

Dropper

Rules.

1. The game is played on an 8x8 board, but it can also be played on boards of different sizes.
2. The first player places 1 stone at their discretion on the empty board.
3. The second player places 2 stones according to a protocol in 2 moves: 1Drop - 1Free.

Drop move: the player places their stone in place of an opponent's stone, moving that opponent's stone to a free adjacent square that is diagonally or orthogonally adjacent.

Free move: the player then places their own stone in a free square that has no stones adjacent diagonally or orthogonally.

4. Players take turns placing their 2 stones according to the 1Drop - 1Free protocol on the board until it is no longer possible to place **Free** moves. At that point, players proceed only with **Drop** moves.
5. When placement possibilities are exhausted, the groups sizes for each player are counted. The player with the largest group wins, in the event of a tie, the size of the second largest group is counted and so on.

"Groups" refer to a single stone or a set of stones of the same color adjacent orthogonally.

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