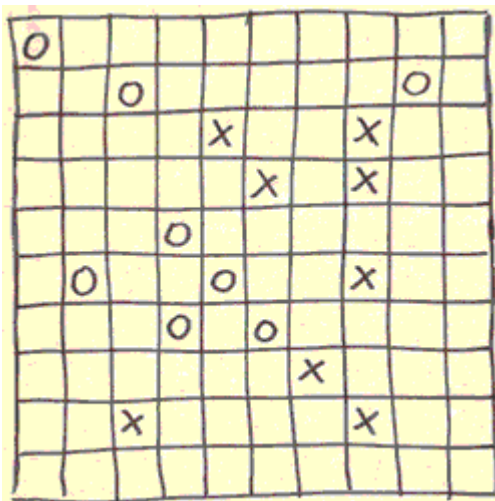


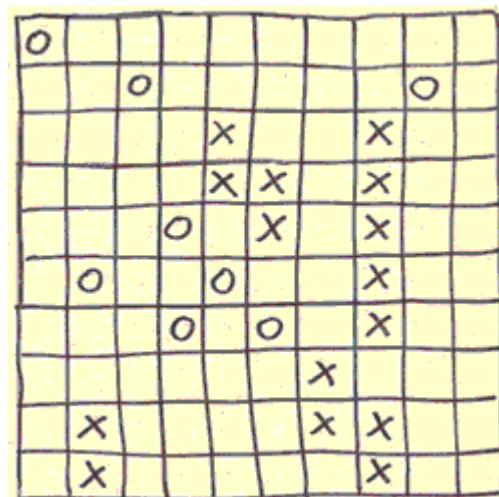
# Stampede

c.2005, Walter Joris

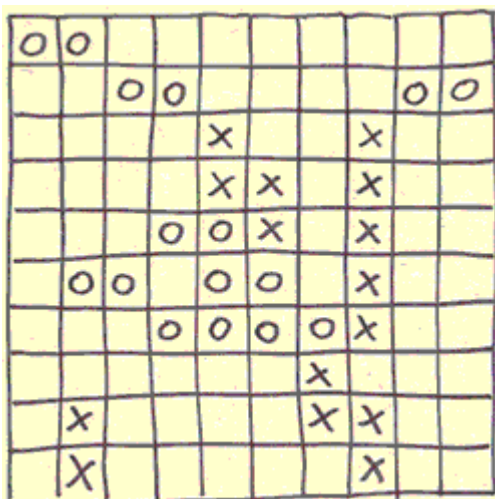
We play on a board of 10 X 10 on squared paper. In turns, the players put down an own mark, for example a circle or a cross. They do this until each has eight marks on the board. Then the game changes. With each move you now choose a direction: up, down, left or right. If for example Cross chooses down, then he moves his whole group of crosses one square downwards. This means that under each cross he can put one extra. But this of course only if that square is free. Then the opponent is on turn. Each time the direction is freely chosen. This goes on until the whole board is filled. Whoever can't play any more has to pass and let the other play on. Winner is the one with the most own marks.



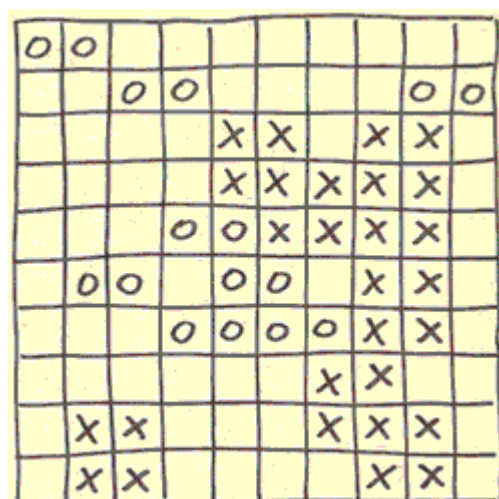
*Situation after eight moves.*



*First stampede of Cross downwards.*



*Stampede of Circle to the right.*



*Also Cross does a stampede to the right.*