

10. **Three** Moves on Two Squares: Two-Squares Rule

10.1

It is not allowed to move a piece more than **3 times** non-stop between the same two squares, regardless of what the opponent is doing. It does not matter whether a piece is moving and thereby attacking an opponent's piece, or just moving to an empty square.

10.2

When a scout is involved in the Two Squares Rule, a scout is considered to start on the starting position of his move plus all the squares he steps over, and he ends on the final position of his move plus all the squares he steps over.

11. Repetition of Threatening Moves: More-Squares Rule

11.1

It is not allowed to continuously chase one or more pieces of the opponent endlessly. The continuous chaser may not play a chasing move again more which would lead to a position on the board which has already taken place.

11.2

Exception: chasing moves back to the square where the chasing piece came from in the directly preceding turn are always allowed as long as this does not violate the Two-Squares Rule (**Three**-Moves-on-Two-Squares).

11.3

Definitions:

- continuous chase: the same player is non-stop threatening one or more pieces of his opponent that is/are evading the threatening moves.
- chasing move: a move in a continuous chase that threatens an opponent's piece that was evading during the continuous chase.

Hereby:

- a/to move: a/to move plus attacking or a/to move to an empty square.
- to threaten: to move a piece next (before, behind or besides) a piece of the opponent.
- to evade: to move a piece away promptly after it has been threatened.