# Goal of The Game

The goal of the game is **to occupy as many field squares as possible** with your team's chips by effectively using the possibility to put, move and replace the opponent team's chips with your own chips. The game is over when all board squares are occupied with chips. The team that has more chips on the main 11×11 numerated field in the end wins. The field of the game in this version is the 121 enumerated field. To describe the rules, we use a field of size 64 numbered cells.
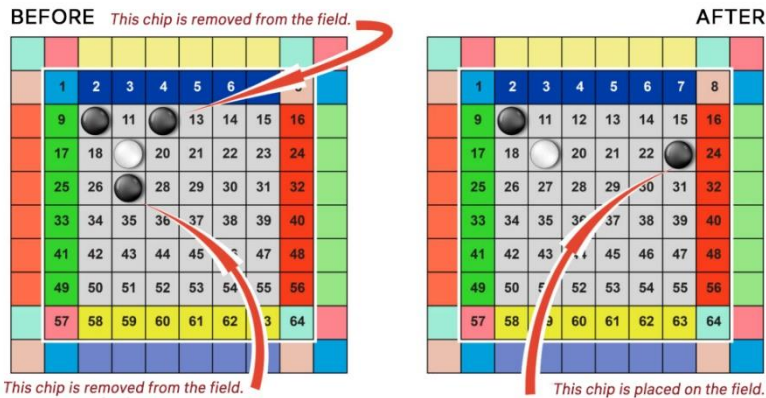
What can a player do in one turn?

Put 2 of your chips on free numerated squares. If a chip is placed on the border, as shown in the figure, then additional copies (duplicated) of this chip should be placed on the border of the field, on squares without numbers.
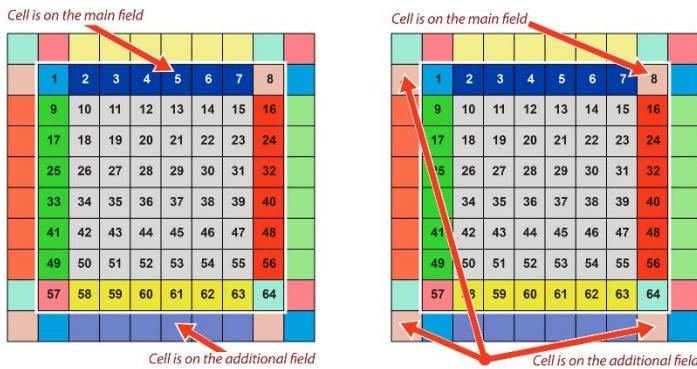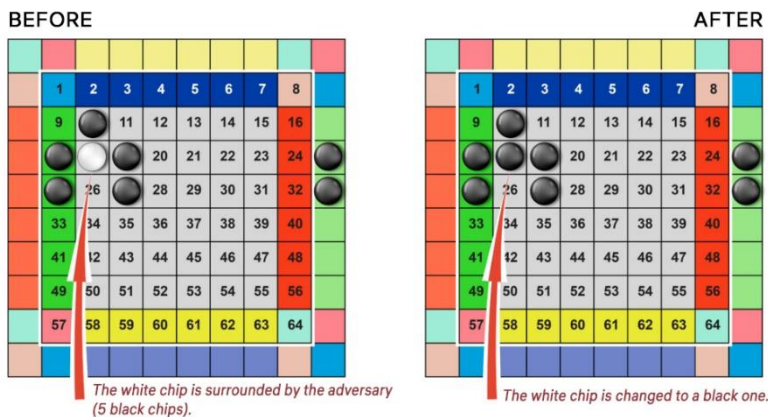

Move a chip twice or two chips once to an adjacent free square. You can move chips horizontally or vertically, as shown in the figure.

Land one of your chips on any free square in exchange for two of your chips.

BEFORE — This chip is removed from the field.
AFTER

This chip is removed from the field.
This chip is placed on the field.

Replace an opponent's chip by yours if it is surrounded by **5, 6, 7 or 8**
of your chips in the closest 3×3 squares. You can repeat this operation any number of times during your turn.

BEFORE
AFTER

The white chip is surrounded by the adversary (5 black chips).
The white chip is changed to a black one.

The rule of the first turn.

The one who goes first puts only one chip on the field.

The order of operations of one turn.

All operations of one turn can be carried out in any order. The replace operation is performed an unlimited number of times.

Duplicate chips repeat the actions of the main chips.

Please note that if a chip on the main enumerated field is replaced, removed, or moved, then a copy of it on the additional field also performs these actions.