

# Distrify

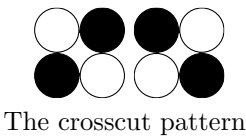
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## Materials

Distrify is played on a square grid with two colors of stones. A grid size somewhere in range [11, 19] is recommended.

## Terminology

- A *crosscut* refers to an instance of either two by two pattern shown to the right.
- A *triplet* refers to three stones of the same color in a row horizontally, vertically, or diagonally.
- Two same-colored stones are *connected* if they are adjacent horizontally, vertically, or diagonally.



## Rules

Players take turns making valid moves, starting with black, who places a single stone anywhere on the board. After this, a move consists of exactly one of the following two options:

1. Place a friendly stone on any empty square, as long as a crosscut is not formed.
2. Place two stones on any empty squares which:
  - (a) are not diagonally adjacent to each other and
  - (b) do not result in the formation of a new *triplet* or *crosscut*. Note: a valid move will always be available, and players may not pass.

## Goal

Black wins if, at some point, there is a path of *connected* black stones which reaches from the topmost to the bottommost row; White wins if there is a *connected* path of white stones from the leftmost to the rightmost column.

## Example

In the figure below, black has just won, after placing two black stones at b4 and c4.

