

STEVE JACKSON GAMES



KNIGHTMARE
CHESS™

Variants and Optional Rules

*Knightmare Chess is based on the original
French game **Tempête sur l'Echiquier**,
by Pierre Clequin and Bruno Faidutti
Translated by Stephane Bura*

Card art by Rogério Vilela
Articles by Steve Jackson, J. Hunter Johnson,
and Steffan O'Sullivan
Original **Knightmare Chess** graphic design by Jeff Koke,
Derek Percy, and Anthony Rezendes

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knightmarechess.sjgames.com

KNIGHTMARE CHESS[™]

An Introduction

by Steffan O'Sullivan

“Do you play chess?”

Steve Jackson asked me this in December 1995. I replied warily that I had played a lot in my youth, but only occasionally now. With Steve, one has to be careful – he likes to play and win lots of different games. Did I really want to be trounced by Steve at chess?

But my suspicions were totally unfounded. He merely wanted me to playtest a new game that Steve Jackson Games is producing: ***Knightmare Chess***. Once he told me the basics, I didn't hesitate at all. It sounded like something I'd love. And it is.

Knightmare Chess is easily my favorite game of the past year, the one I've played more than any other game I've gotten – and I've gotten some good games this past year! It combines the pure strategies of chess with a wealth of diverse options. ***Knightmare Chess*** introduces some randomness into chess, but in a very good, semi-controlled sense. There are no dice. But there are cards.

KNIGHTMARE CHESS™

Variants and Optional Rules

For almost three decades, *Knightmare Chess* has been shaking up the chess experience, giving players a new and delightful way to enjoy the classic game. Now, these *Variants and Optional Rules* add even more twists to chess, letting you further warp and transform the Game of Kings.

Requires a chess set and a copy of *Knightmare Chess*.

These articles first appeared in *Pyramid* in 1996 and 1997.

**STEVE
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