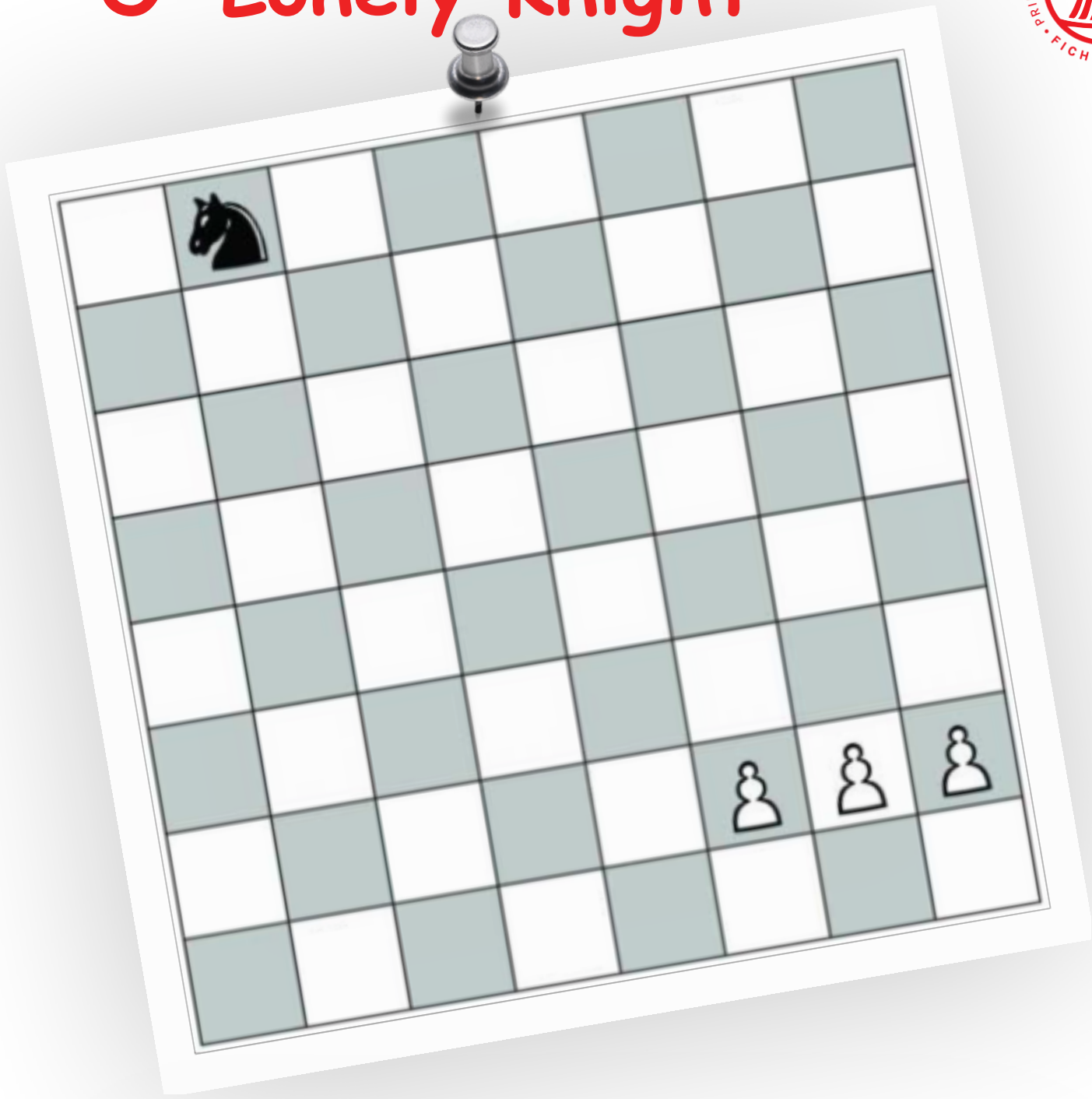



# O' Lonely Knight



 White wins if one pawn reaches the other side.

 Black wins if it captures all white pieces or stops white from reaching the other side.