This game is played on the following board:
● **TURN** - On each turn, each player passes his turn or duplicates one of his friendly stacks.
  - A stack of size $N$ duplicates by copying itself to an cell in the same row, column or diagonal, at a distance of $N$ cells.
    - The intervening cells may be occupied or not.
    - An enemy stack at the destiny cell is neutralized (i.e., transformed into a neutral stack) and no copy of the original stack is made.

● **GOAL** - There are two ways of winning:
  - By neutralizing one type of enemy stacks (i.e., neutralize all enemy stacks of size 1, 2 or 3).
  - When both players pass, the player with the largest sum of points wins the game (friendly stacks of size $N$ worth $N$ points).

---

**Some sample moves**

White started by copying c1 to f4. Then Black moves g8-e6. White replies with c1-c4 and Black neutralizes it with e6:c4 (since the black stack at c6 could copy itself to c4).

This game can be player with just pencil and paper. It is presented at *100 Strategic Games for Pen and Paper* by Walter Joris.