

1: Theme (15)

(only changes the visuals of the chessboard, chess pieces and environment, only played after the first 2 turns)

- **Red vs Blue**

The colours of the chessboard and chess pieces changes from black and white, to red and blue

- **Nature friendly**

All chess pieces are now trees.

- **Top-down**

The game will now take place in a top down perspective

- **Flat chess pieces**

All the chess pieces are now 2D

- **High grounds**

The chessboard will shift into elevated grounds, the back being the highest and the middle is the lowest. (this will not affect how the pieces move.)

- **The pieces are people**

The chess pieces will become humanoid

- **Championship mode!**

The chessboard will shift into a boxing ring

- **Fog**

Fog will appear in the chessboard.

- **Mute for a better experience.**

Annoying 10 second looping music will be played throughout the game.

- **English Money!**

Chess pieces are now British coins, Pawns are 1p, rooks are 10p, bishops are 20p, knights are 50p, Queens are £1 and Kings are £2.

- **ERROR**

the chessboard is now black and purple and the chess pieces are unrecognisable error objects.

- **Big battlefield**

The chessboard becomes bigger.

- **Giant Kings**

The chessboard becomes bigger, Kings are larger and now take 4 spaces

- **The Toolworks experience**

Chess pieces now move... slowly.

- **Here's a maze**

A maze will appear on the chessboard, chess pieces cannot go through the maze walls, the only pieces that can are knights.

- **Literal infinite sign**

Two holes will appear on the chess board that makes it look like an infinity symbol, a double zero or a rotated eight. any pieces on the board that are in the hole are automatically taken out.

2: Rule change (33)

(Small rules that changes the game, but not in a major way, played after more than 10 turns)

- **Immortal Pawns**

Any pawns on the board cannot be taken out by any chess pieces.

- **Pacifist [chess piece] (Pawn, Rook, Bishop, Knight, Queen, King)**

[chess piece] cannot take out any chess pieces, including Kings. (what chess piece will be randomly selected)

- **2 steps forward, 2 steps back**

In the next two turns, the positions of the previous pieces will revert back to their position in the previous 2 turns, any pieces that were taken out within the 2 turns will not be reverted.

- **No edges**

The four corners of the chessboard are removed, any and all pieces in those corners are taken out, the game will no longer be concluded in a draw.

- **Smiley face of doom**

A shape of a smiley face on the chessboard will appear, burst out in flames eliminating any chess pieces (apart from King) who is in the lines of the smiley face.

- **Drag king**

The position of the king and queen are swapped.

- **[Chess piece] wipeout (Pawn, Rook, Bishop, Knight, Queen)**

All the [chess piece] are taken out. (what chess piece will be randomly selected. Kings won't be included in the selection.)

- **Sacrifice**

Any chess pieces that takes out a chess piece will also be taken out.

- **Extra row**

The chessboard will become wider with an extra row

- **X Marks the Spot**

An X sign will appear on the chessboard, burt out in flames eliminating any chess pieces (apart from King) who is in the lines of the X sign.

- **Draw the line**

A horizontal line will appear in the middle of the chess board, any chess pieces that were in the line are automatically taken out, the chess pieces can cross over the line, but cannot be in the line.

- **Invisible [Chess Piece] (Pawn, Rook, Bishop, Knight, Queen, King)**

The [Chess Piece] are now invisible, the player can't see the [Chess Piece] but can still be played. (what chess piece will be randomly selected).

- **Timer turn**

If the player doesn't make their turn within 10 – 15 seconds, they will miss a turn and a random chess piece (aside from King) will be taken out.

- **Pawn Gravestones**

Pawns that moved will no longer be able to move, any pawns that has yet to be moved can be moved, but will no longer move afterwards.

- **Double turns**

A player can now take 2 turns instead of 1.

- **Bombs away**

10 bombs will be dropped onto the chessboard, each one will land on a random square, any chess pieces on the selected square will be eliminated, any squares that already has a bomb dropped or has a king on it will not be selected.

- **Keep moving forward**

Any and all chess pieces cannot move backwards, the only ones that can are the ones that reached the end of the chessboard.

- **Auto turn**

After the player made their turn, they will get another turn, but will be automatically moved for them, a random chess piece will move at a random position.

- **Teleport**

A random chess piece on the board will be teleported to a random place on the board (kings cannot be teleported)

- **Resurrection**

An already taken out chess piece will come back onto the board and place at a random location. (Queens cannot be resurrected)

3: Chaos rules (7)

(Major game changing rules that become the major storm in the game, played after 30 - 40 or 1 turn after Check after 15 turns)

- **We're all pawns**

All remaining pieces (aside from Kings) will turn into pawns, the only way they can turn into pieces is if they reach the end of the board. (Note: this will not be played out if [Pawn Wideout], [Pacifist Pawn] or [Pawn Gravestone] is played)

- **Earthquake**

The chessboard is vertically split into two from the player's perspective.

- **No more rules!**

ALL additional rules that had been added during the game are now removed

- **Tyrant king**

The King can now move like a queen and can take out their own chess pieces.

- **Reset**

All chess pieces positions are reverted back to their original position at the start of the game, any eliminated pieces comes back on the board, the additional rules still applies.

- **Parlay**

The kings position will change to the middle of the chessboard, the King cannot take each other out, any chess pieces cannot take out the kings in the next 2 turns. (Note: this will not be played out if [Draw the line] is played)

- **Free turns**

Players no longer have to wait for their turns, they can place their pieces as many times until checkmate. There will be no more additional rules once [Free turns] is played.