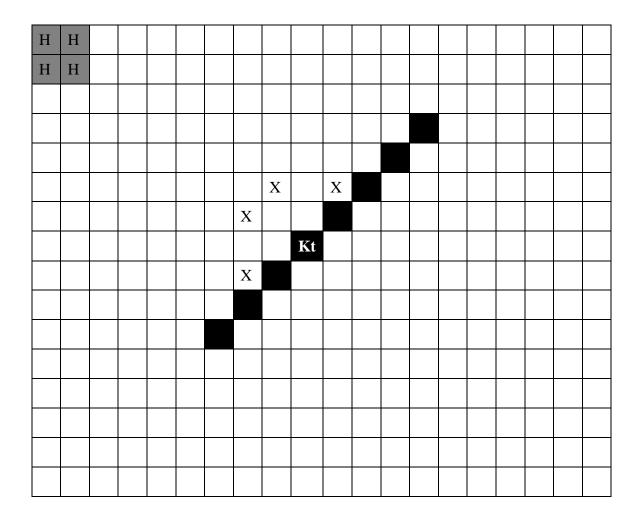
White Knight Rules

- 1. The players alternate moving the Knight.
- 2. In this example, the Knight can only make moves to the squares marked X. I.e. The Knight can't move below the SW-NE diagonal that he occupies.
- 3. The four shaded squares (marked H) in the upper left corner are "home squares". Whoever moves the Knight to a home square wins the game.
- 4. The board has no particular size. The Knight starts on whatever square the players decide.



Working with your partner, *using the ideas we have discussed*, try to find out who wins if the Knight starts on each of the squares in the upper 10x10 corner. For each of these squares answer the following question: If the Knight starts on this square would I want to move first or second?