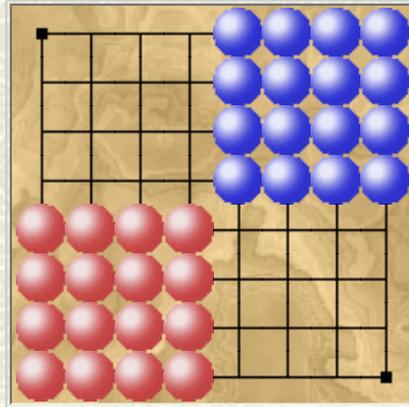


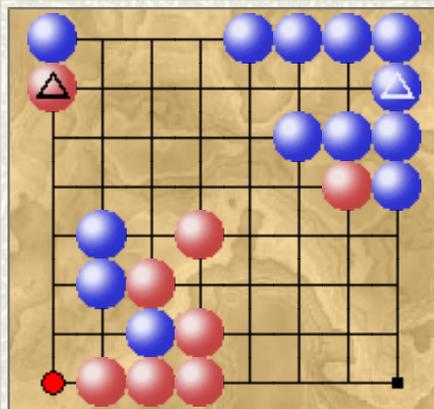
ARIES

Copyright (c) 2003 Chris Huntoon

This game is played on the following 8x8 square board:



- ♞ **MOVE** - Stones slide orthogonally (like chess Rooks).
 - When a stone moves into an enemy stone, it pushes it on cell in the same direction.
 - This may set off a chain reaction of pushes if additional enemy stones lie in the same direction. Friendly stones don't get pushed.
 - Captures are made by either pushing an enemy stone off the board or into a friendly stone.
- ♞ **GOAL** - The first player that captures all enemy stones or moves into the opposite edge wins.



An example

Blue's turn. The marked blue stone captures the marked red stone and wins in the next moves. Red cannot stop the a7 or a8 stones to reach his corner.

There is a ZRF to play Aries with Zillions.