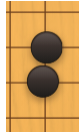


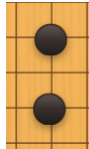
Basic Extensions

Extend



Slow but secure. Primarily a defensive move.

One Space Jump



A bit faster than the extension. Good for running battles.

Two Space Jump



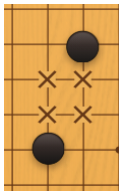
Even faster than the one space jump, but easier to cut. Still connected with proper play (depending on the local situation.)

Knight Jump



Good for "leaning" against an enemy formation, as it can be used to push an opponent in a given direction. Watch for cuts on the X points.

Large Knight Jump



Faster and more aggressive than the Knight Jump, but more prone to being cut.