



## Game Rules

The game was created by the game inventor Haim Ephraim. It is based on a German story of a horse that was travelling around Germany with his knight, and showing his amazing mathematical abilities to their audience.

### The purpose of the game

Be the first to put together four tiles of your color in a square or in a row, inside the inner quadrangle. The row can be horizontal, vertical or diagonal. The Inner quadrangle is the lower part of the board consisting of 16 squares.

### Contents

- 1 wooden square board, divided into 32 square positions.
- 16 square tiles, 8 in each color

### The purpose of the game

Try to create a 4 tile row of your color on the inner square. The Inner Square is the inner lower part of the board, consists of 16 squares. The row can be horizontal, vertical, in a square or diagonal.

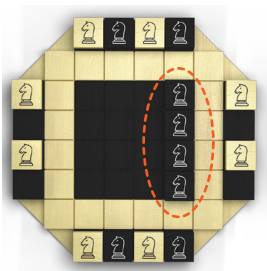


Image 1

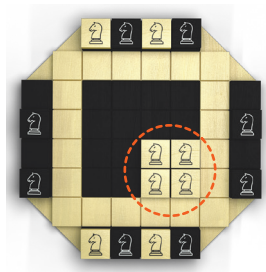


Image 2

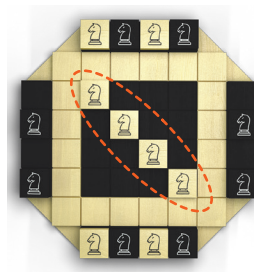


Image 3

### Game set up

The tiles are placed on the 16 squares that are on the higher level of the board (starting positions). A dark tile is followed by a light tile and so on around the board.

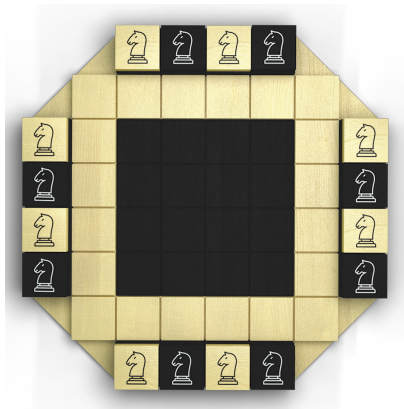


Image 4

## How to play

Players take turns moving their tiles one by one into the inner quadrangle. The player with the light tiles starts.

Tiles move like the Chess Knight:

2 steps forward and 1 step aside

OR

2 steps aside and 1 forward, to any direction.

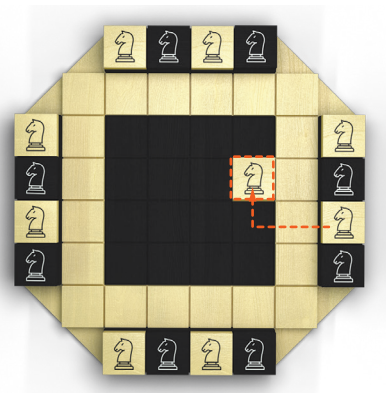


Image 5

Tiles can be moved to an empty square or placed on top of the opponent's tile (stacked up to 3 tiles high).

Tiles can be moved to the external quadrangle but in order to win they must be inside the inner one.

A tile cannot be placed on the starting squares.

## Game end

The game ends when one of the players creates a row, a square or a diagonal sequence of 4 tiles.

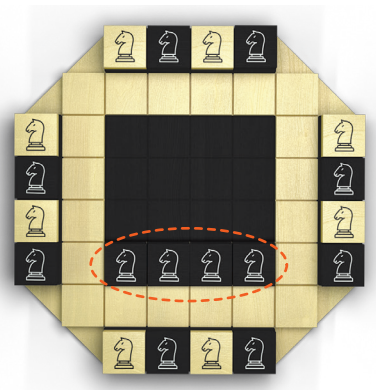


Image 6

