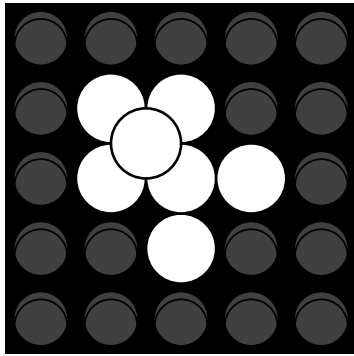




## MULTI-STEP CUTS

The following example demonstrates a sequence of moves by Red that cuts the white group.

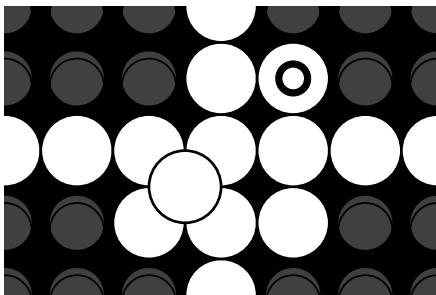


These white balls have no moves.

In general, balls that drop do not count as part of the connection for that move. Balls being moved must be connected to their destination regardless of any dropping balls.

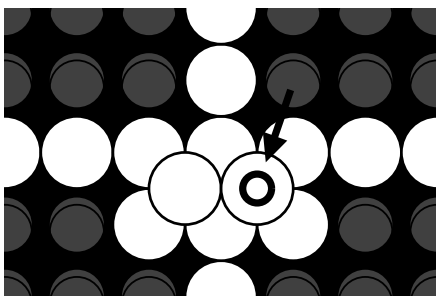
## OVERPASSES CUT UNDERPASSES

The following position shows a white connection:



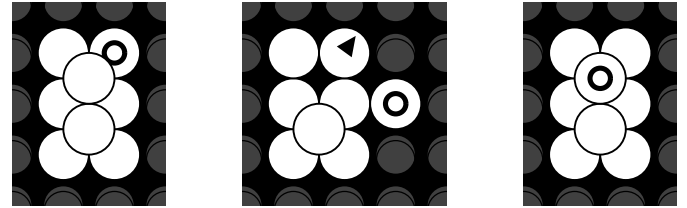
A white connection.

Red can cut this connection by building over it:



Red cuts the connection with an overpass.

Now the white balls are cut into two groups and the red balls are connected.

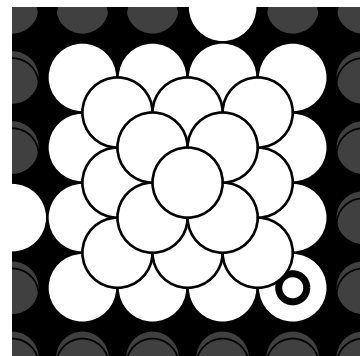


Cutting sequence by red ball O.

The red ball O eventually comes to rest on the white ball that it caused to drop, but it took two moves to do so.

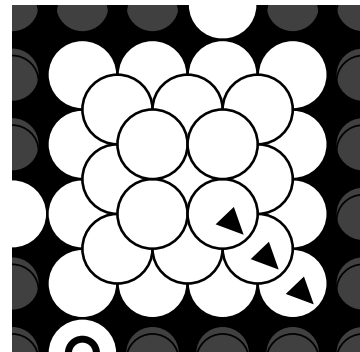
## TACTICAL DROPS

Drops themselves can be used to cut enemy connections. Consider the following position.



A red connection.

If White moves ball O, then multiple balls drop down to cut the red connection.



Dropping balls break the red connection.

The moral here is: *don't trust enemy foundations!*