXTINCTION

You lose if you lose all of any piece.

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



CROWDSURFING

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



OOBLEK

Pieces must move as far as legally possible.

To me, if life boils down to one thing, it's movement. To live is to keep moving. —Jerry Seinfeld



10x10 BOARD

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

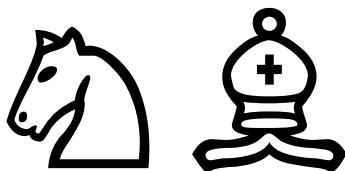
I don't have anything against walls. You know what it is? I like open spaces. —Dion Dublin



TELEPORTER

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

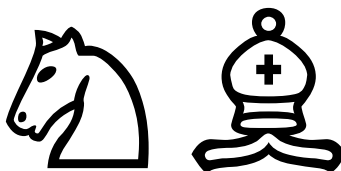
If I could teleport, I'd probably still be late. —Anonymous



MINOR TENET

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

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



BISHOP-KNIGHT SWAP

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

Quote needed



NIGHT KING QUEEN

Queens move and take like Knight+King.

Night's King was only a man by light of day, Old Nan would always say, but the night was his to rule. —Brandon Stark



BISHOP-KNIGHT QUEEN

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.
—Hendrik Mevius



ROOK-KNIGHT QUEEN

Queens move and take like Rook+Knight. Fairy chess Chancellor.

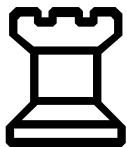
When I'm stirring a saucepan, I don't say to myself, 'Now the chancellor is stirring a saucepan'.
—Angela Merkel



CROWNED BISHOP

Bishops may also move/take live a King.

Quote needed



CROWNED CASTLE

Rooks may also move/take live a King.

Quote needed



CHINESE CANNON

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

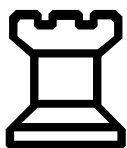
Quote needed



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.

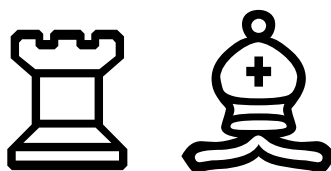
Quote needed



IMMOBILIZER

Pieces adjacent to an enemy Rook may not move. Rooks may not capture. Ultima Chess.

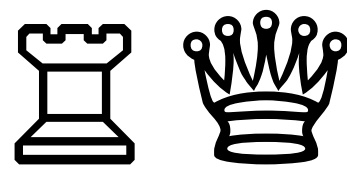
The activity of worrying keeps you immobilized.
—Wayne Dyer



ROYAL REVERSE

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

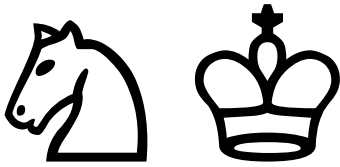
To the royal guards of this realm, we are all victims in waiting. —Cheshire Cat



ROOK-QUEEN SWAP

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

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



KNIGHT-KING SWAP

Knights and Kings move/take like each other.

Quote needed



KING CHAMELEON

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

I can kind of be a chameleon. —Sasha Spielberg



SUMMONER

Bishops may summon a friendly non-King piece to an adjacent square

My name is Mortimer Alexander and I am a licensed summoner." "Darn. I'd hoped you were the pizza delivery guy. —Jana Oliver



BISHOP CHAMPION

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

Omega Chess Champion



RETREATER

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

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



BANISHER

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

I know that you cannot banish the truth permanently, you can only cloud it temporarily. —Javed Jaffrey



BISHOP CHAMELEON

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

Quote needed



BISHOP LONG LEAPER

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

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

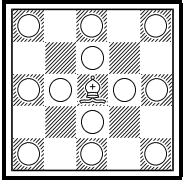


CLERICAL CLONES

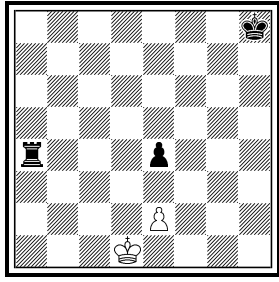
Bishops may move/take like the last piece the opponent moved.

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

1



C- (1+0) h#7



C- (2+3)

