

ABOUT GOMOKU

What is it? How is it played? What is the purpose of life?



THE GAME

Gomoku is a strategy board game traditionally played on a Go board with stones of two different colors.

Two players take turns placing stones of their color on an intersection of the board, and the game ends when one player manages to align five stones (vertical, horizontal, or diagonal alignment).

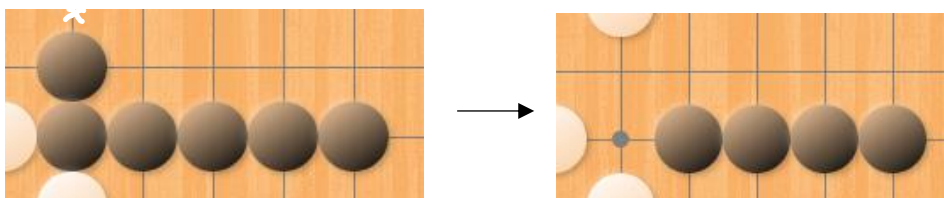


There are a many additional rules to Gomoku aimed at making the game more fair (regular Gomoku is proven to be unfair, a perfect first player wins 100% of the time) and more interesting. In the context of this project, you will play with the following additional rules:

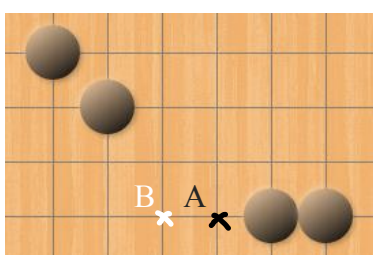
- **Capture:** You can remove a pair of your opponent's stones from the board by flanking them with your own stones. This rule adds a win condition: If you manage to capture ten of your opponent's stones, you win the game.



- **Game-ending capture:** A player that manages to align five stones only wins if the opponent cannot break this alignment by capturing a pair, or if he has already lost four pairs and the opponent can capture one more, therefore winning by capture. There is no need for the game to go on if there is no possibility of this happening.



- **Game-ending capture:** It is forbidden to play a move that introduces two free-three alignments, which would guarantee a win by alignment.



In this scenario, by playing in **A**, Black would introduce a double-three, therefore this is a forbidden move. However, if there were a White stone in **B**, one of the three-aligned would be obstructed, therefore the move in a would be legal. It is important to note that it is not forbidden to introduce a double-three by capturing a pair.