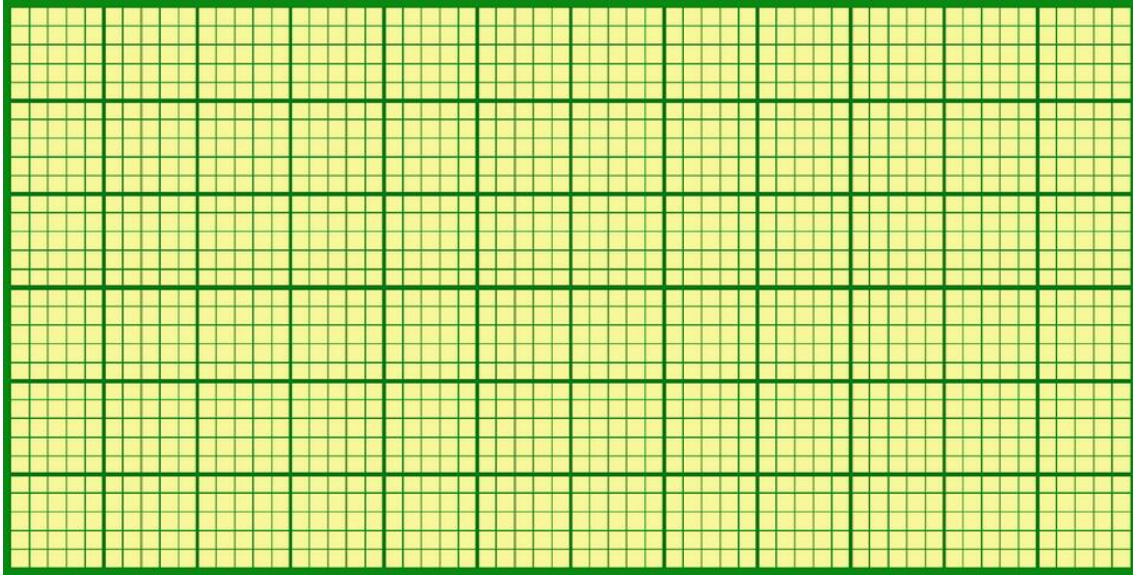


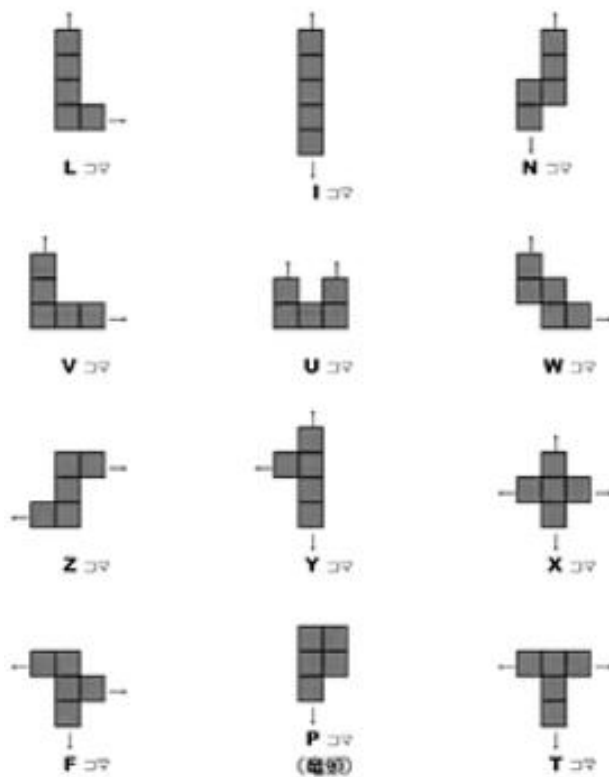
Goryujin

1998, 内橋 俊浩, <https://5ryujin.com/rule/>

The game is played with pentominoes on the following board,



Each player has five copies of each one of these,



*pentominoes are usually identified by letters;
the arrows show the valid points of contact;
pieces can be rotated or mirrored*

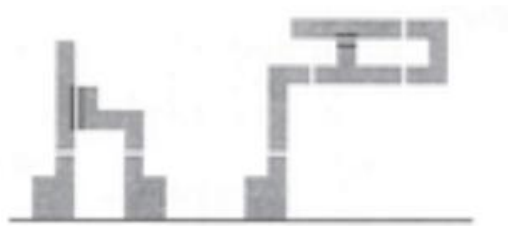
The P piece is the first pentomino to be placed in the first player's row; only those can be placed in the first row.

In his turn, the player must place a new P piece at the first row, or place another pentomino adjacent to a friendly piece respecting the arrows in the previous diagram. The set of friendly legally connected pentominoes is called a *Dragon*.

It is not possible to branch from one piece in two different directions,

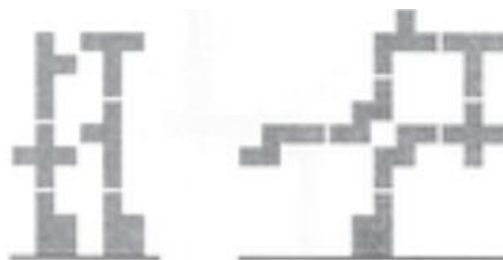


It is invalid to contact one or more friendly Dragons except at the valid connecting places:



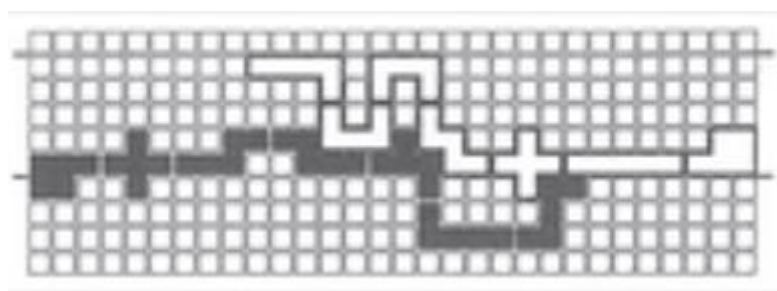
invalid positions

However, contact at corners is legal:



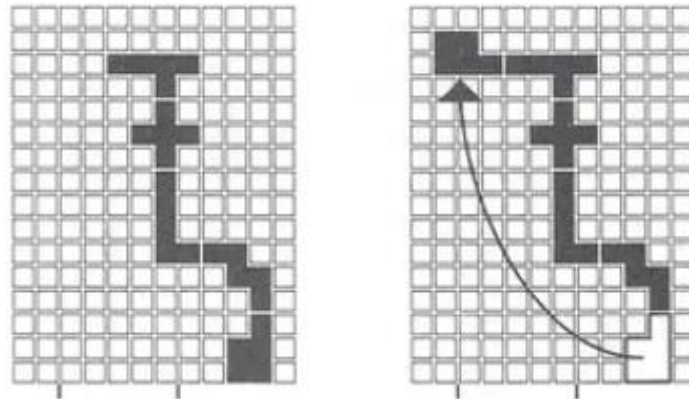
valid positions

This *does not* happen between enemy Dragons, where the contact can be direct,



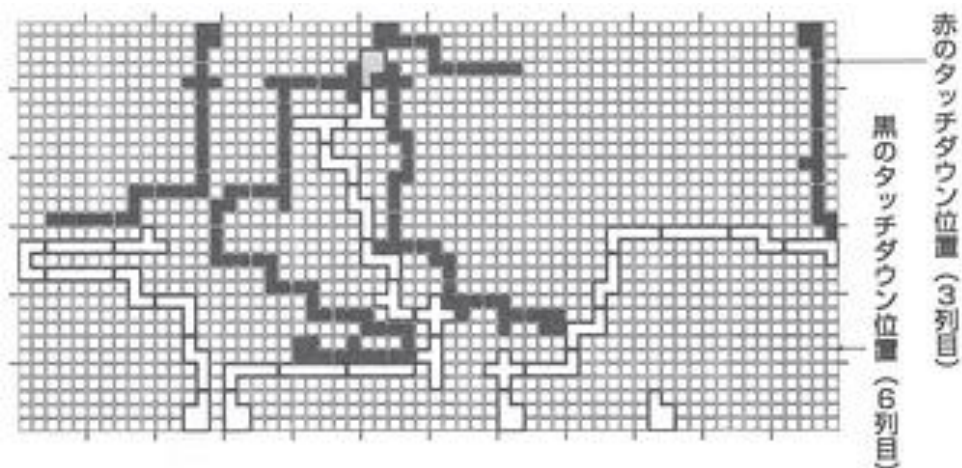
valid position

Touchdown. When the Dragon moves its P piece into a final connection near the opponent's first row,



The game ends if:

- one Dragon's touchdown touches the final row (that player wins instantly)
- all Dragons have performed touchdowns (or the remaining Dragons cannot do it),
 - Then, the players compare the closest touchdown Dragons each have to the opponent's first row, and the closer one wins the game.
 - If they are tied, check the second closest touchdown Dragons, and so on...
 - If the tiebreak reaches a point where one player has a touchdown Dragon, while the other has not, the former player wins.
 - If all five pairs of Dragons are tied, the second player wins.



*White wins since his closest Dragon is in the third row
(wrt the opponent) while Black is in the sixth row*