

INDIA

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

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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.

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An example

If white moves first, he can play F4-F5, and black cannot stop him from moving to F5 or F6 next turn.

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, E5-E4, E3-F2, E4-E3, F2-E1, E3-F2, E1-D2, C1-D2).

