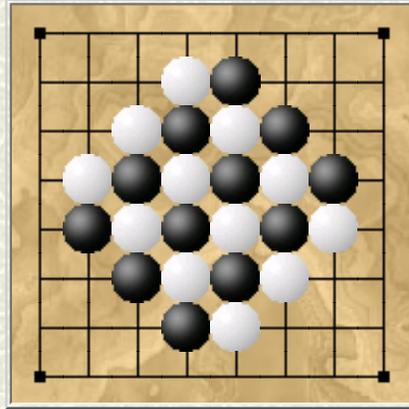# FISSION

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The game is played on a 8x8 square board with the following setup:



🏁 **TURN** - On each turn, each player slides (orthogonally or diagonally) a stone until it hits another stone or a wall.

- ■ If it stops because of a stone, the moving stone and all adjacent stones (of either color) are removed.

🏁 **GOAL** - The player with no stones onboard loses.

- ■ The game is a draw if (i) the board becomes empty, or (ii) each player has just one stone, or (iii) the moving player has no valid moves.
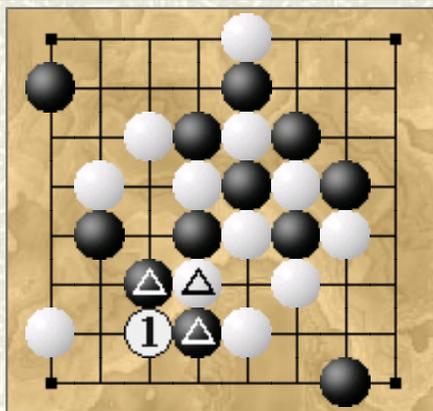


**Some examples**

This is a typical position after two turns. If the white stone at a2 slides to cell [1] it will be removed together with all the marked stones.

If f3 slides to h1, there is no piece removed, since the moving stone stopped because of a wall.

There is a ZRF to play Fission with Zillions.