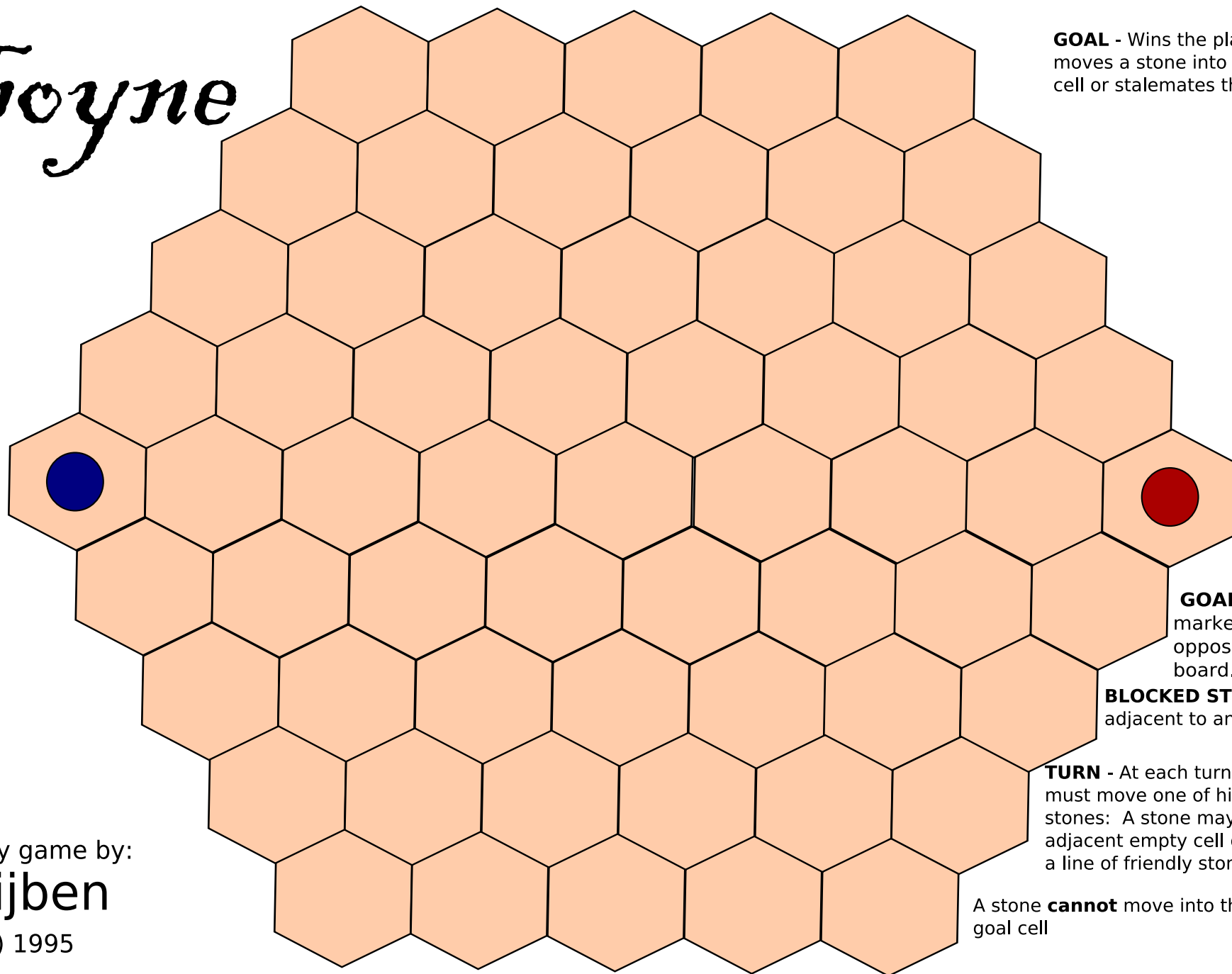


Aboyne



GOAL - Wins the player that moves a stone into his own goal cell or stalemates the opponent.

GOAL CELL - The marked cell on the opposite side of the board.

BLOCKED STONE - A stone adjacent to an enemy stone

TURN - At each turn, each player must move one of his non-blocked stones: A stone may move to an adjacent empty cell or jump over a line of friendly stones landing on

A stone **cannot** move into the opponent's goal cell

Print and Play game by:

Paul Sijben

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<http://www.di.fc.ul.pt/~jpn/gv/aboyne.htm>