

HORSE'S SOLUTION - SIR HENRY PERCY

Solving the Knight's Tour puzzle by beginning on the knight or any circled space and making a series of knight's moves reveals a list of items:

- BETRAYAL
- CONFABULATION
- EARTHQUAKE
- FIGURE DANCE
- FORBIDDEN CITY
- HERESY
- HOLY QUEST
- IRRESISTIBLE FORCE
- PEACE TALKS
- RESURRECTION
- SIEGE
- SQUARING THE CIRCLE
- UNDER ELF HILL

Each of these is a card from the chess-based game Knightmare Chess. Entering that name in the answer checker takes solvers to pictures of all the cards at <http://www.markhalpin.com/puzzles/anansi/anansianswers/KMC.html>

The boards shown depict 14 sequential positions from a game of Knightmare Chess. After the first board in the sequence, each board results from a play including one of the listed cards. The correct sequence of boards and cards is given below. With the cards in the correct order, modify each card's cost (the number in the diamond) by the correspondingly positioned diamond given on the first page, and use that number to index into the card title.

BOARD #	CARD
8	(starting board)
4	HOLY QUE[S]T
7	S[I]EGE
5	BET[R]AYAL
11	UNDER ELF [H]ILL
6	[E]ARTHQUAKE
14	CO[N]FABULATION
9	IR[R]ESISTABLE FORCE
2	HERES[Y]
13	[P]EACE TALKS
12	RESURR[E]CTION
3	SQUA[R]ING THE CIRCLE
1	FIGURE DAN[C]E
10	FORBIDDEN CIT[Y]