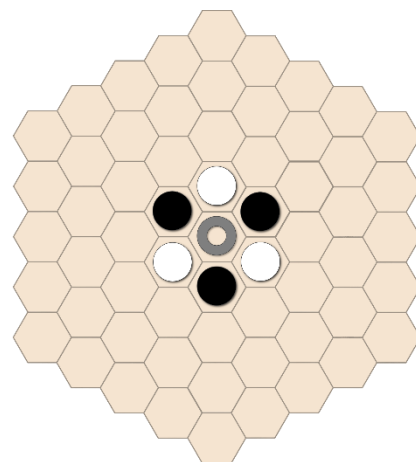


# Drop.

## Play

1. Players start with 32 pieces of their colour and the board in the start position.
2. Black places **one** piece on the board.
3. Play alternates, with each player placing **two** pieces per turn

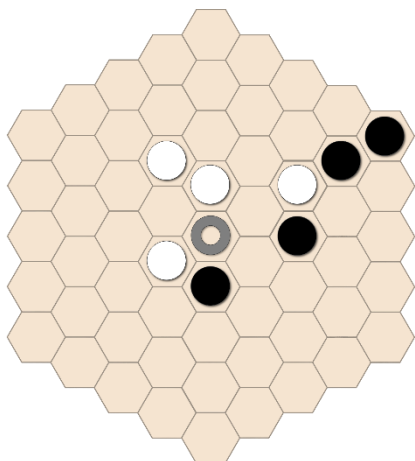
The game ends when both players run out of pieces. The person who has the **largest connected** clump at the end of the game wins.



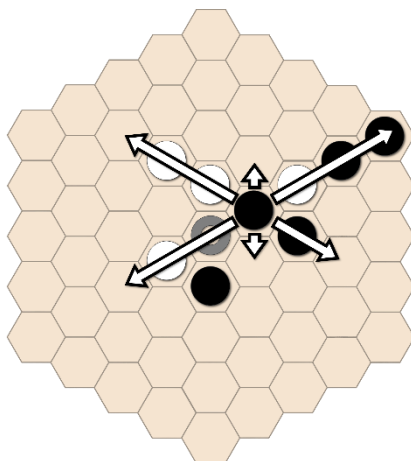
Starting Position

## Placing

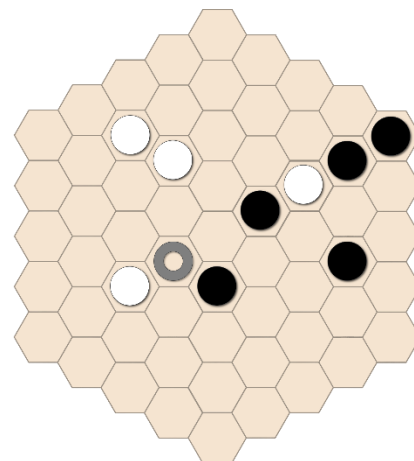
A piece can be placed on any free space **except the outer ring of cells**. When it is placed, all pieces around it are pushed backward one cell. This push is only stopped by edges of the board. A push affects the entire chain of pieces behind it – therefore if there is not a chain of pieces to a wall, the piece is pushed.



Start of Black's Turn



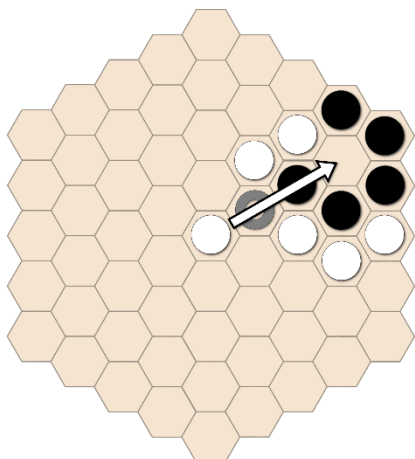
Placement



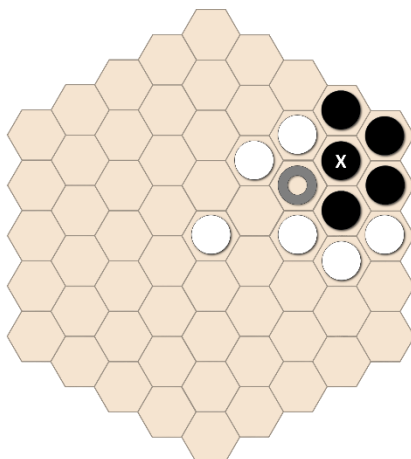
Result of Placement

## Squeezing

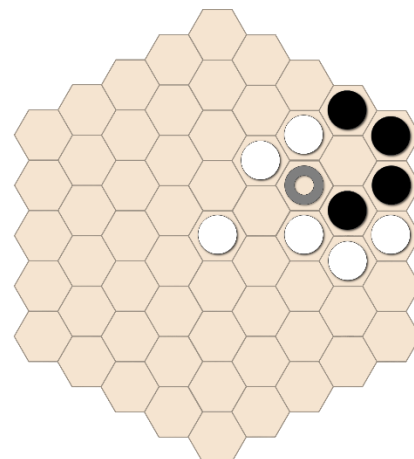
If a piece is surrounded by **4 or more pieces of the same colour**, then the piece is squeezed. A squeezed piece is discarded and cannot be used again. A piece can be placed in a squeezed position but must be removed from the board if it remains squeezed. At the end of each placement, both colours check if any pieces need to be removed.



White's Placed Piece



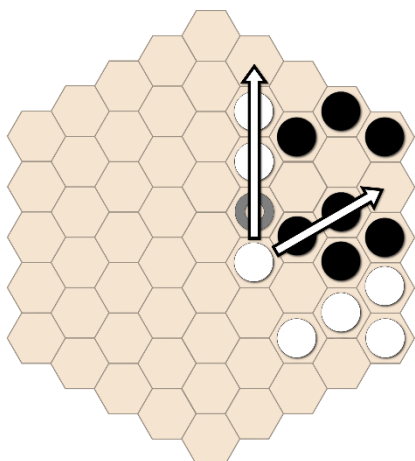
Result of Placement



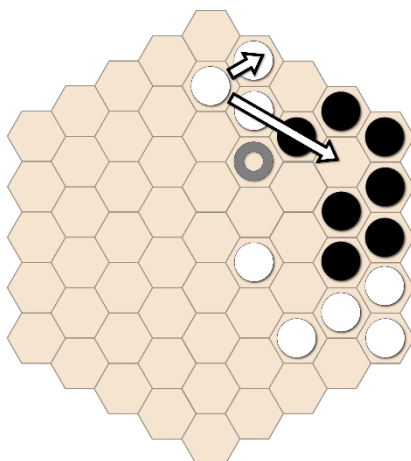
Black Piece is Removed

## Advanced Squeezing

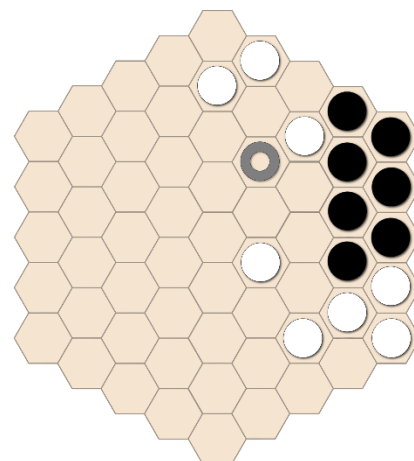
As a result of squeezing, multiple pieces can be removed from the board in one turn. This can be done with multiple simple cases, or by overlapping squeezing pieces.



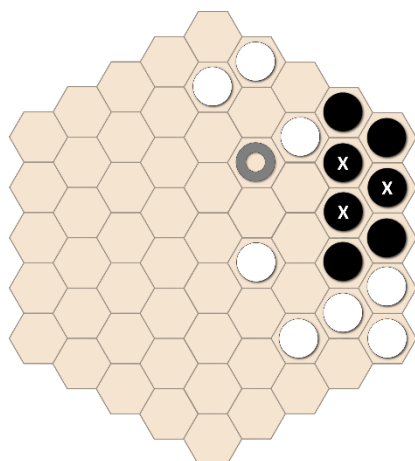
White's First Piece



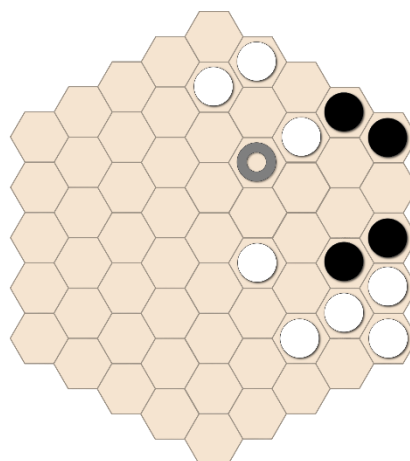
White's Second Piece



Resulting Board



Pieces That are Squeezed = X



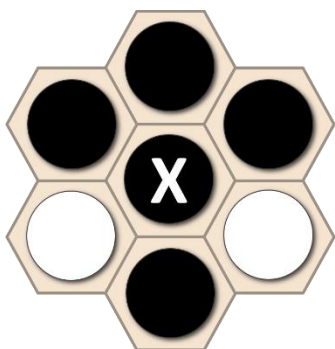
Pieces Removed at End of Placement

## The "Dud"

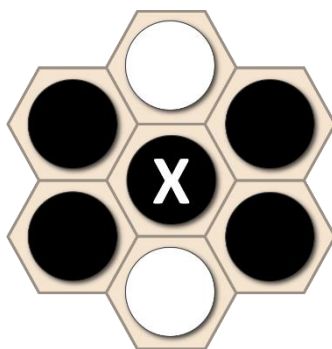
The dud is the centre piece of the starting position. This piece does not contribute to squeezing and end of game scoring. This piece can be pushed like any other piece.

## Squeezing Patterns

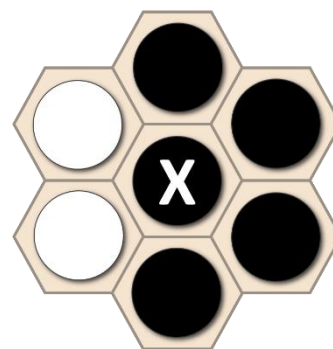
Look for the patterns below to make squeeze cases easier to identify:



Paw



Cross



Trapezium