

Paint

By GiocatGeneric, 2020

Components:

- A 9×9 square board
- Six white discs and six black discs
- Thirteen neutral spheres
- A sufficient number of light and dark tiles

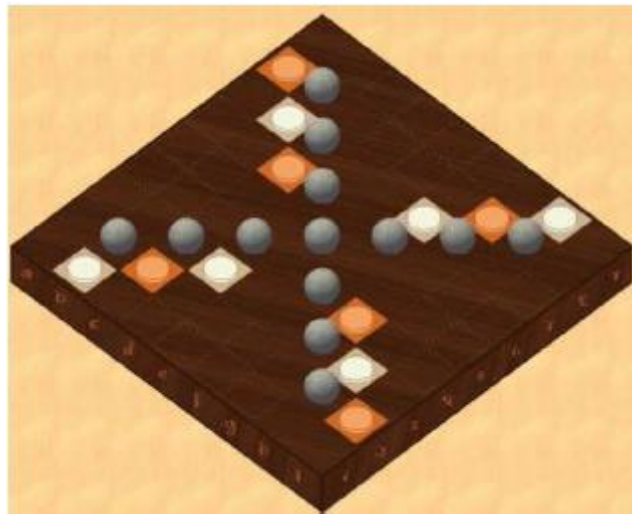
Goal:

The player who, at the end of their turn, controls more tiles than their opponent takes the lead in the game. The first player to maintain the lead for **50 consecutive turns** wins.

If neither player gains the lead for **20 consecutive turns**, the game ends in a draw.

Start of the Game:

The board is set up in a specified initial configuration. White moves first, then players alternate turns.



Gameplay:

On their turn, a player must move one of their discs. If no legal move is possible, they lose. Passing is not allowed.

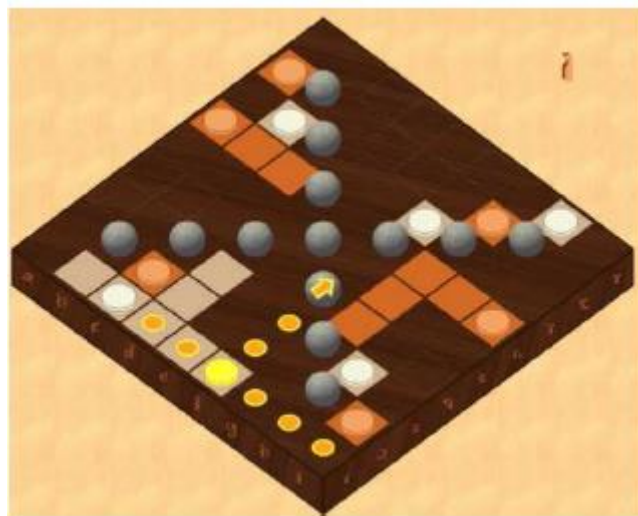
Area Rank:

The rank of a colored area is the number of discs within its own-colored tiles. At the end of each turn, each disc takes on the rank of the area it occupies. (Example: if a light-colored area contains two white discs, both have rank 2.)



Moving a Disc:

- A disc can move orthogonally in a straight line, for as many spaces as desired.
- It may cross empty spaces, own-colored areas, and opponent-colored areas only if the area's rank is **lower** than the disc's rank.



A pawn may, at the end of its movement, occupy a space containing a sphere, provided that directly behind the sphere, adjacent in the same direction, there is a free space into which the pawn can push it. In the diagram above, the white pawn can push the sphere.

The spaces crossed or reached by the pawn are colored with its color, while they become neutral when occupied by a sphere.

If a move splits one or more colored areas into separate parts, any colored area that no longer contains any pawns becomes neutral.

Ref: Il fogliaccio degli astratti #74