

# Crybaby

If your opponent says or does something that seems offensive to you, play this card and remove one of his Pawns.

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You can play this card at any time.

# Tabula Rasa

Discard all the cards in your hand,  
and draw five new cards.

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You can play this card at any time.



# Respect

As soon as this card starts its effect, any player making negative comments about the card game immediately loses a Pawn, chosen by his opponent.

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Play this card at the end of your turn.





# Omertà

The next player to say the name of a piece, except the King, has to forfeit a piece of this type. If he no longer has a piece of this type, the card continues its effect. This card is discarded once it triggers.

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Play this card at the end of your turn.





# Starving

The two players now have to take one piece every turn. The effect of this card lasts until one of the players cannot take a piece.

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Play this card at the end of your turn.



# Origins

Players can no longer play any card.  
The effect of this card lasts until one  
King is in check.

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Play this card at the end of your turn.



# Ceasefire

It is now impossible for any player to take any piece. The effect of this card lasts until one King is in check.

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Play this card at the end of your turn.



# Fair trade

For three turns, swap your seat with your opponent, but don't swap your hands. During these three moves, a player is perfectly able to win using his new color. Note that the notion of turn is tied to the player, and not to the color on the board.

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Play this card at the end of your turn.





# Pass

When you play this card, you pass your turn. Later during the game, after another of your turns, you may trigger this card, and play again.

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Replace your turn by this card.

# Trap

While playing this card, write down on a piece of paper the location of one square, either empty, or occupied by one of your pieces. As soon as an opposite piece lands on that square, a bomb explodes and the piece is removed from the board. If it's the King, the bomb explodes but the King is unaffected.

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Play this card at the end of your turn.





# Attentat

While playing this card, write down on a piece of paper the location of one square, either empty, or occupied by one of your pieces. As soon as an opposite piece lands on that square, a bomb explodes and the piece is removed from the board. If it's the King, the bomb explodes but the King is unaffected.

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Play this card at the end of your turn.






# Flood

The board is reduced to the smallest possible rectangle containing all of the pieces currently on the board.

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Play this card at the end of your turn.





# Church

Chose an empty square of the board to become the Church. Until the end of the game, any piece exiting this square can do so as a Bishop.

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Play this card at the end of your turn.





# Barrier

Put a two squares-long barrier, straight or in square angle, between any square on the board. This barrier cannot be crossed, except by pieces which moves are already naturally jumping above obstacles.

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Play this card at the end of your turn.





# Black hole

Mark one empty square of the board to be removed from the game. No piece will be able to stop on it or pass over it.

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Play this card at the end of your turn.





# Wormhole

Mark any two squares of the board.  
These are now connected, and any  
piece standing on them can, instead  
of doing a normal move, go to the  
other square

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Play this card at the end of your turn.







# Neutrality

Mark a piece of your opponent (except the King or Queens) to become a neutral one. A neutral piece can be used by both players, and can take pieces from both players.

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Play this card at the end of your turn.





# Inception

One of the pieces of your opponent falls deep asleep, and cannot move anymore, until it is taken, or the King of your opponent is in check.

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Play this card at the end of your turn.



# Peace

Mark one of your pieces, except the King, to become non violent until the end of the game. This piece can no longer take any piece, nor be taken, but can still put the King in check.

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Play this card at the end of your turn.





# Magnetism

One of your pieces becomes a magnet. From now on, any piece located on one of its eight surrounding squares will be stuck there and won't be able to move.

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Play this card at the end of your turn.





# Poison

Mark one of your pieces to become poisoned. If a piece of your opponent takes it, both are removed from the board.

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Play this card at the end of your turn.



# Coup d'État

Your King becomes a mere Prince. It will move as usual, but is now a normal piece, able to be taken by your opponent. Another of your Pawns, Bishops or Knights takes the throne. This piece is the one your opponent will have to checkmate.

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Play this card at the end of your turn.



# Stand-in

If the starting square of your King is empty, you can spawn another King there. From now on, you can end a turn with one of your King to be in check, and you can even have it being taken. This card's effect lasts until you have only one King left.

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Play this card at the end of your turn.





# Fusion

Fuse any of your piece with any other (effectively removing one of them from the game). The resulting piece can now move as any of the two pieces. The King cannot fuse.

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Replace your turn by this card.







# Crab

Mark one of your Pawns to become a Crab. The Crab moves in diagonal, forward or backward, as a Bishop, but only one square. Should it arrive on the last row, it will be promoted, as a normal Pawn.

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Play this card at the end of your turn.





# Kangaroo

Mark any Knight to become a Kangaroo. The Kangaroo moves as a Knight, but twice. The first move has to end on an empty square. The Kangaroo cannot stop after its first move.

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Play this card at the end of your turn.



# Camel

Mark any Knight to become a Camel. Like a Knight, a Camel can jump over any obstacle. But instead of moving in a  $2 \uparrow 1 \rightarrow$  pattern, a Camel moves in a  $3 \uparrow 2 \rightarrow$  pattern.

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Play this card at the end of your turn.



# Official visit

Swap your King with your opponent's, as long as it doesn't cause any of them to be in check.

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Play this card at the end of your turn.

28 / 140



# Good friends

Swap one of your Queens with one of your opponent's.

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Replace your turn by this card.

29 / 140



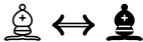
# Conversion

Swap one of your Bishops with one of your opponent's.

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Play this card at the end of your turn.

30 / 140



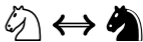
# Deserters

Swap one of your Knights with one of your opponent's.

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Play this card at the end of your turn.

31 / 140



# Urbanism

Swap one of your Rooks with one of your opponent's.

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Play this card at the end of your turn.

32 / 140





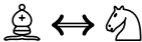
# Chivalry

Swap one of your Bishop with one of your Knights.

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Play this card at the end of your turn.

33 / 140



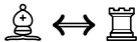
# Asylum

Swap one of your Bishops with one of your Rooks.

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Play this card at the end of your turn.

34 / 140



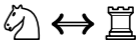
# Stable

Swap one of your Knights with one of your Rooks.

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Play this card at the end of your turn.

35 / 140



# Religulous

Swap a Knight of your opponent  
with one of his Bishops.

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Play this card at the end of your turn.

36 / 140



# Rebuke

Swap one of your opponent's Bishops with one of his Rooks.

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Play this card at the end of your turn.

37 / 140



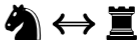
# Stall

Swap one of your opponent's Knight with one of his Rooks.

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Play this card at the end of your turn.

38 / 140



# Phase shift

Temporarily remove a piece out of the board for the duration of your turn. Put this piece back where it was after your turn, meaning you can pass through that square with any of your pieces, but you cannot stay on it.

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Play this card at the beginning of your turn.

# Olé!

If your opponent wants to take one of your pieces with a Queen, a Bishop or a Rook, and he doesn't have any piece behind yours, you may play this card. The piece he meant to take is unharmed, and his piece continues forward, until it takes another one of your pieces, stops next to one of his pieces, or falls out of the board, in which case it is removed from the board.

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Play this card during your opponent's turn.





# Icy road

If your opponent moved a Queen, a Bishop or a Rook without taking any of your pieces, you may play this card. Continue moving his piece in its direction, until it takes one of your pieces, stops next to one of his pieces, or falls out of the board, in which case it is removed from the board.

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Play this card after your opponent's turn.



# Mercy

If your opponent wants to take one of your Pawns with a Queen, a Bishop or a Rook, you may play this card. The opposing piece doesn't take your Pawn, and stops its move just before your Pawn.

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Play this card during your opponent's turn.

42 / 140



# Private jet

Move your King to any free square of the board.

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Replace your turn by this card.



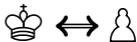
# Fantoche

If your King is in check, you may play this card. Swap your King with one of your Pawns.

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Replace your turn by this card.

44 / 140



# Castlerock

If your King and one of your Rooks are on the same line, and there's only empty squares between them, you may play this card. Move your King and your Rook as if you were castling them: first move your King next to the Rook, then move the Rook on the opposite side of the King.

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Replace your turn by this card.



# Darling

Either move your King on a free square surrounding your Queen, or move your Queen on a free square surrounding your King.

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Replace your turn by this card.

46 / 140



# Courting

Move one of your Knights on an empty square surrounding your Queen.

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Replace your turn by this card.



# Favorite

Move any of your pieces (except Pawns) the same way as a Queen. You cannot take a piece with this move.

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Replace your turn by this card.





# Faith

If you just moved a Bishop without taking any piece, you may play this card. Play this Bishop again.

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Play this card at the end of your turn.



# Prayer

Move any of your pieces as if it was a Bishop. You cannot take a piece with this move.

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Replace your turn by this card.



# Derby

If you just moved a Knight without taking any piece, you may play this card. Play this Knight again.

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Play this card at the end of your turn.



# Dub

Move any of your pieces as if it was a Knight. You cannot take a piece with this move.

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Replace your turn by this card.



# Pegasus

Move one of your Knights on any free square of the board of opposite color of the one it is currently standing on.

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Replace your turn by this card.



# Rookie's luck

If you just moved a Rook without taking any piece, you may play this card. Play this Rook again.

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Play this card at the end of your turn.



# Double

Move two pieces of the same type - two Bishops, two Knights, two Rooks or two Pawns - using their normal moving rules.

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Replace your turn by this card.

55 / 140



# Bulldozer

Move one of your Queens, Bishops or Rooks using its normal movement rules, but by taking all the pieces of your opponent in its path. Your piece only stops when it reached the side of the board or one of your pieces.

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Replace your turn by this card.

56 / 140





# Jumper

One of your Rooks can, at the end of its move, continue on its line for two more squares by jumping over one piece, be it yours or your opponent's. This move can only happen if it takes a piece.

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Play this card at the end of your turn.



# Banzai!

Move one of your Pawns three squares ahead. Your opponent will not be able to take it *en passant*.

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Replace your turn by this card.



# Breakthrough

One of your Pawns takes a piece by moving straight forward.

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Replace your turn by this card.



# Scouts

Move two of your Pawns two squares in front of them.

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Replace your turn by this card.

60 / 140



# Charge!

Move as many of your Pawns as you want one square forward, as long as they have a free square in front of them.

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Replace your turn by this card.

61 / 140



# Push

Move one of your Pawns into the occupied square in front of it, effectively pushing that piece into the next square. If that square is also occupied, that piece is also pushed, and so on and so forth. If a piece is pushed outside the boundaries of the board, it is removed from the game.

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Replace your turn by this card.



# Modesty

Move any of your pieces as if it was a Pawn. If you move a piece this way on the last row, you can promote it.

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Replace your turn by this card.



# Chameleon

Move one of your pieces (except a Pawn) in the same manner than the piece your opponent just moved. This move cannot take a piece with this move.

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Replace your turn by this card.





# Checkers

Move one of your Pawns as if you were playing checkers, by jumping over any pieces in diagonal. However, unlike checkers, you don't take the pieces you have jumped over.

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Replace your turn by this card.



# Back up

One of your Pawns takes a piece of your opponent by moving backwards, but still on a diagonal square.

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Replace your turn by this card.



# Trailer

Move a Pawn, without taking any piece, and pull the piece behind it, so it stays immediately behind it.

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Replace your turn by this card.



# Cheerleaders

Move two of your Pawns in the same diagonal move, without taking any piece from your opponent.

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Play this card at the end of your turn.

68 / 140



# Serial killer

If you just took a piece using a Pawn, you may play this card. Continue moving this Pawn in the same direction, as long as it can continue taking pieces from your opponent.

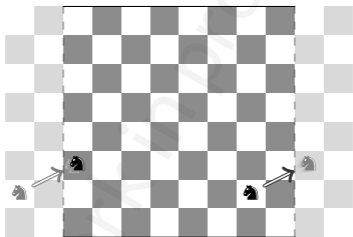
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Play this card at the end of your turn.



# Cylinder

For this move, the board becomes a cylinder, and the left and right sides are linked.



Play this card at the beginning of your turn.



# Pomppufilis

Move one of your Bishops by making it bounce on the sides of the board.

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Replace your turn by this card.



# Leapfrog

Move any your pieces, following its usual movement rules, but only by jumping over your own pieces. You cannot take a piece with this move.

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Replace your turn by this card.





# Tango

Move any of your pieces by doing the same exact move you just did (same direction, same distance), as long as the move is valid. For example, no other piece should be in the path, except when reproducing Knight moves. This move may take another piece.

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Play this card at the end of your turn.



# Rock'n'Roll

If your opponent has no piece on your first row, then you can rearrange all of the pieces there as you see fit.

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Replace your turn by this card.



# Home

Move one of your pieces (except Pawns) on a square it could've been at the beginning of the game. This move may take a piece of your opponent.

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Replace your turn by this card.



# Foursquare

If three of the four corners of the board are occupied by a piece, then you may play this card. Move one of your pieces in the remaining free corner.

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Replace your turn by this card.



# Periphery

Move one of your pieces (except a Pawn) from a square on the first or last column or row to an empty square on the first or last column or row.

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Replace your turn by this card.



# Mortar

If you take a piece during your turn, you may play this card and put your piece back where it was at the beginning of your turn.

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Play this card at the end of your turn.



# Cohabitation

Move one of your pieces on the same square as one of your other pieces. If your opponent lands on this square, both pieces are taken.

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Replace your turn by this card.



# Vendetta

Swap one of your Pawns with one of your Bishops, Knights or Rooks.

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Replace your turn by this card.

80 / 140





# Nearsighted

If your opponent just moved a Bishop, a Rook, or a Queen, you can play this card. Roll his move back to the square that piece came from, but one, effectively turning that move into a one-square move.

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Play this card after your opponent's turn.

81 / 140



# Inquisition

Instead of moving one of your pieces, move one of your opponent's Bishops, and take one of his own pieces.

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Replace your turn by this card.



# Stampede

If your opponent just moved a Knight, you can play this card. Cancel this last move, and move the same Knight yourself. This move can take any piece, be it yours or your opponent's.

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Play this card after your opponent's turn.



# Solid Snake

Swap one, two or three of your Pawns with Pawns of your opponent.

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Replace your turn by this card.

84 / 140



# Diktat

Choose which kind of piece (except King or Queen) that your opponent will have to move at his next turn.

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Play this card at the end of your turn.

85 / 140



# Corruption

Move a piece of your opponent using its normal movement rules. You cannot take a piece with this move.

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Replace your turn by this card.



# Quadrille

All pieces on the squares in all four corners of the board move 90 degrees in the direction of your choice. Since the moves are simultaneous, no piece is being taken.

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Play this card at the end of your turn.



# Exile

You can choose one piece of your opponent (except the King) and put it on one of the empty square located at the four corners of the board. Your opponent won't be able to move this piece next turn.

---

Play this card at the end of your turn.

88 / 140





# Boo!

Move a Pawn of your opponent one or two squares back, as long as the path is clear, and the destination square is empty.

---

Play this card at the end of your turn.



# Schisme

Any Bishop which can freely move one square horizontally or vertically without taking any piece has to do so. Your opponent moves his Bishops first.

---

Play this card at the end of your turn.

90 / 140



# Rewind

Put a piece of your opponent back to a square it could've started at the beginning of the game, as long as this square is empty.

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Play this card at the end of your turn.



# Dalai Lama

If your opponent just took one of your pieces, you can play this card.

Put the piece back on one of its possible starting squares, as long as it is empty.

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Play this card after your opponent's turn.

# Voodoo

If your King is in check, or even checkmate, then you may play this card. Choose one piece your opponent previously took, and put it between your King and the menacing piece.

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Replace your turn by this card.



# Encore

Choose one of your previously taken pieces (except the Queen), and put it on an empty square where it could've started at the beginning of the game.

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Play this card at the end of your turn.



# Airborne

Choose one of your previously taken Pawns and put it on one of the four squares in the middle of the board, as long as it is empty.

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Replace your turn by this card.



# Jenga

If you can keep this card balanced on your King for at least 5 seconds, you will be able to either choose a previously taken piece and put it on an empty square of your choice, or play another turn.

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Play this card at the end of your turn.



# Zombies

Each opponent puts back two previously captured Pawns on their second row, one after the other, starting with your opponent.

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Play this card at the end of your turn.

97 / 140



# Princess

If you no longer have a Queen, and its starting square is empty, spawn a Princess there. A Princess moves in eight directions, as a Queen, but only for one or two squares.

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Play this card at the end of your turn.



# Ambition

Replace one of your Pawns by any piece your opponent may have taken from you, except the Queen.

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Play this card at the end of your turn.



# Meritorious

If you just moved a Pawn on your sixth row, you may play this card. Promote that Pawn into the piece of your choice.

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Play this card at the end of your turn.



# Seniority

If you have only one or two Pawns left on the board, you can use this card to promote them into a piece of your choice, Queen excepted.

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Play this card at the end of your turn.



# Paladin

Choose one Knight on the board to become religious. It will now move like a Bishop.

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Play this card at the end of your turn.



# Judas

If your opponent just put your King in check, even mate, then you can play this card. The piece that put your King in check changes color.

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Play this card after your opponent's turn.

# Shapeshifter

The piece you just moved and took another piece becomes a piece of that type.

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Play this card at the end of your turn.





# Retaliation

If your opponent just took one of your pieces (except a Pawn), you can play this card. Remove one Pawn of your opponent.

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Play this card after your opponent's turn.



# Ninja

If your opponent wants to take one of your pieces, you may play this card. Take your opponent's attacking piece, and let yours stay in place.

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Play this card during your opponent's turn.



# Traitor

If there is a Pawn located closer to you than your opponent, then you may play this card, and change this Pawn's color.

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Play this card at the beginning of your turn.



# Custom duty

If the last move of your opponent crossed the border between the fourth and fifth row, then you may play this card. Your opponent needs to pay a tax by removing the Pawn of his choice, or undo his move and forfeit his turn.

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Play this card after your opponent's turn.



# Depression

Remove one Pawn of your opponent which all surrounding squares are empty.

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Play this card at the end of your turn.



# Apartheid

Remove from the board all Black Pawns located on a white square, and all White Pawns located on a black square.

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Play this card at the end of your turn.

110 / 140



# Zealot

If one of your Bishops is able to take more than one piece of your opponent, you may play this card. Your Bishop will explode in four parts, each of them going in diagonal, to take pieces from your opponent. Your Bishop is then removed from the game.

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Replace your turn by this card.



# Sacrifice

If one of your Knights is able to take more than one piece of your opponent, you may play this card. Your Knight will explode in eight parts, each of them landing in a potential movement destination, to take pieces from your opponent. Your Knight is then removed from the game.

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Replace your turn by this card.





# Kidnapping

Your opponent turns his head for 10 seconds, and you take one of his pieces. He then has 10 seconds to figure out which piece you took, and on which square it was placed. If he is wrong, the piece will be forfeit.

---

Play this card at the end of your turn.



# Laser

One of your Queens, Bishops or Rooks shoots a laser in any of its usual moving direction. Any piece on the path of the laser, friendly or not, is destroyed and removed from the board. Kings are not affected, but they don't stop the ray.

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Play this card at the end of your turn.

114 / 140



# A-Bomb

As long as it didn't take any piece, the piece you just moved explodes. It is then removed from the board, as well as all the pieces located on its eight surrounding squares. The King is not affected.

---

Play this card at the end of your turn.



# Duel

Play this card if your opponent took one of your pieces. Challenge your opponent to a duel of your choice, as long as it involves randomness. For example, rolling a dice, flipping a coin, playing roshambo, or anything you like. If you win, you may place your piece back on its square, and remove the piece of your opponent from the game.

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Play this card after your opponent's turn.

# Nope

This card cancels any card at the moment it is played, and before it starts its effect.

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Play this card right after your opponent played a card.

# Niet

This card cancels any card at the moment it is played, and before it starts its effect.

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Play this card right after your opponent played a card.

# No

This card cancels any card at the moment it is played, and before it starts its effect.

---

Play this card right after your opponent played a card.

# Negative

This card cancels any card at the moment it is played, and before it starts its effect.

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Play this card right after your opponent played a card.



# Veto

If your opponent just put your King in check, even mate, then you can play this card. Cancel the move your opponent just did. He will not do another move in replacement.

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Play this card after your opponent's turn.

# Repealed

The move your opponent just did is cancelled. He has to play a different move.

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Play this card after your opponent's turn.

# Cancelled

The move your opponent just did is cancelled. He has to play a different move.

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Play this card after your opponent's turn.

# Abolished

The move your opponent just did is cancelled. He has to play a different move.

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Play this card after your opponent's turn.

# Cannibalism

Take one of your pieces with another one of your own.

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Replace your turn by this card.



# Disintegrate

Remove one of your own pieces from the board.

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Play this card at the end of your turn.



# Provocation

During his incoming turn, your opponent has to take one of your pieces. If he cannot, he will forfeit his turn.

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Play this card at the end of your turn.

# Fodder

If your opponent just took one of your pieces, and you still have Pawns, you can play this card. Choose one of your Pawns, and swap it with the piece your opponent just took.

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Play this card after your opponent's turn.

128 / 140





# Vulture

Take the card your opponent just played, and put it in your hand, replacing this one.

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Play this card right after your opponent played a card.

# Flush

You play all the cards from your hand this turn. You will draw five new cards afterward.

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Play this card at the beginning of your turn.

# Swap

Swap your hand with your opponent.  
He will draw one card to replace this  
one.

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Play this card at the beginning of your turn.

# Peeker

If your opponent just took one of your pieces (except a Pawn), you can play this card. Look at the cards from the deck, and choose one card, that you put in your hand.

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Play this card after your opponent's turn.

# Mirror

This card will reproduce the effect of the last card played by your opponent.

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Play this card right after your opponent played a card.

# Trash can

Discard any card marked with ☉ that is currently in effect in the game.

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Play this card at the end of your turn.

# Chronometer

Your opponent has 15 seconds to play his next turn. Past this time, he will forfeit his turn.

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Play this card at the end of your turn.

# Ingerence

Ask the closest non-player to play the next two turns, as he wishes, except the Kings.

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Play this card at the beginning of your turn.





# Shield

Your opponent cannot take the piece you just moved this turn.

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Play this card at the end of your turn.

# Scrying

Write down on a piece of paper your guess of which piece your opponent is going to play. If you are right, his move is cancelled, and he will forfeit his turn.

---

Play this card at the end of your turn.

# Regency

You are making your King disappear from the board for the duration of your opponent's turn. Before your next turn, you will have to place him back, by putting it on any square on first or last column or row of the board.

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Play this card at the end of your turn.



# Round Robin

Rotate the board 90 degrees in the direction you want. Pawns are still moving towards their opponent. Any Pawn on the last row automatically gets promoted, and any Pawn on the second row can now move two squares.

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Play this card at the end of your turn.

