

# Arrello

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Arrello is a 2-player game played with two-sided stones (green on one side, red on the other), on a 7x7 square grid.

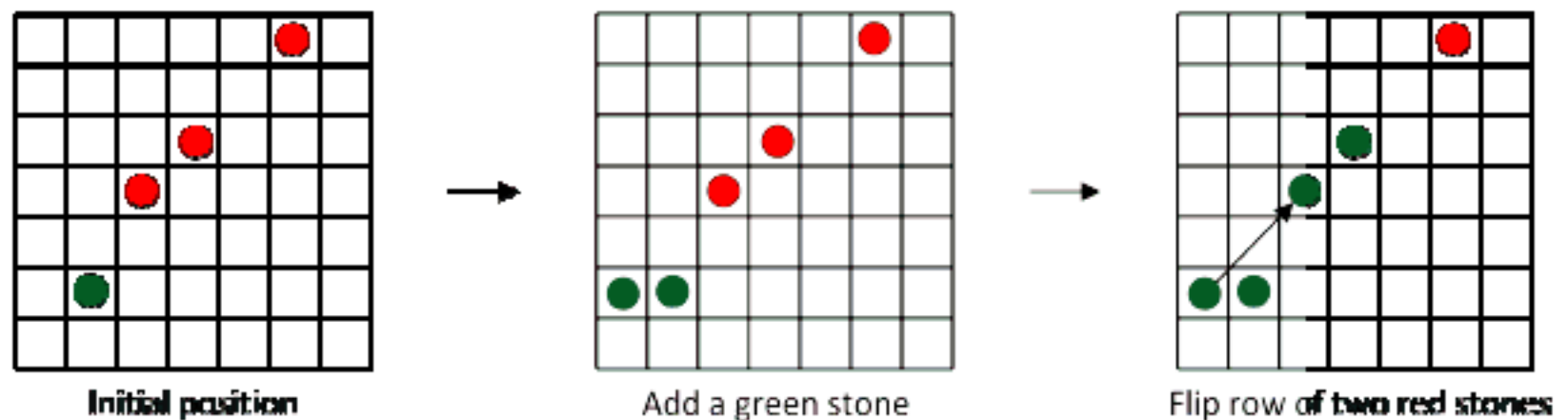
## Rules

1. Players take turns. One player plays stones red-side up, the other plays stones green-side up.
2. On your turn, you must place a stone of your color onto any empty space. If you place it (diagonally or orthogonally) adjacent to a same-color color stone, you may optionally flip opponent stone(s). Here are the rules for flipping:
  - a. You may flip any opponent stone or row of opponent stones which are in an unobstructed straight-line path (diagonal or orthogonal) from the stone that you just placed. See examples below for clarity.
  - b. If your opponent placed a stone non-adjacent to any same-color stones on his most recent turn, you may not flip it on your current turn (though you may flip it on later turns)
3. The game ends when the board is full; the player with the majority of stones on the board wins.

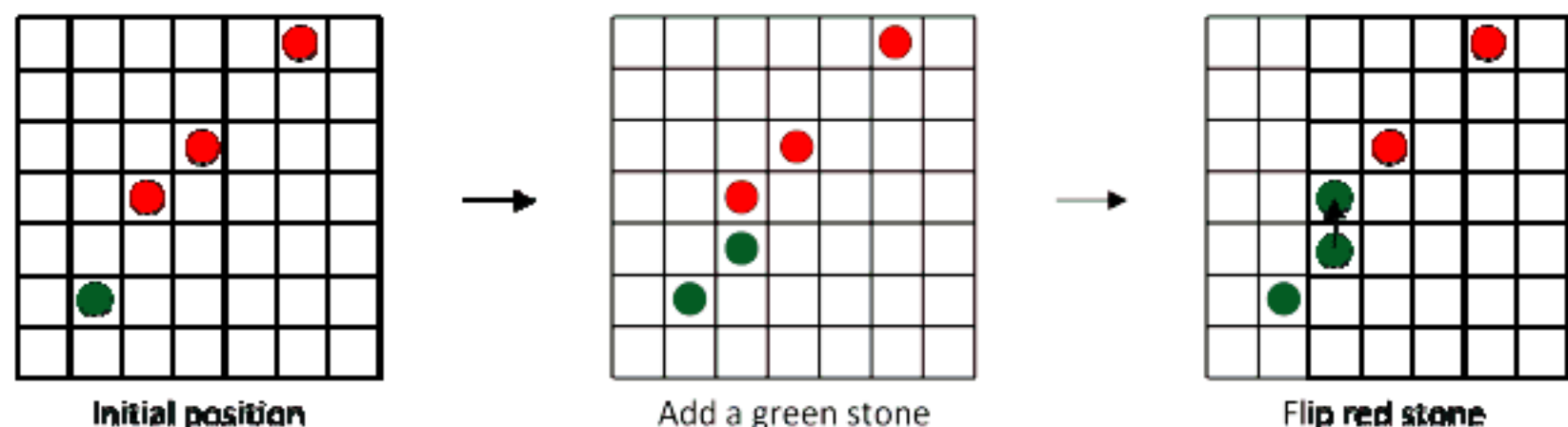
Important Hint: early in the game, spread your stones around and place a lot of singletons.

## Examples Moves

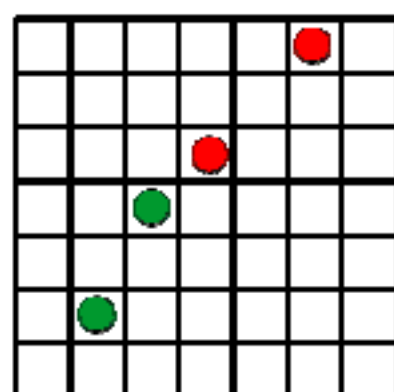
Example 1: it's Green's turn. She places a stone adjacent to another green stone and flips 2 red stones



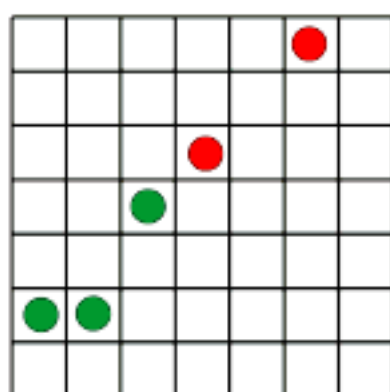
Example 2: it's Green's turn. She places a stone adjacent to another green stone and flips 1 red stone



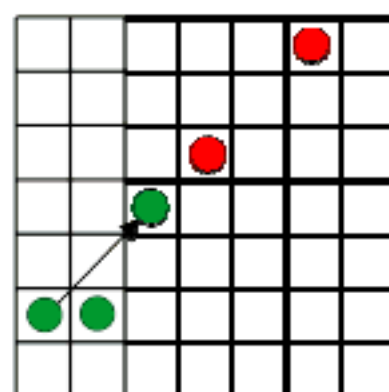
Example 3: It's Green's turn. Green can't flip because a green stone from a previous turn blocks the path



Initial position

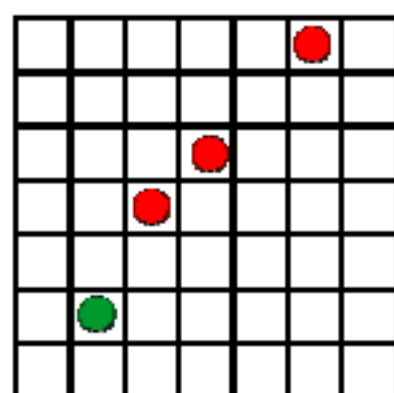


Add a green stone

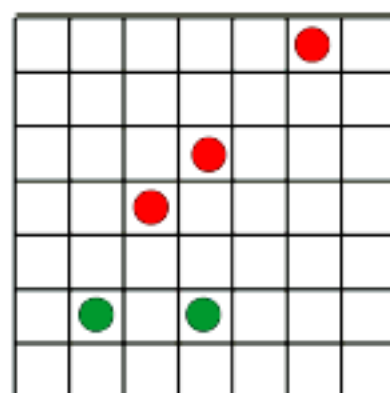


No flip allowed here:  
A green stone is  
in the way

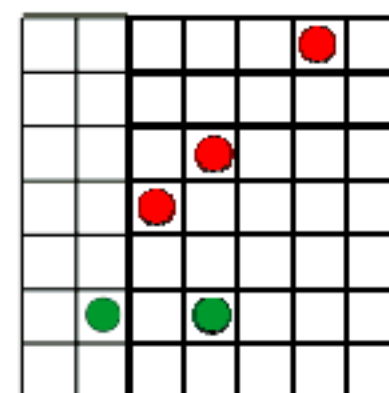
Example 4: It's Green's turn. She can't flip because she didn't place her stone next to any same-color stones.



Initial position



Add a green stone



No flip allowed here:  
the new stone isn't  
adjacent to any other  
green stones