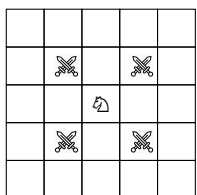


I



## MINOR X KNIGHT

$$\text{Knight} + \text{Bishop} + \text{Bishop} : \pm[1,1]$$

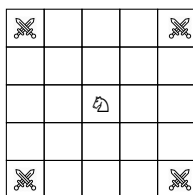


I



## MAJOR X KNIGHT

$$\text{Knight} + \text{Bishop} + \text{Bishop} : \pm[2,2]$$

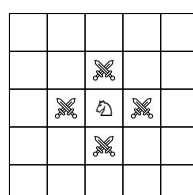


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## MINOR + KNIGHT

$$\text{Knight} + \text{Bishop} + \text{Bishop} : \pm[0,1]$$

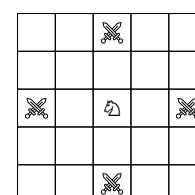


I



## MAJOR + KNIGHT

$$\text{Knight} + \text{Bishop} + \text{Bishop} : \pm[0,2]$$



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

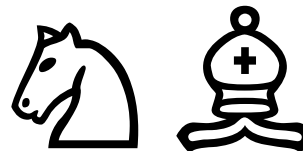


## MAGNETO

Bishops can't attack, and in addition to moving, may move any color piece from one square they can move to to another.

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

C



## TRADING PLACES

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

*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.

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

U



## RETREATER

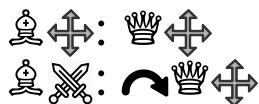


*He who fights and runs away,  
lives to fight another day.  
—Proverb*

U



## BISHOP LONG LEAPER



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

C

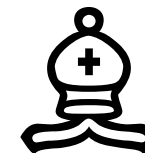


## IT FOLLOWS

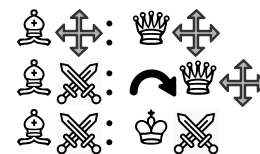
After moving a non-  
pawn piece, the clos-  
est  $L_1$  norm pawn to  
the opponent's king  
moves one space forward.

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

C



## CROWNED LONG LEAPER

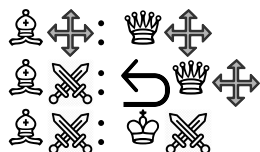


*Jump! —Van Halen*

C

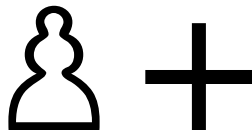


## CROWNED RETREATER



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

S



## SHOGI PAWNS

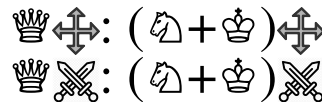
Pawns take one square  
forward and may not  
move two squares ini-  
tially. Drop only in file  
without friendly pawns.

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

?



## NIGHT KING QUEEN

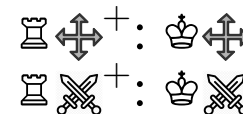


*Night's King was only a  
man by light of day, Old  
Nan would always say, but  
the night was his to rule.  
—Brandon Stark*

I



## CROWNED CASTLE

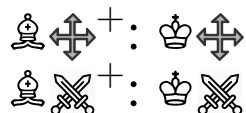


*In the land of the skunks, he  
who has half a nose is king.  
—Chris Farley*

I



## CROWNED BISHOP



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

C



## THREE'S A CROWD

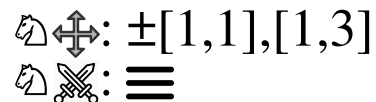
You may not have more  
that two of any non-pawn  
piece on the board, in-  
cluding prompted pieces.

*Every crowd has a silver lin-  
ing. —P.T. Barnum*

Ω



## NIGHT WIZARD



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

C



## GENTLEMEN'S AGREEMENT

You may not  
drop for check.

*A gentleman is simply a pa-  
tient wolf. —Lana Turner*

C



## BIAS

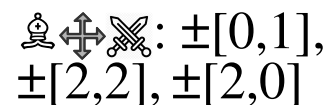
You may only drop  
pieces on your color.

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

Ω



## BISHOP CHAMPION

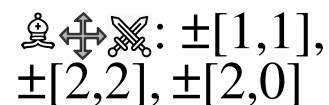


*Every absurdity has a cham-  
pion to defend it. —Oliver  
Goldsmith*

C

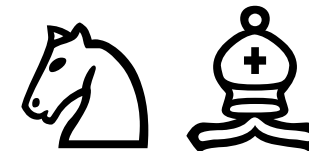


## BISHOP COCHAMPION



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

?

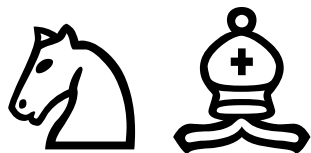


## BISHOP-KNIGHT SWAP



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

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 available 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.

---

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

C



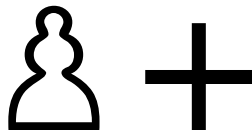
## UNFAIR

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



## 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



## NO CLONING THEOREM

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

---

*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.

---

*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.

---

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

C



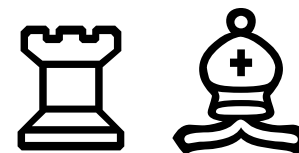
## STRAIGHT FROM THE HORSE'S MOUTH

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.

---

*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.

---

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

C



## 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



## MOVE SWAP

Two friendly pieces 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



## 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.

---

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

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



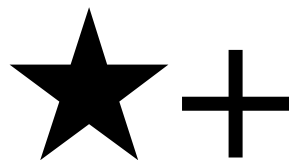
## MAXIMUM EFFORT

Pieces must act as far as legally possible.

---

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

?



## 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*

?



## NEAR SWAP

Two adjacent friendly 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*

?



## KNIGHT SWAP

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

---

*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.

---

*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.

---

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

C



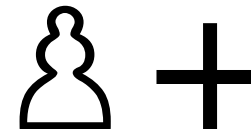
## CAMOUFLAGE

You can move through friendly pieces on your color squares.

---

*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.

---

*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.

---

*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.

---

*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.

---

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

?



## 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.

---

*"You should know better than to mount another's warhorse", 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.

---

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

I



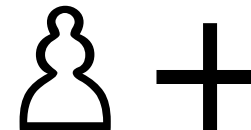
## BEROLINA PAWNS

Pawns move diagonally and take forward.

---

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

?



## 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)



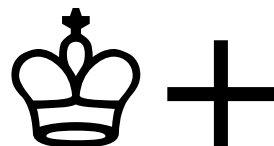
## TALLADEGA KNIGHTS

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

---

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

(?)



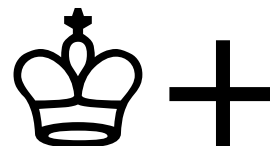
## TOUCHDOWN

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

---

*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 of the edge die.

---

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

(C)



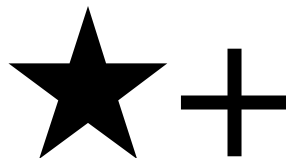
## ALL PASSANT

Any piece may capture any piece en passant.

---

*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

(?)



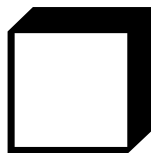
## SACRIFICE

You may take your own pieces. Draw another card.

---

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

(I)



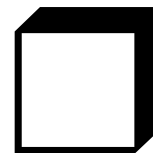
## BOUNCE

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

---

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

(I)



## 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)



## PROFESSIONAL COURTESY

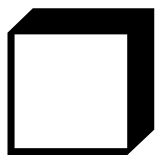
Pieces do not attack or capture a piece of the same type. Pawns are not professional.

---

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



I



## 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 Lev-*

?



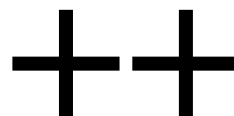
## MOVE THROUGH FRIENDLY PIECES

Friendly pieces do not block movement.

---

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

C



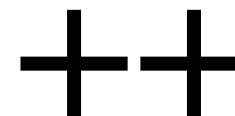
## COMPLICATE

Deal two more cards.

---

*When all else fails, complicate 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 dedication and what you're willing to sacrifice. —Nathan W.*

I



## EXTINCTION

You lose if you lose all of any piece.

---

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

C



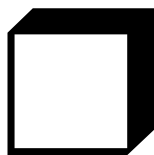
## CROWDSURF

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*

I



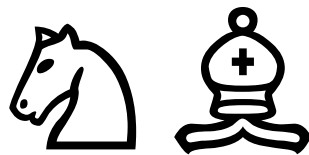
## 10x10 BOARD

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*

C



## 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*

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



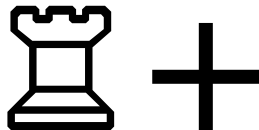
## CHANCELLOR

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.

---

*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.

---

*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.

---

*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.

---

*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.

---

*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 Alexan-  
der and I am a licensed sum-  
moner.” “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.

---

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

I



## KNIGHT+[2,2]

