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CROWNED BISHOP

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

Ω

⇒

NIGHT WIZARD

$\pm[1,1],[1,3]$ 
 $\equiv$

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

C

⇒

CROWNED LONG LEAPER

Jump! —Van Halen

C

⇒

CROWNED RETREATER

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

C

⇒

BISHOP-KNIGHT SWAP

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

C

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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

⇒

CHAMELEON

$\equiv$ 
 $\equiv$

$\equiv$ 
 $\equiv$

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.

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.

---

*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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2

**WEAPON SWAP**

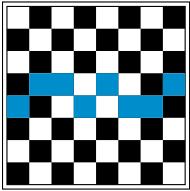
① and ② move normally but take like each other.

---

*The human race has one really effective weapon, and that is laughter. —Mark Twain*

C

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**MOAT**


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

---

*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.

---

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

C

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**MINIONS**

Whenever you are checked, you may first take a free pawn action before your normal action.

---

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

I

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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. Draw another card.

---

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

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CAMOUFLAGE

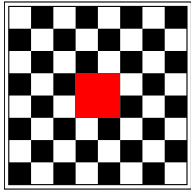
You can move through friendly pieces on your color squares.

---

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

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FLOOR IS LAVA

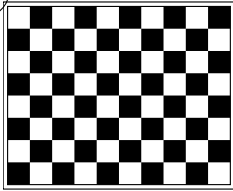
Pieces ending their turn on the four central squares die. Pieces may move over lava.

---

*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.

---

*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.

---

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

C

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MOVE SWAP


Two friendly  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

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SUPREME SACRIFICE

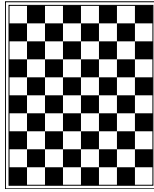
You may remove any number of friendly pieces before your turn.

---

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

C

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10x8 BOARD


Add an additional rank on the top and bottom.

---

*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*

C

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FORCE DROP

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

---

*Perhaps not willingly, but pain can make a man do things he wouldn't willingly do. —Anne Bishop, Daughter of the Blood*

C



⇒

## SITH v1

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

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

C



⇒

## SITH v2

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

*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*

C



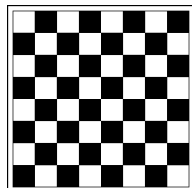
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## FAIR UNFAIR

Reveal cards until two matching type cards are found (+,-,⇒). The first applies to white, the second applies to black.

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

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## 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*

C



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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.

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

C



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## TWO FACED

Rooks may invert after an action. Inverted rooks act like ②.

*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.

*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 than two of any on the board, including promoted pieces.

---

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

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NEAR SWAP

<sup>+</sup>: 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

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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

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MAJOR X

<sup>+</sup> <sup>+</sup>:  $\pm[2,2]$

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MINOR +

<sup>+</sup> <sup>+</sup>:  $\pm[0,1]$

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1

MAJOR +

<sup>+</sup> <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.

$\text{♗}^+ : \text{♗} \text{♘}$

---

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

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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*

C

⇒

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MAGNETO

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

---

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

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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.

Ω

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BISHOP CHAMPION

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♗		♗		♗
		♗		
♗	♗	♗	♗	♗
		♗		
♗		♗		♗

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BISHOP COCHAMPION

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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.

---

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

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MINOR X KNIGHT


$\text{♞}^+ : \text{♞}^+ : \pm[1,1]$

---

	♞		♞	
		♞		
	♞		♞	

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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.

---

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

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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*

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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*

U

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RETREATER




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

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BISHOP LONG LEAPER




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

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IT FOLLOWS

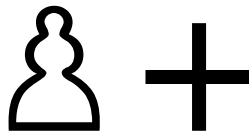
After moving a non-pawn piece, the closest  $L_1$  norm pawn to the opponent's king moves one space forward.

---

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

S

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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.



---



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


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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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CROWNED CASTLE



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In the land of the skunks, he who has half a nose is king.

—Chris Farley

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GENTLEMEN'S AGREEMENT


You may not drop for check.

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A gentleman is simply a patient wolf. —Lana Turner

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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.

C

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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

C

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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

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UNFAIR


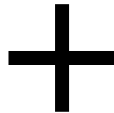
Deal a card. It only applies to white. Deal a second card. It only applies to black. Deal with it.

---

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

C

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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



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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

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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*

C

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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

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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.

---

C

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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.

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*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

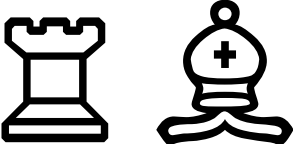
After an action, knights may be re-oriented to face any of the eight adjacent squares, initially facing forward. Knights may capture pieces on the faced square without moving.

---

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

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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

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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.

---

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

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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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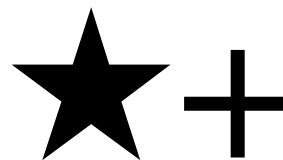
## MAXIMUM EFFORT

Pieces must act as far as legally possible.

---

*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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## 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*

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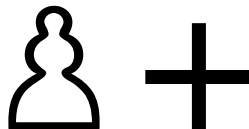
## FAR MIMIC

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*

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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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## 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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## 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

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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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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

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BEROLINA PAWNS

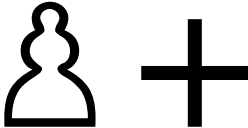
Pawns move diagonally and take forward.

---

*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.

---

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

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TALLADEGA KNIGHTS

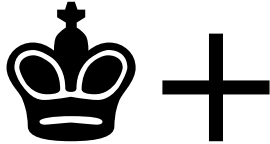
Knights on your color may move/take like Rooks. Knights on your opponents color may move/take like Bishops.

---

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

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TOUCHDOWN

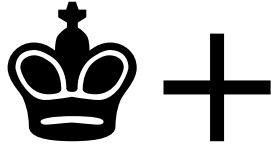
If your king is on the last rank at the end of your turn, you win.

---

*It's one of those things: I would 100 percent pancake a guy and steal his soul over scoring a touchdown.*  
—George Kittle

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SUMO KING

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

---

*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.

---

*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*

(C)

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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*

(C)

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## MOVE THROUGH FRIENDLY PIECES

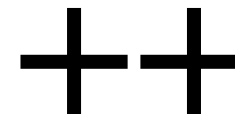
Friendly pieces do not block movement.

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

(C)

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## COMPLICATE

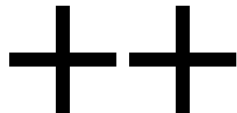
Deal two more cards.

---

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

(C)

(?)



## COMPLICATE

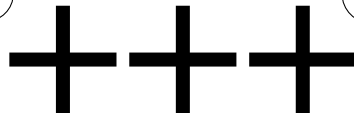
Deal two more cards.

---

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

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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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## EXTINCTION

You lose if you lose all of any piece.

---

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

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## 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*

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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

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## CHANCELLOR

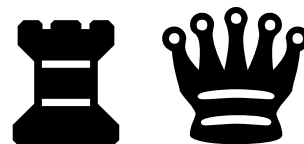
Queens move and take like Rook+Knight.  
Fairy chess Chancellor.

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

—Angela Merkel

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## 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*

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## 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

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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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## 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

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## 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