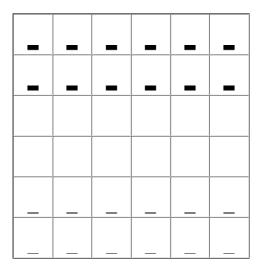
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This game is played on the following 6x6 board. Each player starts with 12 stones off board.



- **TURN** On each turn, each player must do one of the following actions:
 - Drop an off board stone over a friendly stack.
 - Move a friendly stack to an (orthogonal or diagonal) adjacent empty cell.
 - Capture an (orthogonal or diagonal) adjacent enemy stack with exactly one less stone than the moved stack.
 - The captured stones are removed from play.
- **GOAL** A player wins if he moves a stack of size one to the last row.
 - A player with no stacks of size one, loses.

| An example | |
|---|---|
| If white moves first, he can play F4-F5, and black cannot sto him from moving to F5 or F6 next turn. | р |
| If black moves first, he can add a stone to E5 and then he can chase the last white stack of size one until its end (F4-E3, E4-E3, F2-E1, E3-F2, E1-D2, C1-D2). | |
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