



Jepster Chess



Invented and written by Simon Edward Jepps

This new Chess variant is a personally developed evolution of Jester Chess, which I feel solves the planning problem presented by the Jester piece. In short, it is very difficult to plan with the Jester simply because it relies far too heavily on the opponent's unknown decisions, effectively requiring telepathy to play at all. My new piece, the Jepster, is a carefully crafted combination of both imitative and definitive movement, which in effect, grants the Jepster its own absolute ability to plan and strategize ahead during play.

There are many people who like Chess variants, including many Grandmasters alike. The arguments for evolving Chess are many, but primarily it is commonly felt that the standard game has been played out.

My argument however, goes much further than this. I say it is not just those who are very intelligent who get bored easily with the game, I say it is those who are not so intelligent. The reason I have discovered, is quite simply the very fact that weaker players cannot get as much enjoyment out of the opening since they are unable to study the very few *reasonably playable* openings at the atomic level. As such there does not appear to be much choice or diversity available to them to enjoy at the beginning of any game.

By increasing the size of the board and the number of pieces present, even the lesser enlightened players now have an abundance of various opening styles and strategies available to them, merely at first glance.

Welcome to Jepster.

Board Set Up

The Jepster Chess board is a 100 square, 10x10 board, with the black corner square positioned to the player's right hand side. The two Jepster pieces are positioned either side of the King and Queen.

Pawns may move 1,2 or 3 squares forward on their first move. En Passant is allowed whenever the opponent's Pawn advances 2 or more squares as per usual, but in this game the piece may only be captured if landing horizontally adjacent to the capturing Pawn.

Knights may move elongated, as Knight Templars, on their first move, which is 3,1/1,3, as an optional alternative to their regular movement, which is 2,1/1,2.

Queens may also Castle, like the Kings. This is notated "S-S" for Queen's side or "S-S-S" for King's side. Castling is 3 squares either direction for the King or Queen, whichever is Castling.



The Jepster

The piece known as the Jepster, which is represented by the algebraic letter J, may:

- Leap and/or capture to the 2nd square in any direction.
- Move but not capture by imitating the last piece moved.

This piece is an evolution of the Jester, which moves by imitation, however the Jepster's ability to imitate is restricted to movement only and may not capture.

For example, if the opponent's last move was with a Knight, then the player's Jepster may move like a Knight on the very next move. However it may not capture in this manner.

In order to capture it must move by its own assigned means. This is a leaping move to the 2nd square away in any direction, horizontal, vertical or diagonal. It may not land to the nearest square, it must jump this square, only to land onto the 2nd square away.

If the opponent chooses to Castle the King, then the Jepster has a choice of two pieces to imitate. It may either move as a Rook, or move as a King. Similarly if it's the Queen castling, the Jepster may choose between the Rook or the Queen.

When imitating a Pawn, the Jepster may only move one square forward.

Jepsters may not imitate Jepsters. Firstly, they have their own move and who wants a battle of six Queens?!

Opening Bow: On its very first move, a Jepster may move and even capture as like any piece on the board. This also applies to a Jepster's first move as a promoted Pawn, which has just entered the game.

There are no double Queens, one may only promote to a piece available from the set.

Note: *Jepsters may not move as Knight Templars, only as a regular Knight, even when following a Templar entrance.*

Buy Or A Make A Set

You can make a Jepster very easily. All you need is two spare Queens for each colour and two spare Pawns for each colour. Remove the heads of the Queens and replace them with the heads of the Pawns.

You can buy 100 square checkered boards from various places if you hunt hard, firstly professional draughts boards are 100 square, also a web search for "Order Chess Variants Board" may prove fruitful, but to make it easier for you, www.mastersgames.com sell some exceptionally nice wooden boards.

Alternatively, if you do not wish to make anything yourself, Masters Games also sell their very own Jester Chess set in a variety of woods, complete with 100 square board.

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