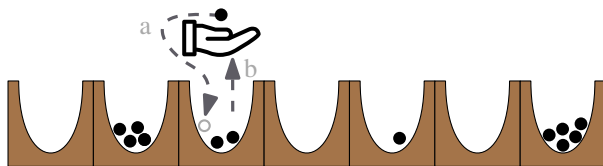


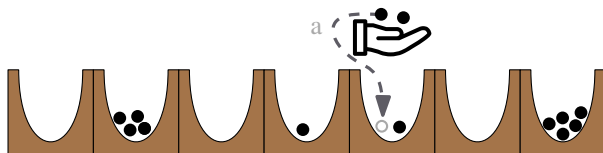
1. Hole 1 is not empty (case ii).

- (a) Bill drops one stone into hole 1.
- (b) Bill's hand is empty now, so he takes all two stones out of hole 1 and continues to the next hole.



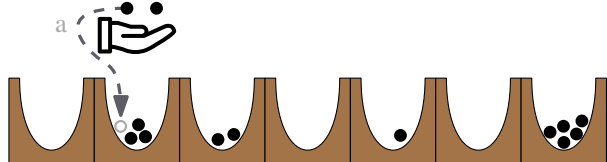
3. Hole 3 is not empty (case ii).

- (a) Bill drops one stone into hole 3.
- (b) Bill's hand is empty now, so he takes all three stones out of hole 3 and continues to the next hole.



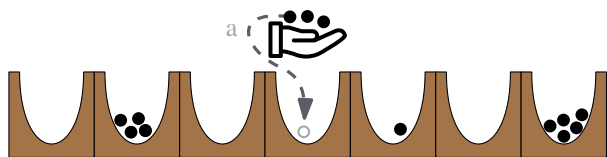
5. Hole 5 is not empty (case ii).

- (a) Bill drops one stone into hole 5.
- (b) Bill still holds one stone, so he just continues to the next hole.



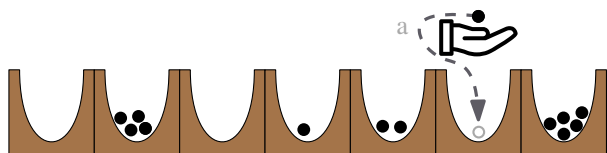
2. Hole 2 is not empty (case ii).

- (a) Bill drops one stone into hole 2.
- (b) Bill still holds one stone, so he just continues to the next hole.



4. Hole 4 is empty (case i).

- (a) Bill drops one stone into hole 4.
- (b) Bill still holds two stones, so he just continues to the next hole.



6. Hole 6 is empty (case i).

- (a) Bill drops one stone into hole 6.
- (b) Bill's hand is empty now, so the game stops.