The Jester switches spaces with any adjacent piece, except diagonally.

If the opponent has a piece in the center, ALL of your pieces may move like the piece in the center. Otherwise, the Rebel cannot move.

The Cannon can only move by pushing another adjacent piece one space into an unoccupied score in the same direction.

The Ghost moves to the space from which the opponent last moved.

The Prisoner moves to any empty space but only as a winning move.