# Drop.

Play

1. Players start with 32 pieces of their colour and then set up the board.
2. Black places **one** piece on the board.
3. Play alternates, with each player placing **two** pieces per turn
4. If a player still has pieces after the other runs out, these pieces can be placed freely until the board is filled or they cannot place.

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.
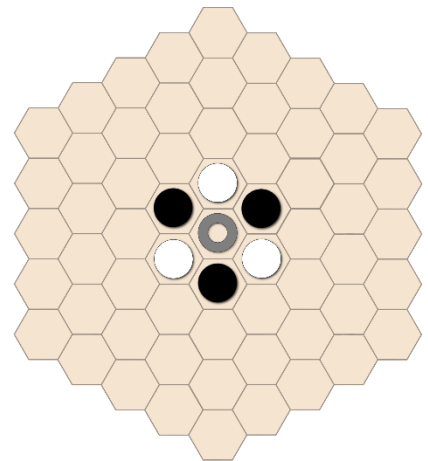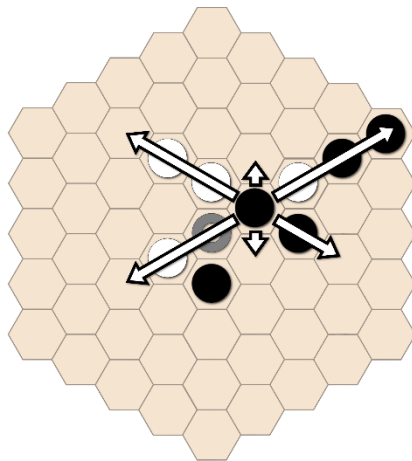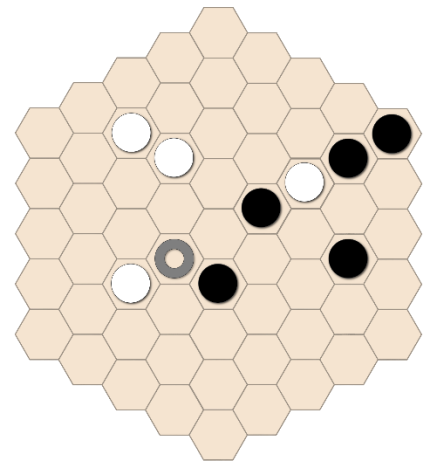
Starting Position

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.
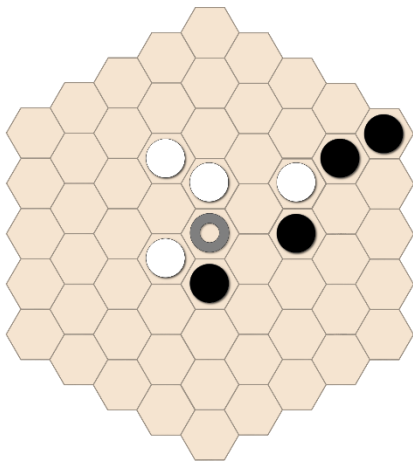
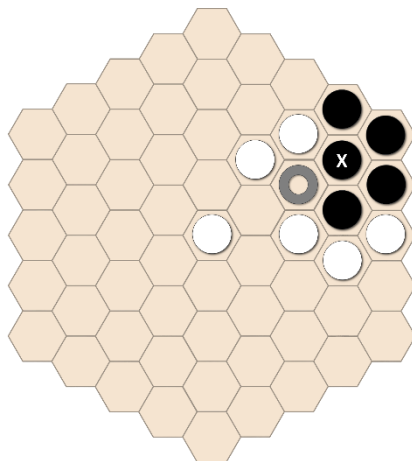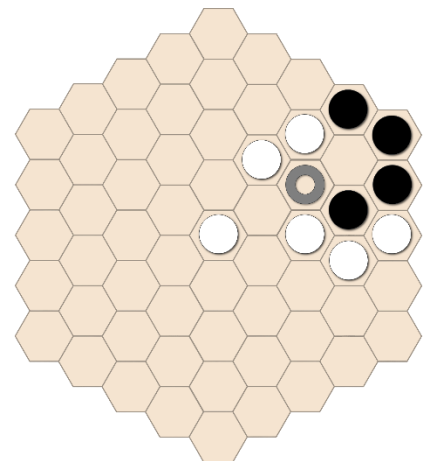Start of Black's Turn   Placement   Result of Placement

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 colors check if any pieces need to be removed.
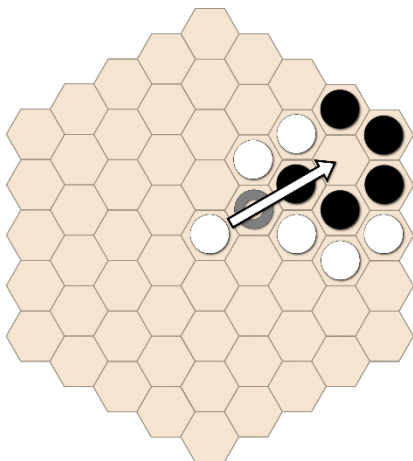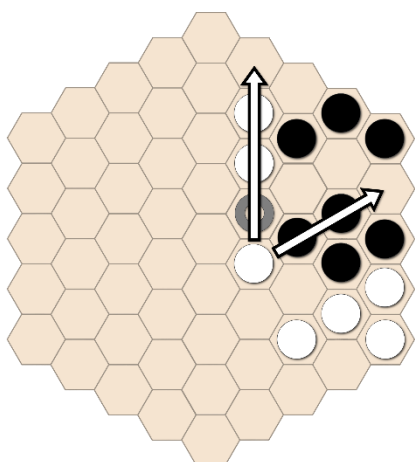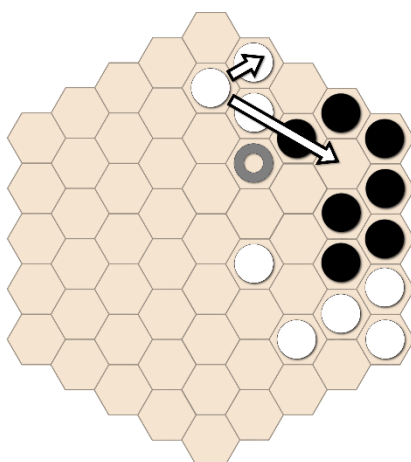
White's Placed Piece   Result of Placement   Black Piece is Removed
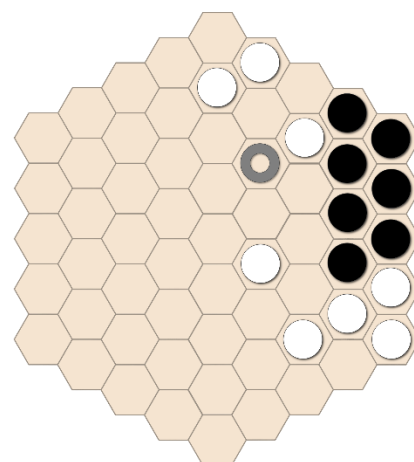
Advanced Squeezing

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.
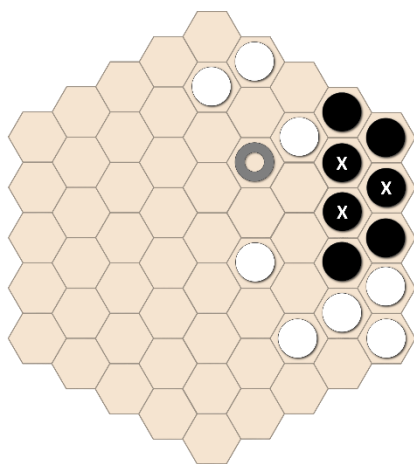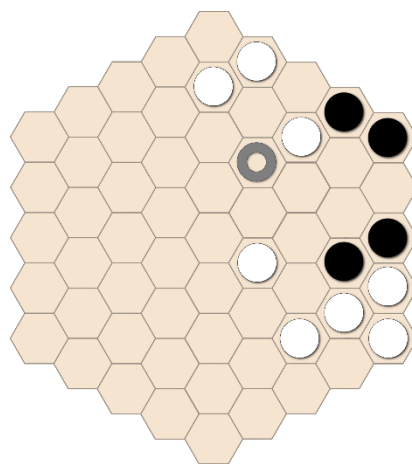

White's First Piece
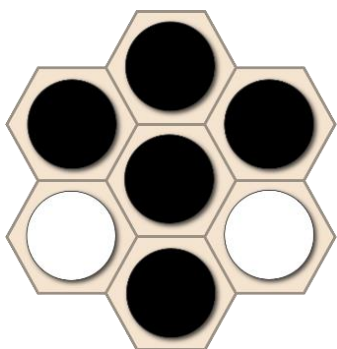

White's Second Piece
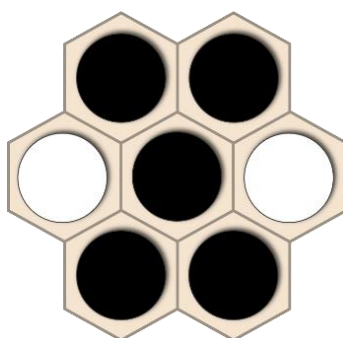

Resulting Board

Pieces That are Squeezed = X

Pieces Removed at End of Placement
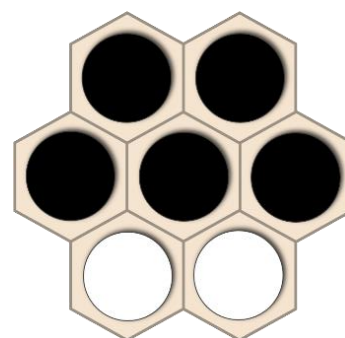
Squeezing Patterns

To make identifying squeezed pieces, look for the below patterns:

Paw

Cross

Trapezium