

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.

[illegible]

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?