

**Amori**ax is a 2 player abstract strategy game in which players take turns moving one of their **12 pieces** on a 9x9 board in order to be the first to reach the central square.

### Game Turn

Each turn, a player moves a piece into an empty square in one of 3 ways:

♟ Slide a piece in any horizontal or vertical direction as far as possible, without going over other pieces or the edge of the board

♟ If the destination square is outside the marked inner area of the board, make a knight-like jump, going over any other pieces

♟ Move a piece from one of the 4 corners into the opposite one

The **Red piece** that starts in the center of the board is **neutral** and can be moved by any player. However, it **cannot** be moved two times in a row.

### Game End

Player who manages to move his/her piece (not the **Red** one) into the **central square** of the board immediately wins the game.