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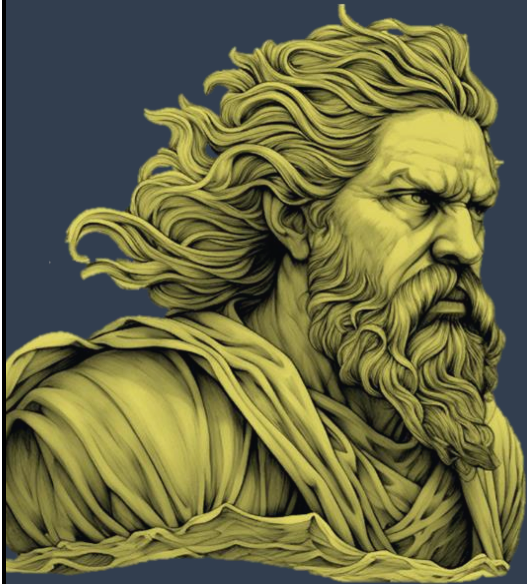
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GUIDE FOR "THE KNIGHT'S ODYSSEY"



The Knight's Odyssey 5x5 Game Puzzle Challenge

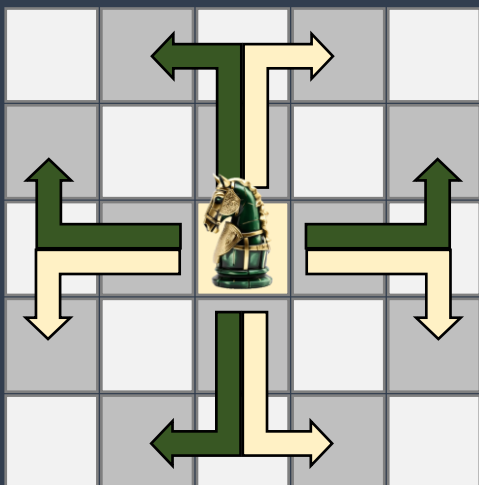
The Knight's Odyssey 5x5 Game Puzzle Challenge takes place on a 5x5 chess board. The idea of the game is to start from a designated starting spot and end up on a designated ending spot on the last move in order to successfully complete the Game Puzzle challenge.

The Knight's moves for the Game Puzzle Challenge are exactly like the moves of a Knight on a chess board. The Knight can move up or down 2 spaces and then left or right 1 space or move left or right 2 spaces and then up or down 1 space. The combination of the 3 spaces is conducted in a single Knight's move.

Throughout the history of Chess, the Knight's Tour around a chess board has taken on a life of its own. Books have been written and programs have been developed to address the Knight's movements on a chess board. These books and programs have sought to solve how the Knight can traverse a chess board and land on each of the squares exactly one time.

The Knight's Odyssey 5x5 Game Puzzle Challenge takes the Knight's Tour several steps forward. In order to solve the Knight's Odyssey 5x5 Game Puzzle Challenge a player must successfully complete 24 steps. NOT only does a player have to traverse a chess board landing on each of 25 squares exactly one time but the player must do so by avoiding attacking Medusas, by looking to travel to a single designated end spot from a single designated starting spot and by doing so under a designated time that will continue to count down until the player succeeds in their journey or their journey ends by some other foretold WAY.

"THE KNIGHT'S ODYSSEY" GAME RULES



The Knight's moves for the Knight's Odyssey game challenge are exactly like the moves of a Knight on a chess board. The Knight can move up or down 2 spaces and then left or right 1 space or move left or right 2 spaces and then up or down 1 space. The combination of the 3 spaces is conducted in a single Knight's move.

THE GAME RULES ARE SIMPLE!

- 1.) The Knight **BEGINS** at a designated starting spot and must make its **LAST** move to a designated ending spot.
- 2.) Each of the Knight's moves is conducted in the same manner as a regular knight's move on a chess board. The Knight can move up or down 2 spaces and then right or left 1 space or move left or right 2 spaces and then up or down 1 space. The combination of the 3 spaces is conducted in a single Knight's move.
- 3.) The Knight **MUST** land on each square **EXACTLY** one time. If a Knight lands on a square that it has previously visited then the Knight's Game Puzzle Challenge will end. **GAME OVER!**
- 4.) The total game time for the Knight's Odyssey 5x5 Game Puzzle Challenge is about 3 minutes and 12 seconds which is approximately 8 seconds per move.
- 5.) Each move that a Knight makes must be conducted within 8 seconds. If the time reaches 8 seconds and a move has not been made then the Knight's Game Puzzle Challenge will end. **GAME OVER!**



- 6.) The Knight must collect all of the shields and must capture **ALL** of the Medusas on the 5x5 chess board. The Knight must utilize its shield to protect it from a Medusa's attack.
- 7.) The Knight will have the opportunity to increase the power of its shield throughout the Knight's Game Puzzle Challenge by collecting shields along its path. Each shield collected increases the Knight's shield power by 1. Each Medusa attack that is blocked by the shield will reduce the Knight's shield power by 1.



8.) If a Knight has NO shield power to protect it from a Medusa's attack then a Medusa's attack will end the Knight's Game Puzzle Challenge. GAME OVER!



9.) There may be "Magic" squares on the board that will provide clues for solving the game challenge. The numbers on the "Magic" square show the exact step that the Knight must land on that square. If the Knight is too late or too early then the Knight will not be able to reach the end square successfully. GAME OVER!

9A.) At the end of the Knight's journey, the Knight must have NO shield power on its last step in order to WIN and to have successfully completed the Knight's Game Puzzle Challenge! If a Knight has any shield power left then the Knight will have failed in its journey to successfully solve the Knight's Game Puzzle Challenge. GAME OVER!

"LET THE KNIGHT'S JOURNEY BEGIN!"

