**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>`

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**Example game**

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White to move.

White to move.

White to c3

Black to c3

White to e3

Black to c3

White to c4

Black to b5

White to d2

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**Default initial position:**

`(w 5 6 a1 b1 f5 b5)`

White wins by capturing Black’s king.

**Jump-block compulsory rule illustration**

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**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.**