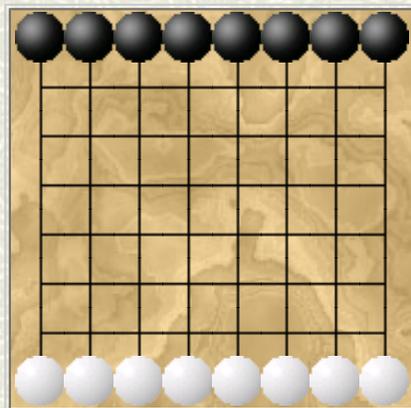


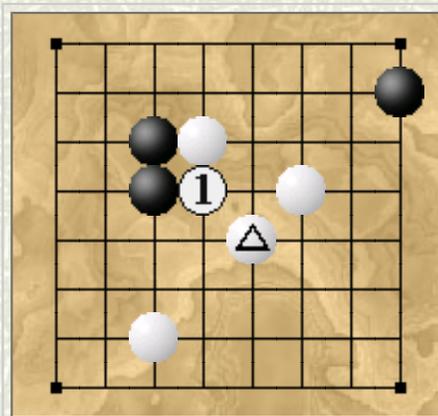
# NEIGHBOURS

Copyright (c) 2003 Frank Riepenhausen

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



- MOVE** - At each turn, each player must move one of his own stones. A stone slides (orthogonally or diagonally) as many cells as there are directly adjacent stones (of either color). It may move to an empty cell or capture an enemy stone.
- GOAL** - The first player unable to move loses.



## An example

White's turn. The marked stone is moved to cell [1]. Now Black can only move c5-f2. Then d6-f6, c5:d5, f6-e7 and White wins.

There is a ZRF to play [Neighbours](#) with [Zillions](#).