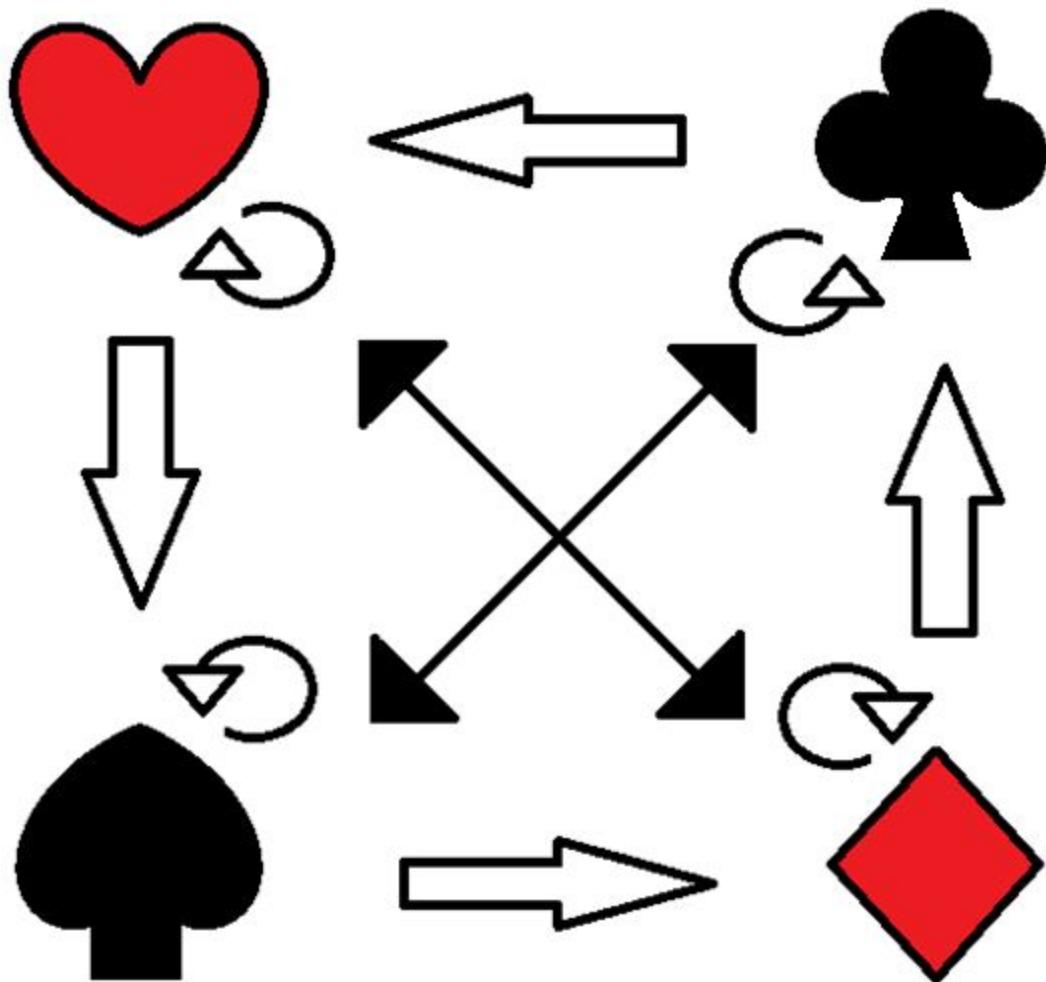


History

In the ancient times there were 4 Kingdoms, all fought for dominance of the realm. Thousands of soldiers and civilians were killed every day, but to no avail no kingdom managed to get the upper hand. Whenever a kingdom attacked and was triumphant against a neighbor the other neighbor would always attack and seeing that their hands would come because of this unending war the four kings came together and invented a battle of minds called 4 Knights.



Rules

The game starts with 4 random cards being removed from the deck and placed on the table in "The Stockade". The dealer then deals 6 cards to both players.

Play begins when each player simultaneously plays one card face up. When these cards battle, the victor is decided with the following rules.

- Hearts always wins against Spades.
- Spades wins against Diamonds.
- Diamonds win against Clubs.
- Clubs always win against Hearts.
- If two cards of the same color are battling, the one with the higher value wins.
- If two cards of the same suits are pitted against each other, the one with the bigger number is the victor.

For example an Ace of Clubs wins against 10 of Spades but loses against 2 of Diamonds.

The player with the losing card reinforces his knights (cards) in battle with another card from his hand. The card selected should be one that can win the fight against the opposing card that was already put forward by the opponent and shifts momentum of battle to the other player. The opponent once again needs to respond by putting another card that can win the battle to become the victor once again.

If the a player does not have a card that could win the current situation, the winner takes the cards that are on the field if the number of cards put by both players are equal. If there are an uneven number of cards on the field the loser forfeits a card from their hand to the field to even the number of cards played.

At the end of a round, the amount of points each player has equals the 1/2 number of cards he received from each hand in the round. This process is repeated until all 6 cards of each player are used (this play is "one hand"). The maximum points one can acquire in one hand is 6. After all cards are used each player once again receives 6 cards from the dealer.

The player who received less points on the previous hand has the option to swap one card from their hand with a card from "The Stockade" (the initial 4 cards that were removed). The swap is done without looking at the cards in the Stockade. After the swapping the game continues just as normal. This gives an potential edge to the player who received less points in the previous round. If equal points were received neither players has the option to exchange cards with the Stockade.

