

# **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.

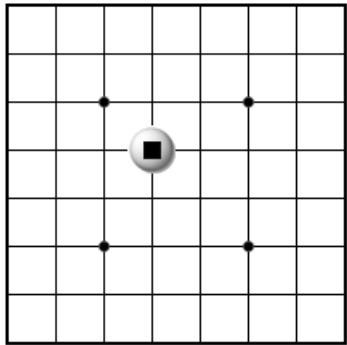
"Groups" refer to a single stone or a set of stones of the same color adjacent orthogonally.

[Andrea Chia]



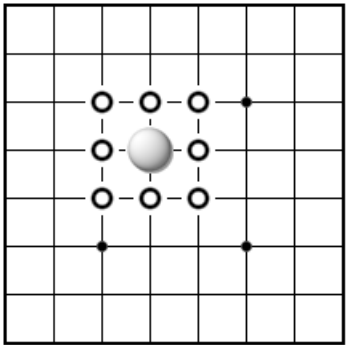
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## The first moves and notation.



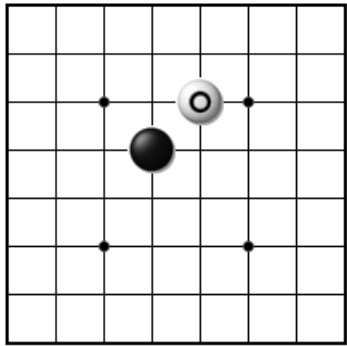
A Go board diagram with columns labeled A through H and rows labeled 1 through 8. A black square stone is placed on the intersection of column D and row 5. There are also black dots on intersections C3, C6, F3, and F6.

White plays D5.



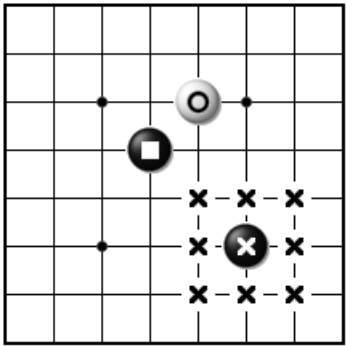
A Go board diagram with columns labeled A through H and rows labeled 1 through 8. A black square stone is on D5. A white circle stone is on E5. There are also black dots on intersections C3, C6, F3, and F6. White circles are placed on intersections C4, C5, C6, D4, D6, E4, E5, and E6, indicating potential capture points for the white pawn.

Black **drops** on D5. The circles indicate the places to which the white pawn can move.



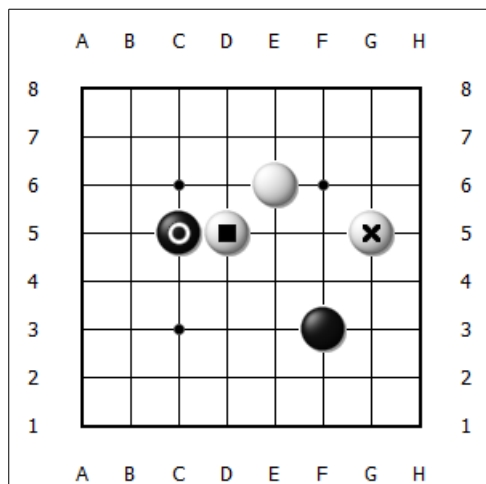
A Go board diagram with columns labeled A through H and rows labeled 1 through 8. A black square stone is on D5 and a white circle stone is on E6. There are also black dots on intersections C3, C6, F3, and F6.

Black is positioned on D5 and White **moves** to E6.



A Go board diagram with columns labeled A through H and rows labeled 1 through 8. A black square stone is on D5, a white circle stone is on E6, and a black square stone is on F3. There are also black dots on intersections C3, C6, and F6. Black crosses (X) are placed on intersections D3, D4, E3, E4, F4, and G3, indicating that these positions are forbidden for capture because they would leave the black stone on F3 without any adjacent stones.

Black plays the **free** stone on F3. The crosses indicate that there are no pieces around it.

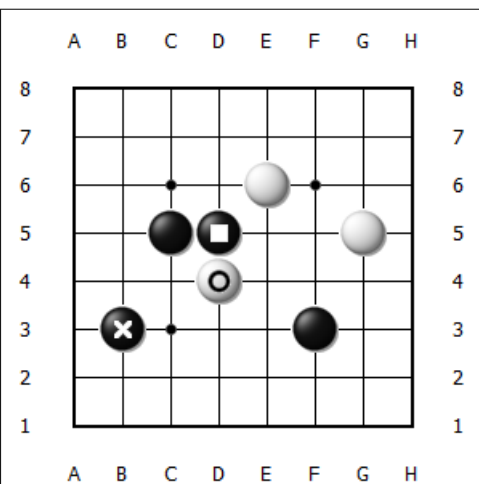


White drops on D5 and moves Black to C5: D5>C5.

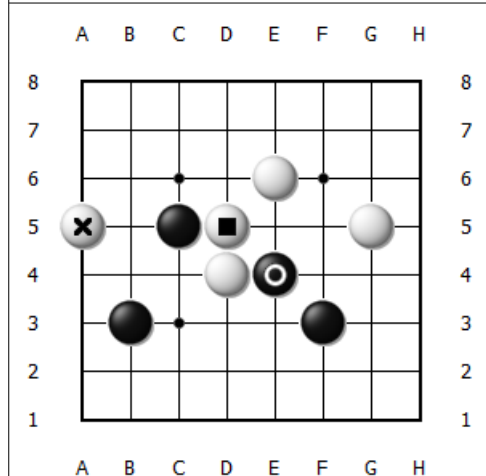
Subsequently, White plays the free stone on G5.

So the complete notation is:

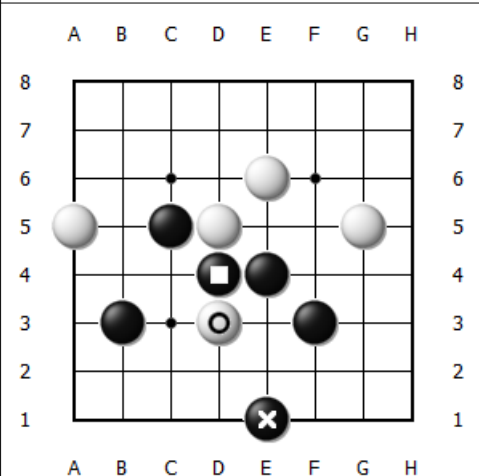
**W D5>C5+G5.**



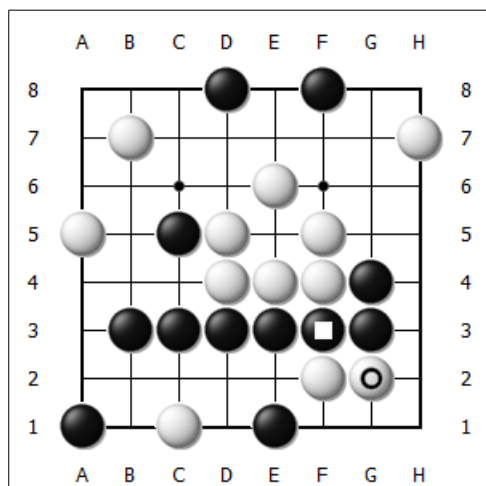
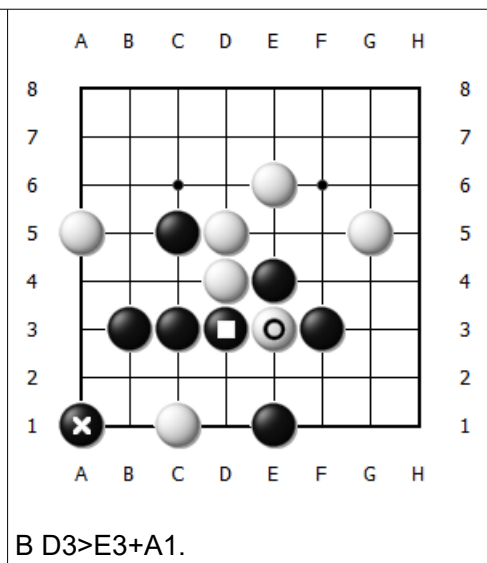
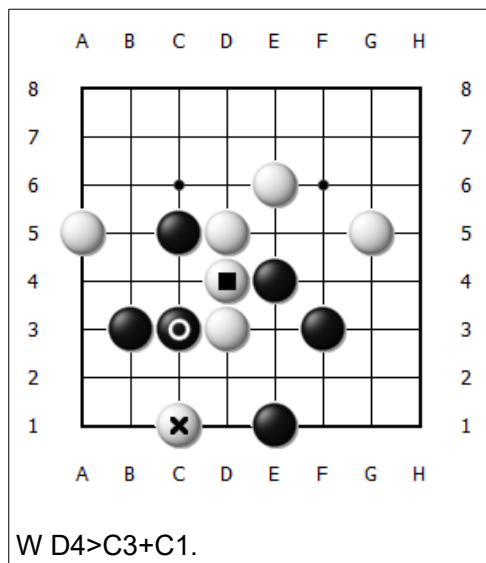
B D5>D4+B3.



W D5>E4+A5.

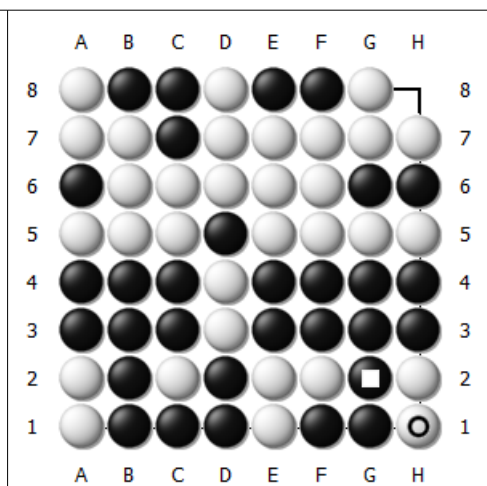


B D4>D3+E1.



Black plays F3>G2 and cannot place the free stone because the board does not have enough space.

Starting from the next turn, White and Black will only play drop moves.



White should make a move, but there are no more Black stones to make a drop move on, so the game ends.

The white group has 22 stones, the black group has 11 stones. White wins.