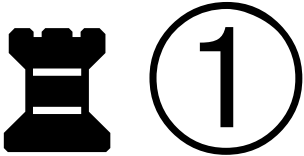


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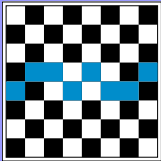
TWO FACED

Rooks may invert after it acts. Inverted rooks act like a ①.

God has given you one face, and you make yourself another. —William Shakespeare

C

T




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

I

T



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

T



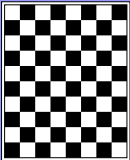
THREE’S A CROWD

You may not have more than two of any on the board, including promoted pieces.

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

C

T



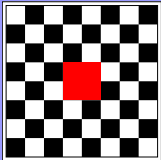
10x8 BOARD

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

T



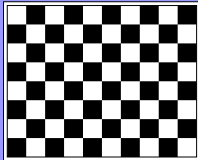
FLOOR IS LAVA

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

C

T



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

I

T



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

T



SACRIFICE

You may take your own pieces.

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

C

T



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

C

T



UNION

Reveal two ①. Use the union of the card rules applied in either order.

Anything irreversible should be granted the "everything" of our attention. —Craig D. Lounsbough

I

T



EXTINCTION

You lose if you lose all of any piece.

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

C

T



GENTLEMEN'S AGREEMENT

You may not drop for check.

A gentleman is simply a patient wolf. —Lana Turner

C

T



ZEROED

You may not drop a piece on your board unless there is a matching type on the board. Promoted pieces match.

If your position is everywhere, your momentum is zero. —Michael Korda

C

T



FRANKLY MY DEAR I DON'T GIVE A DAMN

You may sacrifice a ♜ to move another piece in it's normal chess manner.

Tomorrow, I'll think of some way to get him back. —Scarlett O'Hara

C

T



MICRO-MANAGER

Pieces more than one rank in front of the King may not attack.

I know it was your idea, but it was my idea to use your idea. —Anonymous

C

-



DROP BEAR

You must drop if legal. You can't check when you may drop.

The primary prey of Drop Bears are unsuspecting tourists, often Welsh or German but usually US American or Japanese. - Unknown

C

+

1

SECOND WIND

If a ① moves adjacent to another ①, then it may act again.

Most people never run far enough on their first wind to find out they've got a second. —William James

C

+




BULL RUSH

♔ may move forward any number of squares and wins if he reaches the last rank.

Don't take the bull by the horns, take him by the tail; then you can let go when you want to. —Josh Billings

C

-




MAXIMUM EFFORT

Choose to move or take. Pieces must then act as far as legally possible.

Your crazy matches my crazy. Big time. —Deadpool

C

-




ROCK, PAPER, SCISSORS

Bishops can't take Knights which can't take Rooks which can't take Bishops.

*Lisa: Poor predictable Bart. Always takes 'rock'.
Bart: Good ol' rock. Nuthin' beats that! -The Simpsons*

C

+



SUMO PAWNS

♟♞: A ♟ may push any number of ♞ pieces while moving.

The world is moved along, not only by the mighty shoves of its heroes, but also by the aggregate of the tiny pushes of each honest worker. -Helen Keller

C

⇒

1

BERSERKER

① must take if legal. If a ① takes, you may act with another piece.

If you're always worried about crushing the ants beneath you... you won't be able to walk. —Guts

C

+



WAR AND PEACE

You may take a move and attack action with different pieces.

Only the dead have seen the end of war. -Plato

C

-

FAMINE

You may only drop a piece if you have another in supply.

Near the gates and within two cities there will be scourges the like of which was never seen: famine within plague, people put out by steel, crying to the great immortal God for relief. —Nostradamus

C

+

1

TRON

① attacks by rectinlin-early moving 1+ squares and then moving 1+ squares orthogonally.

Did anyone see the movie Tron? No. No. No. No. Yes, I mean no. —Simpsons

C

⇒

1

NOBLESSE OBLIGE

① cannot be attacked by pawns, but also may not attack the king.

Oh, the English, and their STUPID sense of fair play! —Chauvelin

C

⇒

1

WILD ELEPHANT

✕		✕		✕
	✕		✕	
✕		①		✕
	✕		✕	
✕		✕		✕

C

+

BACKGAMMON PAWNS

♠+: May do two ♠/✕ with different pawns. ♠ may move to a square with other friendly pawns. ♠ sharing a square cannot be captured.

The only athletic sport I ever mastered was backgammon. —Douglas William Jerold

C

+

1

POSSESSION

Non-pawn pieces protected by a ① may also move/take like a ①.

An object in possession seldom retains the same charm that it had in pursuit. —Pliny the Elder

I

⇒

1

CANON CHINESE CANNON

① takes by leaping over any piece and landing on a piece in any direction of movement.

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

C

⇒

1

ASSASSIN

① capture one piece by moving past an adjacent piece orthogonal to the movement.

Assassins and presidents invite the same basic question: Just who do you think you are? — Sarah Vowell

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



+

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



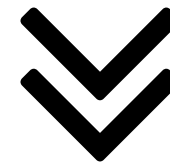
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BIAS

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



-

URGENCY

You may only drop pieces you had at the start of your turn.


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

C



-

NO CLONING

You cannot act with a  your opponent just used. A piece cannot be denied on consecutive turns.

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

C



⇒

SITH

If one ① is captured, the other is as well. Drop both on the same turn. No more than two sith can be on the board.

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

C



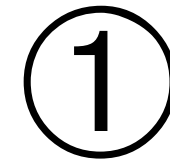
⇒

LONG LEAPER



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

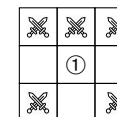
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SILVER GENERAL

Shogi silver general.



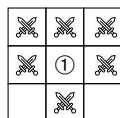
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GOLD GENERAL

Shogi gold general.

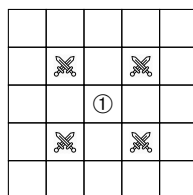


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MINOR X

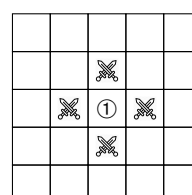
$$\textcircled{1} \begin{array}{c} \updownarrow \\ \leftarrow \rightarrow \\ \updownarrow \end{array}^+ \begin{array}{c} \diagup \diagdown \\ \diagdown \diagup \end{array}^+ : \pm[1,1]$$


C

+

①

MINOR +

$$\textcircled{1} \begin{array}{c} \updownarrow \\ \leftarrow \rightarrow \end{array}^+ \begin{array}{c} \diagup \diagdown \\ \diagdown \diagup \end{array}^+ : \pm[0,1]$$


C

+

①

JEDI ORDER

If you only have one
① on the board, it
may also act like a ♔.


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

C

+



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

C

+

1

REVERSE RIFLE

Backward attacks by ① act like a rifle.


Aim high. You may still miss the target, but at least you won't shoot your foot off.
—Lois McMaster Bujold

C

+



KNIGHT SWAP

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

Don't swap horses in crossing a stream. -Abraham Lincoln

C

+

1

TELEPORTER

① may move to any open square adjacent to a friendly pawn.

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

C

+

1

COPYCAT

① 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

Ω

⇒

1

CHAMPION

✖		✖		✖
		✖		
✖	✖	①	✖	✖
		✖		
✖		✖		✖

C

+

1

RUNAWAYS

① may also take by re-treating.

① ✖⁺: ♞①♞

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

Ω

⇒

♞

HALF 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

⇒

1

MAGNETO

① 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

C

⇒

1 2

MINOR TENET

① and ② move and take backwards like the other.

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

C

⇒

♔ 1

KING SWAP

♔ and ① switch actions.

If I was King for just one day, I would give it all away. —Thompson Twins

C

⇒

1 2

ATTACK SWAP

① and ② move the same, but attack like the other.

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

C

1

+

ROYAL REVERSE

① may move and take backwards like a ♔.

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

C

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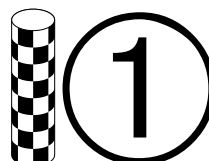
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SUMMONER

① may summon a friendly ♔ 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

C



+

CYLINDER

① may act as if it is on a left-right cylinder.

There are no boundaries - only possibilities. — Sakyong Mipham

C



-

CYLINDER ⇒

The right and left side of the board are adjacent to each other. Pieces may not move left from their POV.

Always choose the right path and speak the truth. —Mahatma Gandhi

C

1 2

+

TRADING PLACES

You may swap the locations of a friendly ① and ② for your turn.

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

C



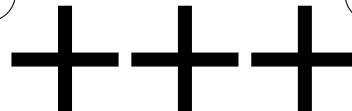
∅

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

C



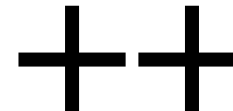
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CHAOS

Deal three more cards.

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

C



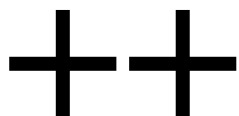
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COMPLICATE

Deal two more cards.

When all else fails, complicate matters. —Aaron Allston

C



∅

COMPLICATE

Deal two more cards.

When all else fails, complicate matters. —Aaron Allston

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

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



+

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



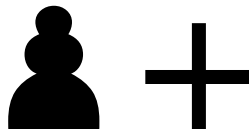
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STRAIGHT FROM THE HORSE'S MOUTH

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

I



+

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



+

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

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

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

C

+





TAKE TWICE

Take with two different pieces, or take any other action once.

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

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

⇒





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

I

+

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

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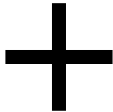
KING CHAMELEON

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

I can kind of be a chameleon.
—Sasha Spielberg

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

⇒




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

+




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

+




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

=>




NIGHT KING QUEEN

: (

+

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: (

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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

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

C

+



CROWNED

+:

+:


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

C

=>



CROWNED LONG LEAPER

:

:


:


Jump! —Van Halen

C

=>



CROWNED RETREATER

:

:


:


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

C

+



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

⇒

1

CHAMELEON

①

⦿

:

≡

①

✂

:

①

takes X

only as X would take.

I could spend the rest of my life in copying a chair.

—Alberto Giacometti

I

-



XIANGQI KNIGHTS

Knights move/take by moving first one square orthogonally and then one square diagonally.

The operation was called "hobbling".

—Annie Wilkes

I

⇒



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

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 Levant

C

+



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

+



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

+



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

C

+



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

+



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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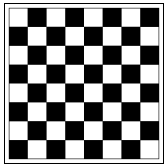
AGENT SMITH

Your may switch positions between a ① and any friendly ♚ piece.

Me, me, me. —Agent Smith

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

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

C

+



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

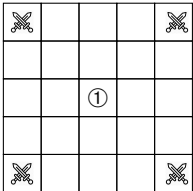
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MAJOR X

①♚⁺♚⁺: ±[2,2]



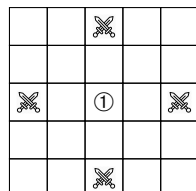
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MAJOR +

①♚⁺♚⁺: ±[0,2]



C

+



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

(C)



⇒

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

(C)



⇒

RETREATER

① moves like a ♔, but takes by moving away from an adjacent piece.

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

(C)



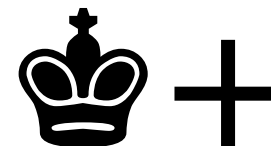
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TALLADEGA KNIGHTS

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*

(C)



+

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)



+

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)



-

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

(C)



+

MOVE THROUGH FRIENDLY PIECES

Friendly pieces do not block movement.

True friends stab you in the front. —Oscar Wilde

(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 chancel-
lor is stirring a saucepan'.
—Angela Merkel*

C



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META RULES 2

1. 1=NBQR, 2=BNRQ, -1=RNBRQ.
 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.
 5. No piece may act twice in a turn.
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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.
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