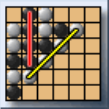


Overview

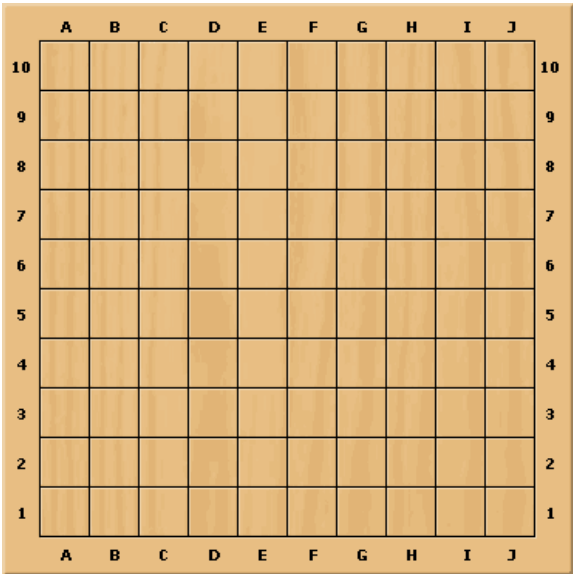
Freedom is a two-player abstract board game played on a square board that was invented by Veljko Cirovic and Nebojsa Sankovic in 2010.



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Board

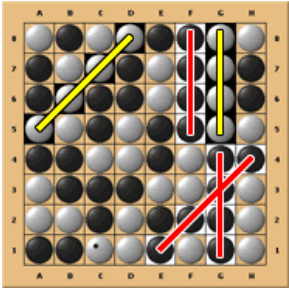
Freedom is played on a 10x10 square board. Other sizes may be used for faster or longer games.



Objective

The objective of *Freedom* is to have more "live" stones at the end of the game, than your opponent. A stone is considered to be "live" if it is a part of some horizontal, vertical or diagonal row of exactly 4 stones of the same color.

On the illustration below the *Black* player wins the game: there are 11 "live" black stones (being a part of three "4-in-a-rows") and 8 "live" white stones (being a part of two "4-in-a-rows"). Note that one of the "live" black stones is a part of two "4-in-a-rows" but it's counted only once.



Play

A game begins with an empty board.

Each player has an allocated color: *White* and *Black*.

White plays first, putting one *white* stone anywhere on the board.

After this move players take turns placing their stones on empty cells adjacent to the last opponent's stone. If all cells adjacent to the last opponent's stone are occupied then the player gets the right ("*freedom*") to place his stone on any empty cell of the board.

The game ends when the board is filled with stones. The last player has the right to pass on his last turn (and leave the last cell empty) if placing his stone reduces his score.