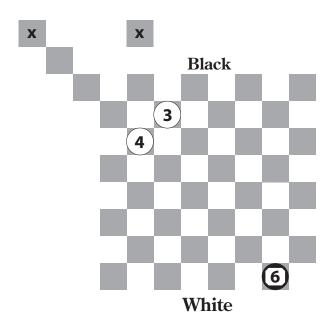
## **DIPOLE EXAMPLES**

It's White's turn to move in the following example. White must remove his 4-stack from the board in order to win. Otherwise he will lose.



It's White's turn to move in the following example. White must remove his singleton from the board in order to win. Otherwise he will lose.

