Morro is a game for two players on a square grid with white and black stones.

Definitions:

- Row: any line of consecutively adjacent, like-colored stones. Rows may be oriented either orthogonally or diagonally. The length of a row is the number of stones in it.
- Drop: to place a stone on any empty space.

Rules:

To start, White drops a single stone.

From then on, starting with Black, the players take turns. On your turn, you must drop a number of stones equal to the length of the longest row (of either color) on the board. If there aren't enough empty spaces left to do so, just fill up the board.

When you create a row longer than any row created by your opponent up until that point, you become the leader.

The game ends when the board is full, and the leader at that time wins.

[BGG description, Nick Bentley 2011]