Knight's Dance

Pieces and Board: Knight's Dance is played on a rectangular *n* rows by *m* columns board. Each player has a knight and a king. Your implementation must handle an arbitrary number of rows and columns. The default game has 5 rows by 6 columns with the configuration shown here.

To Move: The players, White and Black, take turns moving their knights by "L-shaped" moves as in chess. A player cannot land on her own king. Kings do not move.

To Win: The player who captures (lands on) her opponent's king *or* her opponent's knight wins. A situation where a player does not have any legal moves is a loss for that player. (I.e., if you can't move, you lose!) Ties are no possible, but some games may go on forever.
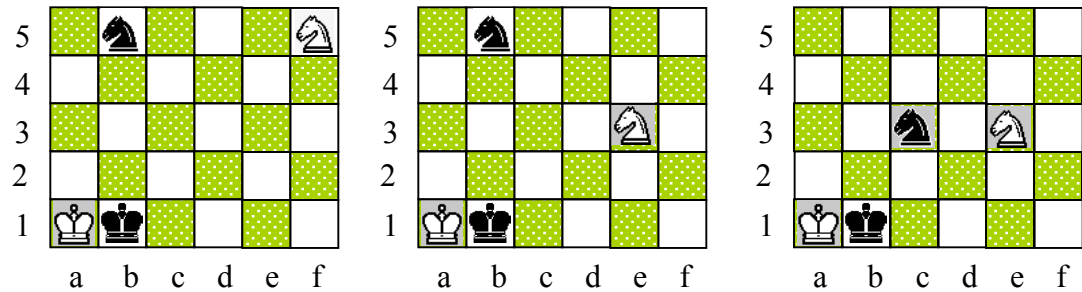
Compulsory Rule Changes:
• Misére Rule: The player who captures (lands on) her opponent's king or her opponent's knight *loses*. If you have no legal moves (e.g., you're blocked in), you win.
• *Jump-block*: A knight is blocked from jumping onto certain squares over pieces it is next to (see illustration).

Position Representation:
• (*T #R #C WK BK WN BN*)
T stores whose turn it is (either B or W). *#R, #C, WK, BK* are fixed throughout a game and represent #rows, #columns, white's king, and black's king respectively. *WN* and *BN* store the slot of the white and black kNight respectively. The slots are represented as in algebraic chess notation (see sample standard game): <column-letter><row-number>, also known as <file><rank>

Example game

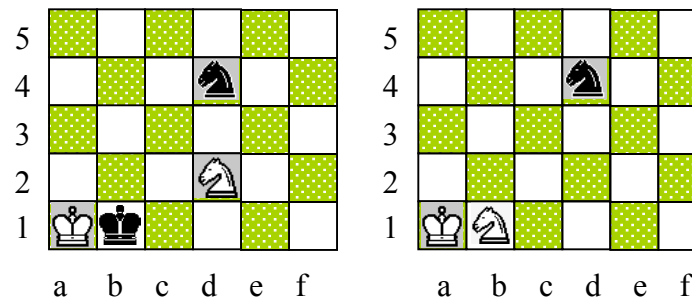White to move. ▭⟹ White to e3   Black to c3
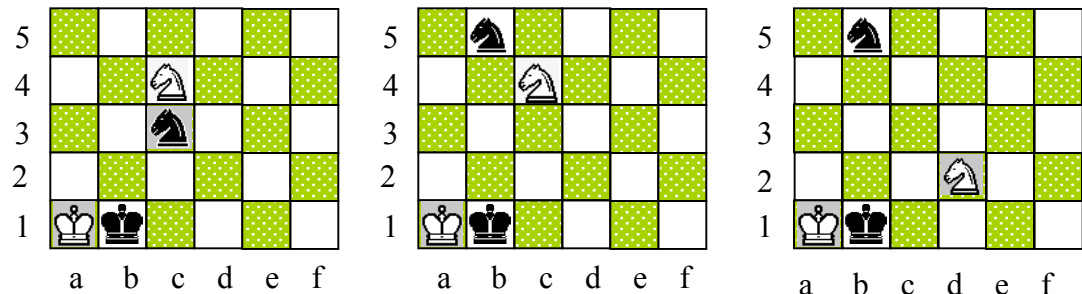
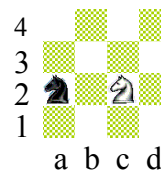White to c4   Black to b5   White to d2

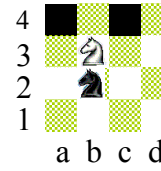Black to d4   White to b1

Default initial position:
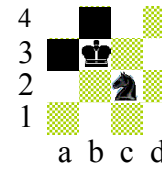(w 5 6 a1 b1 f5 b5)

White wins by capturing Black's king.

Jump-block **compulsory rule illustration**

No jump blocks since two pieces not next to each other.

White blocks Black's jumps to a4 and c4 .

Black Knight's jumps to a3 and b4 blocked by own king.