

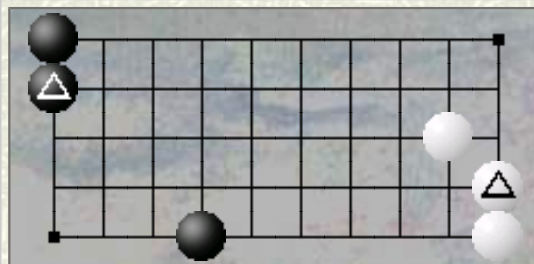
DIAGONALS

Copyright (c) 2002 Walter Joris

This game is played in a 5x10 square board.



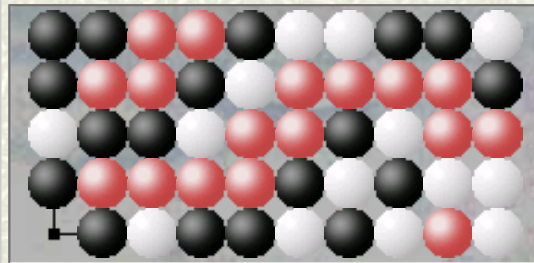
- **MOVE** - On each turn, a player may do one of the following actions:
 - Drop a friendly stone at an empty cell, which is in a diagonal line of sight with another friendly stone, i.e., both stones must be separated by a diagonal line of empty cells.
 - Transform an enemy stone, at a diagonal line of sight of a friendly stone, into a wall (which is a neutral stone).
- **GOAL** - When there are no valid moves, wins the player with more friendly stones.



A starting example

Black dropped a stone in a diagonal line of sight of the marked black stone.

White did the same type of move.



An ended game

In this position, Black wins 18-14.

The red stones represent walls.

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