



# Knight Moves™

## AIM OF GAME

To be the first player to move your metal sphere to the opposite side of the board.

## GAME PREPARATION

Set up the board as shown (Fig. 1). Decide who plays which color and who will start off the game.

## GAME PLAY

The idea is to position your wooden blocks into an unobstructive course in which your sphere can travel upon. There are only two moves you may make. In turn, you may:

1. Move any one of your unoccupied wooden blocks to an empty square. Blocks are moved like Knights in the game of Chess; two squares up, and one square over to either side (Fig. 2).

Or,

2. You may pass your metal sphere to any of YOUR OWN wooden blocks, moving in a direct and unobstructed line (Fig. 3). You may pass your ball from block to block, in any direction and as many times as you like on a given turn, as long as you do not land on each block more than once.

Note:

1. A block with a sphere may NEVER move.
2. Spheres or blocks may be moved in any direction, including backward.
3. A BLOCK may pass over an opponent's block and/or block and sphere. However, a SPHERE may not pass over an opponent's block and/or block and sphere (Fig. 4).

## WINNING

The first player whose sphere reaches any square on the opposite edge of the board wins the game (Fig. 3).

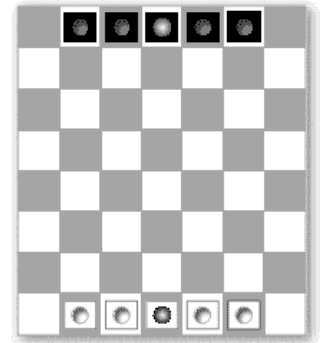


Figure 1

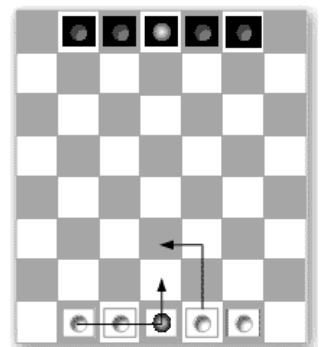


Figure 2

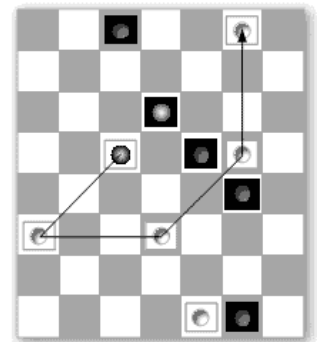


Figure 3

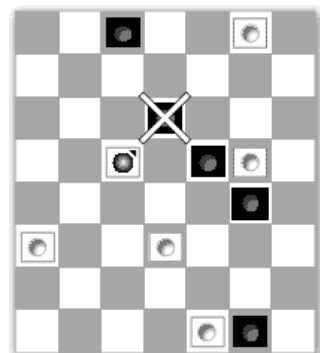


Figure 4

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